ZORK ZERO

INSTRUCTION MANUAL

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom player, just read *Section I: About Zork Zero.*

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SECTION I: ABOUT *ZORK ZERO*

Preface to the Story

More than 90 years have passed since the great wizard Megaboz cast the Curse which destroyed Lord Dimwit Flathead the Excessive along with the other members of the ruling family, the Twelve Flatheads. Now, the Curse threatens to bring down the Great Underground Empire itself!

Wurb Flathead, the current occupant of the throne, has sent a clarion call to the remotest corners of the Empire: half the riches of the kingdom to the person who can allay the Curse. From every province of Quendor, courageous adventurers, scheming charlatans, and wild-eyed crackpots have streamed into the Imperial Capital of Flatheadia.

You are one such treasure-seeker, a peasant from an unheard-of village in an obscure province. However, you have an important advantage: an ancestor of yours, a servant in Dimwit's court (who you'll "play" during a brief prologue), witnessed Megaboz casting the Curse, and obtained a small scrap of wizardly parchment from the mage's pocket.

This parchment scrap has been passed down from generation to generation, and is now in your possession. Thanks to it, you know what none of the other would-be Cursebusters know; you alone know what must be done to stop the Curse!

By the time of your arrival at Flatheadia, most of the treasure-seekers have given up and returned to their homelands. In fact, you discover that most of the population, including all figures of authority, have fled to distant provinces. And when you awake on the hard floor of the castle on Curse Day, you find that even the looters and the most persistent adventurers have departed.

In fact, as you begin your desperate quest to find the relics of the Empire you need to stop the Curse, your only company is the court jester, who spins rhymes for your amusement. Always appearing when you least expect him, the jester will confront you with riddles and games, spring some deadly tricks, and give you helpful nudges in the right direction. And throughout, he seems to be laughing at some tremendous joke which you can't begin to fathom...

Zork Zero is the prequel to the *Zork Trilogy*, one of the most popular, best-loved computer games ever written. *Zork Zero* takes you back to the age of the Flatheads, where you can glimpse the Great Underground Empire during its heyday, and witness its monumental fall.

Hints

Zork Zero contains on-line hints! If you ever get stuck, just type HINT and follow the instructions on your screen. The hints generally progress from a gentle nudge to a complete answer.

Don't let the presence or absence of hints on a particular subject affect your thinking. In fact, fake hints have been included to discourage this.

We strongly recommend that you look at only one hint at a time. Avoid the temptation to use the hints too often – this inevitably spoils, or at least lessens, the fun of solving a puzzle.

If you have no will power, and can't stop yourself from looking at the hints too often, you can type HINTS OFF. This will deactivate the on-line hints (unless you RESTART or RESTORE to an earlier point).

Mapping

Zork Zero contains an on-screen mapping feature. When you want to see the map, type MAP. The map will show only those locations which you've already visited. Locations will be identified by the icons which appear the first time you visit a room (or when you type LOOK).

The map shows only your general vicinity, not the entire geography of *Zork Zero*. On the map, your current location will blink. If you have a mouse, you can move around the geography by clicking on an adjacent room. If anything interesting happens while you are moving around in this way, you will be automatically returned to the story.

You may still want to draw your own map to keep track of where objects are found, and to be able to look at the entire *Zork Zero* geography at once.

To remove the map from the screen and return to the story, simply hit any key.

Graphical Puzzles

There are a number of graphical puzzles in *Zork Zero*. The interface for them is different from the full sentence input elsewhere in *Zork Zero*. Instructions will accompany each of these graphical puzzles in the story.

Other puzzles include full-screen illustrations. Once you have viewed these, simply hit any key to continue the story.

If You Have a Mouse

If you have an Apple IIgs or Macintosh, an Amiga, an Atari ST, or an IBM PC with a Microsoft-compatible mouse, you can take advantage of several *Zork Zero* features.

You can use the on-screen compass rose (which appears in the center of the status line at the top of your screen) to move from location to location. Just click on the appropriate point of the compass rose.

In addition, you can use your mouse to move around while using the on-screen mapping feature, and for solving many of the graphical puzzles. (See "Mapping" and "Graphical Puzzles" above.)

Function Keys

As described elsewhere in this manual, many commands have abbreviations: you can type N instead of NORTH, for instance, or I instead of INVENTORY.

With function keys, you can use a single keystroke as an abbreviation for whatever you choose. You can use a function key to abbreviate a long word that you don't like to type (like HIPPOPOTAMUS), or to abbreviate a commonly used command (like RESTORE), or even to abbreviate a whole sentence (like CLIMB THE STAIRS).

You start the story with the function keys already set to commonly used commands. To see what the function keys are set to, or to change the settings of the function keys, type DEFINE at the prompt (>) and press the RETURN (or ENTER) key. Then use your mouse or up and down arrow keys to highlight the setting(s) you want to change. The vertical bar (|) or exclamation point (!) is used as an abbreviation for the RETURN (or ENTER) key; so changing LOOK to LOOK| means you want the RETURN (or ENTER) key automatically pressed when you use that function key. Note: Only one RETURN (or ENTER) can be included in each function key definition. Anything typed after the first RETURN (or ENTER) will be disregarded.

You can restore all the *original* settings of the function keys by highlighting the RESET DEFAULTS command and pressing the RETURN (or ENTER) key. You can save any changes you make by highlighting the SAVE DEFINITIONS command. If after saving your own definitions you wish to RESET DEFAULTS, or save a new set of definitions, you may retrieve your previous definitions save by highlighting the RESTORE DEFINITIONS command and pressing the RETURN (or ENTER) key.

To leave the DEFINE screen, highlight the EXIT command and press the RETURN (or ENTER) key.

Special Commands

Below are explanations for a number of useful one-word commands. Most of these commands appear in all Infocom games, but those that are starred (*) are new. In many cases, these will not count as a turn. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN - This will repeat your previous input. For instance, typing HIT THE CROQUET BALL WITH THE FLAMINGO then typing AGAIN would be like hitting the croquet ball twice in a row. You can abbreviate AGAIN to G.

BRIEF - This command tells *Zork Zero* to fully describe a location only the first time you enter it. On subsequent visits, *Zork Zero* will tell you only the name of the location and any objects present. *Zork Zero* will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands. SUPERBRIEF tells *Zork Zero* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Zork Zero* will not even mention which objects are present. Of course, you can always get a full description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns and the icons in room descriptions will be eliminated. This mode is meant for players who are already familiar with the geography. The VERBOSE command tells *Zork Zero* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

***COLOR** - This allows you to customize the foreground and background colors of the text portion of *Zork Zero*.

***CREDITS** - You will get a complete list of credits and acknowledgements for all those who worked on *Zork Zero*.

***DEFINE** - This command allows you to change the settings of the function keys. See the "Function Keys" section on page 3.

DIAGNOSE - *Zork Zero* will give you a report of your physical condition.

***HINT** - If you have difficulty while playing the story, and you can't figure out what to do, just type HINT. Then follow the directions at the top of your screen to read the hint of your choice.

INVENTORY - *Zork Zero* will list what you are carrying and wearing. You can abbreviate INVENTORY to I.

LOOK - This will give you a full description of your location, and the room's icon (if it has one). You can shorten LOOK to L.

***MAP** - This will show you the on-screen map which contains your current location. See "Mapping" on page 3.

***MODE** - If you desire to turn off the decorative border to speed up game play, you can do so by typing MODE. You can restore these graphics at any time by typing MODE a second time.

***NOTIFY** - Normally in *Zork Zero*, the game will notify you whenever your score changes. You can turn off this notification feature by using the NOTIFY command. Typing NOTIFY a second time turns the feature back on.

OOPS - If you mistype a word, such that *Zork Zero* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed HAND THE CHAINSAW TO GARNDMA and were told "[I don't know the word 'garndma'"] you could type OOPS GRANDMA rather than retyping the entire sentence. You can abbreviate OOPS to O.

QUIT - This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page 10. You can abbreviate QUIT to Q.

***REFRESH** - This command clears your screen and redraws the display.

RESTART - This stops the story and starts it over from the beginning.

RESTORE - This restores a previously saved position. See "Starting and Stopping" on page 10 for more details.

SAVE - This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 10 for more details.

SCRIPT - This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary, and will work only on certain computers. Read your Reference Card for details.

SCORE- This command will show your current score and a ranking which is based on that score.

SUPERBRIEF - This command tells *Zork Zero* to give you the sparsest level of description. See BRIEF above.

***UNDO** - You can use this command to "back up" one move. Suppose, for example, that you found a package but didn't know what was in it. You might type OPEN THE PACKAGE and be told "The package explodes as you open it, destroying all your possessions." You could then type UNDO, and you would "back up" one move. Your possessions would be intact, and you could try giving the package to an enemy, or leaving it alone, or something else. Note that the UNDO command works only on certain computers with enough memory.

UNSCRIPT - This tells your printer to stop making a transcript.

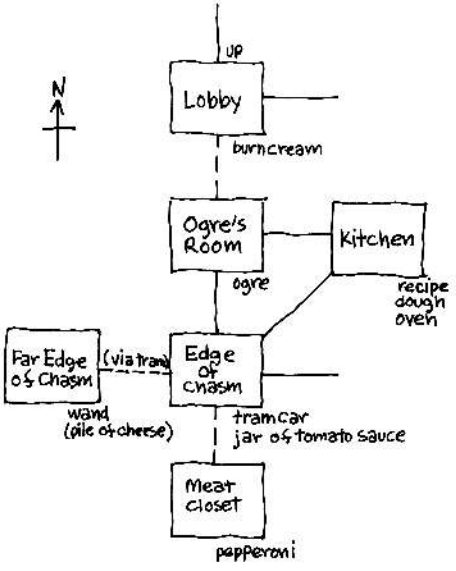
VERBOSE - This command tells *Zork Zero* to give you the wordiest level of description. See BRIEF above.

VERSION - *Zork Zero* responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

WAIT - Causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a bath, go for a jog, slip into a coma, and then return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met a wizard, you might WAIT to see if he will say anything; if you were aboard a flying carpet, you might WAIT to see where it goes. You can abbreviate WAIT to Z.

Sample Transcript and Map

This transcript is not from *Zork Zero*, but will give you a good feeling for how Infocom's interactive fiction works. It contains some simple puzzles and their solutions. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.



>WALK WEST
Edge of Chasm
You are standing at the precipice of a gaping chasm, which is spanned by a tramway. The tramway hangs from the cavern roof above the chasm. Tunnels lead north, northeast, and east. On the south wall is an unlabelled black button.
You can see a tram car and a jar here. It seems that the jar is full of tomato sauce.

>EXAMINE THE TRAM CAR
There's no one in the tram car.

>TAKE ALL
tram car: You've got to be kidding!
jar: Taken.

>PUSH THE BLACK BUTTON
A smiling Dungeon Imp appears. "Hear ye the Riddle of the Chasm! Answer incorrectly, and the Chasm shall collect your bones! Here goes...
"A boy was hurt and brought, unconcious, to a hospital. The doctor on duty, Doctor Manson, said 'Oh, my! This is my son!' and proceeded to treat the boy.
"Later, the boy awoke and Nurse Lanolin bustled to his side. It was her first day at the hospital, and she was trying hard to do everything right. She glanced at his medical chart, which included a message from Doctor Manson to 'take good care of my son!' Nurse Lanolin told the boy, 'Your father, Doctor Manson, treated you himself!' The boy looked puzzled. 'Doctor Manson isn't my father!'
"Assuming that neither the boy nor the doctor is lying, who is Doctor Manson?"

>ANSWER "HIS MOTHER"
The Dungeon Imp looks disappointed. "Correct. The chasm isn't going to be happy, that's for sure. Maybe we can fool it with some hellhound bones..." Mumbling to itself, the Imp vanishes, and a passage opens to the south!

>SOUTH
Meat Closet
This is a chilly room for the storage of meat and meat by-products. The only exit is north.
A pepperoni is hanging here.

>NORTH
Edge of Chasm

>NORTH
Ogre's Room
This is a large and ugly room, most of which is taken up by a large and ugly ogre. The ogre sits next to a tunnel to the north. Other passages lead east and south.

>INVENTORY
You are carrying a rusty lamp (providing light), an elvish sword, a guidebook and a jar. It seems that the jar is full of tomato sauce. You are wearing a magic shawl.

>EXAMINE THE GUIDEBOOK
This is a field guide to the wonders and dangers of the underground province of Gruntburg.

>READ ABOUT OGRES IN THE GUIDEBOOK
"Ogres are strong, ill-tempered, and stubborn. They range in size up to 25 feet tall, have hair over most of their bodies, and adore pepperoni pizza."

>NORTH
The ogre stops you with a flick of his little finger. "I'm hungry. And nobody passes by me when I'm hungry. Nobody."

>EAST
Kitchen
This is a tiny kitchen equipped with a small brick oven. Waves of heat come from the oven. There are doors to the west and southwest.
Tacked up on the wall is a faded recipe.
Sitting on the counter is some dough.

>READ THE RECIPE
"Momma Ogre's Pepperoni Pizza Recipe
— put 4 gloops of tomato sauce on dough
— generously sprinkle with cheese
— slice pepperoni over the cheese
— bake in pre-heated oven for 3 minutes"

>EXAMINE THE TOMATO SAUCE
The jar is closed and filled with scrumptious-looking sauce. It bears a label.

>READ THE LABEL
"Frobu (tr) Tomato Sauce — 8 gloops"

>OPEN THE JAR
Opened.

>PUT THE SAUCE ON THE DOUGH
You pour the entire jar of tomato sauce over the dough, totally smothering it and making a considerable mess.

>UNDO
[Undone.]

>POUR FOUR GLOOPS OF TOMATO SAUCE ONTO THE DOUGH
You pour four gloops of the sauce onto the dough, spreading it evenly across the surface.

>PUT CHEESE ON DOUGH
[You can't see any cheese right here.]

>SOUTHWEST
Edge of Chasm
You can see a tram car here.

>GET IN THE TRAM
You are now in the tram car. There are some simple controls that you should probably examine.

>LOOK AT THE CONFROLS
[I don't know the word "confrols."]

>OOPS CONTROLS
The controls consist of a large red lever which can be pushed to the east or west.

>PUSH LEVER WEST
The tram moves along its track in a graceful arc, reaching the middle of the chasm.

>WAIT
Time passes...
The tram car descends, reaching the far side of the chasm.

Far Edge of Chasm, in the tram car
The western side of the chasm is almost identical to the eastern side, making you wonder why anyone went through the trouble of building the tramway.
At the very edge of the precipice is a flat-topped rock with some writing engraved on it. Sitting on the flat-topped rock is a magic wand.

>TAKE THE WAND
You can't reach the wand from the tram car.

>GET OUT OF THE CAR
You get out of the tram car.

>PICK UP THE WAND
You take the wand from the flat-topped rock.

>READ THE ENGRAVED WRITING
"Behold the Wand of Widgeefuss."

>READ ABOUT WIDGEEFUSS IN THE GUIDEBOOK
"The Wand of Widgeefuss was lost in ancient times. Its powers have probably been exaggerated over the centuries. Some have even claimed that it could turn flat-topped rocks into cheese."

>POINT THE WAND AT THE FLAT-TOPPED ROCK
A bolt of magic strikes the flat-topped rock, leaving a pile of cheese in its place.

>LOOK
Far Edge of Chasm
The western side of the chasm is almost identical to the eastern side, making you wonder why anyone went through the trouble of building the tramway.
You can see a pile of cheese here.

>TAKE THE CHEESE. GET IN. PUSH LEVER WEST
Taken.

You are now in the tram car.

Nothing happens.

>PUSH LEVER EAST
The tram car moves along its track in a graceful arc, reaching the middle of the chasm.

>GET OUT OF THE TRAM CAR
You step into thin air, plunging down into the rock-filled chasm.

**** You have died. ****

Do you wish to RESTART, RESTORE, UNDO or QUIT? >UNDO

[Undone.]

>WAIT
The tram car descends, returning you to the eastern side of the chasm.

Edge of Chasm, in the tram car

>GET OUT OF CAR
You get out of the tram car.

>SOUTH
Meat Closet
A pepperoni is hanging here.

>TAKE
[the pepperoni]
Taken.
The rusty lamp appears to be getting dimmer.

>INVENTORY
You are carrying a rusty lamp (providing light), an elvish sword, a guidebook, a jar, a pile of cheese and a pepperoni. It seems that the jar is half-full of tomato sauce. You are wearing a magic shawl.

>NORTH.NORTHEAST.PUT THE CHEESE ON THE PIZZA
Edge of Chasm

Kitchen
Sitting on the counter is some dough.
Sitting on the dough is four gloops of tomato sauce.

You sprinkle the cheese across the dough.

>PUT THE PEPPERONI ON THE PIZZA
Using your sword as a knife, you slice the pepperoni into pieces and scatter them across the surface.

>TAKE THE PIZZA
Taken.

>WEST
Ogre's Room

>GIVE THE PIZZA TO THE OGRE
The ogre looks disgusted. "This pizza's uncooked!" He looks hungrily at you, as though considering you as a pizza alternative, but restrains himself with apparent difficulty.

>EAST.OPEN THE OVEN.PUT THE PIZZA IN THE OVEN.CLOSE OVEN
Kitchen

Opened.

The pizza is now in the oven.

Closed.

>WAIT
Time passes...

>OPEN THE OVEN
Opening the oven reveals a bubbling pepperoni pizza.

>TAKE PIZZA
Ouch! You pick up the pizza, but burn your fingers in the process.

>EAST
Ogre's Room
The ogre smells the pizza and begins slobbering.

>GIVE THE PIZZA TO THE OGRE
He swallows the pizza in a single gulp and begins dozing.

>NORTH
Lobby
You are on the ground floor of the building which houses the National Ogre Institute, a public relations and governmental lobbying group. A stair leads up, and there are exits to the south and east.
You can see a tube of burn cream here.

About the Author

Steve Meretzky (1957-) was born and raised in Yonkers, NY, and still returns there if he feels like a good pizza.

Although Meretzky emerged from MIT grasping a degree in Construction Management, the convergence of forces beyond his comprehension propelled him into a career as an author of interactive fiction.

Some students of interactive fiction believe that Meretzky's early writing is a metaphor for the uncontrolled turmoil of modern life. Others think it to be a plea for not adding lights to Wrigley Field. Most people don't think about it at all.

Zork Zero is Meretzky's seventh work of interactive fiction. Many have won awards, but probably no awards you've ever heard of. Along with Infocom's Dave Lebling, Meretzky is the first person admitted to the Science Fiction Writers of America for authoring interactive fiction.

Steve and his wife Betty recently passed two milestones in their modern American suburban yuppie lifestyle: the acquisition of a CD player and the birth of their first child, Daniel. Danny arrived in January of 1988, but didn't complete *Spellbreaker* until March.

A lifelong Mets fan, Meretzky has solemnly dedicated his life to ridding baseball of the triple evils of artificial turf, the designated hitter, and George Steinbrenner.

Other works of interactive fiction by Steve Meretzky:

Planetfall (1983)
Sorcerer (1984)
The Hitchhiker's Guide to the Galaxy (1984) (with Douglas Adams)
A Mind Forever Voyaging (1985)
Leather Goddesses of Phobos (1986)
Stationfall (1987)

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview: What is interactive fiction?

Interactive fiction is a story in which *you* are the main character. Each interactive story, such as *Zork Zero,* presents you with a series of locations, items, characters, and events. You can affect the direction of the story by moving from place to place, using the objects you find, and interacting with the other characters.

An important element of interactive fiction is puzzle-solving. Think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. (Find the key that unlocks the door, or figure out what tune will charm and tame that beast.)

In *Zork Zero,* time passes only in response to your input. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

Zork Zero measures your progress by giving you a score. You'll get points for solving puzzles and for reaching new locations. A perfect score of 1000 is your goal; making sure you have fun getting there is ours.

Starting and Stopping

Starting the story: To load *Zork Zero,* follow the instructions on the Reference Card in your package.

On your screen, you will see a description of the opening location of the story, Banquet Hall, followed by the prompt (>), indicating that *Zork Zero* is waiting for your first input.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to hit the RETURN (or ENTER) key.

```
>INVENTORY
>DROP THE PLATTER
>GO NORTHEAST
```

You should now have a feel for interacting with the story. *You* decide what to do next.

Saving and restoring: It will probably take you many days to complete *Zork Zero.* Using the SAVE feature, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. Even if you aren't about to stop playing, it's useful to SAVE before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place, type SAVE at the prompt (>), and then press RETURN (or ENTER). Then follow the instructions for saving and restoring on your Reference Card. Some computers require a blank SAVE disk, initialized and formatted. Using a disk with data on it (other than *Zork Zero* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

Any time you want to return to a saved position, just type RESTORE at the prompt (>), and hit RETURN (or ENTER). Then follow the instructions on your Reference Card. You can then continue the story from your save. You can type LOOK for a description of where you are.

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) *Zork Zero* will ask you to confirm this command.

If you want to stop entirely, type QUIT and press RETURN (or ENTER). Once again, *Zork Zero* will ask to make sure this is really what you want to do.

Remember: when you RESTART or QUIT, you must SAVE if you ever want to return to your current point in the story.

Communicating with Infocom's Interactive Fiction

In *Zork Zero,* you type your commands in plain English each time you see the prompt (>). Most of the sentences that *Zork Zero* will understand are imperative sentences. See the examples below.

When you have finished typing your input, press the RETURN (or ENTER) key. *Zork Zero* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

Zork Zero recognizes your words by their first *nine* letters, and all subsequent letters are ignored. For example, *Zork Zero* would not be able to distinguish between DEMONSTRAtion, DEMONSTRAtive, and DEMONSTRAtor.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D. IN and OUT will also work in certain places.

If you have a mouse, you can use the on-screen compass rose to move to adjacent rooms. Just point to the compass rose and click on the direction you wish to move.

Zork Zero understands many different kinds of sentences. Here are examples, using objects and characters that don't actually appear in *Zork Zero:*

```
>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE BIRDCAGE
>OPEN THE PANEL
>READ ABOUT DIMWIT FLATHEAD
>EXAMINE THE SHINY COIN
>LOOK UP MORGIA PLANT IN THE
 ENCYCLOPEDIA
>LOOK UNDER THE BILLIARD TABLE
>LIE DOWN ON THE PINK SOFA
>PUT THE RUSTY KEY IN THE
 CARDBOARD BOX
>SHOW MY BOWTIE TO THE BOUNCER
>HIT THE CRAWLING CRAB WITH THE
 GIANT NUTCRACKER
>ASK THE COWARDLY KING ABOUT
 THE CROWN JEWELS
```

You may use capital letters and words like A and THE if you wish. *Zork Zero* doesn't care one way or the other.

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

```
>TAKE THE BOOK AND THE FROG
>DROP THE JAR OF PEANUT BUTTER,
 THE SPOON, AND THE LEMMING
 FOOD
>PUT EGG AND PENCIL IN CABINET
```

You can include several inputs on one line if you separate them by the word THEN or by a period. Each input will be handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

```
>TURN ON THE LIGHT. TAKE THE
 BOOK THEN READ ABOUT THE
 JESTER IN THE BOOK
```

If *Zork Zero* doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

The words IT and ALL can be very useful. For example:

```
>EXAMINE THE APPLE. TAKE IT. EAT IT
>CLOSE THE HEAVY METAL DOOR.
 LOCK IT
>PICK UP THE GREEN BOOT. SMELL IT.
 PUT IT ON.
>TAKE ALL
>TAKE ALL THE TOOLS
>DROP ALL TOOLS EXCEPT WRENCH
 AND MINIATURE HAMMER
>TAKE ALL FROM THE CARTON
>PUT ALL IN THE SACK
>GIVE ALL BUT THE RUBY SLIPPERS
 TO THE WICKED WITCH
```

When you meet intelligent creatures in *Zork Zero,* you can talk to them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

```
>JESTER, HELLO
>GUSTAR WOOMAX, TELL ME ABOUT
 THE COCONUT
>UNCLE OTTO, GIVE ME YOUR
 WALLET
>HORSE, TROT NORTH
>BOY, RUN HOME THEN CALL THE
 POLICE
>MIGHTY WIZARD, TAKE THIS
 POISONED APPLE. EAT IT
```

Notice that in the last two examples, you are giving the character more than one command on the same input line. Keep in mind, however, that many creatures don't care for idle chatter; your actions will speak louder than your words.

Zork Zero tries to intelligently guess your intention when you give it incomplete information. When it makes a guess, it will tell you. For example:

```
>UNLOCK THE DOOR
[with the key]
The door is now unlocked.
```

If your command is ambiguous, *Zork Zero* will ask you to clarify. You can answer these questions simply by supplying the missing information at the very next prompt. For example:

```
>SHOW THE CLOTHESPIN
Who do you want to show the clothespin
to?
>THE SKUNK
The skunk takes one look at the clothespin,
has an acute attack of depression, and
runs off in search of a travel agent.
```

or

```
>GIVE THE MELON TO THE
 HELLHOUND
Which melon do you mean, the sweet
honeydew melon or the moldy casaba
melon?
>MOLDY
The hellhound devours the moldy casaba
melon before it realizes its mistake. Soon
it is lying on the ground, moaning.
```

Tips for Novices

1. Draw a map. It should include each location, the connections to adjoining locations, and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 6.) Remember, there are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story.

3. TAKE as many things as you can carry. Most objects that you find are important for solving the puzzles that you'll run into.

4. SAVE your place often, so that if you mess up or get "killed," you won't have to start over from the beginning. See page 10 for instructions.

5. Read the story and documentation carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of – even strange or dangerous actions are fun and may provide clues; you can always save your position first. Here's a silly example:

>GIVE THE BASKETBALL TO THE LION
The lion takes an experimental bite out of the basketball but spits it out. It continues to gnaw on your leg.

Thus, you discover that maybe giving something more edible to the lion (that slab of raw meat?) might save your leg.

7. There are many possible routes to the end of *Zork Zero*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. Play *Zork Zero* with a friend! Different people may find different puzzles easy and can often complement each other.

9. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the instructions at the top of your screen to see the hint of your choice.) You don't need to use the hints to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript on page 6 to get a feel for how interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to make a wish, you could type in any of the following:

>DROP THE COIN DOWN THE WISHING WELL
>TOSS THE COIN INTO THE WELL
>PUT COIN IN WELL

If you type a sentence that *Zork Zero* doesn't understand, try rephrasing it or using synonyms. If *Zork Zero* still doesn't understand, you're probably trying something that isn't important for completing the story.

Common Complaints

Zork Zero will complain if your input confuses it completely. *Zork Zero* would then ignore any further sentences on your input line. (Certain events will also cause *Zork Zero* to ignore any additional sentences on your input line, since the event may have changed your situation drastically.) Here are some of *Zork Zero's* complaints:

I don't know the word _____. That word is not in the story's vocabulary. It may help to use a synonym or rephrasing; more likely, you're just barking up the wrong tree. *Zork Zero* recognizes over 1500 words, all that you need to use and most that you're likely to use. However, *Zork Zero* uses many words in its descriptions that it will not recognize in your inputs. So, you might read, "The moon casts violet shadows across the crater," but discover that *Zork Zero* doesn't know the words MOON or SHADOW or CRATER in your input. When this happens, you can assume that you don't need to refer to those things to complete the story; they are there only to create a more vivid image of your location.

I think there's a verb missing in that sentence! Unless you are answering a question or using one of the special commands, each sentence must have a verb. Among the most important verbs that *Zork Zero* understands are TAKE, DROP, PUT, GIVE, LOOK, READ, EXAMINE, OPEN, CLOSE, ENTER, EXIT, EAT and WEAR. There are many more. Remember: you can use a variety of prepositions with your verbs. (For example, LOOK can become LOOK AT, LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, and so on.)

I can't understand that many nouns with _____. *Zork Zero* recognized your verb, but it can't understand so many noun "phrases" with it. For example, *Zork Zero* recognizes SKIP but not SKIP THIS PART.

You can't see any _____ right here! The object that you referred to is not visible. It may be somewhere else, or it may be present but in a closed container.

You can't use more than one object at a time with "_____". You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs, such as TAKE, DROP, and PUT. For example, EXAMINE will not work with multiple objects; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

There isn't anything to _____! You used the word ALL, but there aren't any appropriate objects visible.

Sorry, but I don't understand. Please say that another way, or try something else. The syntax (sentence structure) you used is not among the hundreds of syntaxes that *Zork Zero* recognizes. For example, SIT UNDER THE TREE and SKIP AROUND THE MAYPOLE are syntaxes that *Zork Zero* wouldn't recognize. There's a limited amount of space in the program, so syntaxes that are less common or not useful aren't included. Try rephrasing the sentence.

I beg your pardon? You pressed the RETURN (or ENTER) key without typing anything.

We're Never Satisfied

Here at Infocom, were constantly trying to "push back the envelope" and explore the possibilities of this fledgling medium. Your input is important. If you liked or disliked the story, or some section of it, or if you found a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

Infocom, Inc.
125 CambridgePark Drive
Cambridge, MA 02140
Attn: Megaboz

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Quick Reference Guide

1. To start the story ("boot up"), see the separate Reference Card in your *Zork Zero* package.

2. When you see the prompt (>) on your screen, *Zork Zero* is waiting for your input. There are four kinds of sentences or commands that *Zork Zero* understands:

A. Directions: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT. You can use the on-screen compass rose and your mouse to move to adjacent rooms if you have an Apple IIgs or Macintosh, an Amiga, an Atari ST, or an IBM PC with a Microsoft-compatible mouse.

B. Actions: Just type what you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. More complex sentences are described in "Communicating with Infocom's Interactive Fiction" on page 11.

C. Commands to other characters: Talk to characters in the story by typing their name, then a comma, then what you want to say to them. For example: FRED, HI or OLD MAN, GIVE ME THE TROMBONE.

D. Special commands: These give you information, such as INVENTORY, or affect the state of the program, such as VERBOSE. A list appears in the "Special Commands" section on page 4.

3. After typing your input, you must press the RETURN (or ENTER) key before *Zork Zero* will respond.

4. Your screen display includes a status line which tells you your current location, your score, and the number of turns you've taken.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE TUBE OF JELLY, you will then be carrying it. Type INVENTORY to see what items you have.

6. When you want to stop, save your place in the story, or start over, read "Starting and Stopping" on page 10.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

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Proof of Purchase
Zork Zero

G-IZ9-03