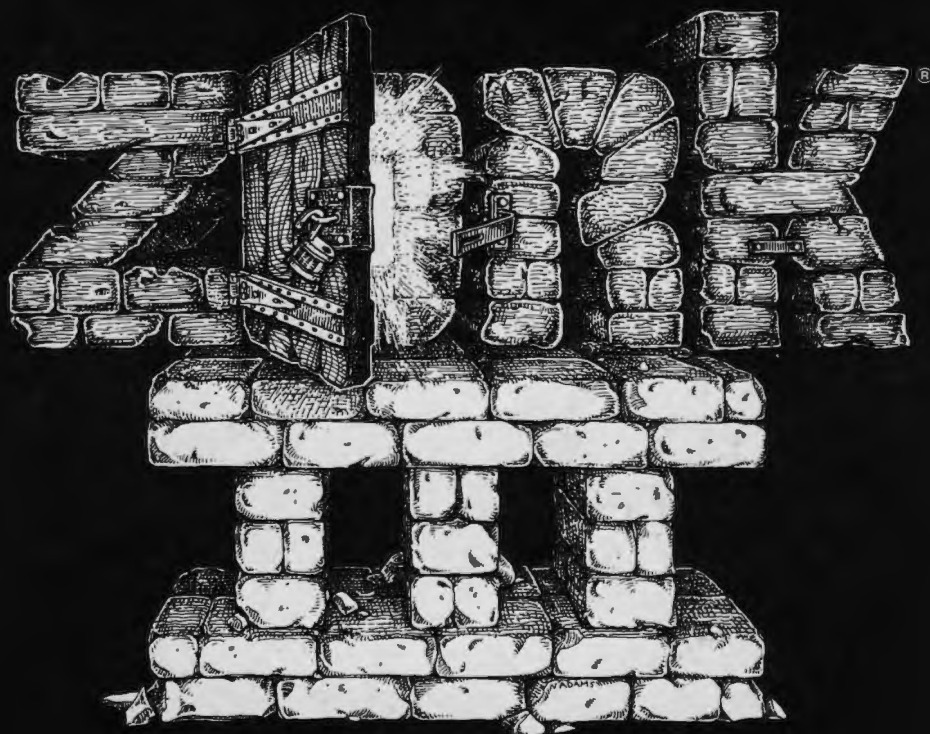


**Infocom Dept. of Touristry
Lost Despondent Adventurer's
Map for**

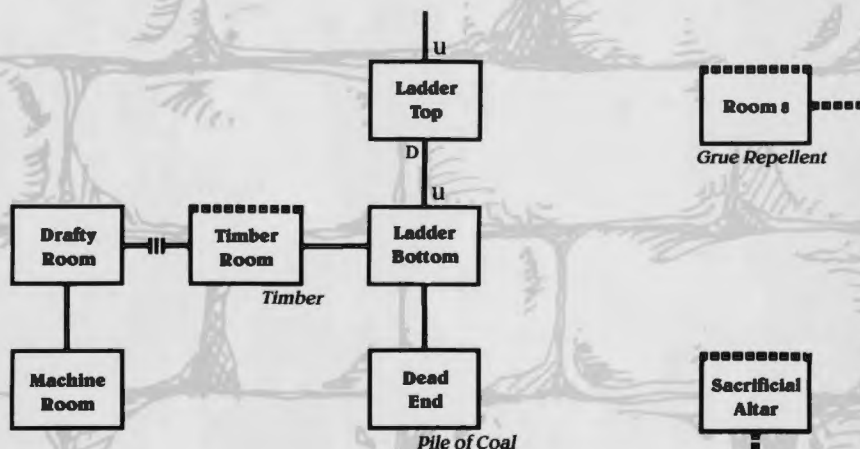


**The Dungeon
Master**

INFOCOM™



**Your destiny
is about
to unfold.**



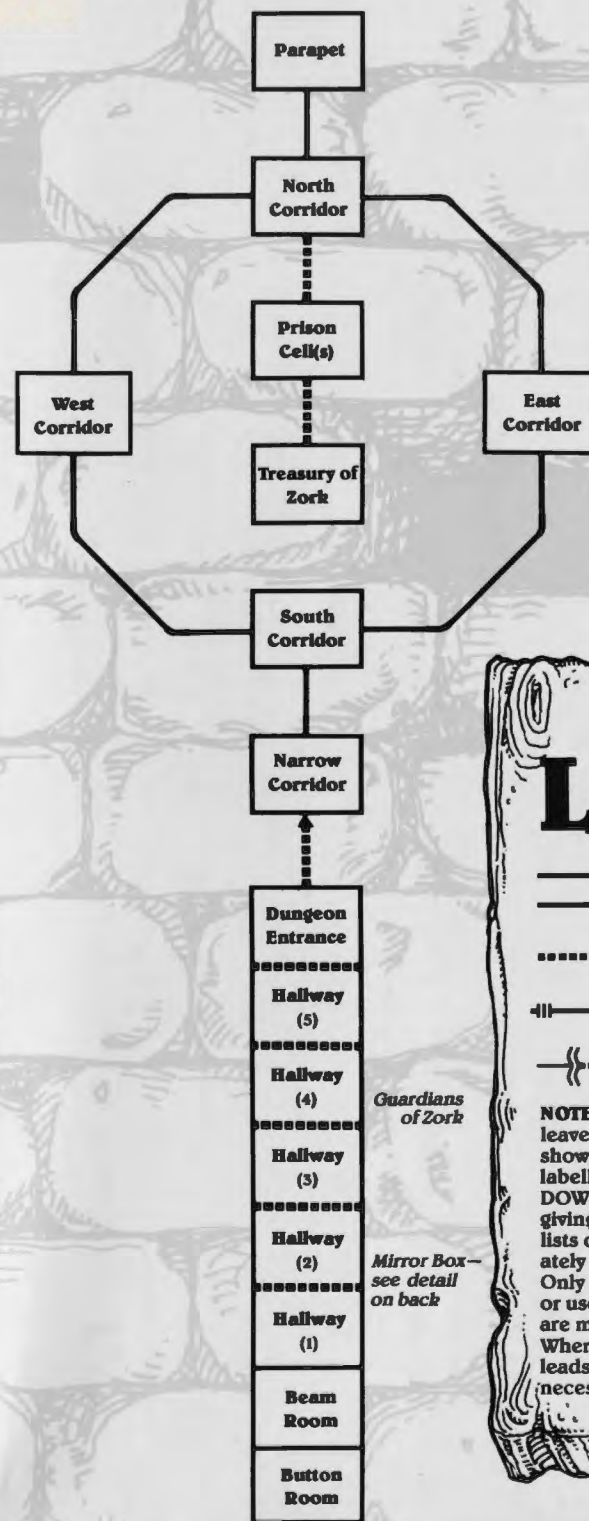
ZORK III

The Dungeon Master

From Zork II

Hairpin Loop

Endless Stair



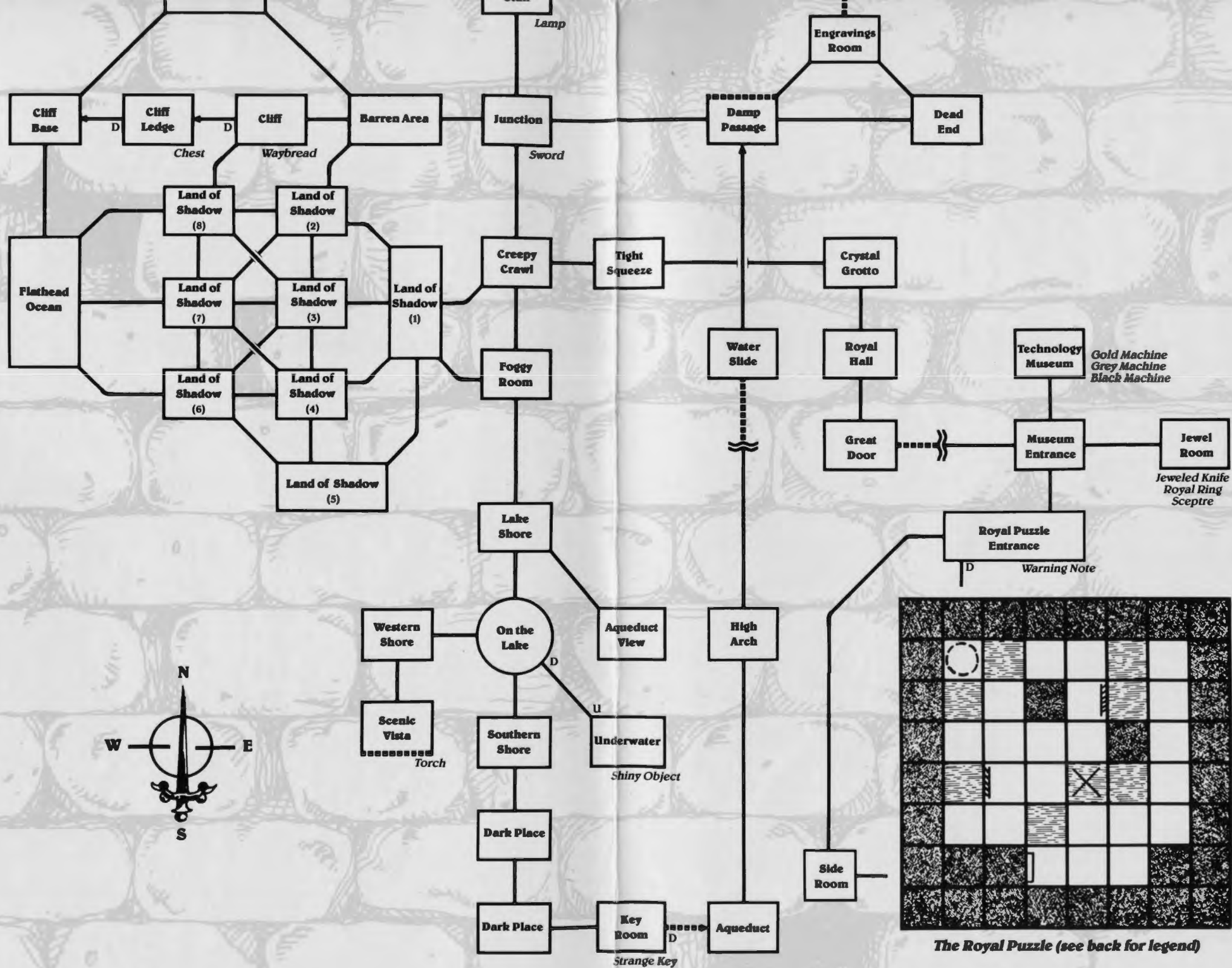
Legend

- Normal Passageway
- One-way passageway
- Passageway requiring special equipment or problem solving
- ||| Narrow passageway (baggage limit)
- Earthquake damage

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.

Guardians of Zork

Mirror Box—see detail on back



The Royal Puzzle (see back for legend)

Legend for Royal Puzzle



MARBLE
WALL



SAND-
STONE
WALL



LADDERS



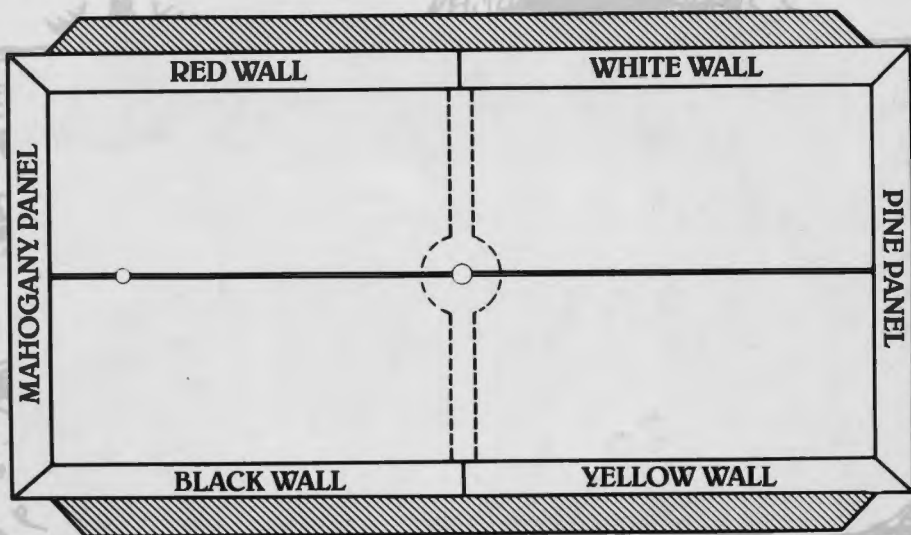
METAL
DOOR



HOLE IN
CEILING



DEPRES-
SION IN
FLOOR



The Mirror Box (original position)

INFOCOM™

The next dimension.

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