

ZEN - A STEP BY STEP SOLUTION.

NE - E - SE - SAY HELLO (RETURN AMULET FOR A REWARD) - NE - N - OPEN DOOR (SOMETHING INSIDE STOPPING YOU) - X CABIN (EASY TO CLIMB) - UP - X CHIMNEY - (ROOM FOR ONE) - DOWN CHIMNEY - X CABIN (CHISEL) - GET ALL - X CHISEL (HOLE) - OPEN DOOR (TABLE STOPS YOU) - MOVE TABLE (TOO HEAVY) - DESTROY/CHOP TABLE - OPEN DOOR - LEAVE - W - W - W - W - W - DIG (FLASK) - GET FLASK - X FLASK (GOLDEN LIQUID) - W - S - X PINE - ENTER - DIG (BELT, SAW, CHAIN) - GET ALL - X BELT (HAS ATTACHMENTS FOR HANGING TOOLS ON) - WEAR BELT - HANG SAW - HANG CHISEL - HANG AXE (YOU CAN'T) - LEAVE

E - E - E - E - E - UP - DROP ALL EXCEPT CHAIN - UP - LIFT SAW - SAW BRANCH - UP - LIFT SAW - SAW BRANCH - UP - LIFT SAW SAW BRANCH - UP - LIFT SAW - SAW BRANCH - UP - D - D - D - D - D - GET ALL - DROP CHAIN - N - W - W - N - E - E - NE - X BRANCH - MAKE CLUB - DROP AXE - GET CLUB - N - NW - NW - UP - UP - X ORC (THEY SHALL NOT PASS, HE'S FACING YOU) - D - D - S - W - W - X ROCK (BAG INSIDE) - SAY HELLO (WARNED ABOUT LARGE BIRD AND GIVEN A PIECE OF PAPER) - READ PAPER (MAKES NO SENSE) - GET LARGE ROCK - DIG - GET SMALL ROCK - S - W - W - ENTER - DIG (SLINGSHOT) - GET SLINGSHOT - X IT (AIM ROCK AT WHOEVER) - LEAVE - X MOUNTAIN (LEDGE) - X LEDGE (LARGE BIRD AND NEST) - AIM ROCK AT BIRD (BIRD FLIES OFF) - DROP SLINGSHOT - E - E - NE - LOOK IN COTTAGE (SEE MAN TIED ON CHAIR) - LOOK IN COTTAGE CAREFULLY (SEE A TRIPWIRE) - STEP OVER WIRE - X MAN (WEARING RING) - GET RING (HANDS CLENCHED TIGHT) - UNTIE MAN (MAN SLUMPS FORWARD AND RING ROLLS ON TO THE FLOOR) - GET RING (YOU CAN'T SEE IT) - LOOK UNDER CHAIR - GET RING - X IT (CASTLE) - X MAN (NEEDS REVIVING) - GIVE FLASK (HE RECOVERS AND HANDS YOU SOMETHING) - I (IT'S A SEEING EYE) - X EYE (WEAR IT TO UNDERSTAND STRANGE WORDS) - WEAR EYE - REAP PAPER (PEEL BARK ON CEDAR TREE) - DROP PAPER.

X FLOOR (SEE A TRAPDOOR) - X TRAPDOOR (MESSAGE) - READ MESSAGE (PUSH TRAPDOOR HARD) - PUSH TRAPDOOR HARD (IT OPENS) - D (NEED A LIGHT) - STEP OVER WIRE - SW - S - W - REMOVE BELT - DROP ALL EXCEPT CLUB - THROW CLUB IN RIVER (IT FLOATS AWAY) - SWIM - GET CLUB - UP - PEEL BARK (KEY FALLS TO GROUND) - GET KEY - E - X ORC (HE IS FACING AWAY FROM YOU) - HIT ORC - X ORC (WEARING RING) - GET RING - X RING - X BRONZE RING (FIRE RING) - WEAR RING - E - ENTER - X HUT (LAMP) - GET ALL - POINT RING AT LAMP (NOW ALIGHT) - LEAVE - W - D - D - S - S - S - W - W - W - GET ALL - WEAR BELT - N - E - NE - STEP OVER WIRE - D - D - UNLOCK CHEST - X CHEST (FIGURINE) - GET FIGURINE FROM CHEST - X FIGURINE (CAT READY TO POUNCE) - DIG - GET BLOCK - UP - UP - STEP OVER WIRE - SE - E - E - E - NE - TIE ROPE TO POST - DROP LARGE ROCK DOWN WELL - D - DROP ALL - D - X WELL - LIFT CHISEL - CHIP WALL/BRICK (GLOVES FALL TO BOTTOM OF WEL) - HANG CHISEL - D - GET GLOVES - X THEM (SNAKE) - GET BAG - X IT (MEDALLION) - GET MEDALLION FROM BAG - X MEDALLION (DISPELS ILLUSION) - WEAR MEDALLION - UP - UP - PULL ROPE - UNTIE ROPE - GET ALL - SW - N - NW - POINT RING AT PORTCULLIS (IT RISES) - ENTER - W - ENTER (ORCS) - X ORCS (NEED DICE) - LEAVE - N - RS - ENTER (RATS) - POINT FIGURINE AT RATS (THEY FLEE) - DROP FIGURINE - X NEST (BIBLE) - GET BIBLE - LEAVE - E - RS - ENTER (SPIDER) - RL - S - ENTER (CHAPEL) - X CHAPEL (SEE PRIEST AND ALTAR) - X PRIEST (TELLS YOU TO PRAY) - PRAY (POINT BIBLE AT ALTAR) - POINT BIBLE AT ALTAR (INCENSE BURNER).

GET BURNER - PLACE INCENSE IN BURNER - POINT RING AT BURNER (INCENSE BURNS)
- SWING BURNER (SWEET FUMES) - DROP BIBLE - LEAVE - LEAVE - W - LEAVE - SW -
S - W - W - NW - N - N - X STATUE (ARCHER FACING WEST) - X BASE
(INSCRIPTION) - X INSCRIPTION - (TURN STATUE S E W N) - TURN STATUE S - DROP
ALL - TURN STATUE S - TURN STATUE E - TURN STATUE W - TURN STATUE N (HEAR
LOUD NOISE FROM NORTH) - GET ALL - N - N - DROP ROPE - D - D (GHOSTLY SHAPES
STOP YOU) - SWING BURNER (SHAPES VANISH) - D - D - X RECESS (SCORPION AND
KEY) - GET KEY (KILLED IF NOT WEARING GLOVES) - UNLOCK DOOR - DROP BURNER -
ENTER - X SKELETON (WILL NOT ATTACK IF YOU DO NOT THREATEN) - POINT
MEDALLION AT SKELETON (IT VANISHES) - X PLINTH (CORPSE) - X CORPSE (AMULET)
- GET AMULET - X IT (NATIVE CHIEF) - WEAR AMULET.

N (SKELETON REFORMS AND WALLS START TO CLOSE IN) - WEDGE BAR BETWEEN WALLS -
N - N - N - N - GET DICE - N - POINT GLOVES AT SNAKES (THEY SPIRAL AND FORM
A RIGID COLUMN) - UP - PUT DICE IN MOUTH - HANG LAMP - UP - GET DICE - SE -
S - NW - N - N - N - N - GET ALL - S - S - S - S - SE - N - E - E - NE -
ENTER - W - ENTER - ENTER - GIVE DICE - GET GRAPPLING IRON - LEAVE - LEAVE -
E - LEAVE - SW - S - W - W - W - W - W - TIE ROPE TO IRON - THROW IRON UP -
UP - X NEST (CLOTH) - GET HEADBAND - X IT (MOTIF) - X MOTIF (SPIDERS) - WEAR
HEADBAND - D - E - E - E - E - E - NE - ENTER - E - N - ENTER - ENTER -
POINT HEADBAND AT SPIDER (IT SHRIVELS UP) - GET KEY - LEAVE - LEAVE - S - W
- LEAVE - SW - S - S - W - S - S - E - E - SE - GIVE AMULET (RECEIVE
BRACELET) - X BRACELET (PUSH KEY UNDER GATES) - NW - N - W - W - N - N - N -
N - UP - UP - NORTH - PUSH KEY UNDER GATES - (GAME OVER 100% IN 527
TURNS).