

Zork I

Introduction to Zork I

Zork I lets you travel to the Great Underground Empire. Here you will have adventures, suffer, succeed and ultimately find your way to the beginning of *Zork II*.

To win the game, you have to discover treasures and bring them to the trophy case located in room #20. In the process, you will accumulate up to 350 points for such events as solving puzzles, exploring new areas, and simply bringing treasures to the trophy case. You can find out your general adventure ability with *Zork* by checking your score from time to time. You will have won when you find the way to the stone barrow. Here is a list of treasures you will need to successfully complete *Zork*.

- Torch
- Canary
- Sceptre
- Pot of gold
- Bauble
- Diamond
- Coffin
- Scarab
- Chalice
- Egg
- Figurine
- Skull
- Emerald
- Bracelet
- Trident
- Trunk of jewels
- Bar
- Bag of coins
- Painting

General Hints

In most rooms in *Zork I* you will need a light source (to see and protect yourself from grues). The first light source you will probably find is the lamp. It will usually work for a sufficient amount of time, but if it happens to run out, there are alternatives—for instance, candles. Unfortunately, they really don't last very long, and they can be blown out by wind in the caves. The best light source would probably be the torch. It can't be put out no matter how hard you try, and it will never burn out. However, there are some disadvantages—it can't be taken below the gas room unless the bat takes you there or you have enclosed the torch in something. In addition, if you are only carrying the torch, the thief may come take it from you, in which case you would be left without a light source. We suggest you use the torch as a light source after you find it, you'll need to use the lamp when getting the diamond. If you haven't killed the thief yet, we suggest you keep the torch in something open—for instance, carry the boat and put the torch in it.

Another problem you may come across when playing *Zork* is that you are limited in the number of objects you can carry. We have found ways around this problem, although the solutions appear to be errors in programming rather than true solutions. The simplest solution we have found is to carry the boat everywhere you go, and instead of saying "GET object," say "PUT object IN BOAT." When you do this, *Zork* will still say your load is too heavy, but it will allow you to collect the objects anyway.

There are some restrictions on objects.

- You can't take the torch or candles into the gas room.
- You can't put the sceptre in the boat.
- After you squeeze the gunk into your hands, you can't put it back into the tube.
- Once your lamp runs out, you can't recharge it.
- The candles might blow out in the caves.
- The timber isn't useful for anything.
- You can't go up the ramp.

- Nothing fits through the crack to the coal compressor.
- To go up the chimney, you must have the lamp and one other object.
- Openable objects (except for the trophy case) have a limit on how much they hold.
- There are 69,105 leaves, no more, no less.
- There are only five matches, no more.
- The sword is a very large object; up to four or five times heavier than some other objects.
- If you try to fight with the rusty knife, it will kill you.
- You can't light the candles with the torch.
- You can't get the vitreous slag.

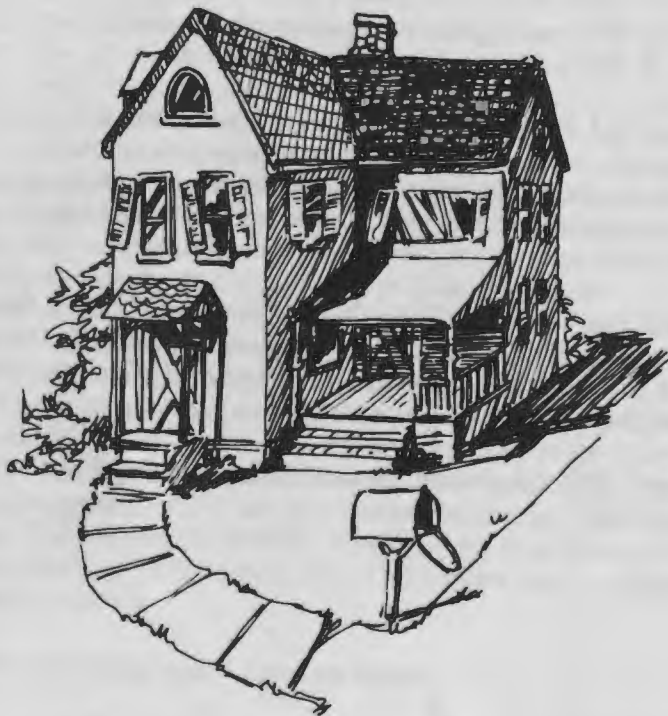
You can't get by the troll until you kill him or knock him out. Killing him seems to work best; that way you will only encounter him once. The sword seems to work best for killing the troll, and the nasty knife seems to work best for knocking him out.

You will also have to kill the thief, whom you will meet from time to time. The nasty knife works best against him. If you happen to kill the thief before the troll you can't use the stiletto against the troll.

You can't kill the cyclops, so don't worry about what to use against him.

Room Notes

1. **West of house**—The mailbox contains an ad for Infocom. It will not help you win the game. The path leading southwest from here will only be here after you have put all the treasures into the trophy case.



2. **North of house**—There is nothing to do here.
3. **East of house**—Open window and go west to enter the house.
4. **South of house**—There is nothing to do here.

5. **Forest**—You end up here when you die, but there is nothing to do here.
6. **Forest path**—Climb the tree to get the egg.
7. **Forest**—There is nothing to do here.
8. **Forest**—There is nothing to do here.
9. **Clearing**—The pile of leaves is not important. If you move it, you will see a grating. The grating can only be unlocked from the inside. You need the skeleton key (room #31). The key and the lock are in the maze. The grating leads to room #45, but don't bother; there are better ways.
10. **Forest**—There is nothing to do here.
11. **Forest**—There is nothing to do here.
12. **Canyon view**—There is nothing to do here.
13. **Rocky ledge**—There is nothing to do here.
14. **Canyon bottom**—There is nothing to do here.
15. **End of rainbow**—A pot of gold appears after you wave the sceptre. The sceptre is very deep in the Great Underground Empire (room #60). Come back here when you have it. Once you have waved the sceptre, you can go east, on to the rainbow.
16. **On the rainbow**—You are now on the rainbow. If you go east, be sure you have a light source. Don't wave the sceptre up here; it will cause the rainbow to disappear.
17. **Up a tree**—Take the egg. Do not try to open it or it will be destroyed. The only person who can open the egg is the thief. Inside the egg is a beautiful canary. Wind it up in the forest, and it will chirp. A songbird will then come and drop a brass bauble. You get three treasures for the price of one.

18. **Kitchen**—Open the sack. The garlic will be needed in room #83. The hot pepper sandwich and the water are not necessary, but you can use them to get past the Cyclops in room #46.



19. **Attic**—The knife should be used to kill the thief. The rope can be used in room #57.

20. **Living room**—The sword should be used to kill the troll in room #25. When you get treasures, you should put them in the trophy case. Move the rug, and you will see a trap door. Open it. Before you go down, you should get the lamp. Turn the lamp on. Now go down.



21. **Cellar**—You cannot go up the ramp. You cannot go back up the trap door until you have found a way out besides dying and the chimney in room #24.

22. **East of chasm**—There is nothing to do here.

23. **Gallery**—The painting is a treasure. Take it and put it in the trophy case.

24. **Studio**—You can go up the chimney, but you must have the lamp and one other item. There are other ways out, but you can use this to begin with.

25. **Troll room**—The sword (room #20) is most useful in killing the troll. If you knock him out, kill him so he won't bother you later. He must be unconscious or dead before you can pass.



26. **Maze**—There is nothing to do here.
27. **Maze**—There is nothing to do here.
28. **Maze**—There is nothing to do here.
29. **Maze**—There is nothing to do here.
30. **Dead end**—There is nothing to do here.
31. **Maze**—There is a skeleton here. Leave it alone if you value your life. There is a rusty knife here. If you try to use it, it comes back at you and slits your throat. There is a skeleton key here. It will only open the grating (room #45). Finally, there is a bag of coins here. It is a treasure, so take it.
32. **Maze**—There is nothing to do here.
33. **Maze**—There is nothing to do here.
34. **Maze**—There is nothing to do here.
35. **Maze**—There is nothing to do here.
36. **Maze**—There is nothing to do here.
37. **Maze**—There is nothing to do here.
38. **Maze**—There is nothing to do here.
39. **Maze**—There is nothing to do here.
40. **Maze**—There is nothing to do here.
41. **Maze**—There is nothing to do here.
42. **Maze**—There is nothing to do here.
43. **Maze**—There is nothing to do here.

44. **Maze**—There is nothing to do here.

45. **Grating room**—This is the location of the grating. It is opened with the skeleton key (room #31). This grating leads up to room #9.

46. **Cyclops room**—There is a cyclops here. There are two ways to avoid him. Either give him the lunch and water (from the room #18), or say "ODYSSEUS" ("ULYSSES" will work, too). Talking to him usually works better, because not only does he leave for good, but he opens up a passage leading to room #20. Otherwise, he will just fall asleep at the bottom of the stairs. If you talk to him, the name of the room might change after a while. Don't worry, it happens all the time.



47. **Strange passage**—This passage will only be here if you talk to the cyclops.

48. **Treasure room**—The thief will always come here when you enter, unless he's dead. Come here to kill him, or he will leave when he gets seriously injured. You must come here to kill him sooner or later. The more points you have when you come, the harder it is for you to get killed. Hint: the nasty knife seems to work best against him. Since the thief is the only one who can open the egg (room #17), you will want to give it to him before you (hopefully) kill him. Giving treasures to the thief is OK, because you can get them back when he dies. When you give him a treasure, he is off his guard, and that gives you a chance to attack. If, by chance, you knock him out, don't bother trying to take the stiletto. Not only can't you take it, but it isn't good for anything. Even if you only knocked out the troll, you can't use the stiletto to kill him.

49. **East-west passage**—There is nothing to do here.

50. **Round room**—There is nothing to do here.

51. **Narrow passage**—There is nothing to do here.

52. **Mirror room**—If you touch the mirror here, it transports you to the other mirror room (room #78).

53. **Winding passage**—There is nothing to do here.

54. **Cave**—The wind here might blow out the candles. There is a one-way passage here from room #60.

55. **Entrance to Hades**—To get into room #62 from here, you will need a few things. First of all, you will need the book (room #61). The book gives you the instructions on how to get in, but we'll tell you, too. You will need the book, the candles (room #61), and the bell (room #59). Put down the candles, to save time. Ring the bell. If you didn't drop the candles, they will have dropped to the ground and will be out. Don't give up hope, because you can still get the matches from room #70. Get (or light) the candles, then read the book. You may now go south to room #62.



56. **Engravings room**—There is nothing to do here.

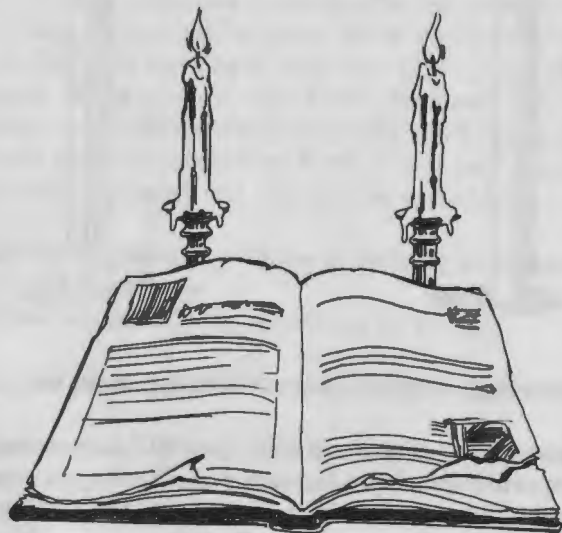
57. **Dome room**—If you are dead, you will be automatically transported from here to room #58. If not, you must take the rope from room #19, and tie it to the railing. Then you can go down.

58. **Torch room**—There is a torch here. It is a treasure. It is also a good light source. It is also very helpful in getting a treasure. The explanation is in room #84.

59. **Temple**—One of the walls in here is granite. You can say "temple" or "treasure" to get to room #48. That word will get you back, too. There is a bell here. It is needed in room #55.

60. **Egyptian room**—There is a solid gold coffin here. It is obviously a treasure. There is a sceptre in the coffin, which is also a treasure. It should be taken to room #20. It can be used in rooms #15, #16, and #109. It should not, however, be used in room #16.

61. **Altar**—If you have been here before, you will come here if you die. If you pray from here, you will be in room #5. There are two candles and a book here. Warning: you cannot fit the coffin through the hole down here. Praying is one way to get the coffin out of here. You can also pick it up and wait for the thief to get it and take it to room #48, but we have found the easiest way to move the coffin is to use the magic word “temple” or “treasure.”



62. **Land of the dead**—There is a crystal skull here. It is a treasure. Take it up to room #20.
63. **North-south passage**—There is nothing to do here.
64. **Chasm**—There is nothing to do here.
65. **Deep canyon**—There is nothing to do here.
66. **Reservoir south**—You can only cross here after you let the water out. An explanation of how to do this is in room #68.
67. **Stream view**—There is nothing to do here.

68. **Dam**—To empty the reservoir, you must turn the bolt here to open the sluice gates. To do this, you must push the yellow button, then turn the bolt with the wrench. Both the button and the wrench are in room #71.
69. **Dam base**—There is a pile of plastic here. It is a boat. You must pump it up with the hand held air pump in room #74. Do not carry the sceptre when you get in the boat. It will pop and you need the viscous material from room #71 (gunk inside the tube) to fix it.
70. **Dam lobby**—The matches you find here may be needed if you did not drop the candles in room #55. Otherwise, there is nothing important here.
71. **Maintenance room**—The tube is filled with viscous material (glue, called gunk). The wrench is needed to turn the bolt in room #68, and the screwdriver is used to activate the machine in room #96. The chests will crumble at your touch.



72. **Reservoir**—There is a trunk of jewels here, unless you are here before emptying the reservoir or after refilling it (in the boat, I hope). It is a treasure. Take it to room #20.
73. **Stream**—There is nothing to do here.
74. **Reservoir north**—There is an air pump here. It is necessary to inflate the pile of plastic (boat in room #69).

75. **Atlantis room**—There is a crystal trident here. It is a treasure. Take it back to the trophy case.
76. **Cave**—There is nothing to do here.
77. **Twisting passage**—There is nothing to do here.
78. **Mirror room**—Touch the mirror to get to room #52.
79. **Cold passage**—There is nothing to do here.
80. **Slide room**—The granite wall isn't granite. The slide leads down to room #21, but you will not be able to get back up.
81. **Mine entrance**—There is nothing to do here.
82. **Squeaky room**—This is a hint that there is something in the next room, which there is.



83. **Bat room**—There is a bat here (making squeaky noises). Since he is a reject from WUMPUS, he likes to pick you up and take you away, usually to someplace in the coal mine. The way to avoid this problem is to make sure you have some garlic with you whenever you go into the room. The garlic can be found in the sack in room #18. We found it easiest to drop the garlic in the room so it will always be there and you don't have to carry it everywhere you go.

84. **Shaft room**—There is a basket on a chain here. It leads down to room #95. It must be used to get the diamond. You must put the torch (or candles), the screwdriver (room #71), and the pile of coal (room #93), in the basket; then lower it and continue down to room #94 for more directions.
85. **Smelly room**—This is a clue that there is something below you. It happens to be coal gas, so don't bring a flame into the next room, unless you have a thing for dying.
86. **Gas room**—You may not have a flame in this room. There is a bracelet in here, which is a treasure; take it to room #20.
87. **Coal mine**—These rooms are somewhat of a maze.
88. **Coal mine**—There is nothing to do here.
89. **Coal mine**—There is nothing to do here.
90. **Coal mine**—There is nothing to do here.
91. **Ladder top**—There is nothing to do here.
92. **Ladder bottom**—There is nothing to do here.
93. **Dead end**—There is a pile of coal here. Take it up to room #84 and put it in the basket.



94. **Timber room**—You do not need the timber for anything. To go west from here, you must drop everything. Leave the lamp on. If you turn it off, you will not be able to turn it on when you get out. Make sure the basket is lowered, or you will not be able to do anything.
95. **Drafty room**—You must get everything out of the basket and go south to room #96; then follow those directions. After you are done, come here and put everything back in the basket (although you really don't need the screwdriver for anything else).
96. **Machine room**—Open the machine, put the coal in it, close the lid, and flip the switch with the screwdriver. The coal will not be in the machine anymore, but open it to find a huge diamond.
97. **Loud room**—There are two ways to get the platinum bar here. The easiest way is to say "echo." The acoustics of the room change subtly, and you can hear yourself. The other way is very complicated. You must open the dam (room #68), and wait until all the water flows out, then close it again, and you will be able to pick up or drop anything for about 10 turns.
98. **Damp cave**—There is nothing to do here.
99. **White cliffs beach**—There is nothing to do here.
100. **White cliffs beach**—There is nothing to do here.
101. **Frigid river**—There is nothing to do here.
102. **Frigid river**—There is nothing to do here.
103. **Frigid river**—There is nothing to do here.
104. **Frigid river**—There is a red buoy here. It is closed. There is an emerald in it. Open it and get the emerald. Be careful, you only have two turns here, because the water carries you downstream.

105. **Frigid river**—If you get here, land; otherwise you will go down the falls. It is a long drop; too long, in fact.
106. **Sandy beach**—There is a shovel here. Take it to room #107 and follow the directions.
107. **Sandy cave**—Dig the ground here four times and there will be a scarab in the sand. It is a treasure; take it to room #20.
108. **Shore**—There is nothing to do here.
109. **Aragain falls**—You can wave the sceptre (room #67) here and the rainbow will become solid.



110. **Stone barrow**—The passage leading to here only exists if you have gotten all the treasures into the trophy case. Just go west to win.

How to Win

- Go to room #17.
- Get the egg.
- Go to room #3.
- Open the window.
- Go to room #20.
- Get all.
- Move the rug.
- Open the trap door.
- Open the case.
- Go to room #23.
- Get the painting.
- Go to room #25.
- Kill the troll.
- Drop the sword.
- Go to room #33.
- Get the bag.
- Go to room #46.
- Say "ODYSSEUS" (or "ULYSSES").
- Go to room #20.
- Put the painting, egg, and bag in the case.
- Open the trap door.
- Go to room #99.
- Say "ECHO."
- Get the bar.
- Go to room #52.
- Touch the mirror (to room #78).
- Go to room #75.
- Get the trident.
- Go to room #74.
- Get the pump.
- Go to room #78.
- Touch the mirror (to room #52).
- Go to room #69.
- Inflate the boat with the pump.
- Put the trident and bar in the boat.
- Go to room #71.
- Get the wrench and screwdriver.
- Push the yellow button.

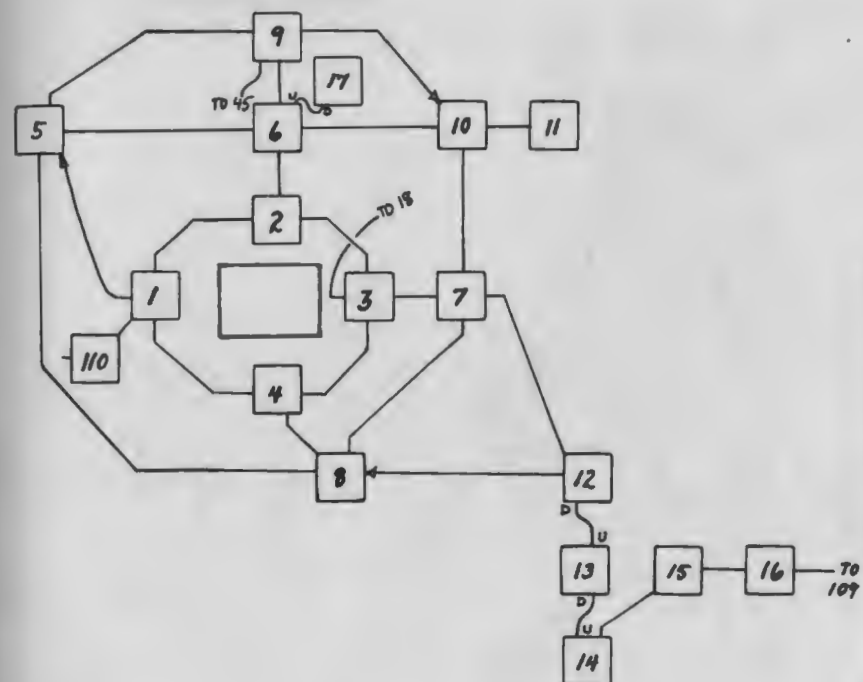
- Go to room #68.
- Turn the bolt with the wrench.
- Drop the wrench.
- Go to room #69.
- Get in the boat.
- Say "LAUNCH."
- Say wait ten times.
- Get the buoy.
- Go east (to room #106).
- Get out of the boat.
- Get the shovel.
- Go to room #107.
- Dig the sand four times.
- Drop the shovel.
- Get the scarab.
- Go to room #106.
- Open the buoy.
- Put the emerald and scarab in the boat.
- Drop the buoy.
- Get in the boat.
- Say "LAUNCH."
- Go west (to room #100).
- Get out of the boat.
- Deflate the boat.
- Get the boat.
- Go to room #20.
- Drop the boat.
- Inflate the boat with the pump.
- Put the scarab, emerald, trident, and bar in the case.
- Get the boat.
- Go to room #47.
- Say "TEMPLE" (to room #59).
- Go to room #58.
- Put the torch in the boat.
- Go to room #60.
- Open the coffin.
- Get the sceptre.
- Put the coffin in the boat.
- Go to room #61.
- Say "PRAY" (to room #5).
- Go to room #20.

- Drop the lamp.
- Put the coffin in the case.
- Go to room #15.
- Wave the sceptre.
- Put the pot in the boat.
- Go to room #20.
- Get the egg.
- Put the sceptre and pot in the case.
- Go to room #19.
- Get the knife.
- Go to room #47.
- Give the egg to the thief.
- Kill the thief with the knife until he is dead.
- Drop the knife.
- Put the chalice, egg, and canary in the boat.
- Go to room #6 (or #5, #8, #9, #10, or #17).
- Wind the canary.
- Get the bauble.
- Go to room #20.
- Put the chalice, egg, canary, and bauble in the case.
- Get the lamp.
- Go to room #18.
- Open the sack.
- Put the garlic in the boat.
- Go to room #47.
- Say "TEMPLE" (to room #59).
- Put the bell in the boat.
- Go to room #61.
- Put the book and candles in the boat.
- Go to room #55.
- Ring the bell.
- Get the candles.
- Read the book.
- Drop the candles and book.
- Go to room #62.
- Put the skull in the boat.
- Go to room #52.
- Touch the mirror (to room #78).
- Go to room #72.
- Put the trunk in the boat.
- Go to room #82.

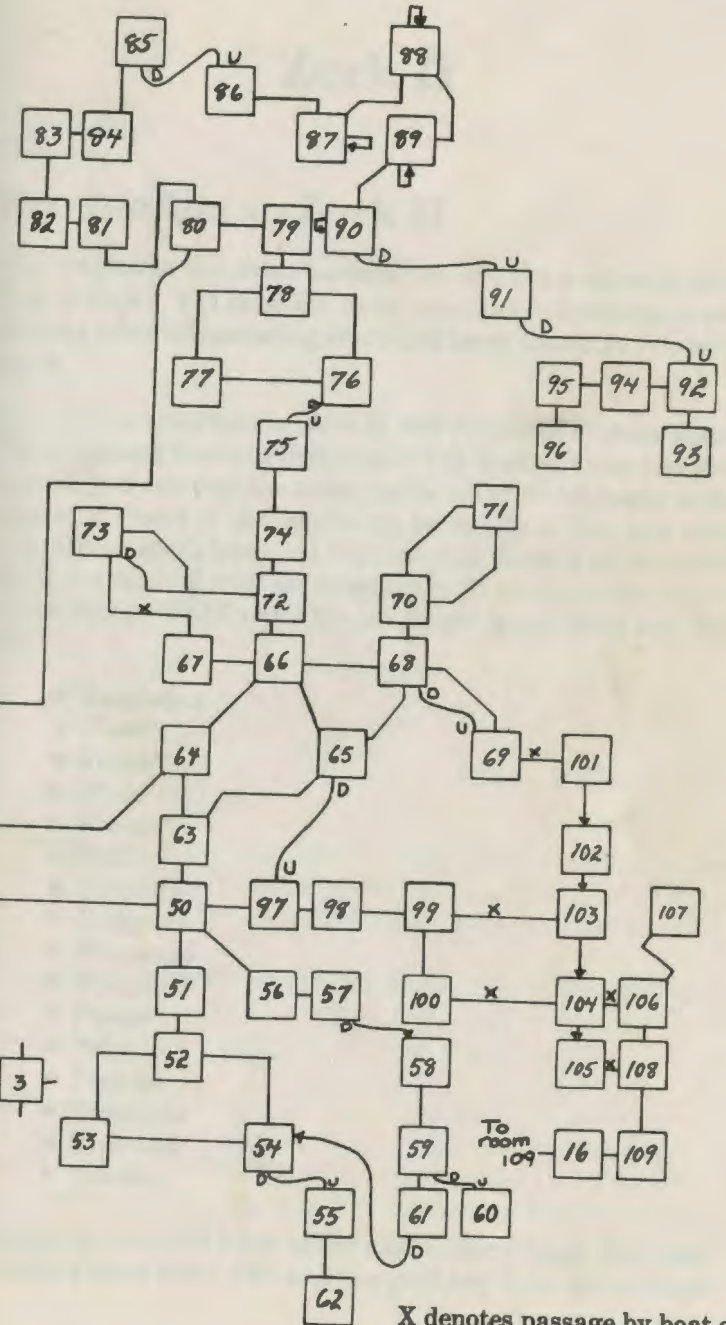
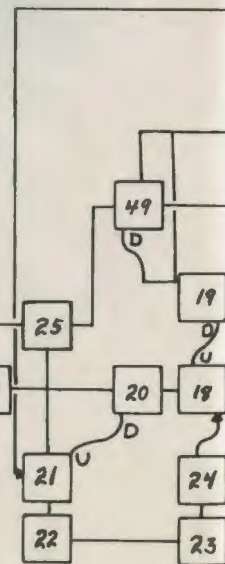
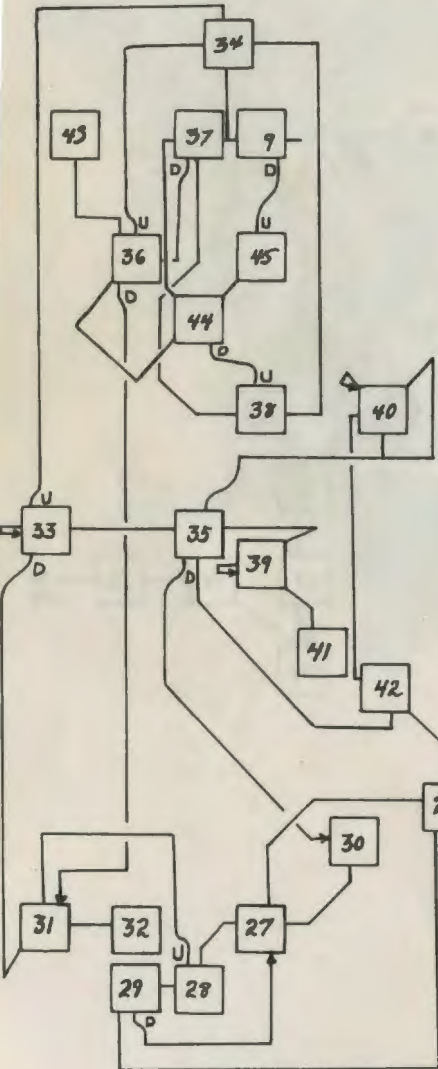
- Get the garlic.
- Go to room #83.
- Drop the garlic.
- Put the figurine in the boat.
- Go to room #84.
- Put the screwdriver and torch in the basket.
- Light the lamp.
- Go to room #86.
- Put the bracelet in the boat.
- Go to room #93.
- Put the coal in the boat.
- Go to room #84.
- Put the coal in the basket.
- Lower the basket.
- Go to room #94.
- Drop all.
- Go to room #95.
- Get all out of the basket.
- Go to room #96.
- Open the lid.
- Put the coal in the machine.
- Close the lid.
- Flip the switch with the screwdriver.
- Open the lid.
- Get the diamond.
- Go to room #95.
- Put the torch and diamond in the basket.
- Drop the screwdriver.
- Raise the basket.
- Go to room #94.
- Get all but the timber.
- Go to room #84.
- Put the torch and diamond in the boat.
- Go to room #80.
- Go down (to room #21).
- Go to room #20.
- Put the torch, skull, diamond, figurine, bracelet, and trunk in the case.
- Go to room #110.
- Go west.
- You have now won *Zork I*.



Zork I Above Ground



Zork I Underground



X denotes passage by boat only