

Please provide me the walkthrough of the text game "Zork I"

Sure, I can provide a walkthrough for the text-based adventure game "Zork I". Please note that this walkthrough may contain spoilers, so proceed with caution if you want to figure things out on your own.

Introduction:

You find yourself standing in front of a white house with a boarded front door. There is a mailbox here.

open mailbox

Inside the mailbox, you find a leaflet.

read leaflet

The leaflet reads: "Welcome to Zork! Zork is a game of adventure, danger, and low cunning. In it, you will explore some of the most amazing territory ever seen by mortals. No computer should be without one!"

take leaflet

You take the leaflet and put it in your pocket. You notice that there is a path leading north into the forest.

go north

Forest Path:

You are on a path in a dense forest. There is a signpost here.

read signpost

The signpost reads: "This way to the Great Underground Empire."

follow path

West of House:

You are standing in an open field west of a white house, with a boarded front door. There is a small mailbox here.

open mailbox

Inside the mailbox, you find a brass lantern.

take lantern

You take the brass lantern.

open door

The door is boarded and you cannot open it.

light lantern

You light the brass lantern.

go north

North of House:

You are facing the north side of a white house. There is no door here, and all the windows are barred.

go east

Behind House:

You are behind the white house. In one corner of the house there is a small window which is slightly ajar.

open window

The window is locked.

break window

You don't have anything strong enough to break the window.

go south

South of House:

You are facing the south side of a white house. There is a wooden door here with a brass knob.

open door

The door is locked.

unlock door

You don't have anything to unlock the door with.

go east

Kitchen:

You are in 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. A dark chimney leads down and to the east is a small window which is open.

take knife

You take the knife.

go up

Living Room:

You are in the living room. There is a doorway to the east, a wooden door with strange gothic lettering to the west, which appears to be nailed shut, and a large oriental rug in the center of the room.

go east

Gallery:

This is an art gallery. Most of the paintings have been stolen by vandals with exceptional taste, but there is one chance for you to recover a valuable painting. You notice an exquisite painting of a troll here.

take painting

You take the painting.

go west

Living Room:

go west

Kitchen:

go down

Cellar:

You are in a dark, damp cellar. There are shelves on the west and east walls.

take rope

You take the rope.

go up

Kitchen:

go west

Living Room:

unlock door with knife

You unlock the door with the knife.

open door

You open the door.

Attic:

You are in the attic of the white house. There is a giant telescope here.

take telescope

You take the telescope.

go down

Living Room:

go west

Behind House:

go north

North of House:

go east
Forest Path:

go north
Clearing