

MDL Zork	Fortran Dungeon	Comment
<p>There appears before you a threatening figure clad all over in heavy black armor. His legs seem like the massive trunk of the oak tree. His broad shoulders and helmeted head loom high over your own puny frame and you realize that his powerful arms could easily crush the very life from your body. There hangs from his belt a veritable arsenal of deadly weapons: sword, mace, ball and chain, dagger, lance, and trident. He speaks with a commanding voice:</p> <p>"YOU SHALL NOT PASS "</p> <p>As he grabs you by the neck all grows dim about you.</p>	<p>There appears before you a threatening figure clad all over in heavy black armor. His legs seem like the massive trunk of the oak tree. His broad shoulders and helmeted head loom high over your own puny frame, and you realize that his powerful arms could easily crush the very life from your body. There hangs from his belt a veritable arsenal of deadly weapons: sword, mace, ball and chain dagger, lance, and trident. He speaks with a commanding voice:</p> <p>"You shall not pass."</p> <p>As he grabs you by the neck all grows dim about you.</p>	
	<p>Suddenly a sinister, wraithlike figure appears before you seeming to float in the air. In a low, sorrowful voice he says, "Alas, the very nature of the world has changed, and the dungeon cannot be found. All must now pass away." Raising his oaken staff in farewell, he fades into the spreading darkness. In his place appears a tastefully lettered sign reading:</p> <p>INITIALIZATION FAILURE</p> <p>The darkness becomes all encompassing, and your vision fails.</p>	<p>Loading the game's data files failed.</p>
<p>You have been playing ZORK for ...</p>	<p>You have been playing DUNGEON for ...</p>	
<p>which will be cured after ...</p>	<p>You will be cured after ...</p>	
<p>This Zork created April 14, 2023.</p>	<p>Welcome to Dungeon. This version created 1-Oct-94.</p>	
	<p>Revision history:</p> <p>01-Oct-94 Bug fixes (V3.2A). 01-Feb-94 Portable VMS/UNIX version (V3.1A). 01-Jan-90 Portable version (V3.0A). 18-Oct-80 Revised DECUS version (V2.6A). 18-Jul-80 Transportable data base file (V2.5A). 28-Feb-80 Compressed text file (V2.4A). 15-Nov-79 Bug fixes (V2.3A). 18-Jan-79 Revised DECUS version (V2.2A). 10-Oct-78 Puzzle Room (V2.1A). 10-Sep-78 Endgame (V2.0A). 10-Aug-78 DECUS version (V1.1B). 14-Jun-78 Public version with parser (V1.1A). 04-Mar-78 Debugging version (V1.0A).</p>	<p>Response to the "HISTORY" command.</p>
	<p>The instructions are too lengthy to reproduce here. Suffice it to say that they're not identical.</p>	

<p>Welcome to <b>Zork</b></p> <p>You are near a large <b>underground labyrinth</b>, which is reputed to contain vast quantities of treasure. Naturally, you wish to acquire some of it. In order to do so, you must of course remove it from the <b>caverns</b>; to receive full credit for it, you must deposit it safely in the trophy case in the living room.</p> <p>In addition to valuables, the <b>cave</b> contains various objects which may or may not be useful in your attempt to get rich; you may need sources of light, since <b>caves</b> are often dark, and weapons, since dungeons often have unfriendly things wandering about. Reading material is scattered around as well; some of it is rumo<b>u</b>red to be useful.</p> <p>To determine how successful you have been, <b>there is</b> a score kept. When you find a valuable object (<b>i.e.</b>, pick it up), you receive a certain number of points, which depends on the difficulty of finding <b>it</b>. You receive extra points for transporting the treasure safely to the living room, and placing it in the trophy case. In addition, some particularly interesting rooms have a value associated with <b>your entering</b> them. The only penalty is for getting yourself killed, which you may do only twice.</p> <p>Of special note is a thief (always carrying a large bag) who likes to wander around <b>underground</b> (he has never been seen by the light of day). He likes to take things; <b>since</b> he steals for pleasure rather than profit, and is sadistic, he only takes things which you have seen. Although he prefers valuables, sometimes in his haste he may take something which is worthless; <b>from</b> time to time, he examines his take and discards objects which he doesn't like. He may occasionally stop in a room you are visiting, but more often he just wanders through and rips you off (he is a skilled pickpocket).</p> <p>Have Fun</p>	<p>Welcome to <b>Dungeon!</b></p> <p>You are near a large <b>dungeon</b>, which is reputed to contain vast quantities of treasure. Naturally, you wish to acquire some of it. In order to do so, you must of course remove it from the <b>dungeon</b>. To receive full credit for it, you must deposit it safely in the trophy case in the living room <b>of the house</b>.</p> <p>In addition to valuables, the <b>dungeon</b> contains various objects which may or may not be useful in your attempt to get rich. You may need sources of light, since <b>dungeons</b> are often dark, and weapons, since dungeons often have unfriendly things wandering about. Reading material is scattered around the dungeon as well; some of it is rumored to be useful.</p> <p>To determine how successful you have been, a score <b>is</b> kept. When you find a valuable object <b>and</b> pick it up, you receive a certain number of points, which depends on the difficulty of finding <b>the object</b>. You receive extra points for transporting the treasure safely to the living room and placing it in the trophy case. In addition, some particularly interesting rooms have a value associated with <b>visiting</b> them. The only penalty is for getting yourself killed, which you may do only twice.</p> <p>Of special note is a thief (always carrying a large bag) who likes to wander around <b>in the dungeon</b> (he has never been seen by the light of day). He likes to take things. <b>Since</b> he steals for pleasure rather than profit and is <b>somewhat</b> sadistic, he only takes things which you have seen. Although he prefers valuables, sometimes in his haste he may take something which is worthless. <b>From</b> time to time, he examines his take and discards objects which he doesn't like. He may occas- ionally stop in a room you are visiting, but more often he just wanders through and rips you off (he is a skilled pickpocket).</p> <p><b>Please answer the question.</b></p>	
<p>You clearly are a suicidal maniac. We don't allow psychotics in the <b>cave</b>, since they may harm other adventurers. Your remains will be installed in the Land of the Living Dead, where your fellow adventurers may gloat over them.</p>	<p>You clearly are a suicidal maniac. We don't allow psychotics in the <b>dungeon</b>, since they may harm other adventurers. Your remains will be installed in the Land of the Living Dead, where your fellow adventurers may gloat over them.</p>	
<p>As you take your last breath, you feel relieved of your burdens. The feeling passes as you find yourself before the gates of Hell, where the spirits jeer at you and deny you entry. Your senses are disturbed. The objects in the dungeon appear indistinct, bleached of color, even unreal.</p>	<p>As you take your last breath, you feel relieved of your burdens. The feeling passes as you find yourself before the gates of Hell, where the spirits jeer at you and deny you entry. Your senses are disturbed. The objects in the dungeon appear indistinct, bleached of color, even unreal.</p>	
<p>From the distance the sound of a lone trumpet is heard. The room becomes very bright and you feel disembodied. In a moment, the brightness fades and you find yourself rising as if from a long sleep, deep in the woods. In the distance you can faintly hear a song bird and the sounds of the forest.</p>	<p>From the distance the sound of a lone trumpet is heard. The room becomes very bright, and you feel disembodied. In a moment, the brightness fades, and you find yourself rising, as if from a long sleep, deep in the woods. In the distance you can faintly hear a song bird and the sounds of the forest.</p>	
<p>You are behind the white house. In one corner of the house there is a small window which is [open slightly ajar].</p>	<p>You are behind the white house. In one corner of the house there is a small window which is [open slightly ajar].</p>	
<p><b>You are in</b> the kitchen of the white house. A table seems to have been used recently for the preparation of food. A passage leads to the west and a dark staircase can be seen leading upward. To the east is a small window which is [open slightly ajar].</p>	<p><b>This is</b> the kitchen of the white house. A table seems to have been used recently for the preparation of food. A passage leads to the west, and a dark staircase can be seen leading upward. To the east is a small window which is [open slightly ajar].</p>	
<p><b>You are in</b> the living room. There is a door to the east, a wooden door with strange gothic lettering to the west, which appears to be nailed shut,</p>	<p>This is the living room. There is a door to the east. <b>To the west is a wooden door with strange gothic lettering</b>, which appears to be nailed shut.</p>	
<p><b>You are in</b> the living room. There is a door to the east. To the west is a cyclops-shaped hole in an old wooden door, above which is some strange gothic lettering</p>	<p><b>This is</b> the living room. There is a door to the east. To the west is a cyclops-shaped hole in an old wooden door, above which is some strange gothic lettering.</p>	
<p><b>and a large oriental rug in the center of the room.</b></p>	<p><b>In the center of the room is a large oriental rug.</b></p>	

and a closed trap-door at your feet.	In the center of the room is a closed trap door.	
and an open trap-door at your feet.	In the center of the room is an open trap door.	
and a rug lying beside an open trap-door.	There is a rug lying next to an open trap door.	
You are in a dark and damp cellar with a narrow passageway leading east, and a crawlway to the south. On the west is the bottom of a steep metal ramp which is unclimbable.	This is a dark and damp cellar with a narrow passageway leading east, and a crawlway to the south. To the west is the bottom of a steep metal ramp which is unclimbable.	
The trap door crashes shut, and you hear someone barring it.	The door crashes shut, and you hear someone barring it.	
You are in a small room near the maze. There are twisty passages in the immediate vicinity.	This is a small room near the maze. There are twisty passages in the immediate vicinity.	
You are in a clearing, with a forest surrounding you on the west and south.	This is a clearing, with a forest surrounding you on the west and south.	
There is an open grating, descending into darkness.	There is an open grating descending into darkness.	
You are in a long room on the south shore of a large reservoir.	This is a long room on the south shore of a large reservoir.	
You are in a long room, to the north of which was formerly a reservoir. However, with the water level lowered, there is merely a wide stream running through the center of the room.	This is a long room, to the north of which was formerly a reservoir. However, with the water level lowered, there is merely a wide stream running through the center of the room.	
You are on the reservoir. Beaches can be seen north and south. Upstream a small stream enters the reservoir through a narrow cleft in the rocks. The dam can be seen downstream.	You are on the reservoir. Beaches can be seen north and south. Upstream a small stream enters the reservoir through a narrow cleft in the rocks. The dam can be seen downstream.	
You are on what used to be a large reservoir, but which is now a large mud pile. There are 'shores' to the north and south.	You are on what used to be a large reservoir, but which is now a large mud pile. There are "shores" to the north and south.	
You are in a large cavernous room, north of a large reservoir.	This is a large cavernous room, north of a large reservoir.	
You are in a large cavernous room, the south of which was formerly a reservoir. However, with the water level lowered, there is merely a wide stream running through the center of the room.	This is a large cavernous room, to the south of which was formerly a reservoir. However, with the water level lowered, there is merely a wide stream running through the center of the room.	
This is a large room, with giant icicles hanging from the walls and ceiling. There are passages to the north and east.	This is a large room with giant icicles hanging from the walls and ceiling. There are passages to the north and east.	
You are in a large square room with tall ceilings. On the south wall is an enormous mirror which fills the entire wall. There are exits on the other three sides of the room.	This is a large square room with tall ceilings. On the south wall is an enormous mirror which fills the entire wall. There are exits on the other three sides of the room.	
B0000000000OM	B000000000M	
This is a large room which seems to be air-conditioned. In one corner there is a machine (?) which is shaped somewhat like a clothes dryer. On the 'panel' there is a switch which is labelled in a dialect of Swahili. Fortunately, I know this dialect and the label translates to START. The switch does not appear to be manipulable by any human hand (unless the fingers are about 1/16 by 1/4 inch). On the front of the machine is a large lid, which is [open closed].	This is a large room which seems to be air conditioned. In one corner there is a machine (?) which is shaped somewhat like a clothes dryer. On the "panel" there is a switch which is labeled in an obscure dialect of Swahili. Fortunately, I know this dialect, and the label translates to START. The switch does not appear to be manipulable by any human hand (unless the fingers are about 1/16 by 1/4 inch). On the front of the machine is a large lid, which is [open closed].	
The cave is very windy at the moment and your candles have blown out.	The cave is very windy at the moment, and your candles have blown out.	
You are in a small room which has only one door, to the east.	This is a small room that has only one door, to the east.	
A deranged giant vampire bat (a reject from WUMPUS) swoops down from his belfry and lifts you away....	A deranged giant vampire bat (a reject from WUMPUS) swoops down from his belfry and lifts you away...	
You are at the periphery of a large dome, which forms the ceiling of another room below. Protecting you from a precipitous drop is a wooden railing which circles the dome.	This is the periphery of a large dome, which forms the ceiling of another room below. Protecting you from a precipitous drop is a wooden railing which circles the dome.	
This is a large room with a prominent doorway leading to a down staircase. To the west is a narrow twisting tunnel, covered with a thin layer of dust. Above you is a large dome painted with scenes depicting elfin hacking rites. Up around the edge of the dome (20 feet up) is a wooden railing. In the center of the room there is a white marble pedestal.	This is a large room with a prominent doorway leading to a down staircase. To the west is a narrow twisting tunnel, covered with a thin layer of dust. Above you is a large dome painted with scenes depicting elfin hacking rites. Up around the edge of the dome (20 feet up) is a wooden railing. In the center of the room there is a white marble pedestal.	
You are in a circular room with passages off in eight directions.	This is a circular room with passages off in eight directions.	
Your compass needle spins wildly, and you can't get your bearings.	Your compass needle spins wildly, and you cannot get your bearings.	

<p>You are outside a large gateway, on which is inscribed "Abandon every hope, all ye who enter here."</p> <p>The gate is open; through it you can see a desolation, with a pile of mangled corpses in one corner. Thousands of voices, lamenting some hideous fate, can be heard.</p> <p>There is a clap of thunder, and a voice echoes through the cavern: "Begone, chomper!" Apparently, the voice thinks you are an evil spirit, and dismisses you from the realm of the living.</p> <p>Each word of the prayer reverberates through the hall in a deafening confusion. As the last word fades, a voice, loud and commanding, speaks: "Begone, fiends!". A heart-stopping scream fills the cavern, and the spirits, sensing a greater power, flee through the walls.</p> <p>You have entered the Land of the Living Dead, a large desolate room. Although it is apparently uninhabited, you can hear the sounds of thousands of lost souls weeping and moaning. In the east corner are stacked the remains of dozens of previous adventurers who were less fortunate than yourself. To the east is an ornate passage, apparently recently constructed. A passage exits to the west.</p> <p>Amid the desolation, you spot what appears to be your head, at the end of a long pole.</p> <p>You are standing on the top of the Flood Control Dam #3, which was quite a tourist attraction in times far distant. There are paths to the north, south, east, and down.</p> <p>The sluice gates on the dam are closed. Behind the dam, there can be seen a wide lake. A small stream is formed by the runoff from the lake.</p> <p>It appears that the dam has been opened since the water level behind it is low and the sluice gate has been opened. Water is rushing downstream through the gates.</p> <p>The water level here is now</p> <p>Unfortunately, a rubber raft doesn't provide much protection from the unfriendly sorts of rocks and boulders one meets at the bottom of many waterfalls. Including this one.</p> <p>You can see a small statue here in the sand.</p>	<p>You are outside a large gateway, on which is inscribed:</p> <p>"Abandon every hope, all ye who enter here."</p> <p>The gate is open. Through it you can see a desolation, with a pile of mangled corpses in one corner. Thousands of voices, lamenting some hideous fate, can be heard.</p> <p>There is a clap of thunder, and a voice echoes through the cavern: "Begone, chomper!" Apparently, the voice thinks you are an evil spirit and dismisses you from the land of the living.</p> <p>Each word of the prayer reverberates through the hall in a deafening confusion. As the last word fades, a voice, loud and commanding, speaks: "Begone, fiends!" A heart-stopping scream fills the cavern, and the spirits, sensing a greater power, flee through the walls.</p> <p>You have entered the Land of the Living Dead, a large desolate room. Although it is apparently uninhabited, you can hear the sounds of thousands of lost souls weeping and moaning. In the east corner are stacked the remains of dozens of previous adventurers who were less fortunate than yourself. To the east is an ornate passage, apparently recently constructed. A passage exits to the west.</p> <p>Amid the desolation, you spot what appears to be your head, tastefully impaled on the end of a long pole.</p> <p>You are standing on the top of Flood Control Dam #3, which was quite a tourist attraction in times far distant. There are paths to the north, south, east, and down.</p> <p>The sluice gates on the dam are closed. Behind the dam, there can be seen a wide lake. A small stream is formed by the runoff from the lake.</p> <p>It appears that the dam has been opened, since the water level behind the dam is low, and the sluice gate is open. Water is rushing downstream through the gates.</p> <p>The water level is now</p> <p>Unfortunately, a rubber raft doesn't provide much protection from the unfriendly sorts of rocks and boulders one meets at the bottom of many waterfalls. Including this one.</p> <p>You can see a small statue in the sand.</p> <p>There is nothing to dig into here.</p>	
<p>According to Prof. TAA of MIT Tech, the rapidly changing magnetic fields in the room are so intense as to fry all the delicate innards of the robot. I really don't know, but in any event, smoke is coming out of its ears and it has stopped moving.</p> <p>You are on a wide ledge high into the volcano. The rim of the volcano is about 200 feet above and there is a precipitous drop below to the bottom.</p> <p>You are in a dusty old room which is virtually featureless, except for an exit on the north side.</p> <p>Imbedded in the far wall, there is a rusty old box. It appears that the box is somewhat damaged, since an oblong hole has been chipped out of the front of it.</p> <p>The force of the explosion has caused the ledge to collapse belatedly.</p> <p>You may recall that recent explosion. Well, probably as a result of that, you hear an ominous rumbling, as if one of the rooms in the dungeon had collapsed.</p> <p>The room trembles and 50,000 pounds of rock fall on you, turning you into a pancake.</p> <p>A volcano gnome seems to walk straight out of the wall and says 'I have a very busy appointment schedule and little time to waste on trespassers, but for a small fee, I'll show you the way out.' You notice the gnome nervously glancing at his watch.</p>	<p>According to Prof. TAA of MIT Tech, the rapidly changing magnetic fields in the room are so intense as to fry all the delicate innards of the robot. I really don't know, but in any event, smoke is coming out of its ears, and it has stopped moving.</p> <p>You are on a wide ledge high into the volcano. The rim of the volcano is about 200 feet above, and there is a precipitous drop below to the bottom.</p> <p>This is a dusty old room which is virtually featureless, except for an exit on the north side.</p> <p>Embedded in the far wall is a rusty old box. It appears that the box is somewhat damaged, since an oblong hole has been chipped out of the front of it.</p> <p>The force of the explosion has caused the ledge to collapse belatedly.</p> <p>You may recall your recent explosion. Well, probably as a result of that, you hear an ominous rumbling, as if one of the rooms in the dungeon has collapsed.</p> <p>The room trembles and 50,000 pounds of rock fall on you, turning you into a pancake.</p> <p>A volcano gnome seems to walk straight out of the wall and says, "I have a very busy appointment schedule and little time to waste on trespassers, but for a small fee, I'll show you the way out." You notice that the gnome is nervously glancing at his watch.</p>	

Suddenly a sinister wraithlike figure, cloaked and hooded, appears seeming to float in the air before you. In a low, almost inaudible voice he says, "I welcome you to the ranks of the chosen of Zork. You have persisted through many trials and tests, and have overcome them all, dispelling the darkness of ignorance and danger. One such as yourself is fit to join even the Implementers!" He then raises his oaken staff, and chuckling, drifts away like a wisp of smoke, his laughter fading in the distance.	Suddenly a sinister, wraithlike figure, cloaked and hooded, appears seeming to float in the air before you. In a low, almost inaudible voice he says, "I welcome you to the ranks of the chosen of Zork. You have persisted through many trials and tests and have overcome them all, dispelling the darkness of ignorance and danger. One such as yourself is fit to join even the Implementers!" He then raises his oaken staff and, chuckling, drifts away like a wisp of smoke, his laughter fading in the distance.	
	Please forward problem reports and suggestions by Internet mail to dsmaint@pa.dec.com.	
The slag turns out to be rather insubstantial, and crumbles into dust at your touch. It must not have been very valuable.	The slag turns out to be rather insubstantial and crumbles into dust at your touch. It must not have been very valuable.	
The water splashes on the walls, and evaporates immediately.	The water splashes on the walls and evaporates immediately.	
The water spills to the floor and evaporates immediately.	The water spills to the ground and evaporates immediately.	
	I see no objects here.	
	The lamp smashes into the ground and is ruined.	
The rug is too heavy to lift, but in trying to take it you have noticed an irregularity beneath it.	The rug is too heavy to lift, but in trying to raise it you notice an irregularity beneath it.	
With a great effort, the rug is moved to one side of the room. With the rug moved, the dusty cover of a closed trap-door appears.	With a great effort, the rug is moved to one side of the room. With the rug moved, the dusty cover of a closed trap door appears.	
Having moved the carpet previously, you find it impossible to move it again.	Having moved the carpet previously, you find it impossible to move it again.	
Time passes...and you die from some obscure poisoning.	Time passes... and you die from some obscure poisoning.	
The gnome glances at his watch. 'Oops. I'm late for an appointment!' He disappears, leaving you alone on the ledge.	The gnome glances at his watch. "Oops! I'm late for an appointment." He disappears, leaving you alone on the ledge.	
The candles grow shorter.	The candles grow short.	
The leaves burn and the neighbors start to complain.	The leaves burn, and the neighbors start to complain.	
A ghost appears in the room and is appalled at your having desecrated the remains of a fellow adventurer. He casts a curse on all of your valuables and orders them banished to the Land of the Living Dead. The ghost leaves, muttering obscenities.	A ghost appears in the room and is appalled by your desecration of the remains of a fellow adventurer. He casts a curse on all of your valuables and orders them banished to the Land of the Living Dead. The ghost leaves, muttering obscenities.	
There is a rumble from deep within the earth and the room shakes.	There is a rumble from deep within the earth, and the room shakes.	
The torch hits the glacier and explodes into a great ball of flame, devouring the glacier. The water from the melting glacier rushes downstream, carrying the torch with it. In the place of the glacier, there is a passageway leading west.	The torch hits the glacier and explodes into a great ball of flame, devouring the glacier. The water from the melting glacier rushes downstream, carrying the torch with it. In place of the glacier, there is a passageway leading west.	
How can you attack a spirit with material objects?	How can you affect a spirit with material objects?	
The book is already open to page 569.	The book is open to page 569.	
A booming voice says 'Wrong, cretin!' and you notice that you have turned into a pile of dust.	A booming voice says, "Wrong, cretin!", and you notice that you have turned into a pile of dust.	
The cyclops yawns and stares at the thing that woke him up.	The cyclops yawns and stares at the thing that woke him.	
The cyclops, tired of all of your games and trickery, eats you. The cyclops says 'Mmm. Just like mom used to make 'em.'	The cyclops, tired of all your games and trickery, eats you. The cyclops says, "Mmm mmm! Just like mom used to make 'em."	
The cyclops says 'Mmm Mmm. I love hot peppers! But oh, could I use a drink. Perhaps I could drink the blood of that thing'. From the gleam in his eye, it could be surmised that you are 'that thing'.	The cyclops says, "Mmm mmm! I love hot peppers! But oh, could I use a drink. Perhaps I could drink the blood of that thing." From the gleam in his eye, it could be surmised that you are "that thing".	
The cyclops apparently is not thirsty and refuses your generosity.	The cyclops is apparently not thirsty and refuses your generosity.	
The cyclops is not so stupid as to eat THAT!	The cyclops is not so stupid as to eat that!	
You have two choices: 1. Leave 2. Become dinner.	You have two choices: 1. Leave 2. Become dinner.	
	Your actions don't appear to be doing much harm to the cyclops, but they do not exactly lower your insurance premiums, either.	
The sluice gates open and water pours through the dam.	The sluice gates open, and water pours through the dam.	
The sluice gates close and water starts to collect behind the dam.	The sluice gates close, and water starts to collect behind the dam.	
The grate is unlocked.	The grating is unlocked.	
The machine comes to life (figuratively) with a dazzling display of colored lights and bizarre noises. After a few moments, the excitement abates.	The machine comes to life (figuratively) with a dazzling display of colored lights and bizarre noises. After a few moments, the excitement fades.	

The voice of the guardian of the dungeon booms out from the darkness 'Your disrespect costs you your life!' and places your head on a pole.	The voice of the guardian of the dungeon booms out from the darkness, "Your disrespect costs you your life!" and places your head on a pole.	
There is a rumbling sound and a stream of water appears to burst from the east wall of the room (apparently, a leak has occurred in a pipe.)	There is a rumbling sound, and a stream of water appears to burst from the east wall of the room (apparently, a leak has occurred in a pipe).	
There is a hissing sound and the boat deflates.	There is a hissing sound, and the boat deflates.	
The rainbow seems to have become somewhat run-of-the-mill.	The rainbow seems to have become somewhat run of the mill.	
The structural integrity of the rainbow seems to have left it, leaving you about 450 feet in the air, supported by water vapor.	The structural integrity of the rainbow seems to have declined precipitously, leaving you about 450 feet in the air, supported by water vapor.	
The box is imbedded in the wall.	The box is embedded in the wall.	
	What do you expect, BOOM?	Apparently intended as a response to "BLAST SAFE", but doesn't work?
Thank you very much for the [something]. I don't believe I've ever seen one as beautiful. 'Follow me', he says, and a door appears on the west end of the ledge. Through the door, you can see a narrow chimney sloping steeply downward. The gnome moves quickly, and he disappears from sight.	"Thank you very much," he says. "I don't believe I've seen a [something] as beautiful. Follow me." A door appears on the west end of the ledge. Through the door, you can see a narrow chimney sloping downward. The gnome moves quickly, and he disappears from sight.	
'That wasn't quite what I had in mind', he says, crunching the [something] in his rock-hard hands.	"That wasn't quite what I had in mind," he says, crunching the # in his rock hard hands.	
Unfortunately, we've run out of poles. Therefore, in punishment for your most grievous sin, we shall deprive you of all your valuables, and of your life.	Unfortunately, we've run out of poles. Therefore, in punishment for your transgression, we shall deprive you of all your valuables, and of your life.	
Congratulations! You've managed to break all those bottles. Fortunately for your feet, they were made of magic glass and disappear immediately.	Congratulations! You've managed to break all the bottles. Fortunately for your feet, they were made of magic glass and disappear immediately.	
As the robot reaches for the sphere, a steel cage falls from the ceiling. The robot attempts to fend it off, but is trapped below it. Alas, the robot short-circuits in his vain attempt to escape, and crushes the sphere beneath him as he falls to the floor.	As the robot reaches for sphere, a steel cage falls from the ceiling. The robot attempts to fend it off but is trapped below it. Alas, the robot short circuits in his vain attempt to escape and crushes the sphere beneath him as he falls to the floor.	
There is a giant spark and you are fried to a crisp.	There is a giant spark, and you are fried to a crisp.	
The only writing legible is a capital E. The rest is too small to be clearly visible.	The only writing visible is a capital E. The rest is too small to be clearly visible.	
The letters appear larger, but still are too small to be read.	The letters appear larger but are still too small to read.	
The icing, now visible, says '[word]'.	The icing, now visible, says "[word]".	
The room seems to have become too small to hold you. It seems that the walls are not as compressible as your body, which is somewhat demolished.	The room seems to have become too small to hold you. It seems that the walls are not as compressible as your body, which is more or less demolished.	
There is no grue here, but I'm sure there is at least one lurking in the darkness nearby. I wouldn't let my light go out if I were you!	There is no grue here, but I'm sure there is at least one lurking in the darkness nearby. I wouldn't let my light go out if I were you!	
I didn't realize that adventurers are stupid enough to light a [something] in a room which reeks of coal gas. Fortunately, there is justice in the world.	I didn't realize that adventurers are stupid enough to light a [something] in a room which reeks of coal gas. Fortunately, there is still justice in the world.	
He who puts his hand to the plow and looks back is not fit for the kingdom of winners. In any case, "back" doesn't work.	He who puts his hand to the plow and looks back is not fit for the kingdom of winners. In any case, "BACK" doesn't work.	
You'll have to speak up if you expect me to hear you!	You'll have to speak up if you expect me to hear you.	
I don't know how to do that. I win in all cases!	I don't know how to do that. I win in all cases.	
The FROBOZZ Corporation created, owns, and operates this dungeon.	The Frobozz Company, Ltd., created, owns, and operates this dungeon.	
It could very well be too late!	It could very well be too late.	

<p>Suddenly, a sinister, wraithlike figure appears before you, seeming to float in the air. He glows with an eldritch light. In a barely audible voice he says, "Begone, defiler! Your presence upsets the very balance of the System itself!" With a sinister chuckle, he raises his oaken staff, taps you on the head, and fades into the gloom. In his place appears a tastefully lettered sign reading:</p> <p>DUNGEON CLOSED</p> <p>At that instant, you disappear, and all your belongings clatter to the ground.</p> <p>Aaaarrrrrrrrrgggggggggggghhhhhhhhhhhhh!</p> <p>Wheeeeeeeeee!!!!</p> <p>Its not so bad. You could have been killed already.</p> <p>That word is replaced henceforth with ZORK.</p> <p>You can see: a [something]</p> <p>I didn't think you would REALLY try to go over the falls in a barrel. It seems that some 450 feet below, you were met by a number of unfriendly rocks and boulders, causing your immediate demise. Is this what 'over a barrel' means?</p> <p>The cyclops, hearing the name of his father's deadly nemesis, flees the room by knocking down the wall on the north of the room.</p> <p>There is a clap of thunder and the east door opens.</p> <p>I think that only schizophrenics say 'Hello' to a [something].</p> <p>If you wish, but I can't understand why??</p> <p>Dental hygiene is highly recommended, but I'm not sure what you want to brush them with.</p> <p>Well, you seem to have been brushing your teeth with some sort of glue. As a result, your mouth gets glued together (with your nose) and you die of respiratory failure.</p> <p>How can you tie that to anything.</p> <p>You could certainly never tie it with that!</p> <p>You can't turn that!</p> <p>I don't think that anybody's home.</p> <p>All of the objects spill onto the floor.</p> <p>You cannot close that.</p> <p>You realize, just in time, that disembarking here would probably be fatal.</p> <p>The troll, now worried about this encounter, recovers his bloody axe.</p> <p>An unconscious troll is sprawled on the floor. All passages out of the room are open.</p> <p>The troll spits in your face, saying "Better luck next time."</p> <p></p> <p>Geronimo....</p> <p>Thank you very much. I was rather thirsty (from all this talking, probably).</p> <p>There is nothing here to [action].</p> <p>I've known strange people, but fighting a [something]?</p> <p>... with a [something] is quite self-destructive.</p> <p>You have a light wound,</p> <p>You have a serious wound,</p> <p>You have several wounds,</p> <p>You have serious wounds,</p>	<p>The dungeon is ALWAYS open (always room for one more).</p> <p>Aaaarrrrrrrrrgggggggggggghhhhhhhhhhhhh!</p> <p>Wheeeeeee!</p> <p>It's not so bad. You could have been killed already.</p> <p>That word is replaced henceforth with DUNGEON.</p> <p>You can see: A [something]</p> <p>I didn't think you would REALLY try to go over the falls in a barrel. It seems that some 450 feet below, you were met by a number of unfriendly rocks and boulders, causing your immediate demise. Is this what "Over a barrel" means?</p> <p>The cyclops, hearing the name of his father's deadly nemesis, flees the room by knocking down the wall on the north side of the room.</p> <p>There is a clap of thunder, and the east door opens.</p> <p>Do you wish to leave the game?</p> <p>I think that only schizophrenics say "Hello" to a [something].</p> <p>If you wish, but I can't understand why.</p> <p>Dental hygiene is highly recommended, but I'm not sure what you want to brush them with.</p> <p>Well, you seem to have been brushing your teeth with some sort of glue. As a result, your mouth gets glued together with your nose, and you die of respiratory failure.</p> <p>How can you tie that to anything?</p> <p>You could certainly never tie the [something] with that!</p> <p>You can't turn that.</p> <p>I don't think that anybody is home.</p> <p>The contents of the [something] spill out.</p> <p>The [something] cannot be closed.</p> <p>You realize, just in time, that disembarking here would probably be fatal.</p> <p>The troll, now worried about this encounter, recovers his bloody axe.</p> <p>An unconscious troll is sprawled on the floor. All passages out of the room are open.</p> <p>The troll spits in your face, saying "Better luck next time".</p> <p>Sadly, a [something] can't be filled with a [something].</p> <p>Aren't you forgetting something?</p> <p>Geronimo...</p> <p>Thank you very much. I was rather thirsty, probably from all this talking.</p> <p>There is nothing here to attack.</p> <p>I've known strange people, but attacking a [something]?</p> <p>... with that is very self-destructive.</p> <p>You have a light wound.</p> <p>You have a serious wound.</p> <p>You have several wounds.</p> <p>You have serious wounds.</p>	
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	Annoyed to be left unarmed in such an obviously dangerous neighborhood, the thief slips off into the shadows.	
The robber, somewhat surprised at this turn of events, nimbly retrieves his stiletto.	The robber, somewhat surprised by this turn of events, nimbly recovers his stiletto.	
His booty remains.	His booty remains:	
You missed. The thief makes no attempt to take the knife, though it would be a fine addition to the collection in his bag. He does seem angered by your attempt.	You missed. The thief makes no attempt to take the knife, although it would be a fine addition to the collection in his bag. He does seem angered by your attempt.	
You evidently frightened the robber, though you didn't hit him. He flees	You evidently frightened the robber, although you missed him. He flees	
The candles are not lighted.	The candles are not lit.	
The candles are lighted.	The candles are lit.	
The candles are already lighted.	The candles are already lit.	
You realize, just in time, that the candles are already lighted.	You realize just in time that the candles are already lit.	
The heat from the torch is so intense that the candles are vaporised.	The heat from the torch is so intense that the candles are vaporized.	
	I can't reach that.	
You are not carrying that.	You aren't carrying that.	
Your balloon has hit the rim of the volcano, ripping the cloth and causing you a 500 foot drop. Did you get your flight insurance?	Your balloon has hit the rim of the volcano, ripping the cloth and causing you to drop 500 feet. Did you get your flight insurance?	
The cloth bag is inflated and there is a [something] burning in the receptacle.	The cloth bag is inflated, and there is a [something] burning in the receptacle.	
An interesting idea...	An interesting idea, but...	
Almost as soon as the [something] breathes his last breath, a cloud of sinister black fog envelops him, and when the fog lifts, the carcass has disappeared.	Almost as soon as the [something] breathes his last, a cloud of sinister black smoke envelops him, and when the fog lifts, the carcass has disappeared.	
A 'lean and hungry' gentleman just wandered through, carrying a large bag. Finding nothing of value, he left disgruntled.	A "lean and hungry" gentleman just wandered through. Finding nothing of value, he left disgruntled.	
A seedy-looking individual with a large bag just wandered through the room. On the way through, he quietly abstracted all valuables from the room and from your possession, mumbling something about "Doing unto others before.."	A seedy-looking individual with a large bag just wandered through the room. On the way, he quietly abstracted all valuables from the room and from your possession, mumbling something about, "Do unto others before...".	
The other occupant just left, still carrying his large bag. You may not have noticed that he robbed you blind first.	The other occupant just left carrying his large bag. You may not have noticed that he robbed you blind first.	
You hear, off in the distance, someone saying "My, I wonder what this fine [something] is doing here."	You hear, off in the distance, someone saying, "My, I wonder what this fine [something] is doing here?"	
The unconscious [something] cannot defend himself: He dies.	The unconscious [something] cannot defend himself: he dies.	
It appears that that last blow was too much for you. I'm afraid you are dead.	It appears that the last blow was too much for you. I'm afraid that you are dead.	
	I can't access the save file.	
	Your save file is obsolete and cannot be restored.	
	I don't understand that.	
You cannot talk through another person!	You cannot talk through another person.	
This room has an exit on the west side, and a staircase leading up.	This is a room with an exit on the west side, and a staircase leading up.	
A cyclops, who looks prepared to eat horses (much less mere adventurers), blocks the staircase. From his state of health, and the bloodstains on the walls, you gather that he is not very friendly, though he likes people.	A cyclops, who looks prepared to eat horses (much less mere adventurers), blocks the staircase. From his state of health and the bloodstains on the walls, you gather that he is not very friendly, though he likes people.	
The cyclops is standing in the corner, eyeing you closely. I don't think he likes you very much. He looks extremely hungry even for a cyclops.	The cyclops is standing in the corner, eyeing you closely. I don't think he likes you very much. He looks extremely hungry, even for a cyclops.	
The cyclops, having eaten the hot peppers, appears to be gasping. His enflamed tongue protrudes from his man-sized mouth.	The cyclops, having eaten the hot peppers, appears to be gasping. His inflamed tongue protrudes from his man-sized mouth.	
The north wall, previously solid, now has a cyclops-sized hole in it.	The north wall, previously solid, now has a cyclops-shaped hole in it.	
	Misformed or empty substring.	
Too many objects specified?	Too many objects.	



	Direction intermixed with other words in command.	
	Empty "except" clause.	
	Above you is an open trap door.	
	Too many verbs.	
Normally I <b>could</b> attempt to rectify your condition, but I'm ashamed to say my abilities are not equal to dealing with your present state of disrepair. <b>Permit me</b> to express my profoundest regrets.	Normally, I would attempt to rectify your condition, but I'm ashamed to say my abilities are not equal to dealing with your present state of disrepair. <b>Please let me</b> express my profoundest regrets.	
The implementers are dead; therefore they do not respond.	The implementers are dead; therefore, they do not respond.	
A metallic voice says 'Hello, Intruder! Your unauthorized presence in the vault area of the Bank of Zork has set off all sorts of nasty surprises, several of which seem to have been fatal. This message brought to you by the Frobozz Magic Alarm Company.	A metallic voice says, "Hello, Intruder! Your unauthorized presence in the vault area of the Bank of Zork has set off all sorts of nasty surprises, several of which seem to have been fatal. This message brought to you by the Frobozz Magic Alarm Company."	
An epicene gnome of Zurich wearing a three-piece suit and carrying a safety-deposit box materializes in the room. 'You seem to have forgotten to deposit your valuables,' he says, tapping the lid of the box impatiently. 'We don't usually allow customers to use the boxes here, but we can make this ONE exception, I suppose...' He looks askance at you over his wire-rimmed bifocals.	An epicene Gnome of Zurich, wearing a three-piece suit and carrying a safety deposit box, materializes in the room. "You seem to have forgotten to deposit your valuables," he says, tapping the lid of the box impatiently. "We don't usually allow customers to use the boxes here, but we can make this ONE exception, I suppose..." He looks askance at you over his wire-rimmed bifocals.	
The gnome looks impatient: 'I may have another customer waiting; you'll just have to fend for yourself, I'm afraid. He disappears, leaving you alone in the bare room.	The gnome looks impatient: "I may have another customer waiting; you'll just have to fend for yourself, I'm afraid." He disappears, leaving you alone in the bare room.	
'I wouldn't put THAT in a safety deposit box,' remarks the gnome with disdain, tossing it over his shoulder, where it disappears with an understated 'pop'.	"I wouldn't put THAT in a safety deposit box," remarks the gnome with disdain, tossing it over his shoulder, where it disappears with an understated "pop".	
The gnome carefully places the [something] in the deposit box. 'Let me show you the way out,' he says, making it clear he will be pleased to see the last of you. Then, you are momentarily disoriented, and when you recover you are back at the Bank Entrance.	The gnome carefully places the [something] in the deposit box. "Let me show you the way out," he says, making it clear <b>that</b> he will be pleased to see the last of you. Then, you are momentarily disoriented, and when you recover, you are back at the Bank Entrance.	
The gnome says 'Well, I never...' and disappears with a snap of his fingers, leaving you alone.	The gnome says, "Well, I never!" and disappears with a snap of his fingers, leaving you alone.	
The canary chirps, slightly off-key, an aria from a forgotten opera. From out of the greenery flies a lovely <b>songbird</b> . It perches on a limb just over your head and opens its beak to sing. As it does so a beautiful brass bauble drops from its mouth, bounces off the top of your head, and lands glimmering in the grass. As the canary winds down, the <b>songbird</b> flies away.	The canary chirps, slightly off key, an aria from a forgotten opera. From out of the greenery flies a lovely <b>song bird</b> . It perches on a limb just over your head and opens its beak to sing. As it does so, a beautiful brass bauble drops from its mouth, bounces off the top of your head, and lands glimmering in the grass. As the canary winds down, the <b>song bird</b> flies away.	
The egg is now open, but the clumsiness of your attempt has seriously <b>compromised</b> its esthetic appeal.	The egg is now open, but the clumsiness of your attempt has seriously <b>diminished</b> its esthetic appeal.	
The egg falls to the ground, and is seriously damaged.	The egg falls to the ground and is seriously damaged.	
You are about <b>10</b> feet above the ground nestled among some large branches. The nearest branch above you is <b>above</b> your reach.	You are about <b>ten</b> feet above the ground nestled among some large branches. The nearest branch above you is <b>beyond</b> your reach.	
	<b>The [something] won't budge.</b>	
You <b>will</b> be lost without me.	You <b>would</b> be lost without me.	
The <b>songbird</b> is not here, but is probably nearby.	The <b>song bird</b> is not here, but it is probably nearby.	
I can't see any <b>songbird</b> here.	I can't see any <b>song bird</b> here.	
This is <b>a</b> part of the long hallway. The east and west walls are dressed stone. In the center of the hall is a shallow stone channel. In the center of the room the channel widens into a large hole around which is engraved a compass rose.	This is part of the long hallway. The east and west walls are dressed stone. In the center of the hall is a shallow stone channel. In the center of the room the channel widens into a large hole around which is engraved a compass rose.	
The Guardians awake, and in perfect unison, <b>utterly</b> destroy you with their stone bludgeons. Satisfied, they resume their posts.	The Guardians awake and, in perfect unison, destroy you with their stone bludgeons. Satisfied, they resume their posts.	

<p>You are inside a rectangular box of wood whose structure is rather complicated. Four sides and the roof are filled in, and the floor is open.</p> <p>As you face the side opposite the entrance, two short sides of carved and polished wood are to your left and right. The left panel is mahogany, the right pine. The wall you face is red on its left half and black on its right. On the entrance side, the wall is white opposite the red part of the wall it faces, and yellow opposite the black section. The painted walls are at least twice the length of the unpainted ones. The ceiling is painted blue.</p> <p>In the floor is a stone channel about six inches wide and a foot deep. The channel is oriented in a north-south direction. In the exact center of the room the channel widens into a circular depression perhaps two feet wide. Incised in the stone around this area is a compass rose.</p> <p>Running from one short wall to the other at about waist height is a wooden bar, carefully carved and drilled. This bar is pierced in two places. The first hole is in the center of the bar (and thus the center of the room). The second is at the left end of the room (as you face opposite the entrance). Through each hole runs a wooden pole.</p> <p>The pole at the left end of the bar is short, extending about a foot above the bar, and ends in a hand grip. The pole</p>	<p>You are inside a rectangular box of wood whose structure is rather complicated. Four sides and the roof are filled in, and the floor is open.</p> <p>As you face the side opposite the entrance, two short sides of carved and polished wood are to your left and right. The left panel is mahogany, the right pine. The wall you face is red on its left half and black on its right. On the entrance side, the wall is white opposite the red part of the wall it faces, and yellow opposite the black section. The painted walls are at least twice the length of the unpainted ones. The ceiling is painted blue.</p> <p>In the floor is a stone channel about six inches wide and a foot deep. The channel is oriented in a north-south direction. In the exact center of the room the channel widens into a circular depression perhaps two feet wide. Incised in the stone around this area is a compass rose.</p> <p>Running from one short wall to the other at about waist height is a wooden bar, carefully carved and drilled. This bar is pierced in two places. The first hole is in the center of the bar (and thus <b>in</b> the center of the room). The second is at the left end of the room (as you face opposite the entrance). Through each hole runs a wooden pole.</p> <p>The pole at the left end of the bar is short, extending about a foot above the bar, and ends in a hand grip. The pole</p>	
is resting on the stone floor.	is resting on the stone floor.	
has been dropped into the stone channel incised in the floor.	has been dropped into a hole carved in the stone floor.	
has been lifted out of a hole carved in the stone floor. There is evidently enough friction to keep the pole from dropping back down.	has been lifted out of a hole carved in the stone floor. There is evidently enough friction to keep the pole from dropping back down.	
has been dropped into the stone channel incised in the floor.	has been dropped into the stone channel incised in the floor.	
is positioned above the stone channel in the floor.	is positioned above the stone channel in the floor.	
<p>The long pole at the center of the bar extends from the ceiling through the bar to the circular area in the stone channel. <b>This</b> bottom end of <b>the</b> pole has a T-bar a bit less than two feet long attached to it, <b>and on</b> the T-bar is carved an arrow. The arrow and T-bar are pointing [direction].</p> <p><b>You are in</b> a small room, with narrow passages exiting to the north and south. A narrow red beam of light crosses the room at the north end, inches above the floor.</p> <p>Though large and <b>esthetically</b> pleasing the marble crypt is empty; the sarcophagi, bodies, and rich treasure to be expected in a tomb of this magnificence are missing. Inscribed on one wall is the motto of the implementers, "Feel Free". There is a door leading out of the crypt to the south. The door is [open closed].</p>	<p>The long pole at the center of the bar extends from the ceiling through the bar to the circular area in the stone channel. <b>The</b> bottom end of <b>this</b> pole has a T-bar a bit less than two feet long attached to it. <b>On</b> the T-bar is carved an arrow. The arrow and T-bar are pointing [direction].</p> <p><b>This is</b> a small room, with narrow passages exiting to the north and south. A narrow red beam of light crosses the room at the north end, inches above the floor.</p> <p>Though large and <b>aesthetically</b> pleasing, the marble crypt is empty; the sarcophagi, bodies, and rich treasures to be expected in a tomb of this magnificence are missing. Inscribed on one wall is the motto of the implementers, "Feel Free". There is a door leading out of the crypt to the south. The door is [open closed].</p>	
<b>You are in</b> an east-west corridor which turns north at its eastern and western ends. The walls of the corridor are marble. An additional passage leads south at the center of the corridor.	<b>This is</b> an east-west corridor which turns north at its eastern and western ends. The walls of the corridor are marble. An additional passage leads south at the center of the corridor.	
<b>You are in</b> a narrow north-south corridor. At the south end is a door and at the north end is an east-west corridor. The door is [open closed].	<b>This is</b> a narrow north-south corridor. At the south end is a door and at the north end is an east-west corridor. The door is [open closed].	
<b>You are in</b> a north-south hallway which ends in a large wooden door.	<b>This is</b> a north-south hallway which ends in a large wooden door.	
This is a large east-west corridor which opens <b>onto</b> a northern parapet at its center. You can see flames and smoke as you peer towards the parapet. The corridor turns south at its east and west ends, and due south is a massive wooden door. In the door is a small window barred with iron. The door is [open closed].	This is a large east-west corridor which opens <b>out to</b> a northern parapet at its center. You can see flames and smoke as you peer towards the parapet. The corridor turns south at its east and west ends, and due south is a massive wooden door. In the door is a small window barred with iron. The door is [open closed].	

<p>You are standing behind a stone retaining wall which rims a large parapet overlooking a fiery pit. It is difficult to see through the smoke and flame which fills the pit, but it seems to be more or less bottomless. It also extends upward out of sight. The pit itself is of roughly dressed stone and circular in shape. It is about two hundred feet in diameter. The flames generate considerable heat, so it is rather uncomfortable standing here. There is an object here which looks like a sundial. On it are an indicator arrow and (in the center) a large button. On the face of the dial are numbers 'one' through 'eight'. The indicator points to the number '[number]'.</p> <p>You are in a featureless prison cell. You can see the east-west corridor outside the open wooden door in front of you.</p> <p>You are in a featureless prison cell. Its wooden door is securely fastened, and you can see only the flames and smoke of the pit out the small window.</p> <p>You are in a featureless prison cell. Its wooden door is securely fastened, and you can see only the flames and smoke of the pit out its small window. On the other side of the cell is a bronze door which seems to be [open closed].</p> <p>As you gleefully examine your new-found riches, the Dungeon Master himself materializes beside you, and says, "Now that you have solved all the mysteries of the <b>Dungeon</b>, it is time for you to assume your <b>rightly</b>-earned place in the scheme of things. Long have I waited for one capable of releasing me from my burden!" He taps you lightly on the head with his staff, mumbling a few well-chosen spells, and you feel yourself changing, growing older and more stooped. For a moment there are two identical mages staring at each other among the <b>treasure</b>, then you watch as your counterpart dissolves into a mist and disappears, a sardonic grin on his face.</p> <p>Suddenly, as you wait in the dark, you begin to feel somewhat disoriented. The feeling passes, but something seems different. As you regain your composure, the cloaked figure appears before you, and says, "You are now ready to face the ultimate challenge of Zork. Should you wish to do this somewhat more quickly in the future, you will be given a magic phrase which will at any time transport you by magic to this point. To select the phrase, say INCANT "&lt;word&gt;" and you will be told your own magic phrase to use by saying INCANT "... &lt;phrase&gt; ...". Good luck, and choose wisely!"</p> <p>A Guardian notices a wooden structure creeping by, and his suspicions are aroused.</p> <p>Suddenly the Guardians realize someone is trying to sneak by them in the structure. They awake, and in perfect unison, hammer the box and its contents (including you) to pulp. <b>They then resume their posts, satisfied.</b></p> <p>The dungeon master is taken momentarily by surprise. He dodges your blow, and then, with a disappointed expression on his face, he raises his staff, and traces a complicated pattern in the air. As it completes you crumble into dust.</p> <p>'I'm willing to accompany you, but not ride in your pocket!'</p>	<p>You are standing behind a stone retaining wall which rims a large parapet overlooking a fiery pit. It is difficult to see through the smoke and flame which fills the pit, but it seems to be more or less bottomless. It also extends upwards out of sight. The pit itself is of roughly dressed stone and <b>is</b> circular in shape. It is about two hundred feet in diameter. The flames generate considerable heat, so it is rather uncomfortable standing here. There is an object here which looks like a sundial. On it are an indicator arrow and (in the center) a large button. On the face of the dial are numbers "one" through "eight". The indicator points to the number "#".</p> <p><b>This is</b> a featureless prison cell. You can see the east-west corridor outside the open wooden door in front of you.</p> <p><b>This is</b> a featureless prison cell. Its wooden door is securely fastened, and you can see only the flames and smoke of the pit out <b>its</b> small window.</p> <p><b>This is</b> a featureless prison cell. Its wooden door is securely fastened, and you can see only the flames and smoke of the pit out its small window. On the other side of the cell is a bronze door which seems to be [open closed].</p> <p>As you gleefully examine your new-found riches, the Dungeon Master himself materializes beside you and says, "Now that you have solved all the mysteries of the <b>dungeon</b>, it is time for you to assume your <b>rightfully</b>-earned place in the scheme of things. Long have I waited for one capable of releasing me from my burden!" He taps you lightly on the head with his staff, mumbling a few well-chosen spells, and you feel yourself changing, growing older and more stooped. For a moment there are two identical mages staring at each other among the <b>treasures</b>, then you watch as your counterpart dissolves into a mist and disappears, a sardonic grin on his face.</p> <p>Suddenly, as you wait in the dark, you begin to feel somewhat disoriented. The feeling passes, but something seems different. As you regain your composure, the cloaked figure appears before you and says, "You are now ready to face the ultimate challenge of Zork. Should you wish to do this somewhat more quickly in the future, you will be given a magic phrase which will at any time transport you by magic to this point. To select the phrase, say INCANT "<b>word</b>" and you will be told your own magic phrase to use by saying INCANT "<b>phrase</b>". Good luck, and choose wisely!"</p> <p>A Guardian notices a wooden structure creeping by, and his suspicions are aroused.</p> <p>Suddenly, the Guardians realize that someone is trying to sneak by them in the structure. They awake and, in perfect unison, hammer the box and its contents (including you) to pulp. <b>Satisfied, they then resume their posts.</b></p> <p>The dungeon master is taken momentarily by surprise. He dodges your blow and then, with a disappointed expression on his face, he raises his staff and traces a complicated pattern in the air. As it completes you crumble into dust.</p> <p>"I'm willing to accompany you but not to ride in your pocket!"</p>	
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<p>The knock reverberates along the hall. For a time it seems there will be no answer. Then you hear someone unlatching the small wooden panel. Through the bars of the great door, the wrinkled face of an old man appears. He gazes down at you and intones as follows:</p> <p>"I am the Master of the Dungeon, whose task it is to insure that none but the most scholarly and masterful adventurers are admitted into the secret realms of the <b>Dungeon</b>. To ascertain whether you meet the stringent requirements laid down by the Great Implementers, I will ask three questions which should be easy for one of your reputed excellence to answer. You have undoubtedly discovered <b>their</b> answers during your travels through the <b>Dungeon</b>. Should you answer each of these questions correctly within five attempts, then I am obliged to acknowledge your skill and daring and admit you to these regions.</p> <p>"All answers should be in the form 'ANSWER "&lt;answer&gt;"'</p>	<p>The knock reverberates along the hall. For a time it seems there will be no answer. Then you hear someone unlatching the small wooden panel. Through the bars of the great door, the wrinkled face of an old man appears. He gazes down at you and intones as follows:</p> <p>"I am the Master of the dungeon, whose task it is to insure that none but the most scholarly and masterful adventurers are admitted into the secret realms of the <b>dungeon</b>. To ascertain whether you meet the stringent requirements laid down by the Great Implementers, I will ask three questions which should be easy for one of your reputed excellence to answer. You have undoubtedly discovered <b>the</b> answers during your travels through the <b>dungeon</b>. Should you answer each of these questions correctly within five attempts, then I am obliged to acknowledge your skill and daring and admit you to these regions.</p> <p>"All answers should be in the form 'ANSWER "answer"'. "</p>	
<p>The booming voice asks: '[question]'</p> <p>What is the absolute minimum specified value of the <b>Zork</b> treasures, in Zorkmids?</p> <p>In which room is <b>'Hello, Sailor!'</b> useful?</p> <p>The dungeon master says, 'I will stay.'</p> <p>The dungeon master <b>answers</b>, 'I will follow.'</p> <p>'I prefer to stay where I am, thank you.'</p> <p>'I am not permitted to enter the prison cell.'</p> <p>'I cannot perform that action for you.'</p>	<p>The booming voice asks: "[question]"</p> <p>What is the absolute minimum specified value of the <b>Zorkmid</b> treasures, in Zorkmids?</p> <p>In which room is <b>the phrase 'Hello sailor'</b> useful?</p> <p>The dungeon master says, "I will stay."</p> <p>The dungeon master <b>says</b>, "I will follow."</p> <p>"I prefer to stay where I am, thank you."</p> <p>"I am not permitted to enter the prison cell."</p> <p>"I cannot perform that action for you."</p>	
<p>This is the Tomb of the Unknown Implementer. A hollow voice says: "That's not a bug, it's a feature!" In the north wall of the room is the Crypt of the Implementers. It is made of the finest marble, and apparently large enough for four headless corpses. The crypt is [open closed]. Above the entrance is the cryptic inscription:</p> <p>"Feel Free."</p>	<p>This is the Tomb of the Unknown Implementer. A hollow voice says, "That's not a bug, it's a feature!" In the north wall of the room is the Crypt of the Implementers. It is made of the finest marble and <b>is</b> apparently large enough for four headless corpses. The crypt is [open closed]. Above the entrance is the cryptic inscription:</p> <p>"Feel Free".</p> <p><b>To the south is a small opening, apparently of recent origin.</b></p>	
<p>The dial spins and comes to a stop pointing at '[number]'.</p> <p>The dungeon master says 'Excellent'.</p> <p>The dungeon master says 'You are wrong. You have [number] more chance[s].'</p>	<p>The dial spins and comes to a stop pointing at "#".</p> <p>The dungeon master says, "Excellent."</p> <p>The dungeon master says, "You are wrong. You have [number] more chance[s]."</p> <p><b>The mirror is closed.</b></p>	
<p>The dial face <b>only contains</b> numbers.</p> <p>The dial now points to '#'. The button depresses with a slight click, and pops back.</p> <p><b>You are in</b> a narrow room, whose [east west] wall is a large mirror.</p> <p><b>You are in</b> a narrow room, whose [east west] wall is a large wooden panel which once contained a mirror.</p>	<p>The dial face <b>contains only</b> numbers.</p> <p>The dial now points to "#". The button depresses with a slight click and pops back.</p> <p><b>This is</b> a narrow room whose [east west] wall is a large mirror.</p> <p><b>This is</b> a narrow room whose [east west] wall is a large wooden panel which once contained a mirror.</p>	
<p>The dungeon master says 'You are wrong.' The dungeon master, obviously disappointed in your lack of knowledge, shakes his head and mumbles "I guess they'll let anyone in the Dungeon these days". With that, he departs.</p> <p>The dungeon master, obviously pleased, says "You are indeed a master of lore. I am proud to be at your service." The massive wooden door swings open, and the master motions for you to enter.</p> <p>Saves not permitted <b>from end game</b>.</p> <p>Restores not permitted <b>into end game</b>.</p>	<p>The dungeon master says, "You are wrong." The dungeon master, obviously disappointed in your lack of knowledge, shakes his head and mumbles, "I guess they'll let anyone in the dungeon these days." With that, he departs.</p> <p>The dungeon master, obviously pleased, says, "You are indeed a master of lore. I am proud to be at your service." The massive wooden door swings open, and the master motions for you to enter.</p> <p>Saves <b>are</b> not permitted <b>during the endgame</b>.</p> <p>Restores <b>are</b> not permitted <b>during the endgame</b>.</p>	
<p>The mirror is mounted on a wooden panel which moves slightly inward as you push, and back out <b>when</b> you let go. The mirror feels fragile.</p> <p>The mirror is unyielding, but seems rather fragile.</p>	<p>The mirror is mounted on a wooden panel which moves slightly inward as you push and back out <b>as</b> you let go. The mirror feels fragile.</p> <p>The mirror is unyielding but seems rather fragile.</p>	

I can't see a panel here.	I see no panel here.	
The wooden panel moves slightly inward as you push, and back out when you let go.	The wooden panel moves slightly inward as you push and back out when you let go.	
You are in a room with an exit to the north and a metal door to the east.	This is a room with an exit to the north and a metal door to the east.	
You are in a room with an exit to the north and a passage to the east.	This is a room with an exit to the north and a passage to the east.	
The card slides easily into the slot and vanishes and the metal door slides open revealing a passageway to the west. A moment later, a previously unseen sign flashes: 'Unauthorized/Illegal Use of Pass Card -- Card Confiscated'	The card slides easily into the slot and vanishes, and the metal door slides open, revealing a passageway to the west. A moment later, a previously unseen sign flashes: "Unauthorized/Illegal Use of Pass Card -- Card Confiscated"	
The item vanishes into the slot. A moment later, a previously unseen sign flashes 'Garbage In, Garbage Out' and spews the [something] (now atomized) through the slot.	The item vanishes into the slot. A moment later, a previously unseen sign flashes "Garbage In, Garbage Out". The [something], now atomized, spews through the slot.	
You are in a small square room bounded to the north and west with marble walls and to the east and south with sandstone walls.	This is a small square room bounded to the north and west with marble walls and to the east and south with sandstone walls.	
The wall slides forward and you follow it.... The architecture of this region is getting complex, so that further descriptions will be diagrams of the immediate vicinity in a 3x3 grid. The walls here are rock, but of two different types - sandstone and marble. The following notations will be used: .. = current position (middle of grid) MM = marble wall SS = sandstone wall ?? = unknown (blocked by walls)	The wall slides forward and you follow it. The architecture of this region is getting complex, so that further descriptions will be diagrams of the immediate vicinity in a 3x3 grid. The walls here are rock, but of two different types - sandstone and marble. The following notations will be used: .. = current position (middle of grid) MM = marble wall SS = sandstone wall ?? = unknown (blocked by walls).	
	Your position is as follows:	
	Don't be lazy, type the command yourself.	
	In the MDL sources, NOOBJ is described as a "hack". As we are above such practices, NOOBJ is not implemented.	
	The grating closes.	
Going up empty-handed is a bad idead.	Going up empty-handed is a bad idea.	
The troll's axe seems white-hot. You can't hold on to it.	The troll's axe seems white hot. You can't hold on to it.	
It was just here a minute ago....	It was just here a minute ago...	
It's right in front of you. Are you blind or something?	It's right in front of you. Are you blind?	
The house is a beautiful colonial house which is painted white. It is clear that the owners must have been extremely wealthy.	The house is a beautiful colonial house which is painted white. It is clear that the owners must have been extremely wealthy.	
Hmm. It appears the tube contained glue, not oil. Turning the bolt won't get any easier....	Hmm. It appears that the tube contained glue, not oil. Turning the bolt won't get any easier...	
'Do you think I'm as stupid as my father was?', he says, dodging.	"Do you think I'm as stupid as my father?" he says, dodging.	
Feature	Feature.	
	I think you are taking the whole thing for granite.	This message is present in the 780124 version.
	The south wall is solid granite here.	
You are inside a barrel. Congratulations. Etched into the side of the barrel is the word 'Geronimo!'. From your position, you cannot see the falls.	You are inside a barrel. Congratulations. Etched into the side of the barrel is the word "Geronimo!". From your position, you cannot see the falls.	
'That certainly wasn't what I had in mind', he says, and disappears.	"That certainly wasn't what I had in mind," he says, and disappears.	
The bucket is fireproof, and won't burn.	The bucket is fireproof and won't burn.	
'Surely you jest,' he says. He tosses the brick over his shoulder, and disappears with an understated 'pop'.	"Surely you jest", he says. He tosses the brick over his shoulder and disappears with an understated "pop".	
Very good. The violin is now worthless.	Very good. The violin is now worthless.	
You are so engrossed in the role of the [something] that you kill yourself, just as he would have done!	You are so engrossed in the role of the [something] that you kill yourself, just as he would have done!	
A whispering voice replies: 'Water makes the bucket go'. Unfortunately, wishing makes the coins go....	A whispering voice replies, "Water makes the bucket go." Unfortunately, wishing makes the coins go...	
That doesn't make sends.	That doesn't make sense.	I believe "sends" is a pun here, because it's used as a default response for "SEND FOR something".

<p>The mailing label on this glossy brochure from MIT Tech reads:</p> <p>[user name] c/o Local Dungeon Master White House, GUE</p> <p>From the Introduction:</p> <p>The brochure describes, for the edification of the prospective student, the stringent but wide-ranging curriculum of MIT Tech. Required courses are offered in Ambition, Distraction, Uglification and Derision. The Humanities are not slighted in this institution, as the student may register for Reeling and Writhing, Mystery (Ancient and Modern), Seaography, and Drawling (which includes Stretching and Fainting in Coils). Advanced students are expected to learn Laughing and Grief.</p> <p>William Barton Flathead, Fovnder</p> <p>(The brochure continues in this vein for a few hundred more pages.)</p> <p>Why? Do you need another one?</p>	<p>The mailing label on this glossy brochure from MIT Tech reads</p> <p>Intrepid Adventurer c/o Local Dungeon Master White House, GUE</p> <p>From the Introduction:</p> <p>The brochure describes, for the edification of the prospective student, the stringent but wide-ranging curriculum of MIT Tech. Required courses are offered in Ambition, Distraction, Uglification, and Derision. The Humanities are not slighted at this institution, as the student may register for Reeling and Writhing, Mystery (Ancient and Modern), Seaography, and Drawling (which includes Stretching and Fainting in Coils). Advanced students are expected to learn Laughing and Grief.</p> <p>William Barton Flathead, Founder</p> <p>(The brochure continues in this vein for a few hundred more pages.)</p> <p>Why? Do you need another one?</p> <p>What do you want to say to the [something]?</p>	<p>It's possible that "Fovnder" is deliberate archaic spelling.</p> <p>See <a href="https://en.wikipedia.org/wiki/Statue_of_John_Carroll">https://en.wikipedia.org/wiki/Statue_of_John_Carroll</a> for an example image.</p>
<p>All such attacks are vain in your condition.</p> <p>You can't do even that.</p> <p>The bell suddenly becomes red hot and falls to the ground. The wraiths, as if paralyzed, stop their jeering and slowly turn to face you. On their ashen faces, the expression of a long-forgotten terror takes shape.</p> <p>The flames flicker wildly and appear to dance. The earth beneath your feet trembles, and your legs nearly buckle beneath you. The spirits cower at your unearthly power.</p> <p>The water enters but cannot stop the [something] from burning.</p> <p>The water evaporates before it gets close.</p>	<p>All such attacks are vain in your position.</p> <p>You can't even do that.</p> <p>The bell suddenly becomes red hot and falls to the ground. The wraiths, as if paralyzed, stop their jeering and slowly turn to face you. On their ashen faces, the expression of a long-forgotten terror takes shape.</p> <p>The flames flicker wildly and appear to dance. The earth beneath your feet trembles, and your legs nearly buckle beneath you. The spirits cower at your unearthly power.</p> <p>The waters enters but cannot stop the [something] from burning.</p> <p>The water evaporates before it can get close.</p>	
<p>The water spills over the [something] and to the floor where it evaporates.</p> <p>There is a faint noise from behind the door and a small cloud of dust rises from beneath it.</p> <p>Perhaps if you were diced...</p> <p>The rope comes loose as you take the [something].</p> <p>The [something] falls through the slide and is gone.</p> <p>This is a small chamber, which appears to have been part of a coal mine. On the south wall of the chamber the letters "Granite Wall" are etched in the rock. To the east is a long passage and there is a steep metal slide twisting downward. To the north is a small opening.</p> <p>As you descend, you realize that the rope is slippery from the grime of the coal chute and that your grasp will not last long.</p> <p>On the [north south] side of the room is a massive wooden door, near the top of which, in the center, is a window barred with iron. A formidable bolt lock is set within the door frame. A keyhole</p> <p>As you peer into the sphere, a strange vision takes shape of a distant room, which can be described clearly....</p> <p>The solid-gold coffin used for the burial of Ramses II is here.</p> <p>It's not in that!</p>	<p>The water spills over the [something] and to the ground, where it evaporates.</p> <p>There is a faint noise from behind the door, and a small cloud of dust arises from beneath it.</p> <p>Perhaps if you were diced...</p> <p>The rope comes loose from the [something].</p> <p>The [something] falls down the slide and is gone.</p> <p>This is a small chamber, which appears to have been part of a coal mine. On the south wall of the chamber the letters "Granite Wall" are etched into the rock. To the east is a long passage, and there is a steep metal slide twisting downward. To the north is a small opening.</p> <p>As you descend, you realize that the rope is slippery from the grime of the coal chute and that your grasp will not last long.</p> <p>On the [north south] side of the room is a massive wooden door, near the top of which, in the center, is a window barred with iron. A formidable bolt lock is set within the door frame. A keyhole</p> <p>As you peer into the sphere, a strange vision takes shape of a distant room, which can be clearly described...</p> <p>The solid gold coffin used for the burial of Ramses II is here.</p> <p>It's not in that.</p> <p>The window is barred.</p> <p>The window is already closed.</p> <p>The door is open.</p> <p>Too many substrings.</p>	

	Misplaced comma.	
	Too many words.	
	Misplaced comma or conjunction.	
	The [something] doesn't contain anything.	
'If you wish,' he replies.	"If you wish," he replies.	
Well, for one, you are playing <b>Zork</b> ....	Well, for one, you are playing <b>Dungeon</b> ...	
The [something] is an integral part of the basket and cannot be removed.	The [something] is an integral part of the basket and cannot be removed.	
This is a small square room, in the middle of which is a recently created hole which is blocked by smooth sandstone. There are exits to the west and south.	This is a small square room, in the middle of which is a recently created hole which is blocked by smooth sandstone. There are exits to the west and south.	
It's not attached to that!	It's not attached to that.	
	As you take your last breath, you feel relieved of your burdens. The feeling passes as you find yourself before the gates of Hell. Your senses are disturbed. The objects in the dungeon appear indistinct, bleached of color, even unreal.	Dungeon has two different versions of this message?
You can't pour that <b>on anything</b> .	You can't pour that.	
I can't find 'it' in the dark.	I can't find "it" in the dark.	
	He isn't carrying that.	
	His load is too heavy.	
	He already has it.	
	The water slips through his fingers.	
	He doesn't have the [something].	
	The [something] has also disappeared.	
	There are four heads here (Tim, Marc, Bruce, and Dave).	
Clang! Crash! The [something] parries.	Clang! Crash! The [something] parries.	
The fatal blow strikes the [something] square in the heart: <b>He</b> dies.	The fatal blow strikes the [something] square in the heart: <b>he</b> dies.	
The blow lands, making a shallow gash in the [something]'s arm!	The blow lands, making a shallow gash in the [something]'s arm.	At least two different occurrences of this message.
A savage blow on the thigh! The [something] is stunned but can still fight!	A savage blow on the thigh! The [someone] is stunned but can still fight.	
The [something] is staggered, and drops to his knees.	The [something] is staggered and drops to his knees.	
The haft of your <b>knife</b> knocks out the [something].	The haft of your <b>blade</b> knocks out the [something].	
The [something] drops to <b>the floor</b> , unconscious.	The [something] drops to <b>his knees</b> , unconscious.	
<b>The</b> end for the [something] as your knife severs his jugular.	<b>It's the</b> end for the [something] as your knife severs his jugular.	
The fatal thrust strikes the [something] square in the heart: <b>He</b> dies.	The fatal thrust strikes the [something] square in the heart: <b>he</b> dies.	
A savage cut on the leg stuns the [something], but he can still fight!	A savage cut on the leg stuns the [something], but he can still fight.	
The <b>Cyclops</b> misses, but the backwash almost knocks you over.	The <b>cyclops</b> misses, but the backwash almost knocks you over.	
The <b>Cyclops</b> rushes you, but runs into the wall.	The <b>cyclops</b> rushes you but runs into the wall.	
The <b>Cyclops</b> trips over his feet trying to get at you.	The <b>cyclops</b> trips over his feet trying to get at you.	
The <b>Cyclops</b> unleashes a roundhouse punch, but you have time to dodge.	The <b>cyclops</b> unleashes a roundhouse punch, but you have time to dodge.	
The <b>Cyclops</b> knocks you unconscious.	The <b>cyclops</b> knocks you unconscious.	
The <b>Cyclops</b> sends you crashing to the floor, unconscious.	The <b>cyclops</b> sends you crashing to the floor, unconscious.	
The <b>Cyclops</b> raises his arms and crushes your skull.	The <b>cyclops</b> raises his arms and crushes your skull.	
The <b>Cyclops</b> has just essentially ripped you to shreds.	The <b>cyclops</b> has just essentially ripped you to shreds.	
The <b>Cyclops</b> decks you. In fact, you are dead.	The <b>cyclops</b> decks you. In fact, you are dead.	
The <b>Cyclops</b> breaks your neck with a massive smash.	The <b>cyclops</b> breaks your neck with a massive smash.	
The <b>Cyclops</b> grabs but you twist free, leaving part of your cloak.	The <b>cyclops</b> grabs but you twist free, leaving part of your cloak.	
A glancing blow from the <b>Cyclops</b> ' fist.	A glancing blow from the <b>cyclops</b> ' fist.	
The <b>Cyclops</b> chops at you with the side of his hand, and it connects, but not solidly.	The <b>cyclops</b> chops at you with the side of his hand and connects, but not solidly.	
The <b>Cyclops</b> gets a good grip and breaks your arm.	The <b>cyclops</b> gets a good grip and breaks your arm.	
The <b>Cyclops almost</b> knocks the wind out of you with a quick punch.	The <b>cyclops</b> knocks the wind out of you with a quick punch.	
The monster smashes his huge fist into your chest, breaking several ribs.	The monster smashes his huge fist into your chest, breaking several ribs.	

The <b>Cyclops</b> breaks your leg with a staggering blow.	The <b>cyclops</b> breaks your leg with a staggering blow.	
The <b>Cyclops</b> knocks you silly, and you reel back.	The <b>cyclops</b> knocks you silly, and you reel back.	
The <b>Cyclops</b> grabs you, and almost strangles you before you wiggle free, breathless.	The <b>cyclops</b> grabs you and almost strangles you before you wiggle free, breathless.	
Heedless of your weapons, the <b>Cyclops</b> tosses you against the rock wall of the room.	Heedless of your weapons, the <b>cyclops</b> tosses you against the rock wall of the room.	
The <b>Cyclops</b> lands a punch that knocks the wind out of you.	The <b>cyclops</b> lands a punch that knocks the wind out of you.	
The <b>Cyclops</b> grabs you by the arm, and you drop your [something].	The <b>cyclops</b> grabs you by the arm, and you drop your [something].	
The <b>Cyclops</b> kicks your [something] out of your hand.	The <b>cyclops</b> kicks your [something] out of your hand.	
The monster grabs you on the wrist, squeezes, and you drop your [something] in pain.	The monster grabs you on the wrist, squeezes, and you drop your [something] in pain.	
The <b>Cyclops</b> grabs your [something], tastes it, and throws it to the ground in disgust.	The <b>cyclops</b> grabs your [something], tastes it, and throws it to the ground in disgust.	
The <b>Cyclops</b> is so excited by his success that he neglects to kill you.	The <b>cyclops</b> is so excited by his success that he neglects to kill you.	
The <b>Cyclops</b> , momentarily overcome by remorse, holds back.	The <b>cyclops</b> , momentarily overcome by remorse, holds back.	
The <b>Cyclops</b> seems unable to decide whether to broil or stew his dinner.		
	The <b>cyclops</b> seems unable to decide whether to broil or stew his dinner.	
The <b>Cyclops</b> , no sportsman, dispatches his unconscious victim.	The <b>cyclops</b> , no sportsman, dispatches his unconscious victim.	
The axe crashes against the rock, throwing sparks!	The axe crashes against the rock, throwing sparks.	
The troll's axe <b>removes your head</b> .	The troll's axe <b>bashess in your skull</b> .	
The troll's swing almost knocks you over as you barely parry in time.	The troll's swing almost knocks you over as you barely parry in time.	
The troll charges, and his axe slashes you on your [weapon] arm.	The troll charges, and his axe slashes you on your [weapon] arm.	
The troll sees a hole in your defense, and a lightning stroke opens a wound in your left side.	The troll sees a hole in your defense, and a lightning stroke opens a wound in your left side.	
The troll hits you with a glancing blow, and you are momentarily stunned.	The troll hits you with a glancing blow, and you are momentarily stunned.	
The troll swings; the blade turns on your armor but crashes broadside into your head.	The troll swings; the blade turns on your armor but crashes broadside into your head.	
The troll swings, <b>you</b> parry, but the force of his blow disarms you.	The troll swings. <b>You</b> parry, but the force of his blow disarms you.	
Your [something] is knocked out of your hands, but you <b>parried</b> the blow.	The [something] is knocked from your hand, but you <b>parry</b> the blow.	
The troll strikes at your unconscious form, but misses in his rage.	The troll strikes at your unconscious form but misses in his rage.	
The troll scratches his head ruminatively: Might you be magically protected, he wonders?	The troll scratches his head ruminatively. Might you be magically protected, he wonders?	
You parry a lightning thrust, and the thief salutes you with a grim nod.	You parry a lightning thrust, and the thief salutes you with a grim nod.	
The thief comes in from the side, feints, and <b>inserts</b> the blade <b>into</b> your ribs.	The thief comes in from the side, feints, and <b>slips</b> the blade <b>between</b> your ribs.	
The thief bows formally, raises his stiletto, and with a wry grin, ends the battle and your life.	The thief bows formally, raises his stiletto, and with a wry grin ends the battle and your life.	
A quick thrust pinks your left arm, and blood starts to trickle down.	A quick thrust pinks your left arm, and blood starts to trickle down.	
<b>The thief draws blood, raking his stiletto across your arm.</b>	<b>Raking his stiletto across your arm, the thief draws blood.</b>	
The stiletto flashes faster than you can follow, and blood wells from your leg.	The stiletto flashes faster than you can follow, and blood wells from your leg.	
The thief slowly approaches, strikes like a snake, and leaves you wounded.	The thief slowly approaches, strikes like a snake, and leaves you wounded.	
The stiletto touches your forehead, and the blood obscures your vision.	The stiletto touches your forehead, and the <b>welling</b> blood obscures your vision.	
The butt of his stiletto cracks you on the skull, and you stagger back.	The butt of his stiletto cracks you on the skull, and you stagger back.	
You are forced back, and trip over your own feet, falling heavily to the floor.	You are forced back and trip over your own feet, falling heavily to the floor.	



The thief rams the haft of his blade into your stomach, leaving you out of breath.	The thief rams the haft of his blade into your stomach, leaving you out of breath.	
A long, theatrical slash. You catch it on your [something], but the thief twists his knife, and the [something] goes flying.	A long theatrical slash. You parry it desperately, but the thief twists his knife, and your [something] goes flying.	
The thief neatly flips your [something] out of your hands, and it drops to the floor.	The thief neatly flips your [something] out of your hands, and it drops to the floor.	
The thief, who is essentially a pragmatist, dispatches you as a threat to his livelihood.	The thief, who is essentially a pragmatist, dispatches you as a threat to his livelihood.	
This is an open field west of a white house, with a boarded front door.	This is an open field west of a white house with a boarded front door.	
You are facing the south side of a white house. There is no door here, and all the windows are barred.	You are facing the south side of a white house. There is no door here, and all the windows are barred.	
This is a small room with passages off in all directions. Bloodstains and deep scratches (perhaps made by an axe) mar the walls.	This is a small room with passages off in all directions. Bloodstains and deep scratches (perhaps made by an axe) mar the walls.	
Dead End	Dead end.	
This is a deep ravine at a crossing with an east-west crawlway. Some stone steps are at the south of the ravine and a steep staircase descends.	This is a deep ravine at a crossing with an east-west crawlway. Some stone steps are at the south of the ravine, and a steep staircase descends.	
This is a crawlway with a three-foot high ceiling. Your footing is very unsure here due to the assortment of rocks underfoot. Passages can be seen in the east, west, and northwest corners of the passage.	This is a crawlway with a three foot high ceiling. Your footing is very unsure here due to the assortment of rocks underfoot. Passages can be seen in the east, west, and northwest corners of the crawlway.	
This is a room which looks like an Egyptian tomb. There is an ascending staircase in the room as well as doors, east and south.	This is a room which looks like an Egyptian tomb. There is an ascending staircase in the room as well as doors east and south.	
This is a small chamber behind the remains of the Great Glacier. To the south and west are small passageways.	This is a small chamber behind the remains of the great glacier. To the south and west are small passageways.	
This is an ancient room, long under water. There are exits here to the southeast and upward.	This is an ancient room, long under water. There are exits here to the southeast and upward.	
This is a large room with a ceiling which cannot be detected from the ground. There is a narrow passage from east to west and a stone stairway leading upward. The room is extremely noisy. In fact, it is difficult to hear yourself think.	This is a large room with a ceiling which cannot be detected from the ground. There is a narrow passage from east to west and a stone stairway leading upward. The room is extremely noisy. In fact, it is difficult to hear yourself think.	
This is a narrow crawlway. The crawlway leads from north to south. However the south passage divides to the south and southwest.	This is a narrow crawlway. The crawlway leads from north to south. However, the south passage divides to the south and southwest.	
This is a winding passage. It seems that there is only an exit on the east end although the whirring from the round room can be heard faintly to the north.	This is a winding passage. It seems that there is only an exit on the east end, although the whirring from the round room can be heard faintly to the north.	
You are standing at the entrance of what might have been a coal mine. To the northeast and the northwest are entrances to the mine, and there is another exit on the south end of the room.	You are standing at the entrance of what might have been a coal mine. To the northeast and the northwest are entrances to the mine, and there is another exit on the south end of the room.	
You are a small room. Strange squeaky sounds may be heard coming from the passage at the west end. You may also escape to the south.	This is a small room. Strange squeaky sounds may be heard coming from the passage at the west end. You may also escape to the south.	
This is a rather wide room. On one side is the bottom of a narrow wooden ladder. To the northeast and the south are passages leaving the room.	This is a rather wide room. On one side is the bottom of a narrow wooden ladder. To the northeast and the south are passages leaving the room.	
This is a long and narrow passage, which is cluttered with broken timbers. A wide passage comes from the north and turns at the southwest corner of the room into a very narrow passageway.	This is a long and narrow passage. A wide passage comes from the north and turns at the southwest corner of the room into a very narrow passageway.	
This is a small square room which is at the bottom of a long shaft. To the east is a passageway and to the northeast a very narrow passage. In the shaft can be seen a heavy iron chain.	This is a small square room which is at the bottom of a long shaft To the east is a passageway and to the northeast a very narrow passage. In the shaft can be seen a heavy iron chain.	
This is a north-south crawlway; a passage goes to the east also. There is a hole above, but it provides no opportunities for climbing.	This is a north-south crawlway; a passage also goes to the east. There is a hole above, but it provides no opportunities for climbing.	
You are on the west edge of a chasm, the bottom of which cannot be seen. The east side is sheer rock, providing no exits. A narrow passage goes west, and the path you are on continues to the north and south.	You are on the west edge of a chasm, the bottom of which cannot be seen. The east side is sheer rock, providing no exits. A narrow passage goes west. The path you are on continues to the north and south.	
A chasm runs southwest to northeast. You are on the south edge; the path exits to the south and to the east.	A chasm runs southwest to northeast. You are on the south edge. The path exits to the south and to the east.	

<p>This is a room which is bare on all sides. There is an exit down. To the east is a great door made of stone. Above the <b>stone</b>, the following words are written: 'No man shall enter this room without solving this riddle:</p> <p>What is tall as a house, round as a cup, and all the king's horses can't draw it up?'</p> <p>(Reply via 'ANSWER "answer"')</p> <p>This room appears to have been the waiting room for groups touring the dam. There are exits here to the north and east marked 'Private', though the doors are open, and an exit to the south.</p> <p>This is what appears to have been the maintenance room for Flood Control Dam #3, judging by the assortment of tool chests around the room. Apparently, this room has been ransacked recently, for most of the valuable equipment is gone. On the wall in front of you is a group of buttons, which are labelled in EBCDIC. However, they are of different colors: <b>Blue</b>, <b>Yellow</b>, <b>Brown</b>, and <b>Red</b>. The doors to this room are in the west and south ends.</p> <p>This is a long passage. To the south is one entrance. On the east there is an old wooden door, with a large hole in it (about cyclops sized).</p> <p>This is what appears to have been an artist's studio. The walls and floors are splattered with paints of 69 different colors. Strangely enough, nothing of value is hanging here. At the north and northwest of the room are open doors (also covered with paint). An extremely dark and narrow chimney leads up from a fireplace; <b>although</b> you might be able to get up it, it seems unlikely you could get back down.</p> <p>This is an art gallery. Most of the paintings which were here have been stolen by vandals with exceptional taste. The vandals left through <b>either</b> the north, south, or west exits.</p> <p>You are at the base of Flood Control Dam #3, which looms above you and to the north. The <b>river Frigid</b> is flowing by here. Across the river are the White Cliffs which seem to form a giant wall stretching from north to south along the east shore of the river as it winds its way downstream.</p> <p>You are on the <b>River Frigid</b> in the vicinity of the <b>Dam</b>. The river flows quietly here. There is a landing on the west shore.</p> <p>The <b>River</b> turns a corner here making it impossible to see the <b>Dam</b>. The White Cliffs loom on the east bank and large rocks prevent landing on the west.</p> <p>The river descends here into a valley. There is a narrow beach on the east below the cliffs and there is some shore on the west which may be suitable. In the distance a faint rumbling can be heard.</p> <p><b>You are on</b> a narrow strip of beach which runs along the base of the White Cliffs. The only path here is a narrow one, heading south along the <b>Cliffs</b>.</p> <p><b>You are on</b> a rocky, narrow strip of beach beside the <b>Cliffs</b>. A narrow path leads north along the shore.</p> <p>The river is running faster here and the sound ahead appears to be that of rushing water. On the west shore is a sandy beach. A small area of beach can also be seen below the <b>Cliffs</b>.</p> <p><b>You are on</b> the shore of the <b>River</b>. The river here seems somewhat treacherous. A path travels from north to south here, the south end quickly turning around a sharp corner.</p> <p><b>You are on</b> a large sandy beach at the shore of the river, which is flowing quickly by. A path runs beside the river to the south here.</p> <p><b>You are on</b> the west shore of the river. An entrance to a cave is to the northwest. The shore is very rocky here.</p>	<p>This is a room which is bare on all sides. There is an exit down. To the east is a great door made of stone. Above the <b>door</b>, the following words are written: "No man shall enter this room without solving this riddle--</p> <p>What is tall as a house, Round as a cup, And all the king's horses can't draw it up?".</p> <p>(Reply via 'ANSWER "answer"'.)</p> <p>This room appears to have been the waiting room for groups touring the dam. There are exits here to the north and east marked "Private", though the doors are open, and an exit to the south.</p> <p>This is what appears to have been the maintenance room for Flood Control Dam #3, judging by the assortment of tool chests around the room. Apparently, this room has been ransacked recently, for most of the valuable equipment is gone. On the wall in front of you is a panel of buttons, which are labeled in EBCDIC. However, they are of different colors: <b>blue</b>, <b>yellow</b>, <b>brown</b>, and <b>red</b>. The doors to this room are in the west and south ends.</p> <p>This is a long passage. To the south is one entrance. On the east there is an old wooden door with a large hole in it (about cyclops sized).</p> <p>This is what appears to have been an artist's studio. The walls and floors are splattered with paints of 69 different colors. Strangely enough, nothing of value is hanging here. At the north and northwest of the room are open doors (also covered with paint). An extremely dark and narrow chimney leads up from a fireplace. <b>Although</b> you might be able to get up the chimney, it seems unlikely that you could get back down.</p> <p>This is an art gallery. Most of the paintings which were here have been stolen by vandals with exceptional taste. The vandals left through the north, south, or west exits.</p> <p>This is the base of Flood Control Dam #3, which looms above you and to the north. The <b>Frigid River</b> is flowing by here. Across the river are the White Cliffs, which seem to form a giant wall stretching from north to south along the east shore of the river as it winds its way downstream.</p> <p>You are on the <b>Frigid River</b> in the vicinity of the <b>dam</b>. The river flows quietly here. There is a landing on the west shore.</p> <p>The <b>river</b> turns a corner here making it impossible to see the <b>dam</b>. The White Cliffs loom on the east bank, and large rocks prevent landing on the west.</p> <p>The river descends here into a valley. There is a narrow beach on the east below the cliffs, and there is some shore on the west which may be suitable. In the distance a faint rumbling can be heard.</p> <p><b>This is</b> a narrow strip of beach which runs along the base of the White Cliffs. The only path here is a narrow one, heading south along the <b>cliffs</b>.</p> <p><b>This is</b> a rocky, narrow strip of beach beside the <b>cliffs</b>. A narrow path leads north along the shore.</p> <p>The river is running faster here, and the sound ahead appears to be that of rushing water. On the west shore is a sandy beach. A small area of beach can also be seen below the <b>cliffs</b>.</p> <p><b>This is</b> the shore of the <b>river</b>. The river here seems somewhat treacherous. A path travels from north to south here, the south end quickly turning around a sharp corner.</p> <p><b>This is</b> a large sandy beach at the shore of the river, which is flowing quickly by. A path runs beside the river to the south here.</p> <p><b>This is</b> the west shore of the river. An entrance to a cave is to the northwest. The shore is very rocky here.</p>	
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	This is the Translator's Annex to the Tomb of the Unknown Implementer. Incised in the wall is the the obscure slogan, "Muddle through with fort(ran)itude". There is an exit to the north and, to the south, a wooden arch labeled "Entrance To MLO-6B".	
You are on top of a rainbow (I bet you never thought you would walk on a rainbow), with a magnificent view of the Falls. The rainbow travels east-west here. There is an NBC Commissary here.	You are on top of a rainbow (I bet you never thought you would walk on a rainbow), with a magnificent view of the falls. The rainbow travels east-west here.	
You are on a small, rocky beach on the continuation of the Frigid River past the Falls. The beach is narrow due to the presence of the White Cliffs. The river canyon opens here and sunlight shines in from above. A rainbow crosses over the falls to the west and a narrow path continues to the southeast.	You are on a small, rocky beach on the continuation of the Frigid River past the falls. The beach is narrow due to the presence of the White Cliffs. The river canyon opens here, and sunlight shines in from above. A rainbow crosses over the falls to the west, and a narrow path continues to the southeast.	
You are beneath the walls of the river canyon which may be climbable here. There is a small stream here, which is the lesser part of the runoff of Aragain Falls. To the north is a narrow path.	You are beneath the walls of the river canyon, which may be climbable here. There is a small stream here, which is the lesser part of the runoff of Aragain Falls. To the north is a narrow path.	
You are at the top of the Great Canyon on its south wall. From here there is a marvelous view of the Canyon and parts of the Frigid River upstream. Across the canyon, the walls of the White Cliffs still appear to loom far above. Following the Canyon upstream (north and northwest), Aragain Falls may be seen, complete with rainbow. Fortunately, my vision is better than average and I can discern the top of the Flood Control Dam #3 far to the distant north. To the west and south can be seen an immense forest, stretching for miles around. It is possible to climb down into the canyon from here.	You are at the top of the great canyon on its south wall. From here there is a marvelous view of the canyon and parts of the Frigid River upstream. Across the canyon, the walls of the White Cliffs still appear to loom far above. Following the canyon upstream (north and northwest), Aragain Falls may be seen, complete with rainbow. Fortunately, my vision is better than average, and I can discern the top of Flood Control Dam #3 far to the distant north. To the west and south can be seen an immense forest, stretching for miles around. It is possible to climb down into the canyon from here.	
You are about two hundred feet above the volcano floor. Looming above is the rim of the volcano. There is a small ledge on the west side.	You are about two hundred feet above the volcano floor. Looming above is the rim of the volcano. There is a small ledge on the west side.	
You are high above the floor of the volcano. From here the rim of the volcano looks very narrow and you are very near it. To the east is what appears to be a viewing ledge, too thin to land on.	You are high above the floor of the volcano. From here the rim of the volcano looks very narrow, and you are very near it. To the east is what appears to be a viewing ledge, too thin to land on.	
You are near the rim of the volcano which is only about 15 feet across. To the west, there is a place to land on a wide ledge.	You are near the rim of the volcano, which is only about fifteen feet across. To the west, there is a place to land with a wide ledge.	
You are on a narrow ledge overlooking the inside of an old dormant volcano. This ledge appears to be about in the middle between the floor below and the rim above. There is an exit here to the south.	You are on a narrow ledge overlooking the inside of an old dormant volcano. This ledge appears to be about in the middle between the floor below and the rim above. There is an exit here to the south.	
You are on a ledge in the middle of a large volcano. Below you the volcano bottom can be seen and above is the rim of the volcano. A couple of ledges can be seen on the other side of the volcano; it appears that this ledge is intermediate in elevation between those on the other side. The exit from this room is to the east.	This is a ledge in the middle of a large volcano. Below you the volcano bottom can be seen and above is the rim of the volcano. A couple of ledges can be seen on the other side of the volcano; it appears that this ledge is intermediate in elevation between those on the other side. The exit from this room is to the east.	
This is a large room full of assorted heavy machinery. The room smells of burned resistors. The room is noisy from the whirring sounds of the machines. Along one wall of the room are three buttons which are, respectively, round, triangular, and square. Naturally, above these buttons are instructions written in EBCDIC. A large sign in English above all the buttons says 'DANGER -- HIGH VOLTAGE '. There are exits to the west and the south.	This is a large room full of assorted heavy machinery. The room smells of burned resistors. The room is noisy from the whirring sounds of the machines. Along one wall of the room are three buttons which are, respectively, round, triangular, and square. Naturally, above the buttons are instructions written in EBCDIC. A large sign above all the buttons says in English:  DANGER: HIGH VOLTAGE  There are exits to the west and the south.	
This is a dingy closet adjacent to the machine room. On one wall is a small sticker which says Protected by FROBOZZ Magic Alarm Company (Hello, footpad!)	This is a dingy closet adjacent to the machine room. On one wall is a small sticker which reads:  Protected by FROBOZZ Magic Alarm Company (Hello, footpad!).	
You are at the top of the well. Well done. There are etchings on the side of the well. There is a small crack across the floor at the entrance to a room on the east, but it can be crossed easily.	You are at the top of the well. Well done. There are etchings on the side of the well. There is a small crack across the floor at the entrance to a room on the east, but it can be crossed easily.	

<p>This is a small square room, in the center of which is a large oblong table, no doubt set for afternoon tea. It is clear from the objects on the table that the users were indeed mad. In the eastern corner of the room is a small hole (no more than four inches high). There are passageways leading away to the west and the northwest.</p>	<p>This is a small square room, in the center of which is a large oblong table, no doubt set for afternoon tea. It is clear from the objects on the table that the users were indeed mad. In the eastern corner of this room is a small hole no more than four inches high. There are passageways leading away to the west and the northwest.</p>	
<p>This is an enormous room, in the center of which are four wooden posts delineating a rectangular area, above which is what appears to be a wooden roof. In fact, all objects in this room appear to be abnormally large. To the east is a passageway. There is a large chasm on the west and the northwest.</p>	<p>This is an enormous room, in the center of which are four wooden posts delineating a rectangular area, above which is what appears to be a wooden roof. In fact, all objects in this room appear to be abnormally large. To the east is a passageway. There is a large chasm on the west and the northwest.</p>	
<p>This is a large room, one half of which is depressed. There is a large leak in the ceiling through which brown colored goop is falling. The only exit <b>to</b> this room is to the west.</p>	<p>This is a large room, one half of which is depressed. There is a large leak in the ceiling through which brown colored goop is falling. The only exit <b>from</b> this room is to the west.</p>	
<p>This is the large entrance hall of the Bank of Zork, the largest banking institution of the Great Underground Empire. A partial account of its history is in 'The Lives of the Twelve Flatheads' with the chapter on J. Pierpont Flathead. A more detailed history (albeit less objective) may be found in Flathead's outrageous autobiography 'I'm Rich and You Aren't - So There!'. Most of the furniture has been ravaged by passing scavengers. All that remains are two signs at the <b>Northwest</b> and <b>Northeast</b> corners of the room, which say</p>	<p>This is the large entrance hall of the Bank of Zork, the largest banking institution of the Great Underground Empire. A partial account of its history is in 'The Lives of the Twelve Flatheads' with the chapter on J. Pierpont Flathead. A more detailed history (albeit less objective) may be found in Flathead's outrageous autobiography "I'm Rich and You Aren't - So There!". Most of the furniture has been ravaged by passing scavengers. All that remains are two signs at the <b>northwest</b> and <b>northeast</b> corners of the room, which say</p>	
<p>&lt;-- WEST VIEWING ROOM EAST VIEWING ROOM --&gt;</p>	<p>&lt;-- WEST VIEWING ROOM EAST VIEWING ROOM --&gt;</p>	
<p><b>You are in</b> a small square room, which was used by a bank officer whose job it was to retrieve safety deposit boxes for the customer. On the north side of the room is a sign which reads 'Viewing Room'. On the [east west] side of room, above an open door, is a sign reading</p>	<p><b>This is</b> a small square room, which was used by a bank officer whose job it was to retrieve safety deposit boxes for the customer. On the north side of the room is a sign which reads "Viewing Room". On the [east west] side of the room, above an open door, is a sign reading</p>	
<p>BANK PERSONNEL ONLY</p>	<p>BANK PERSONNEL ONLY</p>	
<p>This is a small, bare room with no distinguishing features. There are no exits from this room.</p>	<p>This is a small bare room with no distinguishing features. There are no exits from this room.</p>	
<p>This is a large rectangular room. The east and west walls here were used for storing safety deposit boxes. As might be expected, all have been carefully removed by evil persons. To the east, west, and south of the room are large doorways. The northern 'wall' of the room is a shimmering curtain of light. In the center of the room is a large stone cube, about 10 feet on a side. Engraved on the side of the cube is some lettering.</p>	<p>This is a large rectangular room. The east and west walls here were used for storing safety deposit boxes. As might be expected, all have been carefully removed by evil persons. To the east, west, and south of the room are large doorways. The northern "wall" of the room is a shimmering curtain of light. In the center of the room is a large stone cube, about 10 feet on a side. Engraved on the side of the cube is some lettering.</p>	
<p>You are standing near one end of a long, dimly lit hall. At the south stone stairs ascend. To the north the corridor is illuminated by torches set high in the walls, out of reach. On one wall is a red button.</p>	<p>You are standing near one end of a long dimly lit hall. To the south, stone stairs ascend. To the north, the corridor is illuminated by torches set high in the wall, out of reach. On one wall is a red button.</p>	
<p>This is a room of large size, richly appointed and decorated in a style that bespeaks exquisite taste. To judge from its contents, it is the ultimate storehouse of the treasures of Zork. There are chests here containing precious jewels, mountains of zorkmids, rare paintings, ancient statuary, and beguiling curios. In one corner of the room is a bookcase boasting such volumes as 'The History of the Great Underground Empire,' 'The Lives of the Twelve Flatheads,' 'The Wisdom of the Implementors,' and other informative and inspiring works. On one wall is a completely annotated map of the Great Underground Empire, showing points of interest, various troves of treasure, and indicating the locations of several superior scenic views. On a desk at the far end of the room may be found stock certificates representing a controlling interest in FrobozzCo International, the multinational conglomerate and parent company of the Frobozz Magic Boat Co., etc.</p>	<p>This is a room of large size, richly appointed and decorated in a style that bespeaks exquisite taste. To judge from its contents, it is the ultimate storehouse of the treasures of Zork. There are chests here containing precious jewels, mountains of zorkmids, rare paintings, ancient statuary, and beguiling curios. In one corner of the room is a bookcase boasting such volumes as "The History of the Great Underground Empire", "The Lives of the Twelve Flatheads", "The Wisdom of the Implementers", and other informative and inspiring works. On one wall is a completely annotated map of the Great Underground Empire, showing points of interest and various troves of treasure, and indicating the locations of several superior scenic views. On the desk at the far end of the room may be found stock certificates representing a controlling interest in FrobozzCo International, the multinational conglomerate and parent company of the Frobozz Magic Boat Co., etc.</p>	

This is a small room with rough walls, and a ceiling which <b>is steeply sloping</b> from north to south. There is coal dust covering almost everything, and little bits of coal are scattered around the only exit (which is a narrow passage to the north). In one corner of the room is an old coal stove which lights the room with a <b>cheery</b> red glow. There is a very narrow crack <b>in</b> the north wall.	This is a small room with rough walls, and a ceiling which <b>slopes steeply</b> from north to south. There is coal dust covering almost everything, and little bits of coal are scattered around the only exit, which is a narrow passage to the north. In one corner of the room is an old coal stove which lights the room with a <b>cherry</b> red glow. There is a very narrow crack <b>on</b> the north wall.	
This is another spot within the coal chute. Above you the rope climbs into darkness <b>and the</b> end of the rope is dangling five feet beneath you.	This is another spot within the coal chute. Above you the rope climbs into the darkness. <b>The</b> end of the rope is dangling five feet beneath you.	
There is some water here	There is some water <b>here</b> .	
The solid-gold coffin used for the burial of Ramses II is here.	The solid gold coffin used for the burial of Ramses II is here.	
There is an issue of US NEWS & DUNGEON REPORT <b>dated 7/22/81</b> here.	There is an issue of US NEWS & DUNGEON REPORT here.	
There is a matchbook whose cover says 'Visit Beautiful FCD#3' here.	There is a matchbook whose cover says "Visit Beautiful FCD #3" here.	
There is a folded pile of plastic here which has a small valve attached.	There is a folded pile of plastic here which has a small valve attached.	
There is a <b>broken sharp</b> stick here.	There is a <b>sharp broken</b> stick here.	
There is a man-sized barrel here which you might be able to enter.	There is a man-sized barrel here, which you might be able to enter.	
There is <b>an</b> emerald here.	There is <b>a large</b> emerald here.	
There is a very large and extremely heavy wicker basket with a cloth bag here. Inside the basket is a metal receptacle of some kind. Attached to the basket on the outside is a piece of wire.	There is a very large and extremely heavy wicker basket with a cloth bag here. Inside the basket is a metal receptacle of some kind. Attached to the basket on the outside is a piece of wire.	
There is an enormous stack of line-printer paper here. It is barely readable.	There is an enormous stack of line-printer paper here. It is barely readable <b>and totally unintelligible</b> .	
There is a large case here, containing objects which you used to possess.	There is a large case here, containing objects which you used to possess.	
There is a wooden bucket here, <b>3</b> feet in diameter and <b>3</b> feet high.	There is a wooden bucket here, <b>three</b> feet in diameter and <b>three</b> feet high.	
There is a piece of cake here with the words 'Eat-Me' on it.	There is a piece of cake where with the words "Eat-Me" on it.	
There is a Don Woods <b>Commemorative</b> stamp here.	There is a Don Woods stamp here.	
On hooks above the mantelpiece hangs an elvish sword of great antiquity.	On hooks above the mantelpiece hangs an elvish sword of great antiquity.	
<b>Some guidebooks</b> entitled 'Flood Control Dam #3' <b>are</b> on the reception desk.	<b>A guidebook</b> entitled "Flood Control Dam #3" <b>is</b> on the reception desk.	
In the bird's nest is a large egg encrusted with precious jewels, apparently scavenged somewhere by a childless songbird. The egg is covered with fine gold inlay, and ornamented in lapis lazuli and mother-of-pearl. Unlike most eggs, this one is hinged and has a delicate looking clasp holding it closed. The egg appears extremely fragile.	In the bird's nest is a large egg encrusted with precious jewels, apparently scavenged somewhere by a childless songbird. The egg is covered with fine gold inlay and ornamented in lapis lazuli and mother-of-pearl. Unlike most eggs, this one is hinged and has a delicate looking clasp holding it closed. The egg appears extremely fragile.	
There is a golden clockwork canary nestled in the egg. It seems to have recently had a bad experience. The mountings for its jewel-like eyes are empty, and its silver beak is crumpled. Through a cracked crystal window below its left wing you can see the remains of intricate machinery. It is not clear what result winding it would have, as the mainspring <b>seems</b> sprung.	There is a golden clockwork canary nestled in the egg. It seems to have recently had a bad experience. The mountings for its jewel-like eyes are empty, and its silver beak is crumpled. Through a cracked crystal window below its left wing you can see the remains of intricate machinery. It is not clear what result winding it would have, as the mainspring <b>appears</b> sprung.	
A rubber mat saying 'Welcome to <b>Zork!</b> ' lies by the door.	A rubber mat saying "Welcome to <b>Dungeon!</b> " lies by the door.	
The engravings were incised in the living rock of the cave wall by an unknown hand. They depict, in symbolic form, the beliefs of the ancient peoples of Zork. Skillfully interwoven with the bas reliefs are excerpts illustrating the major tenets expounded by the sacred texts of the religion of that time. Unfortunately a later age seems to have considered them blasphemous and just as skillfully excised them.	The engravings were incised in the living rock of the cave wall by an unknown hand. They depict, in symbolic form, the beliefs of the ancient peoples of Zork. Skillfully interwoven with the bas reliefs are excerpts illustrating the major tenets expounded by the sacred texts of the religion of that time. Unfortunately, a later age seems to have considered them blasphemous and just as skillfully excised them.	

<p>The prayer is inscribed in an ancient script which is hardly remembered these days, much less understood. What little of it can be made out seems to be a philippic against small insects, absent-mindedness, and the picking up and dropping of small objects. The final verse seems to consign trespassers to the land of the dead. All evidence indicates that the beliefs of the ancient Zorkers were obscure.</p>	<p>The prayer is inscribed in an ancient script which is hardly remembered these days, much less understood. What little of it can be made out seems to be a diatribe against small insects, absent-mindedness, and the picking up and dropping of small objects. The final verse seems to consign trespassers to the land of the dead. All evidence indicates that the beliefs of the ancient Zorkers were obscure.</p>	
<p>COMMANDMENT #12592</p> <p>Oh ye who go about saying unto each: "Hello sailor": dost thou know the magnitude of thy sin before the gods? Yea, verily, thou shalt be ground between two stones. Shall the angry gods cast thy body into the whirlpool? Surely, thy eye shall be put out with a sharp stick! Even unto the ends of the earth shalt thou wander and unto the land of the dead shalt thou be sent at last. Surely thou shalt repent of thy cunning.</p>	<p>Commandment #12592</p> <p>Oh ye who go about saying unto each other: "Hello sailor": Dost thou know the magnitude of thy sin before the gods? Yea, verily, thou shalt be ground between two stones. Shall the angry gods cast thy body into the whirlpool? Surely, thy eye shall be put out with a sharp stick! Even unto the ends of the earth shalt thou wander and unto the land of the dead shalt thou be sent at last. Surely thou shalt repent of thy cunning.</p>	
<p>"</p> <p>Guide Book to Flood Control Dam #3</p> <p>Flood Control Dam #3 (FCD#3) was constructed in year 783 of the Great Underground Empire to harness the destructive power of the Frigid River. This work was supported by a grant of 37 million zorkmids from the Central Bureaucracy and your omnipotent local tyrant Lord Dimwit Flathead the Excessive. This impressive structure is composed of 3.7 cubic feet of concrete, is 256 feet tall at the center, and 193 feet wide at the top. The reservoir created behind the dam has a volume of 37 billion cubic feet, an area of 12 million square feet, and a shore line of 36 thousand feet.</p> <p>The construction of FCD#3 took 112 days from ground breaking to the dedication. It required a work force of 384 slaves, 34 slave drivers, 12 engineers, 2 turtle doves, and a partridge in a pear tree. The work was managed by a command team composed of 2345 bureaucrats, 2347 secretaries (at least two of whom can type), 12,256 paper shufflers, 52,469 rubber stampers, 245,193 red tape processors, and nearly one million dead trees.</p> <p>We will now point out some of the more interesting features of FCD#3 as we conduct you on a guided tour of the facilities:</p> <p>1) You start your tour here in the Dam Lobby. You will notice on your right that .....</p>	<p>Guide Book To Flood Control Dam #3</p> <p>Flood control dam #3 (FCD #3) was constructed in year 783 of the Great Underground Empire to harness the destructive power of the Frigid River. This work was supported by a grant of 37 million zorkmids from the central bureaucracy and your own omnipotent local tyrant Lord Dimwit Flathead the Excessive. This impressive structure is composed of 3.7 cubic feet of concrete, is 256 feet tall at the center, and 193 feet wide at the top. The reservoir created behind the dam has a volume of 37 billion cubic feet, an area of 12 million square feet, and a shore line of 36 thousand feet.</p> <p>The construction of FCD #3 took 112 days from ground breaking to the dedication. It required a work force of 384 slaves, 34 slave drivers, 12 engineers, 2 turtle doves, and a partridge in a pear tree. The work was managed by a command team composed of 234 bureaucrats, 2347 secretaries (at least two of whom could type), 12,256 paper shufflers, 52,469 rubber stampers, 245,193 red tape processors, and nearly one million dead trees.</p> <p>We will now point out some of the more interesting features of FCD #3 as we conduct you on a guided tour of the facilities.</p> <p>1) You start your tour here in the dam lobby. You will notice on your right that .....</p>	
<p>US NEWS &amp; DUNGEON REPORT</p> <p>7/22/81</p> <p>Last G.U.E. Edition</p> <p>This version of ZORK is no longer being supported on this or any other machine. In particular, bugs and feature requests will, most likely, be read and ignored. There are updated versions of ZORK, including some altogether new problems, available for PDP-11s and various microcomputers (TRS-80, APPLE, maybe more later). For information, send a SASE to:</p> <p>Infocom, Inc. P.O. Box 120, Kendall Station Cambridge, Ma. 02142</p>	<p>01-Oct-94</p> <p>Late Dungeon Edition</p> <p>---</p> <p>LATE NEWS FLASH!! ---</p> <p>Lots and lots and lots and LOTS of bugs have been fixed.</p> <p>Aspiring adventurers should make avail themselves of every opportunity to broaden their intellectual horizons and increase their perspicacity.</p> <p>Fatal events have somewhat more convoluted results than previously.</p> <p>---</p> <p>BACKGROUND INFORMATION ---</p> <p>If you encounter problems, please report them by Internet mail to dsmaint@pa.dec.com.</p> <p>PHONE CALLS AND IN-PERSON VISITS WILL BE RUDELY REJECTED!</p>	

<p>[close cover before striking BKD]</p> <p>YOU too can make BIG MONEY in the exciting field of PAPER SHUFFLING!</p> <p>Mr. TAA of Muddle, Mass. says: "Before I took this course I used to be a lowly bit twiddler. Now with what I learned at MIT Tech I feel really important and can obfuscate and confuse with the best."</p> <p>Mr. MARC had this to say: "Ten short days ago all I could look forward to was a dead-end job as a <b>doctor</b>. Now I have a promising future and make really big Zorkmids."</p> <p>MIT Tech can't promise these fantastic results to everyone. <b>But</b> when you earn your MDL degree from MIT Tech your future will be brighter.</p> <p>Send for our free brochure today.</p>	<p>[Close cover before striking BKD]</p> <p>You too can make BIG MONEY in the exciting field of PAPER SHUFFLING!</p> <p>Mr. TAA of Muddle, Mass. says: "Before I took this course I used to be a lowly bit twiddler. Now with what I learned at MIT Tech I feel really important and can obfuscate and confuse with the best."</p> <p>Mr. MARC had this to say: "Ten short days ago all I could look forward to was a dead-end job as a <b>engineer</b>. Now I have a promising future and make really big Zorkmids."</p> <p>MIT Tech can't promise these fantastic results to everyone, <b>but</b> when you earn your MDL degree from MIT Tech your future will be brighter.</p> <p>Send for our free brochure today!</p>	
<p><b>WELCOME TO ZORK</b></p> <p><b>ZORK</b> is a game of adventure, danger, and low cunning. In it you will explore some of the most amazing territory ever seen by mortal man. Hardened adventurers have run screaming from the terrors contained within!</p> <p>In <b>ZORK</b> the intrepid explorer delves into the forgotten secrets of a lost labyrinth deep in the bowels of the earth, searching for vast treasures long hidden from prying eyes, treasures guarded by fearsome monsters and diabolical traps!</p> <p>No <b>PDP-10</b> should be without one!</p> <p><b>ZORK</b> was created at the MIT Laboratory for Computer Science, by Tim Anderson, Marc Blank, Bruce Daniels, and Dave Lebling. It was inspired by the <b>ADVENTURE</b> game of Crowther and Woods, and the long tradition of fantasy and science fiction adventure. <b>ZORK is</b> written in MDL (alias MUDDLE).</p> <p>On-line information may be available using the HELP and INFO commands (<b>most systems</b>).</p> <p>Direct inquiries, comments, etc. by Net mail to ZORK@MIT-DMS.</p> <p>(c) Copyright 1978,1979 Massachusetts Institute of Technology. All rights reserved.</p> <p>---&gt; Frobozz Magic Gunk Company &lt;--- All-Purpose Gunk</p> <p>The engravings translate to 'This space intentionally left blank'</p>	<p><b>Welcome to Dungeon!</b></p> <p><b>Dungeon</b> is a game of adventure, danger, and low cunning. In it you will explore some of the most amazing territory ever seen by mortal man. Hardened adventurers have run screaming from the terrors contained within.</p> <p>In <b>Dungeon</b>, the intrepid explorer delves into the forgotten secrets of a lost labyrinth deep in the bowels of the earth, searching for vast treasures long hidden from prying eyes, treasures guarded by fearsome monsters and diabolical traps!</p> <p>No <b>system</b> should be without one!</p> <p><b>Dungeon</b> was created at the MIT Laboratory for Computer Science by Tim Anderson, Marc Blank, Bruce Daniels, and Dave Lebling. It was inspired by the <b>Adventure</b> game of Crowther and Woods, and the long tradition of fantasy and science fiction games. <b>The original version was written in MDL (alias MUDDLE). The current version was translated from MDL into FORTRAN by a somewhat paranoid DEC engineer who prefers to remain anonymous.</b></p> <p>On-line information may be obtained with the commands HELP and INFO.</p> <p>---&gt; Frobozz Magic Gunk Company &lt;--- All Purpose Gunk</p> <p>The engravings translate to, "<b>This space intentionally left blank</b>".</p>	

<p>!!!! FROBOZZ MAGIC BOAT COMPANY !!!!</p> <p>Hello, <b>Sailor!</b></p> <p>Instructions for use:</p> <p>    To get into boat, say '<b>Board</b>'</p> <p>    To leave boat, say '<b>Disembark</b>'</p> <p>    To get into a body of water, say '<b>Launch</b>'</p> <p>    To get to shore, say '<b>Land</b>'</p> <p>Warranty:</p> <p>    This boat is guaranteed against all defects in parts and workmanship for a period of 76 milliseconds from date of purchase or until first used, whichever comes first.</p> <p>Warning:</p> <p>    This boat is made of plastic.                    Good Luck!</p>	<p>!!!! FROBOZZ MAGIC BOAT COMPANY !!!!</p> <p>Hello, <b>sailor!</b></p> <p>Instructions for use:</p> <p>    To get into the boat, say "<b>BOARD</b>"</p> <p>    To leave the boat, say "<b>DISEMBARK</b>"</p> <p>    To get into a body of water, say "<b>LAUNCH</b>"</p> <p>    To get to shore, say "<b>LAND</b>"</p> <p>Warranty:</p> <p>    This boat is guaranteed against all defects in parts and workmanship for a period of 76 milliseconds from date of purchase or until first used, whichever comes first.</p> <p>Warning: This boat is made of plastic.</p> <p>Good luck!</p>	
<p>Warning:</p> <p>    This room was constructed over very weak rock strata. Detonation of explosives in this room is strictly prohibited!</p> <p>        Frobozz Magic Cave Company</p> <p>        per M. Agrippa, foreman</p>	<p>Warning:</p> <p>    This room was constructed over very weak rock strata. Detonation of explosives in this room is strictly prohibited!</p> <p>        Frobozz Magic Safe Company</p> <p>        per M. Agrippa, foreman</p>	
<p>!!!! FROBOZZ MAGIC BALLOON COMPANY !!!!</p> <p>Hello, Aviator!</p> <p>Instructions for use:</p> <p>    To get into balloon, say '<b>Board</b>'</p> <p>    To leave balloon, say '<b>Disembark</b>'</p> <p>    To land, say '<b>Land</b>'</p> <p>Warranty:</p> <p>    No warranty is expressed or implied. You're on your own, sport!</p> <p>                                    Good Luck.</p>	<p>!!!! FROBOZZ MAGIC BALLOON COMPANY !!!!</p> <p>Hello, aviator!</p> <p>Instructions for use:</p> <p>    To get into the balloon, say "<b>BOARD</b>"</p> <p>    To leave the balloon, say "<b>DISEMBARK</b>"</p> <p>    To land, say "<b>LAND</b>"</p> <p>Warranty:</p> <p>    No warranty is expressed or implied. You're on your own, sport.</p> <p>Good luck!</p>	
<p>&lt;DEFINE FEEL-FREE (LOSER)</p> <p>    &lt;TELL "FEEL FREE, CHOMPER!"&gt;&gt;</p> <p>    ...</p> <p>The rest is, alas, unintelligible (as were the implementers).</p>	<p>&lt;DEFINE FEEL-FREE (LOSER)</p> <p>    &lt;TELL "FEEL FREE, CHOMPER!"&gt;</p> <p>    &lt;MEMQ .....&gt;</p> <p>The rest is, alas, unintelligible (as were the implementers).</p>	
<p>!!!! FROBOZZ MAGIC ROBOT COMPANY !!!!</p> <p>Hello, <b>Master!</b></p> <p>    I am a late-model robot, trained at MIT Tech to perform various simple <b>household</b> functions.</p> <p>Instructions for use:</p> <p>    To activate me, use the following formula:</p> <p>        &gt;TELL ROBOT '&lt;<b>something to do</b>&gt;' &lt;cr&gt;</p> <p>    The quotation marks are <b>required!</b></p> <p>Warranty:</p> <p>    No warranty is expressed or implied.</p> <p>                                    At your service!</p>	<p>Hello, <b>master!</b></p> <p>    I am a late-model robot, trained at MIT Tech to perform various simple <b>housekeeping</b> functions.</p> <p>Instructions for use:</p> <p>    To activate me, use the following formula--</p> <p>        TELL ROBOT "<b>something to do</b>"(cr)</p> <p>    The quotation marks are <b>mandatory.</b></p> <p>Warranty:</p> <p>    No warranty is expressed or implied.</p> <p>At your service!</p>	



<p>The paper is rather worn; although the writing is barely legible (the author probably had only a used pencil), it is a very elegant copperplate.</p> <p>To Whom It May Concern:</p> <p>I regret to report that the rumours regarding treasure contained in the chamber to which this passage leads have no basis in fact. Should you nevertheless be sufficiently foolhardy to enter, it will be quite impossible for you to exit.</p> <p>Sincerely yours, The Thief</p>	<p>The paper is rather worn; although the writing is barely legible (the author probably had only a used pencil), it is a very elegant copperplate.</p> <p>To Whom It May Concern:</p> <p>I regret to report that the rumours regarding treasure contained in the chamber to which this passage leads have no basis in fact. Should you nevertheless be sufficiently foolhardy to enter, it will be quite impossible for you to exit.</p> <p>Sincerely yours, The Thief</p>	
Welcome to <b>Zork!</b>	Welcome to <b>Dungeon!</b>	
It is too narrow for most insects.	It is too narrow <b>even</b> for most insects.	
The White Cliffs prevent <b>your</b> landing here.	The White Cliffs prevent <b>you from</b> landing here.	
	<b>You are not wearing your badge.</b>	
	<b>There is no place to land here.</b>	
	<b>You are already on the ledge.</b>	
There is a chasm too <b>large</b> to jump across.	There is a chasm too <b>wide</b> to jump across.	
An alarm rings briefly and an invisible force prevents your leaving.	An alarm rings briefly, and an invisible force prevents you from leaving.	