Your greatest challenge lies ahead—and downwards.

An INTERLOGIC™ prose adventure

INFOCOM
55 Wheeler St., Cambridge, MA 02138
Limited Warranty

This software product and the attached instructional materials are sold "AS IS" without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user.

However, the original purchaser only, Infocom, Inc. warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Infocom, Inc. or to an authorized Infocom, Inc. dealer and Infocom, Inc. will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above. To provide proof that you are the original purchaser, please complete and mail the enclosed Owner Warranty Card to Infocom, Inc.

It the failure of the medium, in the judgment of Infocom, Inc. resulted from accident, abuse or misapplication of the medium, then Infocom, Inc. shall have no responsibility to replace the medium under the terms of this warranty.

THE ABOVE WARRANTIES ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF INFOCOM, INC. IN NO EVENT SHALL INFOCOM, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

N.B. After the warranty period, a defective disk may be returned to Infocom, Inc., with a check or money order for $5.00 for replacement.

Copyright

This software product is copyrighted and all rights reserved by Infocom, Inc. It is published exclusively by Infocom, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copied, duplicating, selling or otherwise distributing this product is a violation of the law.

This manual is copyrighted and all rights are reserved by Infocom, Inc. This document may not, in whole or part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine readable form without prior consent, in writing, from Infocom, Inc.

Willful violations of the Copyright Law of the United States can result in civil damages of up to $50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or a $10,000 fine.

The Great Underground Empire
Loading ZORK
To load ZORK, follow the instructions on your Reference Card.

The copyright notice and the serial number will appear, followed by a
description of the starting location of the game:

WEST OF HOUSE
YOU ARE STANDING IN AN OPEN
FIELD WEST OF A WHITE HOUSE,
WITH A BARRED FRONT DOOR.
THERE IS A SMALL MAILBOX HERE.

Whenever you see the prompt (>), ZORK is waiting for you to type in your
instructions. When you have finished typing in your instructions, press the
RETURN key and ZORK will respond and then the prompt (>) will reappear.

Next to the prompt (>) try typing the following:

OPEN THE MAILBOX
and press the RETURN key. ZORK
responds with this:

OPENING THE MAILBOX REVEALS
A LEAFLET.

You may respond to ZORK by typing:

READ THE LEAFLET
and press the RETURN key. ZORK
cooperates and tells you:

(TAKEN)
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 WITH-
OUT ONE!

Read the RULES AND STRATEGIES sec-
tion for further directions and hints.

Talking to ZORK
When you play a ZORK game, you talk
to ZORK in plain English, typing in all
your requests on your keyboard when
you see the prompt (>). ZORK allows
you to abbreviate some words, though,
because you use them often. When
you have finished typing a line, press the
RETURN key and ZORK will digest
your request.

ZORK usually acts as though your
sentence begins with "I want to ..." although you should not type those
words explicitly. ZORK then displays a
response that tells you whether what
you want to do is possible in the current
situation, and if it is, whether anything
interesting happens as a result.

All words you type are distinguished
by their first six letters and all subse-
quent letters are ignored. For example,
typing OPEN THE ENCYCLOPEDIA
equivalent to typing OPEN THE
ENCYCLOPEDIA or better still OPEN THE
BOOK.

ZORK "understands" many different
types of sentences. A sentence must
contain a verb and usually an object. Some
examples:

TAKE THE GOLD. DROP GOLD. PICK
UP GOLD. PUT DOWN THE GOLD.
GO NORTH. NORTH. WALK NORTH.
N. WALK AROUND THE HOUSE.
PUSH BUTTON. PUSH THE RED
BUTTON. OPEN WOODEN DOOR.
LOOK AT THE WALL. LOOK UNDER
ROCK. LOOK BEHIND CURTAIN.
LOOK IN BAG. READ A BOOK. READ
ALL OF THE BOOKS.
DROP ALL. TAKE ALL. DROP ALL
BUT THE KNIFE.

You must separate multiple objects of
a verb by the word AND or a comma.
For example:

TAKE ALL BUT THE KNIFE AND THE
LAMP.
PUT THE GOLD AND JEWELS IN
THE TROPHY CASE.
THROW THE NEWSPAPER, THE
RED BOOK, AND THE MAGAZINE IN
THE CHASM.
Concepts for Exploring
Some things that you can do with objects in the story are not immediately obvious.

**Containment:** Some objects, called containers, can contain other objects. Some containers can be opened or closed, and some are always open. Some are transparent, and some are not. Most containers have a limited capacity, and all objects have sizes, so that it is possible to fill up containers. Similarly, some objects have surfaces on which other objects can be placed.

**Fighting:** Characters in the story will, as a rule, fight back when attacked. They may, in some cases, attack you unprovoked. Some of these beings are stronger than others; it might be advisable to wait awhile before tackling them. Coming off second-best in a fight may leave you somewhat the worse for wear; you might want to ask ZORK to diagnose your physical condition.

**Vehicles:** There are objects in the story that have the ability to transport you to mysterious regions that are inaccessible on foot. Needless to say, you face great personal peril in venturing into such regions.

**Directions:** The passages connecting rooms in The Great Underground Empire sometimes twist and turn unpredictably. You cannot always expect that, after going north, you can return to where you started by going south.

Commands for Exploring
The best way to move from place to place is to type the direction you want to go. Acceptable directions are NORTH or N, SOUTH or S, EAST or E, WEST or W, NE, NW, SE, SW (or NORTHWEST, NORTHWEST, SOUTHEAST or SOUTHWEST respectively), and also UP or D or DOWN.

When you enter a particular place (ZORK calls any kind of place a “room”) for the first time, ZORK usually displays the name of the room, a description of it, and then descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, ZORK normally displays just the name of the room and the names of the objects in it.

The **VERBOSE** command tells ZORK to show the descriptions of rooms and objects every time you go there, not just the first time. The **BRIEF** command tells ZORK to fully describe only newly encountered rooms and objects, as it did initially. For moving through areas you already know well, the **SUPERBRIEF** command tells ZORK to show only the name of the room (even on your first visit there), and not even to mention objects in the room. You can always get a description of the room you are in and the objects in it by typing **LOOK** (or the abbreviation L).

Suggestions for More Successful ZORK Playing
It is essential that you draw a map. Some of the problems in the game (the Maze in ZORK I, for example) cannot be solved without maps. Remember that there are 10 possible directions. In certain circumstances you must use the **ENTER**, **EXIT** (or IN, OUT) command.

Read everything carefully. There are clues in some of the descriptions, labels, engravings, and books, etc.

Most objects in the game which can be taken are important, either as treasures for solving problems. Sometimes treasures are also needed to solve problems.

Unlike other games with which you may be familiar, there are many possible routes to the successful completion of ZORK. There is no “correct” order for solving problems. Some problems have more than one solution, or don’t need to be solved at all.

It is often helpful to play ZORK with another person. Different people find different problems easy and can often complement each other.

Don’t be afraid to try something bold or strange — you can always save your state first if you want. Trying the bizarre can be fun and often will give you clues or hints.

A nonsense example:

> GIVE THE CATERPILLAR TO THE CHRISTMAS-TREE MONSTER.

THE CHRISTMAS-TREE MONSTER IS REVOLTED AT THE THOUGHT OF ADORNING ITS BRANCHES WITH A CATERPILLAR.

You have just learned that there is probably something which would be a decoration pleasing to the monster and possibly a solution to the problem.
How to Quit
If you want to stop playing, and never continue from this particular position again, type QUIT. ZORK will respond:
YOUR SCORE WOULD BE score (TOTAL OF 350 POINTS) IN number MOVES. THIS SCORE GIVES YOU THE RANK OF rank DO YOU WISH TO LEAVE THE GAME? (Y IS AFFIRMATIVE): >
Type Y next to the prompt (>) and press the RETURN key.
If you never want to continue from this particular position again, but you want to keep playing, type RESTART after the prompt (>): ZORK responds by starting the game over from the beginning.
If you want to continue playing from this particular position but at a later time, follow the SAVING A GAME POSITION instructions.

Saving a Game Position
It will take you some time to play ZORK through to the end, just as it takes you some time to finish a good book. You will almost certainly not finish in one sitting. ZORK allows you to continue playing at a later time without having to start over from the beginning. Just as you can place a bookmark in a book you are reading, there is a ZORK command, called SAVE, that makes a 'snapshot' of your position in the game. If you are a cautious or prudent player, you may want to save your position before you embark upon (or alter you finish) any particularly tricky or dangerous part of the journey. Having taken a snapshot, you can go back to that position even though you may get lost or killed afterward.
When the prompt (>) appears, type SAVE, then press the RETURN key. Then follow the instructions on your Reference Card.

Restoring a Saved Game Position
When you want to continue playing from where you made a snapshot, follow the RESTORE procedure. You can RESTORE a saved snapshot at any time during play.
When the prompt (>) appears, type RESTORE and press the RETURN key. Then follow the instructions on your Reference Card.
ZORK will now let you continue playing from your restored position. You can type LOOK for a description of where you are.

List of ZORK Commands
To simplify your adventuring, you may order ZORK to give you information by typing specific commands. These commands can be used over and over again as needed, but they are each considered one complete move. Type your command as a sentence to ZORK after the prompt (>) appears.

The list of commands is:

AGAIN
ZORK will respond as it you had repeated your previous sentence.

BRIEF
This command tells ZORK to fully describe only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by printing the room name and the object names only.

DIAGNOSE
ZORK gives you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle.

INVENTORY
ZORK lists your possessions. If you've noticed the thief lurking about, you might want to check to see if your belongings are still there. You may abbreviate INVENTORY by typing I.

LOOK
ZORK describes your surroundings in detail. You may abbreviate LOOK by typing L.

QUIT
This gives you the option to quit playing. If you want to save your position first, read the instructions under SAVING A GAME POSITION. You may abbreviate QUIT by typing Q.

RESTART
This ends the game and starts the game over from the beginning.

RESTORE
Restores a game position you saved with the SAVE command. See the section RESTORING A SAVED GAME POSITION.

SAVE
Saves a game position on your storage diskette. See the section SAVING A GAME POSITION.

SCORE
ZORK shows your current score with the number of moves you have made, and your rank. Your rank is your rating as a professional ZORK player and is based on the number of points you have.

SCRIPT
This command assumes you have a printer. It commands the printer to begin printing a transcript of your game session.

SUPERBRIEF
This command tells ZORK to show you only the name of the room you have entered, and no other information. It is briefer than BRIEF.

UNSCRIPT
This command stops your printer from printing.

VERBOSE
This command tells ZORK to show you a long description of the room and the objects in it whenever you enter a room.

VERSION
ZORK responds by showing you the release number and serial number of your copy of the game.

WAIT
This command causes time in the game to pass. Normally, between moves, no time is passing. As ZORK is concerned — you could leave your computer, take a nap, and return to the game to find that nothing has changed. WAIT is used when you want to find out what will happen in the game if you do absolutely nothing while time passes. For example, if you encounter an alien being, you could WAIT and see what it will do.
Appendix

ZORK's Responses

ZORK may occasionally have a few words for you when it wants you to clarify your instruction. Some of ZORK's responses are:

I DON'T KNOW THE WORD 'your word'. The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be understood. If not, ZORK probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD 'your word' HERE. ZORK knows the word you typed, but the word made no sense where you put it in the sentence: "Open the take," for example.

YOU MUST SUPPLY A VERB! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE IS A NOUN MISSING IN THAT SENTENCE. This usually indicates an incomplete sentence, such as 'Put the lamp in the,' where ZORK expected another noun and couldn't find one.

TOO MANY NOUN CLAUSES. An example is "Put the troll in the basket with the shovel." A valid ZORK sentence has, at most, one direct object and one indirect object.

BEG PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN key on your keyboard.

IT'S TOO DARK TO SEE. In the story, there was no light to see objects in the room.

I CAN'T SEE ANY object 'HERE'. In the story the object you referred to was not accessible to you.

MULTIPLE OBJECTS CANNOT BE USED WITH 'your verb'. It is legal for you to use multiple objects (that is, nouns or noun phrases separated by 'and' or a comma) only with certain verbs. Among the more useful of these verbs are 'take', 'drop', and 'put'.

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that is gibberish: for example, 'Give troll with sword.' You might try rephrasing the sentence.

Reference Section

Sentence Syntax

- A ZORK sentence must contain at least a verb or a command (e.g., AGAIN).
- Separate multiple objects of the verb by the word "AND" or a comma (,).
- Several sentences typed to ZORK at one time must be separated by a period (.) or by the word "THEN." A period is not needed at the end of a line of input.
- Only two kinds of questions may be asked: "WHAT" and "WHERE.
- Compass directions may be abbreviated to N, E, S, W, NE, NW, SW, SE, and UP and DOWN may be abbreviated to U and D, respectively.
- The letter "L" may be used to abbreviate the LOOK command.
- The letter "T" may be used to abbreviate the INVENTORY command.

Command Summary

The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations, see LIST OF ZORK COMMANDS section.)

AGAIN  SAVE
BRIEF  SCORE
DIAGNOSE  SCRIPT
INVENTORY  SUPERBRIEF
LOOK  UNSCRIPT
QUIT  VERBOSE
RESTART  VERSION
RESTORE  WAIT

Common Verbs

The following is a list of verbs commonly used by adventurers. This list does not represent the entire vocabulary available and makes no mention of the numerous variations you can construct using prepositions (e.g., LOOK UNDER, LOOK AT, LOOK INSIDE, LOOK THROUGH, etc.)

ATTACK  MOVE
BURN  OPEN
CLimb  POUR
CLOSE  PULL
DIG  PUSH
DRINK  PUT
DROP  READ
EAT  SLIDE
ENTER  TAKE
EXAMINE  THROW
FILL  TIE
FOLLOW  TURN
GET IN  WALK
GIVE  WAVE
GO  WHAT IS
KILL  WHERE IS
LOOK