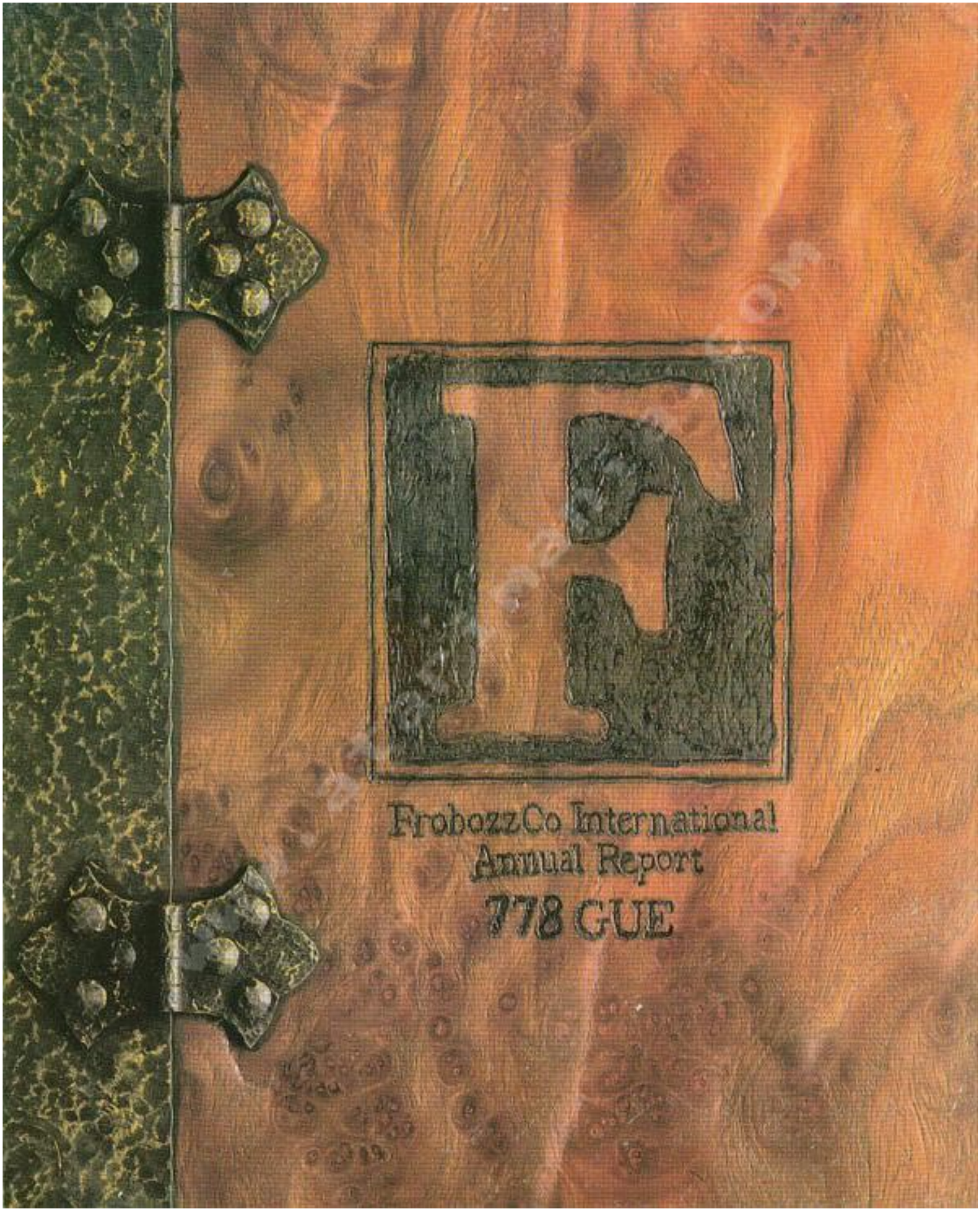
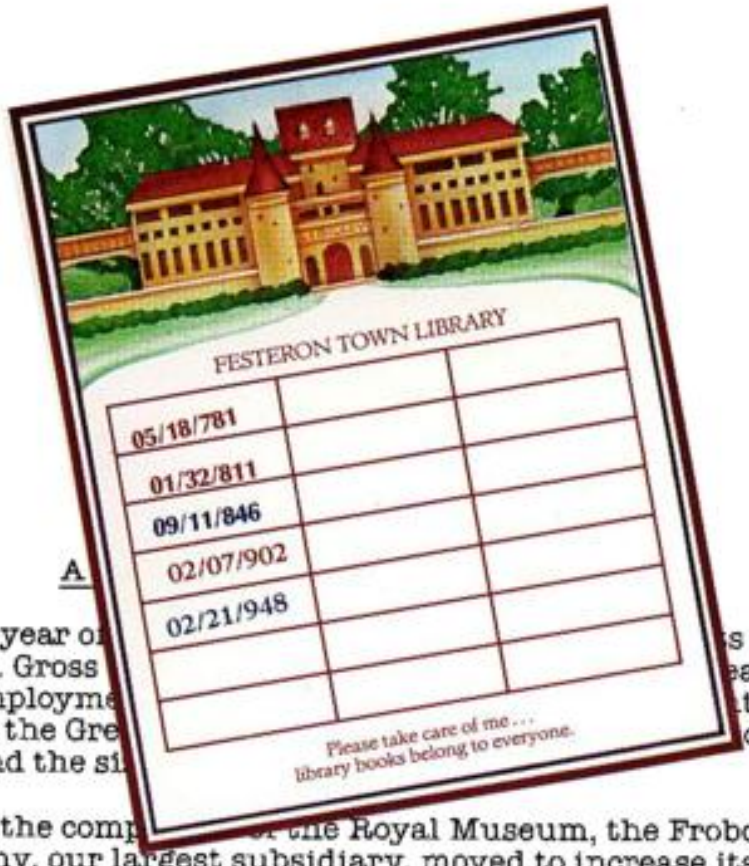

FrobozzCo International
Annual Report
778 GUE



A

778 was a year o s many
subsidiaries. Gross eased by
22%. The employme tire
workforce of the Gre only by the
birth rate and the si

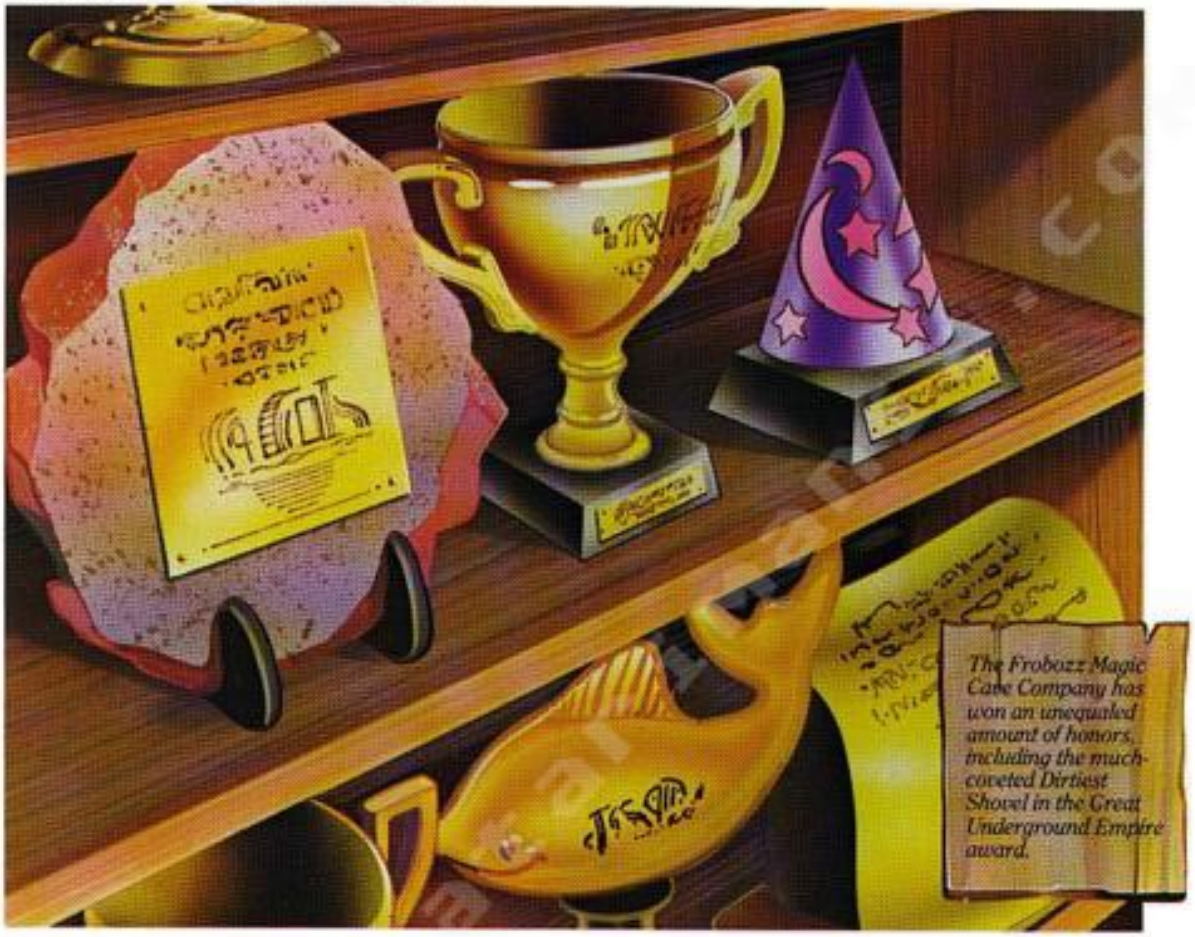
Following the comp the Royal Museum, the Frobozz Magic Cave Company, our largest subsidiary, moved to increase its staff even more as the well-publicized dam and volcano projects moved into full gear. The Cave Company will also be creating the new 400-story FrobozzCo world headquarters in Flatheadia, scheduled to open sometime in 781.

More than 18,000 additional subsidiaries were formed or taken over during the last year, further increasing the scope of our industrial empire. FrobozzCo now produces everything from aardvarks to zwieback.

I trust that you, as a stockholder, will take the time to read through this report and learn about at least a few of the many exciting things that are going on here at FrobozzCo. It's certainly been a tremendous year, but we're looking forward to an even tremendouser year in 779!

John D. Flathead
President and Chairman of the Board,
FrobozzCo International

FROBOZZ MAGIC CAVE COMPANY



The first of FrobozzCo's myriad subsidiaries, the Magic Cave Company was formed over a century ago to implement King Duncanthrax's massive tunneling project. Today, the Magic Cave Company is an umbrella for a wide range of underground construction projects.

Two of the most ambitious construction projects ever attempted are now on the Magic Cave Company drawing boards. Construction has already started on a dam of staggering proportions that will span the Frigid River. Tentatively called Flood Control Dam Number Three, the dam is scheduled for completion in 783 G.U.E., and comes with a price tag of 37 million zorkmids.

Magic Cave Company engineers are planning an amazing project to quench and then hollow out a mighty volcano. The project is being conducted under very tight security, and Lord Dimwit Flathead himself is personally reviewing the plans at each stage.

In addition to these landmark projects, the Magic Cave Company created an additional 46,000 linear bloits of tunnel this year, including nearly 200 bloits of the Great Underground Highway extension, as well as 8,000 cubic bloits of additional cavern space.

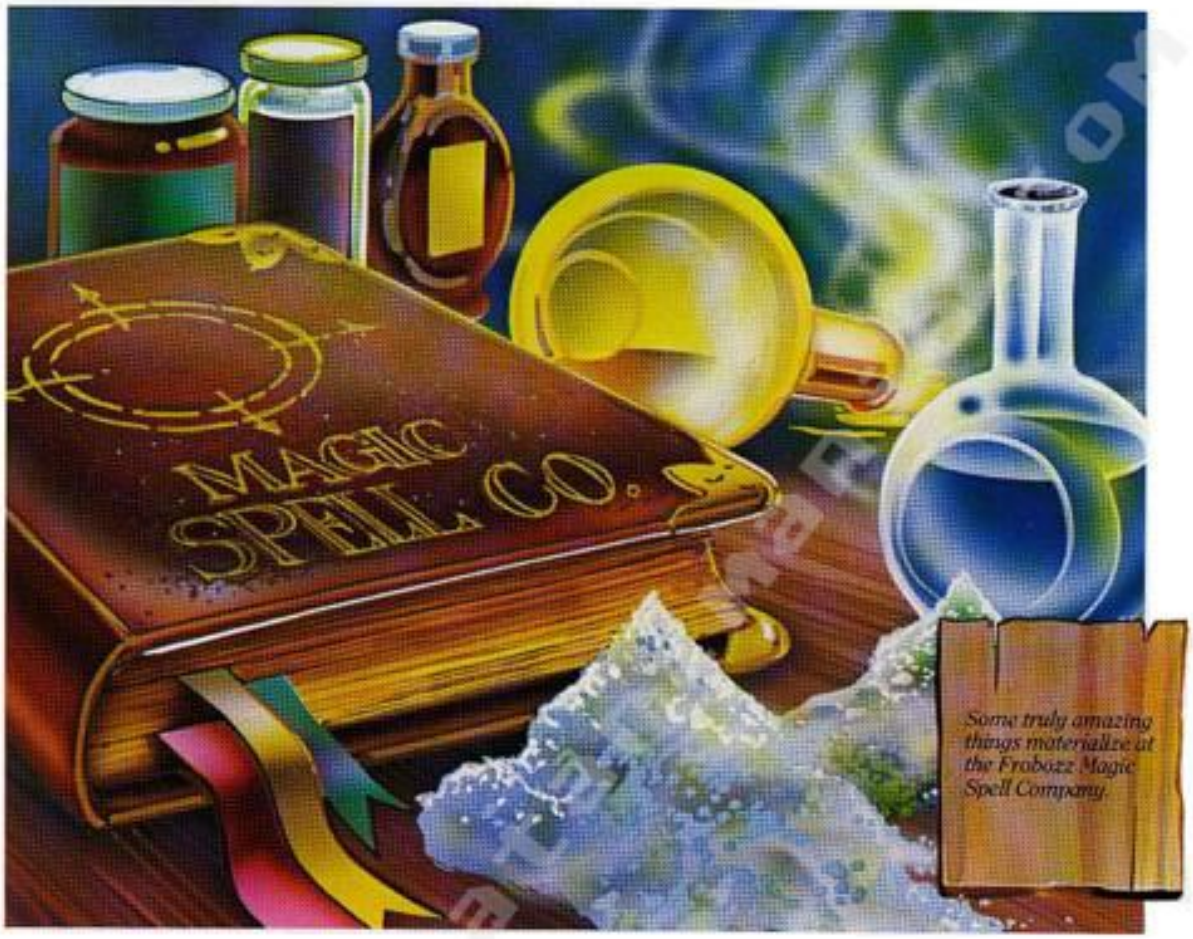
FROBOZZ MAGIC TWEEZERS COMPANY

One of the newest and brightest members of the FrobozzCo family, the Magic Tweezers Company was formed after a 652,000-zorkmid market research survey revealed a widespread need for a high-quality technologically advanced tweezer.

Following several years of planning and development, the Frobozz Magic Tweezer Model A-1 is now ready to roll off the assembly lines and into millions of homes all across the Great Underground Empire. The A-1, which will retail for *Zm*0.29, has sold briskly in test markets. Within six months, a top of the line Model X-1 tweezer will be introduced and will retail for *Zm*0.89. Six more models, as well as various add-on accessories, are currently on the drawing board.

The Board of Directors of FrobozzCo welcomes the Frobozz Magic Tweezers Company aboard, and is confident that this new division will pluck a lot of business for the parent conglomerate.

FROBOZZ MAGIC SPELL COMPANY



Some truly amazing things materialize at the Frobozz Magic Spell Company.

While the well-heeled Enchanters Guild remains the primary customer of the Frobozz Magic Spell Company, the invention of self-casting spell scrolls has created a huge new market for magic technology.

Sales increased 11% during 778, marking the twentieth year of steady growth for this lucrative FrobozzCo subsidiary. In response to the growing demand for magic spell accessories, several new FrobozzCo divisions were formed, including the Frobozz Magic Scroll Rack Company, the Frobozz Magic Spell Book Company, and the Frobozz Magic Scroll Mailing Tube Company.

Four new spells were added to the Magic Spell Company product line this year, a Magic Spell Company record and a tribute to the wizards in FrobozzCo's famous Magiclab. The four new spells are DRILBO (strips a floor of yellowed wax), BORCH (puts insects to sleep), GIZGUM (predicts visits by relatives) and QUELBO (transmutes coconuts into gold).

FROBOZZ MAGIC GRUE REPELLENT COMPANY

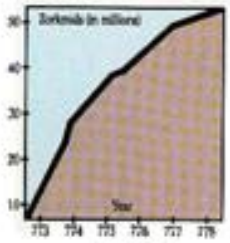
The Frobozz Magic Grue Repellent Company is one of FrobozzCo's fastest growing divisions. Sales of grue repellent nearly tripled last year, spurred on by drastic extensive improvements made in the product and by an aggressive marketing campaign. Magic Grue Repellent Company executives can proudly point to a 31% drop in grue-related deaths during the last year, and a consequent 31% drop in the grue population.

The discovery of a particularly effective new additive by the Magic Grue Repellent Company's research division has increased the efficiency of the product by 45%. Studies have shown that most grues will not come within 70 feet of someone sprayed with New Improved Repellent. The new additive, dubbed G-17, is also longer-lasting, requiring fewer sprayings, and it can be made from ordinary sand!

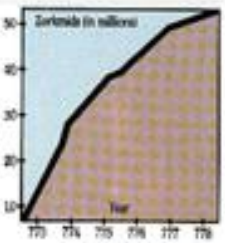
The Magic Grue Repellent Company also increased the product line with the introduction of seven new odors of repellent, in addition to the regular old socks/burning rubber odor. The new odors include rotting eggs, dead fish, swamp gas, three-week-old meatloaf, gym locker, wet dog and mint.

Several ingenious sales strategies were highly successful. The Free-Noseplugs-With-Every-Can campaign, in association with the Frobozz Magic Noseplugs Company, ran for one month and increased sales by 92%. Advertisements featuring grue-mangled corpses ran before and during the peak travel season. Finally, a joint packaging effort with the Frobozz Magic Lantern Company to produce a Frobozz Anti-Grue Kit paid off with remarkable end-of-year sales.

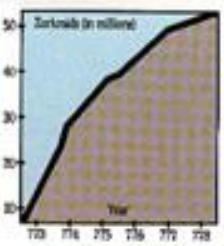
FROBOZZCO FINANCIAL REPORT



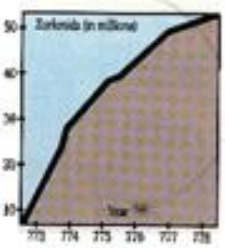
SALES



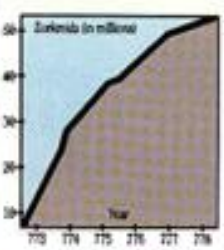
PROFIT



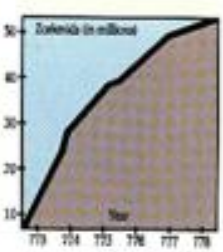
NUMBER OF SUBSIDIARIES



NUMBER OF EMPLOYEES



NAME RECOGNITION



GRANOLA SUBSIDIES

FrobozzCo International Income Statement
(Zorkmid Amounts in Millions)

	Year end 778	Year end 777
Revenues:		
Sales of goods and services	Zm5,431,922	Zm5,108,113
Sale of property	350,585	— — — —
Other revenues	812,913	656,106
TOTAL REVENUES	6,595,420	5,764,219
Expenses:		
Cost of goods and services	2,773,119	2,655,288
Selling, administration, bribes	1,243,964	1,256,712
Depreciation	127,353	112,499
Contributions to Royal Charities	888,307	888,307
Printing of Annual Report	285,238	279,540
TOTAL EXPENSES	5,318,001	5,192,346
NET INCOME	Zm1,277,419	Zm 571,873
Earnings per uncommon share:		
Continuing operations	Zm 2.72	Zm 1.54
Discontinuing operations	(0.03)	(0.02)
NET INCOME PER UNCOMMON SHARE	Zm 2.69	Zm 1.52

FrobozzCo International Retained Earnings Statement
(Zorkmid Amounts in Millions)

	Year end 778	Year end 777
Retained earnings at year opening	Zm1,204,445	Zm1,162,556
Net income	1,277,419	571,873
Dividends paid on uncommon stock	(894,017)	(529,971)
Dividends paid on unpreferred stock	(24)	(13)
Retained earnings at year end	Zm1,587,823	Zm1,204,445

FrobozzCo International Balance Sheet
(Zorkmid Amounts in Millions)

	Year end 778	Year end 777
Assets:		
Cash	Zm 393,459	Zm 219,067
Inventories	566,790	465,634
Loans to Royal Family	1,125,000	900,000
Executive Party Fund	107,374	135,252
Plant and Equipment	778,833	596,025
Other assets	325,939	294,606
TOTAL ASSETS	Zm3,297,395	Zm2,610,584
Liabilities:		
Short term loans	Zm 456,872	388,431
Accrued payroll deductions	594,311	435,923
Deferred bribes	216,343	209,575
Other liabilities	95,647	80,293
Total Liabilities	1,363,173	1,114,222
Shareholder's equity:		
Uncommon stock	345,287	291,054
Unpreferred stock	1,112	858
Retained earnings	1,587,823	1,204,445
Total shareholder's equity	1,934,222	1,496,357
TOTAL LIABILITIES AND EQUITY	Zm3,297,395	Zm2,610,579

Original Headquarters Building
Constructed 667

FROBOZZCO INTERNATIONAL
"You name it, we do it"

Instruction Manual for ZORK III:
The Dungeon Master

Instruction Manual for ZORK III: The Dungeon Master

Welcome to ZORK! You are about to experience a classic interactive fantasy, set in a magical universe. The ZORK trilogy takes place in the ruins of an ancient empire lying far underground. You, a dauntless treasure-hunter, are venturing into this dangerous land in search of wealth and adventure. Because each part of the ZORK saga is a completely independent story, you can explore them in any order.

As ZORK III begins, your greatest challenge beckons as you take the final step down into the very heart of the Great Underground Empire. Your character and courage will be tested as the enigmatic Dungeon Master confronts you with predicaments and perils. Your quest hinges upon discovering his secret purpose, even as he oversees your ultimate triumph—or destruction!

If you're experienced with Infocom's interactive fiction, you may not feel like reading this entire manual. However, you should at least read about scoring (on page 12) and look at the appendix of recognized verbs (on page 19).

Table of Contents

An Overview

Interactive fiction is a story in which *you* are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of Infocom's interactive fiction, such as the three ZORK adventures, presents you with a series of locations, items, characters and events. You can interact with these in a variety of ways.

To move from place to place, type the direction you want to go. When you begin your adventure, it's a good idea to become familiar with your surroundings by exploring every location and reading each description carefully. (You may notice that ZORK occasionally refers to a location as a "room," even if you are outdoors.) As you explore the Empire, it is helpful to draw a map of the geography.

An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you and then using it in the proper way.

In ZORK, time passes only in response to your input. You might imagine a clock that ticks once for each sentence you type, and the adventure progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

To measure your progress, ZORK III keeps track of your score. However, since this score is only your *potential*, you may have all seven points but still be far from completing the story.

Tips for Novices

1. Draw a map. It should include each location, the directions connecting it to adjoining locations and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 21.) Some puzzles are almost impossible to solve without completely mapping the area. Note that there are 10 possible directions, plus IN and OUT. And since some passages twist and curve, going NORTH from Place A to Place B doesn't always mean that SOUTH will take you back to Place A.

2. Most objects that you can pick up are important, either as treasures or as solutions to puzzles, or both!

3. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning. See page 16 for instructions.

4. Read carefully. There are often clues in the descriptions of locations and objects, as well as in labels, engravings, books and so on. Even strange or dangerous actions may provide clues and might prove to be fun! You can always save your position first if you want. Here's a fun example:

>PUT ON THE GREEN CALICO HAT
The munchkins giggle, but remain unconvinced that you're a witch.

You've just learned there is something which might convince the munchkins that you're a witch. They might even give you their enchanted broom. Perhaps if you put on that blue calico dress you came across earlier in the story...

5. Unlike other "adventure games" that you may have played, there are many possible routes to the end of ZORK. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

6. You may find it helpful to explore ZORK with another person. Different people may find different puzzles easy and can often complement each other.

7. If you really have difficulty, you can order a hint booklet and a complete map from Infocom, using the order form in your package. You don't *need* the hint booklet to enjoy the story, but it will make solving ZORK III easier.

8. Read the sample transcript on page 21 to get a feel for how Infocom's interactive fiction works.

9. You can word a command in many different ways. For example, to turn the brass lantern on, you could use any of the following:

LIGHT LAMP.
TURN ON THE LAMP.
TURN THE LAMP ON.
ACTIVATE THE LAMP.
LIGHT THE BRASS LANTERN.

In fact, if the lamp is the only light source present, just typing LIGHT is enough, since ZORK will assume you meant the lamp. But more about that in the next section...

Communicating with ZORK

In ZORK, you type your sentence in plain English each time you see the prompt (>). ZORK usually acts as if your sentence begins "I want to . . . ," although you shouldn't actually type those words. You can use words like "THE" if you want, and you can use capital letters if you want; ZORK doesn't care either way.

When you finish typing a sentence, press the RETURN (or ENTER) key and ZORK will process your request. ZORK will respond, telling you whether your request is possible at this point in the story and what happened as a result.

ZORK recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, CANDLE, CANDLEs and CANDLEstick would all be treated as the same word by ZORK.

To move around, just type the desired direction. You can use the eight compass directions: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST and SOUTHWEST. You can abbreviate these to N, S, E, W, NE, NW, SE and SW, respectively. You can use UP (or U) and DOWN (or D). IN and OUT will also work in certain places.

ZORK understands many different kinds of sentences. Here are several examples. (Note that some of these objects do not actually appear in ZORK.)

```
WALK NORTH
DOWN
NE
GO SOUTH
U
TAKE BOX
PICK UP THE WOODEN BOX
DROP IT
PUSH THE BUTTON
OPEN THE WOODEN DOOR
EXAMINE THE SCUBA GEAR
LOOK BEHIND THE STATUE
LOOK UNDER THE ROCK
LOOK INSIDE THE BUBBLING CAULDRON
KILL THE BEAR WITH THE GUN
SHOOT BEAR WITH LARGE RIFLE
```

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

```
TAKE LAMP,JAR, FLUTE
DROP THE DAGGER, LANCE, AND MACE
PUT THE GOLD BAR AND THE PEARL IN THE
  TROPHY CASE
```

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

```
TAKE ALL
TAKE ALL THE BOOKS
TAKE ALL FROM THE DESK
GIVE ALL BUT THE PENCIL TO THE NYMPH
DROP ALL EXCEPT THE DART GUN
```

You can include several sentences on one input line if you separate them by the word THEN or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

NORTH.READ THE BOOK.DROP IT THEN BURN IT WITH TORCH

If ZORK doesn't understand one of the sentences in your input line, or if something unusual happens, it will ignore the rest of your input line (see "ZORK Complaints" on page 20).

There are only two kinds of questions that ZORK understands: WHAT and WHERE. Here are two examples that you can actually try in ZORK:

WHAT IS A GRUE?
WHERE IS THE ZORKMID?

You will meet other people and creatures as you explore ZORK. You can "talk" to some of these beings by typing their name, then a comma, then whatever you want them to do. Here are some examples:

GNOME, GIVE ME THE KEY
TREE SPRITE, OPEN THE SECRET DOOR
JOEL, WAIT HERE
WARLOCK, TAKE THE SPELL SCROLL THEN FOLLOW ME
MIKE, NORTH.GET THE BRAN MUFFIN.THROW IT AT THE DWARF

Notice that in the last two examples, you are giving one person more than one command on the same input line.

You can use quotes to answer a question or say something "out loud." For example:

SAY "HELLO SAILOR"
ANSWER "A ZEBRA"
INCANT "FROBOZZ FROBIZZLE"

ZORK tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, ZORK will sometimes decide that there is only one possible object that you could mean. When it does so, it will tell you. For example:

>BURN THE KINDLING
(with the torch)
The kindling catches fire and is consumed.
or
>GIVE THE SWORD
(to the gnome)
The gnome, a sworn pacifist, refuses to take it.

If your sentence is ambiguous, ZORK will ask what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. Some examples:

>TIE THE ROPE
What do you want to tie the rope to?
>THE MAST
The rope is now tied to the mast.
or
>HIT THE NAIL WITH THE HAMMER
Which nail do you mean, the shiny nail or the rusty nail?
>SHINY
The shiny nail is driven halfway into the piece of wood.

ZORK uses many words in its descriptions that it will not recognize in your sentences. For example, you might read, "Above you, moonlit clouds flit across the evening sky." However, if ZORK doesn't recognize the words SKY or CLOUDS in your input, you can assume that the sky and clouds are not important to your completion of the story, except to provide you with a more vivid description of where you are or what is going on. ZORK recognizes over 600 words, nearly all that you are likely to use in your sentences. If ZORK doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important in your adventure.

Starting and Stopping

Starting the story: Now that you know what to expect when you venture into the caverns of ZORK, it's time for you to "boot" your disk. To load ZORK, follow the instructions on the Reference Card in your ZORK III package.

Following the copyright notice and the release number of the story, you will see a description of the place where the story begins.

Here's a quick exercise to help you get accustomed to interacting with ZORK III. Try typing the following next to the prompt (>):

EXAMINE THE LAMP

Then press the RETURN (or ENTER) key. ZORK III will respond:

The lamp is turned off.

Now try typing:

TURN IT ON

After you press the RETURN (or ENTER) key, ZORK III will respond:

(Taken)
The lamp is now on.

Saving and restoring: It will probably take you many days to complete ZORK III. Using the SAVE feature, you can continue 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. SAVE puts a "snapshot" of your place in the story onto another disk. If you are a cautious adventurer, you may want to save your place before (or after) trying something dangerous or tricky. That way, you can go back to that position later, even if you have gotten lost or "killed" since then.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring on your Reference Card. *Some systems require a blank disk, initialized and formatted, for saves. Using a disk with data on it (not counting other ZORK saves) may result in the loss of that data, depending on your system.*

You can restore a saved position any time you want. To do so, type RESTORE at the prompt (>), and press the RETURN (or ENTER) key. Then follow the instructions on your Reference Card. You can then continue the story from the point where you used the SAVE command. You can type LOOK for a description of where you are.

Quitting and restarting: If you want to start over from the beginning of the story, type RESTART. (This is usually faster than re-booting.) Just to make sure, ZORK will ask if you really want to start over. If you do, type Y or YES, and press the RETURN (or ENTER) key.

If you want to stop, type QUIT. Once again, ZORK will ask if this is really what you want to do. If you do, type Y and press the RETURN key.

Remember when you RESTART or QUIT: if you want to be able to return to your current position, you must first do a SAVE.

Appendix A
Quick Reference Guide

1. To start the story ("boot up"), see the separate Reference Card in your ZORK package.

2. When you see the prompt (>) on your screen, ZORK is waiting for your command. There are four kinds of sentences or commands that ZORK understands:

   A. Direction commands: To move from place to place, just type the direction you want to go: N (or NORTH), E, S, W, NE, SE, NW, SW, U (or UP), D, IN, OUT.

   B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with ZORK" on page 14.

   C. Commands given to people: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: TROLL, GIVE ME THE AXE or OLD MAN, GO NORTH.

   D. Special one-word commands: some one-word commands, such as INVENTORY or DIAGNOSE, give you specific information or affect your output. A list of these appears in the "Important Commands" appendix on page 18.

3. Important! After typing your sentence or command, you must press the RETURN (or ENTER) key before ZORK will respond.

4. On most computers, your screen will have a special line called the status line. It tells you the name of your current location, your score, and the number of turns you have taken.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE NECKLACE, you will be carrying it. Type INVENTORY to see a list of everything you are carrying.

6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section on page 16.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

Appendix B
Important Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn, others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN–ZORK will usually respond as if you had repeated your previous sentence. Among the cases where AGAIN will not work is if you were just talking to another character. You can abbreviate AGAIN to G.

BRIEF–This tells ZORK to give you the full description of a location only the first time you enter it. On subsequent visits, ZORK will tell you only the name of the location and the objects present. This is how ZORK will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

DIAGNOSE–ZORK will give you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle or if you are under the effects of a magical spell.

INVENTORY–ZORK will list what you are carrying. You can abbreviate INVENTORY to I.

LOOK–This tells ZORK to describe your location in full detail. You can abbreviate LOOK to L.

QUIT–This lets you stop. If you want to *save* your position before quitting, follow the instructions in "Starting and Stopping" on page 16. You can abbreviate QUIT to Q.

RESTART–This stops the story and starts over from the beginning.

RESTORE–This restores a story position made using the SAVE command. See "Starting and Stopping" for more details.

SAVE–This makes a "snapshot" of your current story position onto your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" for more details.

SCORE–ZORK will show your current score and the number of turns you have taken.

SCRIPT—This command tells your printer to begin making a transcript of the story as you venture onwards. A transcript may aid your memory but is not necessary. It will work only on certain computers; read your Reference Card for details.

SUPERBRIEF—This commands ZORK to display only the name of a place you have entered, even if you have never been there before. In this mode, ZORK will not even mention which objects are present. Of course, you can always get a description of your location, and the items there, by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for adventurers who are already very familiar with the geography. Also see VERBOSE and BRIEF.

UNSCRIPT—This commands your printer to stop making a transcript.

VERBOSE—This tells ZORK that you want a complete description of each location and the objects in it every time you enter a location, even if you've been there before. Also see BRIEF and SUPERBRIEF.

VERSION—ZORK responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in ZORK.

WAIT—This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap and return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you encounter an alien being, you could WAIT to see what it will do. Or, if you are in a moving vehicle, you could WAIT to see where it will go. You can abbreviate WAIT to Z.

Appendix C
Some Recognized Verbs

This is only a partial list of the verbs that all three ZORK adventures understand. There are many more. Remember that you can use a variety of prepositions with them. For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT and so on.

ANSWER
ATTACK
BLOW
BREAK
BURN
CLIMB
CLOSE
COUNT
CROSS
CUT
DEFLATE
DIG
DRINK
DROP
EAT
ENTER
EXAMINE
EXIT
EXTINGUISH
FILL
FOLLOW
GIVE
INFLATE
JUMP
KICK
KNOCK
LIGHT
LISTEN
LOCK
LOOK
LOWER
MOVE
OPEN
POUR
PRAY
PULL
PUSH
PUT
RAISE
READ
SAY
SEARCH
SHAKE
SLIDE
SMELL
STAY
STRIKE
SWIM
TAKE
TELL
THROW
TIE
TOUCH
TURN
UNLOCK
WAKE
WALK
WAVE
WEAR
WIND

Appendix D
ZORK Complaints

ZORK will complain if you type a sentence that confuses it completely. ZORK will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause ZORK to ignore the rest of the sentences you typed, since the event may have changed your situation drastically.) Some of ZORK's complaints:

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

YOU USED THE WORD "(your word)" IN A WAY THAT I DON'T UNDERSTAND. ZORK knows the word you typed, but couldn't use it in that sense. Usually this is because ZORK knows the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, you are using LOWER as an adjective, but ZORK might know LOWER only as a verb, as in LOWER THE ROPE.

THAT SENTENCE ISN'T ONE I RECOGNIZE. The sentence you typed may have been gibberish, such as GIVE TROLL WITH SWORD. Or, you may have typed a reasonable sentence but used a syntax that ZORK does not recognize, such as SMELL UNDER THE ROCK. Try rephrasing the sentence.

THERE WAS NO VERB IN THAT SENTENCE! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE SEEMS TO BE A NOUN MISSING IN THAT SENTENCE! This usually means that your sentence was incomplete, such as EAT THE BLUE.

THERE WERE TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than ZORK can digest in a single action.

I BEG YOUR PARDON? You pressed the RETURN (or ENTER) key without typing anything.

IT'S TOO DARK TO SEE. In the story, there was not enough light to perform your action.

I DON'T SEE WHAT YOU ARE REFERRING TO. You used HIM, HER or IT, but ZORK isn't sure what person or object you meant.

YOU CAN'T SEE ANY "(object)" HERE! The item you referred to was not visible. It may be somewhere else, inside a closed container, and so on.

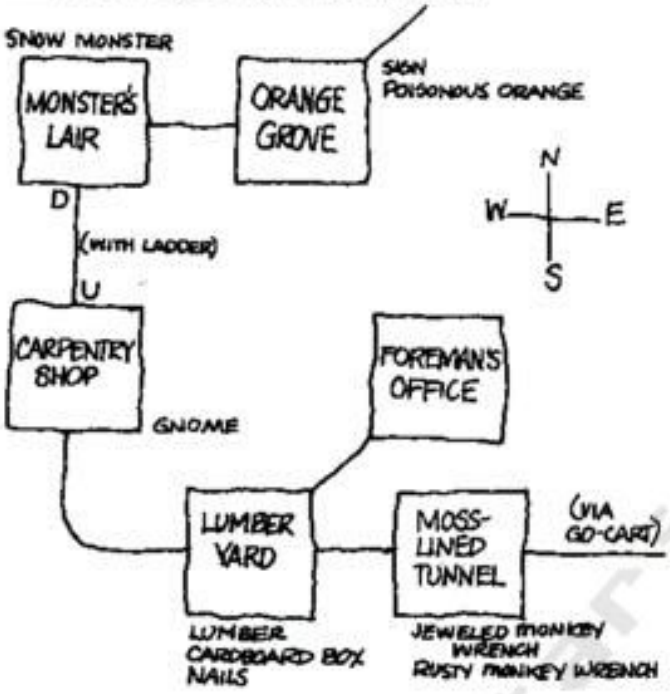
THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to two or more items in the same sentence, and at least one of them wasn't visible to you in your present location.

YOU CAN'T GO THAT WAY. There was no passage or exit in the direction you tried to move.

YOU CAN'T USE MULTIPLE (IN)DIRECT OBJECTS WITH "(your verb)." You can refer to several items at the same time only with certain verbs. Among the more useful of these verbs are TAKE, DROP and PUT. This restriction also applies to the use of ALL, as in DROP ALL. For example, ATTACK will not work with multiple objects; you couldn't say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

Appendix E
Sample Transcript and Map

This transcript is not from any of the ZORK adventures, but it does show most of the usual things you can do in ZORK. It contains several simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's sentences appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.



>APPLY THE BRAKES
The Frobozz Magic Go-Cart coasts to a stop.

Moss-Lined Tunnel, in the Go-Cart
This is a long east-west tunnel whose walls are covered with green and yellow mosses.
There is a jewel-studded monkey wrench here.(outside the Go-Cart)
A bent and rusted monkey wrench is lying here.(outside the Go-Cart)

>TAKE THE WRENCH
Which wrench do you mean, the jeweled monkey wrench or the rusty monkey wrench?

>JEWELED
You can't reach it from inside the Go-Cart.

>WEST
You're not going anywhere until you stand up.

>GET OUT OF THE GO-CART
You are on your own feet again.

>TAKE THE JEWELED WRENCH
Taken.

>WEST
Lumber Yard
This is a huge room lined with metal shelves. There are exits to the east, northeast, and west.
There is a small cardboard box here.
Piled on one of the shelves is a supply of lumber.

>TAKE THE BOX AND THE LUMBER
small cardboard box: Taken.
supply of lumber: Your load is too heavy.

>INVENTORY
You are carrying:
  a lamp (providing light)
  a glass jar
  The glass jar contains:
    a quantity of pomegranate juice
  a jeweled monkey wrench
  a dart gun
  a small cardboard box

>DROP THE DART GUN
Dropped.

>TAKE THE LUMBER
Taken.

>LOOK INSIDE THE BOX
The small cardboard box is closed.

>OPEN IT
Opening the small cardboard box reveals a bunch of two-inch nails.

>EXAMINE THE LUMBER
It consists of two rectangular pieces of wood, about 10 feet long, and perhaps a dozen shorter dowel-shaped pieces.

>WALK NORTHEAST
Foreman's Office
This is the office of the lumber yard foreman. The only exit is to the southwest.

>SW
Lumber Yard
There is a dart gun here.
>WALK WEST
Carpentry Shop
You are in a room furnished with wooden shelves, cabinets, mantels and moldings, all gracefully carved out of fine wood. An array of precision tools adorns the walls. The only exit is south . . . unless you want to count the opening in the roof.
A carpenter gnome is sitting here, twiddling his thumbs.
>UP
The opening is too high to reach.
>GNOME, BUILD A LADDER
"I'd be glad to, but not for free!"
>GIVE THE JEWELED MONKEY WRENCH TO THE GNOME
The gnome examines the jeweled monkey wrench carefully. "Thank you," he exclaims, adding it to his collection of tools.
>GNOME, BUILD A LADDER
"Oh, yes, your ladder. Unfortunately, I have no lumber."
>GIVE THE LUMBER TO THE GNOME
The gnome accepts the supply of lumber.
>GNOME, BUILD LADDER
"Darn it! I'm fresh out of nails."
>GIVE NAILS
(to the gnome)
The gnome accepts the bunch of nails.
>GIVE THE LAMP TO THE GNOME
The gnome attempts to build a beautiful set of kitchen cabinets out of the lamp. Finally, he gives up and hands it back to you.
>GNOME, BUILD LADDER
The gnome grumbles but constructs a handsome wooden ladder. He admires his handiwork and hands you the ladder.
>PUT THE LADER THROUGH THE HOLE
I don't know the word "lader."
>PUT THE LADDER THROUGH THE HOLE
The ladder is now resting against the rim of the hole.
>UP
You're carrying too much to climb a ladder.
>I
You are carrying:
  a lamp (providing light)
  a glass jar
  The glass jar contains:
    a quantity of pomegranate juice
  a small cardboard box
>DROP ALL BUT THE LAMP
glass jar: Dropped.
small cardboard box: Dropped.
>LOOK
Carpentry Shop
You are in a room furnished with wooden shelves, cabinets, mantels and moldings, all gracefully carved out of fine wood. An array of precision tools adorns the walls. The only exit is south . . . unless you want to count the handsome wooden ladder leading through a hole in the roof.
A carpenter gnome is sitting here, twiddling his thumbs.
There is a glass jar here.
The glass jar contains:
  a quantity of pomegranate juice
There is a small cardboard box here.
>UP
Monster's Lair
This is the den of the dreaded Seven-Headed Snow Monster of Snurth. It is quite chilly in here, and ice covers the floor and walls. A ladder protrudes from a hole in the ground, and sunlight comes from the cave entrance to the east.
The Snow Monster, bellowing loudly, blocks the eastern exit.
>DOWN.SOUTH.TAKE DART GUN.WEST.UP
Carpentry Shop
A carpenter gnome is sitting here, twiddling his thumbs.
There is a glass jar here.
The glass jar contains:
  a quantity of pomegranate juice
There is a small cardboard box here.

Lumber Yard
There is a dart gun here.

Taken.

Carpentry Shop
A carpenter gnome is sitting here, twiddling his thumbs.
There is a glass jar here.
The glass jar contains:
  a quantity of pomegranate juice
There is a small cardboard box here.

Monster's Lair
The Snow Monster, bellowing loudly, blocks the eastern exit.

>SHOOT MONSTER
What do you want to shoot the monster with?

>DART GUN
The Snow Monster clutches at the dart and then keels over. His body vanishes in a cloud of acrid black smoke.

>EAST
Orange Grove
A path leads northeast through this small grove of orange trees. A dark cave lies to the west. A sign is posted near the grove.

>READ THE SIGN
"Warning! These are poisonous oranges, not meant for human consumption.

—Farmer Bozbar"

>EAT AN ORANGE
Aaarrrrr! It burns your tongue and your throat!

You have died

A forest sprite appears, looking concerned. "You've done it again," says the sprite, with a mixture of sympathy and disgust. "I'll give you only one more chance." She sprinkles some fairy dust on you . . .

Wooden Bridge
There is a lamp here.

>LOOK
Wooden Bridge
You are on a sturdy bridge leading northeast to southwest. The river below flows quickly amongst pointy rocks.
There is a lamp here.

Appendix F
We're Never Satisfied

Here at Infocom, we take great pride in the quality of our stories. Even after they're "out the door," we're constantly improving, honing and perfecting.

Your input is important. No matter how much testing we do, it seems that some "bugs" never crawl into view until thousands of you begin doing all those wild and crazy things to the story. If you find a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, or if you'd just like to tell us your opinion of ZORK, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

INFOCOM, INC.
55 Wheeler Street
Cambridge, MA 02138
Attn: DIMWIT FLATHEAD

Appendix G
If You Have Technical Problems

You can call the Infocom Technical Support Team to report bugs and technical problems, but *not* for hints to solve puzzles, at (617) 576-3190. If your disk develops a problem within ninety (90) days after purchase, we will replace it at no charge. Otherwise, there is a replacement fee of $5.00 (U.S. currency). If you call to report a bug, please provide your release number, which you can find by typing VERSION. Please return your registration card if you'd like to be on our mailing list and receive our newsletter, *THE NEW ZORK TIMES*.

Appendix H
Author Biographies

Marc Blank. A graduate of MIT and the Albert Einstein College of Medicine, Marc has been involved in writing interactive fiction since its formative period in the late 1970s. Co-author of the original mainframe version of ZORK in 1977, he was instrumental in laying the groundwork for the appearance of interactive fiction on personal computers in the early 1980s. He is co-author of ZORK I, ZORK II, ZORK III and ENCHANTER,™ and is sole author of DEADLINE,™ the first interactive mystery. His continuing work in interactive technologies in large part made Infocom's name synonymous with interactive fiction. His mother still wishes he would practice medicine.

Dave Lebling. Dave Lebling was born in Washington, D.C. and grew up in suburban Maryland. He attended the Massachusetts Institute of Technology and worked at MIT's Laboratory for Computer Science, where he developed an interest in computer entertainments. He was a co-author of the original mainframe ZORK . He has co-authored ZORK I, ZORK II, ZORK III and ENCHANTER, and written STARCROSS™ on his own. He is married and lives in a suburb of Boston, where his appetite for the printed word is restrained only by the volume of his house.

Appendix I
Warranty and Copyright Information

Limited Warranty

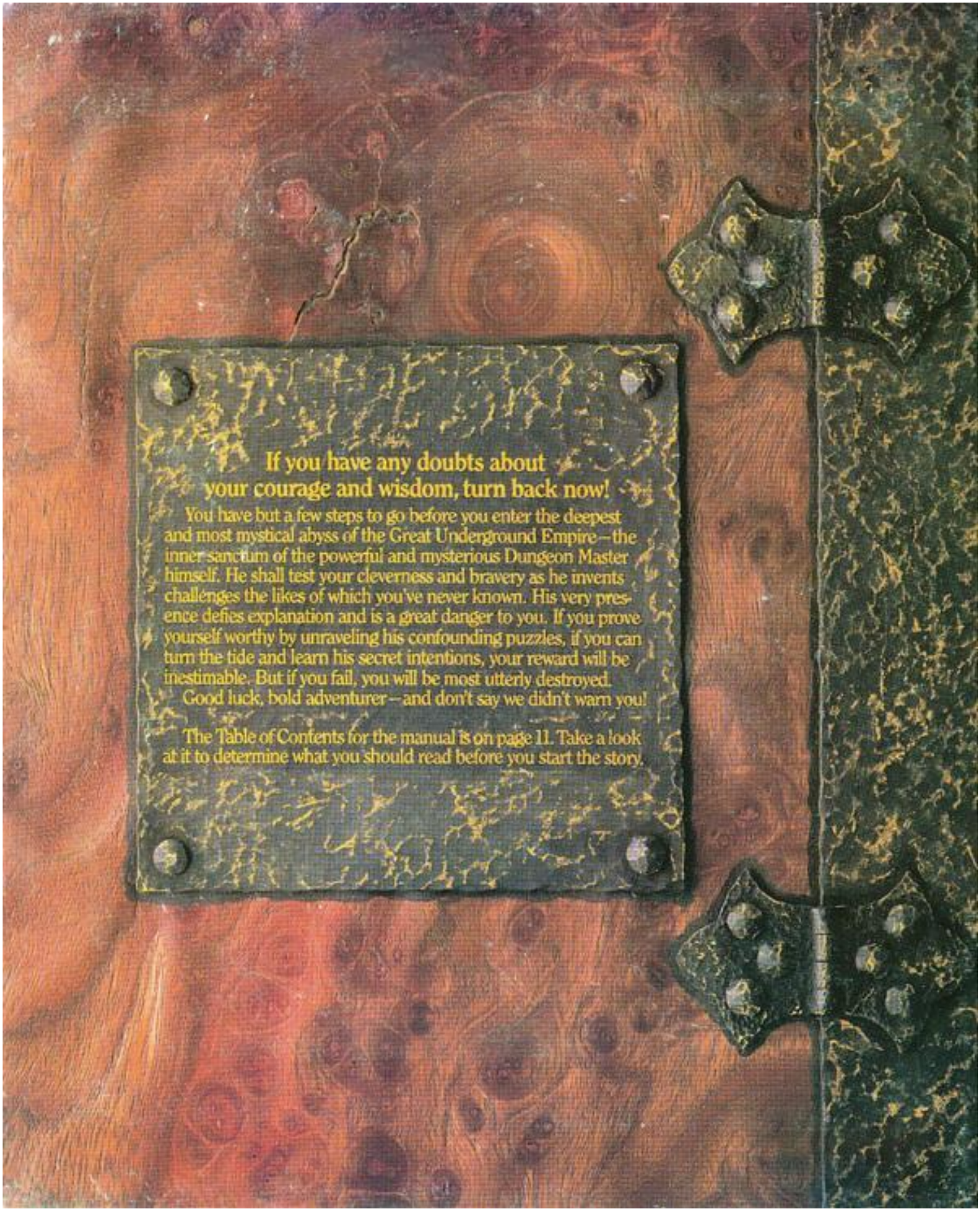
This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user.

However, to the original purchaser of a disk prepared by Infocom and carrying the Infocom label on the disk jacket, 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.

THE ABOVE WARRANTIES FOR GOODS 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 Infocom disk may be returned to Infocom, Inc. with a check or money order for $5.00 (U.S. currency) for replacement.

Copyright


If you have any doubts about your courage and wisdom, turn back now!
You have but a few steps to go before you enter the deepest and most mystical abyss of the Great Underground Empire – the inner sanctum of the powerful and mysterious Dungeon Master himself. He shall test your cleverness and bravery as he invents challenges the likes of which you've never known. His very presence defies explanation and is a great danger to you. If you prove yourself worthy by unraveling his confounding puzzles, if you can turn the tide and learn his secret intentions, your reward will be inestimable. But if you fail, you will be most utterly destroyed.
Good luck, bold adventurer – and don't say we didn't warn you!
The Table of Contents for the manual is on page 11. Take a look at it to determine what you should read before you start the story.

Interactive Fiction Reference Card for the

ATARI®

I. What You Need

Required

☐ Atari 400, 800, XL Series or XE Series computer

☐ 48K bytes of RAM

☐ One Atari-compatible disk drive (810, 1050 or equivalent)

Optional

☐ One or more blank, formatted disks (for SAVEs)

☐ An 80-column serial line printer (for SCRIPTing)

☐ A second Atari-compatible disk drive (for convenience with SAVE)

II. Loading the Disk

1. Turn off your computer and remove all cartridges.

2. Turn on the power to your disk drive(s).

3. Insert Side 1 of the story disk into Drive #1 and close the drive door.

4. Turn on your computer. The disk will spin for a few moments and the following message will appear:

The story is loading . . .

Important: If you have an Atari XL-Series computer, press and hold down the OPTION key as you turn on the computer.

WARNING
DO NOT turn disk drive power on or off with disk in drive. DO NOT remove or replace disk while busy light is on. Any of these actions will damage disk and void warranty.

5. After about 20 seconds, you will be prompted with the message:

Insert Side 2 of the STORY disk into Drive #1.

Press [RETURN] to continue.

Remove the story disk, flip it over and re-insert it into Drive #1. You will not need to flip the disk again unless you reload or use the RESTART command.

6. Press the RETURN key to complete the loading process.

7. If nothing appears on your TV screen or monitor, or if you receive an error message, something is wrong. Refer to the Troubleshooting section for help.

III. Talking to the Story

Whenever you see a prompt (>), the story is waiting for your command. You may type up to two full lines of text at a time. If you make a mistake, use the DELETE/BACK key to erase it. Press the RETURN key when you are finished typing. The story will respond and the prompt (>) will reappear.

Certain keys (such as the cursor controls) have been disabled. You will hear a "boop" sound if you accidentally touch one of these keys. You will also hear the "boop" if you try to type more than two lines of text at a time, or if you try to backspace past the beginning of a line.

If a description will not fit on the screen all at once, the word [MORE] will appear in the bottom left corner. Press the space bar after reading the screen to view the rest of the description.

IV. The Status Line

At the top of the screen, you will see a status line. The line is updated after every move to show your current location in the story. Depending on the story, the status line may also provide other information.

Score and Moves

In stories that keep a score, such as the ZORK® underground adventure trilogy, the right side of the status line will look something like this:

SCORE: 245/920

The number on the left is your score. The other number tells how many moves you have made since the beginning of the story. In the above example, you have earned 245 points in 920 moves.

Time

In stories that keep track of time, such as the mystery thriller DEADLINE™, the right side of the status line will look something like this:

TIME: 9:22 a.m.

This shows the current time in the story.

V. Saving a Story Position

WARNING: Disks used for SAVE and RESTORE are maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the disk will be erased by the SAVE command.

You need a blank, formatted disk to save your position in the story (see Section VIII). You may SAVE up to five different positions on a blank disk and RESTORE them in any order.

Each SAVE position is assigned a number from 1 to 5. You must specify a position number each time you use the SAVE command, and you overwrite any position previously saved with that number. You must use a different number for each position that you want to SAVE.

1. To SAVE your current position, type SAVE at the prompt (>). The screen will clear and you'll see:

Save Position
Position 1-5 (Default is 1) >

Type a number from 1 to 5 to tell the story which SAVE position to use, or simply press RETURN to use the default position.

2. Next, you'll see:

Drive 1 or 2 (Default is 1) >

Select the drive that will contain the SAVE disk, or press RETURN to use the default drive.

3. You will now see:

Position 1; Drive #1.
Are you sure? (Y or N) >

If the position and drive shown are correct, press the "Y" key. Otherwise press "N" and repeat steps 1-3 above.

4. The story will prompt you to

Insert SAVE disk in Drive #1.
Press [RETURN] to continue.

Insert your formatted SAVE disk into the indicated drive and press the RETURN key. The disk will spin for about a minute as your story position is being saved.

5. Now you will see the prompt:

Insert Side 2 of the STORY disk into Drive #1.

Press [RETURN] to continue.

Make sure Side 2 of the master story disk is inserted into Drive #1 and press the RETURN key. If all is well, you'll see the message

Okay.

If you receive an error message, or the game responds with

Failed.

consult the Troubleshooting section.

VI. Restoring a Saved Position

To restore a previously saved story position, type RESTORE at the prompt (>). Then follow steps 1-5 in Section V for SAVE.

VII. SCRIPTing

SCRIPTing is an optional feature which is not needed to complete a story and may not be compatible with certain hardware.

If you have an 80-column line printer that connects to the serial extension port on the back of your disk drive, you may make a transcript of your story as you go along.

1. Connect the printer to the serial extension port on the back of your disk drive.
2. Turn on the printer and set it on-line.
3. Load the story disk as described in Section II.
4. To begin the transcript at any time, type SCRIPT at the prompt (>).
5. To stop the transcript, type UNSCRIPT.
6. SCRIPT and UNSCRIPT may be used as often as desired for as long as the printer is left on-line.

VIII. Formatting SAVE Disks

Blank disks must be formatted before they can be used to SAVE your story positions. Refer to the documentation provided with your disk drive for information on how to format disks.

IX. Troubleshooting

A. If the story refuses to load properly, if SAVE/RESTORE fails, or if you receive an error message, check each of the following points:

1. Make sure your computer and disk drive(s) are connected properly and everything is turned on.

2. Make sure the disk is inserted correctly into the drive slot and the drive door is closed.

3. Inspect the story disk and SAVE disk(s) carefully for visible damage.

4. Make sure each disk is in the proper drive. The story disk can only be run from Drive #1. For SAVE/RESTORE, make sure that you have specified the correct drive number for the SAVE disk, and that you have inserted Side 2 of the story disk into Drive #1 before proceeding with the story.

5. When saving a story position, make sure the write-protect notch on the edge of the SAVE disk is not covered. Also make certain the SAVE disk has been formatted properly. As a last resort, try a different SAVE disk.

6. Try again; the problem may be only momentary.

If all else fails, call the Infocom Technical Hotline at (617) 576-3190. Please note that this number is for **technical** problems only.

B. If you receive an error message, try the following procedure. After loading the story and receiving the initial prompt (>), type $VERIFY. After a few moments, the story will prompt you to

> Insert Side 1 of the STORY disk into Drive #1.
>
> Press [RETURN] to continue.

Flip the story disk, re-insert it into Drive #1 and press RETURN. After a few moments, you will be asked to

> Insert Side 2 of the STORY disk into Drive #1.
>
> Press [RETURN] to continue.

Flip the disk again and press RETURN. The disk will spin for several minutes, and a message similar to one of the following will appear:

1. "DISK CORRECT." The disk has not been damaged; the story data is intact. This may indicate a problem with your hardware (usually the disk drive). It is also possible that the story program contains a bug. If you suspect a bug, call the Technical Hotline at the number above.

2. "FAILED" or "INTERNAL ERROR." This reply indicates either hardware trouble or disk damage. Repeat the $VERIFY process several times. Also try to $VERIFY the disk on another computer system (such as your dealer's). If the story ever replies DISK CORRECT, the problem is in your hardware.

If you repeatedly receive an error message with more than one computer the disk is probably damaged. Please return the **disk only** to Infocom for testing.

INFOCOM

Infocom, Inc., 125 CambridgePark Drive, Cambridge, MA 02140

1 2 3 4 5 6 7 8 9 10 — 89 88 87 86 85

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This certificate
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President and Chairman of the Board

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Frobozz Magic Absorbent Toothbrush Company
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Frobozz Magic Accordian Company
Frobozz Magic Accountancy Company
Frobozz Magic Acid Company
Frobozz Magic Acne Repellent Company
Frobozz Magic Acoustical Food Company
Frobozz Magic Acoustical Tile Company
Frobozz Magic Actuarial Table Company
Frobozz Magic Additive Company
Frobozz Magic Adhesive Company
Frobozz Magic Adobe Brick Company
Frobozz Magic Adroitz Company
Frobozz Magic Advertising Agency
Frobozz Magic Afghan Hound Company
Frobozz Magic After-Shave Company
Frobozz Magic Airplane Company
Frobozz Magic Air Pump Company
Frobozz Magic Algae Food Company
Frobozz Magic Alkaline Battery Company
Frobozz Magic Allergy Remedy Company
Frobozz Magic Alligator Shoes Company
Frobozz Magic Amoeba Company
Frobozz Magic Amulet Company
Frobozz Magic Android Company
Frobozz Magic Apple Company
Frobozz Magic Apron Company
Frobozz Magic Aquarium Company
Frobozz Magic Aqueduct Company
Frobozz Magic Arch Company
Frobozz Magic Armchair Company
Frobozz Magic Arrow Company
Frobozz Magic Art Appraisal Company
Frobozz Magic Artificial Frog Company
Frobozz Magic Arvin Company
Frobozz Magic Asphalt Company
Frobozz Magic Automatic Machinery Company
Frobozz Magic Auxiliary Machinery Company
Frobozz Magic Avocado Company
Frobozz Magic Bagpipe Company
Frobozz Magic Baldness Cure Company
Frobozz Magic Balsa Wood Company
Frobozz Magic Banana Company
Frobozz Magic Banking Company
Frobozz Magic Barometer Company
Frobozz Magic Barrel Company
Frobozz Magic Basket Company
Frobozz Magic Bat Food Company
Frobozz Magic Bathrobe Company
Frobozz Magic Battery Company
Frobozz Magic Bazooka Company
Frobozz Magic Beachball Company
Frobozz Magic Beard Grooming Accessories Company
Frobozz Magic Beetle Trap Company
Frobozz Magic Belly Dancer Agency
Frobozz Magic Belt Company
Frobozz Magic Beverage Company
Frobozz Magic Bicycle Company
Frobozz Magic Bikewalnut Company
Frobozz Magic Billboard Company
Frobozz Magic Binocular Company
Frobozz Magic Biscuit Company
Frobozz Magic Bitter Fruit Company
Frobozz Magic Blackboard Company
Frobozz Magic Blanket Company
Frobozz Magic Bleach Company
Frobozz Magic Blender Company
Frobozz Magic Blister Packaging Company
Frobozz Magic Blizzard Company
Frobozz Magic Blood Bank
Frobozz Magic Blotter Company
Frobozz Magic Blouse Company
Frobozz Magic Blubber Company
Frobozz Magic Blueberry Pie Company
Frobozz Magic Bludgeon Company
Frobozz Magic Blue Jeans Company

9/33/947

Dear Shareholder,

It's been another banner year for FrobozzCo, as I'm sure you're aware. Everyone here on the FrobozzCo Management Team joins me in thanking you personally for your continued support as an investor.

Thanks to our steady growth and record revenues in 947, the Board of Directors is pleased to announce a two-for-one stock split. You'll find your new shares enclosed.

Don't forget about the shareholders' meeting at the Borphee Civic Center on 2/1/948. I hope you'll be on hand to approve the nomination of John D. Flathead X as the next Chairman of the Board. If you can't attend, please remember to return your proxy.

Finally, as tremendous as fiscal 947 has been for us, your company is hoping that (as my great-great-great-great-great-great-grandfather was always fond of saying) this year will be even tremendouser!

Sincerely,

John D. Flathead IX
Chairman of the Board
FrobozzCo International