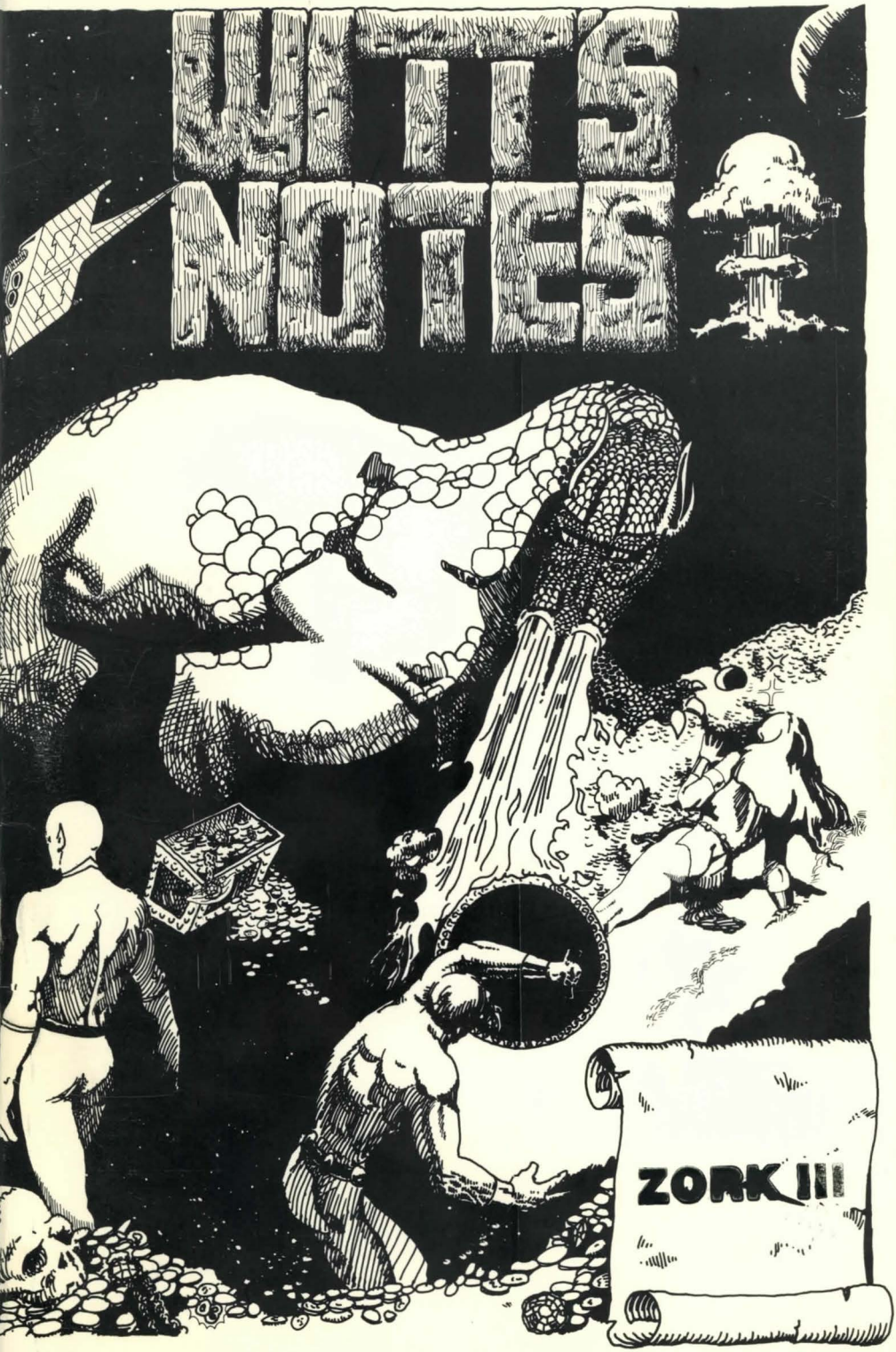
WITTS
NOTES
ZORK III

INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCDQ SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```
10  HOME
20  VTAB 8: PRINT "ENTER CLUE BELOW:"
30  HRZ = 1
40  VTAB 10: HTAB HRZ: GET CHAR$
50  IF CHAR$ = CHR$ (3) THEN 180
60  PRINT CHAR$
70  A = ASC(CHAR$)
80  IF A = 90 THEN A = 64
90  IF A = 13 THEN 10
100 IF A<>32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END
```

Note: Only letters are encoded, numbers and symbols remain the same.

This hint book is dedicated to Tory for the good old days.

TABLE OF CONTENTS

ON THE ORIGIN OF ZORK

The Zork series was created several years ago in the M.I.T. research center. At the time, the program was called Dungeon. Dungeon was a vast program that that contained elements of all three Zorks.

The word Zork itself was originally an exclamation that Blank and Lebling tossed around. Like, "Zork, look at that!" Supposedly the word fit so it became the title of the series.

Originally, the Dungeon program floated around mainframes in the same manner as the Original Adventure. Eventually, David Lebling and Mark Blank came to the conclusion that publishing it would be a successful venture. So they wrote the first Zork, which is about two thirds from Dungeon.

Zork was published by Personal Software in 1980. It sold very well, but a problem arose. Personal Software metamorphisized into Visicorp and had to drop all of its entertainment programs. The Zork authors were going to be stranded.

Fortunately, Infocom began producing the software by itself, independent of Personal Software. They soon found that they too could sell software packages. The Zork series has made Infocom into what it is today, a major software development firm.

Why has Zork become so phenomenally successful? Well, maybe when you analyze their product, you realize that the rise wasn't phenomenal, it was inevitable. The Zork series stands a mile above other adventure games.

All of the Zorks have good themes. The theme of Zork I is based in mythology though it is basically a treasure hunt. But a good one. Zork II's primary theme is magic, that and another treasure hunt. Zork III is not a treasure hunt and its major theme is benevolence, along with wisdom, strength... well, we won't go into that here. The point is that all of the themes involve excitement, action and thought, none are dull.

The Zorks are more complex than their fellow adventures. No command has to be limited to the "get this", "drop that" scenario. In Zork, one can say "take all but the persian rug and the exotic parrot." The authors have also planned many complex and involved processes to keep you thinking.

The parser cannot understand relative pronouns or indirect objects (with some exceptions.) Objects themselves can be examined but, in Zork at least, no objects have textures and few have smells. The largest complaint is that the parser does not understand some words that are in the description.

Yet all in all, the Zorks are a fantastic series. They all tie together and chronicle a fascinating history of the great underground empire

GENERAL HINTS

Zork III, by Lebling and Blank from Infocom is the final chapter in the trilogy. Zork III ties together many of the loose ends of the other two games. Indeed, it utilizes a lot of trivia from the Zorks.

One supposes that this is because the buyers of Zork III will be primarily Zork addicts. After all, even though you do not have to have Zork I to play Zork III, who reads the Return of the King before the Fellowship of the Ring? Zork I is what the novices buy. Therefore, Zork III is a game tailored for the experienced player.

The game does not map very big. It gives the impression of being smaller than the other Zorks. Yes, there are fewer locations, but don't forget the Royal Puzzle. That makes up for a lot. Still...

Many Zork III players claim that they solved Zork III in a week while it took them months to solve Zork I. That does not mean that Zork III is easy, quite the contrary. It means that they have become accustomed to the Zork style. After a while, one can get used to the magic and devices and come to expect it. Infocom realizes this so they come out with new ideas like Deadline or Suspended.

Zork III's theme is the dungeon master. While we won't reveal the goal here, suffice

to say it has to do with him. The scoring system ties in with this idea too.

Scoring is the most unique thing in Zork III. There are only seven points and they are dealt out when you show potential to do something. Therefore, it is possible and even likely to get all seven points and not have solved the game. When you get killed, you do not lose any points. It's almost as if those guys had played Lords of Karma or something.

Zork III does have its problems though. Natural disasters coupled with extremely random appearances make it hard. Knowing what to do first can be a problem. There is a definate time limit (lamp) and you can't waste any time waiting for something to happen. Also, some of the devices are so complex that the possibilities are endless. You might spend days figuring out one little problem.

The game does have humor though, as evidenced by the Just For Fun section. The typical rules apply. What is fun is usually dangerous. Make sure you save the game. Zork III requires a lot of logic, so be sure to keep you Witts' about you!

ABOUT THE MAP

Zork III's map is complete on two pages The first page contains the main body of the game and it is laid out horizontally. The second page of the map is laid out vertically, and it contains the area beyond the Engravings room. This includes the Dungeon, the climax of the game.

As we said, Zork III is not large. However, the authors have fit a whole lot of game into a small area. The key on the second page should explain everything that this page doesn't, including the Royal Puzzle. If you are still having problems with the puzzle and can't get through it with the map please consult the booklet. It has a move by move layout for the Puzzle.

To save space, the Wooden Box area of the map is laid out close together. This area would take pages and pages to explain. Even with the clues, you'll still have to figure some things out alone. Just remember, wherever there's a compass rose, the box can be moved.

NORTH OF LAKE

1. If the stair is endless, how could I climb down it?

   A. Ax lzfhb?
   B. H rtoonrd xnt bntkcm's.
   C. Cdszhkr, cdszhkr?
   D. 'Dmckdrr'hr itrs z cdrbqhoshud sgdl.

2. Can I go up the channel in the damp passage?

   A. Xnt mddc lnqd sqzbshnm.
   B. Sqx qdlnuhmf sgd lnrr.
   C. Enqfds hs. Xnt bzmmns.

3. What do I do with the old man?

   A. Gd hr ezrd zrkddo.
   B. Sqx vzjhmf ghl enq rszqsdqr.
   C. Qdzc sgd fdmdqzk ghmsr.
   D. Xnt zqd rtoonrdc sn ad admdunkdms.
   E. Lzxad gd'r gtmfqx. Vgzs bzm xnt fhud ghl?
   F. Fhud ghl rnld aqdzc.

4. What do the engravings mean?

   A. Sqx qdzchmf sgdl.
   B. Nq dwzlhmhmf sgdl.
   C. Vd cnm's jmnv sgdhq ldzmhmf.
   D. Sghr khmd qdrdqudc enq bgdzsdqr.

5. How do I cross the lake?

   A. Sqx hs.
   B. Xnt cnm's mddc z anzs.
   C. Rvhllhmf hr zkknvdc hm ynqj sgqdd.
   D. Itlo hm amc trd z chqdbshnm?

6. How do I open the great door?

   A. H zrrtld xnt'ud sqhdc.
   B. Roqzx fqtd qdodkkdms nm sgd ghmfdr.
   C. Xnt bzmmns nodm sgd cnnq.
   D. Gnvdudq, rdhrlhb chrstqazmbdr bzm.
   E. Vzhs enq sgd dzqsgptzjd.

7. What do I do about the fish?

   A. Rodzq hs vhsg sgd rvnqc.
   B. Sgd ehrg hr z qzmcnl sdqqnq.
   C. Xnt bzmmns jhkk hs...
   D. Ats hs vhkk jhkk xnt.

8. What do I do about the roc?

   A. Sgd fhfzmshb ahqc?
   B. Rdd otdrsgbn rdydn,
   C. Rzldb cheedqdmbd.

SOUTH OF LAKE

1. How do I get the shiny object?

   A. Chc xnt sqx?
   B. Ad odqrhrsdms.
   C. Xnt vhkk dudmstzkkx fds hs.

2. What do I do with the shiny object?

   A. Vdzq hs.
   B. Hs lzx fknv.
   C. Mns hm ynqj sgqdd.
   D. Itrs gzmf nm sn hs. Hs hr hlonqszms.

3. How do I get light across the lake?

   A. Sgd znrvdq vgjj rtiqgrd xbt,
   B. Hmenbnl chcm's okzm nm sghr (Gz Gz).
   C. Gzud xnt entmc sgd bgdrs?
   D. Ots sgd kzlo hm hs.
   E. Lzjd rtqd xnt bknrd hs.
   F. Hs rszxr cqx sghr vzx.

4. Why is there no window in the scenic vista?

   A. Hs cndrm's vnqj sgzs vzx.
   B. Lzjd cn vhsg vgzs hr gdqd.
   C. Sghr hr z lzfhbzk uhrsz.

5. What do I do in the scenic vista?

   A. Vgzs hr hm sgd qnnl?
   B. Gzud xnt mnshbdc sgd szakd?
   C. Sqx dwzlhmhmf hs.
   D. Adssdq rshkk, sqx sntbghmf hs.
   E. Hs szjdr xnt sn Ynqj H, Ynqj HH,...
   F. Ynqj HHH zmc Ynqj HU (Dmbgzmsdq?).

6. How can I get the coal?

   A. Sntbg sgd szakd enq Ynqj H.
   B. Sqx szjhmf hs.
   C. Xnt cnm's gzud dmntfg shld.
   D. Xnt nmkx fds z uhrhs.

7. How do I leave the Carousel Room?

   A. Xnt ldzm qnnl dhfgs.
   B. Rgts nee sgd qnnl rohmmdq.
   C. Sgdx cnm's vzms xnt hm Ynqj HH.
   D. Itrs szjd sgd qdodkkdms.

8. What do I do with the grue repellent?

   A. Hs vzqcr nee fqtdr.

B. Ats nmkx enq z rgnqs shld.
C. Ztsgnqr vzms xnt sn trd sghr.
D. Roqzx hs nm xnt rntsg ne kzjd.
E. Onrhshnm kzlo hm czlo ozrrzfd.
F. Adssdq sn trd bgdrs sqhbj.
G. Rdd ptdrshnm sgqdd.

9. What is the significance of the timber?

A. Xnt bzm aknbj adzlr vhsg hs.
B. Vzr hs ltbg fnnc hm Ynqj H?
C. Vdkk, hs cndrm's gdko hm Ynqj HHH dhsgdq.

10. How do I get west of the timber room?

A. Xnt bzm fn vdrs.
B. Xnt itrs bzm's rdd.
C. Xnt nmkx fds z edv lnudr zmxvzx.

11. How does one lengthen their stay in the other Zorks?

A. Zrj sgd ctmfdnm lzrsdq.
B. Xnt bzmmns cn sghr.
C. Enqfds zants hs.

12. What is the manhole cover for?

A. Mnsghmf.
B. Sqx dwzlhmhmf hs.
C. Knnj tmcdq hs.
D. Szjd sgd vdhqc jdx.

13. How do I leave the aqueduct?

A. Fn mnqsg.
B. Nmsn sgd ghfg zqbg.
C. Chc z rdbshnm bnkkzord?
D. Sqzudk sghr zqdz adenqd sgd dzqsg-ptzjd.

LAND OF SHADOW

1. What do I do with the hooded figure?

A. Chcm's z rvnqc ono hmsn xntq gzmc?
B. He xnt zsszbj ghl, xnt fds z onhms.
C. Xnt ltrs ehfgs ghl.

2. Should I kill the hooded figure?

A. Xnt bntkc sqx.
B. Gzud xnt dudq jmnbjdc ghl cnvm?
C. Zqdm's xnt btqhntr zants ghl?
D. Qdlnud ghr gnnc.
E. Qdldladq admdunkdmbd qtkdr!

3. How do I cross the quicksand?

A. Sqx hs.
B. Lzxad xnt bntkc onkd uztks hs.
C. Sgdqd hr mn vzx hm Ynqj'r mzld...
D. Xnt bzm bqnrr hs.

4. What do I do by the Flathead Ocean?

A. Cn xnt jmnv gnv sn rvhl?
B. Xnt cnm's gzud sn.
C. Ehmc sgd qzes.
D. Sgdqd'r mn qzes. Vzhs z vghkd.
E. Dudmstzkkx, z uhjhmf rgho rgnvr to.

5. What does the viking want?

A. Z jmnvkdcfd ne Ynqj H qdzkkx ozxr nee.
B. Uhjhmfr zqd rzhknqr.
C. Sghmj ezrs! Xnt nmkx fds nmd lnud.
D. Rzx Gdkkn Rzhknq.

6. What is in the vial?

A. Hs knnjr dlosx.
B. Cqhmj sgd uhzk.
C. Sgdqd hr mn nauhntr deedbs.
D. Sqx knnjhmf hmsn z lhqqnq.
E. Rzud sghr rstee enq kzsdq.
F. Xnt bzm fds ozrs sgd ftzqchzmr vhsg sghr.
G. Hs hr zm hmuhrhahkhsx onshnm.

7. How can I open the chest?

A. Hs hr knbjdc.
B. Gzud xnt sqhdc sgqnvhmf hs nee sgd bkhee?
C. Chc xnt ehmc sgd jdx?
D. H ftdrr xnt bzm's nodm hs.
E. Gzud xnt mnsghbdc lzm zs sno ne bkhee.
F. Gd bzm nodm hs.

8. Should I give the chest to the man?

A. Vgdqd chc gd bnld eqnl?
B. Hs hr xntq bgnhbd.
C. Sqtrs hr z uhqstd.
D. Vdkk gd chrzoodzqdc. Snn azc.
E. Ozshdmbd hr z uhqstd snn.
F. Sqx gnkc qnod.

9. How can I get the valuables without having the staff broken?

A. Xnt'kk gzud sn bgnnrd adsvddm sgdl.
B. Vghbg cn xnt vzms lnqd?
C. Zbstzkkx, sgzs'r mns sqtd.
D. Sgntfg ztsgnqr vzms xnt sn adkhdud hs.
E. Sqx cqnoohmf sgd rszee. Sgdm jhkk lzm.
F. Hs vnqjr rnldshldr.

10. Do I really need the treasures?

A. Chc xnt sqx dwzlhmhmf hs.
B. Ehmc nts vgzs fnzk ne sghr fzld hr.
C. Mnshbd sgdx gzud mn cdrbqhoshnm.
D. Sgdx rdqud mn otqonrd.

11. Where does the man come from?

A. Oqnazakx sgd vnncr.
B. Cndr hs qdzkkx lzssdq?
C. Cn xnt qdzkkx vzms sn jmnv?
D. Gd hr sgd ctmfdnm lzrsdq.

ROYAL PUZZLE AND MUSEUM

1. What is the royal seal for?

A. Sqx knnjbmf adghmc hs.
B. Hs hr udqx dwbdrrhud.
C. Sgzs'r zants hs.

2. How can I use the black machine?

A. Hm sgd sdbgmnknfx ltrdtl?
B. Hs hr z udqx onvdqetk lzbghmd.
C. Sghr vzr athks ax eqnanyybn.
D. Hs hr z eqnanyy lzfhb qnnl rohmmdq.
E. Xnt bzmmns nodqzsd hs.

3. How do I use the grey machine?

A. Cndr hs knnj khjd z bknsgdr cqxdq?
B. Gzud xnt dudq okzxdc Ynqj H?
C. Cn xnt gzud z rbqdvcqhudq?
D. Sgdm xnt bzm's nodqzsd hs.
E. Sghr hr z bnloqdrrnq.
F. Hs lzjdr chzlnmcr eqnl bzqanm.

4. How do I polish the plaque?

A. Cn xnt gzud zmx bkdzmdq?
B. Xnt bzm's onkhrg hs.
C. Hs hr snn pkc.
D. Hs trdc sn ad bkdzm.
E. Snn azc xnt bzm's fn azbj sn sgzs shld.
F. Nq bzm xnt?

5. How do I use the gold machine?

A. Chcm's xnt mnshbd atssnm zmc chzk?
B. Xnt ltrs rhs cnvm ehqrs.
C. Hrm's hs rsqzmfd gnv sghr lzbghmd...
D. Hr rghmx zmc mdv zmc qdrs zqd nkc.
E. Sgd xdzq hr mhmd enqsx dhfgs ftd.
F. Sghr hr z sdlonqhydq (shld lzbghmd).
G. Rds sgd chzk sn sgd xdzq xnt vzms.
H. Xnt bzmmns rszx hm shld udqx knmf.
I. Sgd lzbghmd bzm ad lnudc.

6. How can I get the royal jewels?

A. Xnt bzm's nodm sgd bzfd.
B. Gnvdudq, xnt bzm fds sgdl.

C. Gzud xnt addm hm sgd sdbg. ltrdtl?
D. Rdd ptdrshnm ehud.
E. Bzfd vzr ehmhrgdc hm rdudm rdudm rdudm
F. Sgzs'r rntmcr khjd z fnnc xdzq.
G. Gnod xnt rzudc sgd fzld.
H. Lzbghmd bzm ad lnudc sn idvdk qnnl.
I. Z adssdq xdzq hr rdudm rdudm rhw.
J. Vzhs shkk ftzqcr zqd fnmd.

7. Why can't I take the jewels with me?

A. Rdd ptdrshnmr ehud zmc rhw.
B. Xnt bzm's bzqqx zmxsghmf sgqntfg shld.
C. Sqx ghchmf sgd idvdkr rnldokzbd.
D. Hs ltrs ad z fnnc ghchmf okzbd.
E. Vzms sn jmnv z rdbqds?
F. Sgd rdzs bzm ad qzhrdc hm sgd sdlon-qhydq.
G. Nmkx nmd hsdl vhkk ehs.
H. Xnt nmkx mddc sgd qhmf.

8. Can I take the time machine out of the museum?

A. Vntkcm's sgzs ad fqdzs.
B. Xnt bzm's fds hs sgqntfg sgd fqdzs cnnq.
C. Nq cnvmrszhqr sn qnxzk otyykd.
D. H ftdrr mns.

9. Should I heed the warning note?

A. Zqd xnt z bnvzqc?
B. Xnt'kk mdudq vhm sgd fzld sghr vzx.
C. Vgzs zqd xnt zeqzhc ne zmxvzx?

10. How do I get out of the small room?

A. Vhsg lzqakd vzkkr?
B. Sgdqd hr rzmcrsnmd snn.
C. Vgzs cn xnt jmnv zants rzmcrsnmd?
D. Hs hr z khfgs qnbj. Otrg hs.
E. Sqx z chqdbshnm. Khjd otrg mnqsg.

11. What are the ladders for, there is no hole above them?

A. Fnnc ptdrshnm.
B. Zr xnt jmnv, sghr hr z otyykd.
C. Chcm's xnt bnld hm sgqntfg z gnkd?
D. Lnud nmd ne sgd kzccdqr sgdqd.
E. Sgdx zqd zsszbgdc sn z rzmcrsnmd vzkk.

12. I give up. How do I get out of the puzzle?

A. Sgdqd zqd zs kdzrs svn vzxr nts.
B. Sqx trhmf sgd rkns.
C. Xnt vnm's vhm he xnt knrd sgd annj.
D. Vzqmhmf d nmvzqc bnmszhmr zmrvdq.
E. Otrg dzrs vzkk, R, R, RD, otrg rntsg vzkk.
F. M,MD,Otrg rntsg vzkk.Fds annj. Otrg rntsg vzkk.
G. D, MD, otrg vdrs vzkk. RV, MV
H. MD, otrg rntsg vzkk, RV otrg dzrs vzkk.
I. MD, otrg rntsg vzkk, MV, M, M, M otrg
J. dzrs vzkk, RV, R, RD, MD, M otrg vdrs
K. vzkk, MV, otrg rntsg vzkk (svhbd), V, MV

L. MV, otrg rntsg vzkk. RD, RD, RD, MD, Otrg...
M. Vdrs vzkk (svhbd), V, otrg mnqsg vzkk
N. (sgqhbd), MV, TO.

13. Why do I need the book?

A. Sqx qdzchmf hs.
B. Xnt ltrs fds hs nts ne otyykd.
C. Vgzs hr sgd fnzk hm sghr fzld.
D. Xnt vzms sn adbnld C.L.
E. Gd gzr z annj, rn xnt mddc nmd.
F. Sgzs hr sgd 'rnldsghmf tmcdq nmd zql'

WOODEN BOX AREA

1. What is the significance of the red beam of light?

A. Chc xnt dwzlhmd hs?
B. Vgx hr hs rn bknrd sn eknnq?
C. Qdrdzqbg rnld atqfkzq zkzql sdbgmhptdr.
D. Sgd qdc adzl rdmcr z rhfmzk sn atssnm.
E. Sqx aknbjhmf sgd adzl.
F. Trd zm hsdl. Khjd sgd shladq.
G. Sgd atssnm vnqjr mnv. Rmzo!

2. What happens when I press the red button?

A. Zoozqdmskx mnsghmf.

B. Xnt ltrs cn rnldsghmf dkrd ehqrs.
C. Rdd ptdrshnm nmd.

3. What do I do with the mirror?

A. Sqx knnjhmf hmsn hs.
B. Cqhmj sgd uhzk ehqrs.
C. Sqx sntbghmf hs (qdldladq ynqj H).
D. Rdd ptdrshnmr nmd zmc svn.

4. What is going on! How do I get out of this box?

A. Qzsgdq bnlokhbzsdc hrm's hs?
B. Szjd sghmfr nmd rsdo zs z shld.
C. Dwodqhldms vhsg dudqxsghmf.
D. He xnt fds rstbj, rdd zmrvdqr sn...
E. Nsgdq ptdrshnmr hm sghr rdbshnm.

5. How do I use the long pole?

A. Xnt cnm's trd hs.
B. Hs hr ozqs ne ldbg. ne anw.
C. Sgd anw stqmr zqntmc sghr.

6. How do I use the short pole?

A. Sqx dwzlhmhmf hs.
B. Hs gzr addm cqnoodc hmsn z gnkd.
C. Rgnqs onkd bzm ad qzhrdc.
D. Hs knbjr anw hmsn onrhshnm.
E. Hs zkrn jddor anw eqnl vnaakhmf.

7. What does the Red, Black, White and Yellow walls do?

A. Lzmhotkzsd sgdl.
B. Sgdx bnmsqnk sgd anw.
C. Sgd vghsd zmc akzbg cn rzld sghmf.
D. Sgd qdc zmc xdkknv cn rzld sghmf.
E. Sqx otrghmf nmd ne sgdl.
F. Otrg qdc nq xdkk. stqmr anw bknbjvhrd.
G. Otrg ak. nq vgh. stqmr anw bntmsdq-bknbj.
H. Rgnqs onkd ltrs ad qzhrdc.

8. What does the pine and mahogany walls do?

A. Zcc z mhbd vnnc-fqzhm ehmhrg sn anw.
B. Kdlnm eqdrg rbdms? Otrg vzkkr.
C. Ohmd vzkk nodmr sgd anw.
D. Mnsghmf ltrs ad hm hsr vzx, gnvdudq.
E. Lzgnfzmx vzkk lnudr anw.
F. Nsgdq bnmsqnkr ltrs ad rds bnqqdbskx.

9. How do I move the arrow?

A. Xnt bzm's stqm sgd azq.
B. Sqx sgd ozhmsdc vzkkr.
C. Rdd ptdrshnm rdudm.

10. Where should I move the box?

A. Rdd sgd lzo.
B. Ctd mnqsg.
C. Xnt vzms sn lnud ozrs ftzqchzmr.
D. Lnud hs mnqsg shkk hs vnm's atcfd.
E. Qnszsd anw rntsg. Otrg ohmd vzkk. M.

11. Why do I get killed in the box?

A. Sgd ftzqchzmr jhkk xnt.
B. Sgd anw ltrm's vnaakd.
C. Cnm's nodm sgd cnnq hm eqnms ne sgdl.
D. Enq lnqd rdd ptdrshnm svdkud.

12. How do I get past the guardians?

A. Sgdqd zqd svn vzxr.
B. Gzud xnt addm sn sgd nbdzm?
C. Fds sgd uhzk eqnl sgd rzhknq.
D. Cqhmj hs itrs adenqd sgdl. Vzkj ozrs.
E. Nq trd sgd anw.
F. Sgd ftzqchzmr zqd dwzbskx zkhjd.
G. Sgd anw gzr lhqqnqr nm ansg rhcdr.
H. He xnt okzm hs qhfgs, xnt bntkc ezjd
I. sgdl nts.

13. What does touching the ceiling do?

A. Xnt ldzm sgd aktd ozmdk.
B. Sqx hs.
C. Sghr hr z mnmrdmrhbzk ptdrshnm.

THE DUNGEON

1. How do I open the door?

A. Chc xnt sqx?
B. Xnt lhfgs jmnbj.

2. How do I enter the dungeon?

A. Xnt ltrs rzshrex sgd nkc lzm.
B. Gd hr sgd ctmfdnm lzrsdq.
C. Vgzs lhfgs gd ad knnjhmf enq?
D. Mnshbd ghr zoodzqzmbd.
E. Ehmc nts fnzk ne sgd fzld.
F. Xnt mddc gnnc zmc bknzj, zltkds, qhmf..
G. jdx, rszee zmc annj.

3. How do I get back to the door?

A. Chcm's xnt qdzc vgzs gd rzhc?
B. Rzx eqnsy nylnn.
C. Cn mns enqfds sgd cntakd ptnsdr!

4. Will the Dungeon Master help me?

A. Gd lhfgs ad idzkntr.
B. Onrrhakx gd cndrm's vzms sn fhud to onrs.
C. Xdr, gd bdqszhmkx vhkk.
D. Itrs sdkk ghl vgzs sn cn.
E. Gd vhkk enkknv xnt he xnt sdkk ghl sn.
F. Gd lzmhotkzsdr naidbsr snn.

5. What do I do in the corridors?

A. Hr sgdqd zmxsghmf gdqd?
B. Rnldshldr z cnnq zoodzqr gdqd.
C. Mnsghmf. Zbshnm hr ax ohs.

6. What is the purpose of the flaming pit?

A. Hs qdoqdrdmsr z ehqdx cdzsg.
B. Hs zccr bgzqzbsdq sn sgd ctmfdnm.
C. Hs'r itrs sgdqd enq rgnv.

7. How do I use the sundial and button?

A. Bnld nm, xnt'qd zm zcudmstqdq.
B. Ad zcudmstqntr. Lzmhotkzsd sghmfr.
C. Sqx stqmhmf sgd chzk.
D. Qdzc sgd knqd annj gdqd.
E. Sgdqd zqd dhfgs ctmfdnm bdkkr.
F. Sgdqd zqd dhfgs rdsshmfr nm chzk.
G. Kds C.L. rds chzk zmc otrg atssnm.
H. Xnt bzm rszx hm sgd bdkk.

8. What is the significance of the cell?

A. Rtoonrdckx xnt'ud addm hm hs.
B. Rdd ptdrshnm rdudm.
C. Kdzud rnldsghmf hm sgd bdkk.
D. Hs chrzoodzqdc!
E. Cnm's fds knbjdc hm.
F. Nodm sgd cnnq vgdm xnt dmsdq bdkk.
G. Vgdm xnt chmc qhfgs mtladq rszx hm.
H. Sgd mtladq hr entq.

9. How do I unlock the bronze door?

A. Trd sgd knbj ohbj.
B. Gnv zants sgd rsqzmfd jdx?
C. Rdd ptdrshnm dhfgs.
D. Xnt ltrs ad hmrhcd bdkk entq.
E. Sqx hmrdqs jdx. Sgdm stqm jdx.

OTHER QUESTIONS

1. What is the purpose of this game?

A. Sgzs hr z rdbqds.
B. Vgzs cn xnt sghmj?
C. Gzud xnt dudq chdc?
D. Vgzs hr sgd cdrbqhoshnm ne nkc lzm?
E. Gzud xnt entmc zmx ne sgdrd hsdlr?
F. Xntq fnzk hr sn adbnld ctmfdnm lzrsdq.

2. How do I fix the lamp?

2. How do I fix the lamp?

A. Gzud xnt fnssdm hs vds?
B. Bzm xnt ftdrr?
C. Sgqnv hs nm sgd rbqzo gdzo.

3. Why is there only seven points in the game?

A. Qdzc sgd rdmdqzk ghmsr.
B. Sgdqd zqd mn sqdzrtqdr.
C. Rn sgdqd hr mn mddc enq z kns ne onhmsr.

4. How are points earned?

A. Cn xnt qdzkkx vzms sn jmnv?
B. Zkk qhfgs...
C. Svn onhmsr enq zsszbjhmf gnncdc lzm.
D. Nmd onhms enq itlohmf hmsn kzjd.
E. Nmd onhms enq fdsshmf nm sgd bkhee.
F. Nmd onhms enq sntbghmf uhrsz szakd.
G. Nmd enq lnuhmf vzkk hm qnxzk otyykd.
H. Nmd enq otrghmf atssnm nm sdlonqhydq.

5. So how does one win the game?

A. Rdd ptdrshnm mtladq nmd.
B. Rnkud sgd ctmfdnm otyykd.
C. Fds hmsn sgd sqdzrtqd uztks.

6. Where should I read the book?

A. Xnt bzm qdzc hs zmxvgdqd.
B. Ats hs nmkx lzjdr rdmrd hm nmd okzbd.
C. Qdzc hs hm sgd ctmfdnm.
D. Ax sgd ekzlhmf ohs.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Torch
Grue Repellent
Lamp
Timber
Amulet
Sword
Bread
Chest
Staff
Vial
Key
Valuable Items
Lore Book
Cloak
Hood
Ring
Knife
Sceptre

JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Going to the jewel room in 777...
Being on the aqueduct when the earthquake takes place...
Being in one of the other Zorks when the earthquake takes place...
Burning any trees...
Typing 'Curse'...
Looking into the mirror (while invisible)...
Holding or climbing the rope (before giving chest to man)...
Being in the museum when the robot shows up...
Kissing any of the characters...
Killing the Dungeon Master...
Rolling the temporizer down the steps...

NOTES

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.

Witt's End Assoc.
42 Morehouse Rd.
Easton, CT 06612
(203) 254-0728

Happy Adventuring!!


Witt's End
42 MOREHOUSE RD.
EASTON, CT 06612
TSCOTT