

Zork II

Introduction to Zork II

Zork II begins in the stone barrow, but it is not a mere continuation of *Zork I*. You need not have won *Zork I* to attempt *Zork II*, but the more adventuring skills you have, the more you will enjoy it.

As you gather treasures in *Zork II*, the Wizard of Frobozz casts spells at various times to make your way harder. Once you get the wand, you can cast the same spells, all of which begin with the letter F. Some of the spells can be deadly if they are cast on you. Other spells keep you from moving. Both of these types of spells are marked with an asterisk (*). To continue the game, or avoid dying, WAIT until the spells are gone. Here are the spells:

- Fantasize
- Float*
- Fence*
- Filch
- Freeze*
- Fall*
- Ferment
- Fudge
- Fluoresce
- Fireproof
- Fierce*
- Fear
- Frobizz
- Frobozzle
- Frobnoid
- Fumble

In this game, you will have to get past a lizard head. You need the candies from room #60 and the gold key from the unicorn

in room #7. Once past this door, you will eventually make the demon appear. He will want the treasures. These are the treasures that you'll have to give to the demon:

- Gold key
- Bills
- Portrait
- Zorkmid
- Rare stamp
- Gaudy crown
- Pearl Necklace
- Stradivarius violin
- Statuette
- Moby ruby

If you have a treasure when you die, you will not have to give it to the demon. Also, if the wizard casts the filch spell on you, the treasures that you touch during the spell will not be necessary (or possible) to give to the demon to complete the game. They will be in the trophy case in room #49.

General Hints

You will always want to be careful when entering multiple commands with periods, or "then," because the wizard can show up at any time and cast a spell, such as FALL.

If possible, you will usually want to solve the tea room area first. By completing this section of the puzzle first, you can stop the carousel, which can throw you off course while running.

In most locations here, as in *Zork I*, you will need to have a light source, but the only one in *Zork II* is a lamp. Use the lamp sparingly, turning it off where it isn't really necessary. Once you get the wizard's wand from the demon, fluoresce something lightweight and not needed, i.e., the perfect rose or the bank brochure.

There is one very important thing you have to remember when you are about to finish this game. When you go to the landing, make sure you have the wand with you; if you don't, you will die.

If you are going to die, you will definitely lose 10 points; but if you die, make sure it is before you free the demon by putting the black sphere in the circle.

You don't want to stay anywhere too long. If you stay in the topiary too long, the bushes will kill you. If you stay in the small room or vault too long, the curtain will close. If you stay in the balloon too long, you will die at the top of the volcano. If you stay on the small ledge too long, it falls down with you on it. If you stay in the wizard's quarters too long, the description of the room changes, although you do not have to worry about that.

When you die, you will be in a red sphere. Go west, and you will be in a blue sphere. Go west again, and you will be in a clear sphere. Go west one more time, and you will be in a black sphere. If you have not yet released the demon, or if this is not your third death, you will be reincarnated. Otherwise, your game will be over.

Room Notes

1. **Inside the barrow**—The lamp is your only light source right now. Take it and use it. The sword is only useful with the dragon in room #19. In fact, it is necessary there.
2. **Narrow tunnel**—There is nothing important here.
3. **Foot bridge**—There is nothing important here.
4. **Great cavern**—There is nothing important here.
5. **Shallow ford**—This is one place to get water needed for room #56/57.
6. **Dark tunnel**—There is nothing important here.

7. **North end of garden**—To enter the gazebo, say either "ENTER GAZEBO" or "IN" or "GO IN." Very often, there is a unicorn here. It has a gold key around its neck. The only way to get the key is by saving the princess in room #20. Leave the unicorn alone until then, you cannot do anything yet.



8. **Gazebo**—The letter opener and the placemat are needed to get into room #36. The newspaper is needed in room #6; the matches are needed in rooms #36 and #44. The teapot is needed to carry the water for room #56/57.



9. **Formal garden**—There is nothing important here.

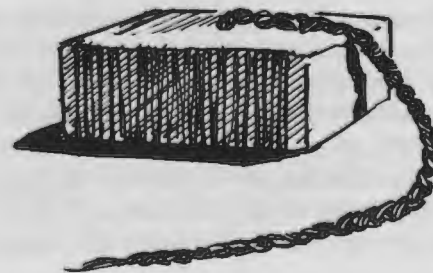
10. **Path near stream**—The only way to open the western passage is to free the princess in room #20, and follow her. The passage will stay open.

11. **Topiary**—Nothing is important here, but if you stay around, the animals move. This is not to be taken lightly. If you stay here too long, they will kill you. If you go back and forth into this room, you will also die.

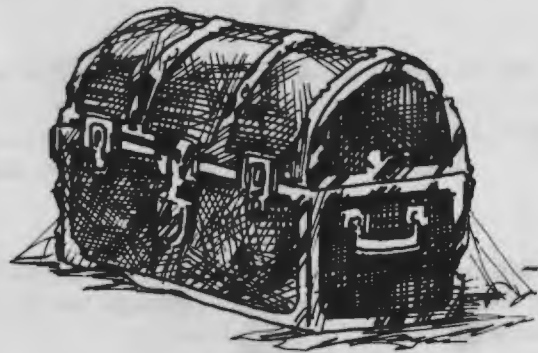
12. **Carousel room**—This room spins continually until you turn it off in room #62. When you turn it off, a box will fall. Open it, and there will be a Stradivarius violin. Take it down to room #51 if you can, or take it to room #47.



13. **Marble hall**—The brick is necessary to get the crown in room #44. To open the eastern passage, you must free the princess in room #20, and follow her.



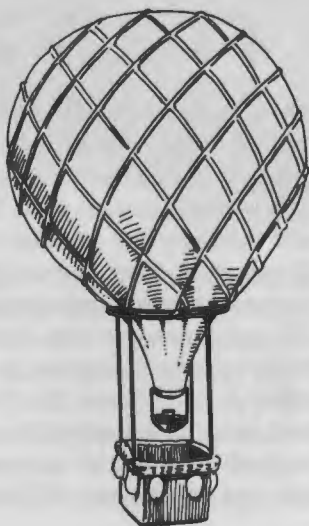
14. **Deep ford**—This is one place to get water for room #56/57.
15. **Ledge in ravine**—There is nothing important here.
16. **Tiny room**—To open the door, you must put the placemat (room #8) under the door, open the lid, and put the letter opener (room #8) in the keyhole. An iron key will appear. Then get the placemat, get the letter opener, unlock the door with the iron key, and open the door. You may now drop the placemat, letter opener, and iron key; they have no other use. It sometimes helps to drop all before you start, and get the things back when you are done, in case you drop something in the process of opening the door (like when you get the placemat and the letter opener).
17. **Dreary room**—The blue sphere is needed in room #50. If you cannot get there yet, leave the sphere in room #47.
18. **End of ledge**—There is nothing important here.



19. **Dragon room**—To get rid of the dragon, hit him with your hands once, go south, hit him with your hands again, go south, hit him with your sword (room #1), and go west. All this has the effect of getting the dragon to follow you to room #32, and, since he has never seen a mirror, he thinks his own reflection is another dragon, and he kills himself. If you have had the fireproof spell cast on you, then you can have some fun with the dragon.

20. **Dragon's lair**—This room has nothing to do with the popular arcade game of the same name. The chest usually has to be opened twice before it is open. The first time you try, the princess will awaken. When the princess leaves, follow her until she rides the unicorn away. When she does this, she will give you a rose, and a key. The rose is romantic, but useless, but the key is needed in room #47. Get the statuette if the chest is open and the princess is still here. Take the statuette to either room #51 or #47.
21. **Cool room**—There is nothing important here.
22. **Fresco room**—There is nothing important here.
23. **Bank entrance**—There is nothing important here.
24. **West teller's room**—There is nothing important here.
25. **East teller's room**—There is nothing important here.
26. **West viewing room**—You can get here through the curtain of light if you came into room #28 from the west. You can return to room #28 by walking through the east wall.
27. **East viewing room**—You can get here through the curtain of light if you came into room #28 from the east. You can return to room #28 by walking through the west wall.
28. **Safety depository**—The curtain of light is a magical doorway. To walk through it, say "WALK THROUGH CURTAIN." If you come in from the east, and walk through the curtain of light, you will go to room #27. If you come from the west, and walk through the curtain of light, you will go to room #26. If you come from the south, you will go to room #30. If you come from the north (room #30), you will go to room #31. To get treasures out, drop them in here, go east or west twice, get the treasures, and walk through the curtain. In other words, leave the treasures here at first since you can't take them straight out. Go to room #26 or #27. Come back. Get the treasures. Walk through the curtain of light and go to room #23 and away.

29. **Chairman's office**—The painting is a treasure. To get it out, follow the directions in room #28.
30. **Small room**—To get out, walk through the south wall. You must come here to get to room #31.
31. **Vault**—Get the bills, and walk through the north wall. Follow the instructions for room #28 to get the bills out.
32. **Ice room**—If you have killed the dragon, you will be able to go east.
33. **Lava tube**—There is nothing important here.
34. **Volcano view**—There is nothing important here.
35. **Lava room**—The moby ruby is a treasure. Take it to room #51 if you can, #47 if you can't.
36. **Volcano bottom**—The cloth bag is a balloon. To inflate it, get in the basket, open the receptacle, put the newspaper in the receptacle, light a match, and burn the newspaper with the match. This will make the balloon go up. To make the balloon go down, close the receptacle.



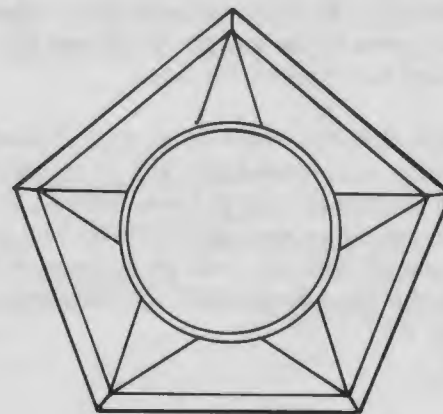
37. **Volcano core**—There is nothing important here.
38. **Volcano near small ledge**—To land the balloon, say "LAND."
39. **Small ledge**—Tie the wire to the hook to keep the balloon from flying away. Untie it when you are ready to leave. The zorkmid is a treasure. Take it.
40. **Library**—Open the purple book and get the stamp. The stamp is a treasure. The other books are useless, even though the white book has information about magic.
41. **Volcano by viewing ledge**—There is nothing important here.
42. **Volcano near wide ledge**—To land the balloon, say "LAND."
43. **Wide ledge**—Tie the wire to the hook to keep the balloon from flying away. Untie it when you are ready to leave.
44. **Dusty room**—Put the string (room #46) in the brick (room #13). Put the brick in the hole in the box on the wall. Light a match (room #8). Burn the string with the match. Go north. Go south. Get the crown. Go back to the balloon and get in. Close the receptacle until you land.
45. **Room 8**—You can only get here if you have turned off the carousel room (room #12) in room #62. The can is needed in room #70 to win. This room is also in *Zork III*.
46. **Cobwebby corridor**—The string is needed in room #44.
47. **Guarded Room**—To get the door open, feed the candies from room #60 to the head, unlock the door with the golden key from the princess, and open the door. Bring all treasures you have collected so far to room #51, except the spheres, which should be brought to room #50.
48. **Wizard's Workshop**—There is nothing important here.



49. Trophy Room—Inside the trophy cabinet are all of the treasures the wizard has filched from you, or that you have had when you died. The treasures cannot be taken by ordinary means, but once you have the wizard's wand, you can **FILCH** them (i.e., point the wand at the treasure case and say 'SAY "FILCH"'). This gets you no points.

50. Wizard's workshop—The red sphere (room #63) should be put on the ruby stand, the clear sphere (room #52) on the diamond stand, and the blue sphere (room #17) on the sapphire stand. Once you have done all this, a black sphere will appear. Take the black sphere to room #51, and follow the directions there.

51. Pentagram room—Put the black sphere in the circle. Give all the treasures (except, of course, the spheres and the candies) to the demon. Once you have done that, say 'TELL DEMON "GIVE ME WAND"', and get the wand. Now go to room #64. If the demon is not satisfied, you probably have forgotten to give him one of the treasures. The three most forgotten treasures are the painting in room #29, the golden key from the princess, and the statuette in room #20.



52. Aquarium room—Extinguish the lamp, then throw it at the glass. Get the lamp and the clear sphere. Turn the lamp back on, and take the sphere to room #50.

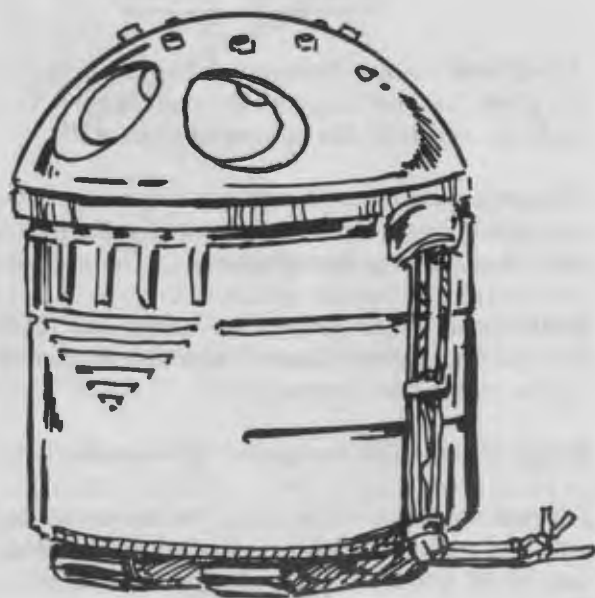
53. Wizard's quarters—Nothing is important here, but if you look around several times, you will see a new description each time. This is meaningless.

54. Riddle room—To answer the riddle, say 'SAY "WELL"'. You can now go east. You will not have to answer the riddle again, as the door stays open.

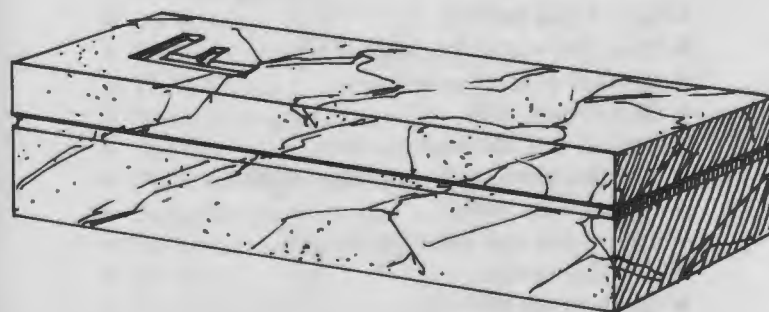
55. Pearl room—The necklace is a treasure. Take it.

56. Circular room—Make sure you have the teapot (room #8), and make sure it has water from one of the two places (rooms #5 and #14). Get in the bucket and pour the water. You are now in room #57.

57. **Top of well**—Get out of the bucket and go east.
58. **Tea room**—Get all the cakes except the orange one. If you eat the orange cake, you will explode. Eat the green cake in this room. You are now in room #59.
59. **Posts room**—Go east, follow the directions, come back, and eat the blue cake.
60. **Pool room**—The flask is poisonous. If you open it, you will die. Do not open it. Do not get it. Throw the red cake in the pool. Get the candies. Go west.
61. **Low room**—Tell the robot to go east. Follow all the directions there, come back here, and go southeast. You may have to go southeast a lot of times before you get to room #58. When you do, go west, get in the bucket, get the water, drop the teapot, get out, and go to room #47. Give the candies to the head, and follow the instructions there.



62. **Machine room**—Tell the robot to push the triangular button. Do not push the button yourself. Tell the robot to go south. Follow him and follow the instructions of room #63.
63. **Dingy closet**—Get the red sphere. When the cage comes down, tell the robot to lift the cage, and you get the sphere. Return to room #60, and follow the remaining directions.
64. **Menhir room**—To move the stone, you must get the wizard's wand (room #51, from the demon). Point the wand at the menhir, and say 'SAY "FLOAT"'.



65. **Kennel**—The collar is needed in room #68.
66. **Stairway**—There is nothing important here.
67. **Oddly angled rooms**—Go west when you first get here. Then go:SE, NE, NW, SW, S, D. You will be in room #68.
68. **Cerberus room**—Put the collar from room #65 on the dog to go east.
69. **Crypt anteroom**—There is nothing important here.
70. **Crypt**—Spray the crypt with glue repellent. Turn the lamp off, look, open the door, turn on the lamp, and go south. Warning: if you fool around with the Flatheads' flat heads, you will die.

How to Win

- Get all.
- Go to room #8.
- Get the teapot.
- Go to room #5.
- Fill the teapot.
- Go to room #12.
- Go to room #54 (if you go somewhere else, check the map to get back to room #12, then try again).
- Say 'SAY "WELL."'
- Go to room #56.
- Get in the bucket.
- Pour the water (to room #57).
- Get out of the bucket.
- Go to room #58.
- Get all but the orange cake.
- Eat the green cake (to room #59).
- Go to room #60.
- Throw the red cake in the pool.
- Get the candy.
- Go to room #59.
- Eat the blue cake (to room #58).
- Go to room #61.
- Say "TELL ROBOT "GO EAST.PUSH TRIANG BUT-TON.GO SOUTH"".
- Go to room #63 (if you go to room #58, just try again).
- Get the sphere.
- Say "TELL ROBOT "LIFT CAGE"".
- Get the sphere.
- Go to room #57 (if you miss it, return to room #61 and try again).
- Get in the bucket.
- Fill the teapot (to room #56).
- Drop the teapot.
- Get out.
- Go to room #55.
- Get the necklace.
- Go to room #12.
- Open the box.

- Get the violin.
- Go to room #47.
- Give the candy to the head.
- Drop the sphere, violin, and necklace.
- Go to room #19.
- Say "KILL DRAGON."
- Go south (to room #71).
- Say "KILL DRAGON."
- Go south (to room #21).
- Say "KILL DRAGON WITH SWORD."
- Go west (to room #32).
- Go to room #29.
- Get the portrait.
- Go to room #28.
- Walk through the curtain.
- Walk through the south wall.
- Walk through the curtain.
- Get the bills.
- Walk through the north wall.
- Drop the portrait and bills.
- Go to room #24 or #25.
- Go to room #28.
- Get the portrait and bills.
- Walk through the curtain.
- Go south (to room #23).
- Go to room #20.
- Open the chest.
- If the princess leaves, follow her. Following her is more important than getting the statuette.
- If the chest didn't open the first time, open it again.
- Get the statuette (if you are still here).
- Follow the princess all the way to the gazebo (room #8).
- Wait until she leaves (on the unicorn).
- Drop the perfect rose (unless you are really a sentimentalist).
- Get the placemat and letter opener.
- Go to room #16.
- Open the lid.
- Slide the placemat under the door.
- Put the letter opener in the keyhole.

- Get the letter opener and placemat.
- Get the iron key.
- Unlock the door with the iron key.
- Open the door.
- Go to room #17.
- Get the sphere.
- Drop the key and letter opener.
- If you didn't get the statuette, go to room #20 and get it.
- Go to room #47.
- Unlock the door with the gold key.
- Get all.
- Go to room #50.
- Put the red sphere on the ruby stand.
- Put the blue sphere on the sapphire stand.
- Go to room #52.
- Extinguish the lamp (if it is on).
- Throw the lamp at the aquarium.
- Get the lamp and the clear sphere.
- Go to room #50.
- Put the clear sphere on the diamond stand.
- Get the black sphere.
- Go to room #51.
- Drop all but the lamp.
- Go to room #46.
- Get the string.
- Go to room #13.
- Get the brick.
- Go to room #8.
- Get the newspaper and matchbook.
- Go to room #35.
- Get the ruby.
- Go to room #36.
- Open the receptacle.
- Put the newspaper in the receptacle.
- Light a match.
- Light the newspaper with the match.
- Get in the balloon.
- Put the string in the brick.
- Wait until the balloon ascends to "Volcano near small ledge."

- Say "LAND" (to room #39).
- Tie the wire to the hook.
- Get out.
- Get the zorkmid.
- Go to room #40.
- Open the purple book.
- Get the stamp.
- Go to room #39.
- Get in the basket.
- Untie the wire.
- Wait until the balloon ascends to "Volcano near wide ledge."
- Say "LAND" (to room #43).
- Tie the wire to the hook.
- Go to room #44.
- Put the brick in the hole.
- Light a match.
- Light the string with the match.
- Go to room #43.
- Go to room #44.
- Get the crown.
- Go to room #43.
- Get in the basket.
- Untie the wire.
- Wait until you leave the ledge.
- Close the receptacle.
- Wait until you land.
- Get out of the basket.
- Go to room #51.
- Put the black sphere in the circle.
- Give all the treasures to the demon (necklace, gold key, statuette, bills, portrait, ruby, zorkmid, stamp, crown, and violin, excluding those that may have been filched from you).
- Say "DEMON, GIVE ME WAND."
- Go to room #64.
- Point the wand at the menhir.
- Say "SAY 'FLOAT.'"
- Go to room #65.
- Get the collar.
- Go to room #67.

- Go south (or some other direction until you find the club).
- Go SE, NE, NW, SW.
- Go the opposite direction you did to get here (or walk until you find the stairway leading down).
- Go to room #68.
- Put the collar on the dog.
- Go to room #70.
- Turn off the lamp.
- Look.
- Open the door.
- Light the lamp.
- Go south (make sure you didn't drop the wand).
- You have now won *Zork II*.

Zork II

