

# Enchanter

## Introduction to Enchanter

*Enchanter* is another adventure game in the Zork tradition. If you played *Zork III*, you'll remember the sacrificial altar you could reach from the table. Since the altar is part of *Enchanter*, this game may be thought of as *Zork IV*.

In this game, you begin as an inexperienced enchanter who must defeat the warlock Krill to become a full-fledged member of the Circle of Enchanters. You begin with only four spells, which are explained in your spellbook:

- NITFOL** lets you converse with animals in their own tongues.  
**GNUSTO** writes a new spell you find into your spell book.  
**BLORB** encloses things in a magic box; it kills them if they're alive.  
**FROTZ** causes a thing to give off light.

The authors find it handy to FROTZ the book at first, then later to FROTZ themselves! As you play the game, you'll have to get spells into your spellbook, learn them, and use them.

## General Hints

As you play this game, you may get hungry and/or thirsty. There is a very simple way to take care of this. Get the bread from inside the oven and the jug (room #4) and fill it from the spring.

You will soon learn that in this game, you do not fight anyone with swords or knives, but you use spells for everything. There are quite a few spells to be found.

These spells must be GNUSTO'd into your spell book:

|               |   |
|---------------|---|
| <b>CLEESH</b> | Turn a being into a small amphibian (on being).                               |
| <b>EXEX</b>   | Make an object move with greater speed (on turtle).                           |
| <b>GONDAR</b> | Extinguish an open flame (on dragon).   |
| <b>KREBF</b>  | Repair willful damage (on ZIFMIA scroll).                                     |
| <b>MELBOR</b> | Protect a magic user from evil (on self for stairs).                          |
| <b>OZMOO</b>  | Survive unnatural death (on self for temple).                                 |
| <b>REZROV</b> | Open locked or enchanted objects (on egg, west and north gates, and bedpost). |
| <b>VAXUM</b>  | Make a hostile being friendly (on adventurer, being).                         |
| <b>ZIFMIA</b> | Summon a being (on adventurer, implementors).                                 |

These spells are too long to put in your spell book:

|               |  |
|---------------|--|
| <b>FILFRE</b> | Create gratuitous fireworks (ad for Infocom).            |
| <b>GUNCH</b>  | Banish a being to another plane of existence (on Krill). |
| <b>IZYUK</b>  | Make a being fly (on self when on the stairs).           |
| <b>KULCAD</b> | Dispel a magic spell (on the stairs).                    |

In this game, you will also need a light source. You can use the FROTZ spell to turn anything into a light source. Do not FROTZ yourself, or you can't get the OZMOO spell. The authors of this book would suggest that you FROTZ the spell book to avoid carrying any extra items.

There is one important thing to remember; you must "LEARN" or "REMEMBER" every spell before you use it, not including the ones that don't go in your spell book.

## Room Notes

1. **Fork**—Nothing is important here.
2. **Long road**—Do not come here unless you are very, very bored. If you read the sign, go west, read the sign, and so on, you will get the following message. "Why are you going

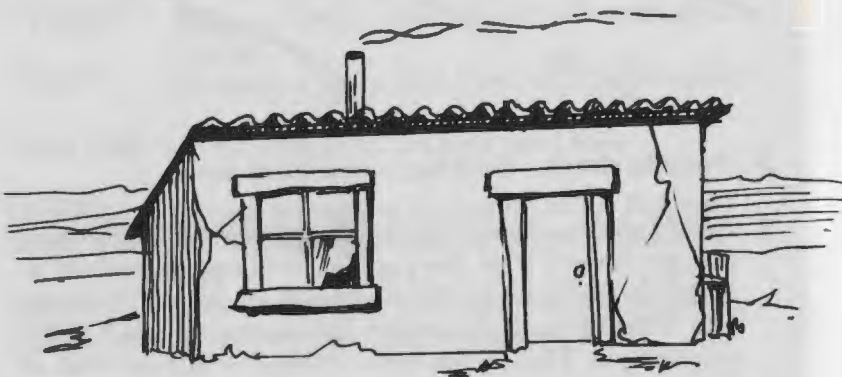
west when the castle is east? Burma Shave" Then the sign is too worn to read. You will have to go east the exact number of times you went west to return to room #1.



3. **Outside shack**—Nothing is important here.
4. **Inside shack**—Open the oven. Get the bread. Eat it when you get hungry. Get the jug. Go to room #7, and fill it. Drink the water when you are thirsty. Do not get the lamp. The "FROTZ" spell is a perfect light source. Do not FROTZ yourself yet. FROTZ the book. FROTZ is in your book at the start of the game, and you have learned it already.
5. **Trail**—Nothing is important here.
6. **Trail head**—Nothing is important here.
7. **Shady brook**—Fill the jug from room #4 here. When the jug is empty, come here to refill it. Do not drink the water from room #70 or room #28. They have unclean water.
8. **Eastern fork**—Nothing is important here.
9. **Village outskirts**—Nothing is important here.
10. **Deserted village**—Go south to get to room #13. You will not be able to stay there, so do not be surprised.
11. **Mountain trail**—Nothing is important here.

12. **Lonely mountain**—Nothing is important here.

13. **Hovel**—The crone will give you a scribbled scroll, and push you out the door. In other words, this room doesn't really exist. The scroll is REZROV, OPEN EVEN LOCKED OR ENCHANTED OBJECTS. GNUSTO it. You will need REZROV in room #17, room #21, room #26, and possibly in room #33.



14. **Loop**—Nothing is important here.

15. **Dusty trail**—Nothing is important here.

16. **Western road**—Nothing is important here.

17. **Outside gate**—You must use the REZROV spell from room #13 to open the gate. Learn REZROV, then say "REZROV GATE."

18. **Inside gate**—Nothing is important here.

19. **Pebbled path**—Nothing is important here.

20. **Tower**—Nothing is important here.

21. **Jewel room**—The egg is reminiscent of the one in *Zork I*. However, there is no thief here to open it for you. Try the REZROV spell. The torn scroll can be reconstituted with KREBF, from room #27.

22. **Hall of Mirrors 1**—In one of the halls of mirrors (room #22–25), you will eventually (after a lot of waiting) see a bedraggled adventurer on the other side of the glass. ZIFMIA (from the egg in room #21) him, then VAXUM (from the bedpost in room #33) him, making sure you have either the spoon (room #38), the egg (room #21), or the sacrificial dagger (room #57). Show him (the adventurer) one of these treasures, and go east. Do this until you are at room #29, and follow those instructions (method #2).

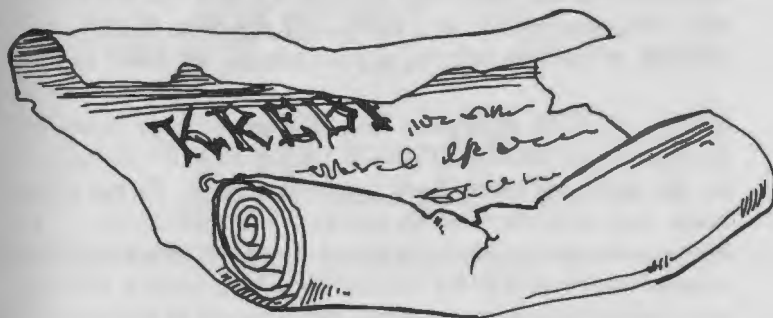
23. **Hall of Mirrors 2**—See instructions for room #22.

24. **Hall of Mirrors 3**—See instructions for room #22.

25. **Hall of Mirrors 4**—See instructions for room #22.

26. **North gate**—Use REZROV (room #13) to open the gate. You should know how.

27. **Forest**—The crumpled scroll is KREBF: REPAIR WILLFUL DAMAGE. Use it on the scroll inside the egg from room #21, and you will get ZIFMIA: SUMMON A BEING. ZIFMIA can and should be used on the adventurer. He is found in one of rooms #22–25. Follow those instructions.





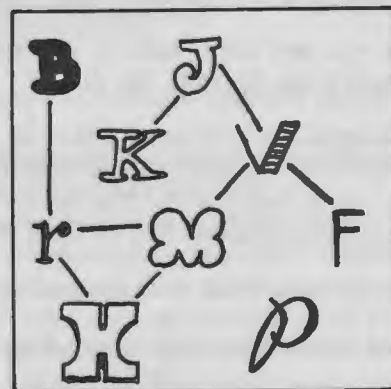


28. **Swamp**—There are many frogs here. There is a lot of water here. The water is undrinkable. So are the frogs. If you use NITFOL (it's in your book at the beginning, so you should already know what it is) on the frogs, you can understand what they are saying. Don't bother, I will tell you. They are saying "Bleep! Look under the lily pad! Bleep!" Look under the lily pad. The scroll is CLEESH:TURN A BEING INTO A SMALL AMPHIBIAN. It can be used on the being in room #68, the adventurer (rooms #22–25), or on yourself. Do not use it on yourself. It is not necessary for anything else.

29. **Guarded door**—There are two ways to open the door. The first way (method #1) is not suggested, because you can't win if you do that. Method #2 is a nice, safe way which is necessary to use. Anyway: Method #1: Get the KULCAD spell from room #51, and KULCAD the door. WARNING: Method #1 should only be used if you do not want to win.

Method #2 (The good one): Lead the adventurer (#22–25) here, and say "ADVENTURER, OPEN DOOR". He will do it. He will also steal stuff from room #30. To get them back, wait until he returns, and say "BLORB \_\_\_\_\_" The blank is for the name of the object. Once the two important objects (see room #30 for details) have been gotten, BLORB or CLEESH the adventurer to get him out of the way.

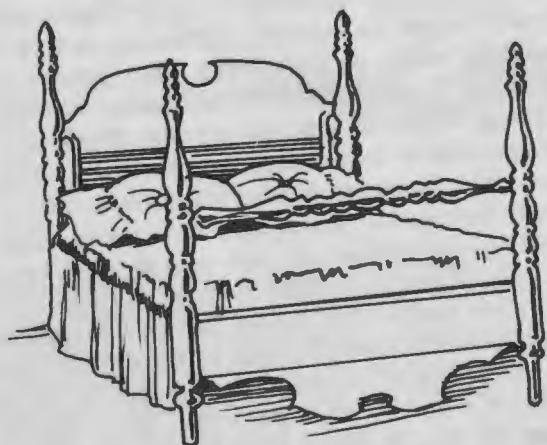
30. **Map room**—The map and pencil are very important. The purple scroll is FILFRE:CREATE GRATUITOUS FIREWORKS. You get no points for the FILFRE spell, but it is fun. It is also an ad for Dave Lebling, Marc Blank, Infocom, and *Enchanter*. Back to the map and paper. The map is a map of the translucent rooms. If you look at it, you will see the letter "P" standing all alone. That is why room #46 seems to have no passages connecting to it. It doesn't, yet. Read the runes on the pencil. The Frobozz Magic Pencil Company is a subsidiary of FrobozzCo, which makes huge boats, great robots, and adventures. Their pencils can create passages if the passages are drawn on a map. They can also erase. However, since FrobozzCo is new at the pencil game, they make very short-lived pencils. Each end of the pencil (point and eraser) can only be used twice. On with the uses. If you have read the book in room #61, you probably have read of the Unseen Terror. If you haven't, tough! The Unseen Terror is trapped in room #46. There is a very good scroll there. To get it, but not the Terror, draw a line between F and P. Wait. Erase the line between B and R. Erase the line between M and V. Draw a line between B and K or J. You can now go down there and get the scroll. Read the instructions down there.



31. **West hall**—Nothing is important here.

32. **Tower**—Nothing is important here.

33. **Bedroom**—This is where you should sleep. There is a scroll in the bedpost. If you are getting the scroll before your first sleep, use REZROV (room #13) on the bedpost; otherwise, look at the bedpost and push the button. (That's what the dream meant.)



34. **South Hall**—Nothing is important here.

35. **Dungeon**—Nothing is important here.

36. **Cell**—When you are here, look at the wall. There is a moveable block here. Move it. Go east.

37. **Secret passage**—The stained scroll is EXEX:MAKE THINGS MOVE WITH GREATER SPEED. It should be used on the turtle (room #70). The spoon can be used to get the adventurer to follow you to room #29.

38. **Translucent room**—Read the instructions for room #30.

39. **Translucent room**—Read the instructions for room #30.

40. **Translucent room**—Read the instructions for room #30.

41. **Translucent room**—Read the instructions for room #30.

42. **Translucent room**—Read the instructions for room #30.

43. **Translucent room**—Read the instructions for room #30.

44. **Translucent room**—Read the instructions for room #30.

45. **Translucent room**—Read the instructions for room #30.

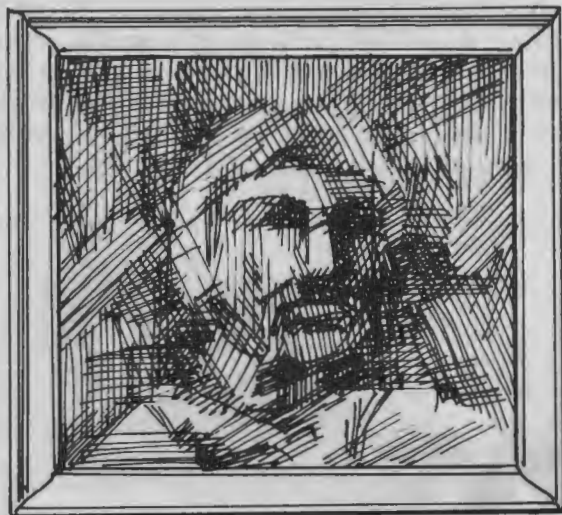
46. **Translucent room**—There is a scroll emanating power here. It is GUNCHO: BANISH A BEING TO ANOTHER PLANE OF EXISTENCE. It cannot be written in your spell book. It should be used on Krill. Go to room #65 and follow those directions, once you have gotten GONDAR (room #61), CLEESH (room #28) or VAXUM (room #33), KULCAD (room #51), and MELBOR (room #52).



47. **Gallery**—If you are not using yourself as a light source, then you should say "TURN OFF \_\_\_\_\_". The blanks are for the item you are using as a light source. If you are using yourself as a light source, you didn't read the instructions for room #4. So start over, since you cannot win. If, however, you followed directions and are now in the dark, look. The lighted painting which you see before you can be moved. Move it, and there will be a candle and a black scroll. This scroll is OZMOO: PROTECT A BEING FROM UNNATURAL DEATH. If you cannot see the use in that, you are hopeless. By the way, if you have played *Zork III*, you will remember the words "FROTZ OZMOO". Think about it.



Anyway, OZMOO should be used in room #55, it will also come into play in room #57. What you should do is this: learn OZMOO, go to room #54 after dropping all scrolls, like KULCAD (room #51) and GUNCHO (room #46). When you are thrown into the cell, OZMOO yourself. Wait until the figure tries to kill you. Now follow the directions.



48. **South Gate**—Nothing is important here.

49. **Tower**—Nothing is important here.

50. **Engine room**—There is a scroll in the room to the south-east. To get it, you will need the turtle from room #70. Learn the spells NITFOL and EXEX. NITFOL the turtle. Tell him to follow you. Come up here and EXEX him. Wait until the hammer hits the ground. Right after that, say "TURTLE, GO SE, GET SCROLL, GO NW". Get the scroll, which is KULCAD:DISPEL A MAGIC SPELL. Use it at room #65.

51. **Control room**—If you have gotten here, you cannot get out. Even OZMOO will not save you. You must now restart the game.



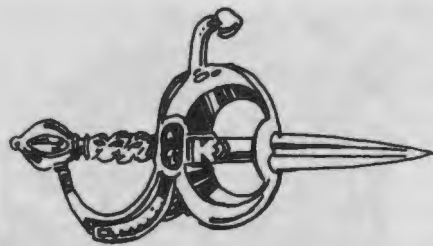
52. **Closet**—The box here can only be opened by cutting the ropes with the sacrificial knife from room #57. Inside the box is the MELBOR:PROTECT A MAGIC USER FROM EVIL spell. Use it on yourself so that you can get to room #58 and past without being grabbed by the fanatics.

53. **Courtyard**—Nothing is important here.

54. **Temple**—If you are here for the first time, you will get thrown into room #55, and then to room #57. In room 57 you will probably be sacrificially altered, unless you have gotten OZMOO from room #47. Follow those directions.

55. **Cell**—If you do not know OZMOO, you can write this game off. If you do, OZMOO yourself, and when they try to stab you, you will get the knife. Use it in room #52, and possibly on the adventurer, to lead him to room #29. Your possessions are kept in room #56.

56. **Cell**—Your possessions, except the KULCAD and GUNCHO scrolls, are stored here when you get thrown into room #55. These two scrolls are lost forever if you let the chanters get their bloodthirsty little hands on them.



**57. Sacrificial altar**—If you are alive here, you have gotten the dagger, and know what to do here. Otherwise, you have died. Read the instructions for room #47, if you die here. This room is also in *Zork III*.

**58. Junction**—The only way you can do anything here besides be taken to room #55 is to MELBOR (room #52) yourself before coming here. You can now go east.

**59. Courtyard**—Nothing is important here.

**60. Courtyard**—Nothing is important here.

**61. Library**—The dusty book tells of the Great Implementors. You can ZIFMIA (room #21, inside the egg) them. There is no importance to this. You can also read about the Unseen Terror. He is in room #46. Read the description in room #30 for more explanation. If you look at the rat tracks, you will see a hole. Reach in the hole, and get a scroll. It is GONDAR:EXTINGUISH AN OPEN FLAME. Use it on the dragon in room #68. If the hunched shapes come in here, and come at you, either MELBOR yourself, or VAXUM them.



**62. Banquet hall**—The food is not satisfying.

**63. Kitchen**—Nothing is important here.

**64. East hall**—Nothing is important here.

**65. Winding stair**—You can go up forever, and down forever. Don't. If you have the KULCAD scroll, the GUNCHO scroll, and can learn GONDAR and CLEESH or VAXUM, you can win. Learn GONDAR and either CLEESH or VAXUM. KULCAD the stairs, and you will be in a bottomless pit with a new scroll, IZYUK:MAKE A THING FLY. IZYUK yourself, and go east.

**66. Winding stair**—Don't come up here. It is a waste of time.

**67. Winding stair**—Don't come down here. It is a waste of time.

**68. Krill's workshop**—GONDAR the dragon when he appears, CLEESH or VAXUM the being when it appears, and while Krill is preparing to destroy you, GUNCHO him. You have now won *Enchanter*.



69. **Meadow**—Nothing is important here.

70. **Beach**—Learn NITFOL; NITFOL the turtle, tell him to follow you, go to room #50, and follow those directions.

71. **Courtyard**—Nothing is important here.

72. **Courtyard**—Nothing is important here.

73. **Courtyard**—Nothing is important here.

## How to Win

- FROTZ the book.
- Go to room #4.
- Open the oven.
- Get the jug and bread.
- Go to room #7.
- Drink the water.
- Fill the jug.
- Go to room #10.
- Go south (back to room #10 with REZROV).
- GNUSTO REZROV.
- Learn REZROV twice.
- Go to room #17.
- REZROV the gate.
- Go to room #21.
- REZROV the egg.
- Get the scroll.
- Go to room #26.
- Learn REZROV.
- REZROV the gate.
- Go to room #27.
- Get the scroll.
- GNUSTO KREBF
- Learn KREBF, REZROV.
- KREBF the scroll.
- GNUSTO ZIFMIA
- Go to room #61.
- Look at the tracks.

- Reach in the hole.
- GNUSTO GONDAR.
- Go to room #36 (the long way around).
- Open the cell door.
- Go to room #35.
- Move the block.
- Go to room #37.
- Get the scroll.
- GNUSTO EXEX.
- Go to room #34.
- Turn off the book.
- Go to room #47.
- Move the lighted painting.
- Get the scroll.
- GNUSTO OZMOO
- Turn on the book.
- Go to room #70.
- Learn NITFOL.
- NITFOL the turtle.
- Say "TURTLE, FOLLOW ME."
- Go to room #50.
- Learn EXEX.
- EXEX the turtle.
- Say "TURTLE, GO SE, GET SCROLL, GO NW."
- Thank the turtle (just to be nice).
- Get the scroll.
- Go to room #33.
- REZROV the bedpost.
- Get the scroll.
- GNUSTO VAXUM.
- Get on the bed.
- Get up.
- Go to room #21.
- Get the egg.
- Learn ZIFMIA, VAXUM.
- Go to one of the halls of mirrors (#22–#25).
- Wait until the adventurer stops and stares in your direction.
- ZIFMIA the adventurer.
- VAXUM the adventurer.
- Show the egg to the adventurer.



- Go to room #29.
- Say "ADVENTURER, OPEN THE DOOR."
- Go to room #30.
- Get the pencil.
- Give the egg to the adventurer.
- Get the map.
- Draw a line from F to P.
- Wait.
- Erase the line from B to R.
- Erase the line from M to V.
- Draw a line from B to J.
- Learn OZMOO,BLORB.
- BLORB the brittle scroll.
- Go to room #58.
- If the beings haven't gotten you yet, go east (you are now in room #55).
- OZMOO self.
- Wait until the beings come get you (to room #57).
- Go to room #54.
- Open the south cell door.
- Go to room #56.
- Get all but the map and pencil.
- Go to room #52.
- Cut the rope with the knife.
- Open the box.
- Get the scroll.
- GNUSTO MELBOR.
- Go to room #46 (according to the map you have drawn).
- Get the scroll.
- Go to room #33.
- Get on the bed.
- Get up.
- Go to room #26 (via halls of mirrors).
- Open the box.
- Get the scroll.
- Learn MELBOR, GONDAR, VAXUM.
- MELBOR self.
- Go to room #65.
- KULCAD the stairs.
- IZYUK self.

- Go east (to room #68).
- GONDAR the dragon.
- VAXUM the being.
- GUNCHO Krill.
- You have now won *Enchanter*.

## Enchanter

