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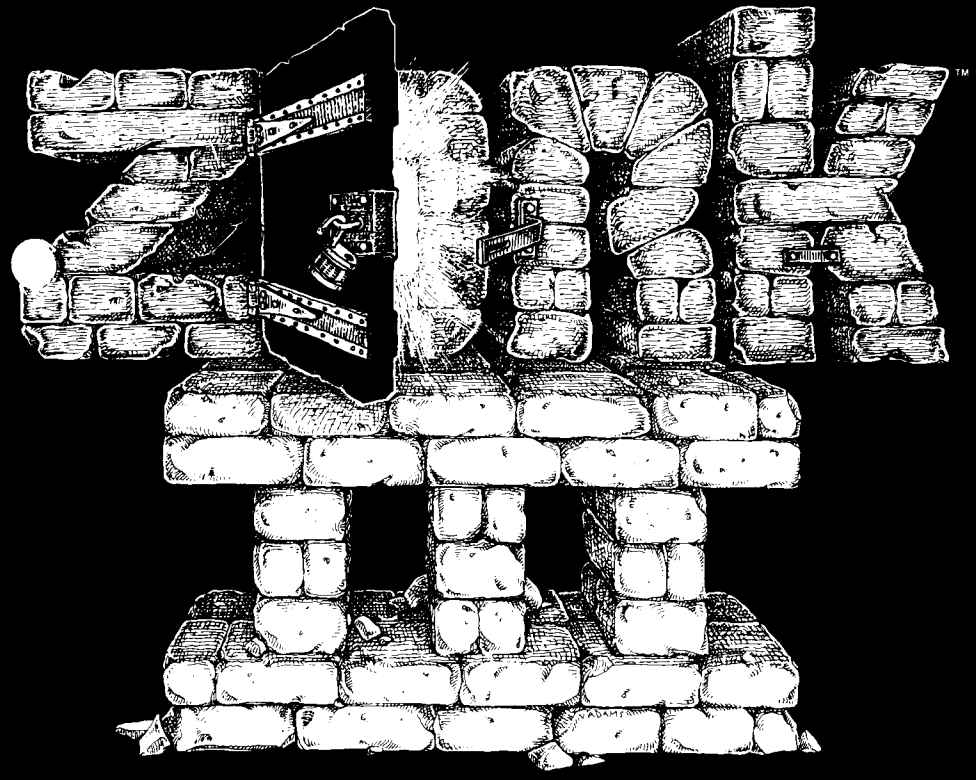
It all comes down to this.



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INFOCOM™

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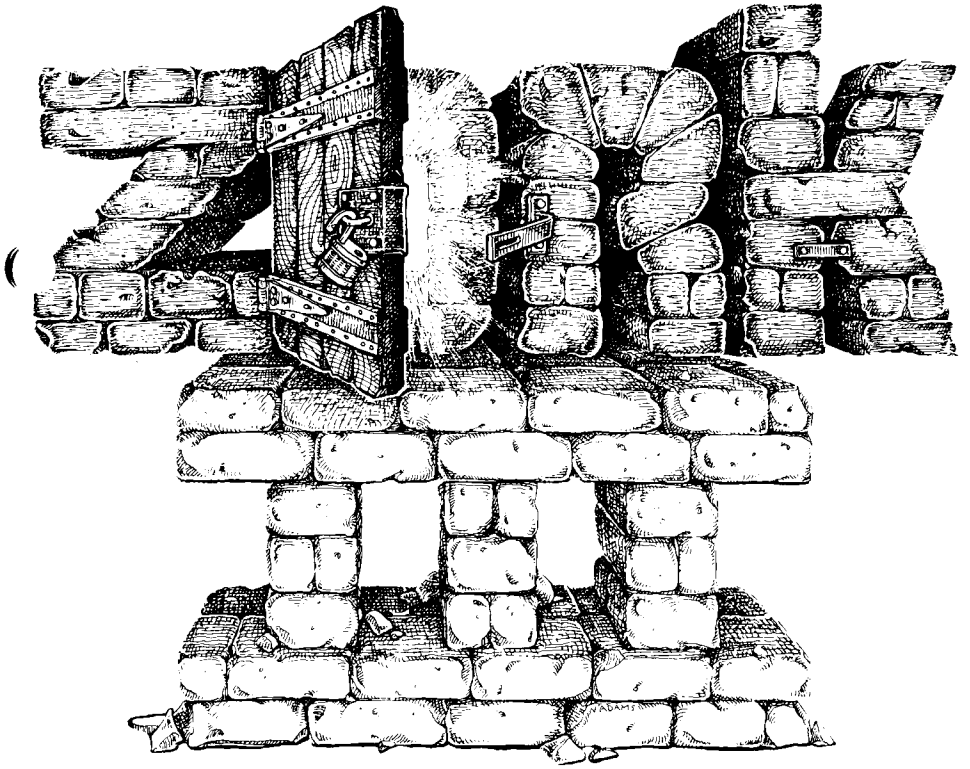

The Dungeon Master

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Rules and Strategies

ZORK III: The Dungeon Master

In ZORK III, you take the last step down into the heart of the Great Underground Empire. Only by making this final descent can you reach the summit of achievement in the ZORK trilogy. Your quest hinges upon discovering the secret purpose of the Dungeon Master, who will oversee your ultimate triumph—or destruction—in the realm of ZORK.

Many strange tales have been told of fabulous treasures, exotic creatures, and diabolical puzzles to be found here. The aspiring adventurer had best equip himself with light (for the caverns are dark and gloomy) and weapons (for some of the inhabitants are unfriendly). Other tools and equipment may well be found (with luck) and used (with cleverness). Ancient manuscripts and other printed matter may well offer clues.

In this story, time passes only in response to your input. You might imagine a giant clock that ticks once per move and the story progresses only at each tick. Nothing happens in the story while you are thinking and planning your next move, so you can plan your moves slowly and carefully if you so choose.

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.

Characters: Some of the characters in the story can be talked to or even ordered around in a simple manner. See the section TALKING TO ZORK for details. Characters in the story will also, as a rule, fight back when attacked. They may, in some cases, attack you unprovoked.

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 NORTHEAST, NORTHWEST, SOUTHEAST or SOUTHWEST respectively), and also U or UP, and 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 one example), cannot be solved without mapping. Remember that there are 10 possible directions. In certain circumstances ENTER, EXIT (or IN, OUT) apply.

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 or 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 a clue. 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 POTENTIAL IS potential **OF A POSSIBLE SEVEN, IN** number **MOVES.**

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 after 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 if you had repeated your previous sentence.

BRIEF

This commands 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. 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

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

SCORE

ZORK shows your current potential and the number of moves you have made.

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 far 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.

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

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 "I" may be used to abbreviate the **INVENTORY** command.