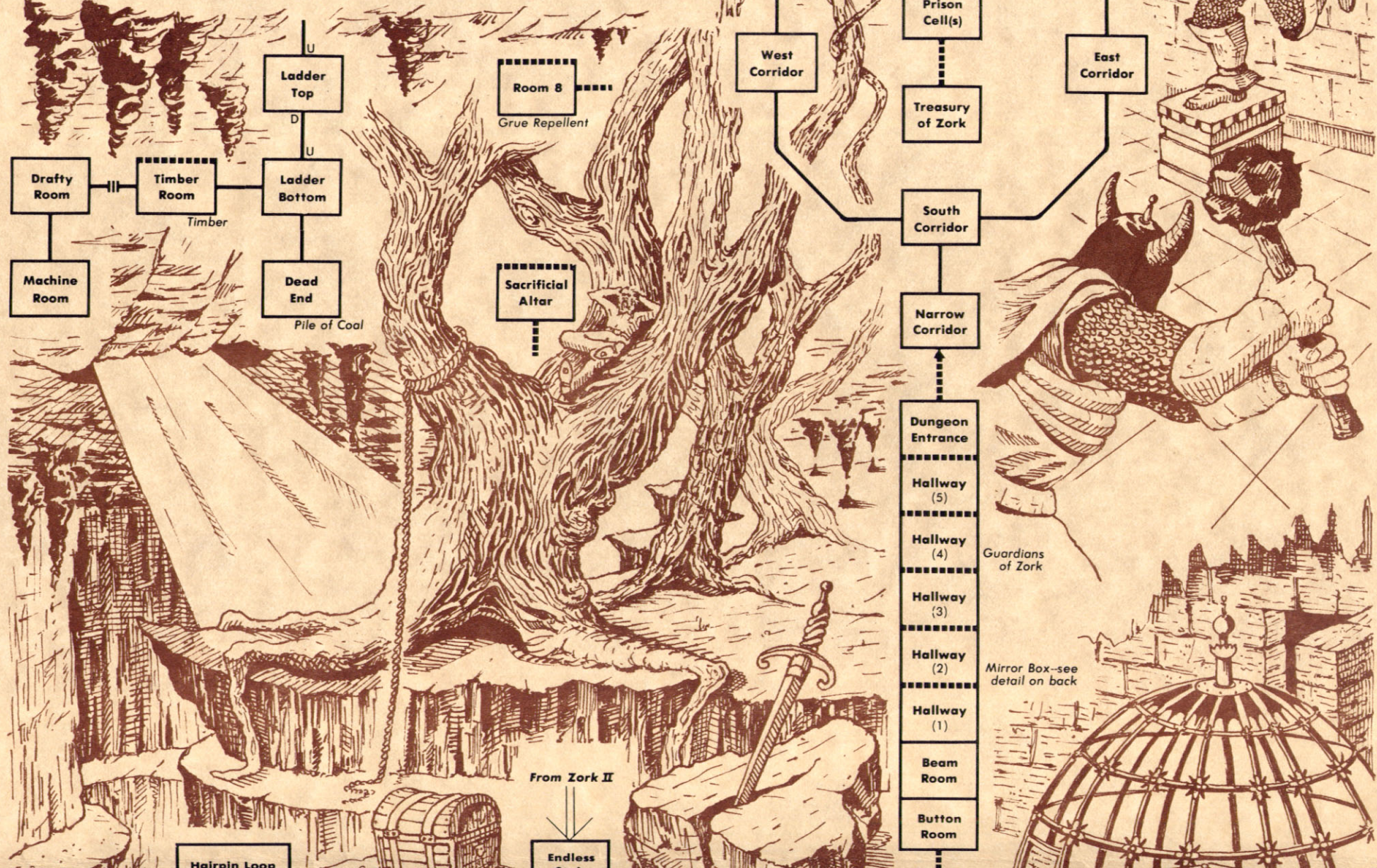


# ZORK III

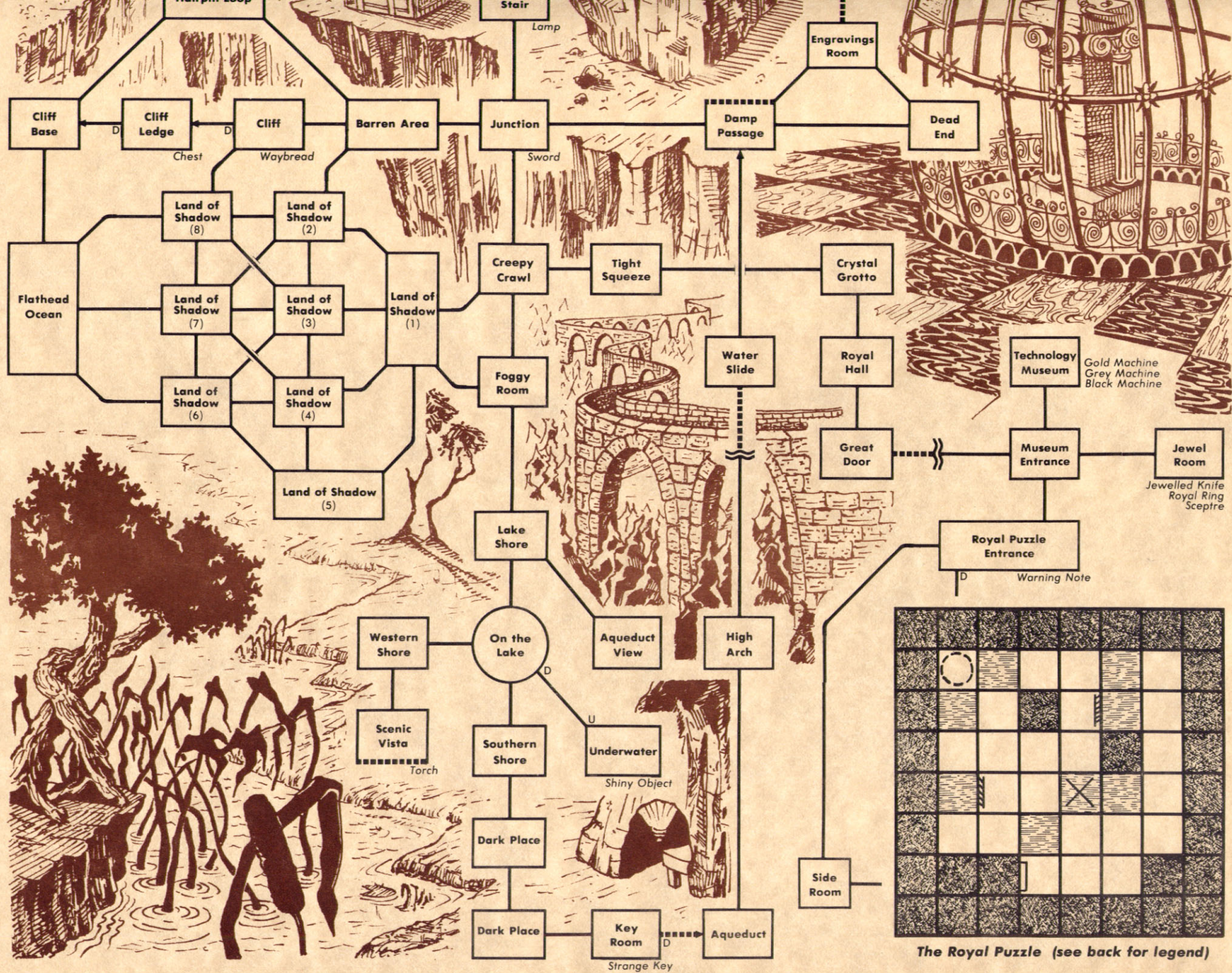




# ZORK III: The Dungeon Master







The Royal Puzzle (see back for legend)



# Legend

- Normal passageway
- One-way passageway
- ..... Passageway requiring problem-solving
- ||—— Narrow passageway (baggage limit)
- }}..... Earthquake damage

## Notes:







Horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid giving away problems, objects not immediately visible upon entering a room are not shown. Where more than one direction leads to the same place, only one is shown.

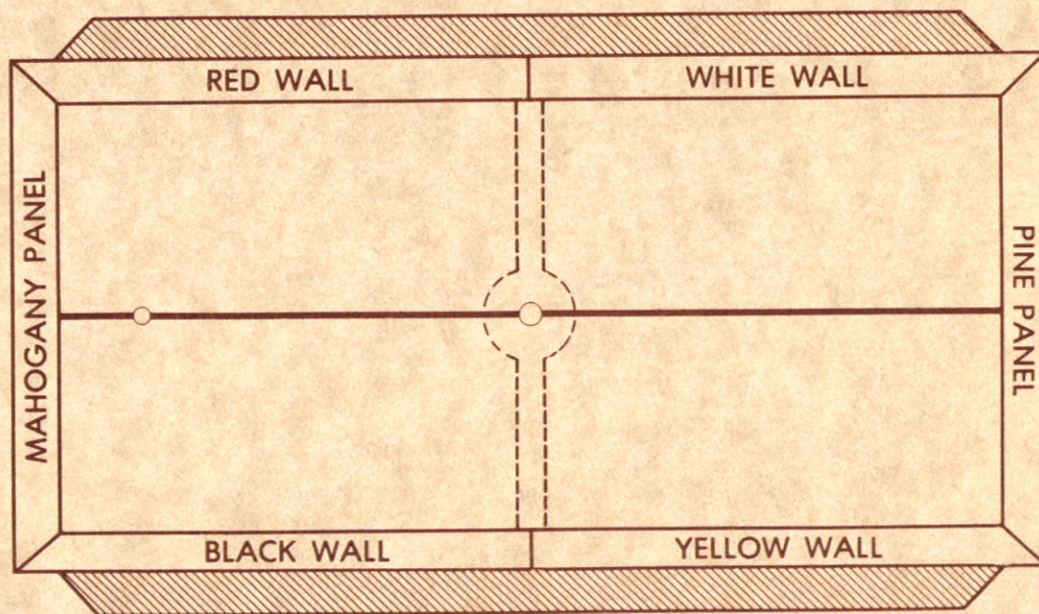
For information and price lists for other games and products write:

**ZORK USERS GROUP**  
**P.O. BOX 20923**  
**MILWAUKEE, WI 53220-0923**

Map designed by D. Ardito and S. Meretzky  
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## Legend for Royal puzzle

-  Marble wall
-  Sandstone wall
-  Ladders
-  Metal door
-  Hole in ceiling
-  Depression in floor



*The Mirror Box (original position)*