

**Infocom Dept. of Touristry
Lost Despondent Adventurer's
Map for**



**The Great
Underground Empire**

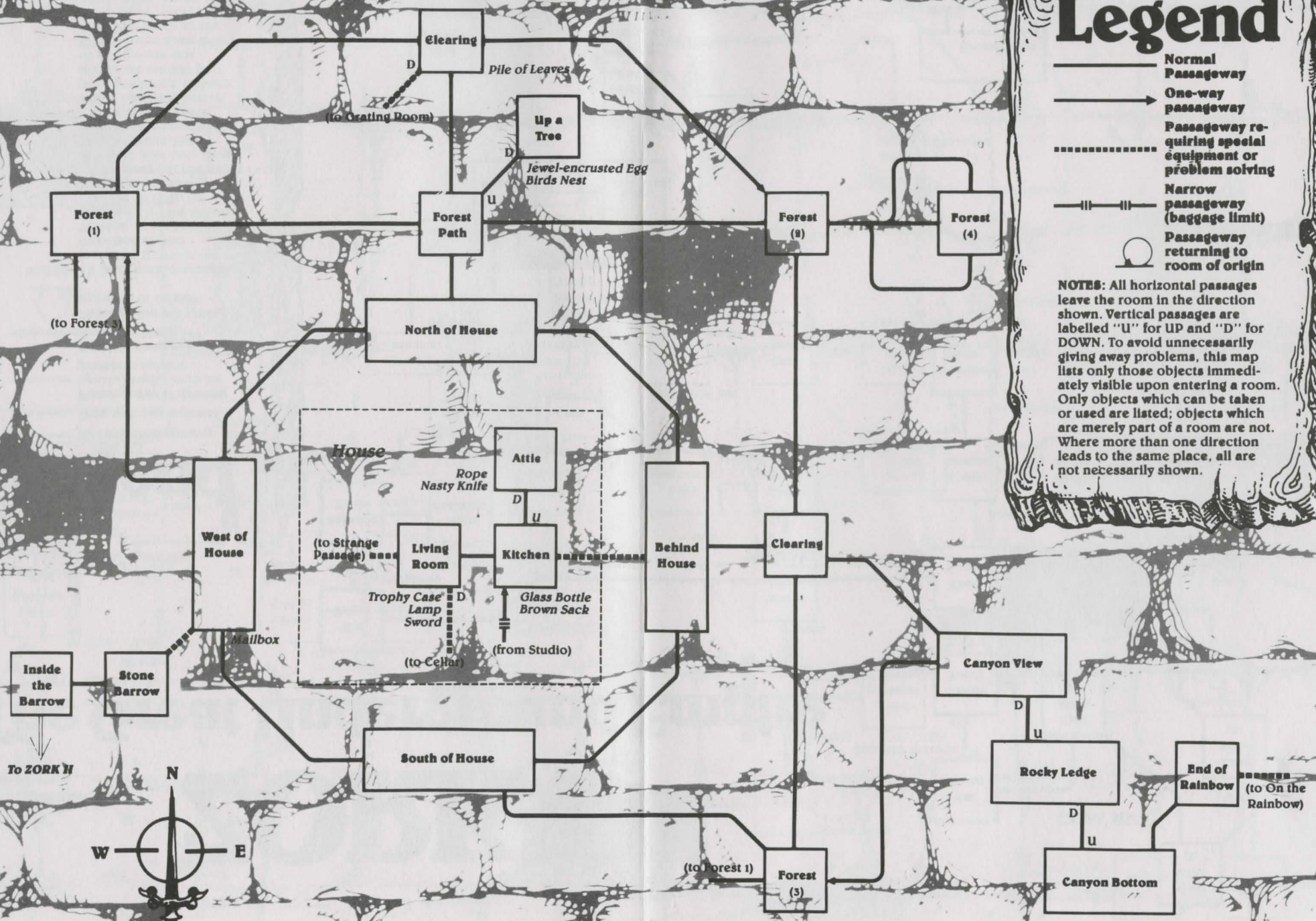
INFOCOM™



Legend

- Normal Passageway
- One-way passageway
- Passageway requiring special equipment or problem solving
- Narrow passageway (baggage limit)
- Passageway returning to room of origin

NOTES: All horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid unnecessarily giving away problems, this map lists only those objects immediately visible upon entering a room. Only objects which can be taken or used are listed; objects which are merely part of a room are not. Where more than one direction leads to the same place, all are not necessarily shown.



To ZORK II

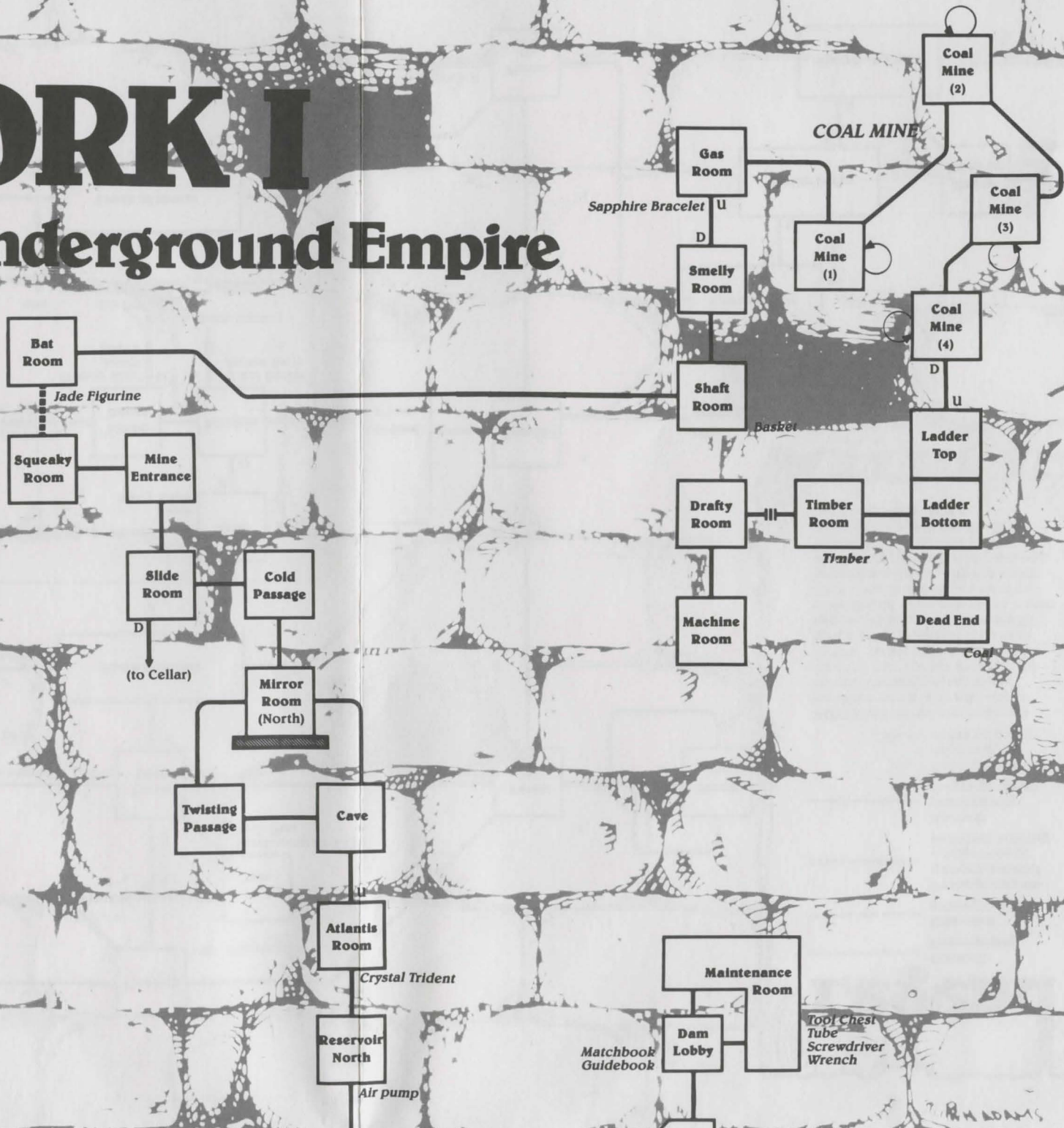
ZORK I

The Great Underground Empire

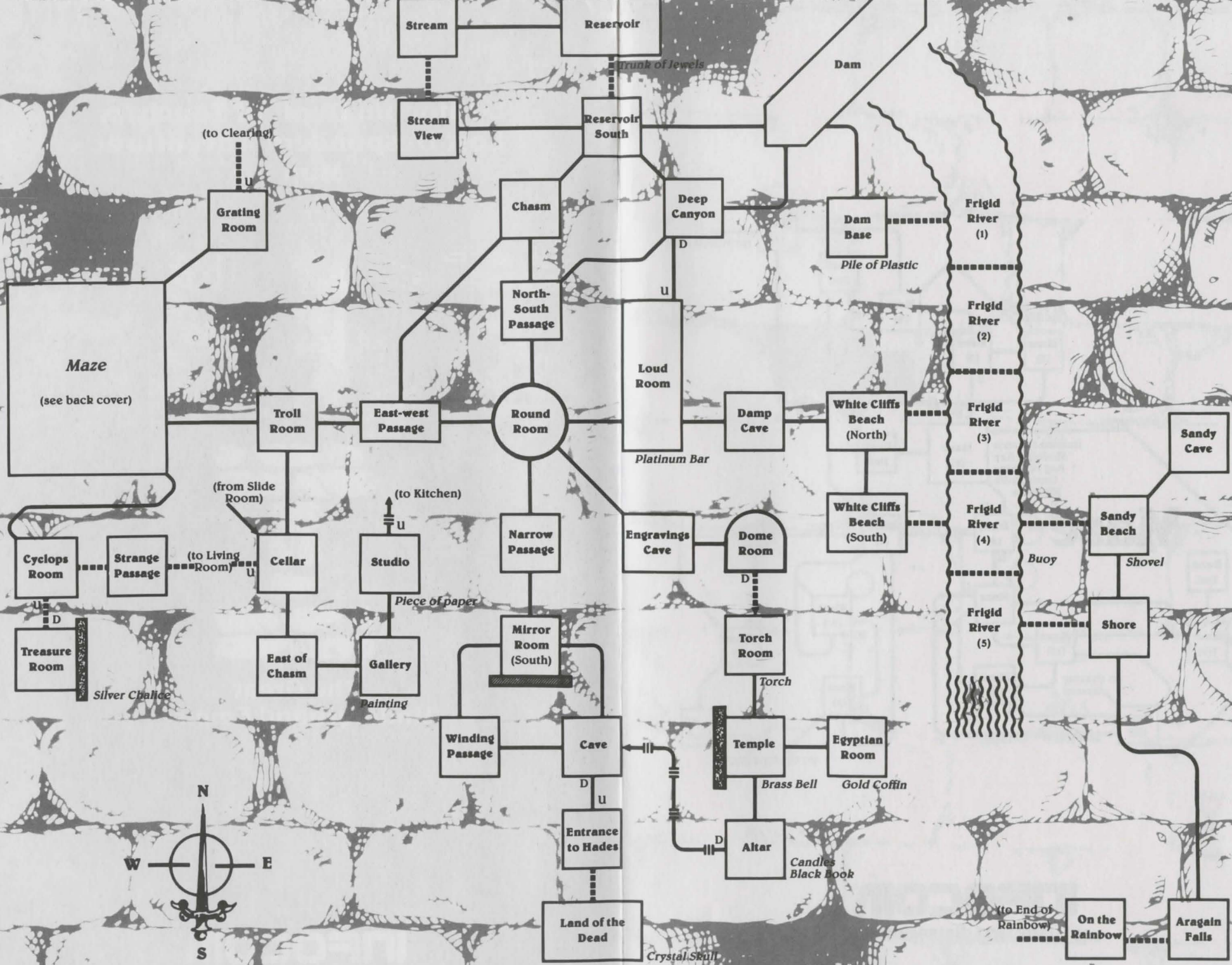
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R. H. ADAMS



Maze
(see back cover)

(to Clearing)

Grating Room

Stream

Reservoir

Trunk of jewels

Stream View

Reservoir South

Dam

Chasm

Deep Canyon

Dam Base

Pile of Plastic

Frigid River (1)

Frigid River (2)

Frigid River (3)

Sandy Cave

North-South Passage

Loud Room

Damp Cave

White Cliffs Beach (North)

Frigid River (4)

Sandy Beach

Round Room

Platinum Bar

White Cliffs Beach (South)

Frigid River (5)

Shore

(from Slide Room)

(to Kitchen)

Cyclops Room

Strange Passage

(to Living Room)

Cellar

Studio

Narrow Passage

Engravings Cave

Dome Room

Buoy

Treasure Room

Silver Chalice

East of Chasm

Gallery

Mirror Room (South)

Torch Room

Torch

Winding Passage

Cave

Temple

Egyptian Room

Brass Bell

Gold Coffin

Entrance to Hades

Altar

Candles Black Book

Land of the Dead

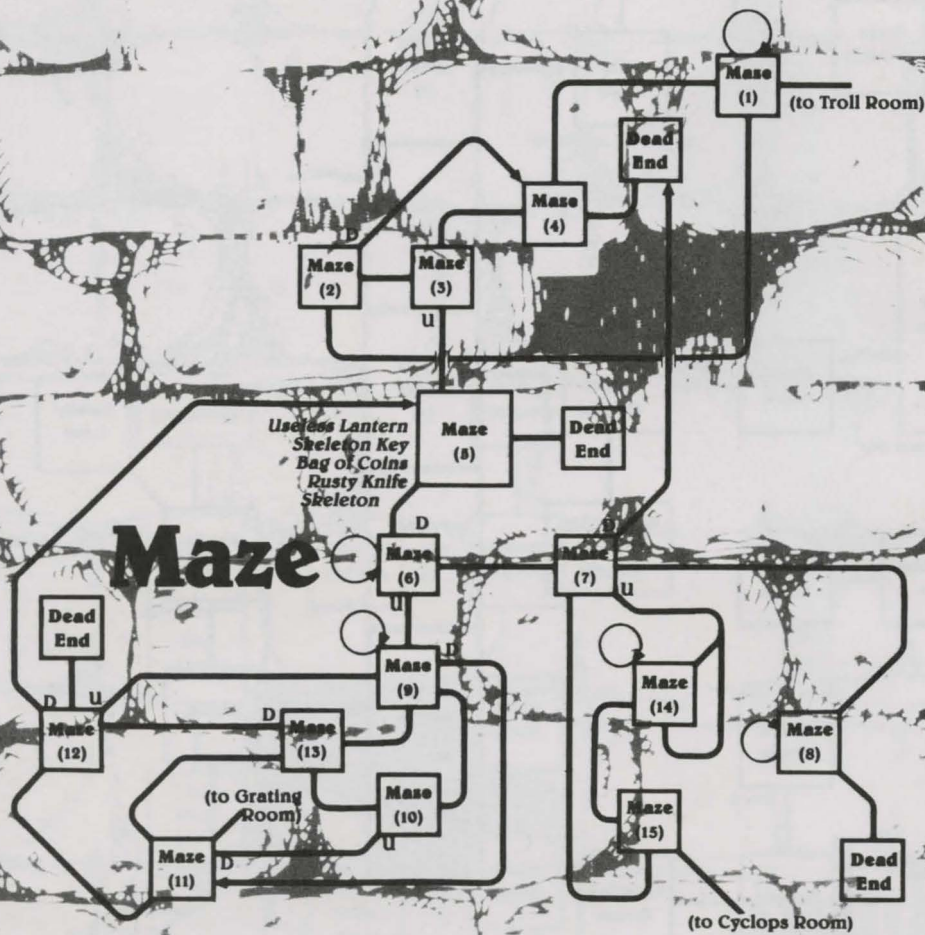
Crystal Skull

(to End of Rainbow)

On the Rainbow

Aragain Falls

Shovel



INFOCOM™
The next dimension