

# Zork III

## Introduction to Zork III

*Zork III* starts where *Zork II* ends, but you needn't have finished *Zork II* to attempt it. In fact, *Zork III* is quite different from both *Zork I* and *Zork II* in both scoring and in play.

Your purpose in *Zork III* is to become the dungeon master and rule Frobozz Enterprises Unlimited. This requires courage and daring rather than treasures. You can't buy your way to power.

In *Zork III* you can get a total of seven potential points. Here you get points only for certain events. You'll see an asterisk in the room notes next to each event that gives you a point.

## General Hints

You can't get the sword out of the stone, no matter how hard you try. Just walk around the land of shadow for a while, and you will find out how to get the sword.

You may find yourself with a staff, and your "friend" will have some precious jewelry. Leave the jewelry alone, because if you try to get it, the staff will break, and you will need that later.

You will find some places on the other side of a lake that you can't seem to get a working light source to. One really good way to take care of that is to put your light source in some hollow, closeable object, like a chest.

You may find someplace that has a few machines in it; black, grey, and gold. One of these works: the gold one. It is a time machine. It shows that you are in the year 948. If you read the

plaque in another room, you will see that some jewels were caged there in the year 777. In the year 776, the jewels were there, but the cage wasn't. The only really interesting treasure is a ring, and there is just enough room under the seat in the gold machine for a ring about that size to be hidden there.

## Room Notes

1. **Endless stair**—Don't try to climb the stairs. This is where you will end up when you die. The lamp will always be here when you die. Take the lamp with you, since it is your only light source for right now.
2. **Junction**—The sword is in a rock here. You can't get it now. It will appear in your hand when you meet the figure.



3. **Creepy crawl**—There is nothing to do here.
4. **Foggy room**—There is nothing to do here.
5. **Lake shore**—There is nothing to do here.
6. **Barren area**—There is nothing to do here.
7. **Damp passage**—You can get here from room #36.
8. **Dead end**—There is nothing to do here.

9. **Engravings room**—There is nothing to do here until you have the bread from room #13.

10. **Tight squeeze**—There is nothing to do here.

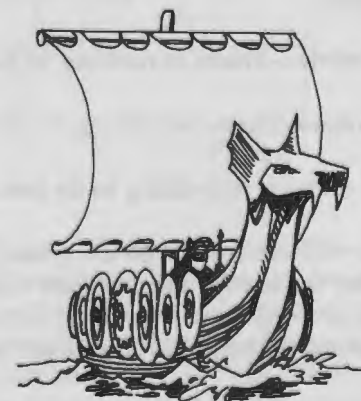
11. **Hairpin loop**—There is nothing to do here.

12. **Cliff base**—There is nothing to do here.

13. **Cliff**—There is a loaf of bread here. Wake the old man in room #9 and give it to him. He might not be there; if he isn't, just keep walking in until he is.

14. **Cliff edge**—There is a chest here. Get it and wait for a man to call down to you from room #13. He will ask you to tie the chest to the rope. Do it. Wait a while longer, and the man will ask you to grab the rope, which you should do. He will have opened the chest and gotten out the jewels. Don't try to get them from him. He will give you a staff. If you try to get the jewels, the staff will break. Keep the staff; you will need it later.

15. **Flathead ocean**—Come here and wait for a while. A sailor will come by in a ship. When you see him, say, "HELLO SAILOR." He will throw you a vial and leave. Keep the vial; you could need it later.





**16. to 23. Land of shadow**—Walk around in these rooms for a while until you see a hooded figure. \*The sword will appear in your hand. \*Start fighting the figure with it. When you get the message "He appears to be badly hurt and cannot defend himself," get the hood. Then get the cloak. Keep them with you to use later. You may now drop the sword; you don't need it anymore.

**24. Aqueduct view**—There is nothing to do here.

**25. Crystal grotto**—There is nothing to do here.

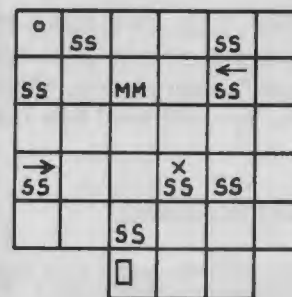
**26. Royal hall**—There is nothing to do here.

**27. Great door**—There is a large iron door here. You cannot open it. After the earthquake, a cleft will open up behind the door and you will be able to pass. *Warning:* do not push the gold machine through this door; it will become unusable.

**28. Museum entrance**—There is nothing to do here.

**29. Technology museum**—There are three machines here. The gold one is all you need worry about. You must push it into room #30.

**30. Jewel room**—Set the dial to 776. Then get in the machine and push the button. The machine and everything you were carrying will disappear. Get the ring. Wait a while until you hear the guards leave, then open the door, go west, open the wooden door, go north, and put the ring under the seat. Get in the machine, set the dial to 948, and push the button. Get out of the machine, look under the seat, open the door, go south, open the stone door, go east, and get all. You will now be where you started, and have everything you were originally carrying, plus the ring. Keep the ring, because you will need it later.



x — book under block  
 ○ — hole in ceiling  
 → — ladder on east wall of block  
 ← — ladder on west wall of block  
 SS — sandstone block  
 MM — marble block (moveable)  
 □ — slot and door

**31. Puzzle entrance**—There is a note here. It is to warn you not to enter the puzzle lest you get stuck. Do not bother with the stupid note, but this is a good place to save the game, just in case. \*Go down from here and follow the given instructions explicitly: "PUSH SOUTH WALL. SE. E. NE. N. PUSH EAST WALL. S W. S. PUSH SOUTH WALL. GET



BOOK. PUSH SOUTH WALL. N W. PUSH SOUTH WALL. E. E. N E. N. N. PUSH WEST WALL. N W. PUSH SOUTH WALL. E. SE. S. SW. NW. PUSH EAST WALL. W. NW. NW. NW. PUSH EAST WALL. PUSH EAST WALL. PUSH EAST WALL. S. PUSH SOUTH WALL. S W. SE. NE. PUSH WEST WALL. PUSH WEST WALL. S W PUSH NORTH WALL. PUSH NORTH WALL. PUSH NORTH WALL. N W. U." If for any reason, you are unable to make any of these moves, then you have made a mistake. Restore the game that you should have saved in room #31. If you didn't save it, restart, and this time, follow the directions!

**32. Side room**—There is nothing to do here.

**33. On the lake**—When you enter the lake, you will drop anything you were carrying to room #34. If you have brought the lamp with you, make sure you put it in the chest and close the chest, or it will become unusable.

**34. Underwater**—You must come here to get everything you were carrying (not wearing) when you entered the lake. You will probably want to get it back. There is also a shiny object down here. It is an amulet. You will need this later also.

**35. Western shore**—There is nothing to do here.

**36. Scenic vista**—There is a torch here. It is useful as a light source if your lamp is running out. There are only two ways to get the torch out. It can be put in the chest and taken out through the lake. Or you can touch the table while it reads "II" and drop the torch in room #7 (or #2, #8, or #9). There is also a table here. It is used to transport yourself from this room to another, in one of the *Zorks*. To activate the table, \*touch it. When the indicator reads I, it will send you a portion of *Zork I*: namely, the timber room. At II, it sends you to room 8 (in this book, it is room #66). When it points to III, it will send you to room #7 of this *Zork*; and when it reads IV, it sends you to room #67. This room is also in a newer adventure: *Enchanter*. Do not

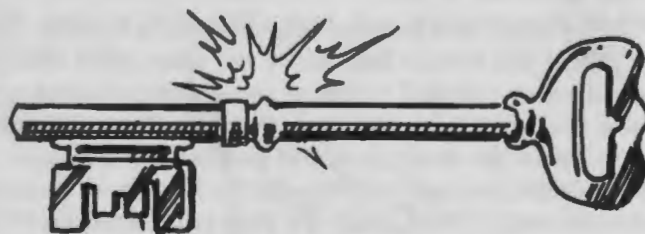
go to room #67. You may read the description to see why. You will always reappear in room #36 after two turns, so do whatever you are going to do quickly.

**37. Southern shore**—There is nothing to do here.

**38. Dark place**—Please see description of room #40.

**39. Dark place**—Please see description of room #40.

**40. Key room**—There is a key here. You must keep it to use later. There are two ways to get to this room. You can either bring over a light source in the chest, or you can go to room #38 from the southern shore and spray yourself with the grue repellent from room 8 (#66 on the map). If you bring over the light source, you can leave the same way you came; but if you spray yourself with the grue repellent, you must leave via the aqueduct. If you do, you must do it before the earthquake. You will also find that when you get to room #7, there will not be a light source there (it will be pitch black). To remedy this situation, you can get the torch from the scenic vista, touch the table while the dial is at II, and drop the torch in room #7.

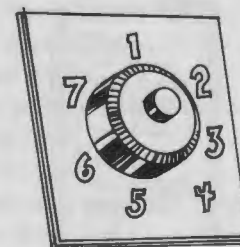


**41. Aqueduct**—There is nothing to do here.

**42. High arch**—You can only go north from here before the earthquake. If you do get here afterward, moving the arch will restart the game; otherwise you are forced to end the game (or you can wait around until your light runs out).

43. **Water slide**—This is a one way passage to room #7. It is also the only way out of here.
44. **Button room**—You must push the button here after following the instructions for room #45. This will open up the mirror box.
45. **Beam room**—There is a beam running along here. You must block this beam and push the button in room #44 to open the mirror box. You will not be able to block the beam and push the button at the same time by yourself, so block the beam with the chest.
46. **Hallway**—This hallway contains the mirror box to the north. There are two ways to get to room #51 (which is where you must get to). They are explained below:
1. To use this method, you must have the vial from the sailor at room #15. First, you must raise the short pole. Then, push the black or white wall twice, so the arrow indicates south. Then push the pine panel and go north. Now open the vial and drink the liquid. In case you don't know, it turns you invisible. Next, go north until you get to room #51.
  2. This method can be used whether you have the vial or not. Enter the mirror box. Raise the short pole, and push the yellow or red wall twice, so the arrow indicates north. Lower the short pole, and push the mahogany panel three times. Raise the short pole, and push either the black and white, or the red and yellow walls four times, so the arrow indicates south. Next, push the pine panel and you will be in room #51.
47. **Hallway**—Please see the description of room #46.
48. **Hallway**—Please see the description of room #46.
49. **Hallway**—Please see the description of room #46.
50. **Hallway**—Please see the description of room #46.

51. **Dungeon entrance**—When you get here, you should have either 6 or 7 points (touching the table gets you a point, but it isn't necessary). If, however, you do not have all the items, the Dungeon Master will send you back to the button room and you can try again. When you have all the items below, you can go to the engravings room and say "SAY FROTZ OZMOO," which happen to be two spells used in *Enchanter*, and you will appear before the door again. Knock on the door to get to room #52. You must be carrying the following: key, ring, hood, cloak, amulet, book, staff.
52. **Narrow corridor**—Tell the Dungeon Master to follow you, then go north to room #53.
53. **South corridor**—Either east or west will do, but you do need to get to room #56.
54. **East corridor**—There is nothing to do here.
55. **West corridor**—There is nothing to do here.
56. **North corridor**—Go north from here to room #57.
57. **Parapet**—Set the dial to 4, and push the button. Then, set the dial to 1, and tell the Dungeon Master to stay here, go back to room #56, open the cell door, and go south to room #58.



58. **Prison cell**—Tell the Dungeon Master to push the button. Then unlock the bronze door with the key from room #40, and open it. You can now go south to room #59.

59. **Treasury of Zork**—If you have gotten here, you really don't need to be reading this anymore. In other words, you have won *Zork III*!!!! (clap clap, scream for joy, jump up and down, kiss your dog).

60. **Timber room**—There is a piece of timber here. It is useless in this *Zork*, also. From here, there is a narrow passage leading east. So narrow, in fact, that you cannot carry anything through it (including a light source), so do not bother with it.

61. **Ladder bottom**—There is nothing to do here.

62. **Ladder top**—There is nothing to do here.

63. **Dead end**—You can't get the pile of coal here, because if you get here, you will return to the scenic vista immediately.

64. **Drafty room**—You can't see anything, so what's the use of coming here anyway?!?!

65. **Machine room**—There is nothing to do here.

66. **Room 8**—This is where you can find the can of grue repellent.



67. **Sacrificial altar**—There is a sacrificial altar here. If you come here, you will be sacrificially altered (you die).

## How to Win

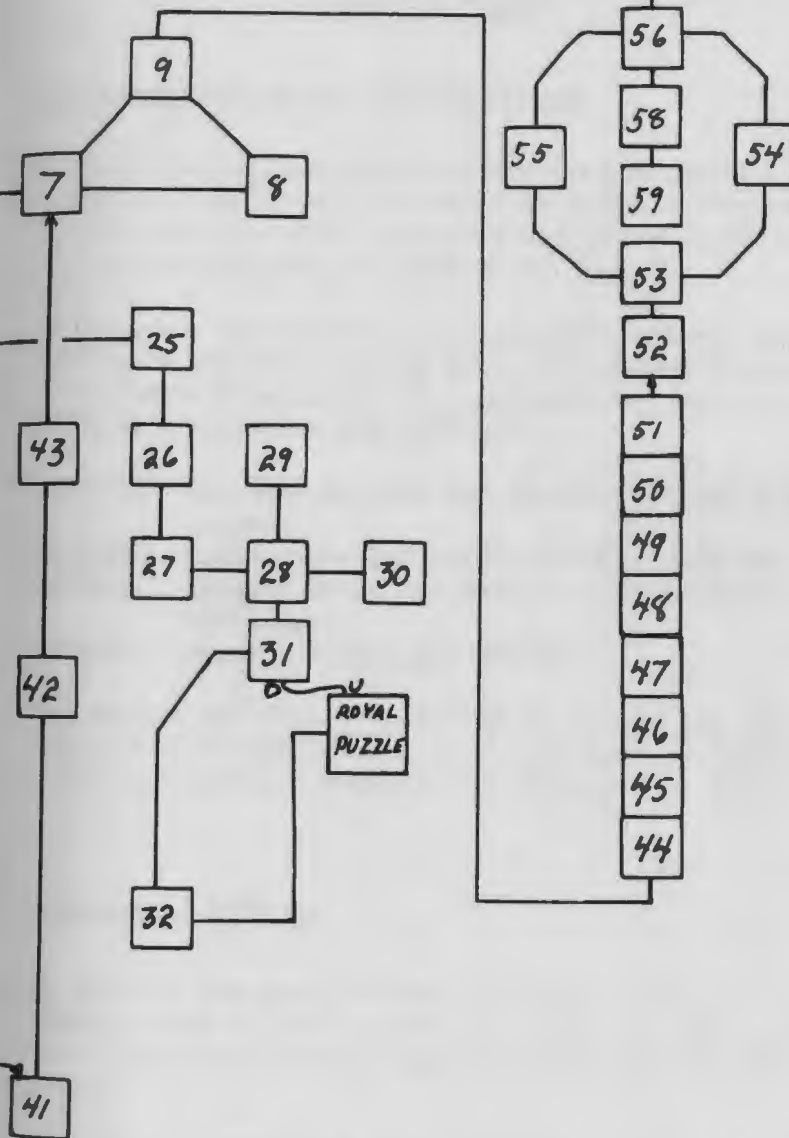
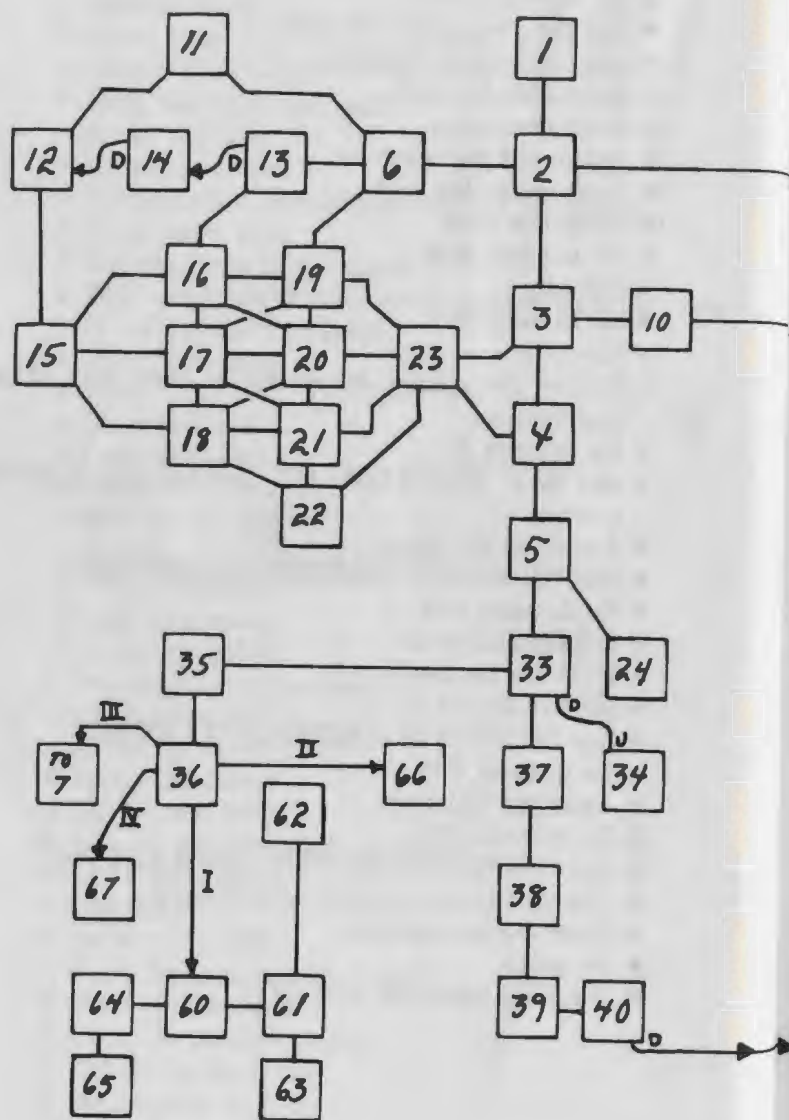
- Get the lamp.
- Go to room #13.
- Get the bread.
- Go to room #14.
- Get the chest.
- Wait.
- Tie the rope to the chest.
- Wait three times.
- Grab the rope.
- Get the chest.
- Walk around the Land Of Shadow (rooms #16-23) until you see the hooded figure.
- Kill the figure until he is badly hurt and can't defend himself.
- Get the hood.
- Drop the sword.
- Get the cloak.
- Go to room #9.
- Walk between #7 and #9 until the old man is in room #9 (unless he already is).
- Wake the man.
- Give the bread to the man.
- Open the secret door.
- Go to room #45.
- Block the beam with the chest.
- Go to room #44.
- Push the button.
- Go to room #47 (actually the mirror box).
- Raise the short pole.
- Push the yellow wall twice.
- Lower the short pole.
- Push the mahogany panel three times.
- Raise the short pole.
- Push the yellow wall four times.



- Push the pine panel.
- Knock on the door (to room #44).
- Go to room #35.
- Get the chest.
- Go to room #5.
- Turn off the lamp.
- Drop the lamp and staff.
- Enter the lake.
- Go to room #34.
- Get the chest and amulet (try till you get it).
- Go to room #36.
- Put the torch in the chest.
- Wait until the display reads something other than IV (if it doesn't already).
- Touch the table.
- Wait.
- Go to room #35.
- Close the chest.
- Enter the lake.
- Go to room #34.
- Get the chest (try till you get it).
- Go to room #37.
- Open the chest.
- Go to room #40.
- Put the key in the chest.
- Go to room #37.
- Close the chest.
- Enter the lake.
- Go to room #34.
- Get the chest (try till you get it).
- Go to room #5.
- Get the staff.
- Go to room #29.
- Push the gold machine south.
- Open the stone door.
- Push the machine east.
- Get in the machine.
- Set the dial to 776.
- Push the button.
- Get the ring.
- Wait for the guards to leave.

- Open the door.
- Go to room #28.
- Open the wooden door.
- Go to room #29.
- Put the ring under the seat.
- Get in the gold machine.
- Set the dial to 948.
- Push the button.
- Get out of the machine.
- Look under the seat.
- Open the door.
- Go to room #28.
- Get all.
- Go to room #31.
- Go down.
- Follow the quoted directions in room #31 of the instructions.
- Go to room #9.
- Say 'SAY "FROTZ OZMOO" ' (don't forget the double quotes).
- Knock on the door.
- Say "DUNGEON MASTER, FOLLOW ME."
- Go to room #57.
- Set the dial to 4.
- Push the button.
- Set the dial to 1.
- Say "DUNGEON MASTER, STAY HERE."
- Go to room #56.
- Open the cell door.
- Go to room #58.
- Say "DUNGEON MASTER, PUSH BUTTON."
- Unlock the bronze door with the key.
- Open the bronze door.
- Go south.
- You have now won *Zork III*.

# Zork III



← indicates one-way passage