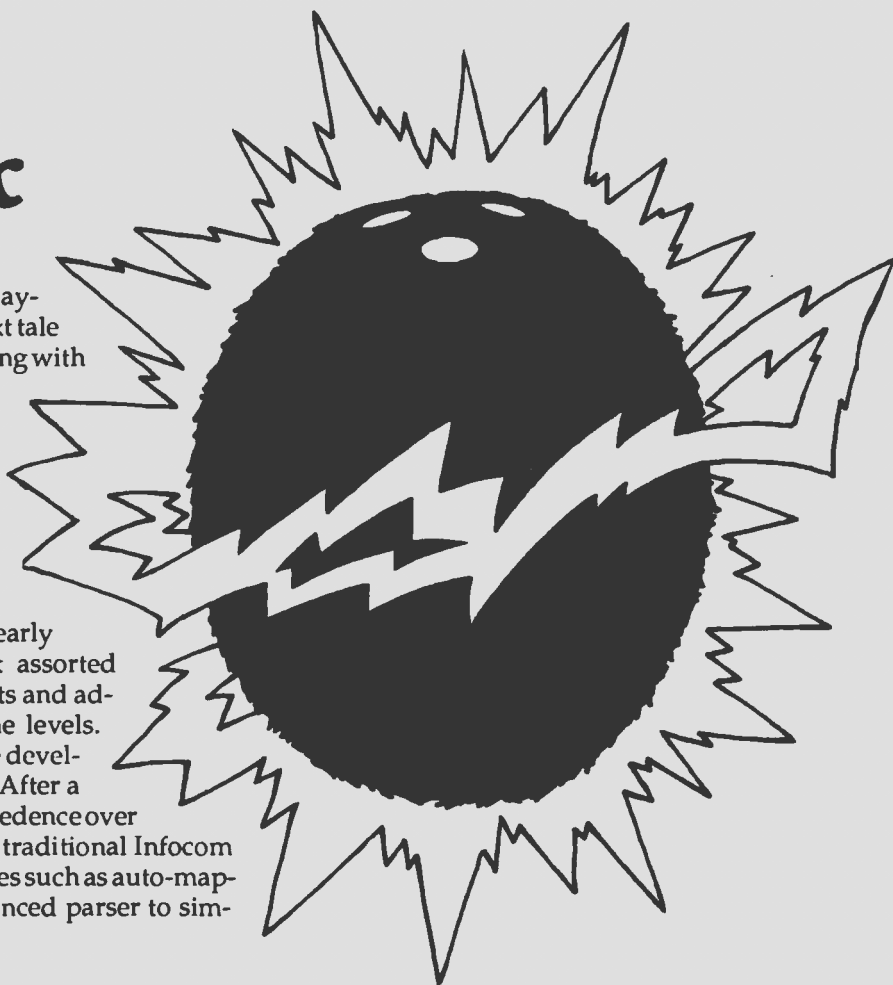


Beyond Zork

Infocom's first foray into role-playing games, *Beyond Zork* is an all-text tale that combines logical puzzle-solving with character development and combat. Science is steadily superceding the role of magic in the remnants of the famous Great Underground Empire, where your goal is to recover the fabled Coconut of Quendor so that its secrets may be preserved for magicians of the future. In the early stages, you'll constantly combat assorted monsters to earn experience points and advance your character through the levels. Attributes such as Intelligence are developed by solving related puzzles. After a certain point, the puzzles take precedence over combat, and the game becomes a traditional Infocom text adventure. Lots of new features such as auto-mapping, mouse control and an advanced parser to simplify gameplay.



Type: All-text Hybrid

Skill Level: Expert

Systems: Apple II (128K), C 128, IBM (192K), ST, Amiga and Macintosh (both 512K)

Company: Infocom/Activision

The Solution

Many elements of *Beyond Zork* are randomized: locations in many areas, plus the objects found there, are arranged differently, and magic spells often have different names and are cast with different items. For these reasons no map is provided, and the solution itself is presented in a different format. Instead of giving a step-by-step walkthrough, this solution tells what must be done and which spells are needed in each general area. Since the magic items' effect vary from game to game, related answers refer simply to the spell: Thing of Annihilation, for example. The woman at the Magick Shoppe will identify spells and items. Separate lists describe items, magic and things that raise your attributes. If you don't have an item mentioned here, just look around—it won't be hard to find. Locations of those not readily noticed are pointed out.

Hilltop, Sea and Tavern

Go northwest from the start and get the weed at Edge

of Storms. At the dock, examine the sailor's canvas and get the driftwood. Wield it as a weapon. Get the lantern outside the Tavern, enter and wait to hear the bandits mention the helmet. Try to go west, then get the dagger.

Wine Cellar and Kitchen

When you first enter the Cellar, get the scroll and read it. (Say the word on it if your light goes out.) **Trvffaf** the **nptt** on the **xmmm** for Dexterity so you can climb the Bottom Stack and get the wine bottle. Slay the skeleton, get the amulet and wear it. Get the crown and search the nest for the coin; sell both later. After the door is slammed on you, **sfbe** the amulet **uispvhi** the **cpuumf** and say the word to get a Strength boost so you can break the door. Conserve the lantern by shutting it off as soon as possible. Give the bottle to the cook. Go east and get the rug, pushing the onion to the cliff wall.

Cliff and Lighthouse

The riddle's answer is **mjhuiuojoh**, which lets you enter the lighthouse. Inside you'll need the **tbm** (from the **ujebm gmbut**), **uvh**, Thing of **boojijmbujpo**, **ebhhfs** and the **pojpo**. Bash the spider and **uispx tbm** on the slug. **Svc** the **svh** and **upvdi** the Dust Bunny. Get and wear the ring. (Sell the bubblegum card.) **Dvu** the **pojpo** with the **ebhhfs** to distract the Dornbeast, then point the Thing of **boojijmbujpo** at him and take the chest and get all. Search the debris in the top room and sell the sextant.

Accardi by the Sea

Give the **diftu** to the Monkey Grinder after he squashes the warning nymph. Get the palimpsest and vague outline in the chest. Get the gurdy. You can sell the chest. Buy the axe, wield it and use the Scroll of Honing on it. Use the axe to slay the Puppet, then point the Thing of **boojijmbujpo** at the Hellhound. Get all you find in the forest. Eat the fishcake for an Intelligence boost.

Plane of Atrii

Say the word from the **hbujoh** spell (from the chest) to enter the plane of Atrii. Move around until you find a place where the fabric of time squeezes shut to produce a vague outline. The **wbhvf pvumjof** from the chest becomes a Phase Blade when you enter the Plane of Atrii; use it to cut the vague outline blocking your route. Enter the blocked off area and you'll find the Implementors. Wait till they drop the coconut and give you the **hpcmfu**. They'll most likely teleport you to the billboard.

Fields of Frotzen

The **hpcmfu** will protect you from the thunderstorm so you may pass. Get the four-leaf clover when you find it. Wait for a **cvuufsgmz** to land on the **hpcmfu**. Open the gurdy and put the **hpcmfu** in it. Close the gurdy, set the dial to **dmpdl** and turn the crank left. Open it and get the **dbufsqjmmbs** before he runs away. Remove the **hpcmfu** and close the gurdy. Find the scarecrow with a crop of corn around him. Turn the dial on the gurdy to **fzf**, then turn the crank to the right. Note the color of the scarecrow's rags: the Corbies are afraid of this color. Wait until the farmhouse falls, then enter it and stay until the storm subsides.

Land of Froon

Exit the house and examine the flowers. When offered, take the key that's the same color as the scarecrow's rags. When you're transported back to the fields you can pass the Corbies and get the Compass Rose.

Jungle and Idol

Kill or point Thing of **boojijmbujpo** at the crocodile and bloodworm. Find the **Hcnk**, then the Hungus. Attack the baby. The mother will attack you and follow you to the Idol. Climb the Idol and, when the mother is on the bottom, get the jewel. Inside the Idol, turn on the lantern. Squeeze the moss, then point the Thing of **fwfstjpo** at the wall. Find the mother and point the Thing of eversion at her to get the **kfxfm**. Then point the Thing of **mfwjubujpo** at the baby. You can sell the tusk.

Thriff

Look under the **qfx** in the **dibqfm** for the vial. Listen to the Cardinal. Examine the glyph, then go west of the clearing. The **dbufsqjmmbs** will scare the Trees. (Sell the ornament.) Open the mailbox and examine the contents thoroughly. This should net you a burin. Go south and search the bench to get the Black Hemisphere. Go north and west to kill the Snow Wight. You may have to recuperate a few times to do so, or use the Thing of **boojijmbujpo**. Sell the snowflake. Go west and point the Thing of **ejtqfmm** at the dome. Boogie on back to Thriff before you get fried. Make sure you're wearing the **sjoh**, then return to the clearing. With the burin, inscribe a glyph in the hot lava. Ask the Cardinal for the reliquary and get the White Hemisphere from it. Go northwest and hide the minx's footprints. Wait for the hunter to leave, then pet the minx. Wait until she digs up a truffle and let her eat it. Don't forget the sunlit wall to the west of here. Remember, you must pick up the **njoy** to take her to certain places.

Stable

Get the horseshoe. Kiss the unicorn's horn first for luck, then say the word on the amulet and smash the stable door. Or you can use Thing of **mfwjubujpo** to free the unicorn and get the saddle.

Pterodactyl

Make sure you're holding the **xffe** and Thing of **boftuiftjb** and have enough room to hold the arrow and whistle. Point the Thing of **boftuiftjb** at the pterodactyl. Get the arrow, then put the **xffe** on the wound. Get and wear the whistle. Put the saddle on the pterodactyl. Get the minx and board the pterodactyl. To fly, "go up" and point the Compass Rose in the opposite of the direction you want to go. Fly until you're over the castle (near Thriff), then land.

Castle

Hide behind the Morgia bush. Get some of the bush and eat it. Wait for the platypus to come and go, then exit the bush. Open the statue and get the Crystal Jar. Blow the whistle, get the minx and

board the pterodactyl. Fly to the Magick Shoppe.

End Game Preparations

Sell the Jewel and buy the Hourglass. Go to the oak tree in the Twilight part of the Forest. Wait until the minx digs up a truffle. Get it. Go to the Clearing in the Forest. The answer to the riddle on the rock is **zpvui**. Enter the Pool of Radiance. The truffle will be preserved for all time. Whistle for the pterodactyl. Stash the truffle in the pack before getting the minx, then fly to the Ruins.

Ruins

Bash the GhouL. Throw the **wjbm** at the Undead Warrior. Stand under the arch in the plaza and turn the hourglass. Go south twice (back in time). Get the truffle and wait for the Prince's horse to fall in the trench. Throw the truffle in the trench. Turn the hourglass again and go forward in time (north) until you reach the desolation. Wait for the minx to dig up a truffle. Get and wear the helmet. Turn the hourglass and return to the plaza. Use the pterodactyl, Scroll of **hbujoh** or **sfdbmm** return to the Magick Shoppe. Buy the potion of Enlightenment if you haven't already. Shake and drink it. You should now have enough Intelligence to continue (if not, see tips on how to boost it). Insert the peg on the Black Hemisphere into the hole on the White Hemisphere. Look into the now Gray Sphere and remember the magic word printed there.

Underground and End Game

Make sure you have the following items: rabbit's foot, horseshoe, four-leaf clover, Jar of Mirrors and **mboufso**. Rub the foot for extra luck. Go to the cliff wall near Thriff (where you found the minx). Say the magic word from the Gray Sphere and open the door. Enter the first underground room. A Luck-sucker will eventually show up. Throw one of your lucky items at it each of the three times it appears. In the first underground chamber open the jar, get the circlet and type "blow bubble." Point the resulting mirror in a direction so you can reflect the sunlight around the corners and deeper into the tunnel (for example, pointing the mirror to the north will angle light from the northeast to northwest, or vice versa).

Keep blowing bubbles and exploring the rooms until you find the Treasure Chamber. **Bohmf** the light in the most direct route to that room. The mirrors don't last long, so make it snappy. ("Dip circlet" isn't necessary; "blow bubble" will suffice and save time.) Blow the last mirror in the Treasure Chamber and angle the light to shine on the Shadow in the corner. If your Compassion is high enough, it should overwhelm the Ur-Grue and you'll be able to

search the plunder and get the Coconut. If you try to exit the cave an earthquake stops you. Not to fear, you are saved and...*Beyond Zork!*

Magic Wands, Items and Scrolls

(Each wand, item or scroll's magical effect may vary in your variation, but the same spells are used in solution.)

Magic Wands

Dispell, Levitation, Annihilation, Anesthesia, Sayanora, Eversion

Magic Items

Amulet, Rod, Palimpsest, Ring, Stick, Parchment, Cane, Stave

Scrolls

Fireworks and Mischief: No use

Gating, Honing, Protection, Refreshment, Recall, Rumped, Smooth

How to Raise Attributes

Intelligence: Fishcake, Potion of Enlightenment, Pheehelm

Dexterity: Squeeze moss in Idol, Cellar, Underground

Strength: Potion of Strength, Morgia Root.

Compassion: Cover minx's tracks, rescue baby fungus and unicorn.

Luck: Rub rabbit's foot, kiss unicorn's horn.

Endurance and Level: Defeating certain monsters (and enough of them) and solving some problems (vague outline) increases these.

Armour Class: Buy more armour!



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)