

The ADVENTURE COMPANION

MAPS, HINTS, AND SOLUTIONS TO

- *Wizard and the Princess*™
- *Zork I*™
- *Adventureland*™
- *Transylvania*™
- *Planetfall*™

Gary Borders



HAYDEN

The Adventure Companion



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Hints, Maps, and Solutions to
Wizard and the Princess,
Zork I, Adventureland,
Transylvania, and Planetfall

Gary B. Borders



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*For my family—
Adrienne, Brianna, and Jillian*

Computer Information

Transylvania by Penguin Software available for:

Apple II, II Plus, Ile, and IIC single or double resolution
Apple Macintosh
Atari 800
Commodore 64
IBM PC and PCjr

Adventureland by Adventure International available for:

Apple II
Apple II Plus, requires DOS 3.3
Atari 400 and 800, tape and disk
Texas Instruments, requires command module
Color Computer

The Wizard and the Princess by Sierra On-line available for:

Apple II, II Plus, Ile and IIC
Atari 800
Commodore 64
IBM PCjr

Zork I and *Planetfall* by INFOCOM available for:

Apple II, II Plus, Ile, and IIC
Apple III, under II emulation
Apple Macintosh
Apricot
Atari 400, 800, 1200, 800XL, 1200XL
Commodore 64 and 64 Plus 4
IBM PC and PCjr
Osborne II
Texas Instruments

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The Adventure Companion

Introduction

This book was written for all you well-meaning adventurers who have purchased one or more adventure games with the intention of solving all the riddles and/or amassing all the points in a couple of sittings. Most of you have discovered by now that unless you are willing to devote up to 100 hours and bang heads with several fellow adventurers, complete solutions are nearly impossible. The solutions found in this book can bring new meaning to those partially finished adventures that you have abandoned.

You can now get as much help as you want in solving many of the most popular adventures on the market. This book offers four levels of information and as much or as little help as you want. Each chapter provides the solution to one adventure game.

The Hints section of each chapter presents a particular problem. This section corresponds with the map areas in the Maps section of each chapter. The hints are presented in a question/answer format, and the answers are given in the Appendix so you cannot see them when you are reading the hint questions.

The Maps section of each chapter provides considerably more information in the form of complete maps. The maps identify possible moves from one room to another, stationary items found in each room, and initial locations of objects that may be carried from one room to another. This section does not tell you what to do with the objects found in the rooms.

The Glossary section of each chapter presents the words that can be used in each game. In addition to identifying directional commands and verbs, the Glossary provides information on using many of the objects needed to complete the game. This section tells you where and when to use the objects you have found and the words you have learned. Some of the chapters have a Scoring section, which identifies point values associated with actions and object collection. In both *The Wizard and the Princess* and *Transylvania*, players do not accumulate points.

The Guided Tour section of each chapter is for the adventurer who will do anything to complete the game. Although the solution

provided in the Guided Tour guides you from start to finish to amass points or solve the puzzles, it does not necessarily provide the shortest possible solution. Advanced players may be able to find a shorter path that encompasses all the necessary tasks associated with finding the complete solution.

1 Adventure Game-Playing Skills

Solving an adventure game is time-consuming. Although most adventure games offer an estimated time for solving them, they usually take two to three times longer than the estimated time. Several types of skills are required to complete any adventure game. One of the most important skills is approaching the game in an organized manner. Other skills require off-the-wall thought processes. This book does not cover thought processes, but it provides procedures to help organize the basics. Try to complete each game on your own before seeking help. When you do need help, you will find that the solution to each adventure is structured so that each chapter section provides more information than the previous one.

Drawing a Map

The first and most important step in solving an adventure game is mapping the game. Before you can successfully map a game, you will need to determine all the acceptable directional commands. Most adventure games understand the cardinal points of a compass plus Up and Down. Many also understand Northeast, Northwest, Southeast, and Southwest. Other games have their own directional systems. *Planetfall*, for example, understands Port, Starboard, Fore, and Aft.

Some games offer directions on screen. Although this information is valuable, don't believe everything you see. If you want to generate a complete map of the game, you will have to investigate every nook and cranny in a room. Pressing buttons, turning knobs, or saying magic words will often open new exits.

I recommend taking a step backward each time you find a new pathway. If you are in a room and find an exit to the West, go West; then write down the exits visible in the next room and attempt to go back toward the East to see if the pathway is valid in both directions. Next, try another direction in the first room. Don't advance too far beyond one room until you understand how that room fits into the larger picture. Try every direction in each room. Even if the

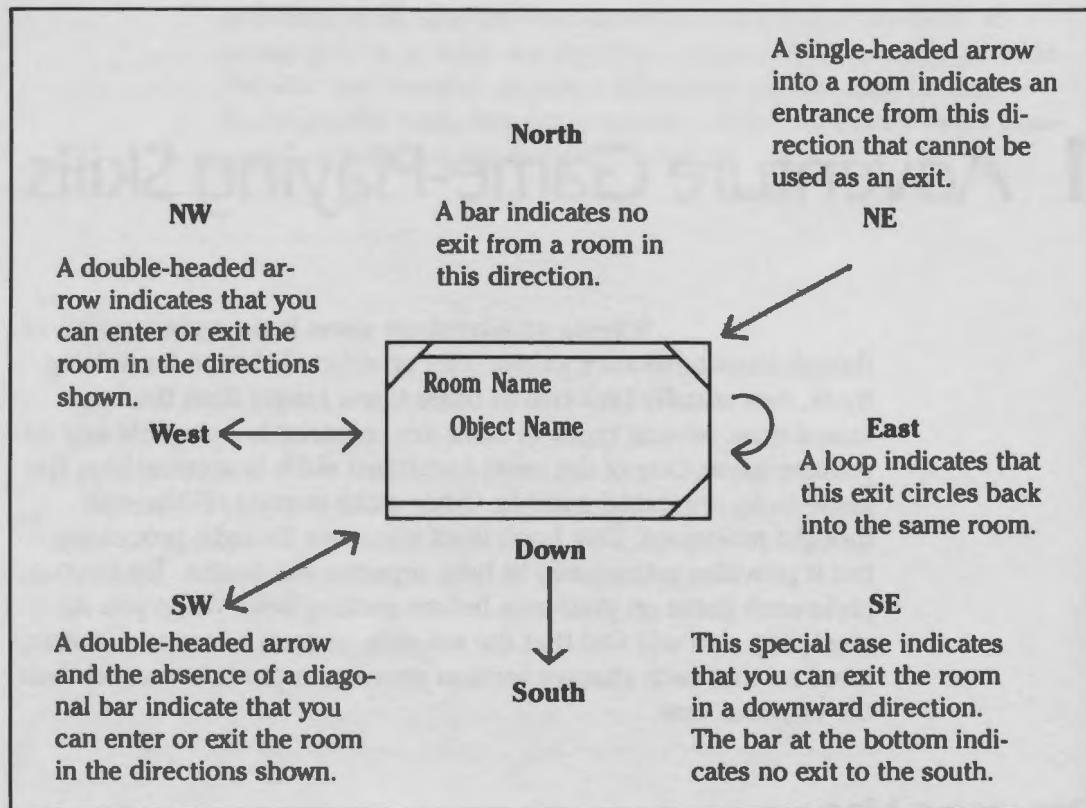


Figure 1: Map Legend

This legend indicates conventions used in the maps throughout the book. The diagonal bars in the corners are omitted for games that don't recognize NW, NE, SW, and SE directional commands. Special cases involve directions other than the eight major points of the compass shown, including Down and Up, secret words, and phrases such as "Enter Hole."

game does not indicate that you can move in a certain direction, try it.

The easiest way to draw a map is to use a rectangular box with each side representing a direction (see Figure 1). You can then use the four corners of the box, or room, as the Northeast, Northwest, Southeast, and Southwest directions. Additional directions such as Up and Down are special cases. I usually draw an arrow to the next box with a label near the exit box (see Figure 1). I use this technique when a magic word or phrase is used to travel from room to room. When drawing a map, also indicate the directions in which you cannot move. I draw a line perpendicular to the direction I have moved to indicate directions that are not allowed (see Figure 1).

Mapping mazes is different from mapping rooms. The only successful mapping strategy for solving mazes is dropping objects

to mark the various rooms. When you return to a room containing a known object, you will have identified some of the pathways into and out of that room. If you have nothing to drop, wait until you have collected some objects before entering any mazes.

Once you have a collection of objects, save the game. After you have saved the game, drop an object in the first room of the maze, and map successive rooms. Try to use local landmarks such as writing on walls, types of walls, or ceilings so you don't have to drop an object in every room. Unfortunately, most mazes have few distinguishing features. Continue until you begin to make some sense of the maze.

Beware of strange creatures and powers that move objects from one room to another while you are trying to create a map. *Zork I* is nice enough to tell you that there is someone examining and possibly moving objects about the maze. Other games are not as friendly. Make sure that the map of the maze makes sense after you have completed it. One way to verify that a map is correct is to use it to travel through the maze several times in different directions. If something doesn't seem right, grab some objects and drop them around until the map is complete. The simplest way to grab objects is to restore the game you have saved after you have collected as many objects as you can carry.

Saving the Game

Saving the game is probably the second most important technique. The most critical time to save a game is just before you try something dangerous—when you are most likely to get killed and you don't want to have to replay half the game just because you have died. Don't be afraid to save six or seven games on disk, but keep only as many saved games around as you can keep track of. The only way to keep track of saved games is to detail on paper the conditions under which the game was saved. Keep track of the room you were last in, the objects being carried, and the number of points scored. If you have crossed any major hurdles, such as killing a key enemy, jot that down too. Figure 2 is a sample adventure save log. Feel free to copy it if it will help in your quest.

Try Everything Everywhere Every Time

So you think you have been everywhere you think you can go and collected every object you can find, and now you are stumped. It's time to get inquisitive. If you haven't completed the game yet

Adventure name _____.

Save name/number _____.

Save date and time _____, _____.

Current room _____.

Objects being carried _____, _____, _____, _____,

_____, _____, _____, _____, _____, _____,

Number of treasures/points scored _____.

Major milestones completed _____, _____, _____,

_____, _____, _____.

Figure 2: Adventure Save Log

and don't have a perfect score, you are missing something. You have probably glossed over something obvious while playing the game.

Adventure games are written by people who have extremely devious minds. Since you can't possibly be as devious in the same way as the authors of the games, you will have to try everything, everywhere, every time. If you have picked up an object that seems useless, you are probably missing something. I say probably because not every object always has a purpose. If you have passed an object that the game understands but you can't figure out what to do with it, go back and probe it again. Try to Move, Grab, Rub, Take, or Speak to the object. If that doesn't work, try to Wave, Rub, Throw, or Insert other objects at the one in question. Even if that doesn't work, the game may give you a clue as to what the objects are used for. The game may respond with "NOT HERE" or "NOT

YET," for example, when you throw the rubber doughnut at the pigeon statue. Although the game has informed you that such action is presently worthless, it has also told you that you may want to throw the rubber doughnut at some other object later.

You may also be doing the right thing at the wrong time. Some games require a particular sequence of events. You may have to have the robot take a bite out of the rubber doughnut, for example, before you throw it at the pigeon statue.

How to Use This Book

Experience is the best teacher. The more adventure games you play, the better you become at solving them. The more time you spend with a particular game, the more familiar you become with an author's style.

Use this book as a reference guide. It will make the games more enjoyable, because your frustration level won't have to reach the breaking point. Try to solve a game without using this book. When you have been stumped for as long as you can stand it, use the Hints section to help you past major hurdles. If the hints are not enough, refer to the Maps section to verify that you have created an accurate map. Even the simplest problem can become monumental if you can't figure out how to return to somewhere you have already been or are hopelessly trapped in a maze. If you have a word or an object that you can't figure out how to use, refer to the definitions in the Glossary. They will give you a general idea about the use of many of the words and objects in the game.

If all else fails, refer to the Guided Tour, which takes you from the game's starting point through most of the clues that you should have found to complete the solution. I recommend following the Guided Tour only far enough to get past the point at which you are stumped, then continue with your own skills until you get stumped again.

Enjoy this book, and above all, enjoy these great adventure games.

2 The Wizard and the Princess

The Wizard and the Princess by Ken and Roberta Williams of Sierra On-Line systems was one of the first high-resolution adventure games for the Apple II. The game differs from many games in that the objects found and actions performed do not accumulate points. The object of the game is to rescue the Princess from the Wizard and return her to Serenia. The only problem with not accumulating points is that you never know if the actions you are performing are getting you closer to the end of the game.

The Wizard and the Princess is an example of a linear adventure game—objects found and actions performed generally progress from one section of the game to the next. It is usually not necessary to find objects in one room and return to a room visited a dozen steps earlier to use it. Because this is a linear game, the Hints section of this chapter is fairly chronological. Reading the hints in the order in which they appear should get you out of tight spots without revealing parts of the game not yet visited.

Happy adventuring!

☒ Hints and Maps

Desert Maze

- ☒ What can I do in the town of Serenia?
* *See Appendix, #7*
- ☒ How can I go North past the Snake?
* *See Appendix, #15*
- ☒ How can I avoid the Scorpions behind each rock?
* *See Appendix, #24*
- ☒ How can I pick up a rock without getting killed?
* *See Appendix, #33*
- ☒ How do I keep from going around in circles in the Desert?
* *See Appendix, #42*
- ☒ How do I find the special rock from Serenia?
* *See Appendix, #51*
- ☒ In which direction from Serenia must I go to find the special rock?
* *See Appendix, #60*

Desert

- ☒ How do I ward off the pesky Rattlesnake?
* *See Appendix, #75*
- ☒ What can I do with the Snake trapped in the Desert?
* *See Appendix, #85*
- ☒ How can I use the word found in the Locket?
* *See Appendix, #89*
- ☒ How can I continue across the Chasm?
* *See Appendix, #98*

- ☒ How can I use the notes I have found in the Desert?
* See Appendix, #105

Woods

- ☒ What can I do in the Stream in the Woods?
* See Appendix, #119
- ☒ What can I do with the Parrot?
* See Appendix, #125
- ☒ How do I get behind the locked door inside the Tree?
* See Appendix, #131
- ☒ What can the Crevice be used for?
* See Appendix, #136
- ☒ How do I continue the game after the Woods?
* See Appendix, #140
- ☒ How do I get past the Lion on the Beach?
* See Appendix, #142
- ☒ How can I use the Rowboat on the Beach?
* See Appendix, #147

Ocean/Island

- ☒ Where do I go from the Beach?
* See Appendix, #155
- ☒ In which direction is the Island?
* See Appendix, #158
- ☒ Is there anything valuable in the Treehouse?
* See Appendix, #163
- ☒ How can I enter the Treehouse?
* See Appendix, #167
- ☒ Can I use the Rowboat a second time to continue the game?
* See Appendix, #174
- ☒ How can I get off the Island and continue on?
* See Appendix, #179

- ☒ Which way do I have to go to leave the Island?
* *See Appendix, #181*
- ☒ What must I do to leave the Island?
* *See Appendix, #186*

Foothills/Mountains

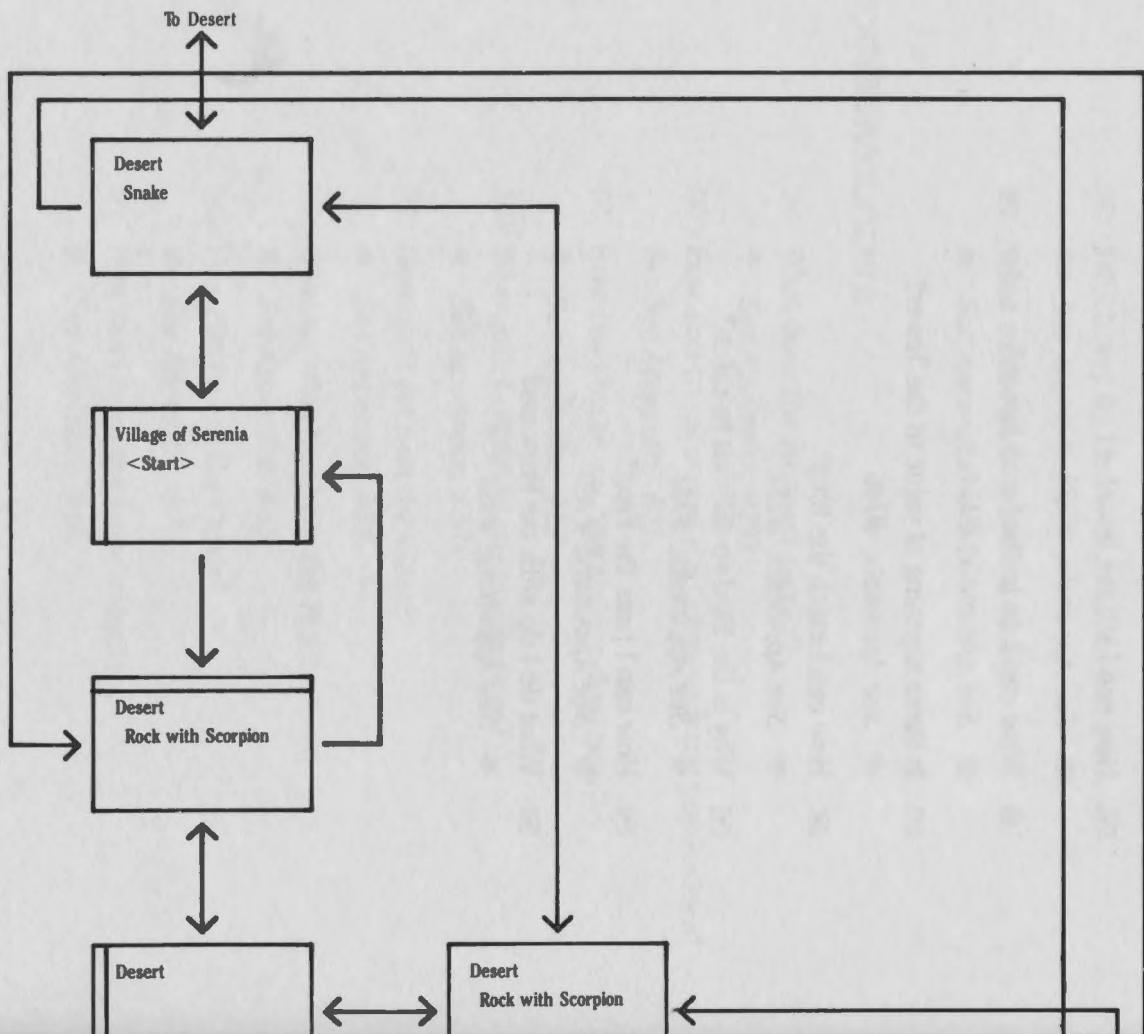
- ☒ What does the Rainbow signify?
* *See Appendix, #193*
- ☒ How do I travel across the Gorge with my possessions?
* *See Appendix, #13*
- ☒ How can I make my possessions disappear?
* *See Appendix, #23*
- ☒ When can I regain all my possessions?
* *See Appendix, #38*
- ☒ How can I get past the Giant?
* *See Appendix, #53*
- ☒ What should I buy from the Peddler?
* *See Appendix, #65*
- ☒ How can I enter the Castle?
* *See Appendix, #71*
- ☒ How can I open the Drawbridge?
* *See Appendix, #81*

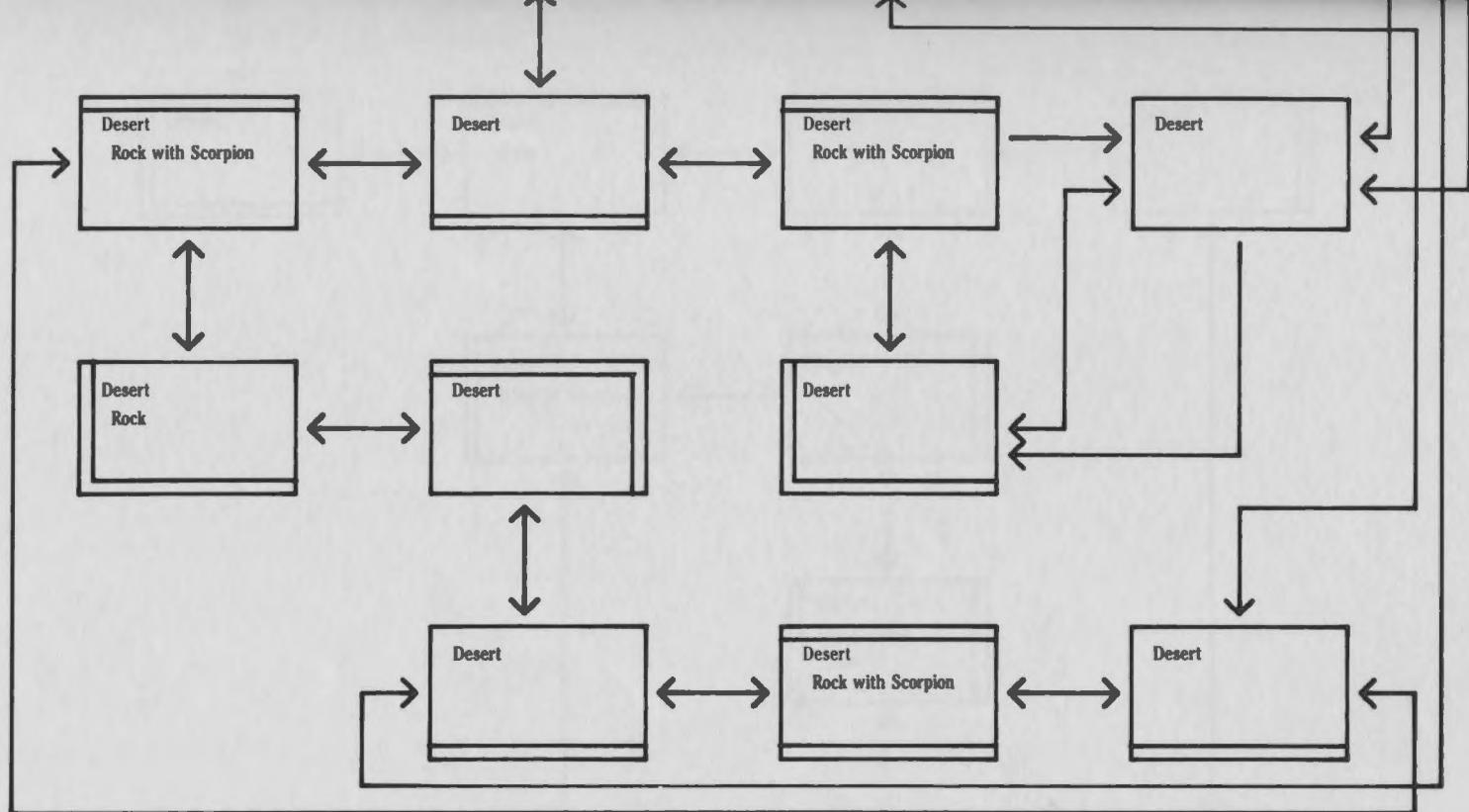
Castle

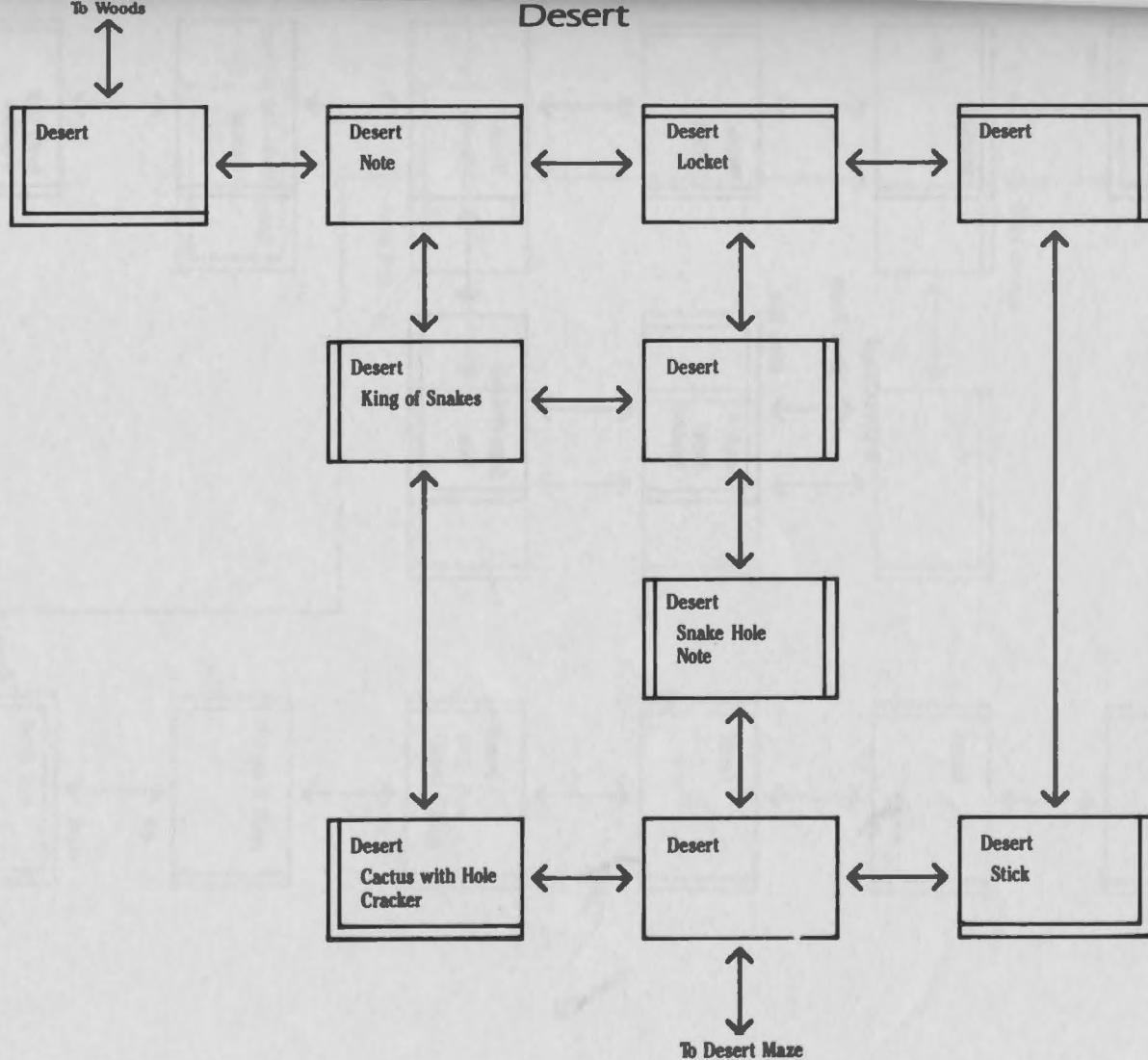
- ☒ What can I do in the Castle?
* *See Appendix, #92*
- ☒ What can I do with the Shoes?
* *See Appendix, #100*
- ☒ Why don't the Shoes do anything?
* *See Appendix, #110*
- ☒ How can I escape from the Boar?
* *See Appendix, #116*

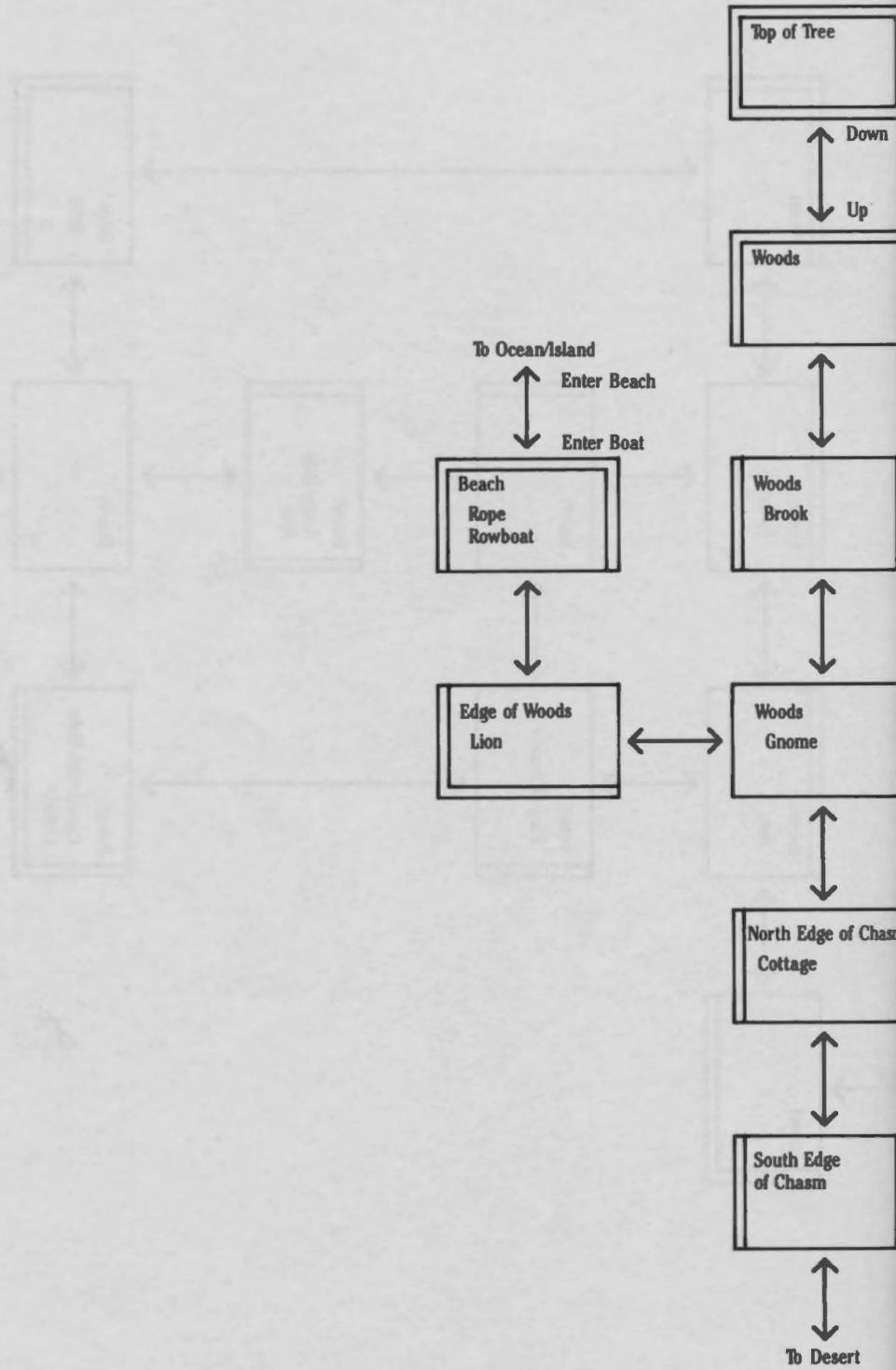
- ☒ How can I kill the Boar?
* See Appendix, #128
- ☒ What can I do in the Small Room?
* See Appendix, #134
- ☒ Is there anything of value in the Tower?
* See Appendix, #146
- ☒ How can I catch the Bird?
* See Appendix, #153
- ☒ Why is the Bird so difficult to catch?
* See Appendix, #161
- ☒ How can I pass the Frog?
* See Appendix, #169
- ☒ What do I do with the Princess?
* See Appendix, #197

Desert Maze



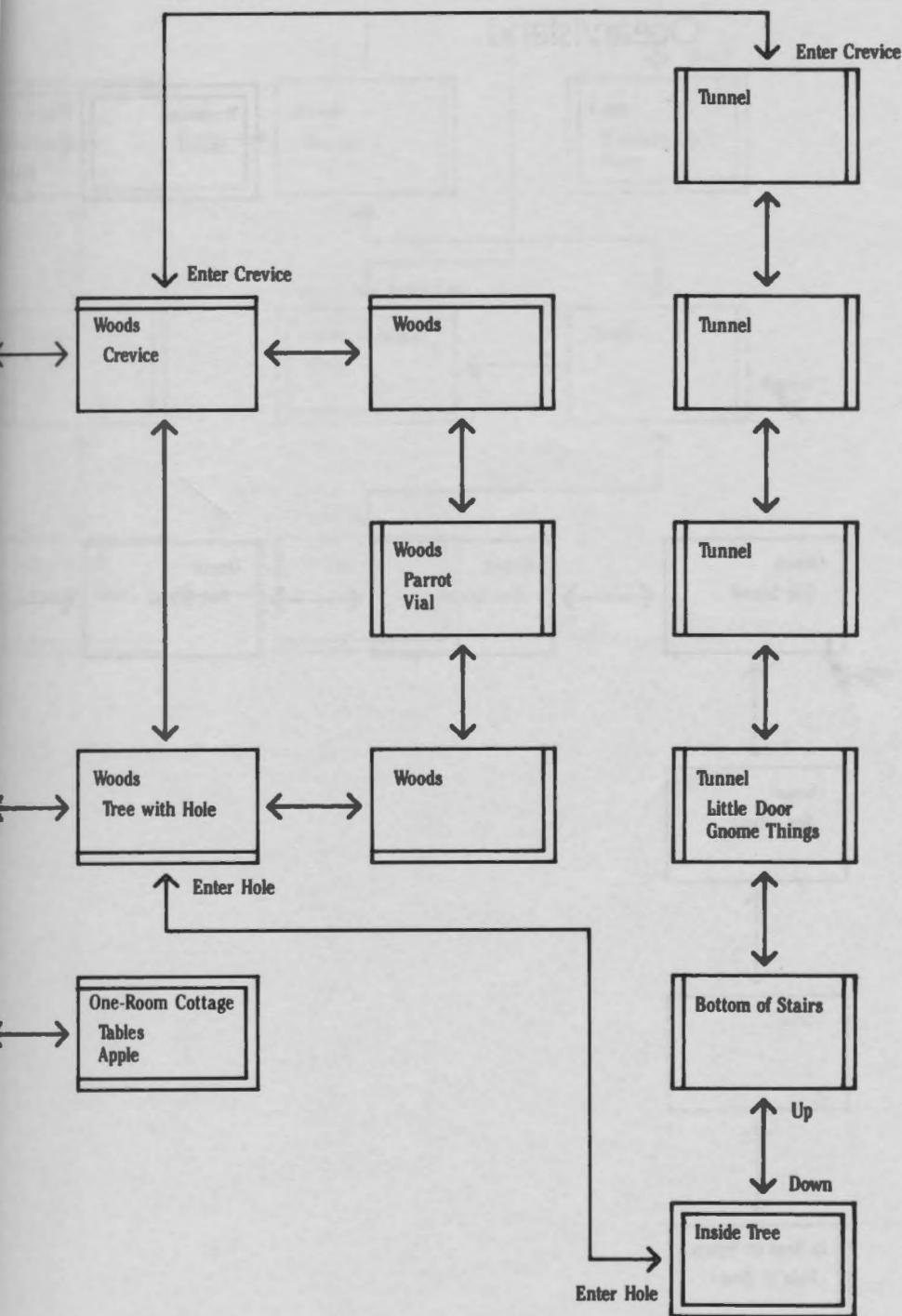




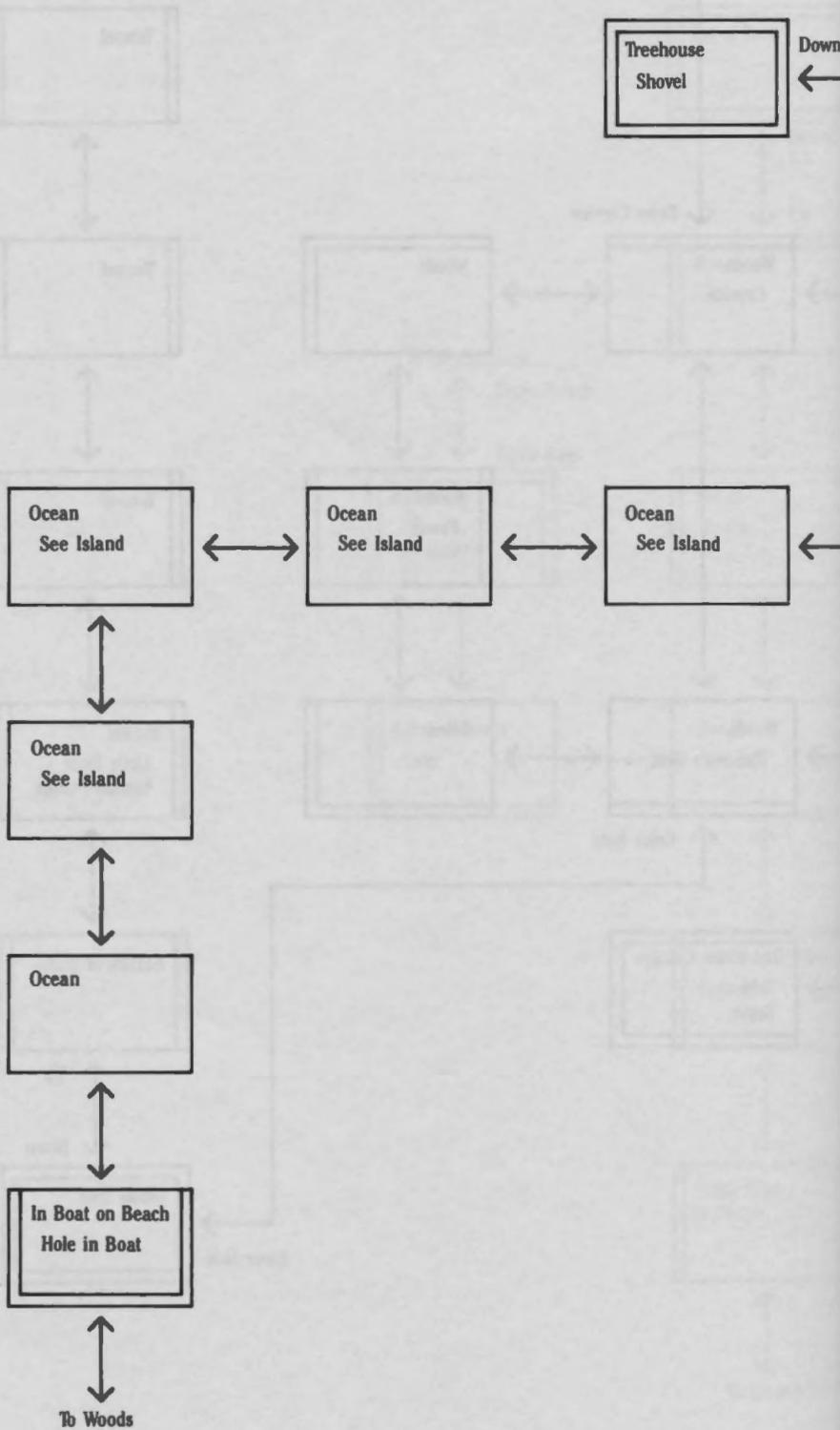


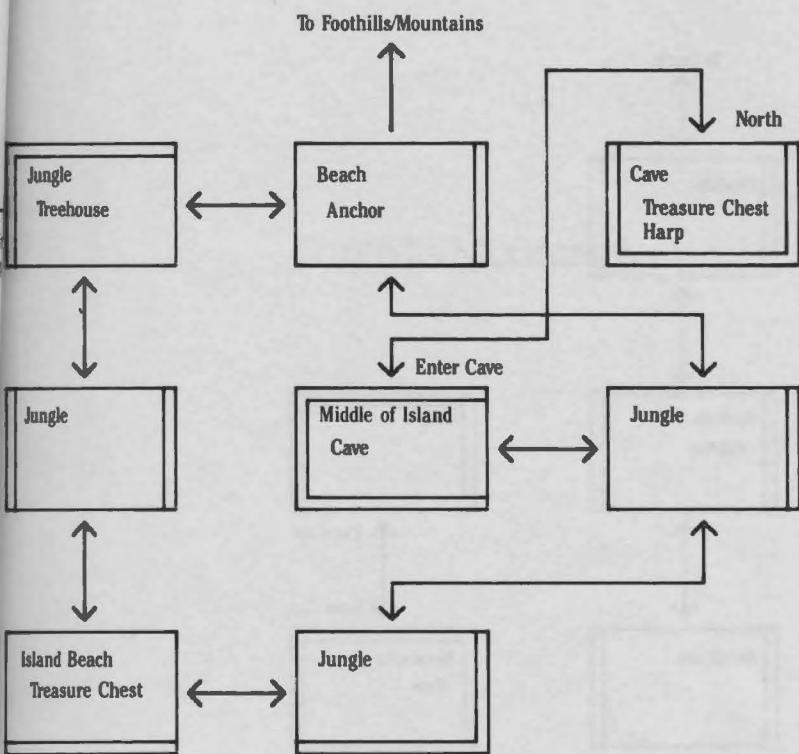
Woods

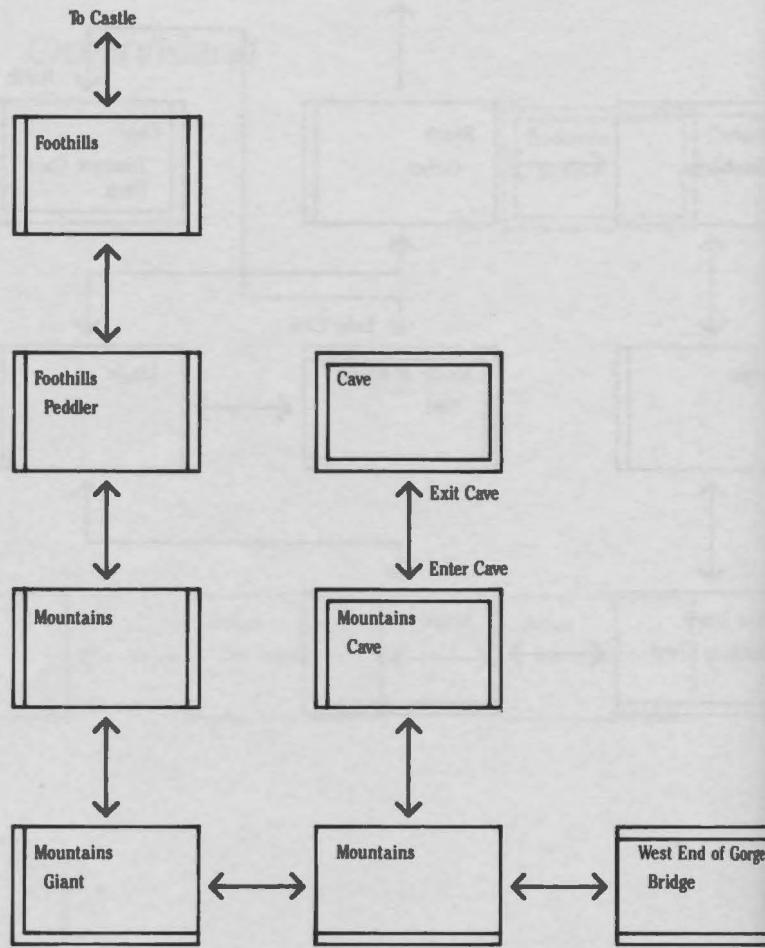
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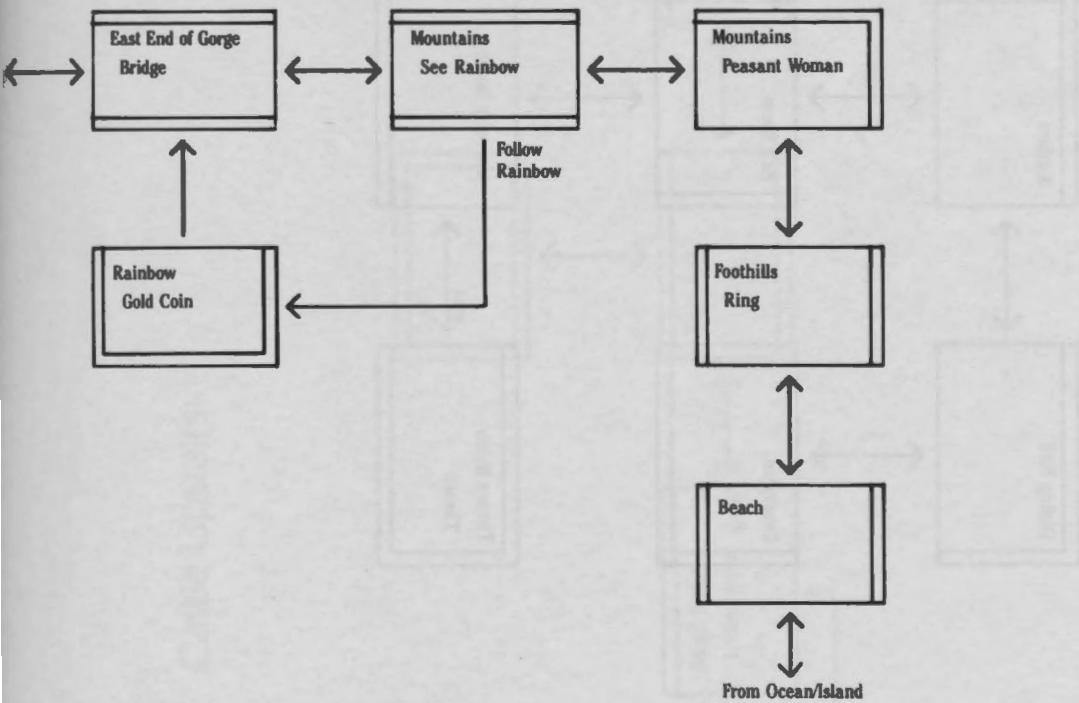
Ocean/Island



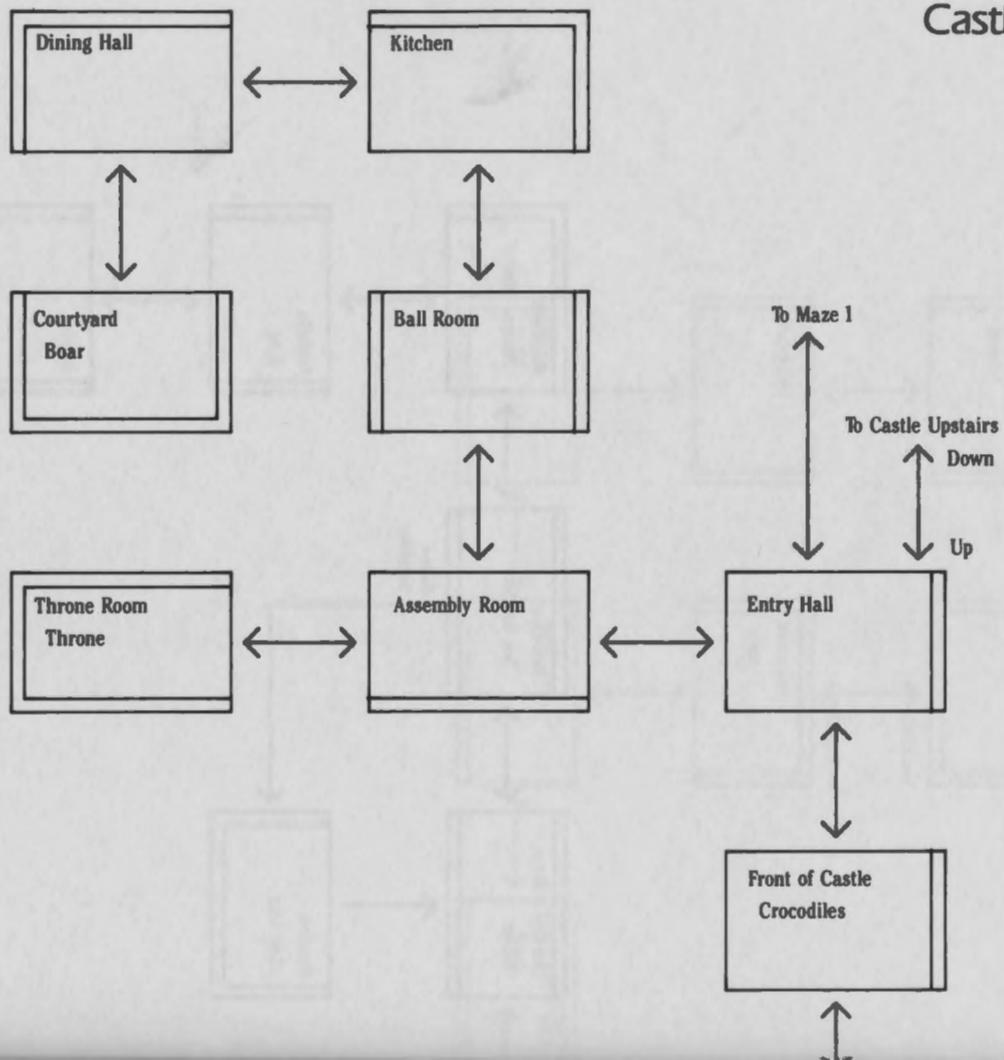




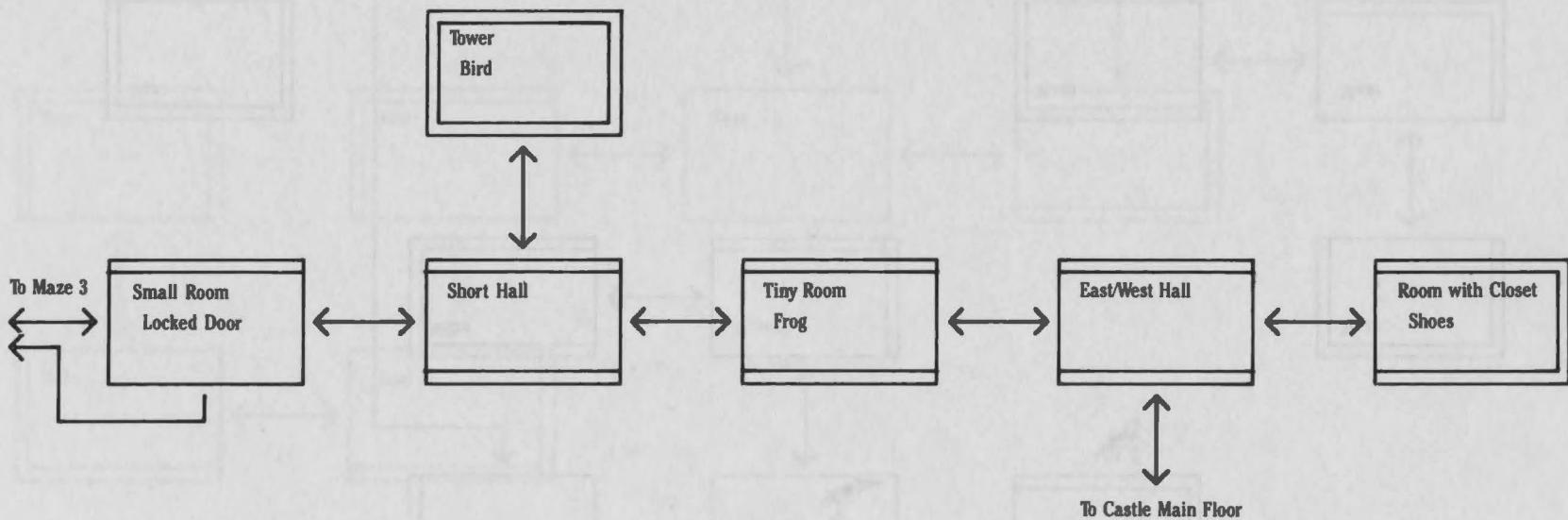
Foothills/Mountains



Castle Main Floor

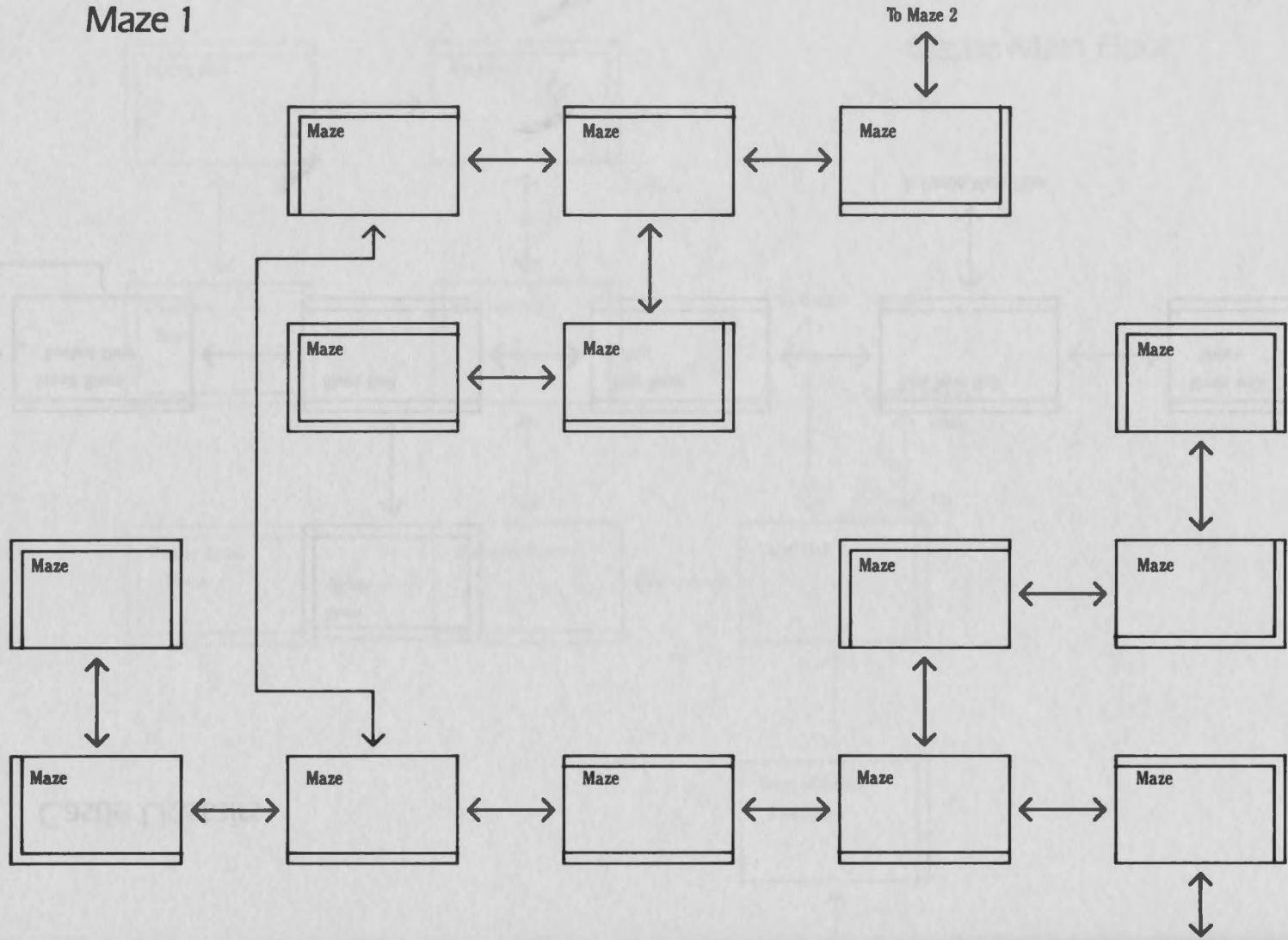


Castle Upstairs

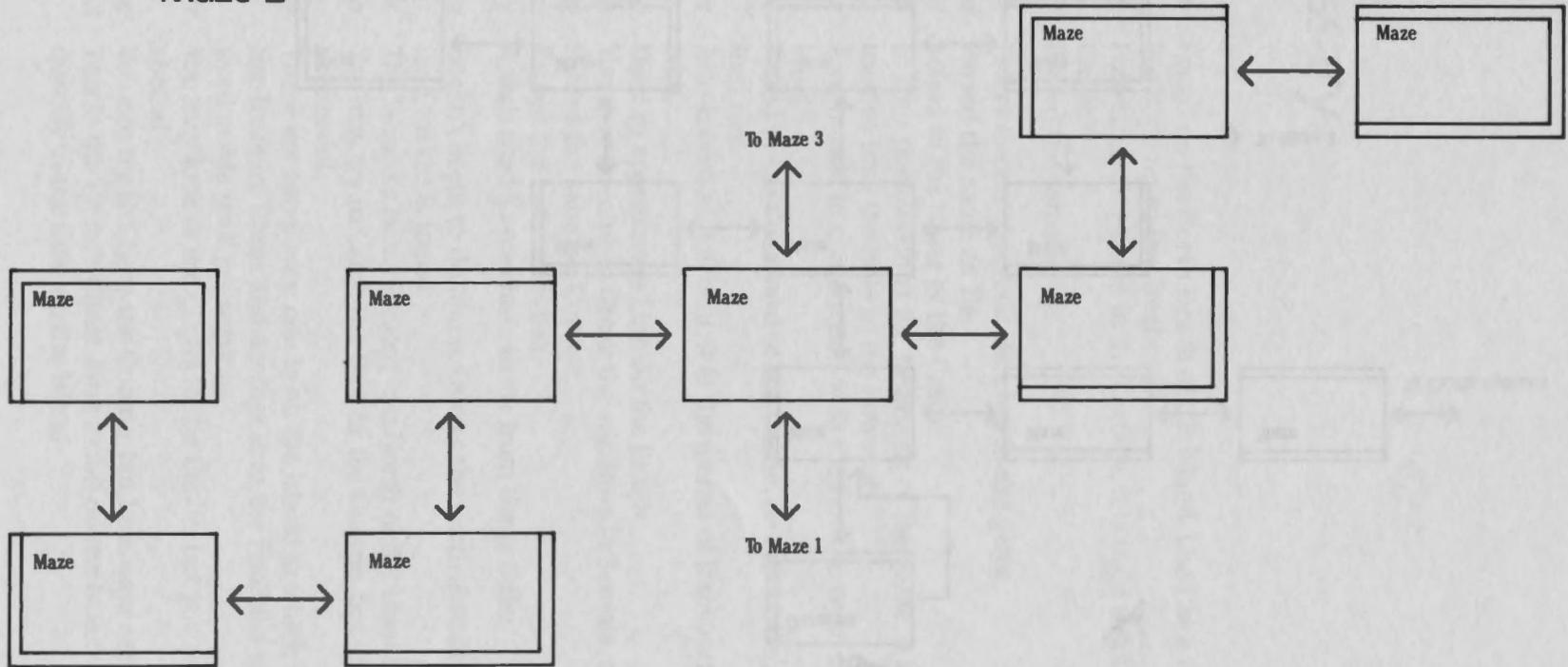


Maze 1

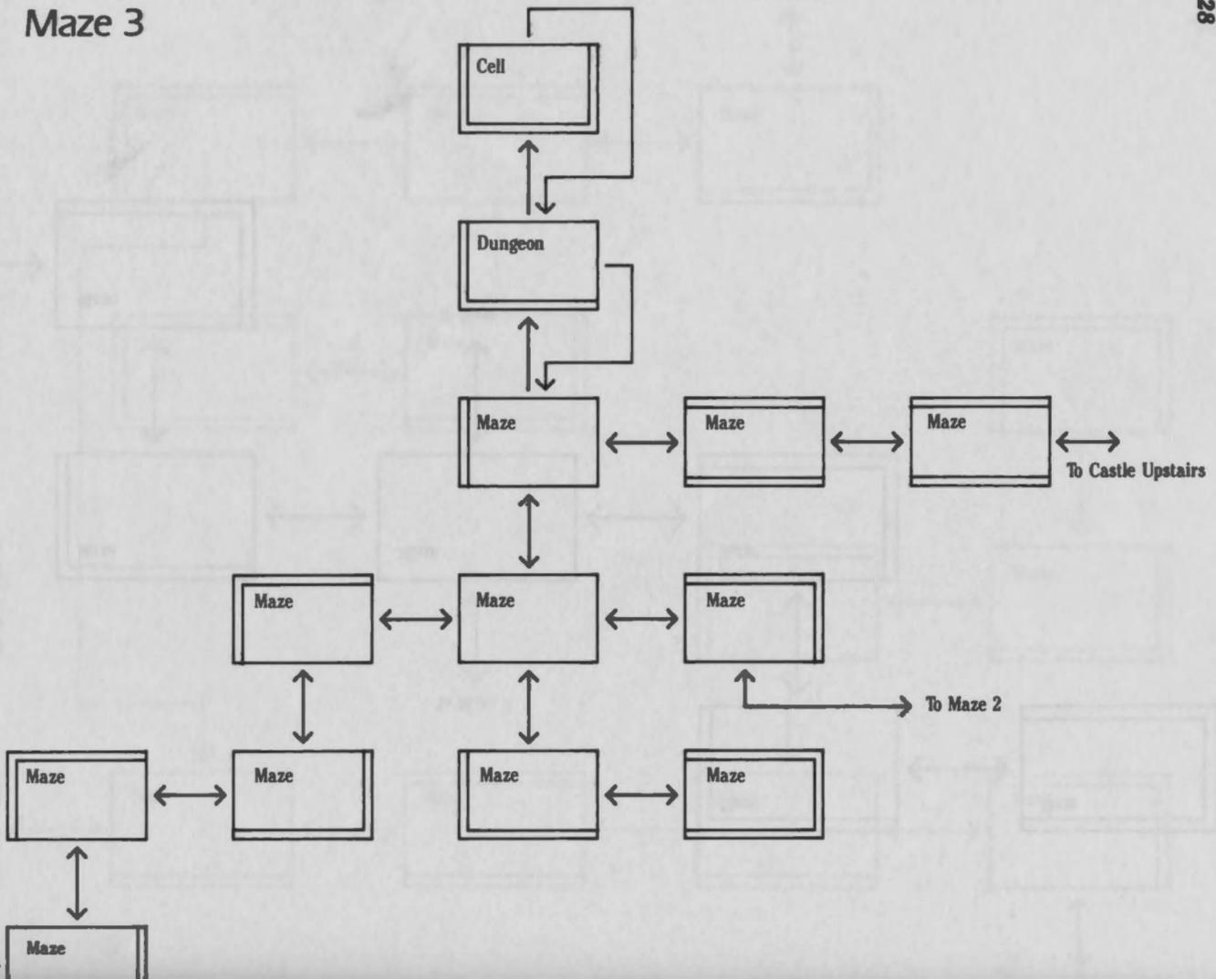
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Maze 2



Maze 3



✓ Glossary

Anchor	Found on the North Beach of the Island. Used as a weight to throw the Rope up to the Treehouse.
Apple	Poisonous and found in the Cottage, it is used to kill the Boar at the Castle.
Ascend	Parsed the same as Up.
Beach	Refers to one of several Beaches in the game.
Bind	Parsed the same as Tie.
Bird	Found in the tower of the Castle.
Blanket	In your possession at the beginning of the game, it is primarily used to plug the hole in the Rowboat.
Blow	A verb used in conjunction with the Horn to open the Castle Drawbridge.
Boar	Found in the Courtyard of the Castle, he can be deadly if you don't feed him.
Boat	Also known as Rowboat, it is the means of transportation to the island.
Bread	Used to appease the Lion on the Beach.
Break	You may attempt to Break the windows in Serenia, to no avail.
Building	Parsed the same as Cottage.
Bust	Parsed the same as Break.
Buy	A verb used to purchase items from the peddler.
Cactus	Doesn't seem to do much. One of the cactuses has a Hole in which the Cracker is found.
Castle	The Wizard's home located just North of the Mountains.
Catch	You may try to Catch the Bird or the Gnome, but you won't be very successful.
Cave	There are two Caves: one is on the island in which the Pirate keeps the Treasure Chest and another is in the Foothills where a magic word sends your possessions.
Chair	You may look at the Chairs in the Castle, but you will see nothing special.
Chase	You can try to Chase the Gnome, but he always seems to get away.
Chest	This is the Pirate's Chest. First found on the beach and subsequently in the Cave on the Island.

Climb	A verb that gets you up a Tree or a Rope.
Coin	Refers to the gold Coin found at the end of the Rainbow.
Cracker	Found in the Desert in a Cactus. It is used to trade with the Parrot.
Crocodile	Located in the Moat of the Castle, the Crocs prevent you from swimming across the Moat.
Cupboard	Parsed the same as Cabinet.
 D	
Dance	The abbreviation for the directional command Down.
Desert	You can try to Dance in the Ballroom, but it won't do anything of value.
Door	You can Look at the Desert, but you won't see anything special.
Dig	A verb used to make a hole. The game responds: "With what?"
Drawers	A noun used in several areas. A Door usually has to be opened or unlocked before you can pass.
Down	The command used to move Downward from things such as trees.
Everything	You may try to open Drawers here and there, but they are all empty.
 E	
Enter	The abbreviation for the directional command East.
Exit	The command used to move in an Easterly direction.
Find	A movement command associated with an object such as a Door or a Hole.
Flag	Used in conjunction with Get and Drop. Allows you to Get or Drop all items at once.
Flask	A verb used to leave the Cave.
Follow	As with most adventure games, Find simply tells you to find it yourself.
Get	A verb used to repair the Rowboat.
Giant	Located in the Assembly room. You can Wave the Flag, but nothing will happen.
Gnome	Used to hold water. It is in your possession at the beginning of the adventure.
Hiss	Parsed the same as Chase.
 G	
Gold	A verb used to pick up objects that you see.
Guitar	A large man found in the mountains. He won't let you pass until you play him a tune on the Harp.
Harp	The little man who steals your possessions when you enter the Woods.
Hiss	The Gold Coin found at the end of the Rainbow.
Hiss	Found in the Pirate's Treasure Chest, it is used to please the Giant in the Foothills.
Rowboat	This magic word lets you turn into a Snake for a few turns. Used to enter the crevice in the Woods and escape from the Dungeon in the Castle.

Hocus	A magic word derived from the two Notes found in the Desert. When uttered at the Chasm, it constructs a bridge across the Chasm.
Hole	Holes are found in things such as trees and cactuses. They can be passages or places where something is found.
Horn	Purchased from the Peddler in the mountains, it is used to open the Drawbridge of the Castle.
Inventory	The command used to determine what you are carrying.
Jump	You can try to Jump across the Chasm, but it is too wide.
Kiss	A verb used to turn the Frog into a Princess.
Knife	In your possession at the beginning of the game.
Latch	The opposite of Unlock.
Leap	Parsed the same as Jump.
Lift	Parsed the same as Get.
Liquid	Refers to the greenish Liquid found in the Vial that the Parrot gives you.
Locket	Found in the desert. Inside the Locket is a magic word that must be used carefully.
Look	A verb used to obtain a close-up view of an object in your possession.
Lucy	This magic word is found in the Locket. Uttering this word causes all your possessions to be taken away and placed in the Cave in the Foothills.
N	The abbreviation of the directional command North.
North	The command used to move in a Northerly direction.
Note	Refers to several Notes found during the course of the game.
Open	A verb used to open things such as Doors and Lockets.
Parrot	Found in the Woods, he will give you a Vial of magic Liquid if you give him the Cracker.
Pick	A verb used to unlock a Door in the Castle.
Pump	A verb used to operate the Pump in the Kitchen of the Castle.
Rainbow	Found in the mountains. Look for the Coin at the end of the Rainbow.
Read	A verb used to obtain information from things such as Notes.
Remove	Parsed the same as Get.
Repair	Parsed the same as Fix.
Ring	Found in the Foothills, it is used to turn into a Cat and eat the Bird.
Rock	This word is always a noun. Several Rocks are found in the Desert and the Woods.
Rope	Found next to the Rowboat on the Beach, it is used to get into the Treehouse on the Island.

S	The abbreviation for the directional command South.
<i>Salute</i>	You can Salute the Flag in the Assembly room, but nothing will happen.
<i>Scorpion</i>	Found behind all but one Rock in the Desert. Don't touch the Scorpion or the Rock it hides behind.
<i>Seek</i>	Parsed the same as Find.
<i>Shoes</i>	Found in the closet in the Castle. These Shoes have magical powers.
<i>Shovel</i>	Found in the Pirate's Treehouse, it is used to dig up the treasure Chest on the Beach.
<i>Sit</i>	You can Sit on the Throne, but nothing will happen.
<i>Slay</i>	Parsed the same as Kill.
<i>Snake</i>	Refers to one of several Snakes found in the Desert.
<i>South</i>	The command used to move in a Southerly direction.
<i>Stab</i>	You may try to Stab things with the Knife, but it is not large enough to do any harm.
<i>Stick</i>	Found in the Desert, it is used to scare away the pesky Rattlesnake.
<i>Stove</i>	You can look at the Stove, but you won't see anything special.
<i>Table</i>	There are several Tables in the game, none of which are particularly useful.
<i>Take</i>	Parsed the same as Get.
<i>Talk</i>	A verb used to obtain information from people you meet.
<i>Throne</i>	Found in the Throne Room in the castle.
<i>Throw</i>	You must Throw the Stick in the Desert to chase away the pesky Rattlesnake.
<i>Tie</i>	A verb used to connect the Anchor to the Rope.
<i>Tree</i>	Used as a noun in conjunction with the word <i>Climb</i> . Many trees in the game are climbable.
U	The abbreviation for the directional command Up.
<i>Unlock</i>	A verb used to open doors that may be locked. Not all locked doors can be Unlocked, however.
<i>Up</i>	A verb used to go Up things such as stairs.
<i>Vial</i>	Obtained from the Parrot, it contains the magic greenish Liquid.
W	The abbreviation for the directional command West.
<i>Wares</i>	Items sold by the Peddler.
<i>Water</i>	The Flask is filled with Water at the beginning of the game. Whenever you are told that you are thirsty, you have to Drink the Water or you will soon die. You can get more Water from the Stream in the Woods.
<i>Wave</i>	A verb usually used to exude magic from an object. Waving in this game does little good.
<i>Wear</i>	A verb used to put on items such as clothing and Rings.

- West** The command used to move in a Westerly direction.
- Whoosh** The magic word found on the bottom of the Shoes. Uttering this word while wearing the Shoes will transport you between Serenia and the Castle.
- With** This preposition is used to answer the question "With what?" For example, on the Beach when you say "Fix Hole," the game will respond with "With what?" You must respond: "With Blanket."

Guided Tour

A few events can cause problems in the solution of *The Wizard and the Princess*. The Rattlesnake appears somewhat randomly in the Desert. If you try to do too many things before you get the Stick, the Rattlesnake may kill you. Everything else is straightforward until you reach the Wizard's Castle. Once there, the Wizard can zap you from room to room. The solution in this section contains a detailed explanation of how to deal with being relocated by the Wizard.

Happy adventuring. And go rescue that Princess.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
<Start>	Village of Serenia	There is nothing to do in Serenia. It must be after 9 p.m. on a Tuesday night. You must have played enough by now to know that the big Snake north of town is a real problem. The first thing you have to do is get rid of the Snake. Your starting inventory is as follows: loaf of Bread, Pocketknife, Blanket, and Flask with Water.
S	Desert Maze	See Rock with Scorpion.
S	Desert Maze	
S	Desert Maze	
W	Desert Maze	See Rock with Scorpion.
S	Desert Maze	
Look Rock		This Rock has no Scorpion.
Get Rock		
E	Desert Maze	Let's find the big Snake.
S	Desert Maze	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
W	Desert Maze	See Rock with Scorpion.
N	Desert Maze	See the big Snake.
Throw Rock		Apparently the Rock was harder than the Snake's head. The Rock is of no further use.
N	Desert	You will probably be getting thirsty soon. When you do, drink the water right away or you will die. Sometimes the pesky Rattlesnake will bother you here. If he does, you should get the Stick and drive him away before you pause to drink Water.
E	Desert	There is a Stick here.
Get Stick		
W	Desert	
W	Desert	See Cactus with Hole.
Look Hole		There is a Cracker inside.
Get Cracker		A salt Cracker in the Desert?
E	Desert	
N	Desert	There is a Rattlesnake here.
Throw Stick		You have temporarily driven the Rattlesnake away. Even though you threw the Stick, it is still in your possession.
Look Hole		There is a Note in the Hole.
Get Note		
Look Note		The Note is unintelligible.
Drop Note		The Note itself is of no further use, but you may want to write the contents down on a piece of paper.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Desert	
N	Desert	There is a Locket here.
Get Locket		
Open Locket		
Look Locket		The word <i>Lucy</i> is written inside. Don't say this word yet. It will be very helpful later, but would be a disaster at this time.
W	Desert	There is another Note here.
Get Note		
Look Note		If this Note looks just like the first Note, you haven't dropped the first Note. The two Notes together spell a magic word. The first Note is the top half of the word, and the second Note is the bottom half. Together they spell <i>Hocus</i> .
Drop Note		
S	Desert	There is a Snake here trapped under a Rock.
Get Rock		The King of Snakes is very grateful and gives you the magic word <i>Hiss</i> .
Drop Rock		
N	Desert	The Note is the one you just dropped.
W	Desert	
N	South Edge of Chasm	You can see a Cottage and the Woods.
Drop Stick		No longer needed.
Hocus		A Bridge appears across the Chasm.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	North of Chasm	There is a Cottage nearby.
Enter Cottage	Inside Cottage	There is an Apple on the table.
Get Apple		Don't eat the Apple. Eating the poisonous Apple will shorten your adventure.
Go Door	North of Chasm	This gets you out of the Cottage.
N	Woods	There is a Gnome here. The Gnome looks friendly enough, but he will rob you blind on your next move. There is really nothing you can do to him now. Your next move will be ignored while the Gnome steals your possessions.
N	Woods	Just a few trees and a brook.
Get Water		
N	Woods	Just a few trees.
Climb Tree	Top of Tree	You can see the ocean from here.
D	Woods	
E	Woods	There is a Crevice in the Rock.
Hiss		This is from the King of Snakes who was trapped in the Desert. You turn into a Snake so you can slither through the Crevice.
Enter Crevice	Tunnel	You are at the end of a long Tunnel.
S	Tunnel	Let's hope the Tunnel goes somewhere.
S	Tunnel	You have changed back into yourself.
S	Tunnel	There is a little door and some other items here. These items were stolen by the Gnome.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Get Cracker		You can now recover all possessions.
Get Locket		
Get Bread		
Unlock Door		The Door locks from from this side.
Open Door		You can see light from above.
Enter Door	Bottom of Stairs	
U	Inside Tree	You are at the top of the stairs. There is a large hole in the tree.
Go Hole	Woods	You are in the Woods next to a large tree with a hole in it.
E	Woods	Are you ever going to get out of the Woods?
N	Woods	There is a Parrot holding a Vial.
Throw Cracker		He must have been hungry. He is grateful enough to give you a present.
Get Vial		
S	Woods	You may be wearing out your welcome in the Woods.
W	Woods	Pass the tree with the hole.
W	Woods	
W	Edge of Woods	There is a huge Lion here.
Throw Bread		I didn't know Lions liked Bread.
N	Beach	There is a Rope and a Rowboat here.
Get Rope		Can't really afford to avoid picking up anything

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Enter Boat	Rowboat	There is a hole in this Boat.
Fix Hole		Sounds like a good plan, maybe the Blanket would work.
With Blanket		It seems to be holding, for now.
N	Ocean	You don't have a seasickness bag.
N	Ocean	You can see an Island. Be sure to Drink Water as soon as you get thirsty.
N	Ocean	It seems to be getting closer.
E	Ocean	
E	Ocean	It's very close now.
E	In Boat on Beach	I can't believe the Blanket held.
Enter Beach	Island Beach	On firm ground at last. You see an X in the sand. This may be a treasure, but you have no way to dig it up.
N	Jungle	
N	Jungle	There is a Treehouse here. If there were only some way to climb up.
E	Beach	You can see an Anchor.
Get Anchor		Don't let a treasure such as an Anchor go by.
W	Jungle	Finally the Rope becomes useful.
Tie Rope to Anchor		Put the Rope and the Anchor together.
Throw Anchor		Must be a pretty light Anchor.
Climb Rope	TreeHouse	There is a Shovel up here.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Get Shovel		It would be tough to dig without a Shovel.
D	Jungle	You made it down alive.
S	Jungle	
S	Island Beach	Let's see if X really marks the spot.
Dig Hole		There is treasure here. Your next move will be ignored as the Pirate takes your treasure Chest.
Drop Shovel		No longer needed.
E	Jungle	Maybe you can find his hideaway.
N	Jungle	
W	Middle of Island	There is a Cave entrance here.
Enter Cave	Cave	There is my treasure Chest.
Open Chest		You can see something inside.
Look Chest		It's not jewels, but it might be worth something.
Get Harp		
Exit Cave	Middle of Island	
E	Jungle	
N	Jungle	Back to the Beach where you found the Anchor.
Drink Vial		You swallow the contents and sprout wings. You must be holding your possessions with your feet.
Fly North	Beach	You've landed on another Beach.
Drop Vial		This is no longer needed.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Foothills	There is a Sapphire Ring lying on the ground.
Get Ring		
N	Mountains	You see a peasant Woman.
Talk Woman		The Woman warns you of the Giant who lives in the Mountains.
W	Mountains	You can see a Rainbow.
Follow Rainbow	Mountains	You have only one chance per game to follow the Rainbow.
Get Coin		You knew there had to be some sort of Treasure at the end of the Rainbow.
N	East End of Gorge	There is a rickety Bridge here.
Lucy		All your possessions disappear, enabling you to cross the Bridge safely.
W	West End of Gorge	
W	Mountains	
N	Mountains	There is the Cave.
Enter Cave	Cave	All your possessions are here.
Get Everything		This works only at this location in the game.
Drop Locket		No longer needed.
Exit Cave	Mountains	
S	Mountains	
W	Mountains	There is a Giant here. He could be a meanie.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Play harp		It's easier than I thought to lull a Giant.
N	Mountains	
N	Foothills	There is a Peddler here.
Buy Horn		Strange how everything costs one Gold Coin. By the way, you have only one chance to buy things from the Peddler. If you bypass him now, he will pack up and go away for the rest of the game.
N	Foothills	You can see a Castle in the distance.
N	Front of Castle	Mean looking Crocs in the Moat.
Blow Horn		The Drawbridge comes down.
N	Entry Hall	Safely inside.
Drop Horn		You have opened your last drawbridge.
U	East/West Hallway	There's always something good upstairs.
E	Room with Closet	The Closet doesn't appear to be locked.
Open Closet		
Look Closet		There is a pair of Shoes here.
Get Shoes		Looks like something is on the sole.
Look Shoes		The word <i>Whoosh</i> is written on the bottom of the Shoes.
Wear Shoes		It can't hurt to wear them, can it?
Whoosh	Serenia	Thought you might like a preview of the power of the Shoes.
Whoosh	Entry Hall	Time to get on with the game.

WARNING!!!! As you wander through the Castle, the Wizard may decide to Zap you from one room to another. This can happen almost anytime. You may need to consult the Maps section of this chapter to resume this tour where you left off. The Wizard is particularly sensitive about the Frog and the Throne. You can use the Wizard's cunning to your advantage. Since it is a long, tedious trip through the Maze, I try to kiss the Frog because I know the Wizard will Zap me to another location. Quite often that location is on the other side of the Maze.

You may get Zapped to two places that may prove uncomfortable. The first is the Courtyard where the Boar is. If you throw the Apple, the Boar will eat it and die. The second place is the Cell in the Dungeon. If you end up there, you can Hiss and slither out between the bars. If the Wizard takes you to the Small Room, you may skip down to the command "Pick Lock." If the Wizard isn't nice enough to Zap you to the Small Room with the locked Door, you will have to use the following steps to get through the maze to the Small Room from the Entry Hall.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Maze	
W	Maze	
W	Maze	
W	Maze	
N	Maze	
E	Maze	
E	Maze	
N	Maze	
W	Maze	
N	Maze	
E	Maze	
E	Maze	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
E	Maze	You have now arrived in the Small Room with the locked Door. The solution continues at that point.
Pick Lock with Knife	Small Room	The Pocketknife had to be good for something.
Open Door		
E	Short Hall	There is a Stairway leading up from here.
U	Tower	There seems to be nothing of value in the Tower.
D	Short Hall	
U	Tower	Aha! The Bird comes out on your second trip to the Tower.
Rub Ring		This is really a dirty trick to play on the Bird. Hope those feathers don't make you sneeze.
D	Short Hall	The game will now come to a very swift conclusion.
E	Tiny Room	Although it's pretty corny, you have to try to kiss the Frog, who will then turn into a beautiful Princess.
Whoosh	Serenia	Take the former Frog back to Serenia. Your next move will bring congratulations on winning the game.

3 Zork I

Zork I, written by Dave Lebling and Mark Blank of Infocom, is the first game in a trilogy adapted from the mainframe version for microcomputers. The mainframe version is the single most complex adventure game ever written. The original *Zork* comprises portions of the *Zork I*, *Zork II*, and *Zork III* adventures available for many popular microcomputers.

The big breakthrough that *Zork* brought to the world of adventure games is the ability to understand English-like sentences. This feature alone would have put the microcomputer version of *Zork I* at the top of nearly everyone's list of favorite adventure games. Saying "Get the blue and red pegs, turn out the lights, and go north" was amazing compared to using two-word commands. The key to understanding English-like commands is the parser. The concept of a great parser was adapted from the mainframe version of *Zork* and is used in all Infocom adventure games.

The second major feature that *Zork I* brought to the world of micro adventures is the superior descriptions of rooms and objects. Infocom refers to this as prose. Great prose and a complex parser have enabled Infocom games to compete in a world that might otherwise be dominated by adventure games relying on high-resolution graphics to stimulate the player's imagination.

Since its introduction, *Zork I* has appeared on the top-ten-selling adventure game lists every month. It is one of the most popular adventure games of all time.

Hints and Maps

Forest/House

- ✉ Is there anything of interest in the Forest?
* *See Appendix, #4*
- ✉ What do I do with the Jewelled Egg?
* *See Appendix, #11*
- ✉ How do I open the Grate?
* *See Appendix, #17*
- ✉ How do I get into the House?
* *See Appendix, #22*
- ✉ What should I do with the Lunch?
* *See Appendix, #26*
- ✉ How should the Brass Lamp be used?
* *See Appendix, #30*
- ✉ What is the Trophy Case for?
* *See Appendix, #37*
- ✉ When do I use the Sword?
* *See Appendix, #41*
- ✉ How do I get into the Underground?
* *See Appendix, #49*

Underground I

- ✉ What should I do with the Painting?
* *See Appendix, #55*
- ✉ What should I do with the Zork Owner's Manual?
* *See Appendix, #62*

- ☒ How do I kill the Troll?
* See Appendix, #67
- ☒ Why does the Troll keep killing me?
* See Appendix, #72
- ☒ How do I get through the maze?
* See Appendix, #79
- ☒ How do I get the Platinum Bar from the Loud Room?
* See Appendix, #84
- ☒ What happens in the Mirror Room?
* See Appendix, #86
- ☒ What good does fiddling with the Mirror do?
* See Appendix, #88
- ☒ How does the Mirror Room work?
* See Appendix, #95

Underground II

- ☒ How do I continue from the Dome Room?
* See Appendix, #108
- ☒ What good is the Torch?
* See Appendix, #113
- ☒ What do I use the Brass Bell for?
* See Appendix, #118
- ☒ What do I do with the treasures in the Egyptian Room?
* See Appendix, #122
- ☒ What can I do at the Altar?
* See Appendix, #126
- ☒ How do I enter Hades?
* See Appendix, #130
- ☒ What is the sequence of events to enter Hades?
* See Appendix, #133

Dam Area

- ☒ What do I do with the bolt at the Control Panel at the Dam?
* *See Appendix, #138*
- ☒ What happens when I push the Brown Button in the Maintenance Room?
* *See Appendix, #141*
- ☒ What happens when I push the Red Button in the Maintenance Room?
* *See Appendix, #145*
- ☒ What happens when I push the Blue Button in the Maintenance Room?
* *See Appendix, #149*
- ☒ What happens when I push the Yellow Button in the Maintenance Room?
* *See Appendix, #152*
- ☒ When can I walk across the Lake?
* *See Appendix, #154*
- ☒ What do I do with the pile of plastic at the Dam Base?
* *See Appendix, #157*
- ☒ What do I do with the Crystal Trident?
* *See Appendix, #160*

Maze

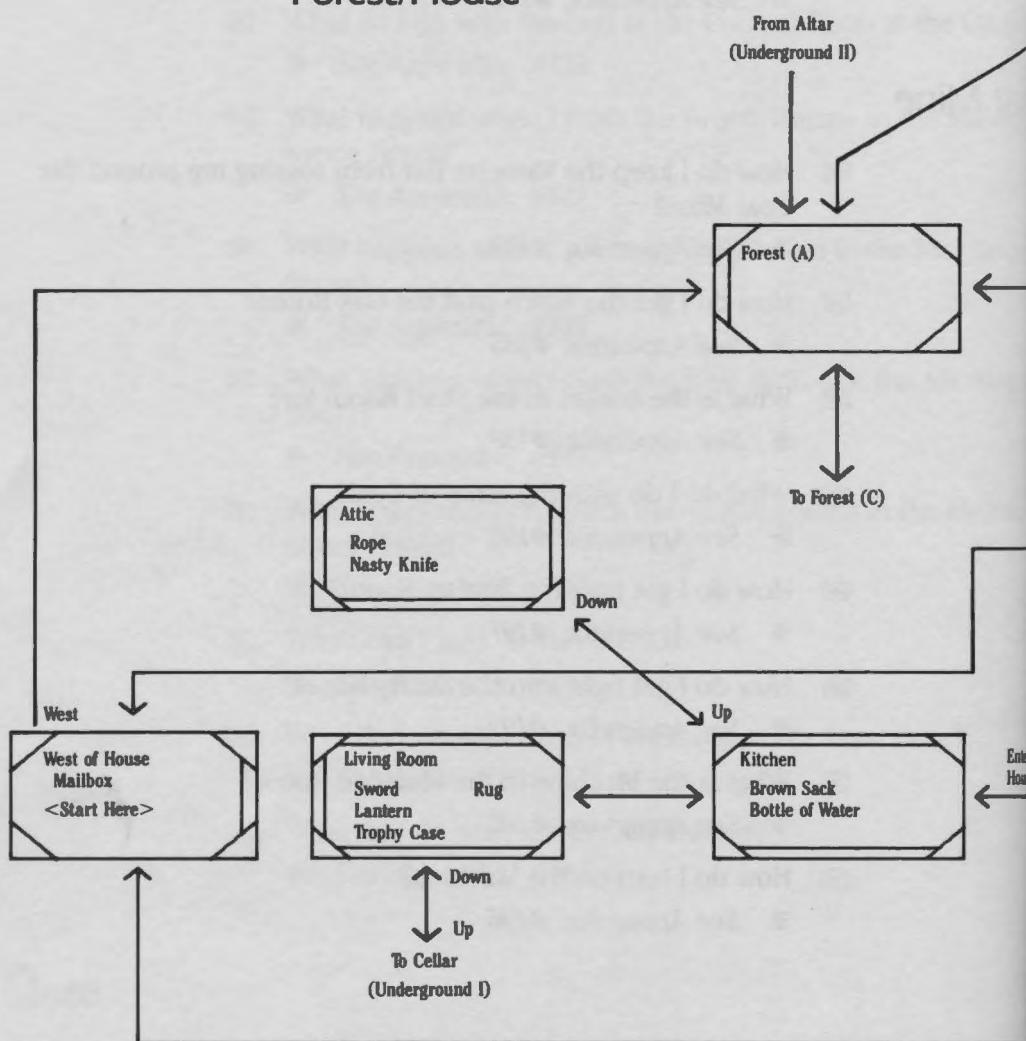
- ☒ Is there any value in entering the maze West of the Troll Room?
* *See Appendix, #166*
- ☒ What should I do with the rusty Knife next to the skeleton?
* *See Appendix, #171*
- ☒ What can I do to the Cyclops?
* *See Appendix, #173*
- ☒ What can I do to get rid of the Cyclops permanently?
* *See Appendix, #176*

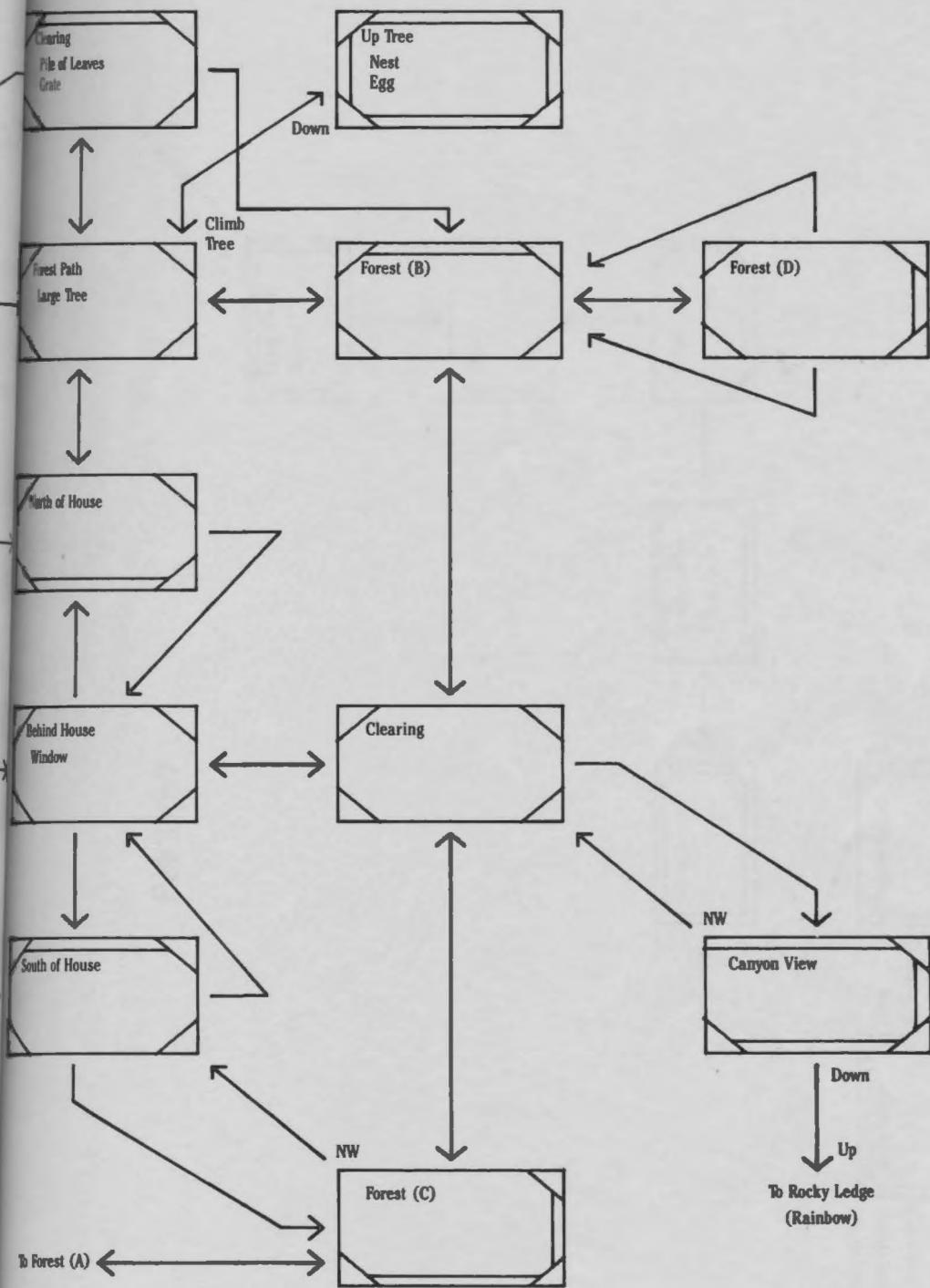
- ✉ How do I get rid of the Thief?
 - * See Appendix, #177

Coal Mine

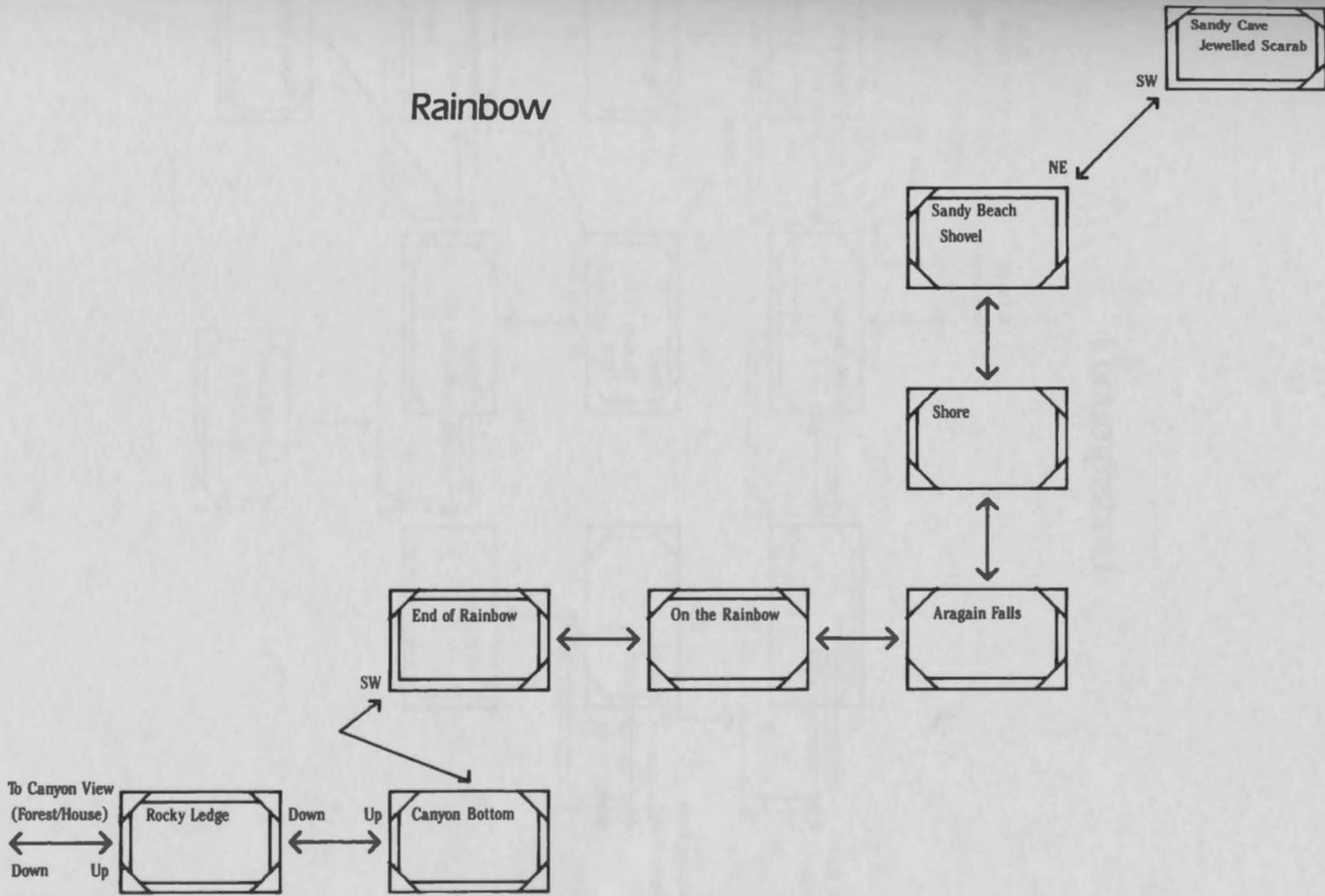
- ✉ How do I keep the Vampire Bat from tossing me around the Coal Mine?
 - * See Appendix, #183
- ✉ How do I get the Torch past the Gas Room?
 - * See Appendix, #185
- ✉ What is the basket in the Shaft Room for?
 - * See Appendix, #188
- ✉ What do I do with the lump of Coal?
 - * See Appendix, #190
- ✉ How do I get past the Timber Room?
 - * See Appendix, #191
- ✉ How do I get light into the Drafty Room?
 - * See Appendix, #192
- ✉ What is the Machine in the Machine Room?
 - * See Appendix, #195
- ✉ How do I turn on the Machine?
 - * See Appendix, #196

Forest/House

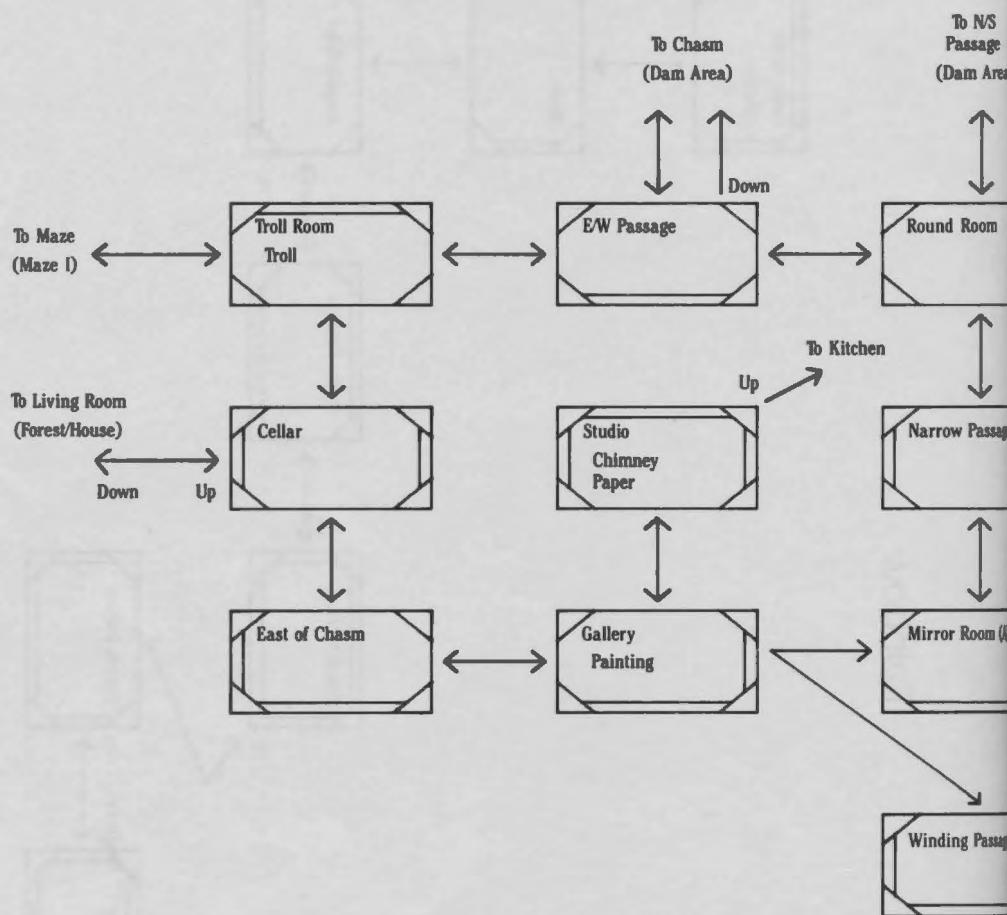


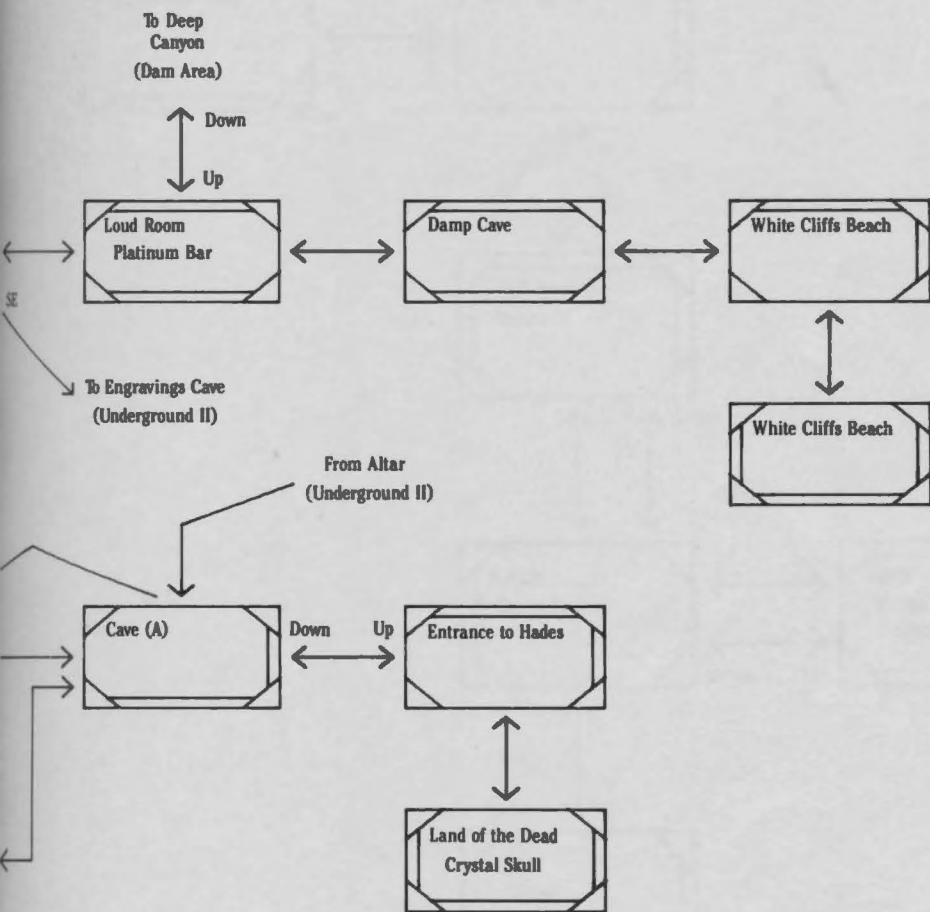


Rainbow

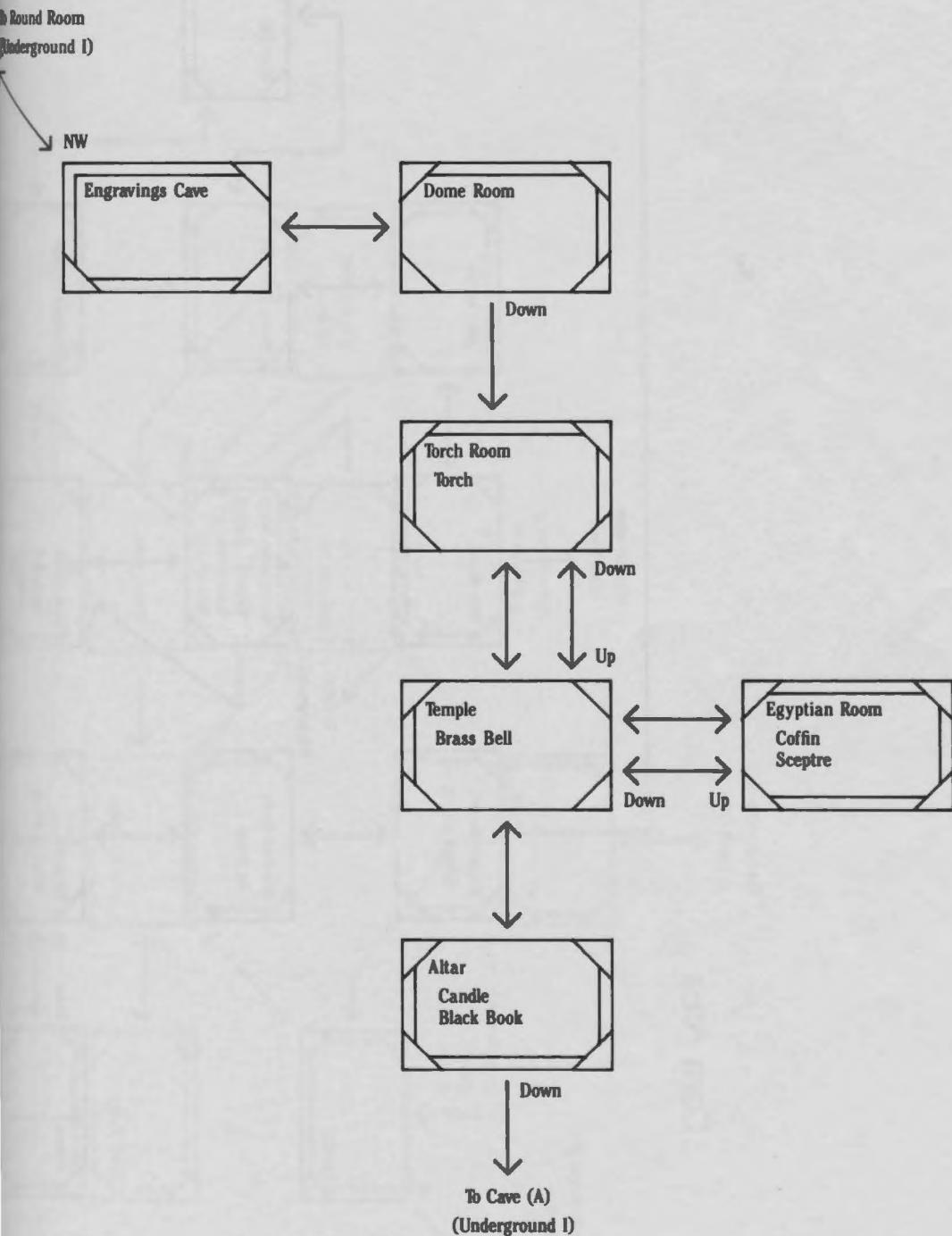


Underground I

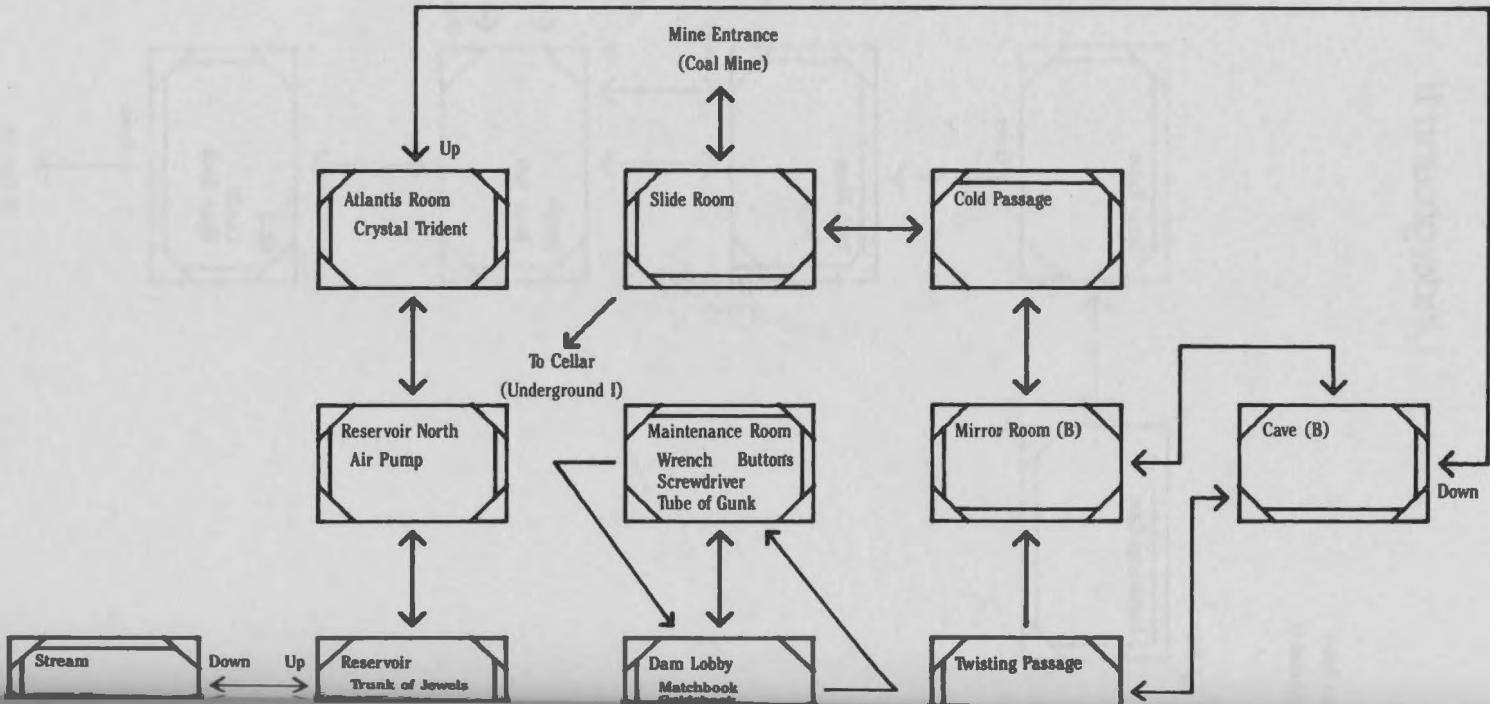


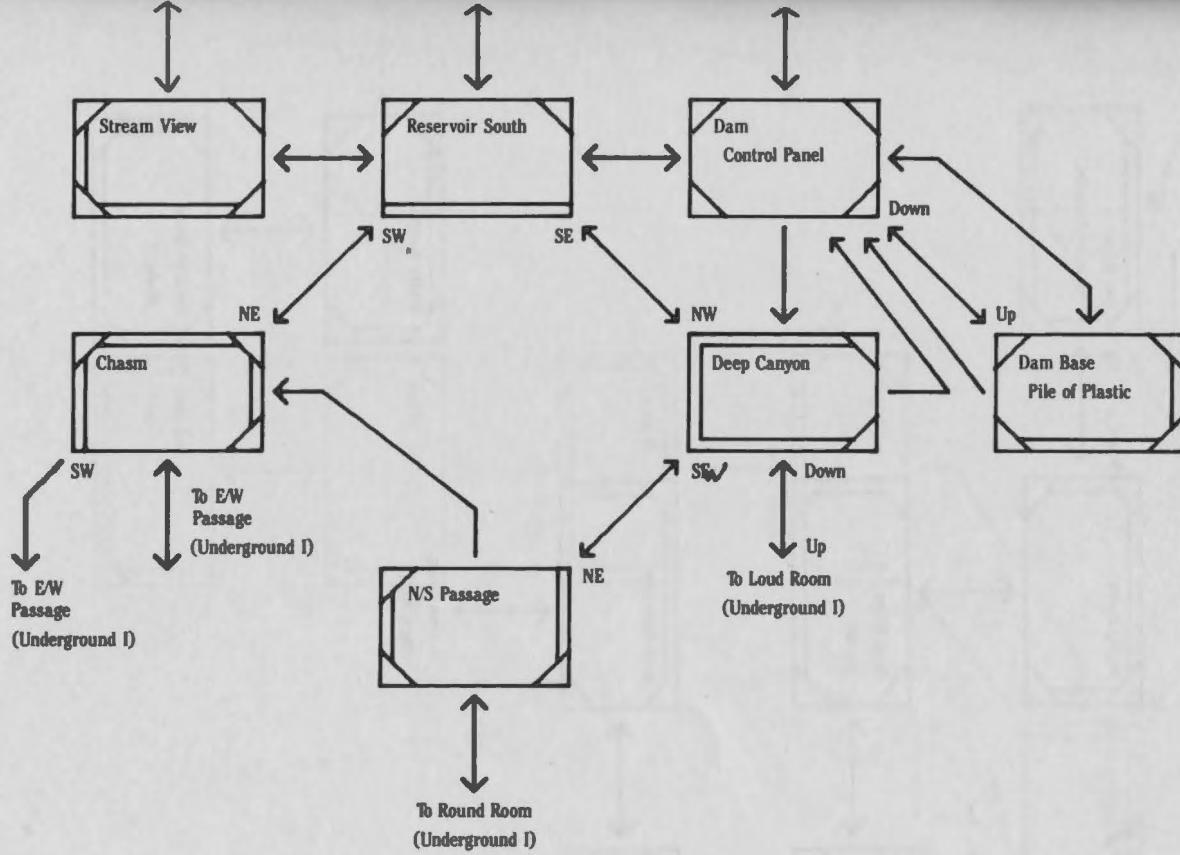


Underground II

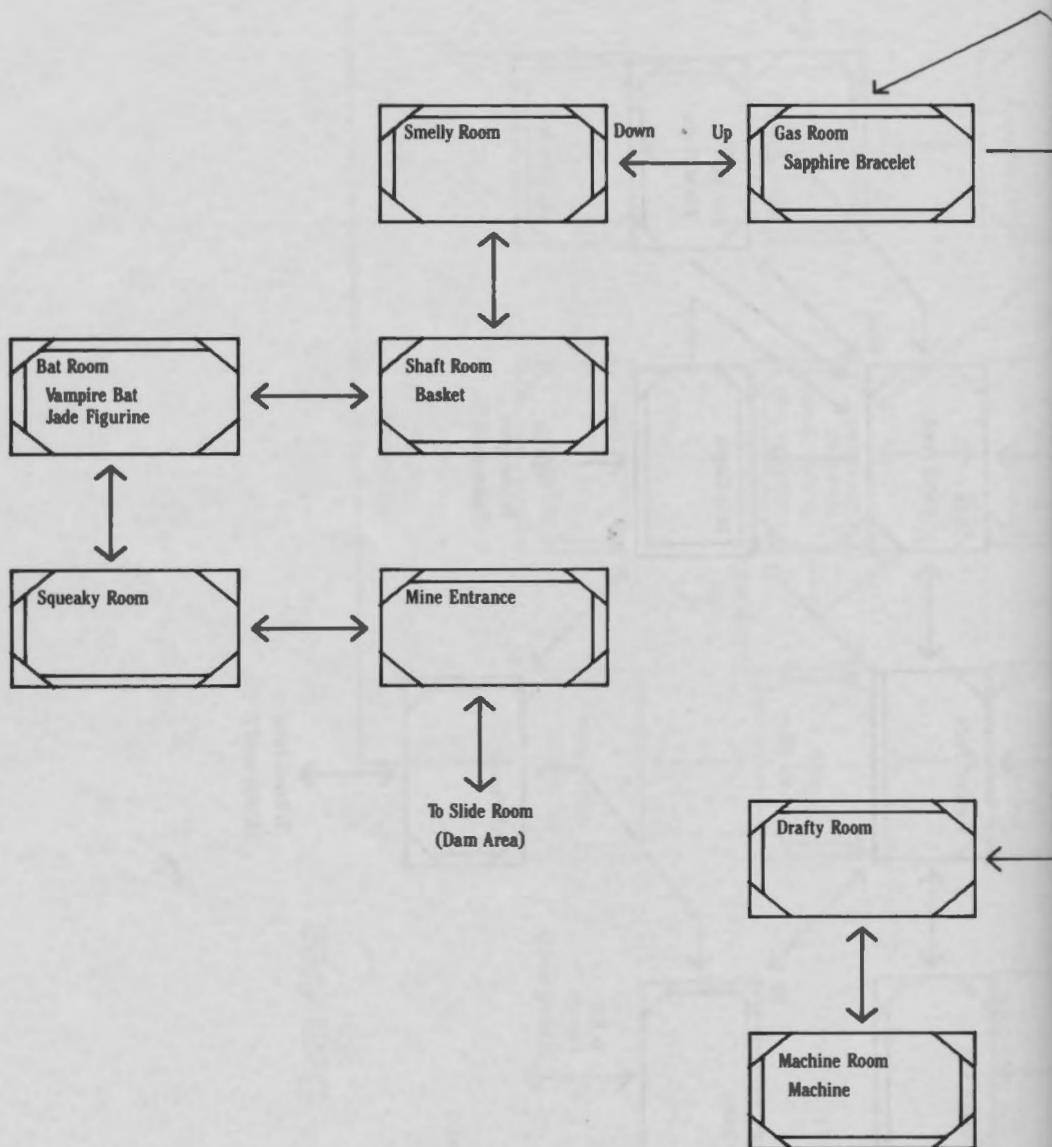


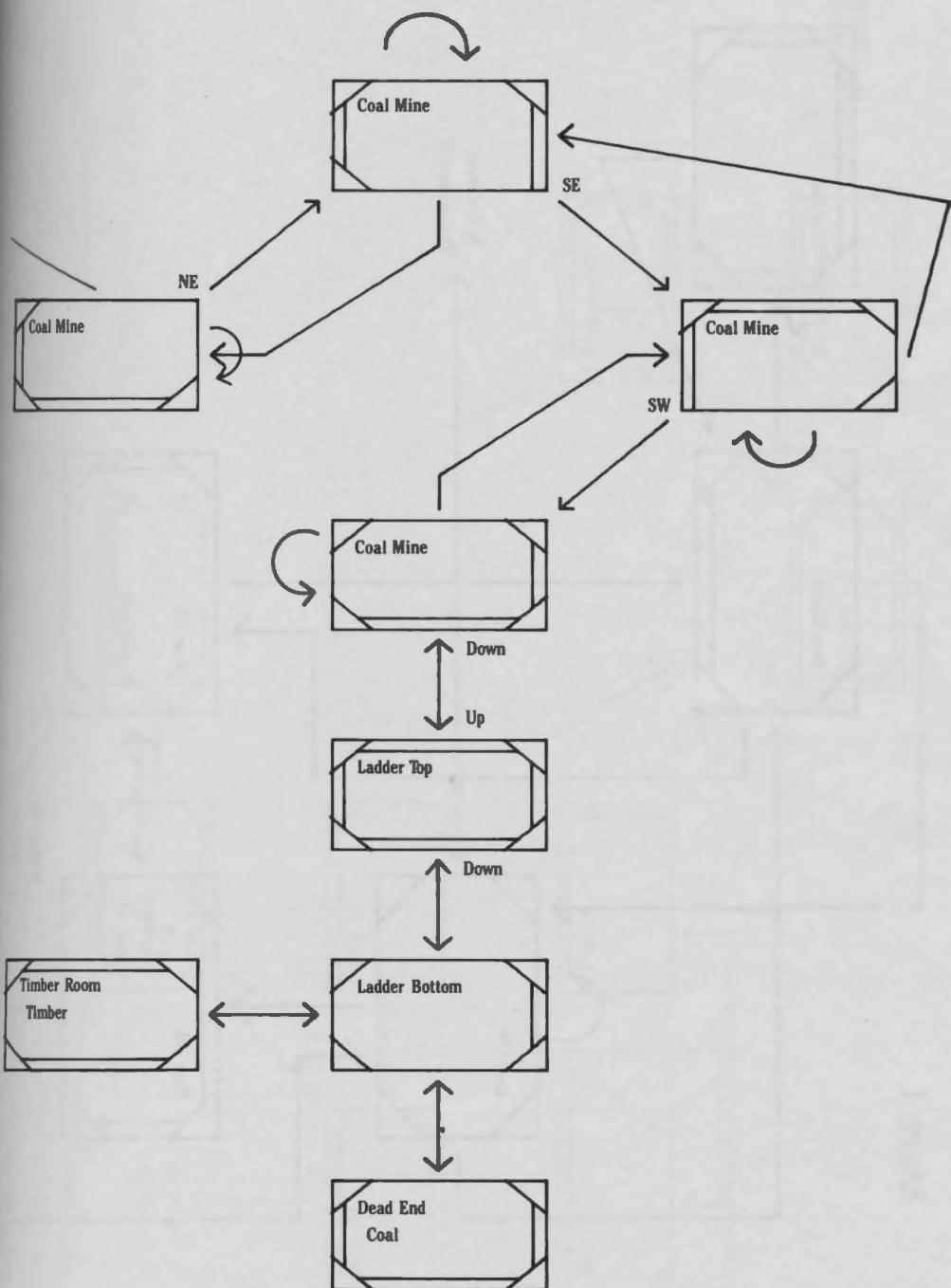
Dam Area

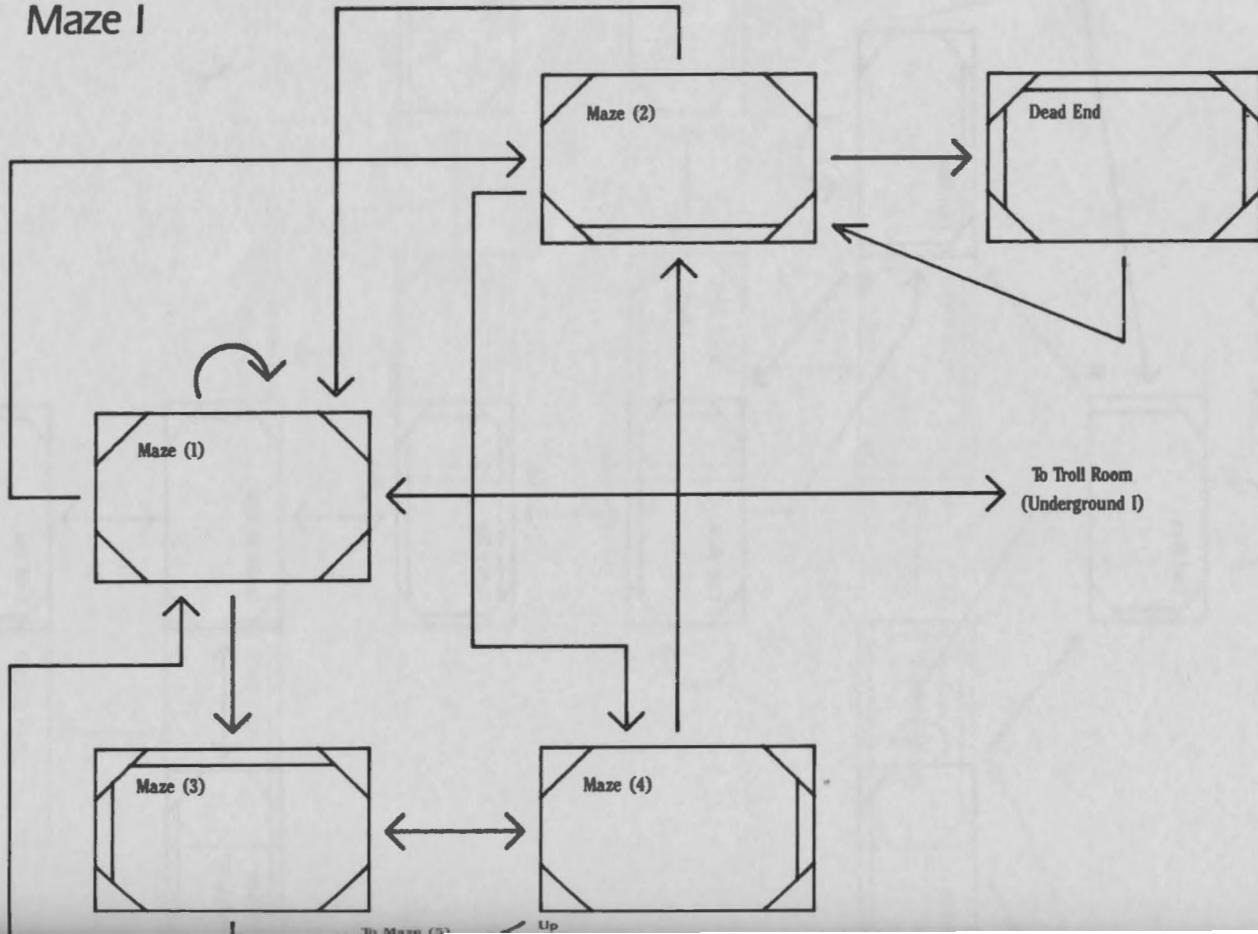




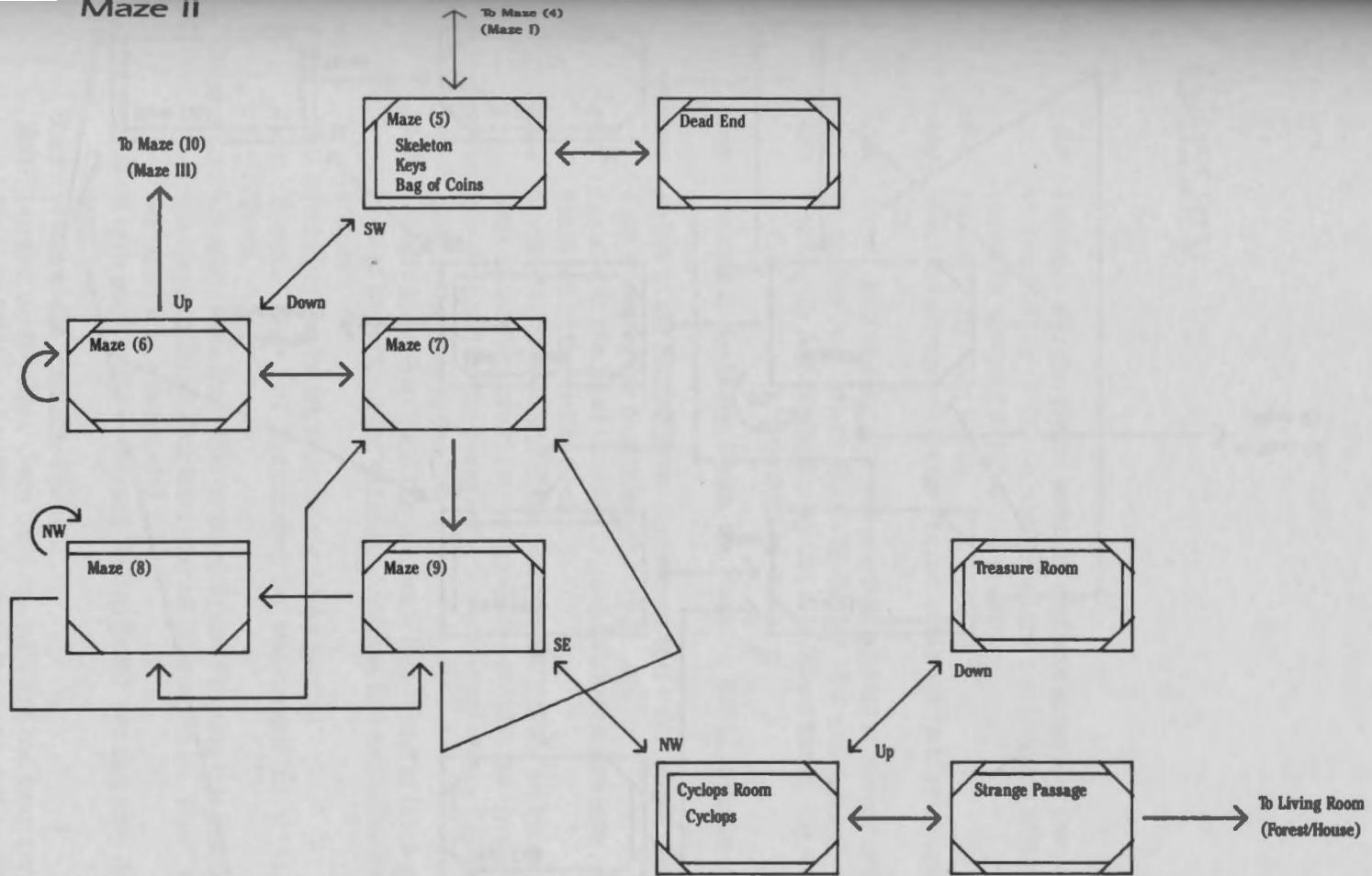
Coal Mine



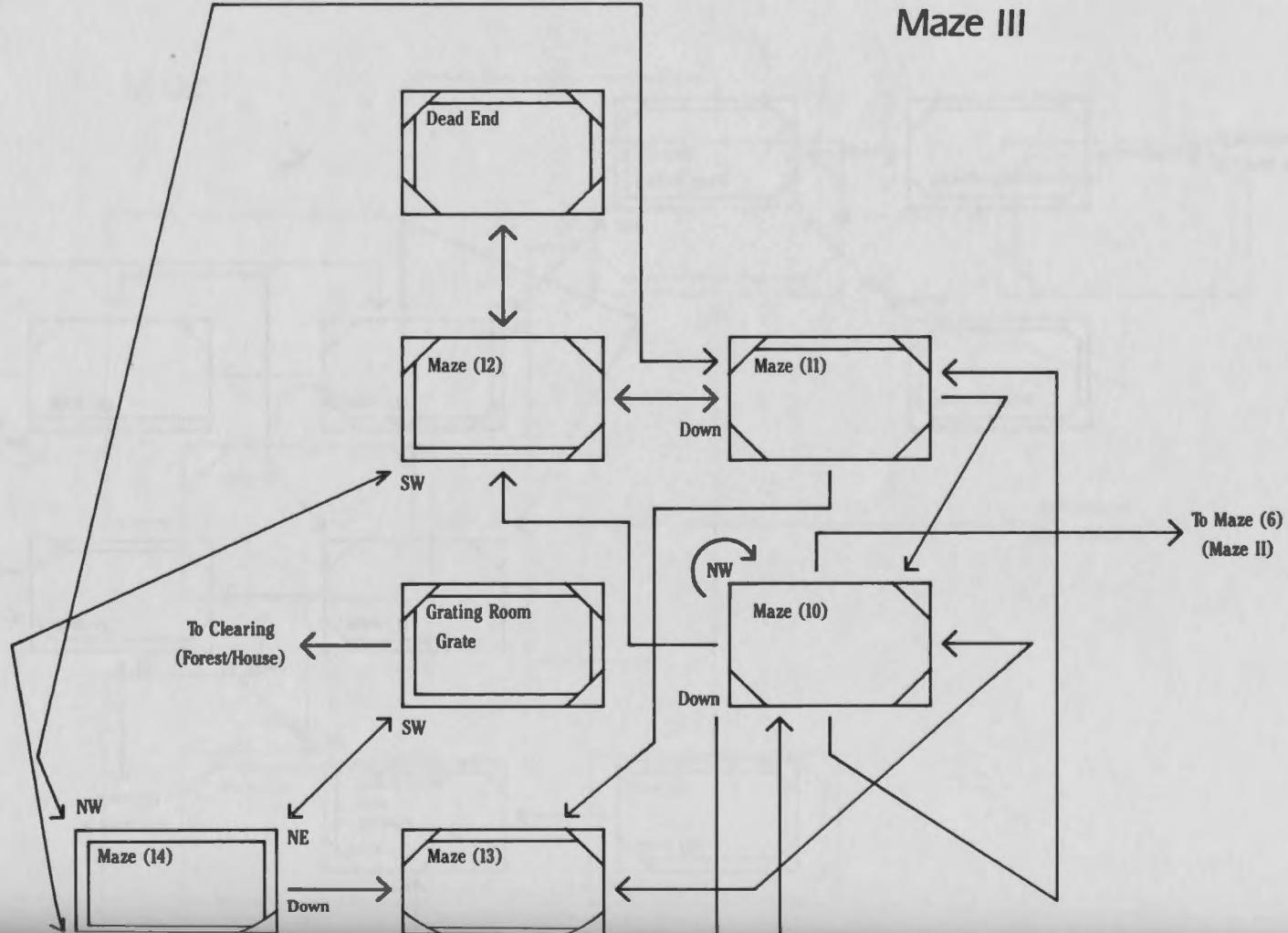


Maze I

Maze II



Maze III



✓ Glossary

- All** Indicates that the player wants to perform some function with all visible objects. “Drop all” causes all the possessions that you are currently carrying to fall to the ground.
- Altar** Refers to the Altar Room.
- And** Used to link several nouns or commands into a single command line.
- Attack** A verb used to take aggressive action against someone or something. You may “Attack Troll with Sword,” for example.
- Axe** The bloody Axe is wielded by the Troll. Once taken, the Axe may be used as a weapon against other enemies.
- Bar** Located in the Dome Room, the Platinum Bar is considered a treasure.
- Barrow** Refers to the Stonebarrow discovered at the end of the game. The Barrow marks the beginning of *Zork II*.
- Basket** Located in the Shaft Room, it is used to lower items into and raise them out of the Drafty Room.
- Bat** Located in the Bat Room, the Vampire Bat causes all kinds of problems unless you are carrying the Garlic outside the Brown Sack.
- Bauble** It is dropped by the Songbird when you wind up the Clockwork Canary in the Nest in the Tree.
- Bell** Initially located in the Altar, the Brass Bell is one of three items needed to perform the dreaded exorcism. It is not considered a treasure.
- Bird** Found in the forest, it drops the Brass Bauble.
- Blow** You can “Blow Out” the candles, but you cannot “Blow Out” the Torch.
- Blue Button** Located in the Dam Maintenance Room. Pushing this button causes the room to flood. This item may be referred to as “Blue” when you are using it in a command.
- Board** A verb used in the command “Board Boat.” You can also “Enter Boat.”
- Boat** Refers to the inflatable Lifeboat.
- Bolt** Located on the Dam. Once the proper Button has been pushed in the Dam Maintenance Room, the green light above the Bolt begins to glow. At that point, you can turn the Bolt with the Wrench.

Book	One of the three ingredients for a successful exorcism. Reading Book is the third and last thing to do during the course of the exorcism. The Book is initially found in the Altar.
Bottle	Carries Water. It is not necessary to do anything with the Bottle to complete <i>Zork I</i> .
Bracelet	Found in the Coal Mine, the Sapphire Bracelet is considered a treasure.
Brandish	Parsed the same as Kill.
Brief	A generic command in Infocom games indicating that you want to see the full description of rooms only when they are first encountered.
Broken Lamp	Found near the Skeleton in the maze, the Broken Lamp has no use that I know of.
Brown Button	Located in the Dam Maintenance Room, the Brown Button may be referred to as "Brown" when creating a command. I don't know what pushing the Brown Button does.
Building	Refers to the White House. The Building houses the entrance to the Underground.
Buoy	Refers to the Red Buoy found on the River Frigid. This Buoy contains the Huge Emerald. The Buoy itself is not considered a treasure.
Burn	Parsed the same as Light.
But	Used in the English-like command structure to indicate exceptions. For example, "Take All but Sword" gets all visible objects except the Sword.
Canary	Found inside the Jewelled Egg, the Clockwork Canary may be wound up in the Nest in the Tree to obtain the Brass Bauble.
Candles	Found in the Altar Room, the candles are one of three items needed to perform an exorcism. The Candles can be lighted with the Matches found in the Dam Lobby.
Caress	Parsed the same as Touch.
Carpet	The Oriental Rug located in the Living Room. You have to move the Rug before you can enter the Underground.
Carry	Parsed the same as Get.
Case	Refers to the Trophy Case in the Living Room. This Case is used as a depository for all the treasures in the game. Points are awarded for getting a treasure and again for placing the treasure in the Trophy Case.
Chalice	Found in the Treasure Room, the Chalice is considered a treasure.
Chimney	The link between the Kitchen and the Studio. You can go Up from the Studio but not Down from the Kitchen.
Chuck	Parsed the same as Throw.
Climb	A verb used to go Up the Tree in the Forest.
Close	This verb does the obvious and is the opposite of Open.

Coal	Found in the dead end near the bottom of the ladder in the Coal Mine. This lump of Coal is put into the machine to create a Diamond.
Coffin	Refers to the Gold Coffin found in the Egyptian Room.
Consume	Parsed the same as Eat.
Cyclops	Found in the Cyclops Room located directly below the Treasure Room. You can scare the Cyclops away by muttering the name of his father's enemy, Ulysses.
D	The abbreviation for the directional command Down.
Dam	Performs the same function as any Dam. The Bolt is located on the Dam. When the Bolt is enabled and turned, the Reservoir empties.
Deflate	A verb used to let the air out of the Lifeboat.
Describe	A verb used to get more detail of a room or an object.
Diagnose	A verb used to determine your condition.
Diamond	Fabricated using the Machine in the Machine Room, the Diamond is one of the game's treasures.
Dig	A verb used in conjunction with the Shovel to obtain the Scarab.
Disembark	A verb used to exit the Lifeboat.
Dispatch	Parsed the same as Kill.
Donate	Parsed the same as Give.
Door	A generic term that refers to the Trophy Case Door, the Trap Door, etc.
Douse	Parsed the same as Extinguish.
Down	The directional command used to move Downward.
Drink	A verb used to imbibe liquid.
Drop	A verb used to get rid of objects in your possession.
E	The abbreviation for the directional command East.
East	The command used to move in an Easterly direction.
Eat	A verb used to consume solid, edible items.
Echo	The magic word that breaks the spell in the Loud Room.
Egg	Refers to the Jewelled Egg found in the Forest. Only the thief's hands are delicate enough to open the Egg. The Egg is one of the game's treasures.
Emerald	Found in the Buoy in the River Frigid, the Emerald is one of the game's treasures.
Engravings	The markings on the wall in the Engravings Cave.
Enter	A verb used without specifying a compass direction. You can Enter the Building.
Everything	This word allows you to refer to a large group of objects.
Examine	A verb used to procure more detail on an object you are carrying.
Exorcism	Must be performed to Enter the Land of the Dead. You must perform an Exorcism before you can get the Crystal Skull.
Extinguish	A verb used to turn off the Lamp.

Falls	Refers to Aragain Falls (note that Aragain is Niagara backward).
Fasten	Parsed the same as Tie. May be used to attach the Rope to the Railing in the Dome Room.
Fight	A verb used to engage adversaries in battle.
Figurine	Refers to the Jade Figurine found in the Bat Room. This item is one of the game's treasures.
Fill	A verb used to put water into the flask if it is emptied.
Find	A verb used to determine the physical relationship of visible objects. Find is of no value for objects that are not visible.
Free	A verb used to untie the Rope from the Railing.
Garlic	Located in the Brown Sack in the Kitchen, the Garlic may be used to subdue the Bat in the Bat Room and allow you to pass safely through the room.
Gaze	Parsed the same as Look.
Get	One of the most often used words. This word lets you pick up nearby objects.
Give	A verb used to pass objects in your possession to other creatures in the game.
Glue	Parsed the same as the tube of Gunk.
Gobble	Parsed the same as Eat.
Grate	Refers to the Grate in the Forest and in the Maze.
Grating	Parsed the same as Grate.
Guidebook	Found in the Dam Lobby, the Guidebook is worthless and provides only a little history about the game.
Gunk	A tube found in the Dam Lobby. It is very useful for patching holes in the inflatable Lifeboat.
Hand	Parsed the same as Give.
Hello	Worth trying at least once.
Help	You can ask for Help, but very little will ever be given.
Hi	Parsed the same as Hello.
Hit	Parsed the same as Kill.
Hold	Parsed the same as Get.
Hole	Refers to a hole in the inflatable Lifeboat. You can Patch the Hole with the Gunk.
House	The only structure above ground. It is where all the fun begins.
Hurl	Parsed the same as Throw.
Hurt	Parsed the same as Kill.
I	The abbreviation for Inventory.
Ignite	Parsed the same as Light.
Imbibe	Parsed the same as Drink.
In	A preposition used in more complex commands, such as "Put Garlic in Sack."
Incinerate	Parsed the same as Light.

Inflate	A verb used to fill an object with air, such as in "Inflate Boat with Pump."
Injure	Parsed the same as Kill.
Insert	A verb used to tell Zork to put something inside another object.
Inventory	A utility command that helps you to find out what objects you currently have in your possession.
Jewels	Refers to the Trunk of Jewels found in the Reservoir. This item is one of the game's treasures.
Jump	Great if you get bored.
Keys	Refers to the Skeleton Keys found in the Maze near the Skeleton.
Kill	A verb used to attack an opponent, such as the Troll or the Thief.
Knife	A weapon that you can use.
L	The abbreviation for Look, which is used to get more detail about a room you are currently in.
Label	Attached to the inflatable Lifeboat, the label includes some kind of warranty statement.
Lake	Parsed the same as Reservoir.
Lamp	Located in the Living Room, the lamp is battery-powered, but there is no replacement Battery.
Land	The command used to steer the Boat to shore when it is on the River Frigid.
Leaflet	Located in the Mailbox at the beginning of the game.
Leak	A problem with the Lifeboat caused by striking it with a sharp object such as a Trident.
Leap	Parsed the same as Jump.
Leaves	Cover the Grate in the Forest.
Lid	Attached to the Machine in the Machine Room.
Lift	Parsed the same as Get.
Light	A verb used to turn on the Lamp or the Candles.
Lock	The object that must be unlocked to open the Grate.
Look	A verb used to see the inside of a room that you currently occupy.
Lower	A verb used to send the Basket down the Shaft in the Shaft Room.
Lunch	Refers to the Brown Sack found in the Kitchen.
Machine	Found in the Machine Room, the Machine can turn a lump of Coal into a Diamond.
Magic Boat	Parsed the same as Boat.
Mailbox	Found at the beginning of the game, the Mailbox contains a Leaflet.
Matchbook	Used to light the Candles, the Matchbook is found in the Dam Lobby.
Material	Refers to the Viscous Material found in the Tube.
Maze	Refers to the Maze near the Troll Room.
Mirror	Refers to one of the Mirrors located in the Mirror Rooms. Rubbing the Mirror transports you from one Mirror Room to the other.

Move	A verb used to roll up the Rug in the Living Room to expose the Trap Door.
Munch	Parsed the same as Eat.
Murder	Parsed the same as Kill.
N	The abbreviation for the directional command North.
NE	The abbreviation for the directional command Northeast.
North	The command used to move in a Northerly direction.
Northeast	The command used to move in a Northeasterly direction.
Northwest	The command used to move in a Northwesterly direction.
NW	The abbreviation for the directional command Northwest.
Odyssey	Parsed the same as Ulysses.
Off	Part of the command "Turn Off Lamp."
On	Part of the command to "Turn On Lamp."
Open	A verb used to Open things such as Doors and Cases.
Painting	One of the game's treasures, the Painting is the last valuable object left in the Gallery.
Paper	Found in the Studio. If you haven't read it before, it may be worthwhile.
Patch	A verb used to initiate fixing the hole in the Boat.
Peppers	Located in the Sandwich in the Brown Sack. You may want to try feeding them to the Cyclops.
Pile	Refers to the Plastic or the Leaves, depending on your current location.
Place	Parsed the same as Put.
Plastic	The Pile of Plastic, aka Boat.
Platinum Bar	Located in the Loud Room, the Platinum Bar is one of the game's treasures.
Plug	Parsed the same as Patch.
Pot of Gold	Found at the End of the Rainbow over Aragain Falls after you have waved the Sceptre. The Pot of Gold is one of the game's treasures.
Pour	A verb used to empty the contents of the Bottle.
Pray	A secret word that transports you from the Altar to the Forest.
Press	Parsed the same as Push.
Pump	The Air Pump is used to inflate the Pile of Plastic so that it can become the inflatable Boat.
Push	A verb used to activate the various buttons in the game.
Put	A verb used to place objects. You can Put objects into the Trophy Case or you can Put them Down.
Q	The abbreviation for Quit.
Quit	The command that ends the game.
Railing	Located in the Dome Room. You have to tie the Rope to the Railing to go Down to the Torch Room.

Rainbow	Created by waving the Sceptre at Aragain Falls.
Raise	A verb used to send the Basket back up the Shaft from the Drafty Room.
Read	A verb used to make sense of a variety of written material found throughout the game.
Red Button	Turns on the Lights in the Maintenance Room.
Release	Parsed the same as Drop.
Remove	Parsed the same as Get.
Ring	A verb used to activate the Bell during the exorcism.
Rope	Found in the Attic, the Rope is used to gain access to the Torch Room from the Dome Room.
Rub	A verb used in most adventure games. Rubbing the Mirror transports you from one Mirror Room to the other.
Sack	The Brown Sack is found on the Kitchen table and contains a Lunch.
Sand	Found on the Beach. You have to dig in the Sand to find the Jewelled Scarab.
Scarab	Found in the Sand in the Sandy Cave. It is one of the game's treasures.
Sceptre	Found inside the Coffin in the Egyptian Room, the Sceptre has magical powers in addition to being one of the game's treasures.
Score	A command that lets you see how you are doing in terms of points.
Screwdriver	Found in the Dam Maintenance Room, the Screwdriver is used on the machine in the Machine Room.
SE	The abbreviation for the directional command Southeast.
See	Parsed the same as Look.
Seek	Parsed the same as Find.
Shaft	The vertical structure in the the Shaft Room. It is used to move the Basket between the Shaft Room and the Drafty Room.
Shovel	Used to dig in the Sand.
Skull	The Crystal Skull found in the Land of the Dead. It is one of the game's treasures.
Slay	Parsed the same as Kill.
South	The command used to move in a Southerly direction.
Southeast	The command used to move in a Southeasterly direction.
Southwest	The command used to move in a Southwesterly direction.
Spill	Parsed the same as Pour.
Stab	Parsed the same as Kill.
Stare	Parsed the same as Look.
Statue	The Jade Figurine found in the Bat Room. It is one of the game's treasures.
Stiletto	Carried by the Thief, this item is not considered a treasure.
Strike	Parsed the same as Kill.
Stuff	A verb used to insert one object into another.

Superbrief	The command used to minimize room and object descriptions.
<i>SW</i>	The abbreviation for the directional command Southwest.
Swallow	Parsed the same as Drink.
Switch	Refers to the broken Switch on the Machine in the Machine Room.
Sword	Found in the Living Room, the Sword has magical powers and glows blue whenever danger threatens.
Table	Found in the Kitchen.
Take	Parsed the same as Get.
Taste	Parsed the same as Eat.
Thief	Your nastiest enemy. He takes things that you leave lying about, he will sometimes commit armed robbery, and he will try to kill you when you enter the Treasure Room.
Throw	A verb used to toss objects. You can Throw a weapon at your enemy.
<i>Tie</i>	A verb used to connect the Rope to the Railing in the Dome Room.
Timbers	Found in the Timber Room, the Timbers are of no value.
<i>To</i>	Used for connective purposes in commands such as "Tie Rope to Railing."
Torch	Found in the Torch Room. It can be used as an alternate light source. The Torch must be used to provide light for the Machine Room. It is a treasure.
Touch	Parsed the same as Rub.
Trap	Refers to the Trap Door.
Treasure	Any of several objects that have a point value. The treasures must be put into the Trophy Case to get full value.
Tree	Found in the Forest Path. Climbing the Tree will reveal a Nest.
Trident	Found in the Atlantis Room, the Crystal Trident is one of the game's treasures.
Troll	The first enemy you encounter. Drop as many objects as you can before you attempt to fight him.
Trunk	Found in the Reservoir. It is also referred to as the Trunk of Jewels. It is a treasure.
Tube	Parsed the same as Gunk.
<i>Tug</i>	Parsed the same as Pull.
Turn	A verb used in statements such as "Turn on Lamp" and "Turn Bolt with Wrench."
<i>U</i>	The abbreviation for the directional command Up.
Ulysses	The magic word that will scare away the Cyclops.
Unlock	A verb that is useful only if you have the Key.
Untie	A verb used to disconnect the Rope from the Railing.
<i>Up</i>	The command used to move Upward.
Verbose	The command used to tell the game that you want to have the most detailed description possible.

Viscous

Material Parsed the same as Gunk.

W The abbreviation for the directional command West.

Wait A verb that causes time to pass without any action.

Walk A verb used with a directional command, such as in "Walk North."

Wall Refers to any of a number of walls found within the game.

Water The liquid found in both the Bottle and the Reservoir.

Wave Used to elicit magic from objects. You can Wave the Sceptre to create a Rainbow.

West The command used to move in a Westerly direction.

Wind A verb used to operate the Clockwork Canary.

Window Refers to the Window that must be opened before you can enter the House.

With Indicates usage, such as in the command "Kill Troll with Sword."

Wrench Found in the Dam Maintenance Room, the Wrench is used to turn the Bolt on the Dam.

Yellow Button Activates the Green Bubble on the Dam.

Zork Refers to the *Zork User's Manual* found in the Studio. It is useful for dropping to map a maze.



Scoring

Action	Action Points	Trophy Case Points
Get Egg	5	5
Enter Building	10	—
Go Down to Cellar	25	—
Get Painting	4	6
Get Coins	10	5
Enter E/W Passage	5	—
Get Platinum Bar	10	5
Get Torch	14	6
Get Sceptre	4	6
Get Skull	10	10
Get Scarab	5	5
Get Pot of Gold	10	10
Get Jade Figurine	5	5
Get proper items into Drafty Room	13	—
Get Diamond	10	10
Get Bracelet	5	5
Kill Thief	25	—
Get Chalice	10	5
Get Coffin	10	15
Get Bauble	1	1
Get Trunk	15	5
Get Trident	4	11
Get Emerald	5	10
Remove Canary from Egg	10	—

► Guided Tour

Since *Zork I* is one of the most difficult adventure games, you have to solve many problems to complete the game. The first random problem encountered is the fight with the Troll. I have had the most success with the Troll when I have been carrying only the Sword and the Lantern. It seems the heavier your load, the more difficult it is to defeat the Troll.

The Thief is considerably more random than the Troll. He may show up nearly anywhere, anytime. He will often steal valuable possessions from you and may kill you. I suggest that you follow the solution presented, and don't fool with the Thief until you are ready for him.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
<Start>	West of House	You are empty handed. There is a Mailbox here.
W	Forest	There is something here that you will need later.
E	Forest Path	There is a large Tree here.
U	Top of Tree	You've found a beautiful Egg.
Get Egg		Don't try to open it or you will break it.
D	Forest Path	Let's head back to the house.
S	North of House	
E	Behind House	The Window is ajar.
Open Window		Hope there's no alarm system.
W	Kitchen	There's a lunch on the table.
Get All		That lunch may come in handy later.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
W	Living Room	A style all it's own.
Get All		Well, at least try to Get All.
E	Kitchen	Try all directions if you want to find anything.
Light Lamp		You can't venture into dark places without a source of light.
U	Attic	You can't pass up a coil of Rope.
Get All		
D	Kitchen	There's nothing else in the Attic.
W	Living Room	This sure is a small house.
Move Rug		Anyone want to dance?
Open Trap Door		This is the entrance to the underground.
D	Cellar	It's going to be dark for a while, so you will need the lamp wherever you go.
Drop All but Sword and Lamp		It's time to lighten your load.
N	Troll Room	Let's get this Troll out of your hair.
Kill Troll with Sword		Repeat this command until the Troll is dead.
S	Cellar	Hopefully after a successful battle.
Drop Sword		The Sword is of no further value.
S	East of Chasm	Time to start exploring the Underground.
E	Gallery	There is a painting here.
Get Painting		Everyone else took one; you may as well join in.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Studio	What a messy room.
U	Kitchen	So that's where the fireplace in the Kitchen leads.
W	Living Room	You get points for finding a treasure and even more points for putting it in the Trophy Case.
Put Painting in Case		
Open Trap Door		Someone closed the Trap Door while you were in the Undergound. I wonder if this person or creature is friendly?
D	Cellar	Time for bigger and better things.
Get All but Sword		
N	Troll Room	No Troll to worry about this time.
W	Maze	A-maze-ing.
S	Maze	You must realize by now that logic has no place in solving this maze problem.
E	Maze	
U	Maze	You have stumbled on a Skeleton among other things.
Get Key		Adventure games always have something that needs to be unlocked.
Get Bag		Gold Coins must be worth something.
SW	Maze	Let's explore some more Maze.
U	Maze	
D	Maze	
NE	Grating Room	Great! Someplace to use the Key.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Unlock Grate		
Open Grate		
U	Clearing	It's nice to be in the sunlight.
Turn Off Lamp		Conserve the Battery.
S	Forest Path	You've been here before.
S	North of House	
E	Behind House	At least the window is open.
W	Kitchen	
W	Living Room	
Open Case		Let's put the Coins in a safe place.
Put Coins in Case		
Drop Key		The Key is no longer useful.
Open Trap Door		Someone closed the Trap Door again.
Turn On Light		Get ready for the dark.
D	Cellar	
N	Troll Room	
W	Maze	
S	Maze	
E	Maze	
U	Maze	The Skeleton hasn't moved an inch.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
SW	Maze	
E	Maze	
S	Maze	
SE	Cyclops Room	The giant has only one visual sensor.
Ulysses		Hearing the name of the nemesis of his father really does a job on the big guy.
E	Strange Passage	Hope he's not waiting around the corner.
E	Living Room	Other than the Cyclops-shaped hole in the doorway, there is no trace of him.
D	Cellar	Your lamp should still be lit.
N	Troll Room	
E	E/W Passage	Finally, some new ground.
E	Round Room	At least there is no lack of directions in which to explore.
SE	Engravings Cave	Pause a moment to read the inscriptions.
E	Dome Room	Don't fall over the rail.
Tie Rope to Rail		This is going to be a one-way trip.
W	Engravings Cave	Save going Down for later.
NW	Round Room	Let's try another direction.
E	Loud Room	The Platinum treasure.
Echo		This magic word breaks the spell.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Get Bar		No problem now.
W	Round Room	
N	N/S Passage	
N	Chasm	
NE	Reservoir South	What a beautiful lake, wonder if it has fish?
E	Dam	
Drop All but Lamp		Time to do a job on the Dam.
N	Dam Lobby	If you get bored, try reading the Guidebook.
Get Matches		Something in this game must burn.
N	Maintenance Room	This place is loaded with great stuff.
Get All		Those buttons are stuck to the wall pretty well.
Push Red		Let there be light!
Push Brown		Just for the heck of it.
Push Yellow		
S	Dam Lobby	
S	Dam	The Green Bubble is now glowing.
Turn Bolt with Wrench		This Bolt must have some function.
Drop Wrench		That's about all the Wrench is good for. You will have to wait for the Water to drain out.
Get All but Wrench		Time to pick up the rest of the junk and look around some more.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S	Deep Canyon	
D	Loud Room	You've been here before.
W	Round Room	
W	E/W Passage	Time to unload some treasures.
W	Troll Room	
S	Cellar	
U	Living Room	
Put Bar in Case		Check out the point value for the Platinum Bar.
D	Cellar	
N	Troll Room	Off on another venture.
E	E/W Passage	
E	Round Room	Try another direction.
Drop Bottle, Tube, and Screwdriver		Leave these items here until later.
SE	Engravings Cave	
E	Dome Room	The Rope is still tied to the rail.
D	Torch Room	It's pretty obvious why they call this the Torch Room.
Get Torch		This will let you conserve the Battery in the Lamp.
S	Temple	There is a Brass Bell here.
Get Bell		

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
E	Egyptian Room	Check out the Coffin.
Open Coffin		More goodies inside.
Get Sceptre		
W	Temple	
S	Altar	There is a Candle and a Book here.
Get Candles		
Get Book		These will come in handy later.
D	Cave (A)	This is one of two Caves.
D	Entrance to Hades	This is a gnarly place.
Ring Bell		This is the start of the Exorcism.
Get Candles		For some reason, the Candles always fall just when you need them.
Light Match		
Light Candle with Match		You have to get the Match going first.
Read Book		This last part really gets to them.
S	Land of the Dead	There is a Crystal Skull here.
Get Skull		Can't pass up an item like this.
N	Entrance to Hades	
U	Cave (A)	All done with Hades.
N	Mirror Room	There are also two Mirror Rooms.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Narrow Passage	
N	Round Room	Do all paths lead to the Round Room?
Drop Book		This item is worthless now.
Drop Candle		Ditto.
Get Screwdriver		Retrieve the items that were left here.
Turn Off Light		
SE	Engravings Cave	
E	Dome Room	
D	Torch Room	
S	Temple	
S	Altar	
Pray	Forest	Just thought you would like another shortcut.
E	Forest Path	Just like magic.
S	North of House	Back to the House.
E	Behind House	
W	Kitchen	
W	Living Room	Put away some more treasures.
Put Skull in Case		
Put Torch in Case		

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
E	Kitchen	
E	Behind House	
E	Clearing	There are more tricks to learn above ground.
E	Canyon View	
D	Rocky Ledge	
D	Canyon Bottom	
N	End of Rainbow	
Wave Sceptre		This Sceptre is magic.
E	On the Rainbow	
E	Aragain Falls	
Turn On Light		It's getting dark here.
N	Shore	
N	Sandy Beach	There is a Shovel here.
Get Shovel		Don't you hate digging in sand?
NE	Sandy Cave	Something tells you it's time to dig a hole in the sand.
Dig Sand with Shovel		You will have to repeat this command four times
Get Scarab		It was worth digging for after all.
Drop Shovel		All through with this item.
SW	Sandy Beach	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S	Shore	
S	Aragain Falls	
W	On the Rainbow	
W	End of Rainbow	
Get Gold		An unexpected treasure.
SW	Canyon Bottom	
U	Rocky Ledge	
U	Canyon View	It's a long climb out of the Canyon.
NW	Clearing	
W	Behind House	How convenient.
W	Kitchen	
W	Living Room	More treasure to store.
Put Gold in Case		
Put Scarab in Case		
Put Sceptre in Case		
Get Torch		You're not through with the Torch just yet.
Turn Off Lamp		Now that you have the Torch back, you can extinguish the Lamp.
D	Cellar	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Troll Room	
E	E/W Passage	
E	Round Room	
S	Narrow Passage	You passed here on on the way back from Hades.
S	Mirror Room	This is the Mirror Room (A).
Rub Mirror		This will transport you to the Mirror Room (B).
N		
W		
N		
W		
Open Bag		The Garlic is worthless if left inside the bag.
Get Garlic		Hold that smelly stuff.
N	Bat Room	Now the Bat just looks you over.
Get Figurine		Another treasure.
E	Shaft Room	There is a Basket here.
Put Torch and Screwdriver in Basket		This next series of moves is great.
Turn On Lamp		You will need to relight the lamp for this trick.
N	Smelly Room	
D	Gas Room	Never bring the Torch into this room.
E	Coal Mine	The Coal Mine is another maze if you don't know where you're going.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
NE	Coal Mine	
SE	Coal Mine	
SW	Coal Mine	
D	Ladder Top	It's nice to find something besides Coal.
D	Ladder Bottom	
S	Dead End	There is a lump of Coal here.
Get Coal		
N	Ladder Bottom	You have to backtrack for a few turns.
U	Ladder Top	
U	Coal Mine	
N	Coal Mine	
E	Coal Mine	
S	Coal Mine	
N	Gas Room	
U	Smelly Room	
S	Shaft Room	
Put Coal in Basket		This is the last item to put into the Basket.
Lower Basket		The Basket goes down the shaft.
N	Smelly Room	
D	Gas Room	
E	Coal Mine	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
NE	Coal Mine	
SE	Coal Mine	
SW	Coal Mine	
D	Ladder Top	
D	Ladder Bottom	Time to continue.
W	Timber Room	There are a few Timbers here.
Drop All		You have to get as small as possible.
W	Drafty Room	Lo and behold, there is a Basket here.
Get Coal, Screwdriver, and Torch		
S	Machine Room	There is a huge Machine here.
Open Lid		Just like a washing machine.
Put Coal in Machine		Wash a piece of Coal?
Close Lid		
Turn Switch with Screwdriver		The switch was broken.
Open Lid		You can't believe your eyes.
Get Diamond		This thing is huge.
Drop Screwdriver		All done with this item.
N	Drafty Room	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Put Torch and Diamond in Basket		You want to keep the Torch.
Raise Basket		Send it back up the shaft.
E	Timber Room	All your stuff seems to be here.
Get All		
E	Ladder Bottom	See if the Basket made it back up the shaft.
U	Ladder Top	
U	Coal Mine	
N	Coal Mine	
E	Coal Mine	
S	Coal Mine	
N	Gas Room	Hope you didn't get black lung disease from the Coal Mine.
Get Bracelet		It won't hurt to carry this now.
U	Smelly Room	
S	Shaft Room	
Turn Off Lamp		You have the Torch again.
Get Diamond and Torch		
W	Bat Room	
S	Squeaky Room	
E	Mine Entrance	Through with the Mine.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S		
D		Take a ride Down the Slide.
U	Living Room	Can't afford to store these treasures now. You have to play a trick on the Thief.
'	Strange Passage	Head for the Cyclops Room.
W	Cyclops Room	
U	Treasure Room	It won't take long for the Thief to appear.
Give Diamond to Thief		The trick here is to get the Thief off guard by alternately giving him treasures and stabbing him. Better hope you have enough treasures to keep him occupied.
Stab Thief with Knife		
Give Bracelet to Thief		
Stab Thief with Knife		
Give Torch to Thief		
Stab Thief with Knife		
Stab Thief with Knife		
Get Diamond, Bracelet, and Torch		
D	Cyclops Room	Time to bag some of these treasures.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
E	Strange Passage	The real trick is that the Thief collected several treasures that you didn't get to before he did.
E	Living Room	
Put Bracelet, Diamond, and Figurine in Case		
Drop Sack, Knife, and Garlic		You no longer need these items.
W	Strange Passage	Get another load of treasure.
W	Cyclops Room	
U	Treasure Room	
Get Egg, Painting, and Chalice		
D	Cyclops Room	
E	Strange Passage	
E	Living Room	
Put Egg, Painting, and Chalice in Case		
W	Strange Passage	Another load.
W	Cyclops Room	
U	Treasure Room	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Get Coffin		This item is heavy.
D	Cyclops Room	
E	Strange Passage	
E	Living Room	
Put Coffin in Case		Can't believe this fits in the Case.
Get Canary		The Canary is not really attached to the Jewelled Egg. This little fact is worth ten points.
E	Kitchen	Time to head for the Forest.
E	Behind House	
N		
N	Forest Path	It's fun to play tricks on birds.
Climb Tree	Top of Tree	
Wind Canary		The Canary begins to make noise.
D	Forest Path	Find the item that the Bird dropped.
Get Bauble		Wow, worth one whole point.
S	North of House	
E	Behind House	
W	Kitchen	
W	Living Room	Unload some stuff into the Case.
Put Bauble and Egg in Case		

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
D	Cellar	Back into the Underground.
N	Troll Room	
E	E/W Passage	On the way back to the Dam.
N	Chasm	
NE	Reservoir South	Nearly all the water is gone.
N	Reservoir	You can walk across the stream.
Get Trunk		More jewels.
N	Reservoir North	There is a Pump here.
Get Pump		
N	Atlantis Room	Here is a Crystal Trident.
Get Trident		
S	Reservoir North	
S	Reservoir	
S	Reservoir South	
SW	Chasm	
SW	E/W Passage	Time to store these treasures.
W	Troll Room	
S	Cellar	
U	Living Room	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Put Trident and Trunk in Case		
D	Cellar	
N	Troll Room	This will be the last trip into the Underground for this game.
E	E/W Passage	
N	Chasm	
NE	Reservoir North	
E	Dam	
D	Dam Base	There is a pile of plastic here.
Inflate Boat with Pump		It didn't look like a Boat.
Enter Boat	In Boat	Can't pass up a free ride.
Launch		This will get you moving Downstream.
Wait		Continue to type "Wait" until you see the Buoy.
Get Buoy		Looks like a normal Buoy.
Land		You have to Land soon.
Land		You have to say "Land" twice.
Open Buoy		There is something inside.
Get Emerald		Another Treasure.
Disembark	Shore	Exit the Boat.
S	Aragain Falls	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
W	On the Rainbow	
W	End of Rainbow	
SW	Canyon Bottom	
U	Rocky Ledge	
U	Canyon View	
NW	Clearing	Almost home now.
W	Behind House	
W	Kitchen	A familiar place.
W	Living Room	The case is almost full.
Put Emerald in Case		
Put Torch in Case		
E	Kitchen	One more place to visit.
E	Behind House	
S	South of House	
W	West of House	Back to the starting point.
SW	Stone Barrow	
Enter Barrow		This is the entrance to <i>Zork II</i> . Congratulations on a winning game!

4 Adventureland

In 1978 Scott Adams' Adventure International introduced *Adventureland*, the first microcomputer adventure game. *Adventureland* was originally written in BASIC for the TRS-80 Model I computer on cassette tape and later rewritten in assembly language for a variety of microcomputers. *Adventureland* is the first of the *Adventure* series, which uses a common parser throughout the games. Using a common parser allows new games to be written by simply building a new data base that identifies the relationship between words, actions, and objects.

In 1982 Adventure International reissued the first 12 adventure games as high-resolution graphics adventures. The graphics editor, Graphics Magician, used to generate the high-resolution pictures for *Adventureland*, was developed by Marc Pelczarski of Penguin Software.

Thanks to Scott Adams for starting the microcomputer adventure craze. Enjoy solving this classic adventure game.

Hints and Maps

Above Ground

- ☒ What can I do with the Dragon?
* *See Appendix, #1*
- ☒ Why am I unable to catch the Golden Fish?
* *See Appendix, #8*
- ☒ What can I do with the Axe?
* *See Appendix, #12*
- ☒ How do I get the Statue of the Blue Ox out of the Quicksand Bog?
* *See Appendix, #20*
- ☒ What can I do after the Chiggers attack me?
* *See Appendix, #27*

Underground

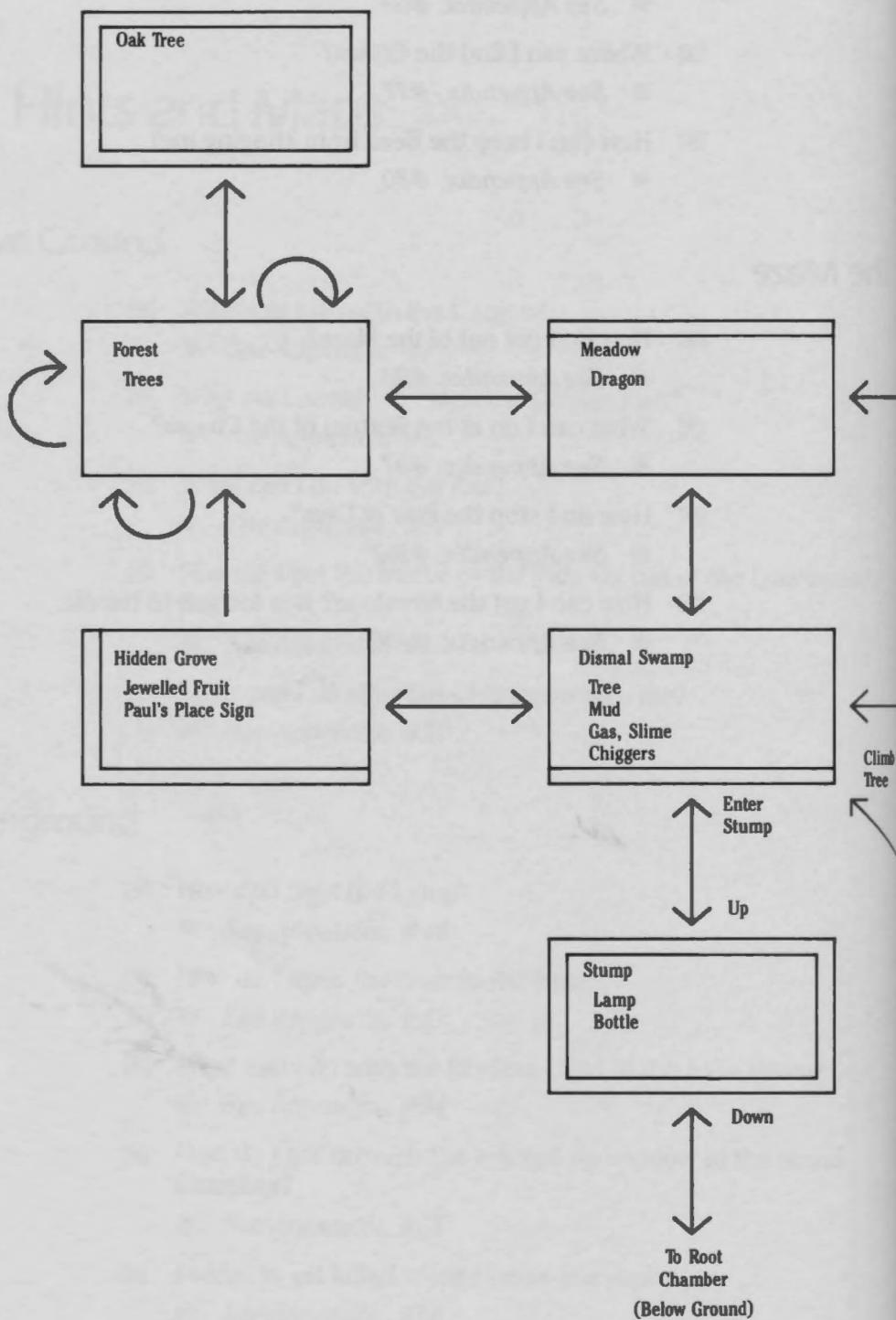
- ☒ How do I light the Lamp?
* *See Appendix, #44*
- ☒ How do I open the door in the Hole?
* *See Appendix, #47*
- ☒ What can I do with the Bladder I find in the Ante Room?
* *See Appendix, #54*
- ☒ How do I get through the bricked up window in the Royal Chamber?
* *See Appendix, #61*
- ☒ I seem to get killed when I cause the explosion.
* *See Appendix, #66*

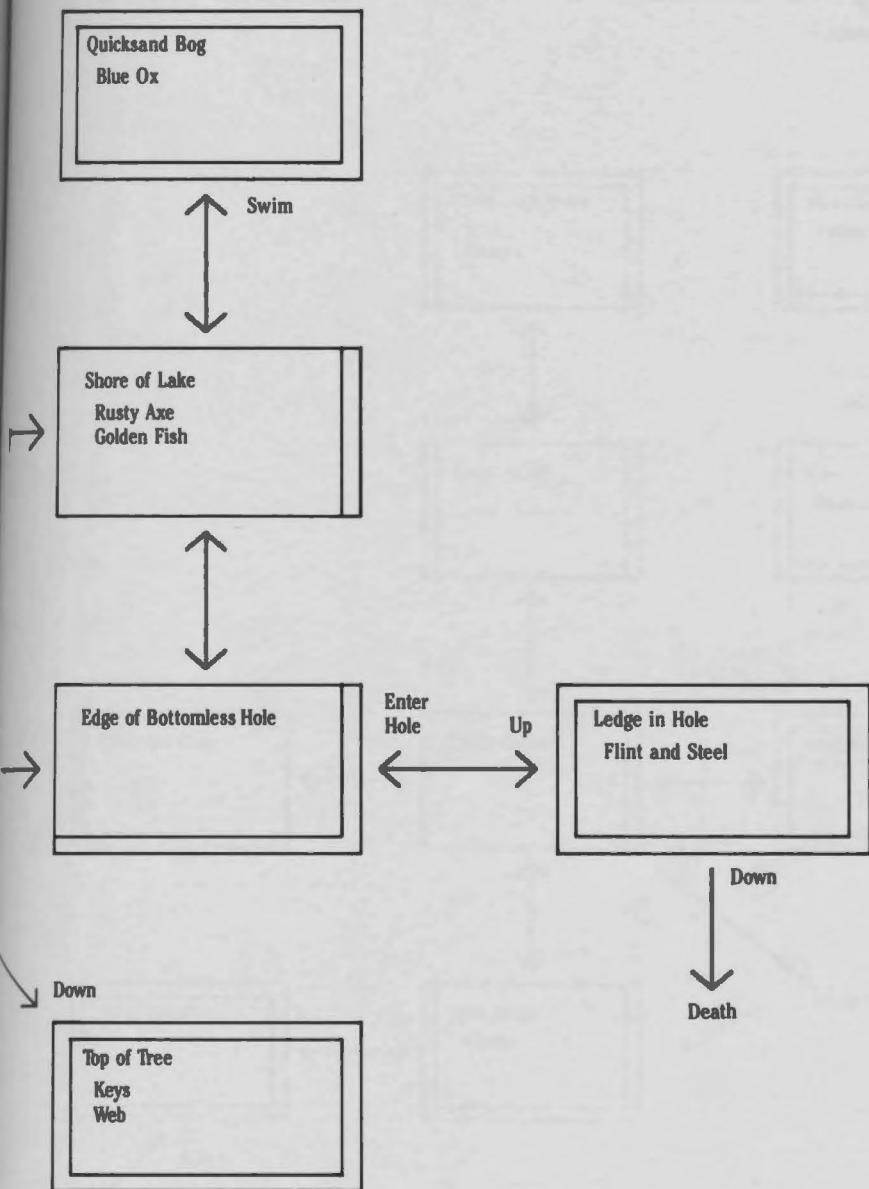
- ✉ How do I get the Mirror away from the Bear?
* *See Appendix, #69*
- ✉ Where can I find the Crown?
* *See Appendix, #77*
- ✉ How can I keep the Bees from stinging me?
* *See Appendix, #80*

The Maze

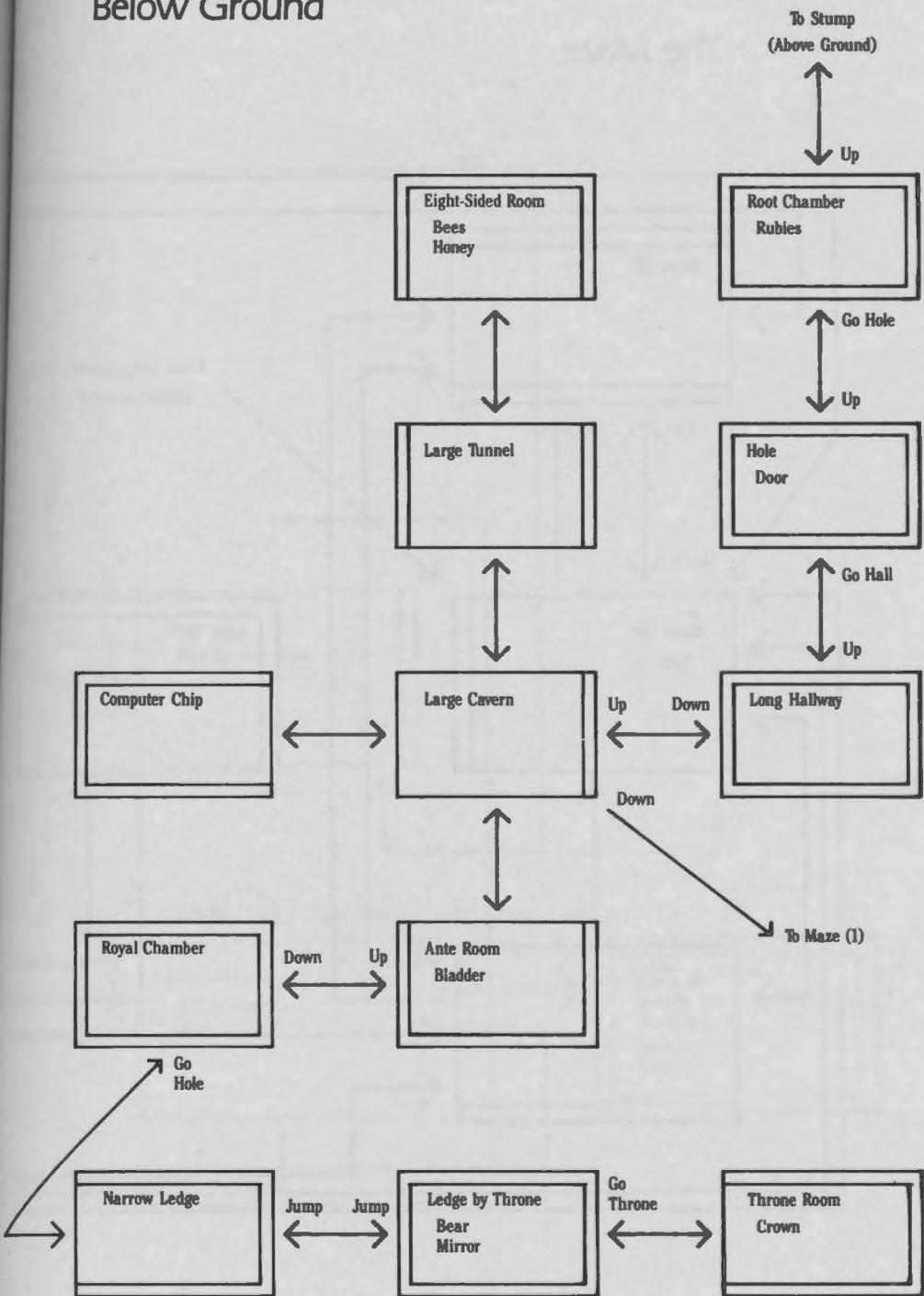
- ✉ How do I get out of the Maze?
* *See Appendix, #90*
- ✉ What can I do at the Bottom of the Chasm?
* *See Appendix, #97*
- ✉ How do I stop the flow of Lava?
* *See Appendix, #102*
- ✉ How can I get the Firestone? It is too hot to handle.
* *See Appendix, #106*

Above Ground

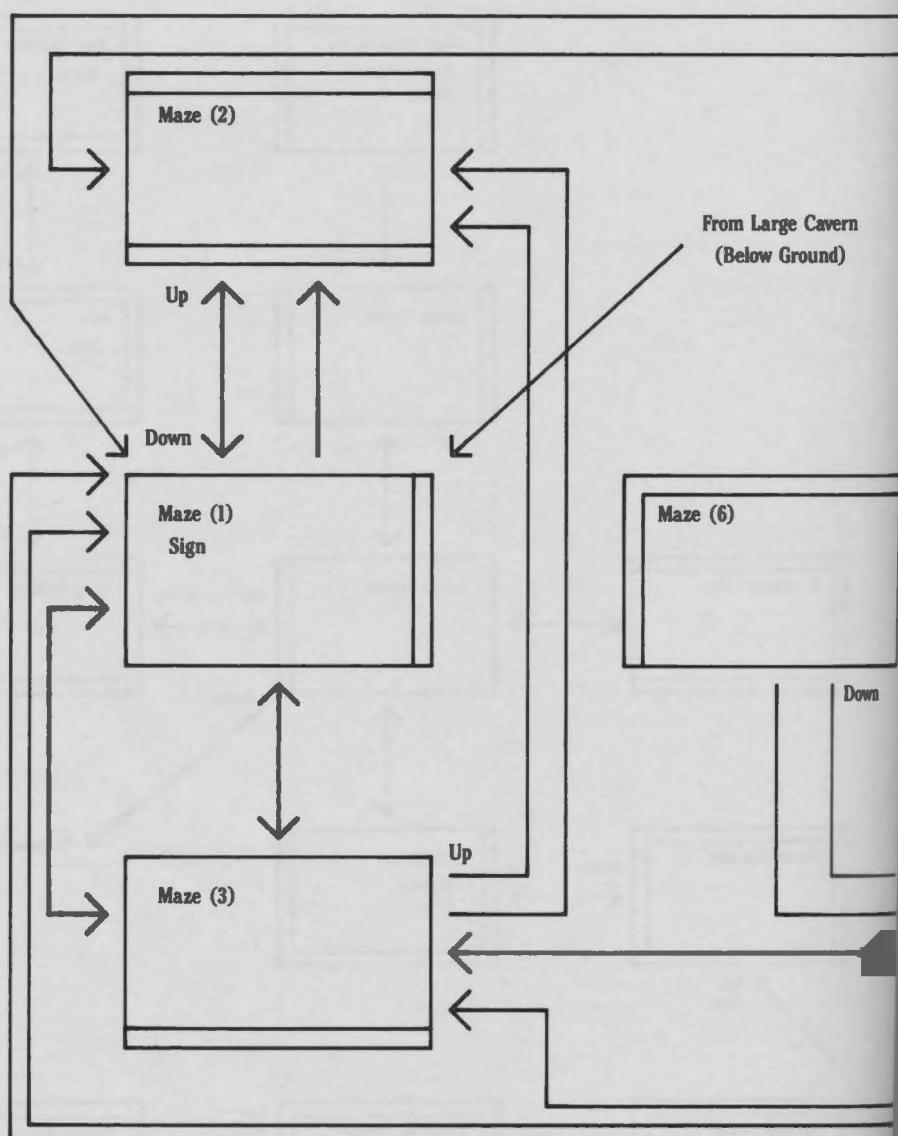


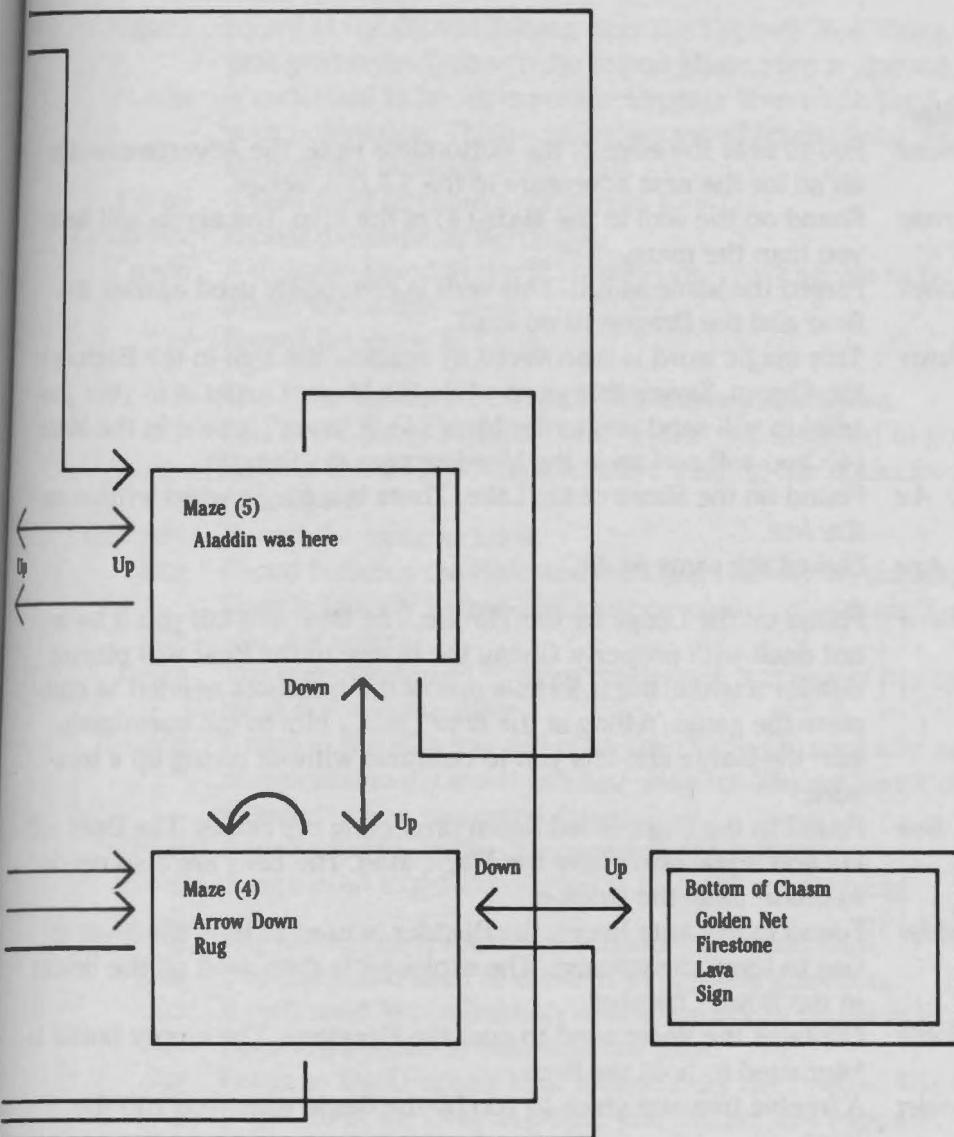


Below Ground



The Maze





✓ Glossary

Advertise-

- ment** Found near the edge of the Bottomless Hole, the Advertisement is an ad for the next adventure in the S.A.G.A. series.
- Arrow** Found on the wall in the Maze (4) of the map. The arrow will help you map the maze.
- Attack** Parsed the same as Kill. This verb is commonly used against the Bear and the Dragon to no avail.
- Away** This magic word is discovered by reading the sign in the Bottom of the Chasm. Saying this word while the Magic Carpet is in your possession will send you to the Maze (4). If "away" is said in the Maze (4), you will end up in the Meadow near the Dragon.
- Ax** Found on the Shore of the Lake. There is a magic word written on the Axe.
- Axe** Parsed the same as Ax.
- Bear** Found on the Ledge by the Throne. The Bear will kill you if he is not dealt with properly. Giving the Honey to the Bear will placate him for a while, but it forfeits one of the treasures needed to complete the game. Yelling at the Bear causes him to fall harmlessly into the Gorge and lets you to continue without giving up a treasure.
- Bee** Found in the Eight-Sided Room protecting the Honey. The Bees will kill you if you don't have the Magic Mud. The Bees are also needed to chase away the Dragon.
- Bladder** Found in the Ante Room, the Bladder is used to hold the Swamp Gas to form an explosive. The explosive is then used on the bricks in the Royal Chamber.
- Bottle** Contains the Water used to cool the Firestone. The empty bottle is later used to hold the Bees.
- Bracelet** A freebie treasure given to you by the Genie when you rub the lamp.
- Bricks** Found in the Royal Chamber blocking a window. When removed from the window, the bricks are used to build a Dam across the Lava at the Bottom of the Chasm.
- Build** A verb used to build the Dam at the Bottom of the Chasm.
- Bunyon** This magic word is written on the Axe. Saying it while holding the

<i>axe</i>	causes all your possessions to be transported to the Hidden Grove.
<i>Burn</i>	Parsed the same as Light.
<i>Call</i>	Parsed the same as Say.
<i>Catch</i>	A verb used to get the Bees into the Empty Bottle in the Eight-Sided Room.
<i>Chiggers</i>	Found in the Dismal Swamp near the Cypress Tree. Once the Chiggers get on you, you will die unless Magic Mud is applied.
<i>Chop</i>	A verb used to knock down the Cypress Tree while the Axe is in your possession. This word is discovered by climbing the tree and reading the message in the Web.
<i>Climb</i>	A verb used to climb the Cypress Tree.
<i>Container</i>	Parsed the same as Bottle.
<i>Crown</i>	A treasure found in the Throne Room. There seems to be nothing magic about this Crown.
<i>Cut</i>	Parsed the same as Chop.
D	The abbreviation for the directional command Down.
<i>Dam</i>	Part of the phrase "Build Dam," which you will need to utter at the Bottom of the Chasm. You must be holding the Bricks for anything to happen.
<i>Describe</i>	Parsed the same as Look.
<i>Door</i>	Found between the Hole and the Long Hallway on the map, the Door is initially locked and must be unlocked with the Key before you can enter.
<i>Down</i>	The command used to move downward. It is one of the basic movement verbs in the game.
<i>Dragon</i>	Found in the Meadow. Although the Dragon is normally asleep, he may occasionally smell you and wake up. Waking him is not recommended unless you enjoy dying.
<i>Drink</i>	A verb used to imbibe the contents of the Bottle.
<i>Drop</i>	A verb used to get rid of objects that you are carrying.
E	The abbreviation for the directional command East.
<i>East</i>	The command used to move in an Easterly direction.
<i>Eat</i>	A verb used in conjunction with a number of nouns in this game. None are needed to complete the game.
<i>Egg</i>	Refers to the Dragon's Eggs found under the Dragon. You will have to get rid of the Dragon before you can get this treasure.
<i>Enter</i>	This directional command is used to get into certain places. "Enter Stump" is one example.
<i>Examine</i>	A verb used to get a closer inspection of objects found in the game.
<i>Feed</i>	A verb used to give something to the Dragon or the Bear. Feeding the animals in <i>Adventureland</i> is not particularly rewarding.

Fill	A verb used to put Water in the Bottle from the Lake or to put more Oil in the Lamp when it runs dry.
Find	A help command that lets you ask questions during the game.
Fire	Used to do something with the Flint and Steel.
Fish	Found on the Shore of the Lake. You will need a Golden Net to catch the Fish. It may also die in transit if you don't have a full Bottle of Water in your possession.
Flint	Found in the Ledge in the Hole, the Flint is used to light the Magic Lamp and make the Bladder explode.
Game	Used in conjunction with the Save.
Gas	Refers to the Swamp Gas found in the Dismal Swamp. This Gas is used to fill the Bladder to make an explosive.
Get	The command used to pick up objects.
Give	A verb used to transfer objects to other creatures. You may Give Honey in the presence of the Bear.
Glass	Parsed the same as Bottle.
Go	A directional command that is sometimes necessary when a compass direction is not accepted. For example, you must "Go Hole" to move from the Root Chamber to the Hole.
Hallway	Refers to the location past the Hole in the map.
Help	A command that initiates the internal "Help" system. As with most adventure games, the help system is of little or no help.
Hit	Parsed the same as Attack.
Hole	An actual location in the Underground. To get into the Hole you have to say "Go Hole."
Honey	One of the 13 treasures in the game. If you give Honey to the Bear, you will get the Mirror, but you will not get 100 points in the game.
Ignite	A verb used to cause an explosion when the Bladder is full of gas and you have the Flint in your possession.
Inventory	A command used to determine what objects you are carrying. The quickest way to take inventory in this game is to type Z to turn off the graphics mode, I to take inventory, and then Z to turn on the graphics mode. Taking inventory in this game is slower than slow.
Jump	A verb used to leap from one ledge to another.
Key	Found in the Cypress Tree before it is chopped down. The Key is used to open the door between the Hole and the Long Hallway.
Kill	Parsed the same as Attack. You don't have to Kill anything in this game to be successful.
Kiss	I don't know of anything you have to Kiss in this game.
Lamp	Found inside the Stump after you chop down the Cypress Tree. When rubbed, the unlit Lamp is a source of Magic. The lighted

Lamp	Lamp is used to provide light through the Underground. The Lamp may be lighted with the Flint and Steel.
Lake	Refers to the Shore of the Lake. You don't have to refer to the Lake to win this adventure.
Lava	Found in the Bottom of the Chasm. The only way to retrieve the items found there is to build a dam across the Lava.
Leave	Parsed the same as Drop.
Ledge	Refers to either of two Ledges. One is adjacent to the Royal Chamber and another is adjacent to the Throne Room. Although you can say "Jump Ledge," "Jump" alone will suffice.
Light	A verb that refers to lighting the Lamp with the Flint and Steel. You can also Light the Bladder.
Locate	Parsed the same as Find.
Look	A verb that causes the computer to repeat the room description.
Medicine	The Magic Mud is also referred to as Medicine.
Mirror	A treasure found on the Ledge by the Throne. Unfortunately, the Bear guards this treasure. The Mirror will break when dropped, unless you drop it where the Rug is on the ground.
Mud	Magic Mud. This stuff is great. It will cure Chigger bites and ward off Bee stings. Whenever it dries up and falls off, it reappears in the Dismal Swamp.
N	The abbreviation for the directional command North.
Net	Refers to the Golden Net found in the Bottom of the Chasm. The Net is a treasure and is also used to catch the Golden Fish on the Shore of the Lake.
North	The command used to travel in a Northerly direction.
Oil	Found in the Dismal Swamp, the oil is used to refill the Lamp if it burns out before you have completed the game. A top-notch adventurer will not need a refill.
Open	The verb used to Open closed objects such as the Bottle.
Ox	Refers to the Statue of the Blue Ox, Babe. The Ox is found in the Quicksand Bog. The only way out of there is using a magic word and swimming for it.
Pick	Parsed the same as Get.
Pour	A verb used to put Water onto objects. You must Pour the Water on the Firestone to cool it off so you can carry it. If the Bottle is full of Water when it is time to collect the Bees, you will have to Pour out the Water to empty the container.
Quit	The command that stops the game.
Read	A verb used to interpret the messages printed on various objects throughout the game.

Release	A verb used to turn the Bees loose after you have them in the Bottle.
Ring	This is a freebie treasure presented to you by the Genie when you rub the Lamp. Don't get greedy now.
Rub	A verb used to call the Genie from the Lamp. Nothing unusual about that.
Rug	Refers to the Magic Rug found near the Arrow in the Maze (4). The magic word <i>Away</i> is used in conjunction with the Rug. The Rug is also used as a cushion for the Mirror.
Run	Parsed the same as Go.
S	The abbreviation for the directional command South.
Save	Part of the command "Save Game," which keeps your present position on the save disk.
Say	A verb used with magic words. "Say Bunyon" is a good example.
Score	The command that causes the computer to respond with the current score of the game. The score in this game is dependent on the number of treasures you have collected. The individual treasures do not have specific point values.
Scream	One of two words that you can utter to scare the Bear off the Ledge.
Sign	Refers to the large Advertisement found at the Edge of the Bottomless Hole.
Slay	Parsed the same as Kill.
Slime	Refers to the Oily Slime found in the Dismal Swamp. The Oily Slime may be used to refill the Lamp if it runs out of Oil.
South	The command used to move in a Southerly direction.
Speak	Parsed the same as Say.
Spill	Parsed the same as Pour.
Stop	Typing this word causes the message "TO STOP GAME SAY QUIT."
Stump	Refers to the Cypress Tree after it is chopped down. You must type "Enter Stump" to get inside the Stump.
Swim	A verb used to get out of the Quicksand Bog. Unfortunately, you cannot carry your possessions when you swim in the Bog.
Take	Parsed the same as Get.
Throne	Refers to the Throne Room. Entering the Throne Room is very tricky in that you must type "Go Throne."
Throw	A verb used to toss a variety of objects, all to no avail.
Toss	Parsed the same as Throw.
Tree	Refers to the Cypress Tree.
U	The abbreviation for the directional command Up.
Unlock	A verb used to open a locked door if you have a Key in your possession.
Up	The command used to move from a lower place to a higher place.

- W** The abbreviation for the directional command West.
- Wake** Although you can use the command "Wake Dragon," such action is not recommended. You probably won't need this word to complete the game.
- Wall** A noun that is useful in situations in which you want to do something such as "Read Wall."
- Water** Is initially in the Bottle. If you use your Water before you should, you can get a refill at the Shore of the Lake.
- Wave** You can Wave your bloody arm off in this game to no avail.
- Web** Found in the Cypress Tree before it is turned into a Stump, the Web provides the hint "Chop 'er Down."
- West** The command used to move in a Westerly direction.
- Window** Refers to the Window that is bricked up in the Ante Room. It may also be used to refer to the hole in the bricks after the explosion. (What explosion?)
- Writing** Refers to the words that appear on walls and signs here and there.
- Yell** A verb used to shout at the Bear and scare him off.

 Scoring

Adventureland has a fairly simplistic approach to points accrual. Points are not assigned to each treasure but to the total number of treasures accumulated. Regardless of the number of treasures collected, having three treasures always awards you a score of 23 points. The game's treasures are the following: Statue of Blue Ox, Jewelled Fruit, Dragon's Eggs, Golden Fish, Golden Net, Pot of Rubies, Pot of Honey, Magic Mirror, Magic Carpet, Crown, Firestone, Ring, and Bracelet.

<i>Number of Treasures</i>	<i>Points</i>
0	0
1	7
2	15
3	23
4	30
5	38
6	46
7	53
8	61
9	69
10	76
11	84
12	92
13	100

Guided Tour

The following solution is one way to complete the game and score 100 points. Unfortunately, during the course of the game, several semirandom events may occur that can cause a slight disruption in the order of the solution presented below.

The one thing that causes the most problems is having the evil-smelling Mud dry up and randomly fall off. The Mud is used to ward off Bee stings and heal Chigger bites. I usually leave the Mud alone until I go Underground, unless I have to use it to heal Chigger bites. When I go Underground, I try to leave the Mud where I can find it, such as in the hole near the door. Then it is near the surface in case I am attacked by Chiggers late in the game, and it is nearby on the way to the Eight-Sided Room where I go to collect Bees. Because the evil-smelling Mud seems to wake the Dragon, I recommend dropping it before visiting the Dragon. If the Mud dries up and falls off at an inopportune time, you may have to retrieve it from the Dismal Swamp before progressing.

Occasionally, the Bees suffocate during the time between collecting them and releasing them near the Dragon. When this happens, you have to retrieve the Mud and revisit the Eight-Sided Room to capture more Bees.

If the Golden Fish is too dry, it will die. Filling the bottle with Water before capturing the Golden Fish usually does the trick.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
<Start>	Forest	The only way to go is East.
E	Sunny Meadow	Don't wake the Dragon. The hint about the Mud is helpful. The fact that the hint is supplied near the Dragon is also helpful.
E	Shore of a Lake	Note the magic word <i>Bunyon</i> written on the Rusty Axe. Don't fool with the Golden Fish yet. You will need a net to catch him later.
Get Axe		The Axe is not a treasure, but it is essential to completing the game.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Quicksand Bog	There is a statue of a Blue Ox.
Get Ox		Examining the Ox will reveal its name.
Say Bunyon		Saying the magic word causes all your possessions to disappear.
Swim	Shore of a Lake	Still not ready to catch the Golden Fish.
S	Edge of Hole	Reading the Advertisement is not helpful.
Enter Hole	Ledge in Hole	There is a Flint and Steel here. Going down further could be fatal.
Get Flint		
U	Edge of Hole	
W	Dismal Swamp	A Tree, Mud, Swamp Gas, Oily Slime, and Chiggers are here.
W	Hidden Grove	Also known as Paul's Place. The Rusty Axe and the Statue are here in addition to some Jewelled Fruit.
Get Ox		
Get Axe		
Get Fruit		
E	Dismal Swamp	
Climb Tree	Top of Tree	You can see a ring of Keys and a Spider Web with the word <i>Chop</i> woven into it.
Get Key		
D	Dismal Swamp	
Chop Tree		There is only a Hollow Stump left.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Drop Axe		
Get Mud		This is good to have with you even if you don't need it now.
Enter Stump	Hollow Stump	There is a brass Lamp, a Bottle with Water, and instructions to leave your treasures here.
Drop Ox		You can say "Score" at anytime to see how you are doing.
Drop Fruit		
Get Lamp		
Get Bottle		
D	Root Chamber	You can see a Pot of Rubies.
Get Rubies		
U	Hollow Stump	
Drop Rubies		Your first treasure!
D	Root Chamber	You can see a dark Hole.
Go Hole	Semidark Hole	There is a locked door here.
Drop Mud		The Mud and the Bottle will be used later.
Drop Bottle		
Open Door		You don't have to unlock this door. You just have to have the Keys with you when you open it.
Drop Key		The keys are no longer needed.
Light Lamp		You have to have the Flint with you to light the Lamp.
Go Hall		It's starting to get scary in here.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
D	Large Cavern	You can move in several directions from here.
S	Royal Anteroom	There is an empty Wine Bladder here.
Get Bladder		You will soon discover a unique use for a Wine Bladder.
N	Large Cavern	
U	Sloping Hall	
U	Semidark Hole	
U	Root Chamber	
U	Hollow Stump	
U	Dismal Swamp	
Get Gas		You have to have the Bladder to put the Gas into.
Enter Stump	Hollow Stump	
D	Root Chamber	Time to head back down and use the Gas.
Go Hole	Semidark Hole	
Go Hall	Sloping Hall	
D	Large Cavern	
S	Royal Anteroom	
U	Royal Chamber	There is a bricked up window here.
Drop Bladder		Drop the Bladder before the next step.
Light Gas		The exploding Bladder blows a hole in the Bricks. There are Fire Bricks lying about.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Get Bricks		The Bricks will help you deal with another major obstacle.
D	Royal Anteroom	
N	Large Cavern	
U	Sloping Hall	
U	Semidark Hole	
Drop Flint		This will lighten your load a bit.
Get Bottle		
Go Hall	Sloping Hall	
D	Large Cavern	Choose a different path.
D	Maze of Pits	The sign here tells you how to turn off the Lamp and gives you a reference point to help map out the Maze.
D	Maze of Pits	There are no distinguishing marks here.
W	Maze of Pits	The scratchings on the Rock mention Aladdin. Didn't Aladdin use a Magic Carpet?
D	Maze of Pits	There is a Persian Rug here and an Arrow pointing Down. Take the Arrow's advice.
Get Rug		Can't pass up a free Rug.
D	Bottom of Chasm	There is a Golden Net, a magic word, and a stream of Lava.
Build Dam		The stream of Lava was preventing you from obtaining the treasures. The Lava has stopped flowing, but the Firestone is still glowing red-hot.
Drop Bricks		The unused Bricks are no longer needed.

Command	New Location	Remarks
Pour Water		The Water sizzles as it cools the Firestone.
Get Net		
Get Firestone		
Say Away	Maze of Pits	You are in the Maze room with the Arrow pointing down.
Say Away	Sunny Meadow	
E	Shore of a Lake	The Golden Fish is still here.
Get Water		The Bottle is now full of Water. You will have to have Water in the Bottle to keep the Fish alive.
Get Fish		The Golden Net lets you catch the Golden Fish.
S	Edge of Hole	
W	Dismal Swamp	
Enter Stump	Hollow Stump	
Drop Fish		Time to bag a few more points.
Drop Net		
Drop Firestone		Your score should now be 46 points.
D	Root Chamber	
Pour Water		You no longer need the Water to keep the Fish alive, but you will need the empty Bottle for another purpose.
Go Hole	Semidark Hole	
Get Mud		With any luck, the Mud is still fresh. If the Mud dries up, you will have to go back up to get a fresh supply from the Dismal Swamp.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Go Hall	Sloping Hall	
D	Large Cavern	
N	Long Tunnel	You hear a buzzing sound ahead.
N	Large Eight-Sided Room	There is Royal Honey and large African Bees here. The Mud is protecting you from Bee stings.
Get Honey		
Get Bees		You catch the Bees in the empty Bottle.
S	Long Tunnel	You have to leave the Bee chamber before you can drop the Mud.
Drop Mud		If you don't drop the Mud here, the Dragon will smell it and wake up to kill you.
Say Away	Maze of Pits	
Say Away	Sunny Meadow	
Release Bees		The Bees chase the Dragon away. This is not the only way to get rid of the Dragon, but it is the only way to complete the game with 100 points.
Get Eggs		The Dragon's Eggs are a treasure.
S	Dismal Swamp	
Enter Stump	Hollow Stump	
Drop Honey		
Drop Eggs		
Drop Rug		Your score should now be 69 points.
D	Root Chamber	
Go Hole	Semidark Hole	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Go Hall	Sloping Hall	
D	Large Cavern	
S	Royal Anteroom	
U	Royal Chamber	
Go Hole	Ledge by Chasm	
Jump	Ledge by Throne Room	There is a very thin black Bear and a magic Mirror here.
Yell		Yelling scares the Bear off the ledge. You can escape from the Bear by giving him the Honey, but that will cost you a treasure.
Get Mirror		
Go Throne	Throne Room	There is a Golden Crown here. This is one of the more difficult rooms to find. The only real hint is that you are on a ledge near the Throne Room. You cannot get here by going East even though you may leave by going West.
Get Crown		You can't pass up a treasure like this.
W	Ledge by Throne Room	
Jump	Ledge by Chasm	
W	Royal Chamber	
D	Royal Anteroom	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Large Cavern	
U	Sloping Hall	
U	Semidark Hole	
Unlight Lamp		You no longer need the light from the Lamp, but it still has magical powers.
U	Root Chamber	
U	Hollow Stump	
Drop Crown		
Drop Mirror		The Mirror must be dropped on the Rug or it will break. Dropping the Mirror gives you a hint about releasing the Bees by the Dragon.
Rub Lamp		
Rub Lamp		You could have rubbed the Lamp anytime to collect your two freebie treasures, but don't rub the Lamp more than twice.
Score		Congratulations on a perfect score!

5 Transylvania

Transylvania is the first adventure game from Penguin Software. Written by Antonio Antiochia, *Transylvania* features some of the finest graphics included in an adventure game. It is a diverse game, ranging from traditional monsters to outer space aliens and spacecraft. Because it is a nonlinear game, you will have to visit many locations several times before finding the solution.

The graphics for *Transylvania* were created using the Graphics Magician by Marc Pelczarski, founder of Penguin Software. This graphics editor has been used by several software companies to create graphics for a variety of adventure and arcade-style games.

Transylvania has been rereleased for the Apple IIe and Apple IIc to make use of the high resolution available on those machines. The Macintosh version uses the mouse to input directional commands.

Enjoy the game. And try to have someone with you in the house when the Werewolf attacks.

Hints and Maps

Forest/Lake

- ☒ How can I read the writing on the Stump?
* *See Appendix, #2*
- ☒ How can I move the rocks from the cave entrance?
* *See Appendix, #5*
- ☒ How can I avoid the Werewolf?
* *See Appendix, #9*
- ☒ What can I do with the Bullfrog?
* *See Appendix, #16*
- ☒ What can I do in the Log Cabin?
* *See Appendix, #19*
- ☒ What is there to do in the Shack?
* *See Appendix, #25*
- ☒ What can I do with the Moosehead?
* *See Appendix, #28*
- ☒ What can I do with the Cloak?
* *See Appendix, #34*
- ☒ How can I open the door in the Dark Cave?
* *See Appendix, #39*
- ☒ How can I exit the Dark Cave?
* *See Appendix, #43*
- ☒ How can I get the Sailboat to sail?
* *See Appendix, #46*
- ☒ What can I do with the Pick?
* *See Appendix, #52*

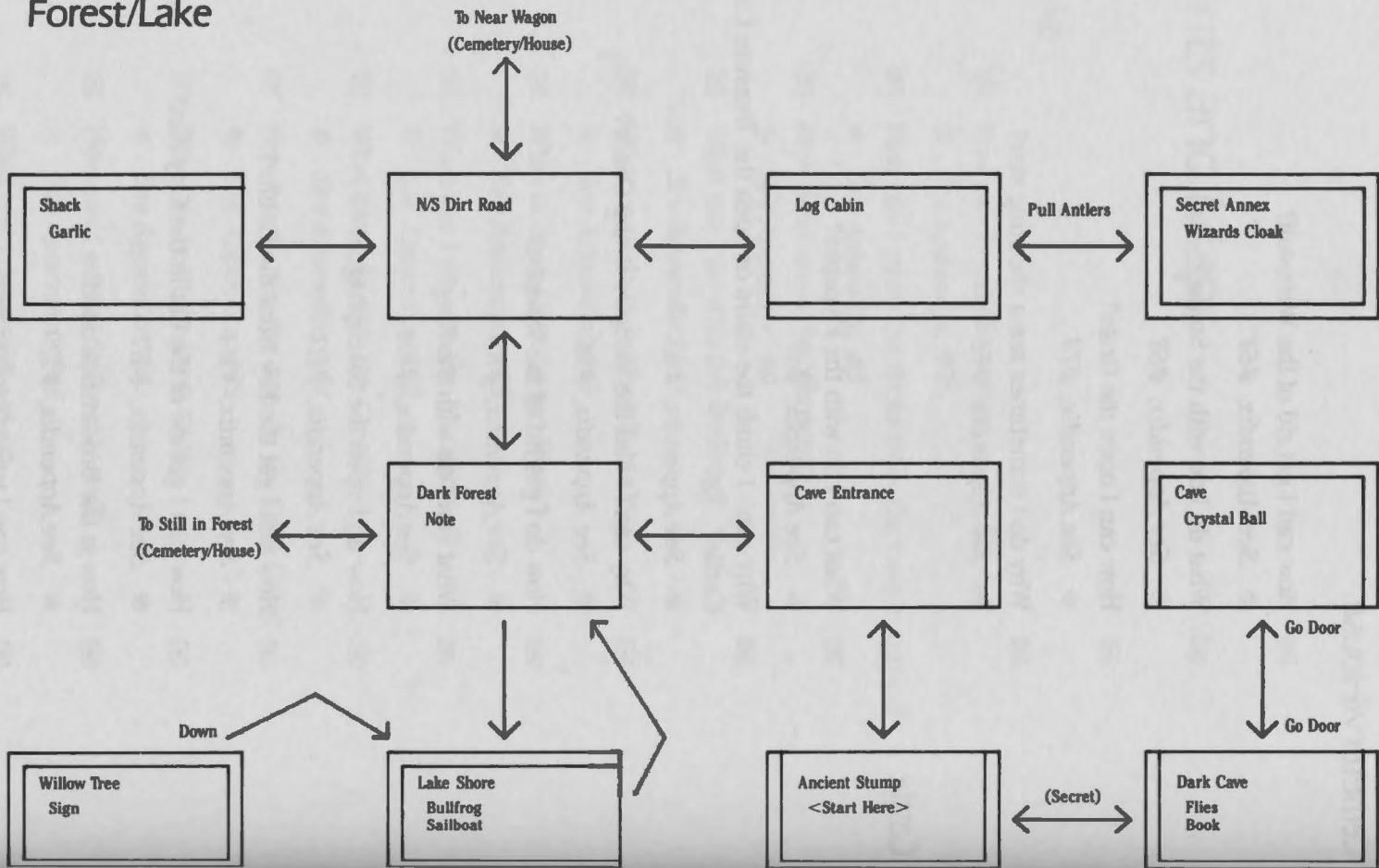
Cemetery/House

- ☒ How can I get rid of the Werewolf?
* See Appendix, #64
- ☒ What do I do with the Statue?
* See Appendix, #68
- ☒ How can I open the Grate?
* See Appendix, #73
- ☒ Why do I sometimes see a shooting star?
* See Appendix, #76

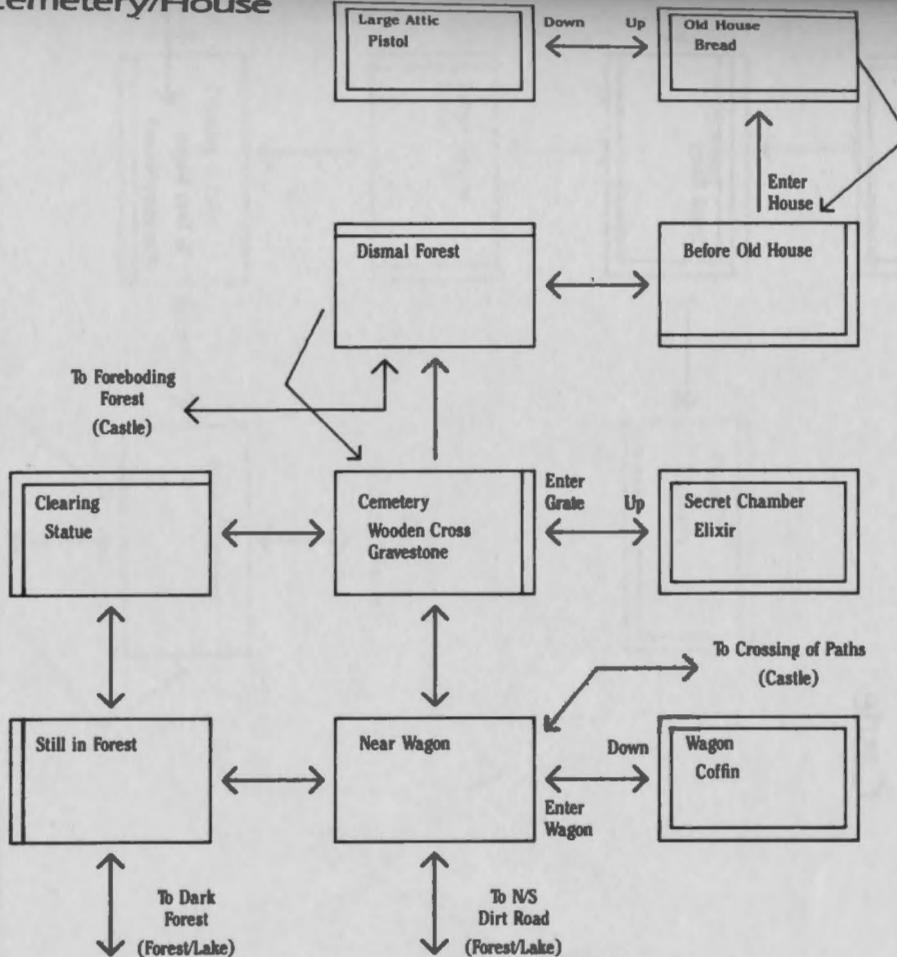
Castle

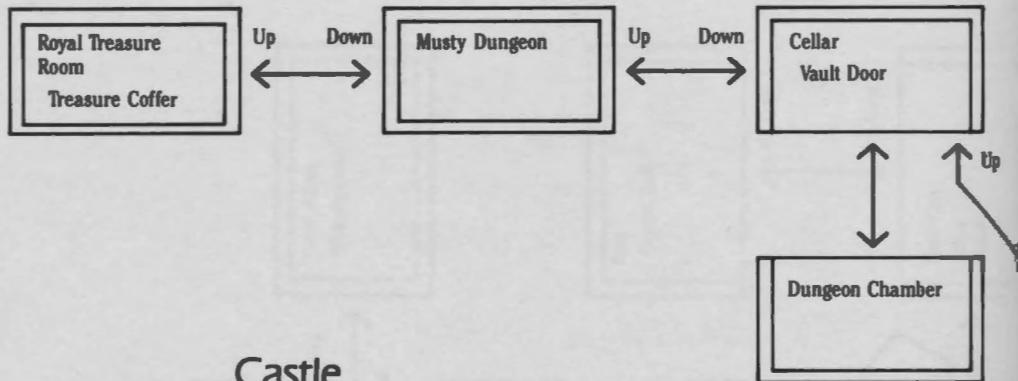
- ☒ What can I do with the Flypaper?
* See Appendix, #87
- ☒ Why can't I climb the stairs or open the Treasure Coffer in the Castle?
* See Appendix, #93
- ☒ Why can't I find the Vampire in the Castle?
* See Appendix, #96
- ☒ How do I get rid of the Vampire?
* See Appendix, #101
- ☒ What can I do with the Ring?
* See Appendix, #104
- ☒ How do I open the Sarcophagus?
* See Appendix, #111
- ☒ How can I get the Key from the Goblin?
* See Appendix, #114
- ☒ How can I get rid of the Cat in the Clay Hut?
* See Appendix, #117
- ☒ How is the Broomstick used?
* See Appendix, #120
- ☒ How can I wake the Princess?
* See Appendix, #123

Forest/Lake



Cemetery/House

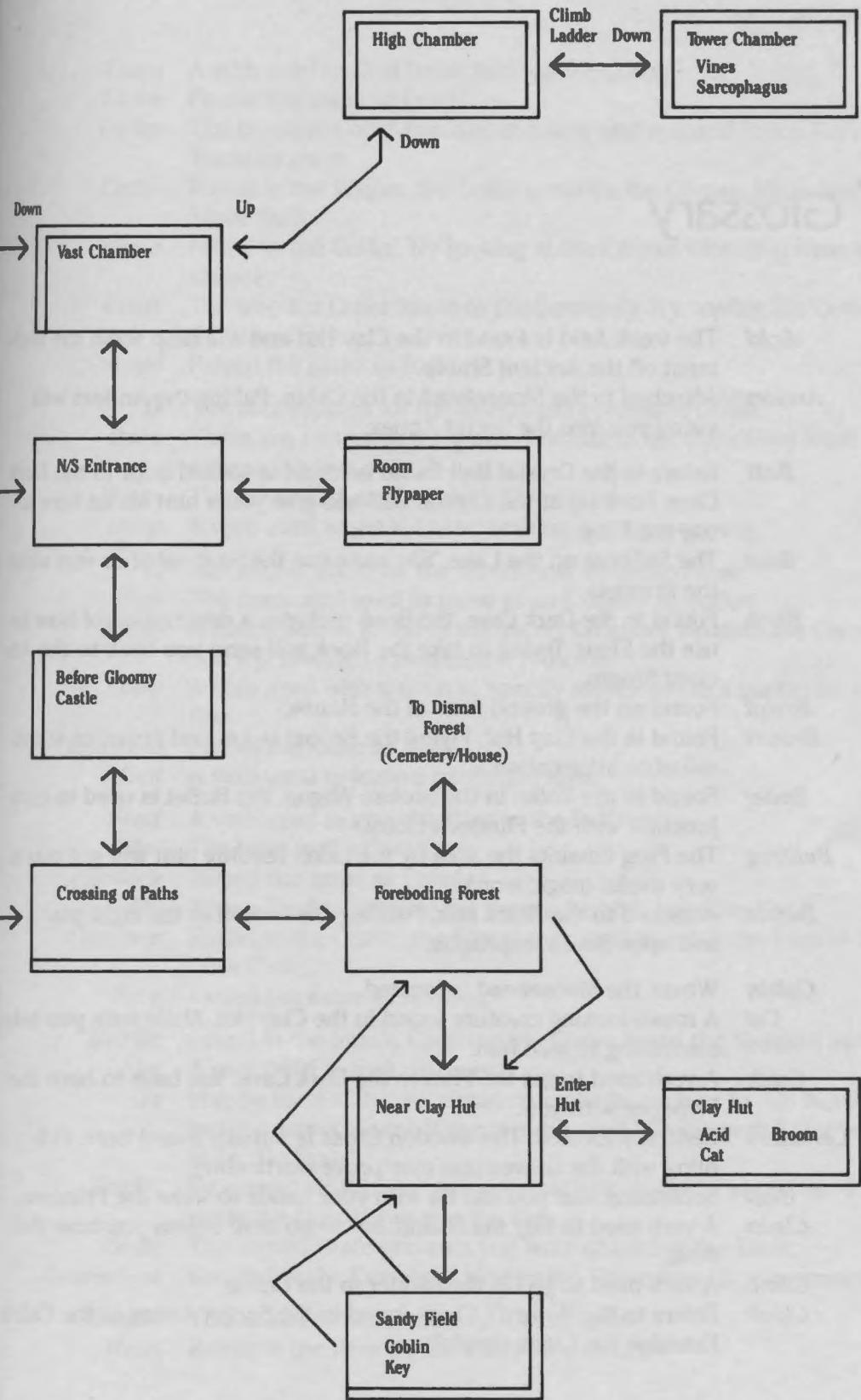




Castle

Small Room

To Near Wagon
(Cemetery/House)



✓ Glossary

- Acid** The weak Acid is found in the Clay Hut and will help wash the sediment off the Ancient Stump.
- Antlers** Attached to the Moosehead in the Cabin. Pulling the Antlers will swing you into the Secret Annex.
- Ball** Refers to the Crystal Ball found behind the locked door in the Dark Cave. Looking at the Crystal Ball will give you a hint about how to use the Ring.
- Boat** The Sailboat on the Lake. You must use the Sailboat after you wake the Princess.
- Book** Found in the Dark Cave, the Book includes a description of how to use the Elixir. Trying to take the Book will send you back to the Ancient Stump.
- Bread** Found on the ground floor of the House.
- Broom** Found in the Clay Hut. Flying the Broom is fun and provides some valuable information.
- Bullet** Found in the Coffin in the broken Wagon, the Bullet is used in conjunction with the Flintlock Pistol.
- Bullfrog** The Frog inhabits the area by the Lake. Feeding him will get you a very useful magic word.
- Button** Attached to the Black Box. Pushing the Button in the right place will open the Sarcophagus.
- Cabin** Where the Moosehead is located.
- Cat** A mean-looking creature found in the Clay Hut. Make sure you take something to feed him.
- Catch** A verb used to get the Flies in the Dark Cave. You have to have the Flypaper with you.
- Cemetery** Centrally located. The wooden Cross is initially found here. Fiddling with the Gravestone may prove worthwhile.
- Clap** Something that you can do with your hands to wake the Princess.
- Clean** A verb used to tidy the Stump, but to no avail unless you have the Acid.
- Climb** A verb used to go Up the Ladder in the Castle.
- Cloak** Refers to the Wizard's Cloak found in the Secret Annex of the Cabin. Examine the Cloak carefully.

Close	A verb used to shut items such as the Coffin.
Clove	Parsed the same as Garlic.
Coffer	The treasure Coffer contains the Ring and is found in the Royal Treasure room.
Coffin	Found in the Wagon, the Coffin contains the Corpse, Mice, and the Silver Bullet.
Corpse	Found in the Coffin. Try looking at the Corpse when you have a chance.
Cross	The wooden Cross found in the Cemetery. Try waving the Cross at the Vampire.
Crystal	Parsed the same as Ball.
D	The abbreviation for the directional command Down.
Door	There are several in the game. The one in the Dark Cave must be referred to as a Door.
Down	The command used to move Downward.
Drop	A verb used to get rid of something you are carrying.
E	The abbreviation for the directional command East.
East	The command used to move in an Easterly direction.
Elixir	A magic potion found in the Secret Chamber beneath the Cemetery. You will need it to awaken the Princess.
Enter	A verb used with a noun to specify movement to a particular location.
Examine	Parsed the same as Look.
Exit	A verb used to leave a particular area.
Feed	A verb used to give the Flies to the Bullfrog.
Flies	The bugs in the Dark Cave.
Flintlock	Parsed the same as Pistol.
Fly	A verb used to activate the Broom found in the Clay Hut.
Flypaper	Found in the Castle, the Flypaper is used to catch the Flies in the Dark Cave.
Frog	Parsed the same as Bullfrog.
Garlic	Found in the Shack. Carrying the Garlic keeps the Vampire away.
Get	A verb used to pick up objects.
Go	May be used with directional commands, such as in "Go North," but it is unnecessary. It can also be used like the verb Enter, such as in "Go Door."
Goblin	Be careful, or this guy will set your hair on fire. A magic word will make the Goblin give you the Key.
Grate	The locked Grate prevents you from obtaining the Elixir.
Gravestone	Located in the Cemetery. Moving the Gravestone is very rewarding.
Hands	This is half of the command "Clap Hands."
Head	Refers to the item on the wall in the Cabin.

Horns	Refers to the items on top of the Head in the Cabin. But a Moose has Antlers, not Horns.
House	The building that has the Attic. The Pistol is found in the Attic of the House.
Hut	The Clay Hut contains the Cat, the Acid, and the Broomstick.
Ijnid	A magic word given to you by the Bullfrog in the Apple II version of the game.
Inventory	The command used to find out what objects you are currently carrying.
Jump	A verb used with Down to get out of the tree after the flight on the Broom.
Key	The only Key in the game is held by the Goblin. It is used to unlock the Grate in the Cemetery.
Knock	A verb used in "Knock Stump" to transport you into the Dark Cave.
Ladder	Found in the Castle. You must "Climb Ladder" to get into the Tower Chamber of the Castle.
Load	Once you have the Silver Bullet and the Pistol, you must "Load Pistol."
Look	A verb used to get a detailed view of an object.
Mice	The Ravenous Mice are found in the Coffin. They enjoy playing with the Cat.
Move	A verb used with objects such as Antlers and Gravestones.
N	The abbreviation for the directional command North.
North	The command used to move in a Northerly direction.
Note	Found in the Forest, the Note says something about a Princess being killed.
Open	Used in conjunction with nouns such as Door or Coffin.
Pick	A verb used to unlock the Lock on the Grating.
Pistol	After the Flintlock Pistol in the Attic is loaded with the Silver Bullet, it is used to kill the Werewolf.
Pour	A verb used to empty the contents of the Elixir or Acid bottles.
Princess	The object of the whole game is to return the Princess to her father. You must first find the Princess and then awaken her.
Pull	A verb used with the noun Antlers to activate the passage into the Secret Annex.
Push	A verb used in conjunction with Button to open the Sarcophagus.
Read	A verb used to extract useful information from things such as Notes.
Ride	A verb used to command the Broom.

Ring	Found in the Treasure Coffer, the Ring is used to free the alien in the Statue in the Clearing.
 Rocks	Refers to the Rockslide in front of the Cave just North of the Ancient Stump. You cannot remove the rocks.
S	The abbreviation for the directional command South.
Sail	A verb used in conjunction with Boat to return the Princess to her father.
Sarcophagus	The sealed item that the Princess is trapped in. You must obtain a device from the Saucer before you can open the Sarcophagus.
Saucer	Appears in the Clearing sometime after you free the Alien from the Statue. You will notice it first as a Shooting Star.
Save	A verb used to initiate saving the game on disk.
Say	A verb used to utter the magic words.
Sediment	The crud that is preventing you from reading the writing on the Stump.
Shack	The building that contains the Garlic. There is really no need to enter the Shack.
Shoot	A verb used to kill the Werewolf after you have loaded the Pistol.
Sign	Located in the tree you end up in after the Broomstick ride.
Silver	Parsed the same as Bullet.
South	The command used to move in a Southerly direction.
Stump	The Ancient Stump is a mystery until you find the Acid. Knocking on the Stump will get you a free ride to the Dark Cave.
Tree	Where you end up after the Broomstick ride.
U	The abbreviation for the directional command Up.
Unlock	A verb used to open the Lock on the Grating.
Up	The command used to move in an Upward direction.
Vines	Plants that hide the Sarcophagus in the Tower Chamber. Moving the Vines reveals the Sarcophagus.
W	The abbreviation for the directional command West.
Wagon	The location of the Coffin.
Wave	A verb used to exude magic from items. It works with the Cross and the Ring.
Werewolf	The first major obstacle in the game. The only way to get rid of this guy is to Shoot him with the Silver Bullet from the Pistol.
West	The command used to move in a Westerly direction.
Writing	Refers to the scratchings on the Ancient Stump.

Guided Tour

A few semirandom events may cause problems in the step-by-step solution presented below. Perhaps the stickiest problem is that the Werewolf may appear before you have collected the necessary objects to kill him. You will have to obtain the Silver Bullet and the Flintlock Pistol and then load the pistol before you can deal with the Werewolf. The Werewolf will most likely appear as you are trying to get the Flintlock Pistol. At this stage of the game, you can easily avoid the Werewolf by moving to another location. The trick is to move a couple of spaces from where the Werewolf is located. You can then usually return to the Attic to retrieve the Flintlock Pistol. Once the Pistol is loaded, you can shoot the Werewolf.

The Vampire is easy to kill once you have the Wooden Cross. Just don't carry the Clove of Garlic, or you may never see the Vampire. Vampires are repelled by Garlic, and you cannot kill them unless they are visible.

One event that you cannot avoid is the sudden appearance of the Giant Eagle. Although the Eagle is harmless, it will dump you in some other location in the game. Although relocation is an inconvenience, after a few moves you can usually get back to where you were picked up.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
<Start>	Ancient Stump	You are empty handed.
N	Cave Entrance	You cannot unblock the entrance.
W	Dark Forest	There is a Note here, but you don't have time to read it now unless you want to be eaten by Werewolves.
N	N/S Dirt Road	You can't stop to explore the buildings, or the Werewolf will get you.
N	Near Wagon	Go see what's inside.
Enter Wagon	Wagon	You see the Coffin.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Open Coffin		See Bullet, Corpse, and Mice.
Get Mice		The ferocious Mice will not bite you.
Get Bullet		A Silver Bullet. If only I had a gun.
D	Near Wagon	
N	Cemetery	See Cross, watch for the Werewolf.
Get Cross		You just can't pass up a Cross.
N	Dismal Forest	
E	Before Old House	Time to go inside.
Enter House	Old House	I still haven't figured out how the Loaf of Bread is used.
U	Large Attic	See Pistol.
Get Pistol		By now the Werewolf may be giving you problems. If he is, you must keep moving until he stops following you. If you stop for even one move, he will kill you.
Load Pistol		
D	Old House	
Shoot Werewolf		Shoot him on sight.
Drop Pistol		You can drop the Pistol as soon as you have done in the Werewolf.
E	Before Old House	
W	Dismal Forest	
W	Cemetery	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S	Near Wagon	
E	Crossing of Paths	
N	Before Gloomy Castle	
N	N/S Entrance	You don't even need that old Clove of Garlic. If you have the Garlic, get rid of it outside the Castle, or you will never see the Vampire.
Wave Cross		When you see the Vampire. You can wander around the Castle until you see the Vampire. You cannot get the Ring in the Royal Treasure Room or climb the ladder until the Vampire is dead.
N	Vast Chamber	
D	Cellar	See Vault door.
D	Musty Dungeon	
D	Royal Treasure Room	See Coffe.
Open Coffe		You can open the Coffe only if the Vampire is dead.
Get Ring		
Drop Cross		You will not need this item once the Vampire is dead.
U	Musty Dungeon	
U	Cellar	
U	Vast Chamber	
S	N/S Entrance	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
E	Unnamed Room	
Get Flypaper		Never know when you might need a piece of Flypaper.
W	N/S Entrance	
S	Before Gloomy Castle	
S	Crossing of Paths	
E	Foreboding Forest	
S	Near Clay Hut	
Enter Hut	Hut	See Acid, Cat, and Broom.
Drop Mice		Maybe the Cat or the Mice are hungry.
Get Broom		
Get Acid		This will be very handy later.
W	Near Clay Hut	See what this Broom can do.
Fly Broom	Somewhere over Transylvania	
Read Sign	Willow Tree	The details on Sabrina.
Jump Down	Lake Shore	
E	Dark Forest	Now you have time to read the Note.
Get Note		
Read Note		There's not much time left if the sun comes up at five.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Drop Note		You no longer need this item.
E	Cave Entrance	
S	Ancient Stump	It's time to see what this writing says.
Pour Acid		The writing can be read now.
Read Stump		
Knock Stump	Dark Cave	There are Flies and a Book here.
Catch Flies		Several Flies are stuck to the Flypaper.
Get Flypaper		You seem to have dropped it.
Read Book		The Book gives you the procedure for removing spells.
Get Book	Ancient Stump	Trying to get the Book sends you back to the Stump.
N	Cave Entrance	
W	Dark Forest	
S	Lake Shore	The Bullfrog is still here.
Feed Frog		The Frog gives you a magic word.
Drop Flypaper		No longer needed.
E	Dark Forest	Go find the Goblin that the Frog spoke of.
N	N/S Dirt Road	
N	Near Wagon	
E	Crossing of Paths	
E	Foreboding Forest	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S	Near Clay Hut	
S	Sandy Field	See Goblin with Key.
Say Ijnid		The Goblin runs off and leaves the Key behind.
Get Key		There must be a matching Lock somewhere.
N	Foreboding Forest	
W	Crossing of Paths	
W	Near Wagon	
N	Cemetery	Now to uncover the secrets of the Cemetery.
Move Gravestone		Moving the Gravestone reveals a Rusty Grate.
Unlock Grate		
Enter Grate	Secret Chamber	There is a magic Elixir here.
Get Elixir		
U	Cemetery	
Drop Key		No longer needed.
S	Near Wagon	
S	N/S Dirt Road	Time to check out the Cabin.
Enter Cabin	Log Cabin	There is a Moosehead on the wall.
Pull Antlers	Secret Annex	The Wizard's cloak is here.
Get Cloak		
Examine Cloak		A Pick falls out of the Cloak.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Get Pick		There must be another lock somewhere.
Pull Antlers	Log Cabin	
W	N/S Dirt Road	
S	Dark Forest	
E	Cave Entrance	
S	Ancient Stump	
Knock Stump	Dark Cave	Time to check out the door in the North Wall.
Unlock Door		You must have the Pick to unlock the door.
Go Door	Cave	There is a Crystal Ball here.
Look Ball		The Ball explains the Statue in the Clearing.
Go Door	Dark Cave	
Get Book	Ancient Stump	
N	Cave Entrance	
W	Dark Forest	
W	Still in Forest	
N	Clearing	There is a statue of a strange creature here.
Wave Ring		You have just freed an alien from a strange prison. You must now wander around nearby until you see a shooting star, then return to the Clearing. It may take between 6 and 20 turns before you see the shooting star.
Enter Saucer	Clearing	You black out soon after entering the Saucer and end up in the Clearing. You must take Inventory to see what the Saucer gave you.
Inventory		You have a black metal Box.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
E	Cemetery	
S	Near Wagon	
E	Crossing of Paths	
N	Before Castle	
N	N/S Entrance	
N	Vast Chamber	
U	High Chamber	There is a Ladder here.
Climb Ladder	Tower Chamber	
Move Vines		You see a large stone Sarcophagus.
Push Button		The lid flies off the Sarcophagus to reveal a beautiful sleeping damsel.
Wave Elixir		
Pour Elixir		You see lightning in the distance.
Clap Hands		The Damsel finally awakens.
Get Princess		Blow in her ear and she will follow you anywhere.
D	High Chamber	
D	Vast Chamber	
S	N/S Entrance	
S	Before Castle	
S	Crossing of Paths	
W	Near Wagon	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S	N/S Dirt Road	
S	Dark Forest	
S	Lake Shore	
Sail Boat		Congratulations on a winning game.

6 Planetfall

Planetfall was written by Stan Meretzky of Infocom. The game represents a departure from prior Infocom games in that almost everything has to do with high technology.

You are a lowly Ensign aboard a spaceship. The game quickly progresses from the spaceship to a seemingly uninhabited island where a scientific complex was used to find a cure for a disease that devastated the planet. During the course of the adventure, you and a mechanical friend repair the machinery that has failed due to lack of maintenance.

Infocom came up with some ingenious packaging for *Planetfall*. The game comes with a military ID card and several postcards from planets visited by your character.

Planetfall is one of my favorite text adventures. I hope a sequel is just around the corner so I can figure out where the helicopter goes.

Happy adventuring. And be nice to Floyd; you can't do it without him.

Hints and Maps

On Board the Feinstein

- ✉ How can I get past Ensign Blather?
* *See Appendix, #3*
- ✉ How can I escape from the Brig?
* *See Appendix, #6*
- ✉ How can the Ambassador help?
* *See Appendix, #10*
- ✉ What can I do on the Feinstein?
* *See Appendix, #14*
- ✉ How can I survive the ride in the Escape Pod?
* *See Appendix, #21*

Living Quarters

- ✉ How can I open the combination Lock in the Rec Room?
* *See Appendix, #31*
- ✉ What is the slot in the Mess Hall used for?
* *See Appendix, #36*
- ✉ What are all the Dorm Rooms used for?
* *See Appendix, #40*
- ✉ How can I open the locked door in the Mess Corridor?
* *See Appendix, #45*
- ✉ Where is the Key to the locked room?
* *See Appendix, #50*

Mechanical Area

- ☒ How is the curved metal bar in the Tool Room used?
* *See Appendix, #59*
- ☒ How is the Machine in the Machine Room used?
* *See Appendix, #63*
- ☒ What is the Robot in the Robot Shop used for?
* *See Appendix, #70*
- ☒ I can't seem to find the Reactor Elevator Access Card.
* *See Appendix, #74*
- ☒ How can I use the items in Storage East?
* *See Appendix, #78*
- ☒ What can I do in the Physical Plant?
* *See Appendix, #82*
- ☒ How can I use the Dispensing Machine?
* *See Appendix, #83*

Admin Area

- ☒ How can I get the Key out of the crevice?
* *See Appendix, #91*
- ☒ How do I get the Key?
* *See Appendix, #94*
- ☒ How can I cross the Gaping Rift North of the Admin Corridor?
* *See Appendix, #99*
- ☒ Is there anything of value in the Plan Room?
* *See Appendix, #103*
- ☒ How can I get light into the Transportation Supply Room?
* *See Appendix, #107*
- ☒ What happens if I break the window in the Large Office?
* *See Appendix, #112*
- ☒ What will I find when I crawl down into the Rift?
* *See Appendix, #115*

Elevator Areas 1 and 2

- ✉ Why are the Access Cards scrambled?
* *See Appendix, #121*
- ✉ Where can I find the Lower Elevator Access Card?
* *See Appendix, #124*
- ✉ What is the purpose of Booth 2?
* *See Appendix, #127*
- ✉ What does the colored malfunction light in the Comm Room indicate?
* *See Appendix, #132*
- ✉ Where can I find the Coolant?
* *See Appendix, #135*
- ✉ What can I do with the Helicopter?
* *See Appendix, #137*
- ✉ How do I drive the Shuttle Car?
* *See Appendix, #139*

Project Area

- ✉ How can I get behind the mural in the Projcon Office?
* *See Appendix, #143*
- ✉ What can I do with the Green Spool?
* *See Appendix, #144*
- ✉ What is Booth 3?
* *See Appendix, #148*
- ✉ How can I get the Escalator working?
* *See Appendix, #150*
- ✉ How can I use the Computer?
* *See Appendix, #151*

Systems Area

- ✉ How can I remove the fused 90 Ohm Bedistor?
* *See Appendix, #156*

- ✉ What is wrong with the Planetary Defense System?
* *See Appendix, #159*
- ✉ How can I fix the Planetary Defense System?
* *See Appendix, #162*
- ✉ How can I enter the room North of the Repair Room?
* *See Appendix, #164*
- ✉ Why won't Floyd enter the Small Room?
* *See Appendix, #165*
- ✉ What can I do with the Red Spool?
* *See Appendix, #168*
- ✉ Should I take the Medicine?
* *See Appendix, #170*
- ✉ How can I repair the broken Robot with the Breastplate?
* *See Appendix, #172*
- ✉ How can I open the locked cabinets in the Repair Room?
* *See Appendix, #175*

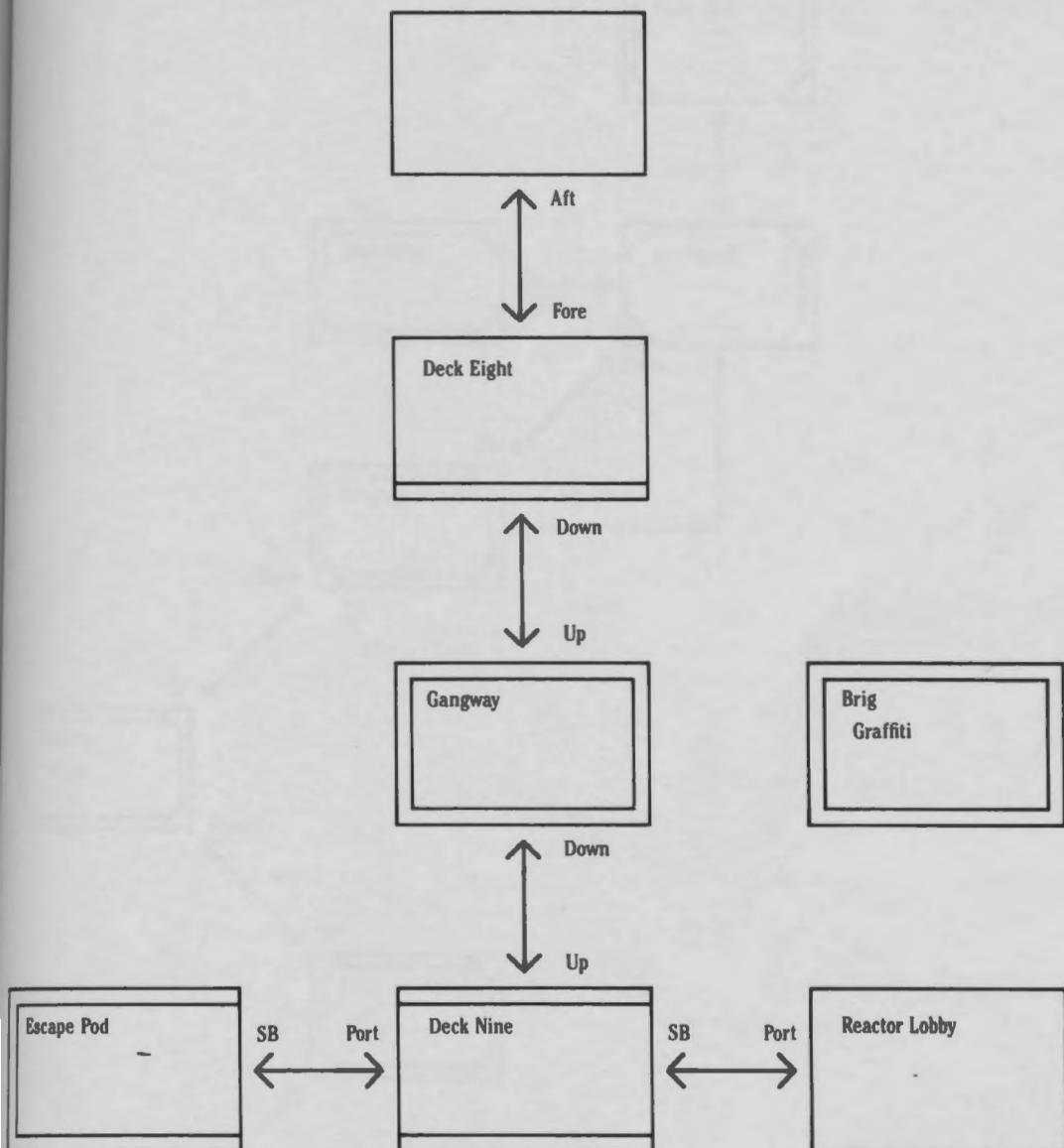
Lab Area

- ✉ What use are the items found in the Lab Storage area?
* *See Appendix, #180*
- ✉ Is there any reason to enter the Radiation Lock area?
* *See Appendix, #182*
- ✉ How can I get the items in the Radiation Lab?
* *See Appendix, #184*
- ✉ How can I retrieve the Access Card from the Bio-Lab?
* *See Appendix, #187*
- ✉ How can I enter the Lab Office?
* *See Appendix, #189*
- ✉ How can I exit the Lab Office?
* *See Appendix, #178*
- ✉ How can I escape from the mutants once they begin to follow me?
* *See Appendix, #194*

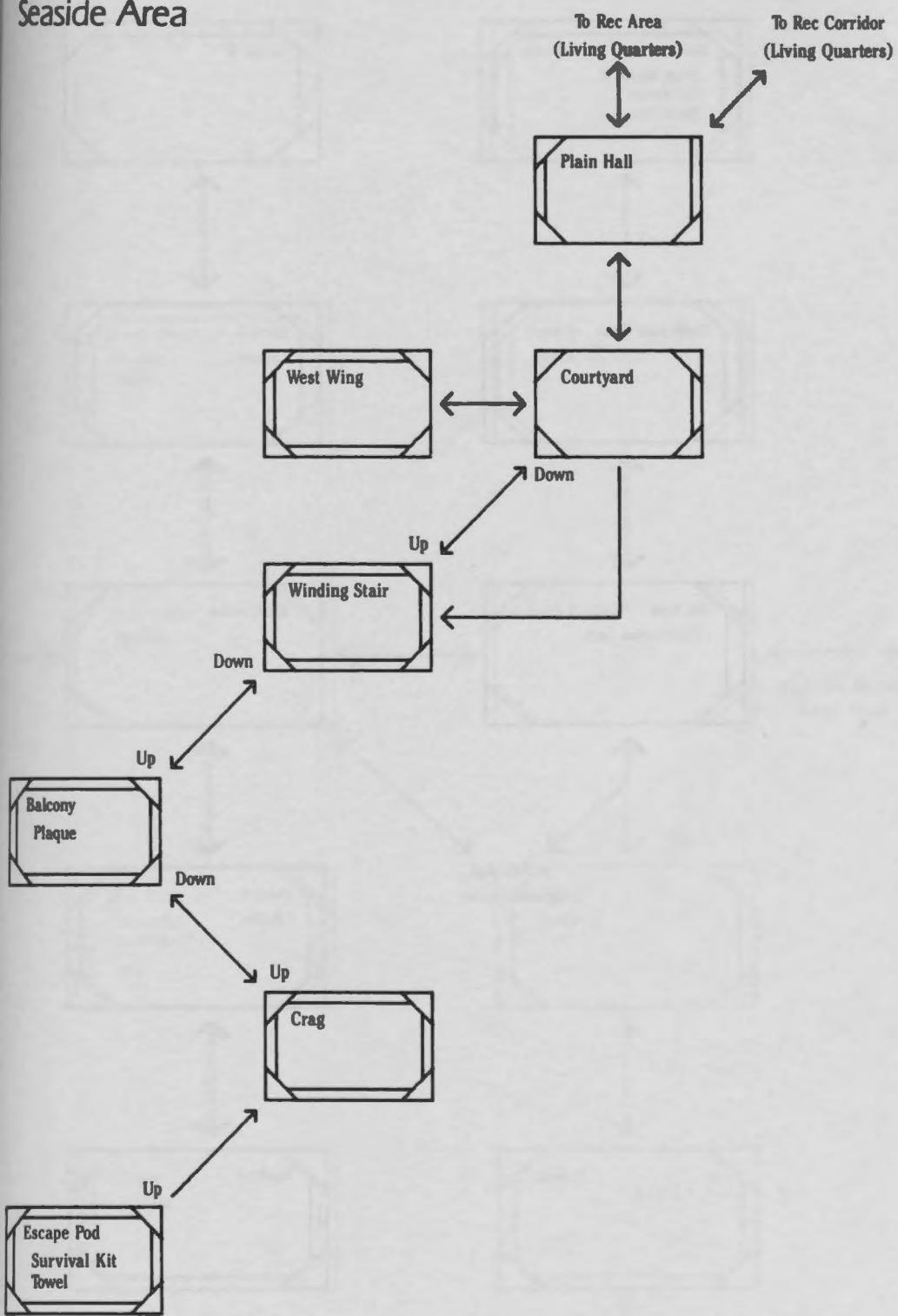
Relay Area

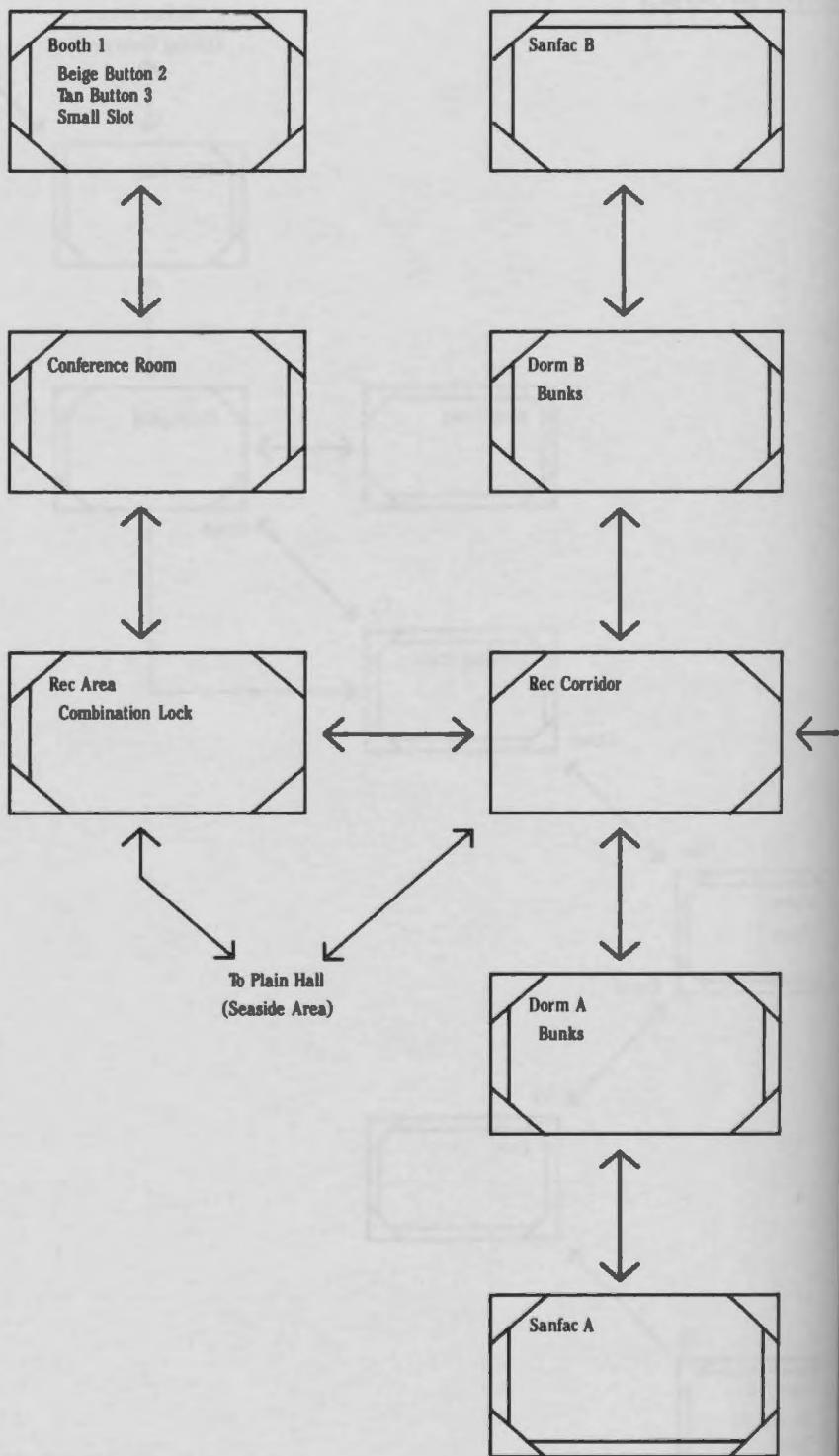
- ☒ How can I remove the Speck from the Relay?
* *See Appendix, #18*
- ☒ Why is the Relay destroyed when I try to destroy the Speck?
* *See Appendix, #29*
- ☒ I can't seem to hit the Speck when I fire at it.
* *See Appendix, #35*
- ☒ How can I get past the Microbe on the Strip?
* *See Appendix, #48*

On Board the Feinstein

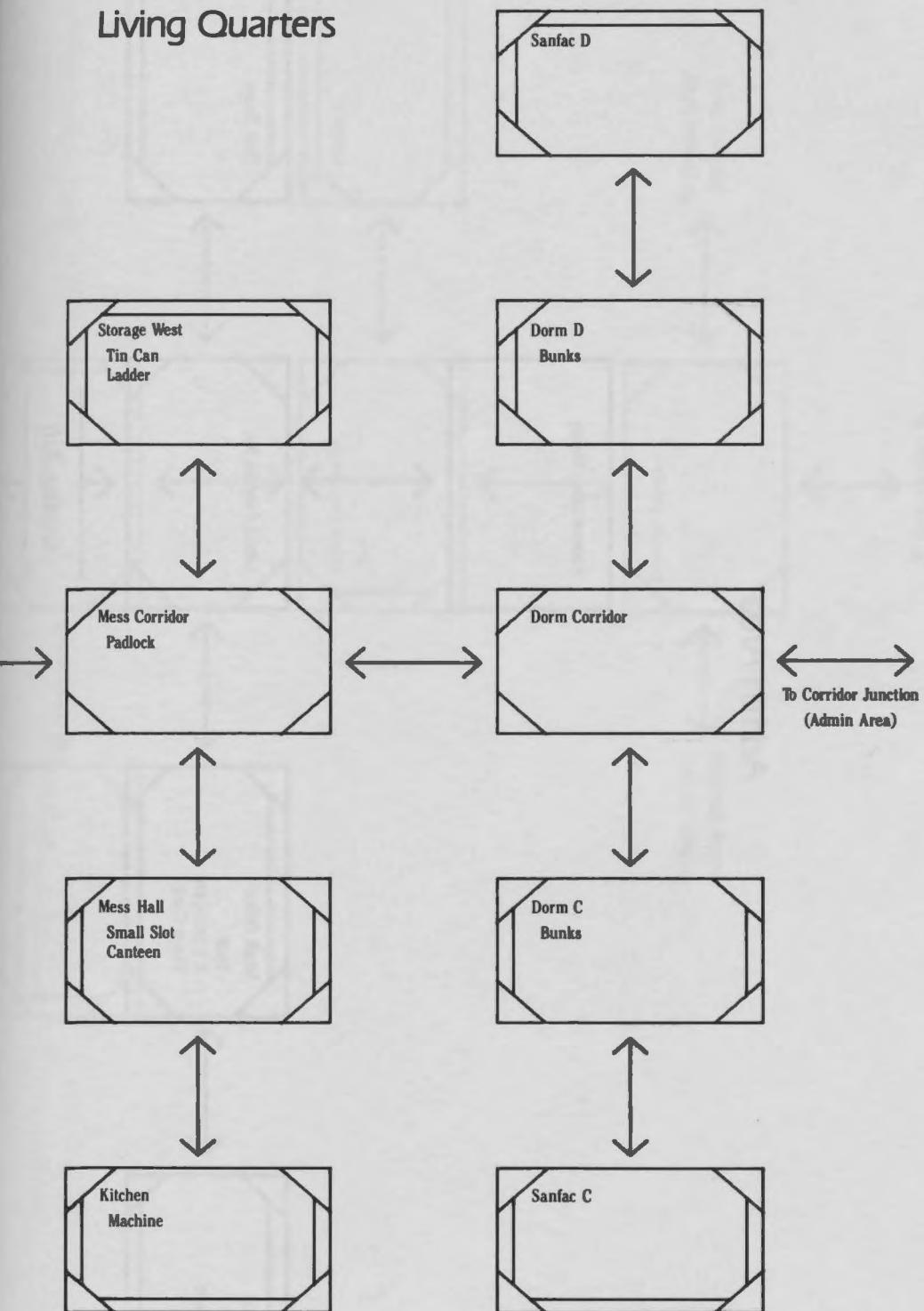


Seaside Area

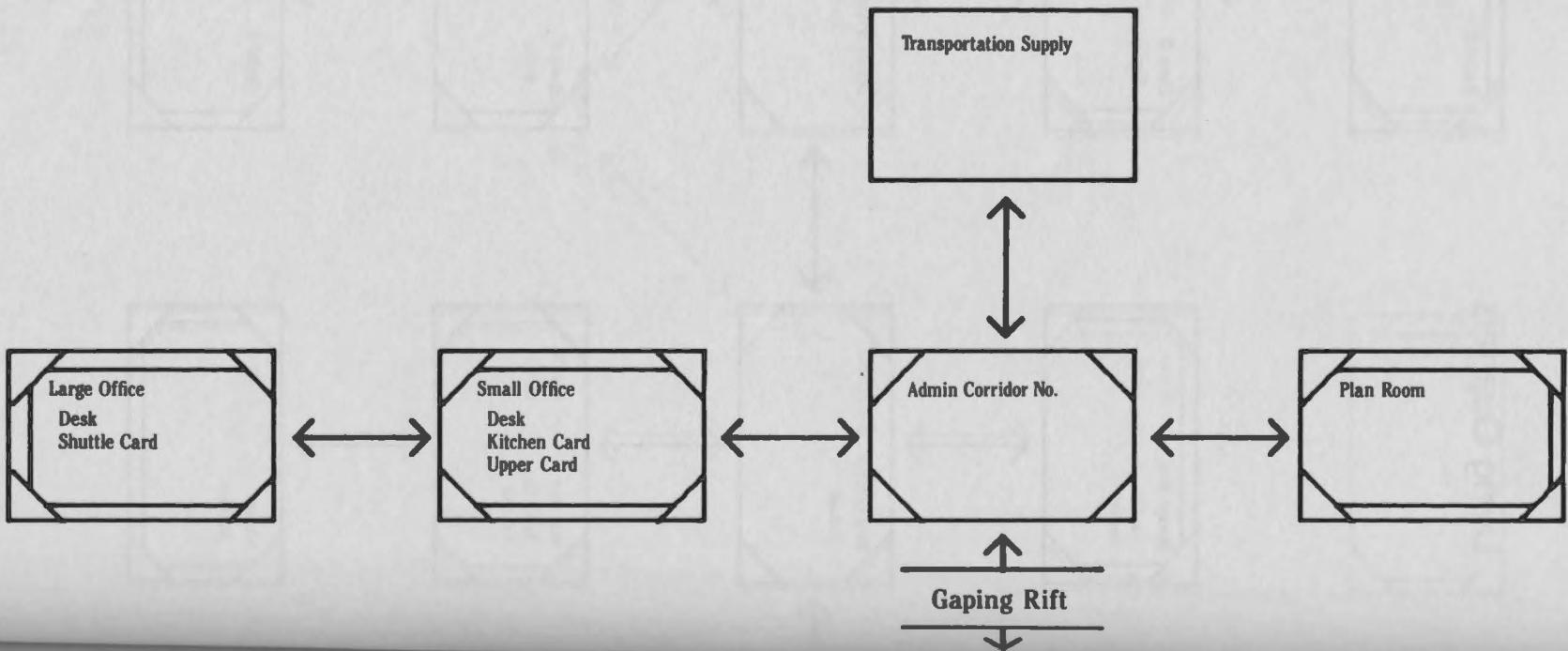


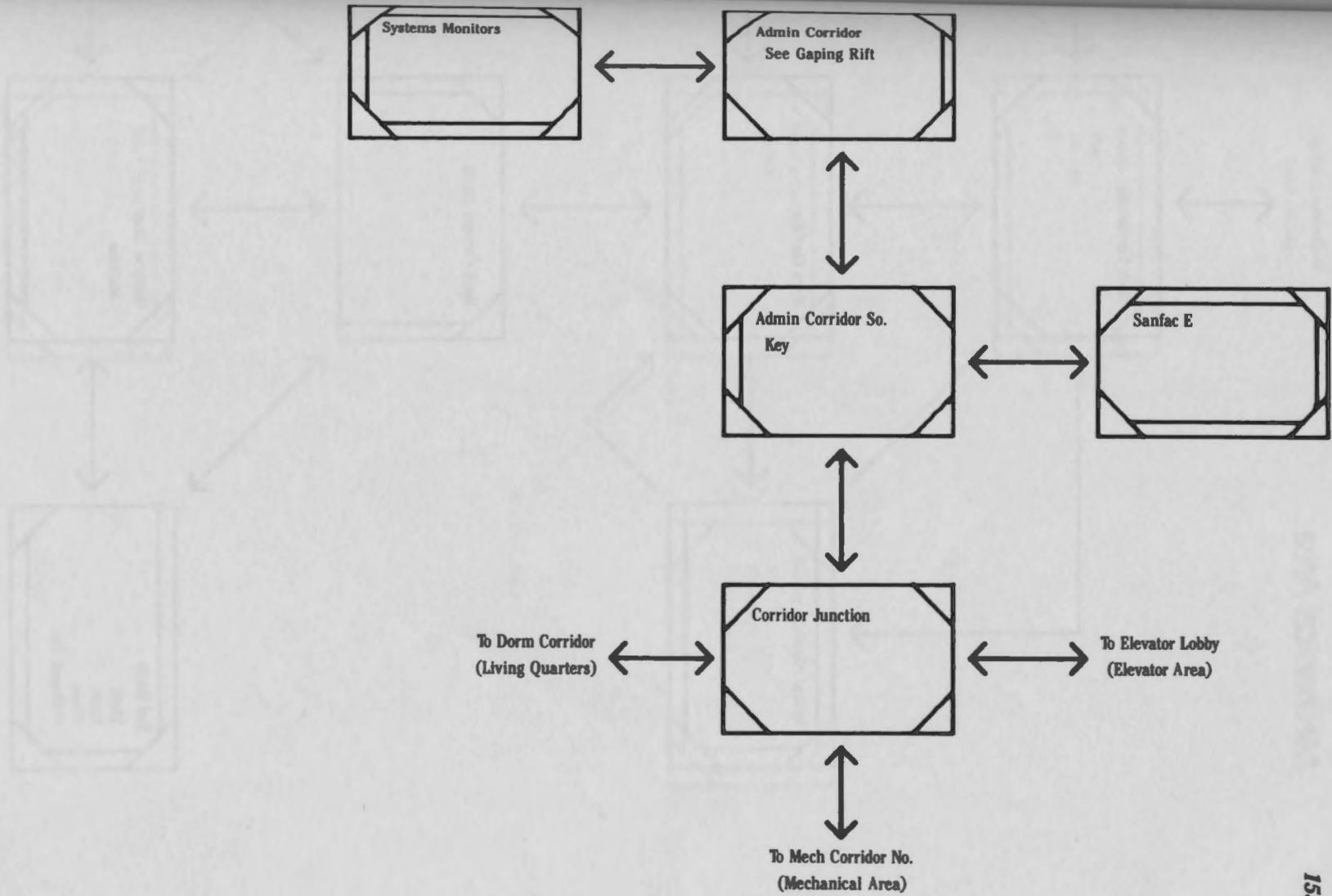


Living Quarters

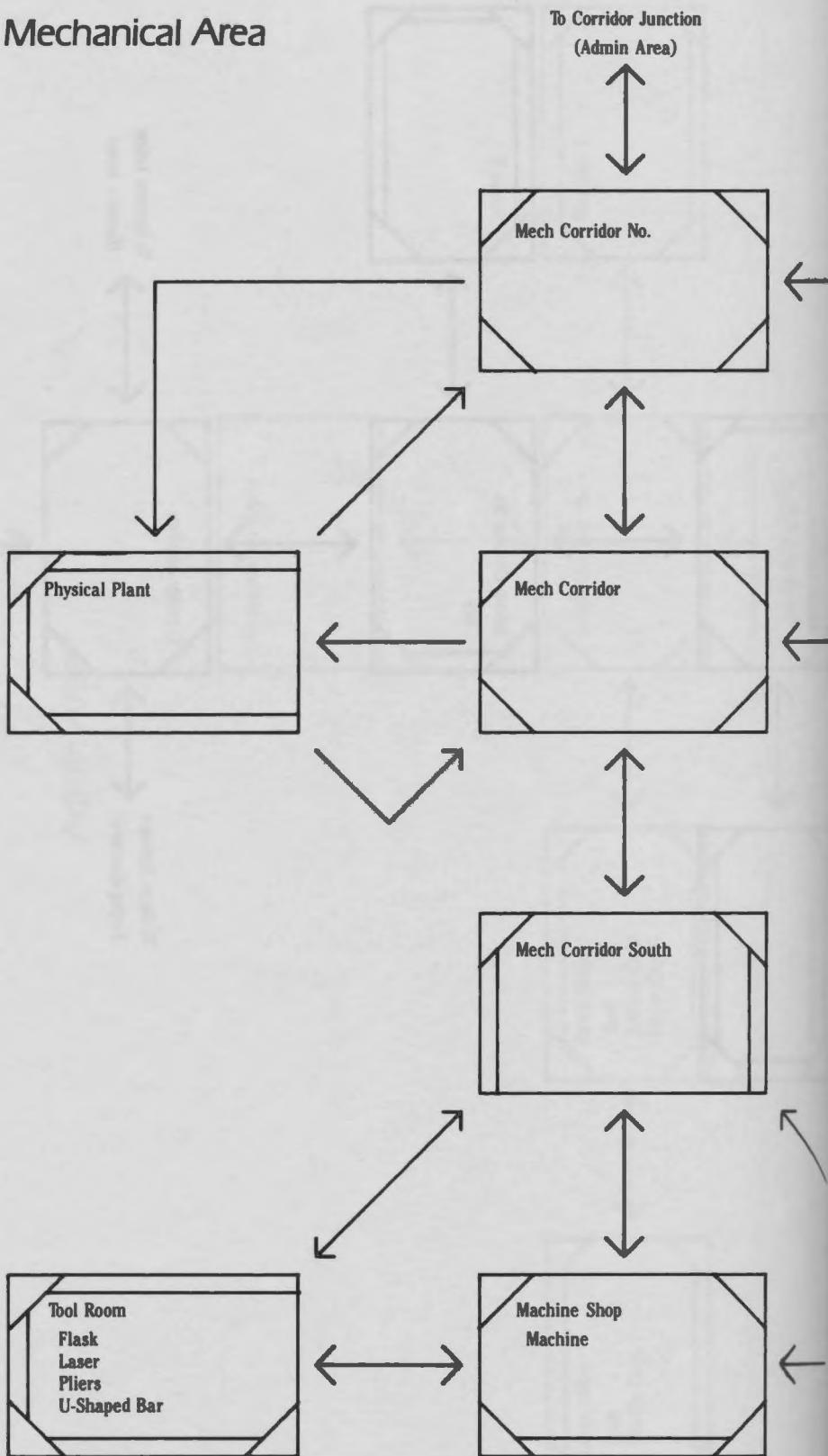


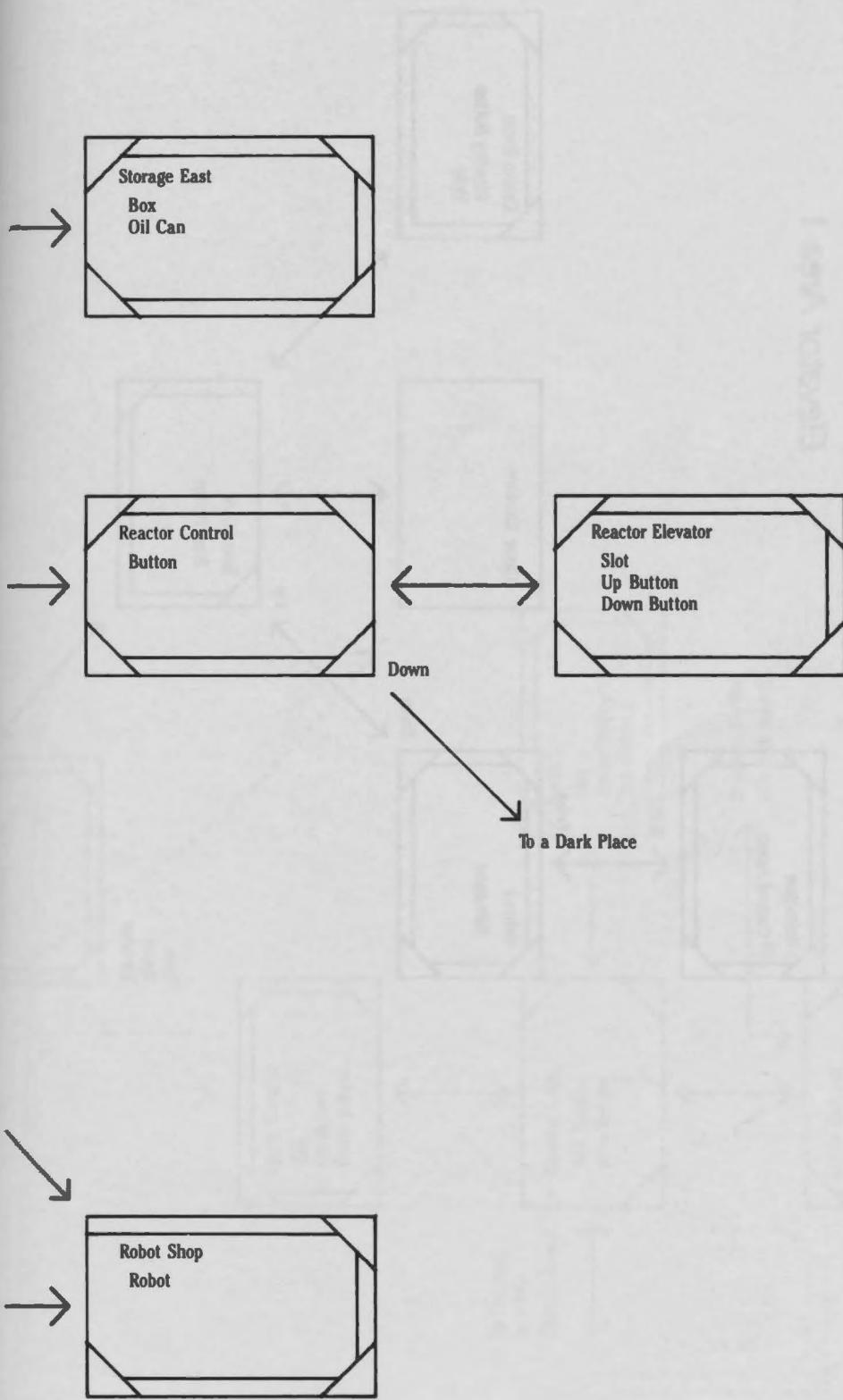
Admin Area





Mechanical Area

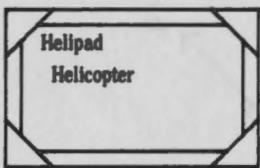




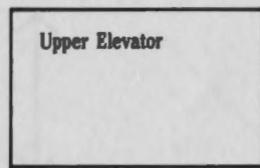
Elevator Area 1



Exit
↓
Enter



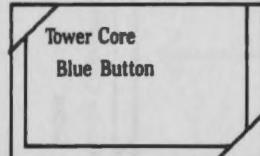
Down

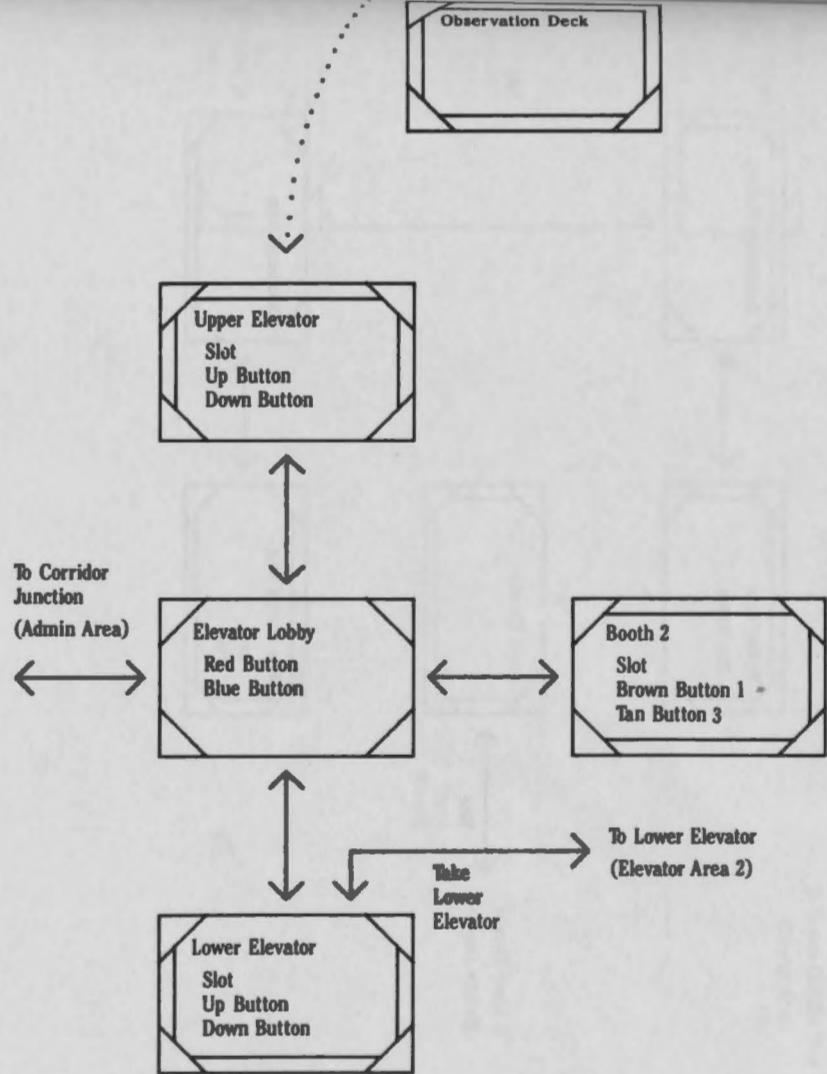


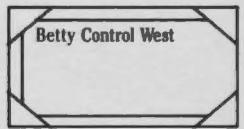
Up



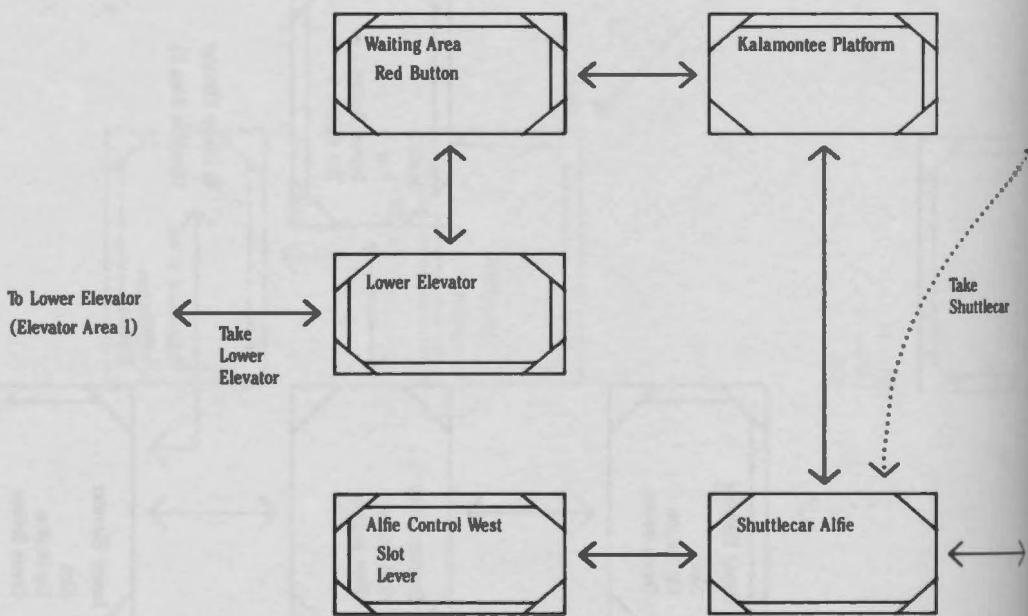
Take
Upper
Elevator

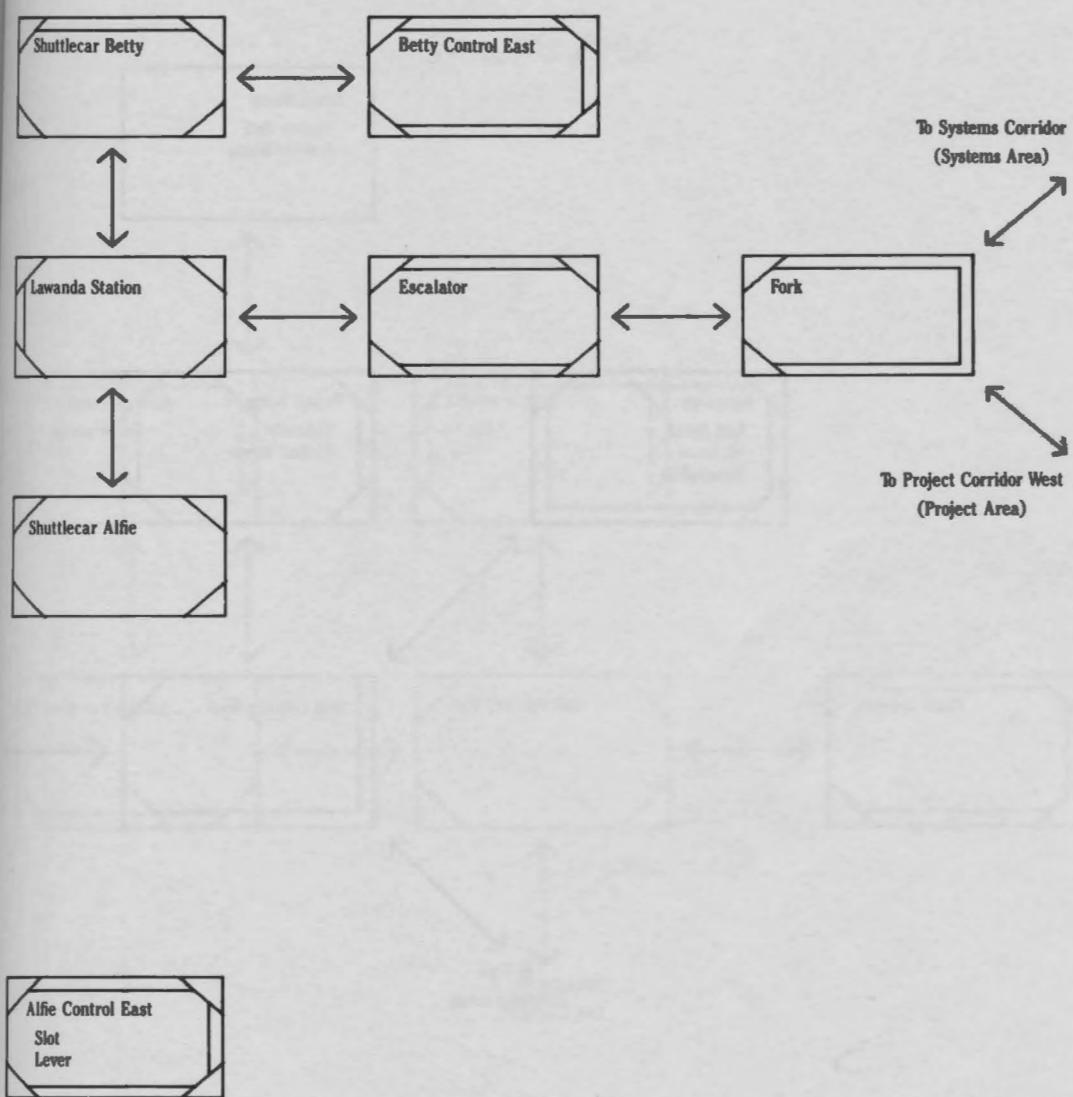


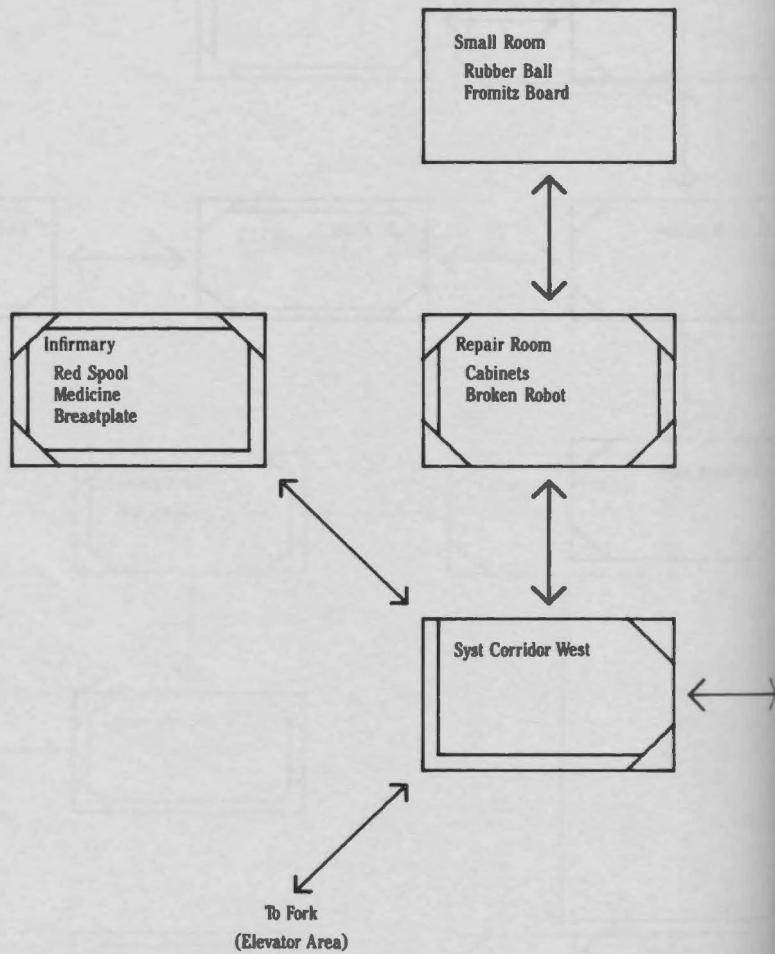




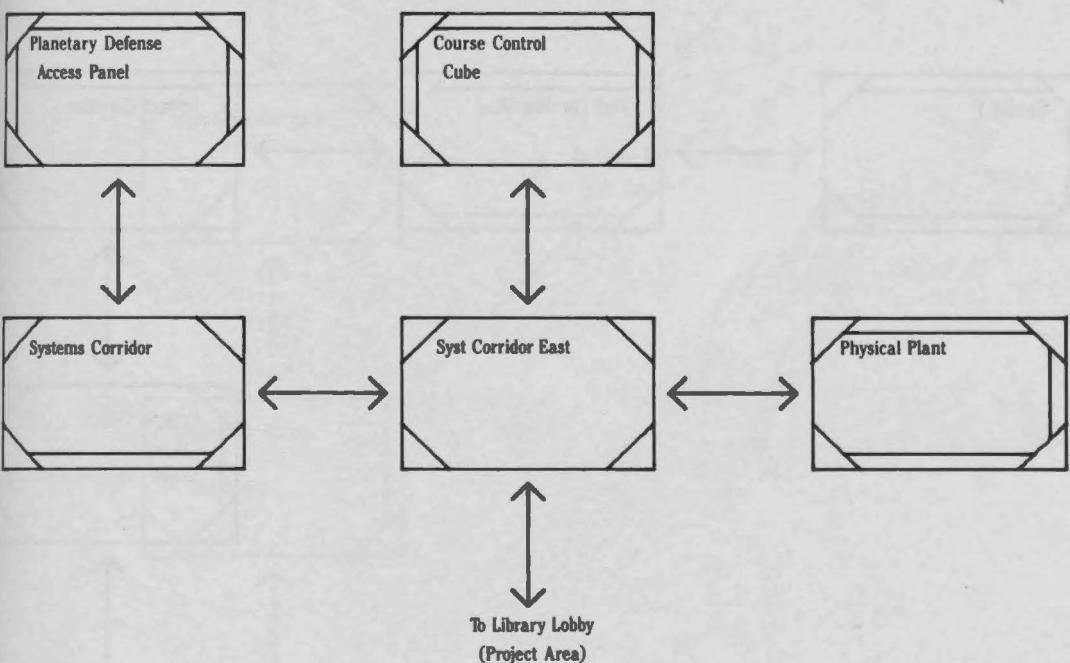
Elevator Area 2



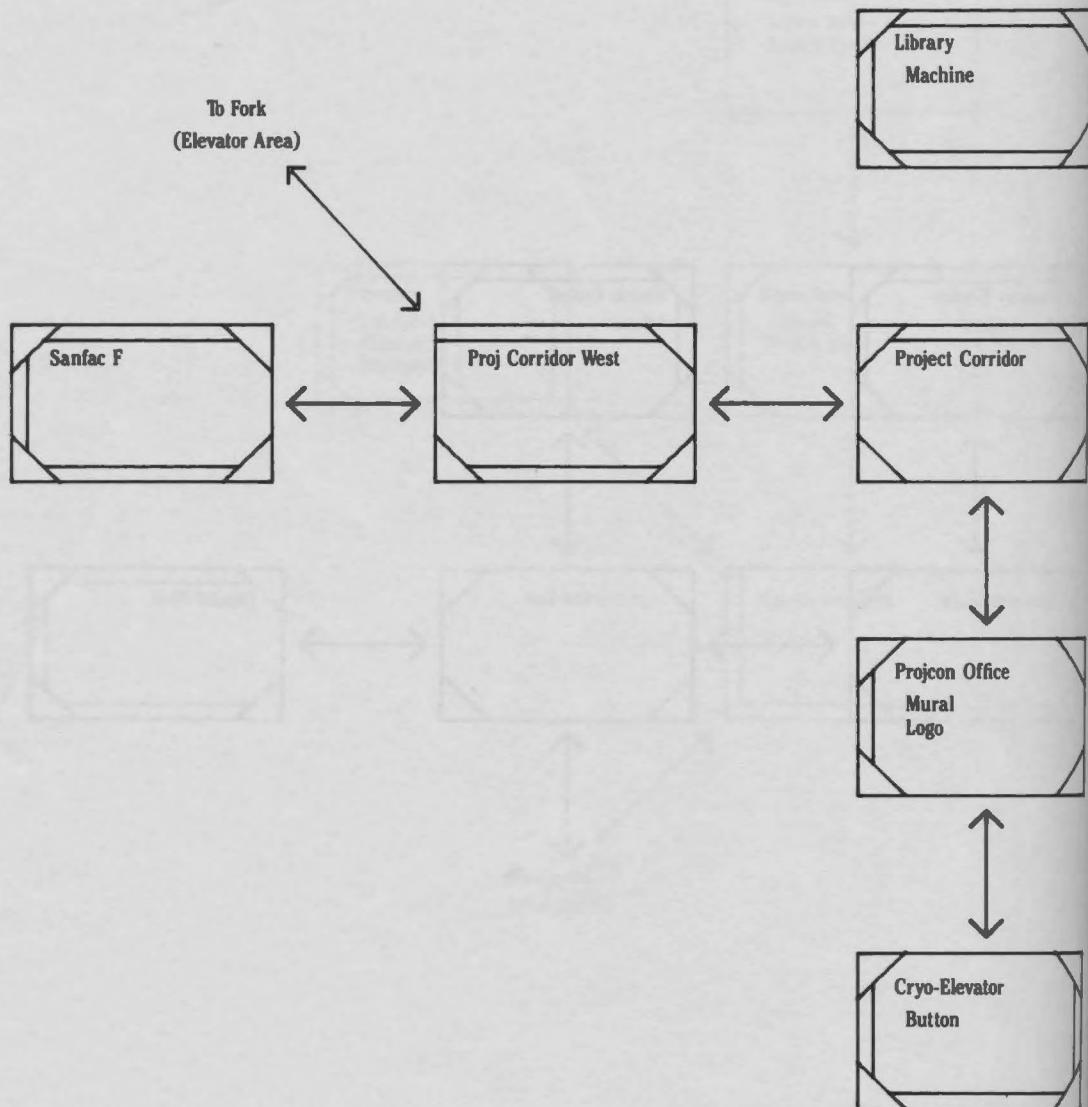


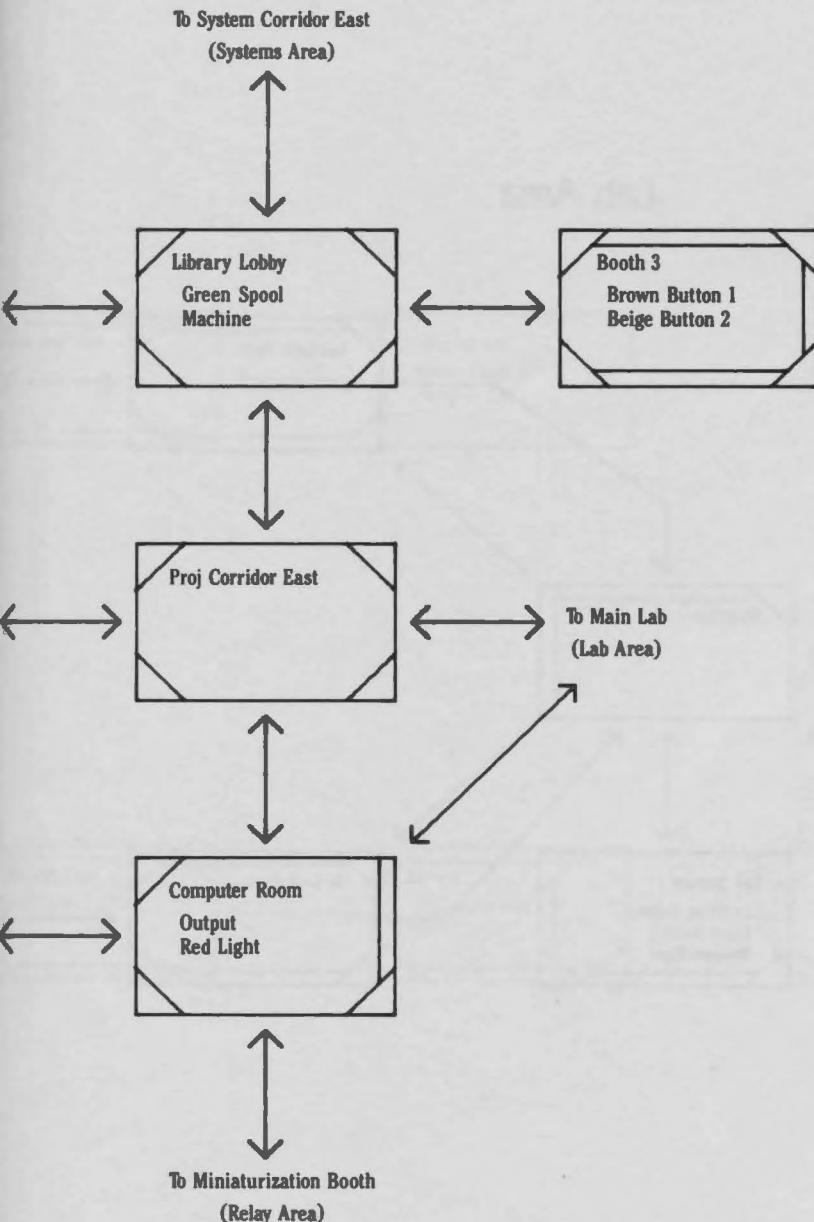


Systems Area

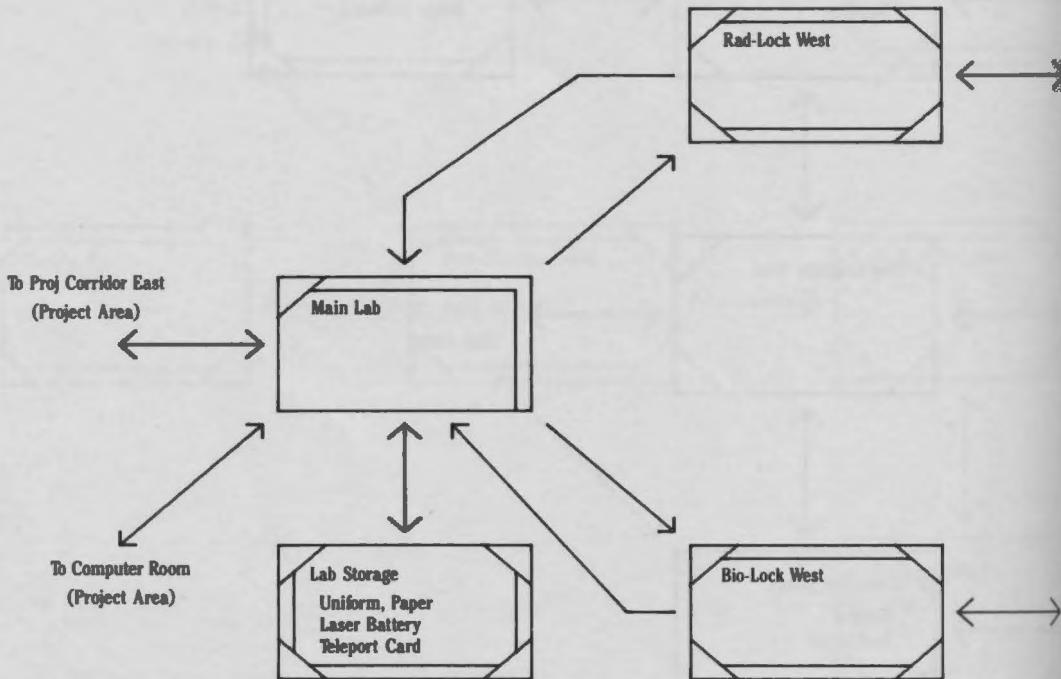


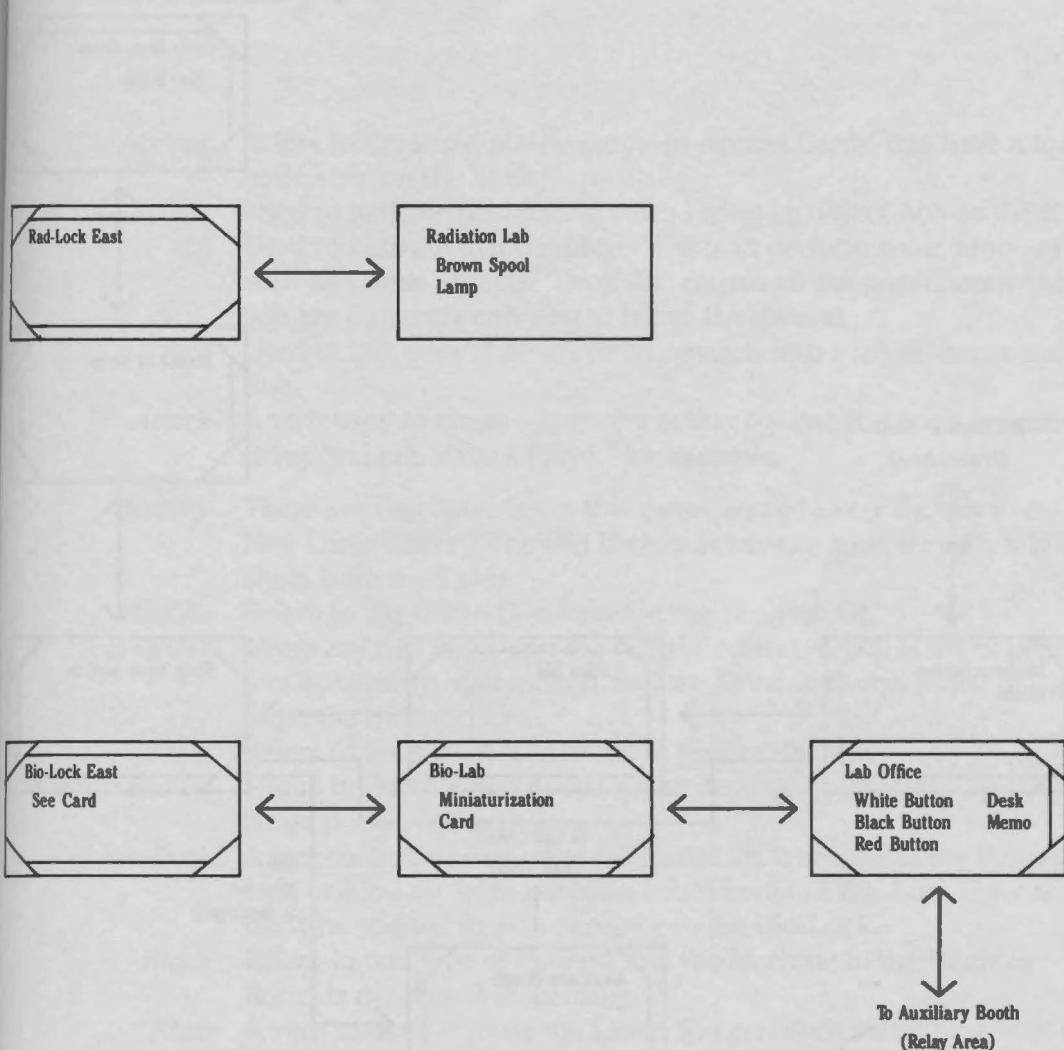
Project Area



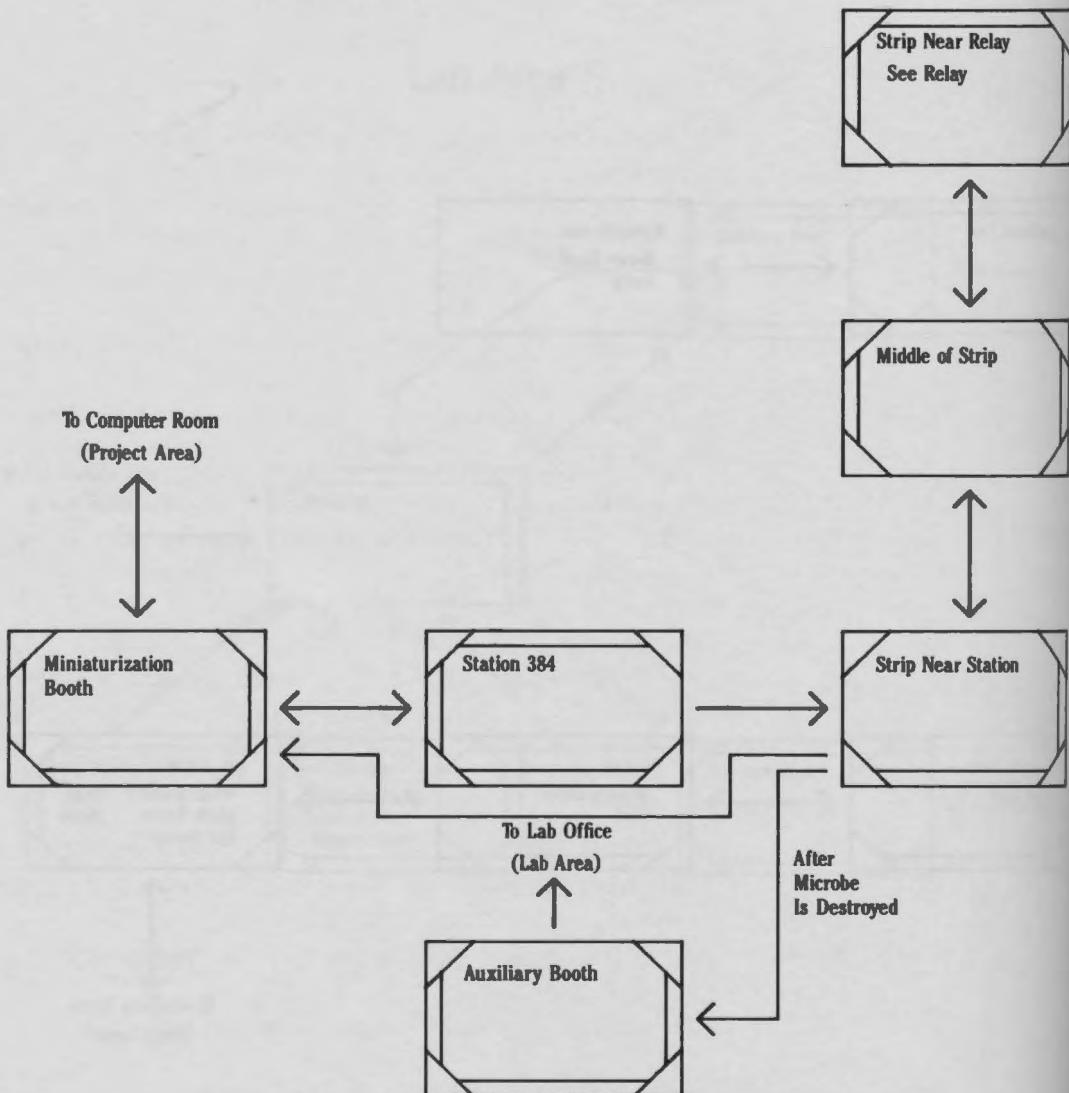


Lab Area





Relay Area



✓ Glossary

Access	Refers to the small plastic cards, or Access Cards, that have a magnetic strip on the back.
Across	Used to indicate positioning when laying an object Across the Rift.
All	Used to indicate that the player wants to perform some function with all visible objects. "Drop All" causes all the possessions that you are currently carrying to fall to the ground.
And	Used to link several nouns or commands into a single command line.
Attack	A verb used to cause aggressive action against someone or something. You can "Attack Floyd," for example.
Battery	There are two Batteries in this game: an Old Laser Battery and a New Laser Battery. The Old Battery is usually good for only a few shots from the Laser.
Beans	Refers to the Green Goo found in the Survival Kit.
Bedistor	There are two Bedistors: the Fused Bedistor, which is the source of a major system malfunction, and the Good Bedistor, which is used to fix the malfunction.
Beef	Refers to the Brown Goo found in the Survival Kit.
Beige Button	Found in Booth 1 and Booth 3. The destination specified by the Beige Button is Booth 2.
Bio-Lock	A two-room area just off of the Main Lab. It separates the Biological Lab, or Bio-Lab, from the Main Lab. There is a Bio-Lock Door that must be opened to gain entrance to the Bio-Lock.
Black	Refers to one type of Coolant that the Machine in the Machine Room is capable of dispensing.
Blast	A verb used to activate the Laser. You can Blast something with the Laser.
Blather	Ensign Blather is your superior on board the Feinstein.
Blue	The color of the Button and the door of the Upper Elevator. When you are in the Elevator Lobby, you must specify to Push the Blue Button to distinguish it from the Lower Elevator Button. Blue is also the color of Coolant number 2 and of the Laser Beam when the Laser is set to level 5.
Bottle	The Bottle of Medicine is found in the Infirmary. When you are feeling sick, this Medicine will make you feel better.

Box	Found in the Storage East Room, the Box contains a variety of electronic components.
Brief	The generic command found in Infocom games to indicate that you would like to see the full description of rooms only when the rooms are first encountered.
Brochure	An item given to you while you are scrubbing floors on board the Feinstein. It is absolutely worthless.
Brown	There is Brown Goo, a Brown Button, a Brown Spool, and a Brown Catalyst. You must specify the color of these objects whenever the same object is present in another color.
Brush	Your cleaning instrument on board the Feinstein. This item is worthless.
But	Used in the English-like command structure to indicate exception. For example, "Take All but Laser" gets all visible objects except the Laser.
Button	Refers to any one of many Buttons in the game. When there is only one Button present, you can say "Push Button," and the game will understand. In the presence of multiple Buttons, you must specify a color or some distinguishing feature.
Can	There are two cans: the Oil Can found in Storage East and the Can of Spam n' Eggz found in Storage West. Neither Can is needed in the game.
Canteen	One of the most useful items in the game. The Canteen is used to carry the Brown Liquid found in the Kitchen. This is your only source of food other than the Mess Kit.
Card	Many Cards are used in the game. They all refer to the Access Cards that activate a variety of doorways and machinery.
Carry	Parsed the same as Get.
Chase	Parsed the same as Kill.
Cherry	Refers to the Red Goo in the Survival Kit.
Chuck	Parsed the same as Throw.
Close	A verb that does the obvious and is the opposite of Open.
Combination	The Combination Dial is attached to the door in the Rec Area. The Combination itself is written on a piece of paper in the Lab Storage Room.
Cracked	The description used for the Fromitz Board found in the Box in the Storage East Room. This board is of no use to you.
Crevice	An opening in the floor that contains an object essential to the completion of the game.
Cube	Found in the Planetary Course Control Room. Looking in this Cube may be very helpful.
D	The abbreviation for the directional command Down.
Describe	A verb used to get more detail of a room or an object.
Diagnose	A verb used to determine your condition.

Dial	Part of the Combination Lock attached to the door in the Rec Area. You must Turn the Combination Dial to the proper number before the Door will open.
Dispatch	Parsed the same as Kill.
Donate	Parsed the same as Give.
Door	Refers to the Escape Pod Door and a variety of other doors throughout the Complexes.
Down	The command used to move Downward. Down also refers to one of the Buttons in the Upper and Lower Elevators.
Drawer	Found in Desks at various locations in the game. Opening Drawers can be very rewarding.
Drink	A verb used to imbibe Liquid.
Drop	A verb used to get rid of objects you have in your possession.
E	The abbreviation for the directional command East.
East	The command used to move in an Easterly direction.
Eat	A verb used to consume solid edible items.
Eggs	A can of these is found in the locked Storage Room.
Enter	A verb used to move into an area.
Everything	This word allows you to refer to a large group of objects.
Examine	A verb used to get greater detail on an object you are carrying.
Exit	A verb used to leave a particular area. It is possible to Exit the Escape Pod.
Extend	A verb used to make the Ladder longer.
Fight	Parsed the same as Chase.
Fill	A verb used to put liquid into the Flask when it is empty.
Find	A verb used to locate an object.
First	Used to identify which Fromitz Board you are examining in the Access Panel.
Fix	Parsed the same as Repair.
Flask	Used to hold the Coolant found in the Machine in the Machine Room.
Floyd	A little Robot who is your companion while you wander the Complexes in this game.
Fourth	Used to identify which Fromitz Board you are examining in the Access Panel.
Fried	Refers to the state of the bad Fromitz Board that is causing the problem with the Planetary Defense System.
Fromitz	Refers to the type of board found behind the Access Panel in the Planetary Defense Room.
Fused	Refers to the state of the Bad Bedistor found inside the Cube in the Planetary Course Control Room.
G	A single-letter command that causes the sentence just typed to be repeated.

Games	Objects found in the Rec Area.
Gas	Refers to the Gas Mask found in one of the desks. The Gas Mask helps you breathe in the Bio-Lab.
Gaze	Parsed the same as Look.
Get	One of the most often used verbs, Get lets you pick up nearby objects.
Give	A verb used to pass objects in your possession to other creatures.
Go	A verb that can be combined with a directional to form a command, such as "Go North."
Goo	Found in the Survival Kit, it comes in three delicious flavors. The Goo will sustain you until you figure out how to get into the Kitchen.
Good	Refers to the state of many of the boards and electronic components.
Gray	A type of Catalyst.
Green	A color used to describe a type of Goo as well as a type of Coolant found in the Machine in the Machine Room. Green is also the color of the Laser beam on setting 4.
Grue	A fearsome beast that roams around in the darkness.
Hand	Parsed the same as Give.
Helicopter	Found on the Helipad above the Tower Core. The Helicopter does not work without the Key.
Hello	A greeting for other creatures and humans. If no one is present, the game will answer "Goodbye."
Help	Although you may ask for Help, very little is ever given.
Hi	Parsed the same as Hello.
Hit	Parsed the same as Kill.
Hold	Used to position the Magnet over the steel Key.
Hole	Refers to the funnel-shaped Hole in the Communications Room, where the Coolant is poured to fix the Comm system.
Hurl	Parsed the same as Throw.
Hurt	Parsed the same as Kill.
I	The abbreviation for Inventory.
ID	The abbreviation for the Identification Card that you are carrying.
In	A preposition used in complex commands, such as "Put Card in Pocket."
Injure	Parsed the same as Kill.
Insert	A verb used to put the Spool into the Machine in the Library.
Into	Parsed the same as in.
Inventory	The command used to determine what objects you currently have in your possession.
Key	Used to open the Padlock in the Mess Corridor.
Kill	A verb used to attack an opponent.

Kit	The Mess Kit is found in the Escape Pod. The Kit contains food that will sustain you until you are able to get into the Kitchen.
Kitchen	The location of the liquid food Machine. The Canteen may be filled with liquid food.
L	The abbreviation for Look, a verb used to get more detail of a room you are currently in.
Lab	Used to identify the type of coat found in the Lab Storage Room. Lab is also appended to Radiation and Bio to describe parts of the Laboratory Area.
Label	Attached to the Bottle found in the Infirmary.
Ladder	Used to cross the Rift, the Ladder is found in the Storage West Room.
Laser	Found in the Tool Room. It is very useful in fixing the Computer.
Lay	A verb used to set objects down. You can also "Lay Ladder across Rift."
Leap	Parsed the same as Jump.
Lever	Found in the Shuttles. Pushing or pulling the Lever will move the Shuttle.
Lift	Parsed the same as Get.
Lima	Refers to the Lima Bean taste of the Green Goo found in the Survival Kit.
Listing	The computer Listing found in the Computer Room. Reading the Listing will inform you of Computer malfunction.
Lock	Used as a verb, as in "Lock Padlock," or as a noun, as in "Open Lock."
Look	A verb used to see the inside of a room that you are currently in.
Lower	Refers to the Lower Elevator as well as the Lower Elevator Access Card.
Machine	Several are found within the complexes, such as in the Kitchen, the Library, and the Machine Room.
Magnet	Found in the Tool Room. It is first identified as a U-shaped bar.
Mask	The Gas Mask is found in the Desk in the Lab Office. You need it to escape through the Lab.
Medicine	Found in the Infirmary, the Medicine will temporarily ward off the effects of the disease.
Microbe	The elephant-sized Microbe attacks you after you have repaired the Relay in the Computer.
Murder	Parsed the same as Kill.
N	The abbreviation for the directional command North.
NE	The abbreviation for the directional command Northeast.
New	Refers to the condition of objects in the game. After the Old Laser Battery is removed from the Laser, the New Battery can be inserted.
North	The command used to move in a Northerly direction.

Northeast	The command used to move in a Northeasterly direction.
Northwest	The command used to move in a Northwesterly direction.
NW	The abbreviation for the directional command Northwest.
Off	Part of the command "Turn Off" for things such as the Robot.
Office	Refers to several rooms in the Admin Area.
Old	Describes the condition of objects, such as the Old Laser Battery.
On	Part of the command "Turn On" for things such as the Robot.
Open	A verb used to Open things such as Doors and Cases.
Orange	The color of the Laser beam on setting 2.
Output	Refers to the Computer Listings found in the Computer Room.
Over	A preposition used in the command "Hold Magnet over Key."
P	The abbreviation for the directional command Port.
Padlock	Attached to the Storage West Room. You must find the Key before you can open the Padlock.
Panel	Refers to the Access Panel in the Planetary Defense Room.
Paper	Found in the Lab Coat Pocket, it contains the combination to the Combination Lock on the Rec Area door.
Pie	Refers to the Red Goo in the Survival Kit.
Place	Parsed the same as Put.
Plaque	Found in the Balcony. Other than having a historical description, this item is useless.
Pliers	Found in the Tool Room, the pliers are used to repair the Planetary Course Control.
Pocket	Found in the Lab Coat, the Pocket contains useful information.
Pod	Refers to the Escape Pod used to flee the Feinstein.
Port	A directional command used aboard the Feinstein.
Pour	A verb used to empty the contents of the Flask.
Press	Parsed the same as Push.
Pull	A verb used with the Lever to reduce the speed of the Shuttle.
Push	A verb used with the Lever to increase the speed of the Shuttle. This verb is also used with Button to activate machinery.
Put	A verb used to place objects.
Quit	The command that stops the game.
Read	A verb used to make sense of a variety of written material found throughout the game.
Red	The color of a type of Coolant, the Button in the Elevator Lobby, the Spool in the Infirmary, and the Laser beam on setting 1.
Relay	The part in Station 384 that is the defective component of the Computer.
Release	Parsed the same as Drop.
Remove	A verb used to take the Padlock off the Door and take the old Battery out of the Laser.

Repair	A verb used to initiate fixing something.
Rift	An obstacle located just North of the Admin Corridor.
Robot	Several broken Robots are lying around, but the most important is Floyd. Floyd is first found in the Robot Room.
Round	Refers to the Round Button on the Dispensing Machine.
Run	A verb used in the command "Run Card thru Slot."
SB	The abbreviation for the directional command Starboard.
Score	A verb used to determine your points.
Scrub	A verb that causes you to use the Scrub Brush.
SE	The abbreviation for the directional command Southeast.
Second	Refers to one of the Fromitz Boards in the Access Panel found in the Planetary Defense Room.
See	Parsed the same as Look.
Seek	Parsed in same as Find.
Shuttle	Refers to both the Shuttle Access Card used to enable the Shuttlecar and to the Shuttlecar itself.
Slay	Parsed the same as Kill.
Slide	Used in the command "Slide Card thru Slot."
Slot	Refers to the door-activation mechanism.
South	The command used to move in a Southerly direction.
Southeast	The command used to move in a Southeasterly direction.
Southwest	The command used to move in a Southwesterly direction.
Spam	Found inside the can in the locked Storage Room.
Speck	Lodged in the Relay in the Computer. This is the object that keeps the Computer from functioning properly.
Spill	Parsed the same as Pour.
Spool	Refers to the Brown, Green, and Red Spools found in the Systems Area of the Lawanda Complex.
Spout	There is a Spout on the Machine in the Kitchen and in the Machine Room.
Square	The shape of a button on the Dispensing Machine.
Starboard	A directional command used on board the Feinstein.
Stare	Parsed the same as Look.
Strike	Parsed the same as Kill.
Strip	Refers to the area near Station 384.
Superbrief	The command used to minimize <i>Planetfall</i> descriptions.
SW	The abbreviation for the directional command Southwest.
Swallow	Parsed the same as Drink.
Take	Parsed the same as Get.
Tan	Refers to the color of the Buttons found in Booth 1 and Booth 2. Pushing the Tan Button when the system is activated will transport you to Booth 3.
Tapes	Found in the Rec Area.

Third	Refers to one of the Fromitz Boards in the Access Panel in the Planetary Defense Room.
Through	Used in the command "Run Card through Slot."
Throw	A verb used to toss objects. You can "Throw Laser into Void."
Thru	Parsed the same as through.
To	Used to hand something to Floyd, such as in "Give Ladder to Floyd."
Toss	Parsed the same as Throw.
Towel	One of the items found on the Escape Pod. The Towel is more useful to hitchhikers.
Turn	A verb used in commands such as "Turn on Robot."
U	The abbreviation for the directional command Up.
Under	A preposition used in the command "Place Flask under Spout."
Unlock	A verb that is useful only if you have the Key.
Up	The command used to move Upward.
Upper	Refers to the Upper Elevator as well as the Upper Elevator Access Card.
Verbose	A command used to get the most detailed description possible.
Violet	The color of the Laser beam on setting 6.
Void	Refers to the area on either side of the Strip near the Relay.
W	The abbreviation for the directional command West.
Wait	Allows time to pass without taking any action.
Walk	May be used with a directional command, such as in "Walk North."
Wall	Refers to any of a number of walls within the game.
Wear	A verb used to put on the Gas Mask.
Web	Parsed the same as Webbing.
Webbing	Refers to the safety Webbing inside the Escape Pod. You must Enter the Webbing to have a safe trip from the Feinstein.
West	The command used to move in a Westerly direction.
Window	There is one in the Escape Pod and another in the Door to the Bio-Lab.
With	Used to indicate use, such as in "Open Padlock with Key."
Yellow	The color of the Laser beam on setting 3.
Zork	Try this word as a verb.

Scoring

Action	Points
Enter Escape Pod	3
Reach Crag	3
Turn Robot On	2
Enter Storage West Room	4
Cross Rift	4
Get Kitchen Card	1
Get Upper Elevator Access Card	1
Get Lower Elevator Access Card (Inside Floyd at the beginning of the game)	1
Get Shuttle Access Card	1
Enter Kitchen	4
Enter Tower Core	4
Repair Communications System	6
Reach Kalomontee Platform	4
Reach Lawanda Platform	4
Repair Planetary Course Control System	6
Repair Planetary Defense System	6
Get Miniaturization Booth Access Card	3
Reach Strip Near Station 384	4
Destroy Speck in Relay	10
Reach Auxiliary Booth	4
Push Button in Cryo-Elevator	5
Total Points	80

Guided Tour

Taking the Guided Tour is one way to complete the game and score all 80 points. However, during the course of the game, several semirandom events can occur that will cause a slight disruption in the order of the solution presented below. Two unpredictable events are the requirements for food intake and sleep. At anytime you can Diagnose yourself to find out if you are injured, hungry, or hurt, but the game will tell you when you need food or sleep.

Food is provided in the Survival Kit found aboard the Escape Pod. This food source will be fine until it is exhausted. After you have found the Kitchen Access Card, you can get into the Kitchen for food. The steps needed for entering the Kitchen are found in the Guided Tour. Once you can get into the Kitchen, you won't need the Survival Kit.

When you get tired, you will need to sleep. You will have several turns to find somewhere to sleep after you are told that you are tired. Unless you sleep in a bunk, you will probably be killed. When it is time to sleep, make your way to one of the Dorm rooms and get into a Bunk. Once in a Bunk, you can either wait or sleep. In either case, you will soon be fast asleep. When you awaken, you will have to "Get Up," and then you may find that many of your possessions have dropped to the floor. When you have picked them up, you can continue on your way.

Have fun on the Guided Tour, and remember to take time from your busy schedule to eat and sleep.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
<Start>	Deck Nine	You are carrying a Scrub Brush, an ID Card, and a Chronometer. You are wearing your patrol uniform.
Wait	Deck Nine	You have probably played enough to know that there is nowhere of value to go on board the Feinstein.
G...		Continue to wait until an explosion rocks the ship.
Port	Escape Pod	Now the game really starts.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Get into Webbing		The safety webbing will protect you.
Wait		You will have to wait many more (about 12) times for the Escape Pod to land on an inhabitable island.
Get Up		This gets you out of the Webbing.
Get Kit and Towel		You will need some provisions. Try examining the Towel.
Open Door		I hope you can swim.
Exit Pod	Underwater	Up will also work here.
U	Crag	At last you can get some air.
U	Balcony	There is a Plaque here.
Read Plaque		It details the scenic view.
U	Winding Stair	The next few rooms are part of the ruins that have been exposed to the weather.
U	Courtyard	
W	Westwing	Nothing in here.
E	Courtyard	
N	Plain Hall	
N	Rec Area	There is a dial Lock on the door to the North. You will have to discover the combination elsewhere, or be extremely lucky.
E	Rec Corridor	
E	Mess Corridor	There's either food nearby or this place is a disaster.
E	Dorm Corridor	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
E	Corridor Junction	Several main corridors meet here.
Drop ID Card and Brochure		The Corridor Junction is fairly central and is a great place to leave items that may not be used until later.
Drop Towel and Brush		Not needed.
S	Mech Corridor No.	Time to get down to nuts and bolts.
S		Mech Corridor
S	Mech Corridor So.	There are several passageways here.
SW	Tool Room	That bent metal bar is really attractive.
Get Laser, Magnet, Pliers, and Flask		
E	Machine Room	There is a huge Machine here.
Drop Flask		You will need this in the Machine Room later.
E	Robot Shop	There really is a Robot in here.
Turn on Robot		I wonder if it still works?
NW	Mech Corridor So.	This stuff is getting heavy. Drop it at the Corridor Junction.
N	Mech Corridor	
N	Mech Corridor No.	
N	Corridor Junction	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Drop Laser and Pliers		You can't use these items right now.
N	Admin Corridor So.	Look in every nook and crevice.
Examine Crevice		Something shining like a Metal Key.
Hold Magnet over Crevice		Got it!
Drop Magnet		Keep the magnet away from the Access Cards or it will scramble them.
S	Corridor Junction	
W	Dorm Corridor	Was there a Padlock on a Door earlier?
W	Mess Corridor	Found it!
Open Padlock with Key		
Remove Padlock		
Drop Padlock and Key		
Open Door		
N	Storage West	See Ladder and Can.
Drop Kit		You can't carry everything.
Get Ladder		You could have had Floyd get the Ladder, but sometimes he's not cooperative.
Give Ladder to Floyd		Robots have to be good for something.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Get Kit		
S	Mess Corridor	Time to put this Ladder to use.
E	Dorm Corridor	
E	Corridor Junction	
Drop Kit		You may not need this for a while.
Get Ladder		Give Floyd a break. You may have to continue North until Floyd catches up, then take the Ladder.
N	Admin Corridor So.	
N	Admin Corridor	That's one big Rift.
Drop Ladder		Time for a little magic.
Extend Ladder		
Lay Ladder across Rift		
N	Admin Corridor No.	There are Doors in several directions.
W	Small Office	There is a desk here.
Open Drawer		See Access Cards.
Get Kitchen Card		
Get Upper Card		These Cards will come in handy later.
W	Large Office	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Open Drawer		Some people never learn to lock their desks.
Get Card		I don't know where the Shuttle is yet, but this Card sounds like a must.
Turn Off Floyd		Don't worry, he'll get over it.
Open Floyd		You'll have the Card before you know it.
Turn On Floyd		
E	Small Office	You've seen everything in this direction.
E	Admin Corridor No.	Take a peek in the other directions.
N	Transportation Supply	It's dark in here.
S	Admin Corridor No.	
E	Plans Room	The Map on the wall seems to be the only attribute of this room.
W	Admin Corridor No.	
S	Admin Corridor	
W	Systems Monitor	The monitors in this room show the status of all the Systems in the Complex. The same Systems have problems in each game. The Planetary Control, Defense, Computer, and Communications Systems are having problems.
E	Admin Corridor	
S	Admin Corridor So.	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S	Corridor Junction	
E	Elevator Lobby	It's time to get rid of some of these Access Cards.
Drop Upper, Lower, and Shuttle Card		They will be here when you need them later.
W	Corridor Junction	Check out that old Kitchen Access Card.
W	Dorm Corridor	
W	Mess Corridor	
S	Mess Hall	There is a Canteen here.
Get Canteen		
Drop Kitchen Card		You don't have to carry an Access Card to use it. You can save valuable steps by dropping the cards near the slot they are used with.
Run Card thru Slot		
S	Kitchen	There is a machine in here.
Examine Machine		That niche is about the size of of a Canteen.
Open Canteen		Don't make a mess on the floor.
Put Canteen under Spout		
Push Button		Even that Brown Liquid looks better than the Goo in my Kit.
Get Canteen		
Close Canteen		

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Mess Hall	Make sure Floyd follows you out of the kitchen.
N	Mess Corridor	
E	Dorm Corridor	
E	Corridor Junction	
S	Mech Corridor No.	
E	Storage East	There are several valuable items in here.
Get Bedistor		
W	Mech Corridor No.	
N	Corridor Junction	
Get Pliers and Laser		
E	Elevator Lobby	Distribute material for later in the game.
E	Booth 2	
Drop All but Canteen		
W	Elevator Lobby	You can keep the Uniform and the Chronometer.
Get Upper Card		
Push Blue Button		
Wait		
		Time for an Elevator ride.
		Summon the Elevator.
		Wait for the Elevator to arrive.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
N	Upper Elevator	
Drop Upper Card		You don't have to hold the Access Card to have it work.
Run Card thru Slot		This card enables the Elevator.
Push Up Button		Pushing the Up button tells the Elevator where you want to go.
Wait		
S	Tower Core	
NE	Comm Room	There are all kinds of neat equipment in here. The colored lights on the Display indicate the type of Coolant to pour into the Machine. The Coolant is found in the Machine Shop.
Push Button		Read the message that has been received.
SW	Tower Core	Time to get Coolant in the color specified on the Communications Display.
N	Upper Elevator	
Run Card thru Slot		Enable Elevator.
Push Down Button		Go Down.
Wait		The elevator seems slow today.
S	Elevator Lobby	
W	Corridor Junction	
S	Mech Corridor No.	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S	Mech Corridor	
S	Mech Corridor So.	
S	Machine Shop	
Get Flask		Use the Flask to hold the Coolant.
Place Flask under Spout		
Push * Button		The asterisk corresponds to the color that was lit on the Display in the Comm Room.
Get Flask		
N	Mech Corridor So.	
N	Mech Corridor	
N	Mech Corridor No.	
N	Corridor Junction	
E	Elevator Lobby	
N	Upper Elevator	
Run Card thru Slot		Enable Elevator.
Push Up Button		Go Up.
Wait		
S	Tower Core	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
NE	Comm Room	
Pour Fluid in Hole		The light that originally lit on the Communications Display will go out, but another light may come on. Repeat the procedure of obtaining the Coolant color from the Machine Shop that matches the colored light on the Display. You will probably have to do this two or three times before the Communications System is operational. Don't go on with the solution until the Communications System is fixed.
SW	Tower Core	The Communication System should now be operational.
Drop Flask		Don't need it anymore.
SW	Observation Deck	You can see almost everything.
NE	Tower Core	
U	Helipad	There is a Helicopter here.
Enter Helicopter	Helicopter	The Control Panel is locked.
Exit	Helipad	
D	Tower Core	That's about all there is up here.
N	Upper Elevator	Head back Down.
Run Card thru Slot		
Push Down Button		
Wait		
G		Wait some more.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S	Elevator Lobby	
Get Shuttle Card and Lower Card		
Push Red Button		Call the Lower Elevator.
Wait		
G		Wait some more.
S	Lower Elevator	Let's see what is downstairs.
Run Lower Card thru Slot		
Push Down Button		
Wait		
G		Wait some more.
Drop Lower Card		Leave it in case you return.
N	Waiting Room	
E	Kalomontee Platform	There is a Shuttle Car here.
S	Shuttle Car Alfie	This thing must go somewhere.
W	Alfie Control West	There seems to be a wall in front of us.
E	Shuttle Car Alfie	Go to the other end of the shuttle.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
E	Alfie Control East	At least there is no wall blocking your way.
Run Card thru Slot		Enable the Shuttle.
Push Lever		Get moving.
Wait		Get your speed up to about 45 miles per hour.
G		Wait. The speed is increasing.
G		Speed = 20.
G		Speed = 25.
G		Speed = 30.
G		Speed = 35.
G		Speed = 40.
G		Speed = 45.
Pull Lever		Coast at 45 for a few turns.
Wait		
G		
G		You've reached the halfway point.
G		
G		
G		
Pull Lever		Time to start slowing down.
Wait		The speed is now decreasing.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
G		The speed should begin to match the posted speed soon.
G		Speed = 25.
G		Speed = 20.
G		Speed = 15.
G		Speed = 10.
G		Speed = 5.
G		The Shuttle should now be stopped.
W	Shuttle Car Alfie	
Drop Card		We probably won't need this later, but just in case.
N	Lawanda Platform	You are now in the Lawanda Station.
N	Shuttle Car Betty	Here's a spare shuttle, just in case you crashed Alfie.
S	Lawanda Platform	
E	Escalator	
E	Fork	Branches go NE and SE.
SE	Proj Corridor West	
E	Proj Corridor	
E	Proj Corridor East	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
E	Main Lab	This place could be dangerous.
S	Lab Storage	There is a Lab Coat here.
Get Battery		Great, a new Laser Battery.
Open Lab Pocket		There's something inside.
Get Card and Paper		This Teleportation Card sounds great, if I only knew where to use it.
Read Paper		The Paper has the combo to the door in the Rec Area. Because this combo changes from game to game, you will have to come here each game to open the door.
Drop Paper		Don't need this anymore.
N	Main Lab	Time to use the new Card.
W	Proj Corridor East	
N	Library Lobby	We'll get to this Machine later.
E	Booth 3	One of three Teleportation Booths.
Drop Battery		It will be here for later.
Run Card thru Slot		This Card enables the booth.
Push Beige Button	Booth 2	Faster than a speeding Shuttle.
W	Elevator Lobby	
W	Corridor Junction	
W	Dorm Corridor	Check out the combo found in the Lab Coat.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
W	Mess Corridor	
W	Rec Corridor	
W	Rec Area	The combination lock is here.
Turn Combination Dial to ***		You must specify the Combination Dial to avoid confusion with Laser Dial. *** represents a three-digit combination found in the Lab area.
N	Conference Room	Anticlimactic, you say?
N	Booth 1	Check out this booth.
Run Card thru Slot		Enable.
Push Beige Button	Booth 2	Your tools are in Booth 2.
Run Card thru Slot		Enable.
Push Tan Button	Booth 3	Back to Lawanda.
Get Pliers, Laser, and Bedistor		
Remove Old Battery		The New Battery will work much better.
Drop Old Battery		Basically worthless.
Get New Battery		
Put New Battery in Laser		

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
W	Library Lobby	
S	Proj Corridor East	
Drop Laser		The Laser will be here when you need it.
N	Library Lobby	
N	Syst Corridor East	Check out the Northern end of this complex.
N	Course Control	There seems to be a malfunction here.
Open Cube		There is a Fused Bedistor here.
Remove Fused Bedistor with Pliers		
Drop Pliers and Fused Bedistor		
Put Good Bedistor in Cube		This should fix the Course Control system.
Close Lid		All done.
S	Syst Corridor East	Next problem, please.
W	Syst Corridor	
N	Planetary Defense	This is broken too.
Open Panel		You see four Fromitz Boards. One is broken. I usually try number 2 first.
Remove Second Fromitz Board		Try them one at a time. If you get a shock, the board is OK.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Drop Fried Fromitz Board		
S	Syst Corridor	There is a good Fromitz Board in another room.
W	Syst Corridor West	
N	Repair Room	Where better to find a good Fromitz Board than in the Repair room?
Floyd, Go North		Only Floyd can fit through the doorway to the North. Unfortunately, Floyd would rather play than be helpful at this point. I have had great difficulty getting him to go into the room to get the good Fromitz Board.
Floyd, Get Fromitz Board		
S	Syst Corridor West	He finally got the new board.
E	Syst Corridor	
N	Planetary Defense	Time to repair the Defense system.
Put Good Fromitz Board in Panel		That fixed it.
S	Syst Corridor	Time to explore another room.
E	Syst Corridor East	
E	Physical Plant	Nothing in here, just something to look at. The size of this room is an indication of the enormity of the Lawanda Complex.
W	Syst Corridor East	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
W	Syst Corridor	We haven't been everywhere to the West.
W	Syst Corridor West	
NW	Infirmary	
Get Spool and Bottle		I'm not really feeling well. Perhaps the Medicine will help.
Read Label		I was a bit feverish.
Diagnose		Well, I still have it.
Open Bottle		
Drink Medicine		Bitter, but it didn't kill me yet.
Drop Bottle		If Floyd is with you, he will have found the Robot Breastplate by now. Unfortunately, this item has no use in the game.
SE	Syst Corridor West	Time to check out the Machines in the Library.
E	Syst Corridor	
E	Syst Corridor East	
S	Library Lobby	
Get Green Spool		If only you could read the Spools.
Turn On Machine		This Machine will provide a fairly detailed description of the history of a variety of subjects. You may want to spend the next 15 minutes reading about the local yokels.
W	Library	There is another Machine here.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Turn On Machine		There is even a place for a Spool.
Insert Red Spool		This Spool talks about the disease.
Read Screen		
Remove Red Spool		
Drop Red Spool		
Insert Green Spool		This Spool talks about the Helicopter.
Read Screen		
Remove Green Spool		
Drop Spool		
E	Library Lobby	
S	Proj Corridor East	Time to check out the Project offices.
S	Computer Room	There is a Listing here.
Read Output		It talks about a Computer malfunction in Station 384.
W	Projcon Office	There is a Mural on the wall that looks like something you should be able to get behind, but you can't now.
E	Computer Room	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
S	Miniaturization Booth	Interesting, but I bet you need an Access Card to operate it.
N	Computer Room	Find that card.
NE	Main Lab	The lab has a Radiation section and a Biological section. The Radiation section is a killer if you don't have a Radiation Suit. Unfortunately, there is no Radiation Suit in this game.
Open Bio-Lock Door		Go for the Bio-Lab.
SE	Bio-Lock West	Floyd must be with you for this next trick.
Close Door		Don't want those Bios to get out.
E	Bio-Lock East	There is a window in the door.
Look through Window		At this point Floyd gets very protective and volunteers for a dangerous job. Before Floyd gets protective, he must tell you about the importance of fixing the Computer. If Floyd doesn't volunteer to get the Card, you will probably have to go back to the Computer Room with him to examine the Computer and the Listing.
Open Door		Floyd rushes into the Bio-Lab.
Close Door		Don't let the critters out.
Wait		Floyd will soon knock on the door to get out.
Open Door		Floyd barely escapes.
Close Door		The mutants are on his tail.
Get Card		Floyd goes down in history.
W	Bio-Lock West	

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Open Door		Get out with the Miniaturization Card.
W	Main Lab	
SW	Computer Room	
S	Miniaturization Booth	Time to try for another big one. Make sure you have the Laser with you now.
Run Card thru Slot		Activate Booth.
Type 384	Station 384	The same number that was on the Listing in the Computer Room.
E	Strip Near Station	Only one way to go, so it's hard to get lost.
N	Middle of Strip	
N	Strip near Relay	You can see into the Relay here.
Examine Relay		There is a cookie crumb or something like that in here.
Set Dial to 1		Set Laser to low power or the Relay will go up in smoke.
Blast Speck with Laser		You will probably have to do this as many as 15 times to destroy the Speck. It will actually take two direct hits to vaporize the Speck.
G		Repeat the previous command until the Speck disappears.
Turn Dial to 6		Get ready for something awful.
S	Middle of Strip	The elephant-sized Microbe flops onto the Strip in front of you.

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
Blast Microbe with Laser		You will have to keep shooting the Microbe with the Laser until the Laser begins to heat up. As soon as the game hints that the Microbes are attracted to the heat of the Laser, you must toss it into the Void next to the Strip.
G		Repeat, until the Laser warms up.
Throw Laser into Void		The Microbe will jump into the Void after the Laser.
S	Strip near Station	One more move and we will be normal-sized again.
W	Auxiliary Booth	Unfortunately, the original booth was somehow destroyed.
N	Lab Office	This wouldn't be so bad except that the only exit is through the mutants in the Bio-Lab.
Open Desk		There is a Gas Mask.
Get Gas Mask		
Wear Gas Mask		
Push Red Button		Gas the mutants.
Open Door		
W	Bio-Lab	There are mutants everywhere.
Open Lab Door		
W	Bio-Lock East	They're on your tail.
W	Bio-Lock West	They're gaining on you.
Open Door		

<i>Command</i>	<i>New Location</i>	<i>Remarks</i>
W	Main Lab	No time to close the door behind you.
SW	Computer Room	Keep moving.
W	Projcon Office	Remember that Mural? It has moved aside and revealed an Elevator.
S	Cryo-Elevator	Those mutants don't give up.
Push Button		The door closes in the nick of time.
Remove Mask		You can breathe easy for a change.
Wait		This Elevator is as slow as the rest.
G		Wait again.
G		And again.
N	Cryo-Anteroom	Congratulations, you have done it all.

* Appendix: Answers to Hints

- 1 Early in the game the best move is leaving the Dragon alone. Later you will have to find something to put the sting on him.
- 2 You will need to find something to clean off the Stump.
- 3 Ensign Blather is invincible.
- 4 Let your mind branch out by taking, climbing on, and moving objects described in the text.
- 5 The cave entrance is impassable.
- 6 There is no known way.
- 7 There is nothing to do in Serenia.
- 8 You cannot catch the Golden Fish without the Golden Net.
- 9 You must prepare to kill the Werewolf before he appears.
- 10 The Ambassador is about as useful as the green slime he leaves behind.
- 11 Carry it around for a while; someone else may help you solve the puzzle.
- 12 The Axe has a magic word written on it. You may not venture into the Underground without using the Axe.
- 13 At the Gorge, you must make your possessions disappear.
- 14 Your time on the Feinstein is virtually wasted. You must wait for a particular event to occur so you can depart the Feinstein.
- 15 You must kill the snake to leave the Desert Maze.
- 16 The Bullfrog looks a little hungry.
- 17 The Grate must be opened from below.
- 18 You must use the Laser. I hope you have a New Battery.
- 19 Try fiddling with the Moosehead.
- 20 Your first magic word will help you get your possessions out of the Bog.
- 21 You must get into the Webbing for protection.
- 22 The only entrance is through a window behind the House.
- 23 Use the word that was locked up.
- 24 Look behind each rock before picking it up.
- 25 The Shack contains only a Clove of Garlic.
- 26 Don't eat it. Its contents will be of use later.
- 27 Your only hope against the Chiggers is the Magic Mud.
- 28 Remember, a Moose has antlers, not horns.

- 29 You have to adjust the Laser to its lowest setting.
- 30 Very conservatively. Turn it off when you don't need it, because there is no replacement Battery.
- 31 You could try random numbers or find the number elsewhere.
- 32 Yell.
- 33 Find the rock without a scorpion behind it.
- 34 It is a vital link to an event in the Clearing.
- 35 You must be persistent. It will take many shots and two direct hits to destroy the Speck.
- 36 You must run the Kitchen Access Card through the slot.
- 37 To keep the treasures you have collected safe.
- 38 You must regain your possessions before you can get past the Giant.
- 39 Look for an object in the Wizard's Cloak.
- 40 When you get tired, sleep in a bunk to avoid danger.
- 41 The sword itself will tell you. You can't go far into the Underground without it.
- 42 Begin dropping objects to map the Maze.
- 43 Don't leave without the Book.
- 44 Apparently, you didn't find the Flint and Steel.
- 45 Most locked doors require a Key, an attractive prospect in this case.
- 46 You must say "Sailboat."
- 47 You found the Keys before you chopped down the tree, didn't you?
- 48 The Microbe is attracted to the Laser's heat.
- 49 Try fiddling with the Oriental Rug.
- 50 You must examine every nook and crevice to discover that.
- 51 The rock you seek is five steps from Serenia.
- 52 The Pick is useful only in the Dark Cave.
- 53 Try to please the Giant rather than fight him.
- 54 You will need this item to carry the Swamp Gas in.
- 55 You could act like Santa Claus and bag your first treasure.
- 56 No Clue.
- 57 No Clue.
- 58 No Clue.
- 59 This curved metal bar, aka Magnet, is attracted to metal objects.
- 60 Begin by taking three steps to the South.
- 61 You will have to cause an explosion of some sort.
- 62 This item seems to be worthless except for dropping it to map Mazes.
- 63 The colorful liquids dispensed by this machine are useful in repairing some of the equipment.
- 64 Werewolves are generally shot with a Silver Bullet.

- 65 Only one of the Peddler's items is of any use to you.
- 66 Try dropping the Bladder before lighting it.
- 67 Your glowing Sword is one hope, the nasty Knife is another.
- 68 You will need to consult a Crystal Ball.
- 69 You can give the Honey to the Bear, but that forfeits one treasure. See if you can scare up an answer before looking at hint #32.
- 70 Turn him on and he may help you.
- 71 The Peddler holds the Key to entering the Castle.
- 72 He doesn't particularly care for you. Try lightening your load.
- 73 You should have a conversation with the Goblin.
- 74 According to the Systems Monitors, the Reactor is OK.
- 75 The stick will help you ward off the pesky Rattlesnake.
- 76 I think I heard something hit near the Clearing.
- 77 The Crown is located in the Throne Room.
- 78 Some of them will be used to repair broken equipment.
- 79 Gather as many objects as you can to help you map it. If you still need help, refer to the Maps section in this chapter.
- 80 The Magic Mud keeps the Bees away.
- 81 If all else fails, try blowing at the Drawbridge.
- 82 Look, but don't touch anything.
- 83 Put the Flask under the Spout, then "Push Button."
- 84 There seems to be an echo echo in here.
- 85 Try turning the poor thing loose.
- 86 Try rubbing the Mirror.
- 87 You may do the obvious in the Dark Cave.
- 88 A trip outside the room after rubbing the Mirror should help you get your bearings.
- 89 Some words are better left unsaid, until later.
- 90 You must use magic to leave the Maze. You can't walk out of the Maze.
- 91 You must use the Magnet.
- 92 Look in the Closet of the room upstairs.
- 93 The Vampire still lives.
- 94 You must say, "Place Magnet over Key."
- 95 There are two identical Mirror Rooms. Whenever you rub the Mirror, you are transported to the other room.
- 96 Vampires dislike Garlic.
- 97 You will have to stop the flow of Lava to get the treasures found there.
- 98 You must decipher the note(s) to leave the Desert.
- 99 You must lay something across the Rift.

- 100 Check out the bottom of the Shoes.
- 101 You must wave the Wooden Cross in front of the Vampire.
- 102 You will need some fire bricks with which to build a Dam.
- 103 The Maps indicate two complexes joined by a long Tunnel.
- 104 The Ring and one other item will make someone in the Clearing happy.
- 105 Together the notes form a single word.
- 106 Water has amazing cooling properties when applied to hot surfaces.
- 107 It is not possible in this game.
- 108 Something you found in the Attic will help here.
- 109 You did visit the Attic, didn't you?
- 110 The Shoes have magical powers when worn.
- 111 A heavenly event will give you the means.
- 112 Vandal!
- 113 For now, it will let you extinguish and conserve your Lantern.
- 114 You must first feed the Bullfrog.
- 115 Certain death.
- 116 You must kill the Boar to escape.
- 117 Try feeding him some meat on the hoof (or foot).
- 118 You could call room service, or it may be a hot day in Hades when you need it next.
- 119 Restore your Water supply when you can.
- 120 Take a ride and see.
- 121 You probably got the Access Cards too close to the Magnet.
- 122 The Coffin is just a treasure. The Sceptre will help you find a Pot of Gold.
- 123 You must consult the Book in the Dark Cave.
- 124 This card is inside Floyd at the beginning of the game.
- 125 Polly want a cracker?
- 126 You might try saying your prayers.
- 127 You will have to wait until later to discover that. Finding the Access Card will solve this mystery.
- 128 Kill the Boar by treachery rather than power.
- 129 No Clue.
- 130 You will need to perform an exorcism using the Bell, the Book, the Candles, and the Matches.
- 131 Think of a way to "slither" into a tight spot.
- 132 This light indicates the type of Coolant required to repair the system.
- 133 Ring bell, light candles, and read Book.
- 134 You must get through the locked door in the Small Room.

- 135 Find a Machine that has many colored Buttons.
- 136 The Crevice is the secret to regaining your possessions.
- 137 Nothing, unless you can find the Key.
- 138 Since you can't turn it with your hands, you will need to find a tool.
- 139 You must go East, but don't exceed the speed limit.
- 140 You must pass the Lion on the Beach to continue.
- 141 Beats me, I know of no function for this button. Will the first Zorkaholic who knows the answer to this question please clue me in?
- 142 Try feeding the Lion.
- 143 There is a defect in the mechanism that must be corrected.
- 144 Try poking around in the Library.
- 145 Let there be light.
- 146 Try revisiting the tower if you don't see anything of value.
- 147 You must plug the hole in the Rowboat to continue.
- 148 The Booths provide a shortcut between Booths, but you must have the proper Access Card.
- 149 Not recommended; I hope you can swim.
- 150 You can't.
- 151 The information you need is in the output already.
- 152 Step out to the Control Panel on the Dam and take a look.
- 153 Try using magic to catch the Bird.
- 154 You will have to wait several turns after you open the sluice gates before the Lake drains out.
- 155 It is six moves from the Beach to the Island.
- 156 A simple hand tool might do the trick.
- 157 You will have to try to blow it up with something.
- 158 The Island is to the North and West only.
- 159 Fiddling around behind the Access Panel will give you a clue.
- 160 The Crystal Trident is a treasure that has no magical powers.
- 161 The Ring will help you catch the Bird.
- 162 You must find a new 17-centimeter Fromitz Board.
- 163 The Treehouse holds the key to the treasure.
- 164 You can't, Floyd must go for you.
- 165 You must be very assertive with Floyd.
- 166 Yes, the game cannot be completed without going through the Maze.
- 167 Tie something heavy to the rope to climb into the Treehouse.
- 168 A trip to the Library may solve that problem.
- 169 The Frog will be friendlier after you eat the Bird.
- 170 Do you enjoy being sick?

- 171 Don't fiddle with it or evil will befall you.
- 172 You can't.
- 173 Try sharing your lunch with him.
- 174 The Rowboat will take you back where you came from.
- 175 You can't.
- 176 Say "Ulysses."
- 177 Hand him a treasure and stab him. Repeat until he is dead. I hope you have an armload of treasures.
- 178 You must Wear the Gas Mask and gas the mutants before opening the Lab Door.
- 179 You have to make like a bird to leave the Island.
- 180 Most of them are self-explanatory. Make sure you examine the pocket of the Lab Uniform.
- 181 You must Continue in the same general direction you have throughout the game.
- 182 The Brown Spool and a Lamp are in the Radiation Lab.
- 183 You must be carrying the Garlic outside the bag.
- 184 You can't, without dying of radiation sickness.
- 185 You don't need the Torch past the Shaft Room.
- 186 You must fly North from the Beach the Anchor was found on.
- 187 You must follow Floyd's instructions to the letter.
- 188 It is used to take equipment to areas you can't carry it into.
- 189 You can enter the Lab Office only from the Auxiliary Booth.
- 190 Try turning it into a Diamond.
- 191 Drop everything before going West.
- 192 Lower the torch in the hand basket.
- 193 Check out the end of the Rainbow without delay.
- 194 Head back through the Main Lab and go directly to the Projcon Office. One false move and you're dead.
- 195 This Machine will help you make another treasure.
- 196 Lower the Screwdriver in the hand basket.
- 197 Use a magic word to take the former Frog back to Serenia.



The ADVENTURE COMPANION

Gary Borders

Welcome to the ultimate challenge in adventure gaming! *The Adventure Companion* gives you as much help as you need to solve such popular adventure games as Wizard and the Princess, Zork I, Adventureland, Transylvania, and Planetfall.

Each game's solution is presented in four parts so you can test your ability to solve the game before you reach the final solution. Section One provides helpful hints on how to approach a particular problem. Section Two provides detailed maps that identify possible moves, items found in each room, and locations of objects. Section Three tells you what words are used in each game and how various objects are used to solve the adventure. (This is where you'll learn when to use the objects and words and how many points each object is worth.) Finally, Section Four shows you the complete solution for each game.

Play against yourself or friends to see who can solve the adventure games using the fewest clues. Then go back and try to solve the games even faster!



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