

ZORK III

Company: Infocom, Inc.

Suggested Retail: \$39.95

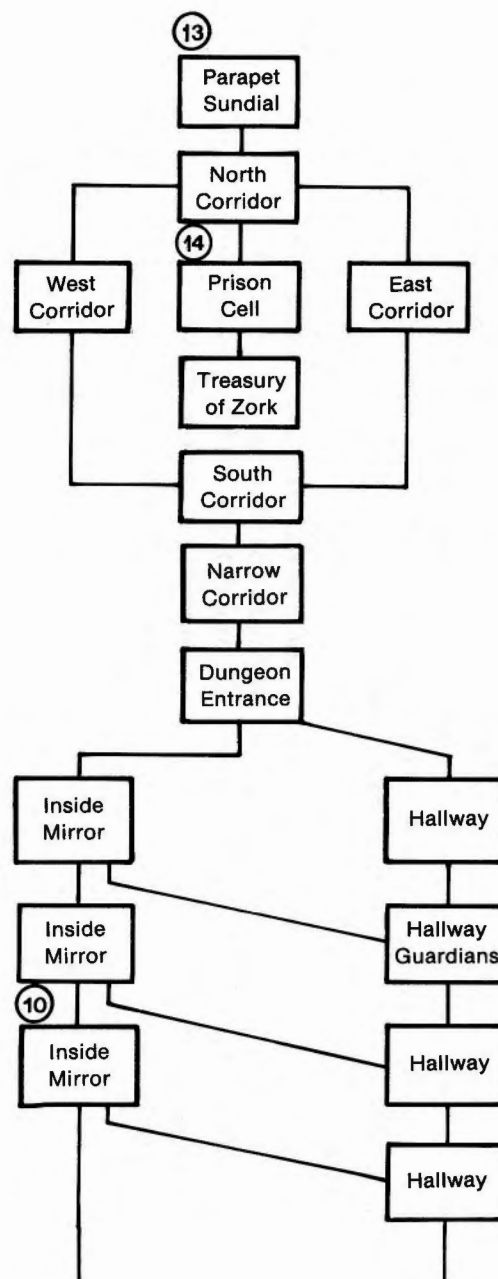
Type: An all-text adventure.

Description:

The best has been saved for last in this book. *Zork III* gets my vote as the best single adventure. You start where *Zork II* left off, armed only with your trusty lantern, having only to round up seven points. You obtain them by accomplishing specific tasks, like mastering the Time Machine from which you may even glimpse the fabled Lord Dimwit Flathead himself. But the seven points are only half of it; the real game still lies ahead of you. Why are you here, and what is the meaning of all that you survey? Have patience, you may find out when all the treasures of Zorkdom, including a controlling interest in Fobozzco International, are at your disposal.

Playability:

If you play this game the same way that you play other adventures, you'll never get anywhere. This time you must consider sensitivity, trust, and human compassion. Yes, educational value occurs here, as well as a lot of interesting puzzles, some of which have alternate solutions. As always, the parser, vocabulary, and save-game capability support the game in beautiful style. The game pays superb attention to detail. Did you know, for example, that the chest is watertight?

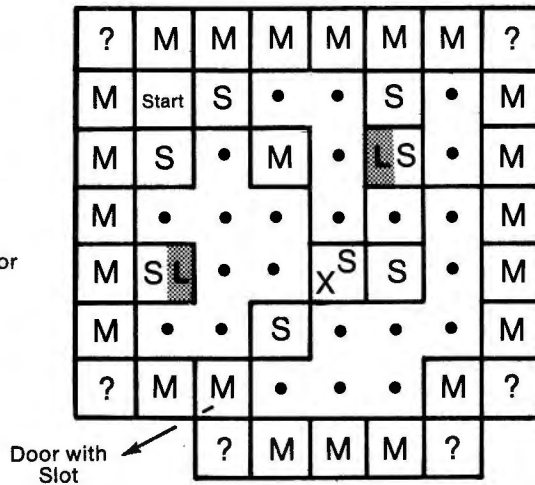


ZORK III

Room In A Puzzle

(Push a sandstone block with a
ladder on it back under the
starting point to climb out)

M=Marble Block
S=Sandstone Block
(Movable)
2 have ladders
X=Depression in floor
with Book in it



ZORK III

1. Be trusting. Tie Chest to Rope. Wait. Hold Rope. Get Staff, don't kill him, or Staff will break.
2. Wait for Boat, Say "Hello Sailor," get Vial—an alternative aid for later.
3. Fight Shadowy Figure. When defenseless, Take Hood and Cloak, don't kill him.
4. At Lake, Drop All (save game—try taking Lamp into lake). Down, Get Amulet.
5. Indicator 1: don't need.
Indicator 2: Rub Table, Get Grue Repellent.
Indicator 3: Get Torch. Rub Table, Drop Torch.
Indicator 4: (Save game) Rub Table, spectacular death.
6. Use Grue Repellent. (Alternative: watertight chest can carry the Lantern.)
7. Get Key. Lift Cover. Cross Viaduct, which collapses in earthquake around turn 130. (Alternative: after earthquake, use Grue Repellent, get Key, return to Southern Shore immediately. There is just enough life in the Repellent.)
8. If Old Man isn't there, leave and return later. Wake and Give Bread. Open Door.
9. Break Beam by dropping any object. Go South and Push Button.
10. Enter Mirror. Lift Short Pole. Push Red Panel until Compass points North. Lower Short Pole. Push Mahogany until room stops. Lift Short Pole. Push Red until Compass points South. Push Pine Panel and exit North to Wizard's Door. Knock and get Magic Word "Frotz Ozmoo". All but Lamp may be temporarily dropped in Engraving Room. (Alternative: drinking the liquid in the Vial produces one-to-two move invisibility, just long enough to get by the Guardians.)
11. After earthquake, tackle Royal Puzzle (see below). Get Book, don't drop it in slot, which will get you out but leave you in a no-win situation.
12. Push Gold Machine into Jewel Room. Sit on Seat. Turn Dial to 776. Push Button. Take Ring. Listen to Guards until they leave. Go to Museum. Hide Ring under Seat. Turn Dial to 948. Push Button. Stand Up. Retrieve your objects in Jewel Room. (By now, you should have all 7 points and the Staff, Hood/Cloak, Key, Amulet, Book, Ring and Lamp.
13. Turn Dial to 4. Push Button. Turn Dial to any other number. Tell Dungeon Master to stay. Go into Prison Cell.
14. Tell Dungeon Master to Push Button. Unlock Bronze Door with Key and enter the Treasure Vault of Zork!

One Solution to Royal Puzzle

(39 Moves)

(PSW=Push South Wall, etc.)

- | | |
|---------------|-----------|
| 1) Down | 17) PSW |
| 2) PEW | 18) PSW |
| 3) W | 19) PSW |
| 4) PSW | 20) PEW |
| 5) E.SE.NE.N | 21) S |
| 6) PEW | 22) PWW |
| 7) SW.S | 23) SW |
| 8) PSW | 24) PNW |
| 9) Get Book | 25) PNW |
| 10) PSW | 26) NE |
| 11) PWW | 27) PWW |
| 12) S | 28) SW |
| 13) PEW | 29) PNW |
| 14) NE.NE.N.N | 30) PNW |
| 15) PWW | 31) NW.Up |
| 16) NW | |

Point Awards—Seven Maximum

(Easy to get and have winless situation)

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|-----------------------------|---------------------------------|
| 1. Getting to Chest | 5. Rubbing Table |
| 2. Meeting Shadowy Figure | 6. Pushing Wall in Royal Puzzle |
| 3. Attacking Shadowy Figure | 7. Time Travel to 776 |
| 4. Entering Lake | |