

ZORK I

Company: Infocom, Inc.

Suggested Retail: \$39.95

Type: An all-text adventure.

Description:

Zork I is simply the best selling adventure of all time. You start near a deserted house, over a huge and wondrous underground cavern. Nineteen treasures await discovery, but they are well-hidden by the expansive and novel-like text descriptions of the dam, coal mine, lake, chapel, and even the Gates of Hell. Along the way, you will meet and must deal with the likes of a testy Troll, an audacious Thief, and a hungry Cyclops.

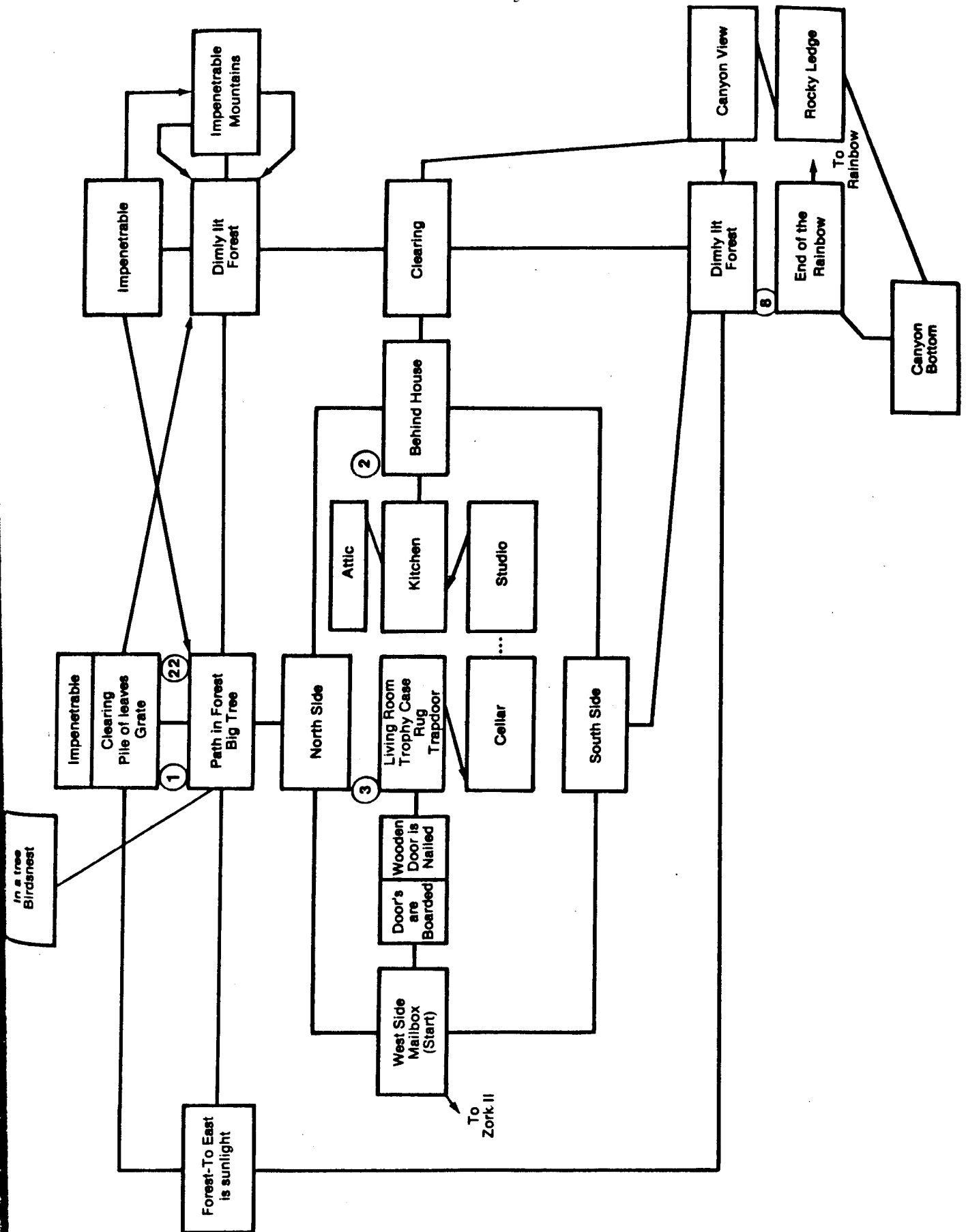
Playability:

Very interactive and challenging puzzles. A superb word parser which anticipates just about any response supports the multiple word parser. The save-game capability, usable at any time, supports two drives. Originally written on a mainframe, *Zork I* faithfully represents the first third of that game. When you tackle this one, you are in for a lot of fun.

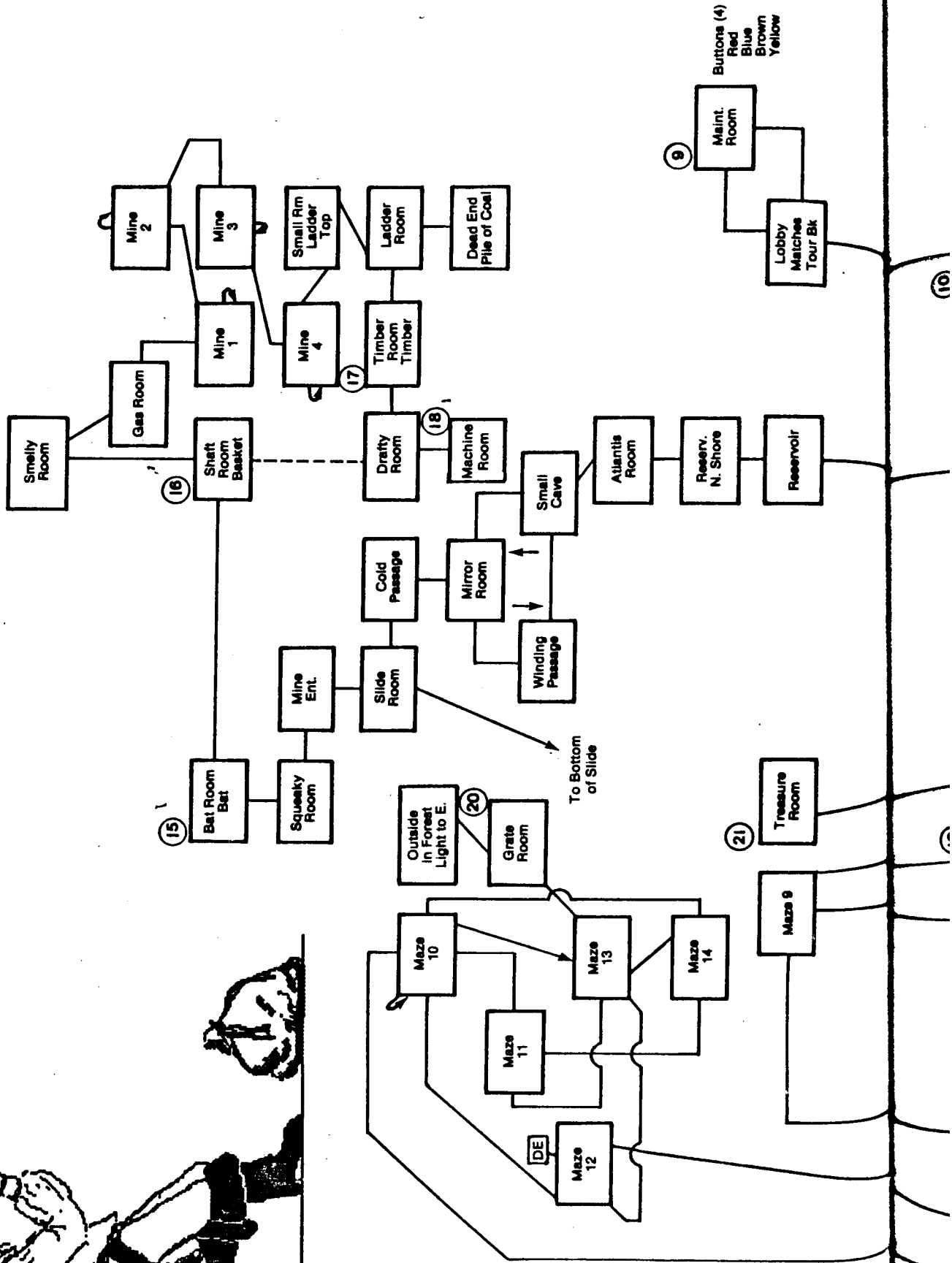
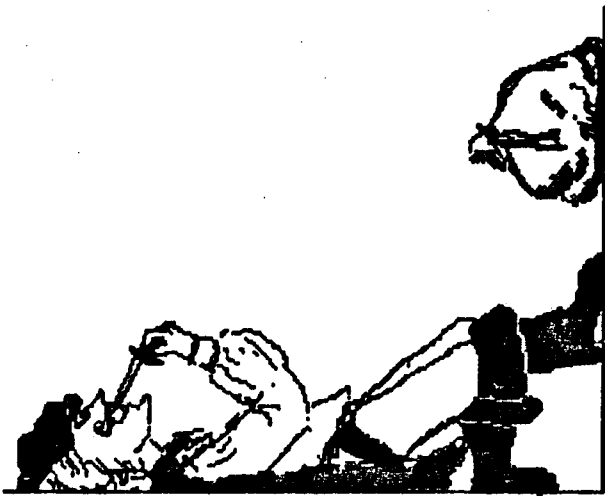


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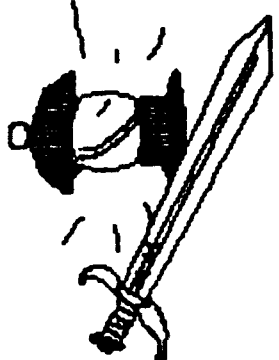
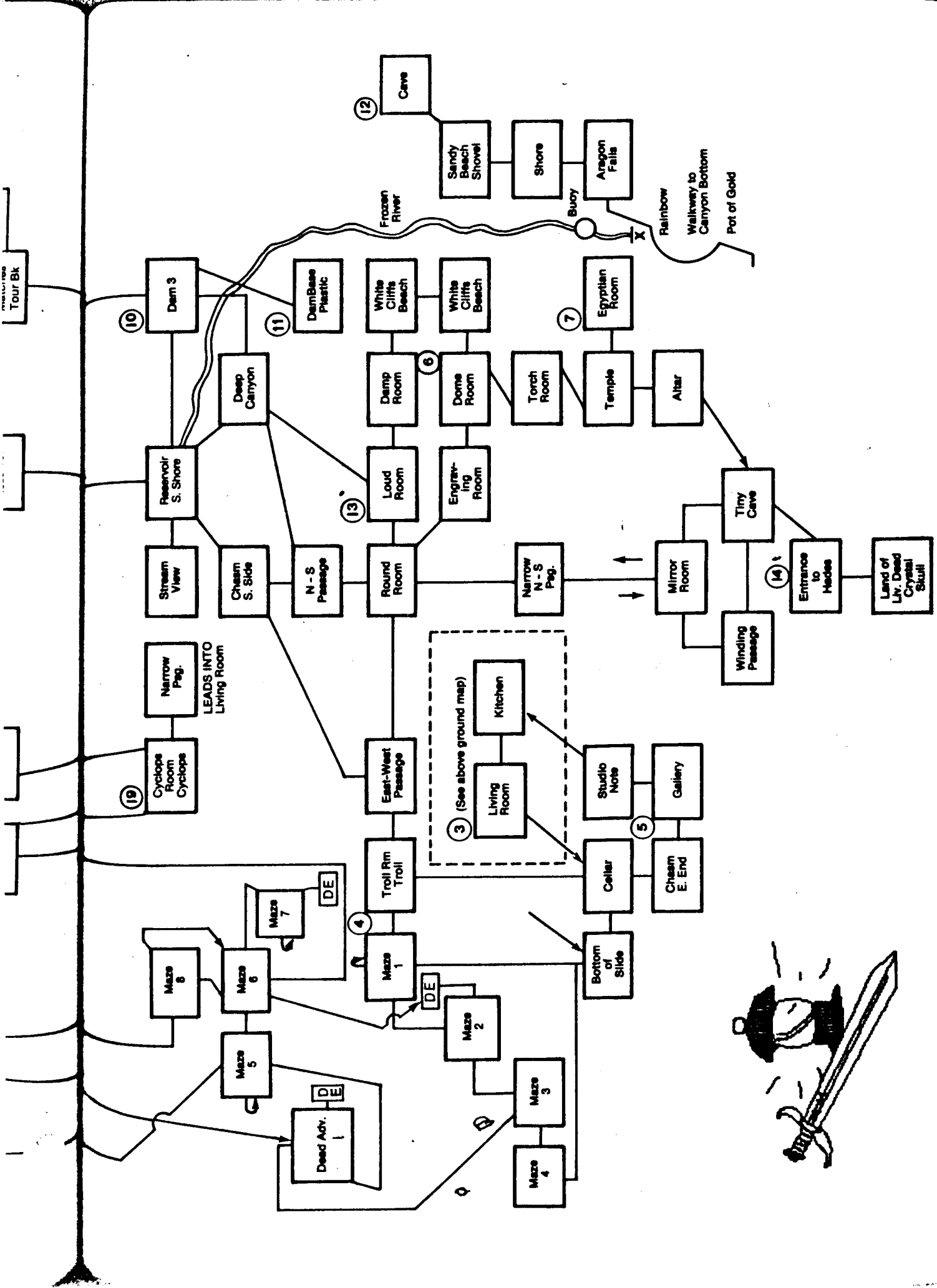
ZORK I



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1. Climb Tree. Get Jeweled Egg.
2. Open Window at West Side of House. Enter Window or West.
3. Move Rug. Get Lamp, Sword and Rope. Open Trap Door. Turn on Lamp.
4. Kill Troll. Again, until he's done in. Leave his Axe. Drop all but Lamp.
5. Get Painting. Exit Studio into Kitchen. (Can carry only two objects from Studio.) Start putting Treasures into Trophy Case, but carry the Egg so that Thief may steal it (so be sure to get it!).
6. With Rope and Lamp, Tie Rope to Rail. Climb Rope. Get Torch. Turn Off Lamp (conserve it wherever possible). Should Thief steal Torch before you get the Diamond, go to Steps 19 through 21. Otherwise, it's advantageous to have Thief steal you blind! Leave Bell, Book and Candle for now.
7. Get Coffin. Pray (at Altar). Trap Door will now stay open rather than locking shut on entry. In Clearing or Behind House, Open Coffin. Get Sceptre.
8. Wave Sceptre. Get Pot of Gold. Add Gold, Coffin and Sceptre to the Trophy Case.
9. Get All (Wrench, Screwdriver and Tube of Gunk). Push Yellow Button to enable the Console in the Lobby. The Brown Button disables it. Pushing the Blue Button will flood the joint, but gives you a few moves to get out.
10. Turn Bolt With Wrench, opening Sluice Gates. Drop Wrench.
11. Inflate Boat (With Pump). (When getting Pump, it's easier for now if you leave the Trunk and, especially, the Trident.) Launch. Wait or Look until you drift South to Buoy. Get Buoy. Land. Open Buoy. Get Emerald. Don't push your luck by going further South; it's a long way down! The Sceptre and Trident are tough on Rubber Boats, but the Tube of Gunk can Repair Boat.
12. Dig Sand With Shovel until you find Scarab. Drop Shovel. Either walk over Solid Rainbow or carry Boat to Sandy Beach. Launch. West (to White Cliffs). Park Emerald and Scarab in the Trophy Case. Head back for more with the Lamp, Torch and Matches. Temporarily drop off the Screwdriver.
13. Echo. Get Platinum. Both Platinum and Coffin are especially heavy, so that you can carry relatively fewer objects.
14. With Bell, Book and Candle from Altar area, Drop Candles, if lit. Ring Bell. Hold Candle (Light Candle with Match, if necessary). Read Book. Get Crystal Skull. Leave Bell, Book, Candle and Matches. (Use only the Matches to relight candles. Save Game and try lighting Candles with Torch or Lamp.)
15. With Lamp, Torch and Screwdriver, Drop (or just hold) Garlic in Bat Room. Leave Jade Figurine for now.
16. Put Screwdriver and Torch in Basket. Light Lamp. Don't check out the Gas Room with the Torch! Run down and Get Coal. Add it to the Basket. Lower Basket.
17. Drop All. You can now go West from the Timber Room.
18. Open Machine. Put Coal in Machine. Close Machine. Turn Switch With Screwdriver. Get Diamond. Reload Basket with everything except Screwdriver. Pick up Bracelet, Jade Figurine and Basket goodies. Slide down to Cellar and stow the treasures.
19. With Lamp, Nasty Knife (or Sword), Food, Water and Key, Get Coins. (Save Game and try throwing Rusty Knife.) Feed Cyclops the Sandwich in the Brown Bag. Give Water to Cyclops. A less elegant but more effective approach is to say ODYSSEUS. (Read the Prayer Book, and note that the first letters of each line put together spell out ODYSSEUS.)
20. Key may be used to unlock Grate from inside. Note nice touch if you have or haven't Moved Leaves, which may also be Burned or Counted.

21. Carrying Lamp, Nasty Knife (or Sword), the Jeweled Egg (if it hasn't been stolen already), and all the Treasures that you can, confront Thief in his Storeroom. Give him each of the Treasures to load and slow him down. Kill Thief. Again, until he's vanquished. Should you ever try to polish him off elsewhere, earlier in the game, save the game first, as your chances of success are slim, but finite.
22. With the Clockwork Canary (that was in the Jeweled Egg opened by the Thief's nimble fingers), Climb Tree. Wind Clockwork. Mother Song Bird will come and drop a Brass Bauble, the last of the needed points.
23. Return all Treasures to the Case. If all fifteen are stored, an ancient Parchment will appear. With it, a Secret Path can be found, and the beginnings of *Zork II* are revealed.

Treasures, Scores, and Where to Get Them

Treasure	Value (touch)	Value (case)	Where
Beautiful Painting	4	6	Gallery
Jewel Encrusted Egg	5	5	In nest in tree
Ivory Torch	14	6	Torch Room
Gold Coffin	10	15	Egyption Room
Egyptian Sceptre	4	6	In the Coffin
Pot of Gold	10	10	End of the Rainbow
Crystal Skull	10	10	Land of Living Dead
Jeweled Scarab	5	5	Buried in Sandy Cave
Large Emerald	5	10	In the Buoy
Platinum Bar	10	5	Loud Room
Trunk of Jewels	15	5	Reservoir
Crystal Trident	4	11	Atlantis Room
Jade Figurine	5	5	Bat Room
Sapphire Bracelet	5	5	Gas Room
Huge Diamond	10	10	You create it
Bag of Coins	10	5	In the Maze
Silver Chalice	10	5	Treasure Room
Clockwork Canary	6	4	In the Egg
Brass Bauble	1	1	Songbird has it
Ancient Parchment	0	0	On Case if all treasures are in
	<u>143</u>	<u>129</u>	

Other Points

Getting into the house	10
Getting into the cellar	25
Getting past the Troll	5
Getting to the Torch Room	13
Getting to the Treasure Room	25
	<u>78</u>