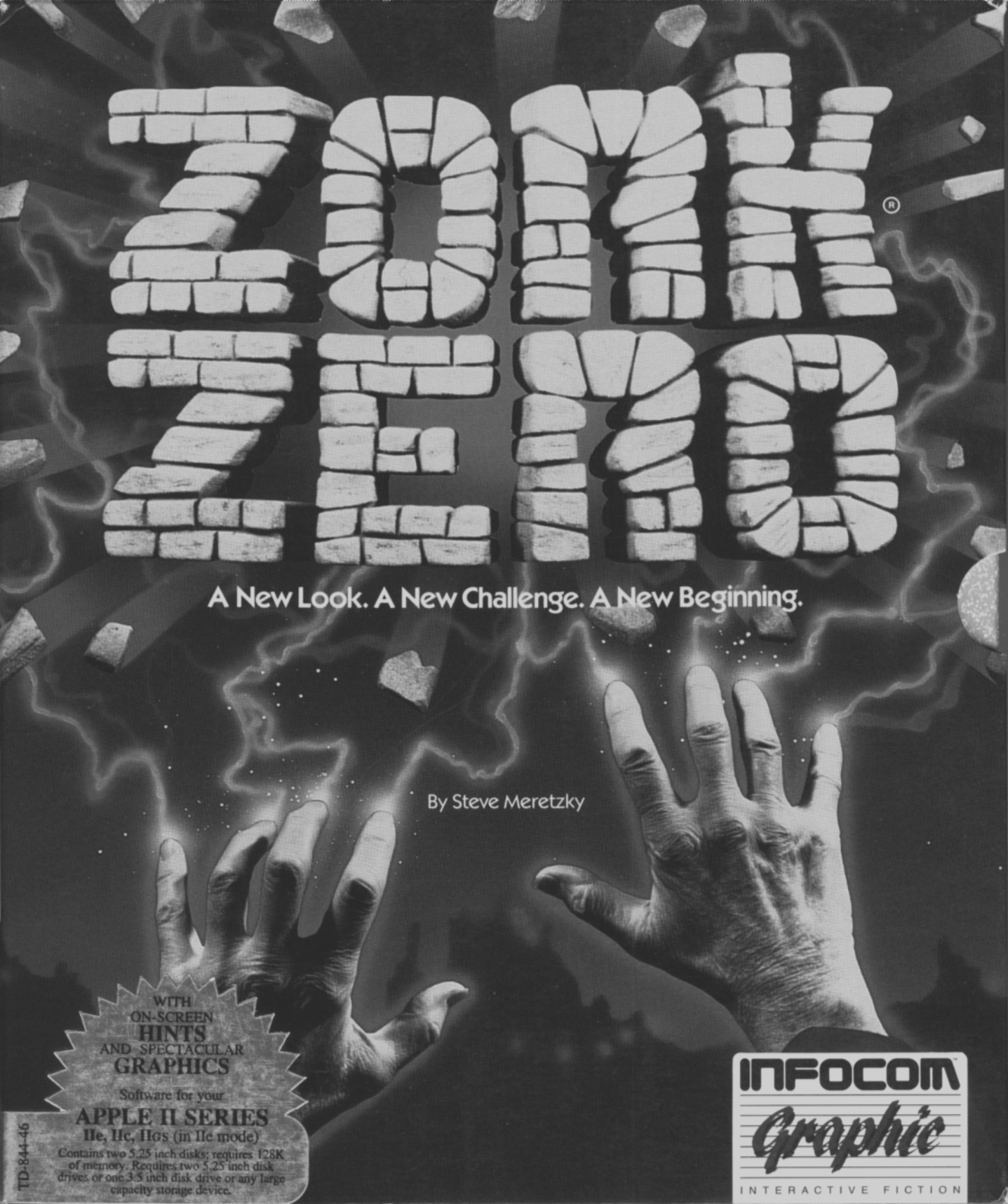

ZORK®
ZERO
A New Look. A New Challenge. A New Beginning.
By Steve Meretzky
WITH
ON-SCREEN
HINTS
AND SPECTACULAR
GRAPHICS
Software for your
APPLE II SERIES
IIe, IIc, IIGS (in IIe mode)
Contains two 5.25 inch disks; requires 128K of memory. Requires two 5.25 inch disk drives or one 3.5 inch disk drive or any large capacity storage device.
TD-844-46
INFOCOM
Graphic
INTERACTIVE FICTION

ZORK ZERO

INSTRUCTION MANUAL

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom player, just read *Section I: About Zork Zero.*

TABLE OF CONTENTS

Section I:
About Zork Zero

Preface to the Story 2

Hints 2

Mapping 3

Graphical Puzzles 3

If You Have a Mouse 3

Function Keys 3

Special Commands 4

Sample Transcript and Map 6

About the Author 9

Section II:
About Infocom's Interactive Fiction

An Overview:
What is interactive fiction? 10

Starting and Stopping 10
- "Booting up"
- Saving and restoring
- Quitting and restarting

Communicating with Infocom's Interactive Fiction 11
- Basic sentences
- Complex sentences
- Talking to characters in the story

Tips for Novices 13
Eleven useful pointers about interactive fiction

Common Complaints 14

We're Never Satisfied 15

If You Have Technical Problems 15

Copyright and Warranty Information 15

Quick Reference Guide 16
This briefly describes the most important things to know about interactive fiction.

SECTION I:
ABOUT *ZORK ZERO*

Preface to the Story

More than 90 years have passed since the great wizard Megaboz cast the Curse which destroyed Lord Dimwit Flathead the Excessive along with the other members of the ruling family, the Twelve Flatheads. Now, the Curse threatens to bring down the Great Underground Empire itself!

Wurb Flathead, the current occupant of the throne, has sent a clarion call to the remotest corners of the Empire: half the riches of the kingdom to the person who can allay the Curse. From every province of Quendor, courageous adventurers, scheming charlatans, and wild-eyed crackpots have streamed into the Imperial Capital of Flatheadia.

You are one such treasure-seeker, a peasant from an unheard-of village in an obscure province. However, you have an important advantage: an ancestor of yours, a servant in Dimwit's court (who you'll "play" during a brief prologue), witnessed Megaboz casting the Curse, and obtained a small scrap of wizardly parchment from the mage's pocket.

This parchment scrap has been passed down from generation to generation, and is now in your possession. Thanks to it, you know what none of the other would-be Cursebusters know; you alone know what must be done to stop the Curse!

By the time of your arrival at Flatheadia, most of the treasure-seekers have given up and returned to their homelands. In fact, you discover that most of the population, including all figures of authority, have fled to distant provinces. And when you awake on the hard floor of the castle on Curse Day, you find that even the looters and the most persistent adventurers have departed.

In fact, as you begin your desperate quest to find the relics of the Empire you need to stop the Curse, your only company is the court jester, who spins rhymes for your amusement. Always appearing when you least expect him, the jester will confront you with riddles and games, spring some deadly tricks, and give you helpful nudges in the right direction. And throughout, he seems to be laughing at some tremendous joke which you can't begin to fathom...

Zork Zero is the prequel to the *Zork Trilogy,* one of the most popular, best-loved computer games ever written. *Zork Zero* takes you back to the age of the Flatheads, where you can glimpse the Great Underground Empire during its heyday, and witness its monumental fall.

Hints

Zork Zero contains on-line hints! If you ever get stuck, just type HINT and follow the instructions on your screen. The hints generally progress from a gentle nudge to a complete answer.

Don't let the presence or absence of hints on a particular subject affect your thinking. In fact, fake hints have been included to discourage this.

We strongly recommend that you look at only one hint at a time. Avoid the temptation to use the hints too often -- this inevitably spoils, or at least lessens, the fun of solving a puzzle.

If you have no will power, and can't stop yourself from looking at the hints too often, you can type HINTS OFF. This will deactivate the on-line hints (unless you RESTART or RESTORE to an earlier point).

Mapping

Zork Zero contains an on-screen mapping feature. When you want to see the map, type MAP. The map will show only those locations which you've already visited. Locations will be identified by the icons which appear the first time you visit a room (or when you type LOOK).

The map shows only your general vicinity, not the entire geography of *Zork Zero.* On the map, your current location will blink. If you have a mouse, you can move around the geography by clicking on an adjacent room. If anything interesting happens while you are moving around in this way, you will be automatically returned to the story.

You may still want to draw your own map to keep track of where objects are found, and to be able to look at the entire *Zork Zero* geography at once.

To remove the map from the screen and return to the story, simply hit any key.

Graphical Puzzles

There are a number of graphical puzzles in *Zork Zero.* The interface them is different from the full sentence input elsewhere in Zork Zero. Instructions will accompany each of these graphical puzzles in the story.

Other puzzles include full-screen illustrations. Once you have viewed these, simply hit any key to continue the story.

If You Have a Mouse

If you have an Apple IIgs or Macintosh, an Amiga, an Atari ST, or an IBM PC with a Microsoft-compatible mouse, you can take advantage of several *Zork Zero* features.

You can use the on-screen compass rose (which appears in the center of the status line at the top of your screen) to move from location to location. Just click on the appropriate point of the compass rose.

In addition, you can use your mouse to move around while using the on-screen mapping feature, and for solving many of the graphical puzzles. (See "Mapping" and "Graphical Puzzles" above.)

Function Keys

As described elsewhere in this manual, many commands have abbreviations: you can type N instead of NORTH, for instance, or I instead of INVENTORY.

With function keys, you can use a single keystroke as an abbreviation for whatever you choose. You can use a function key to abbreviate a long word that you don't like to type (like HIPPOPOTAMUS), or to abbreviate a commonly used command (like RESTORE), or even to abbreviate a whole sentence (like THE STAIRS).

You start the story with the function keys already set to commonly used commands. To see what the function keys are set to, or to change the settings of the function keys, type DEFINE at the prompt (>) and press the RETURN (or ENTER) key. Then use your mouse or up and down arrow keys to highlight the setting(s) you want to change. The vertical bar (|) or exclamation point (!) is used as an abbreviation for the RETURN (or ENTER) key; so changing LOOK to LOOK| means you want the RETURN (or ENTER) key automatically pressed when you use that function key. Note: Only one RETURN (or ENTER) can be included in each function key definition. Anything typed after the first RETURN (or ENTER) will be disregarded.

You can restore all the original settings of the function keys by highlighting the RESET DEFAULTS command and pressing the RETURN (or ENTER) key. You can save any changes you make by highlighting the SAVE DEFINITIONS command. If after saving your own definitions you wish to RESET DEFAULTS, or save a new set of definitions, you may retrieve your previous definitions save by highlighting the RESTORE DEFINITIONS command and pressing the RETURN (or ENTER) key.

To leave the DEFINE screen, highlight the EXIT command and press the RETURN (or ENTER) key.

Special Commands

Below are explanations for a number of useful one-word commands. Most of these commands appear in all Infocom games, but those that are starred (*) are new. In many cases, these will not count as a turn. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN - This will repeat your previous input. For instance, typing HIT THE CROQUET BALL WITH THE FLAMINGO then typing AGAIN would belike hitting the croquet ball twice in a row. You can abbreviate AGAIN to G.

BRIEF - This command tells *Zork Zero* to fully describe a location only the first time you enter it. On subsequent visits, *Zork Zero* will tell you only the name of the location and any objects present. *Zork Zero* will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands.
SUPERBRIEF tells *Zork Zero* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Zork Zero* will not even mention which objects are present. Of course, you can always get a full description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between tums and the icons in room descriptions will be eliminated. This mode is meant for players who are already familiar with the geography. The VERBOSE command tells *Zork Zero* 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.

***COLOR** - This allows you to customize the foreground and background colors of the text portion of *Zork Zero*.

***CREDITS** - You will get a complete list of all credits and acknowledgements for all those who worked on *Zork Zero*.

***DEFINE** - This command allows you to change the settings of the function keys. See the "Function Keys" section on page 3.

DIAGNOSE - *Zork Zero* will give you a report of your physical condition.

***HINT** - If you have difficulty while playing the story, and you can't figure out what to do, just type HINT. Then follow the directions at the top of your screen to read the hint of your choice.

INVENTORY - *Zork Zero* will list what you are carrying and wearing. You can abbreviate INVENTORY to I.

LOOK - This will give you a full description of your location, and the room's icon (if it has one). You can shorten LOOK to L.

***MAP** - This will show you the on-screen map which contains your current location. See "Mapping" on page 3.

***MODE** - If you desire to turn off the decorative border to speed up game play, you can do so by typing MODE. You can restore these graphics at any time by typing MODE a second time.

***NOTIFY** - Normally in *Zork Zero*, the game will notify you whenever your score changes. You can turn off this notification feature by using the NOTIFY command. Typing NOTIFY a second time tums the feature back on.

OOPS - If you mistype a word, such that *Zork Zero* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed HAND THE CHAINSAW TO GARNDMA and were told "[I don't know the word 'garndma'"] you could type OOPS GRANDMA rather than retyping the entire sentence. You can abbreviate OOPS to O.

QUIT - This lets you stop. If you want to save your place before quitting, follow the instructions in the "Saving the Story" on page 10. You can abbreviate QUIT to Q.

***REFRESH** - This command clears your screen and redraws the display.

RESTART - This stops the story and starts it over from the beginning.

RESTORE - This restores a previously saved position. See "Starting and Stopping" on page 10 for more details.

SAVE - This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 10 for more details.

SCRIPT - This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary, and will work only on certain computers. Read your Reference Card for details.

SCORE - This command will show your current score and a ranking which is based on that score.

SUPERBRIEF - This command tells *Zork Zero* to give you the sparsest level of description. See BRIEF above.

***UNDO** - You can use this command to "back up" one move. Suppose, for example, that you found a package but didn't know what was in it. You might type OPEN THE PACKAGE and be told "The package explodes as you open it, destroying all your possessions." You could then type UNDO, and you would "back up" one move. Your possessions would be intact, and you could try giving the package to an enemy, or leaving it alone, or something else. Note that the UNDO command works only on certain computers with enough memory.

UNSCRIPT - This tells your printer to stop making a transcript.

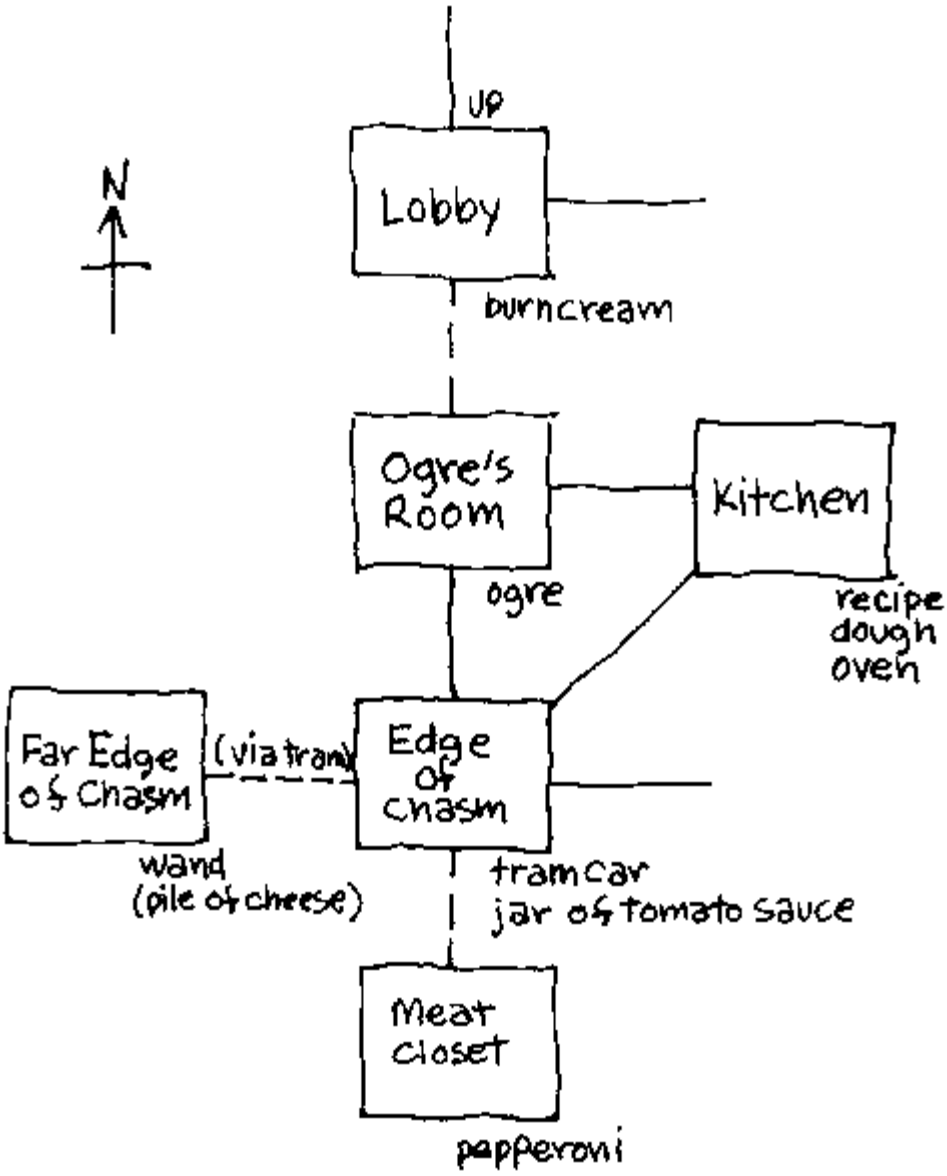
VERBOSE - This command tells *Zork Zero* to give you the wordiest level of description. See BRIEF above.

VERSION - *Zork Zero* 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 the story.

WAIT - Causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a bath, go for a jog, slip into a coma, and then 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 met a wizard, you might WAIT to see if he will say anything; if you were aboard a flying carpet, you might WAIT to see where it goes. You can abbreviate WAIT to Z.

Sample Transcript and Map

This transcript is not from *Zork Zero*, but will give you a good feeling for how Infocom's interactive fiction works. It contains some simple puzzles and their solutions. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.



>WALK WEST
Edge of Chasm
You are standing at the precipice of a gaping chasm, which is spanned by a tramway. The tramway hangs from the cavern roof above the chasm. Tunnels lead north, northeast, and east. On the south wall is an unlabelled black button.
You can see a tram car and a jar here. It seems that the jar is full of tomato sauce.

>EXAMINE THE TRAM CAR
There's no one in the tram car.

>TAKE ALL
tram car: You've got to be kidding!
jar: taken

>PUSH THE BLACK BUTTON
A smiling Dungeon Imp appears. "Hear ye the Riddle of the Chasm! Answer incorrectly, and the Chasm shall collect your bones!. Here goes...
"A boy was hurt and brought, unconcious, to a hospital, The doctor on duty, Doctor Manson, said 'Oh, my! This is my son!' and proceeded to treat the boy.
"Later, the boy awoke and Nurse Lanolin bustled to his side. It was her first day at the hospital, and she was trying hard to do everything right. She glanced at his medical chart, which included a message from Doctor Manson to 'take good care of my son!' Nurse Lanolin told the boy, 'Your father, Doctor Manson, treated you himself!' The boy looked puzzled. 'Doctor Manson isn't my father!'
"Assuming that neither the boy nor the doctor is lying, who is Doctor Manson?"

>ANSWER "HIS MOTHER"
The Dungeon Imp looks disappointed. "Correct. The chasm isn't going to be happy, that's for sure. Maybe we can fool it with some hellhound bones..." Mumbling to itself, the Imp vanishes, and a passage opens to the south!

>SOUTH
Meat Closet
This is a chilly room for the storage of meat and meat by-products. The only exit is north.
A pepperoni is hanging here.

>North
Edge of Chasm

>NORTH
Ogre's Room
This is a large and ugly room, most of which is taken up by a large and ugly ogre. The ogre sits next to a tunnel to the north. Other passages lead east and south.

>INVENTORY
You are carrying a rusty lamp (providing light), an elvish sword, a guidebook and a jar. It seems that the jar is full of tomato sauce. You are wearing a magic shawl.

>EXAMINE THE GUIDEBOOK
This is a field guide to the wonders and dangers of the underground province of Gruntburg.

>READ ABOUT OGRES IN THE GUIDEBOOK
"Ogres are strong, ill-tempered, and stubborn. They range in size up to 25 feet tall, have hair over most of their bodies, and adore pepperoni pizza."

>NORTH
The ogre stops you with a flick of his little finger. "I'm hungry. And nobody passes by me when I'm hungry. Nobody."

>EAST
Kitchen
This is a tiny kitchen equipped with a small brick oven. Waves of heat come from the oven. There are doors to the west and southwest.
Tacked up on the wall is a faded recipe.
Sitting on the counter is some dough.

>READ THE RECIPE
"Momma Ogre's Pepperoni Pizza Recipe
-- put 4 gloops of tomato sauce on dough
-- generously sprinkle with cheese
-- slice pepperoni over the cheese
-- bake in pre-heated oven for 3 minutes"

>EXAMINE THE TOMATO SAUCE
The jar is closed and filled with scrumptious-looking sauce. It bears a label.

>READ THE LABEL
"Frobu (tr) Tomato Sauce -- 8 gloops"

>OPEN THE JAR
Opened.

>PUT THE SAUCE ON THE DOUGH
You pour the entire jar of tomato sauce over the dough, totally smothering it and making a considerable mess.

>UNDO
[Undone.]

>POUR FOUR GLOOPS OF TOMATO SAUCE ONTO THE DOUGH
You pour four gloops of the sauce onto the dough, spreading it evenly across the surface.

>PUT CHEESE ON DOUGH
[You can't see any cheese right here.]

>SOUTHWEST
Edge of Chasm
You can see a tram car here.

>GET IN THE TRAM
You are now in the tram car. There are some simple controls that you should probably examine.

>LOOK AT THE CONFROLS
[I don't know the word "confrols."]

>OOPS CONTROLS
The controls consist of a large red lever which can be pushed to the east or west.

>PUSH LEVER WEST
The tram moves along its track in a graceful arc, reaching the middle of the chasm.

>WAIT
Time passes...
The tram car descends, reaching the far side of the chasm.

Far Edge of Chasm, in the tram car
The western side of the chasm is almost identical to the eastern side, making you wonder why anyone went through the trouble of building the tramway.
At the very edge of the precipice is a flat-topped rock with some writing engraved on it. Sitting on the flat-topped rock is a magic wand.

>TAKE THE WAND
You can't reach the wand from the tram car.

>GET OUT OF THE CAR
You get out of the tram car.

>PICK UP THE WAND
PICK UP THE WAND

>READ THE ENGRAVED WRITING
READ THE ENGRAVED WRITING

>READ ABOUT WIDGEEFUSS IN THE GUIDEBOOK
"The Wand of Widgeefuss was lost in ancient times. Its powers have probably been exaggerated over the centuries. Some have even claimed that it could turn flat-topped rocks into cheese."

>POINT THE WAND AT THE FLAT-TOPPED ROCK
A bolt of magic strikes the flat-topped rock, leaving a pile of cheese in its place.

>look
Far Edge of Chasm
The western side of the chasm is almost identical to the eastern side, making you wonder why anyone went through the trouble of building the tramway.
You can see a pile of cheese here.

>TAKE THE CHEESE. GET IN. PUSH LEVER WEST
Taken.
You are now in the tram car.
Nothing happens.

>PUSH LEVER EAST
The tram car moves along its track in a graceful arc, reaching the middle of the chasm.

>GET OUT OF THE TRAM CAR
You step into thin air, plunging down into the rock-filled chasm.

**** You have died. ****

Do you wish to RESTART, RESTORE, UNDO or QUIT? >UNDO

[Undone.]

>WAIT
The tram car descends, returning you to the eastern side of the chasm.

Edge of Chasm, in the tram car

>GET OUT OF CAR
You get out of the tram car.

>SOUTH
Meat Closet
A pepperoni is hanging here.

>TAKE
[the pepperoni]
Taken.
The rusty lamp appears to be getting dimmer.

>INVENTORY
You are carrying a rusty lamp (providing light), an elvish sword, a guidebook, a jar, a pile of cheese and a pepperoni. It seems that the jar is half-full of tomato sauce. You are wearing a magic shawl.

>NORTH.NORTHEAST.PUT THE CHEESE ON THE PIZZA
Edge of Chasm

Kitchen
Sitting on the counter is some dough. Sitting on the dough is four gloops of tomato sauce.

You sprinkle the cheese across the dough.

>PUT THE PEPPERONI ON THE PIZZA
Using your sword as a knife, you slice the pepperoni into pieces and scatter them across the surface.

>TAKE THE PIZZA
Taken.

>WEST
Ogre's Room

>GIVE THE PIZZA TO THE OGRE
The ogre looks disgusted. "This pizza's uncooked!" He looks hungrily at you, as though considering you as a pizza alternative, but restrains himself with apparent difficulty.

>EAST.OPEN THE OVEN.PUT THE PIZZA IN THE OVEN.CLOSE OVEN
Kitchen.

Opened.

The pizza is now in the oven.

Closed.

>WAIT
Time passes...

>OPEN THE OVEN
Opening the oven reveals a bubbling pepperoni pizza.

>TAKE PIZZA
Ouch! You pick up the pizza, but burn your fingers in the process.

>EAST
Ogre's Room
The ogre smells the pizza and begins slobbering.

>GIVE THE PIZZA TO THE OGRE
He swallows the pizza in a single gulp and begins dozing.

>NORTH
Lobby
You are on the ground floor of the building which houses the National Ogre Institute, a public relations and governmental lobbying group. A stair leads up, and there are exits to the south and east.
You can see a tube of burn cream here.

About the Author

Steve Meretzky (1957-) was born and raised in Yonkers, NY, and still returns there if he feels like a good pizza.

Although Meretzky emerged from MIT grasping a degree in Construction Management, the convergence of forces beyond his comprehension propelled him into a career as an author of interactive fiction.

Some students of interactive fiction believe that Meretzky's early writing is a metaphor for the uncontrolled turmoil of modem life. Others think it to be a plea for not adding lights to Wrigley Field. Most people don't think about it at all.

Zork Zero is Meretzky's seventh work of interactive fiction. Many have won awards, but probably no awards you've ever heard of. Along with Infocom's Dave Lebling, Meretzky is the first person admitted to the Science Fiction Writers of America for authoring interactive fiction.

Steve and his wife Betty recently passed two milestones in their modem American suburban yuppie lifestyle: the acquisition of a CD player and the birth of their first child, Daniel. Danny arrived in January of 1988, but didn't complete *Spellbreaker* until March.

A lifelong Mets fan, Meretzky has solemnly dedicated his life to ridding baseball of the triple evils of artificial turf, the designated hitter, and George Steinbrenner.

Other works of interactive fiction by Steve Meretzky:

Planetfall (1983)
Sorcerer (1984)
The Hitchhiker's Guide to the Galaxy (1984) (with Douglas Adams)
A Mind Forever Voyaging (1985)
Leather Goddesses of Phobos (1986)
Stationfall (1987)

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview: What is interactive fiction?

Interactive fiction is a story in which you are the main character. Each interactive story, such as *Zork Zero*, presents you with a series of locations, items, characters, and events. You can affect the direction of the story by moving from place to place, using the objects you find, and interacting with the other characters.

An important element of interactive fiction is puzzle-solving. Think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. (Find the key that unlocks the door, or figure out what tune will charm and tame that beast.)

In *Zork Zero*, time passes only in response to your input. 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.

Zork Zero measures your progress by giving you a score. You'll get points for solving puzzles and for reaching new locations. A perfect score of 1000 is your goal; making sure you have fun getting there is ours.

Starting and Stopping

Starting the story: To load *Zork Zero*, follow the instructions on the Reference Card in your package.

On your screen, you will see a description of the opening location of the story, Banquet Hall, followed by the prompt (On your screen, you will see a description of the opening location of the story, Banquet Hall, followed by the prompt (>), indicating that *Zork Zero* is waiting for your first input.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to hit the RETURN (or ENTER) key.

```
>INVENTORY
>DROP THE PLATTER
>GO NORTHEAST
```

You should now have a feel for interacting with the story. You decide what to do next.

Saving and restoring: It will probably take you many days to complete *Zork Zero*. Using the SAVE feature, you can continue the story 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. Even if you aren't about to stop playing, it's useful to SAVE before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

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 computers require a blank disk, initialized and formatted, for saves. Using a disk with data on it (other than *Zork Zero* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

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

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) *Zork Zero* will ask you to confirm this command.

If you want to stop entirely, type QUIT and press RETURN (or ENTER). Once again, *Zork Zero* will ask to make sure this is really what you want to do.

Remember: when you RESTART or QUIT, you must SAVE if you ever want to return to your current point in the story.

Communicating with Infocom's Interactive Fiction

In *Zork Zero*, you type your commands in plain English each time you see the prompt (>). Most of the sentences that *Zork Zero* will understand are imperative sentences. See the examples below.

When you have finished typing your input, press the RETURN (or ENTER) key. *Zork Zero* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

Zork Zero recognizes your words by their first *nine letters,* and all subsequent letters are ignored. For example, *Zork Zero* would not be able to distinguish between DEMONSTRAtion, DEMONSTRAtive, and DEMONSTRAtor.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D. IN and OUT will also work in certain places.

If you have a mouse, you can use the on-screen compass rose to move to adjacent rooms. Just point to the compass rose and click on the direction you wish to move.

Zork Zero understands many different kinds of sentences. Here are examples, using objects and characters that don't actually appear in *Zork Zero*:

>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE BIRDCAGE
>OPEN THE PANEL
>READ ABOUT DIMWIT FLATHEAD
>EXAMINE THE SHINY COIN
>LOOK UP MORGIA PLANT IN THE ENCYCLOPEDIA
>LOOK UNDER THE BILLIARD TABLE
>LIE DOWN ON THE PINK SOFA
>PUT THE RUSTY KEY IN THE CARDBOARD BOX
>SHOW MY BOWTIE TO THE BOUNCER
>HIT THE CRAWLING CRAB WITH THE GIANT NUTCRACKER
>ASK THE COWARDLY KING ABOUT THE CROWN JEWELS

You may use capital letters and words like A and THE if you wish. *Zork Zero* doesn't care one way or the other.

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

>TAKE THE BOOK AND THE FROG
>DROP THE JAR OF PEANUT BUTTER, THE SPOON, AND THE LEMMING FOOD
>PUT EGG AND PENCIL IN CABINET

You can include several inputs on one line if you separate them by the word THEN or by a period. Each input will be handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

>TURN ON THE LIGHT. TAKE THE BOOK THEN READ ABOUT THE JESTER IN THE BOOK

If *Zork Zero* doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

The words IT and ALL can be very useful. For example:

>EXAMINE THE APPLE. TAKE IT. EAT IT
>CLOSE THE HEAVY METAL DOOR. LOCK IT
>PICK UP THE GREEN BOOT. SMELL IT. PUT IT ON.
>TAKE ALL
>TAKE ALL THE TOOLS
>DROP ALL TOOLS EXCEPT WRENCH AND MINIATURE HAMMER
>TAKE ALL FROM THE CARTON
>PUT ALL IN THE SACK
>GIVE ALL BUT THE RUBY SLIPPERS TO THE WICKED WITCH

When you meet intelligent creatures in *Zork Zero*, you can talk to them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>JESTER, HELLO
>GUSTAR WOOMAX, TELL ME ABOUT THE COCONUT
>UNCLE OTTO, GIVE ME YOUR WALLET
>HORSE, TROT NORTH
>BOY, RUN HOME THEN CALL THE POLICE
>MIGHTY WIZARD, TAKE THIS POISONED APPLE. EAT IT

Notice that in the last two examples, you are giving the character more than one command on the same input line. Keep in mind, however, that many creatures don't care for idle chatter; your actions will speak louder than your words.

Zork Zero tries to intelligently guess your intention when you give it incomplete information. When it makes a guess, it will tell you. For example:

>UNLOCK THE DOOR
[with the key]
The door is now unlocked.

If your command is ambiguous, *Zork Zero* will ask you to clarify. You can answer these questions simply by supplying the missing information at the very next prompt. For example:

>SHOW THE CLOTHESPIN
Who do you want to show the clothespin to?
>THE SKUNK
The skunk takes one look at the clothespin, has an acute attack of depression, and runs off in search of a travel agent.

or

>GIVE THE MELON TO THE HELLHOUND
Which melon do you mean, the sweet honeydew melon or the moldy casaba melon?
>MOLDY
The hellhound devours the moldy casaba melon before it realizes its mistake. Soon it is lying on the ground, moaning.

Tips for Novices

1. Draw a map. It should include each location, the connections to adjoining locations, and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 6.) Remember, there are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story.

3. TAKE as many things as you can carry. Most objects that you find are important for solving the puzzles that you'll run into.

4. SAVE your place often, so that if you mess up or get "killed," you won't have to start over from the beginning. See page 10 for instructions.

5. Read the story and documentation carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of--even strange or dangerous actions are fun and may provide clues; you can always save your position first. Here's a silly example:

>GIVE THE BASKETBALL TO THE LION
The lion takes an experimental bite out of the basketball but spits it out. It continues to gnaw on your leg.

Thus, you discover that maybe giving something more edible to the lion (that slab of raw meat?) might save your leg.

7. There are many possible routes to the end of *Zork Zero*. If you get stuck on one puzzle, move on to another. 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.

8. Play *Zork Zero* with a friend! Different people may find different puzzles easy and can often complement each other.

9. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the instructions at the top of your screen to see the hint of your choice.) You don't need to use the hints to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript on page 6 to get a feel for how interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to make a wish, you could type in any of the following:

>DROP THE COIN DOWN THE WISHING WELL
>TOSS THE COIN INTO THE WELL
>PUT COIN IN WELL

If you type a sentence that *Zork Zero* doesn't understand, try rephrasing it or using synonyms. If *Zork Zero* still doesn't understand, you're probably trying something that isn't important for completing the story.

Common Complaints

Zork Zero will complain if your input confuses it completely. *Zork Zero* would then ignore any further sentences on your input line. (Certain events will also cause *Zork Zero* to ignore any additional sentences on your input line, since the event may have changed your situation drastically.) Here are some of *Zork Zero's* complaints:

I don't know the word _____. That word is not in the story's vocabulary. It may help to use a synonym or rephrasing; more likely, you're just barking up the wrong tree. *Zork Zero* recognizes over 1500 words, all that you need to use and most that you're likely to use. However, *Zork Zero* uses many words in its descriptions that it will not recognize in your inputs. So, you might read, "The moon casts violet shadows across the crater," but discover that *Zork Zero* doesn't know the words MOON or SHADOW or CRATER in your input. When this happens, you can assume that you don't need to refer to those things to complete the story; they are there only to create a more vivid image of your location.

I think there's a verb missing in that sentence! Unless you are answering a question or using one of the special commands, each sentence must have a verb. Among the most important verbs that *Zork Zero* understands are TAKE, DROP, PUT, GIVE, LOOK, READ, EXAMINE, OPEN, CLOSE, ENTER, EXIT, EAT and WEAR. There are many more. Remember: you can use a variety of prepositions with your verbs. (For example, LOOK can become LOOK AT, LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, and so on.)

I can't understand that many nouns with "_____". *Zork Zero* recognized your verb, but it can't understand so many noun "phrases" with it. For example, *Zork Zero* recognizes SKIP but not SKIP THIS PART.

You can't see any _____ right here! The object that you referred to is not visible. It may be somewhere else, or it may be present but in a closed container.

You can't use more than one object at a time with "_____". You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs, such as TAKE, DROP, and PUT. For example, EXAMINE will not work with multiple objects; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

There isn't anything to _____!. You used the word ALL, but there aren't any appropriate objects visible.

Sorry, but I don't understandú Please say that another way, or try something else. The syntax (sentence structure) you used is not among the hundreds of syntaxes that *Zork Zero* recognizes. For example, SIT UNDER THE TREE and SKIP AROUND THE MAYPOLE are syntaxes that *Zork Zero* wouldn't recognize. There's a limited amount of space in the program, so syntaxes that are less common or not useful aren't included. Try rephrasing the sentence.

I beg your pardon? You pressed the RETURN (or ENTER) key without typing anything.

We're never Satisfied

Here at Infocom, were constantly trying to "push back the envelope" and explore the possibilities of this fledgling medium. Your input is important. If you liked or disliked the story, or some section of it, or if you found a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, 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.
125 CambridgePark Drive
Cambridge, MA 02140
Attn: Megaboz

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 (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 to register yourself as a proud owner of an Infocom graphic interactive fiction story, and to receive our newsletter, *The Status Line.*

Copyright and Warranty 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 lnfocom, Inc. or to an authorized Infocom, Inc. dealer, and Infocorn, 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. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. 1N 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

The enclosed software product is copyrighted and all rights are 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. Copying (except for one backup copy on those systems which provide for it - see Reference Card), duplicating, selling, or otherwise distributing this product is a violation of the law.

This manual and all other documentation contained herein are copyrighted and all rights reserved by Infocom, Inc. These documents may not, in whole or in 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 $10,000 fine.

Stationfall and *A Mind Forever Voyaging* are trademarks of Infocom, Inc. *Zork, Planetfall, Sorcerer, Leather Goddesses of Phobos* and *The Status Line* are registered trademarks of Infocom, Inc. *The Hitchhiker's Guide to the Galaxy* is a trademark of Douglas Adams.

©1988 Infocom, Inc.
Printed in U.S.A.

Quick Reference Guide

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

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

A. Directions: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT. You can use the on-screen compass rose and your mouse to move to adjacent rooms if you have an Apple IIgs or Macintosh, an Amiga, an Atari ST, or an IBM PC with a Microsoft-compatible mouse.

B. Actions: Just type what you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. More complex sentences are described in "Communicating with Infocom's Interactive Fiction" on page 11.

C. Commands to other characters: Talk to characters in the story by typing their name, then a comma, then what you want to say to them. For example: FRED, HI or OLD MAN, GIVE ME THE TROMBONE.

D. Special commands: These give you information, such as INVENTORY, or affect the state of the program, such as VERBOSE. A list appears in the "Special Commands" section on page 4.

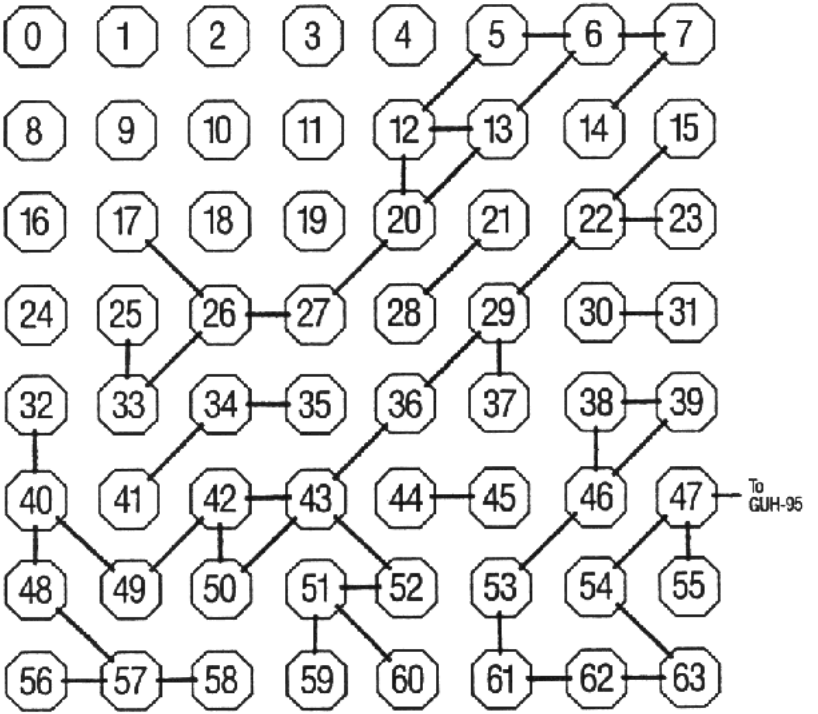
3. After typing your input, you must press the RETURN (or ENTER) key before *Zork Zero* will respond.

4. Your screen display includes a status line which tells you your current location, your score, and the number of tums you've 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 TUBE OF JELLY, you will then be carrying it. Type INVENTORY to see what items you have.

6. When you want to stop, save your place in the story, or start over, read "Starting and Stopping" on page 10.

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



Work still to be performed in Phase Two:

- Removal of temporary passages
- Installation of emergency exits
- Installation of sprinkler system
- Construction of Concierge apartment

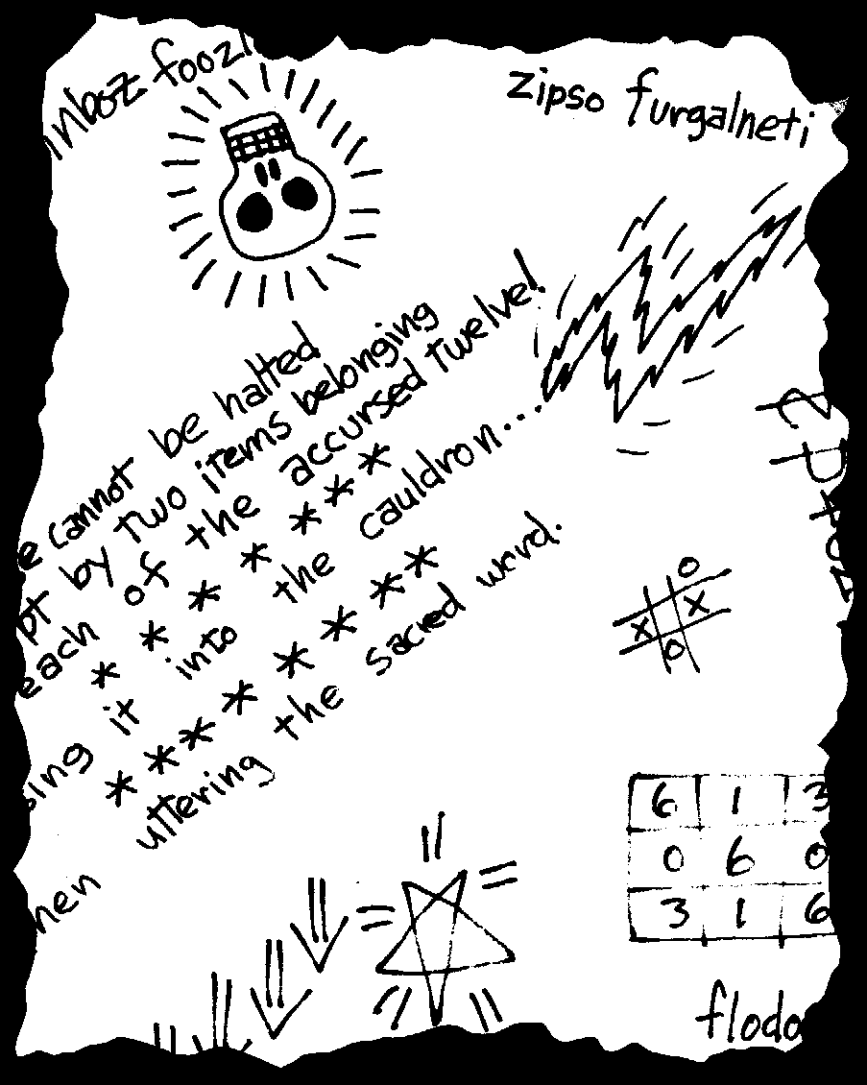
GOOBAL-
I LEFT MY HARDHAT
OUT IN LOT Ø.
PLEASE PICK IT UP
THANKS,
QUIZBO

Frobozz Magic Construction Company	1 of 1

Rockville Estates

Phase Two, showing all work completed through 29-Mum-880

Scale 1:1440	drawn by S. Fzortbar



inboz foozl
zipso furgalneti
e cannot be halted
pt by two items belonging
each of the accursed twelve!
* * * * * * *
sing it into the cauldron...
* * * * * * * *
hen uttering the sacred word.
6 1 3
0 6 0
3 1 6
flodo

The Flathead Calendar

883

THE TWELVE FLATHEADS

*As every student of history knows, the Twelve Flatheads were the greater part of the Thirteen Significant Accomplishments of King Mumberthrax the Insignificant.**

In the immortal words of Boswell Barwell, the royal biographer:

Mumberthrax's place in history was secured by the one thing at which the Flatheads tended to excel: procreation. He sired twelve amazing children; twelve offspring who would transform the kingdom. As these magnificent siblings grew in notoriety, as their vast achievements became legendary, they became known as The Twelve Flatheads.**

In 783 GUE, the coronation of Lord Dimwit Flathead the Excessive, Mumberthrax's firstborn, began at Flatheadia. This calendar, brought to you under the auspices of the Flatheadia Chamber of Commerce and the Frobozz Magic Calendar Company, celebrates the centennial of that memorable occasion.

*Reproduced for this calendar are Leonardo Flathead's famous portraits of the Twelve Flatheads.*** Leonardo brilliantly captured the varied personalities of the siblings on canvas over a span of seventeen years, starting with his own self-portrait in 766 GUE (see Jelly) and finishing with his Coronation Portrait of King Dimwit in 783 GUE (see Estuary).*

*We are grateful for permission to reprint the accompanying excerpts from Boswell Barwell's exhaustive biography, "The Lives of the Twelve Flatheads."*****

*The thirteenth accomplishment was a decree that made Double Fanucci the National Sport of Quendor. Legends say that Double Fanucci was invented by Zilbo III, the last king of the Entharion dynasty. Double Fanucci Championships had been an annual event since 691 GUE, and Mumberthrax's Proclamation of 757 simply gave the sport official royal approval.

**From the introduction to "The Lives of the Twelve Flatheads."

***The originals can be seen in the gallery at Flatheadia Castle. Acknowledgement is gratefully made to Winifred Booblort of the Flatheadia Castle Preservation Society for her invaluable help.

****Copied right in 804 GUE by the Frobozz Magic Biography Publishing Company.

DIMWIT FLATHEAD
Excessive Ruler of the Empire
(723-789)

Dimwit, as Mumberthrax's firstborn, grew up as heir to the throne of Quendor. A tad spoiled, little Dimmie was fond of torturing his nannies in the castle dungeon.

Dimwit spent most of his early adulthood vacationing (with 40,000 attendants) in the sparsely populated Eastlands across the Great Sea. Dimwit, who despised the outdoors* was enthralled by the underground caverns there.

When Mumberthrax felt death's icy hand in 770 GUE, Dimwit began his Vibrant reign. He immediately moved the capital of Quendor from Egreth, in the Westlands, to Aragain, in the Eastlands. Aragain, a small village, was transformed and renamed Flatheadia. Dimwit also decreed that Quendor be called "The Great Underground Empire"**

Dimwit's grandiosity knew no bounds. His wondrous coronation ceremony*** quickly earned him the nickname Lord Dimwit Flathead the Excessive. On a whim, in 783, he ordered the erection of Flood Control Dam #3, an underground project whose uselessness and cost did not diminish its magnificence. He also had huge granola smelters built near the Antharian Granola Mines.

Some bitter, unappreciative chroniclers have described Dimwit s castle as his biggest folly. It covered 8,600 square bloits, and housed, at one time, over 90% of the empire's population.

Dimwit s last great project was the erection of a huge statue of himself in the Fublio Valley. Nine bloits tall, it necessitated the deforestation of 1,400 square bloits.

It was rumored that Dimwit was planning the construction of a new continent in the Flathead Ocean; a continent whose contours would have resembled his own features. Sadly, Dimwit passed away in 789 before he could realize this incomparable goal. His death has always been shrouded in mystery.

**Dimwit was petrified of rain, which paddled embarrassingly on his level pate.*
***Nowadays, these names are used interchangeably.*
****The ceremony took thirteen years to plan and lasted eighteen fun-filled months.*

ESTUARY 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
1 *Entharion Day*	2	3 *Mom's Birthday*	4 ◑	5 *Dimwit's Birthday Observed*	6	7
8	9	10	11	12 *Dimwit's Birthday Observed*	13 ◑	14
15	16 *Granola Riots (865 GUE)*	17	18 *Endless Fire started (773 GUE)*	19 *Dimwit's Birthday Observed*	20	21
22 ○ NEW MOON	23	24	25	26 *Dimwit's Birthday Observed*	27	28
29	30 *Flood Control Dam #3 dedicated (783 GUE)*	31 ◐	**DID U KNOW?** Dimwit's Birthday, now associated with big sales at U-Mart and J.C. Zorkmids, was once a day when everyone in the kingdom was required to give the king a present.			

Frob Day is a traderune of the Frobozz Magic Day Company.

JOHN D. FLATHEAD
Captain of Industry
(725-789)

King Duncanthrax formed the Frobozz Magic Construction Company in 667 GUE to enlarge the underground caverns of the Eastlands. Affiliated companies, such as the Frobozz Magic Dirt Disposal Company, and the Frobozz Magic Underground Sewer Installation Company, soon followed. The next year, FrobozzCo International was formed as a parent company for the burgeoning subsidiaries.

By 743, there were more than 17,000 subsidiaries of FrobozzCo. That same year, a young entrepreneur named John D. Flathead graduated from the venerable Borphee Business School.

At age 22, John D. founded Flathead Industries. FI's business was inventing other companies, which it would then sell to FrobozzCo. Within three years, FI had an annual income of 80,000,000 zorkmids. Eventually, the conglomerate decided to buy FI, renaming it the Frobozz Magic Company Company. John D. became one of FrobozzCo's 39,000 vice-presidents.

It didn't take John D. long to parlay his business acumen and royal connections into the chairmanship of FrobozzCo. Years of heady growth followed. When John D's older brother Dimwit became king, FrobozzCo received every contract for Dimwit's incredible projects. Hundreds of new subsidiaries were formed daily; in 781 a huge 400-story headquarters opened in Flatheadia.

John D.'s long-time goal was for FrobozzCo to control every single zorkmid of commerce in the Great Underground Empire. The lone holdout, a small rutabaga farm in Mithicus, finally sold out to FrobozzCo in 789. John D. never heard the news, however. He disappeared, along with a huge entourage, while touring the factories of the Frobozz Magic Snowmaking Equipment Company in the Gray Mountains.

FROBUARY™ 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
FUN FAX Frobuary™ was originally called Fidooshiary until it was purchased by the Frobozz Magic Month Company in 817 GUE.			1	2 ◐ *Dimwit's Birthday Observed*	3 *Undergroundhog's Day*	4
5	6	7	8	9 *Dimwit's Birthday Observed*	10	11 ◑
12	13	14	15	16 *Dimwit's Birthday Observed*	17	18
19	20 ● FULL MOON	21	22	23 *Dimwit's Birthday Observed*	24	25
26	27	28	29 ◒ *Start of Leap Week (Antharia only)*	30 *Dimwit's Birthday Observed*	31	32
33	34	35				

Frob Day is a traderune of the Frobozz Magic Day Company.
Frobuary is a traderune of the Frobozz Magic Month Company.

STONEWALL FLATHEAD
Military Hero
(726-789)

T.J. "Stonewall" Flathead received his celebrated nickname while serving as a Squire in the Royal Army during the famous Battle of The Stonewall in 747 GUE.

The Stonewall was a strategically vital locale, commanding the two most important caverns of the Eastlands. When reports arrived that rebellious natives had captured The Stonewall, T.J. Flathead and his garrison were assigned the mission of retaking it.

After a battle lasting seven weeks, during which T.J.'s men suffered a casualty rate of nearly 75%, the garrison stormed The Stonewall. Once in command of it, they discovered that the reports had been erroneous: The Stonewall was completely undefended, and the supposedly rebellious natives were actually all vacationing in the Gray Mountains. Nevertheless, T.J.'s tactics and strategies during the battle were brilliant, and he would henceforth be known as Stonewall Flathead.

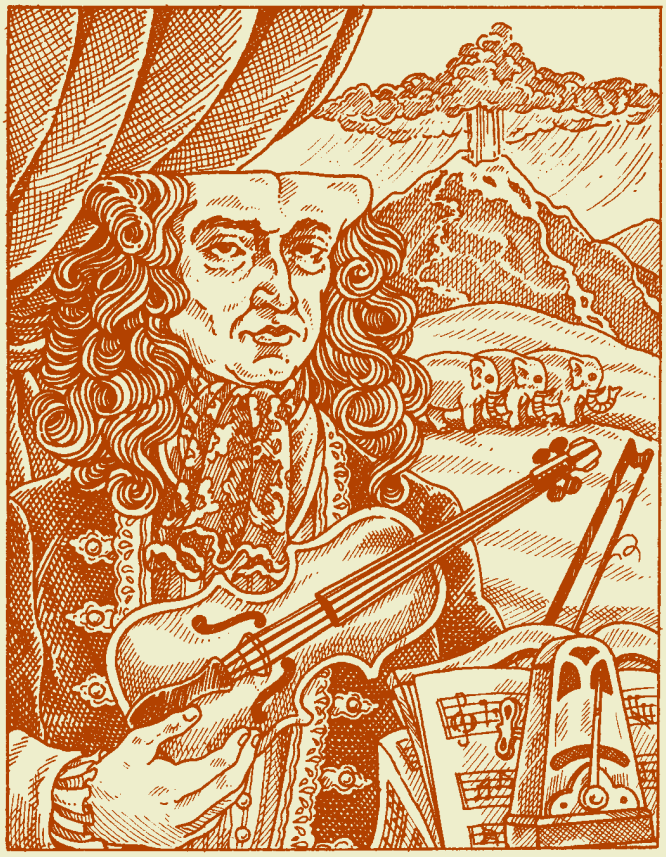
Stonewall rose quickly through the ranks, and in 755 GUE he became General of the Royal Army.

During his 34 years in command, he squelched three provincial rebellions and over 12,000 tax riots. Fortunately, his unlimited conscription powers helped mitigate the 98% casualty rates his army suffered during these difficult battles. Stonewall died in 789 GUE during the Battle of Ragweed Gulch, when he was accidentally shot by one of his own men.

ARCH 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
KRAZY KWOTES "Why pay less?" –Dimwit Flathead			1	2 *Dimwit's Birthday Observed*	3	4
5	6	7	8	9 *Dimwit's Birthday Observed*	10	11 *St. Balhu's Day*
12	13	14	15	16 *Dimwit's Birthday Observed*	17	18
19 *Frobozz Magic Cave Co. founded (668 GUE)*	20	21 EMPTY MOON	22 *Royal Museum dedicated (777 GUE)*	23 *Dimwit's Birthday Observed*	24	25
26	27	28	29	30 *Dimwit's Birthday Observed*	31	

Frob Day is a traderune of the Frobozz Magic Day Company.



JOHANN SEBASTIAN FLATHEAD
Musical Genius
(728-789)

In 732 GUE, the Frobozz Philharmonic Orchestra was formed. Because of the woeful lack of orchestral music in existence, the FPO usually settled for playing baroque versions of old folk tunes and popular dance numbers.

Seven years later, the FP0 performed their first symphony. The piece was notable because of the age of its author, a precocious eleven-year-old named Johann Sebastian Flathead.

As he matured, Johann's symphonies increased in length, while his audiences mysteriously decreased in size.* His Symphony #981, the so-called Infinite Symphony, contained over 60,000 movements; over the course of its only performance, several members of the orchestra retired and were replaced by their children or grandchildren.

Dimwit recognized a kindred spirit in his younger brother, and appointed him official court composer in 771. Later that year, he wrote his famous "Flatheadia Overture for Rack and Pendulum" to celebrate the dedication of Dimwit's new dungeon.

He spent his latter years composing music for ever more grandiose instruments, such as his Concerto for Woodwinds and Waterfalls. Johann was killed in 789 when a mishap occurred during a rehearsal of his Minuet for Violin and Volcano.

**No reasonable postulation has been made to explain Johann's lack of popularity. It is the belief of this author that the short attention span of the general public precluded it from sitting still for the whole of one of his symphonies.*

ORACLE 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
TID BITZ This year is the 100th anniversary of the original Coronation Day. Since Dimwit's coronation, all subsequent kings have been crowned on Oracle 22nd.						1
2	3 *King Wurb's Birthday*	4 *St. Foobus' Day*	5	6 *Dimwit's Birthday Observed*	7	8
9	10	11	12	13 *Dimwit's Birthday Observed*	14	15
16	17	18	19	20 *Dimwit's Birthday Observed*	21	22 Coronation Day
23	24	25	26 OLD MOON	27 *Dimwit's Birthday Observed*	28	29 *dinner at the Bozbo's*
30						

Frob Day is a traderune of the Frobozz Magic Day Company.

J. PIERPONT FLATHEAD
Dauntless Banker and Financier
(730-789)

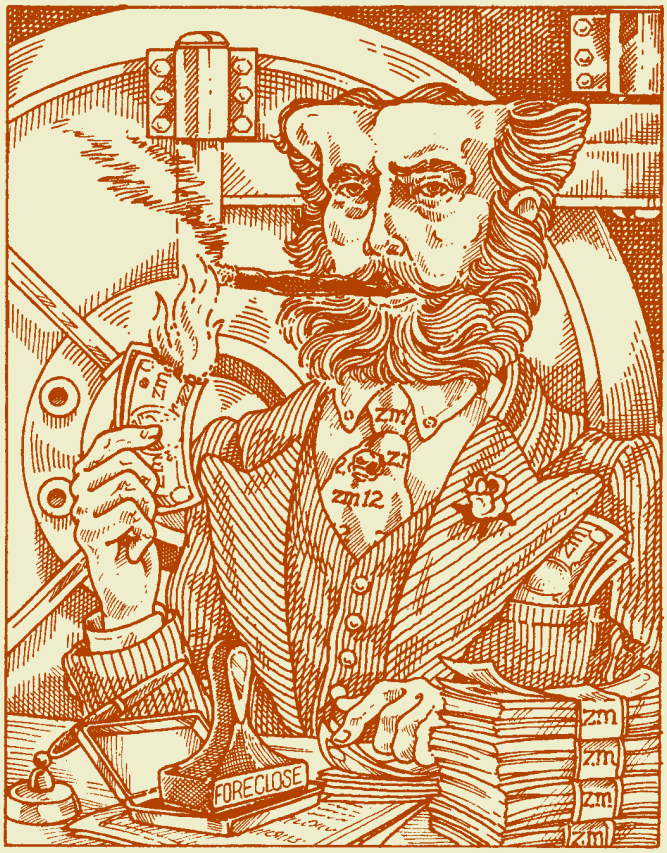
As a child, J. Pierpont demonstrated both the flair for capitalism and the resourcefulness which would make him the most successful banker in all of Quendor. The enterprising eight-year-old opened a lemonade stand in the center of Egreth Village, using the royal militia to force citizens to buy lemonade. At spearpoint, most people were willing to pay little J. Pierpont's exorbitant price of 300 zorkmids per glass.*

He also used the militia to quash the other lemonade stands in the city, and later to shut off all other beverage sources as well. As the prices at his lemonade stand soared into quadruple digits, J. Pierpont quickly realized the benefits of monopolies.

In 749, at the age of nineteen, J. Pierpont became a clerk at the Bank of Zork. Six weeks later, following a rash of disappearances of his successive bosses, J. Pierpont became the youngest Chairman of the Board in the bank's history, a testament to his financial acumen.

As Chairman, he used his royal connections to eliminate all competing banks, increasing the Bank of Zork's market share from 99.2% to 100%.** He also supervised the installation of the latest magic-based security techniques to guard the bank's vault and deposit box areas. For unknown reasons, J. Pierpont hired exclusively gnomes to fill his teller and security positions.

J. Pierpont Flathead served as Chairman of the Board until his odd disappearance in 789 GUE, when he entered one of the bank's vaults and never re-emerged. Although gone, he is not forgotten; reproductions of his portrait still hang in every branch of the Bank of Zork.



**Ice was extra.*
***He was later able to increase this number to 131% by encouraging customers to deposit their money several times.*

MAGE 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
0 *Zero Day*	1 *Mage Day*	2	3	4 *Dimwit's Birthday Observed*	5	6 *Antharian Marble Pageant*
7	8	9	10	11 *Dimwit's Birthday Observed*	12	13
14	15	16	17	18 *Dimwit's Birthday Observed*	19	20
21	22	23	24	25 *Dimwit's Birthday Observed*	26 PAC MOON	27
28	29	30	31 *St. Honko's Day*	**QUICKIE QUIZ** Who was the first king in the Flathead Dynasty? ANSWER: Duncanthrax the Bellicose		

Frob Day is a traderune of the Frobozz Magic Day Company.

THOMAS ALVA FLATHEAD
Inventor Extraordinaire
(730-789)

Many have mastered the magical arts; few applied them to the creation of practical devices as masterfully as the great inventor Thomas Alva Flathead. His brilliance was evident even in childhood. Thomas Alva, the sixth son in his family, was constantly tormented by his siblings: no sooner would he get a toy to play with than some older brother would snatch it away. Thomas Alva quickly remedied the situation by inventing powerful steel traps which, at first glance, looked exactly like toy boats or stuffed dornbeasts.

As an adult, Thomas Alva produced a seemingly endless stream of inventions from his laboratory, Froblo Park. His most useful inventions include the magic room spinner and the magic compressor, but he is probably best-known as the inventor of the battery-powered brass lantern.

Thomas Alva also made a number of breakthroughs in the area of personally-ingested magic. His most famous invention in this area was a yellowish-green potion which allowed humans to talk to plants.

All of these inventions were marketed by FrobozzCo International, providing Thomas Alva with generous royalties. But he spurned wealth, living in a small room behind his laboratory and sleeping on an unfinished wooden board. Thomas Alva died in 789 GUE from a severe case of splinters.

JAM 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
KRAZY KWOTES "A good lawyer is much better than a good husband." –Lucrezia Flathead				1 ○ EATEN MOON *Dimwit's Birthday Observed*	2 ◑	3 ◕
4 ● FAST MOON	5 *Treaty of Znurg (474 GUE)*	6	7	8 *Dimwit's Birthday Observed*	9	10
11 ●	12	13	14 *Capital moved to Flatheadia (771 GUE)*	15 *Dimwit's Birthday Observed*	16	17
18 ●	19	20	21	22 *Dimwit's Birthday Observed*	23	24
25 ●	26	27	28	29 *Dimwit's Birthday Observed*	30	

Frob Day is a traderune of the Frobozz Magic Day Company.

LEONARDO FLATHEAD
Artist and Scientist
(731-789)

Little notice was taken of Leonardo Flathead as a child. He was shy and quiet, and quite overshadowed by his aggressive older brothers. It wasn't until his arrival at Galepath University that his genius blossomed and the world began to take notice.

While at the University, Leonardo wrote several major treatises which revolutionized scientific thought. The most famous of these disproved the hoary myth that the world sits on the back of a giant turtle, proving instead that the world actually rests on the head of an enormous troll.

After his University days were over, Leonardo turned from science to art. He became the most famous painter in the land: noblemen from every province were escorted to his studio by Dimwit's personal militia to have their portraits painted.

Unfortunately, during his later years Leonardo became quite senile, and his painting style deteriorated. He took to flinging paint at his canvasses in much the same way that a Borphee baker flings bits of dough into a hot oven to make Frobolli Cakes. His studio became caked with layer upon layer of splattered paint. It was during this period that his famous incomplete work, "Obstructed View of Fjord" was lost.

Leonardo made a final, feeble attempt to recapture his former greatness by moving into other media beside paint, but these efforts led to his tragic end. In 789, while working on a large statue intended for the harbor of Antharia, he suffered a fatal plunge into a vat of molten granola.

JELLY 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
-5	**TID BITZ** The great Thaumaturgist, Davmar, spent six years of his life as a zucchini farmer, but was allergic to zucchinis and could not eat them himself!					1
2 WHITE MOON	3 *Double Fanucci became National Sport of Quendor (761 GUE)*	4 *Filfre Day*	5	6 *Dimwit's Birthday Observed*	7	8
9	10	11 SUDDEN MOON	12	13 *Dimwit's Birthday Observed*	14	15
16	17	18	19	20 *Dimwit's Birthday Observed*	21	22
23	24	25 ? *St. Quakko's Day (maybe)*	26	27 *Dimwit's Birthday Observed*	28	29
30	31					

Frob Day is a traderune of the Frobozz Magic Day Company.

LUCREZIA FLATHEAD
Legendary Murderess or Innocent Widow?
(735-789)

Of all the Twelve Flatheads, it is most difficult to separate history from legend when studying Lucrezia, the only sister to eleven aggressive brothers. Showing a total lack of understanding for her delicate position, detractors have cruelly tried to claim that Lucrezia had a warped mind.

At the tender age of sixteen, Lucrezia married a very rich but very old nobleman from Gurth, Marcus Bzart-Foodle. Ten-and-a-half months later, he died in bed with his bride. Afterward, Bzart-Foodle's doctor could not recall whether he had warned Lucrezia to avoid over-exciting her husband's weak heart.

Lucrezia's second husband, a wealthy land baron from Mareilon named Oddzoe Glorb III, was found dead just five weeks after the wedding, his body mangled by hellhounds. It was quite understandable that Lucrezia had her multi-volume hellhound training manual removed from the house at once; the sight of it must have brought back tragic memories.

Five days later, Lucrezia sought consolation in a third marriage, to the Governor of Antharia, Hirax Mumbleton. Only two days after that, Antharia was without a governor. Hirax had been discovered in his office, smothered under a ton of raw granola. His sobbing widow immediately cancelled delivery of her daily truckloads of granola, in order to avoid any similar tragedies.

After her next fifteen husbands, all wealthy lords, died on their wedding nights, royal insiders reported that she was so distraught by her tragic string of bad luck that she was becoming dangerously suicidal. Elder brother Dimwit was finally forced into action, and had her locked up in a cell in the dungeon for her own safety. She languished in that cell for the remaining fifteen years of her life. During this period, some 1,800 prison guards were mysteriously poisoned. Some legends say that her own death, in 789, was self-induced.

AUGUR 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
QUICKIE QUIZ What is the busiest seaport in the Eastlands? Answer: Port Foozle		1	2	3 *Dimwit's Birthday Observed*	4 SMALL MOON	5
6 *St. Bovus' Day*	7 *Gnusto spell invented (769 GUE)*	8	9	10 *Dimwit's Birthday Observed*	11	12
13	14	15 dentist 1:50	16 *First Zorkmid minted (699 GUE)*	17 *Dimwit's Birthday Observed*	18	19
20	21	22	23	24 *Dimwit's Birthday Observed*	25	26
27	28 LARGE MOON	29	30	31 *Dimwit's Birthday Observed*	**FUN FAX** Bottomless pits are the second-leading cause of death in Flatheadia.	

Frob Day is a traderune of the Frobozz Magic Day Company.

RALPH WALDO FLATHEAD
The Poet of the Empire
(723-789)

An unspoken Flathead family motto was "quantity over quality," and no one demonstrated that tenet better than Ralph Waldo. During his 40-plus years of putting pen to parchment, he wrote 912 novels, 4,000 short stories, and an incredible 87,000 sonnets. His essays have never been successfully counted.

Ralph Waldo spent eleven years at Antharia University, collecting a chestful of degrees, including three doctorates: Doctor of Idyllic Poetry, Doctor of Excellent Elegies, and Doctor of Octameter Odes. He was very proud of his academic accomplishments, and always signed his name "Ralph Waldo Flathead, D.I.P., D.E.E., D.O.O"

Fresh out of college and flush with the enthusiasm of youth, Ralph Waldo wrote a series of lengthy essays which he hoped would uplift the human spirit. Sadly and inexplicably, these essays lifted little more than the profits of the Frobozz Magic Writing Paper Company. The essays from this period include "On the Benefits of Keeping Ears Clean" and "Why Doorknobs are Necessary." Also during this period, he wrote "On the Discoloration of Roadside Slush," but the manuscript was lost before it could be published, leaving Ralph Waldo disconsolate for years.

During his middle years, Ralph Waldo spent nearly half a decade living in the granola mines of Antharia. It was during this period that he wrote his longest work, a 60,000-verse epic about the varieties of moss that one finds in granola mines.

Toward the end of his life, Ralph Waldo specialized in exploring related themes, as brilliantly demonstrated by the four sonnets found by his deathbed:

Sonnet #87,177 "Ode to a Tiny Moist Avocado Pit"
Sonnet #87,178 "Ode to Another Tiny Moist Avocado Pit"
Sonnet #87,179 "Ode to Two Tiny Moist Avocado Pits"
Sonnet #87,180 "Ode to Two Still-Tiny-But-Less-Moist Avocado Pits"

Ralph Waldo died in 789 GUE. An autopsy revealed that the cause of death was an overdose of avocados.

SUSPENDUR 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
FUN FAX Some experts claim that Dimwit Flathead could access a secret wing of his castle by sitting on his favorite throne and snapping his fingers.					1	2 *Time Travel Spell invented (927 GUE)*
3	4 ●● TWO MOONS *Leisure Day*	5	6	7 *Dimwit's Birthday Observed*	8	9
10	11 *Double Fanucci Championships*	12	13 ●◗ ONE & A HALF MOONS	14 *Dimwit's Birthday Observed*	15	16
17	18	19	20	21 *Dimwit's Birthday Observed*	22 MISSING MOON	23
24	25	26 WEIRD MOON	27	28 *Dimwit's Birthday Observed*	29	30

Frob Day is a traderune of the Frobozz Magic Day Company.

JOHN PAUL FLATHEAD
Seaman and Explorer
(738-789)

All the Flathead aunts and uncles predicted early on that John Paul would find his destiny at sea. He loved boats so much that the royal carpenters were ordered to produce a flotilla of 1,400 vessels for his bathtub.*

From an early age, John Paul suffered from an inferiority complex derived from being the second "John" among the Flathead children.** This complex made John Paul determined to become a world-famous seafaring adventurer. At sea, his feats ranged from the courageous (he was the first person to traverse the Great Sea in a one-man ship) to the curious (he set a new record for the most circumnavigations of Antharia on a raft towed by groupers).

In 766 GUE, at the age of 28, John Paul joined the royal navy; by 771, he was the ranking admiral; by 773, every ship in the navy had been sunk or lost at sea. John Paul retired shortly thereafter.

He spent his latter days touring the Flathead Ocean, collecting curios and unusual pets from all corners of the world. Among the most interesting: a large blue toad named "Otto" who was known for his extraordinary appetite and his curmudgeonly personality.

John Paul died in 789 GUE, during a vacation in Grubbo-by-the-Sea, when his old nemesis, the great white jellyfish, finally caught up with him.

His bathtub had to be consequently enlarged; a large inland sea resulted.
***In his autobiography, Mumberthrax explains that when he named John Paul he "simply forgot about John D."*

OTTOBUR 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
1	2 FULL MOON	3	4	5 *Dimwit's Birthday Observed*	6 *St. Wiskus' Day*	7
8	9	10	11	12 *Dimwit's Birthday Observed*	13	14
15 FULL SUN	16	17	18	19 *Dimwit's Birthday Observed*	20	21
22	23	24	25	26 *Dimwit's Birthday Observed*	27	28
29	30	31	**TID BITZ** Antharian cave-dwelling witches can sometimes be summoned by coughing.			

Frob Day is a traderune of the Frobozz Magic Day Company.

FRANK LLOYD FLATHEAD
Royal Architect
(741-789)

As children, all the Flathead siblings adored playing with blocks.* However, only Frank Lloyd drew plans before building.

Frank Lloyd got his big break at the tender age of 17, when his father, King Mumberthrax, commissioned him to design a new wing for Castle Egreth. The resulting wing was breathtakingly impressive. As Frank Lloyd himself wrote, "the conjunction of space and time seems to interface in a pre-subjected instantiation of the underrepresented whole." Frank Lloyd became, overnight, the hottest architect in the Kingdom.**

His reputation established, Frank Lloyd designed virtually every important Quendorian building during his three decades as Official Court Architect. His designs ranged from his vacation chalet in the Gray Mountains to the Great Meeting Hall of the Enchanters' Guild in Borphee, but Frank Lloyd is best known for his most ambitious work: the 400-story FrobozzCo Building in Flatheadia.

Overlooking exaggerations such as "on a clear day you can see the FrobozzCo Building from anywhere in the world," it is still the most ambitious building ever designed or built. A FrobozzCo Building address is most prestigious, and Frank Lloyd himself had a penthouse office, until a slight case of acrophobia forced him to relocate to a nineteenth-story office with a pleasant southern exposure.

The carcinogenic chemicals used in the eighth century to create blueprints finally took their toll on Frank Lloyd, and he died in 789 GUE.

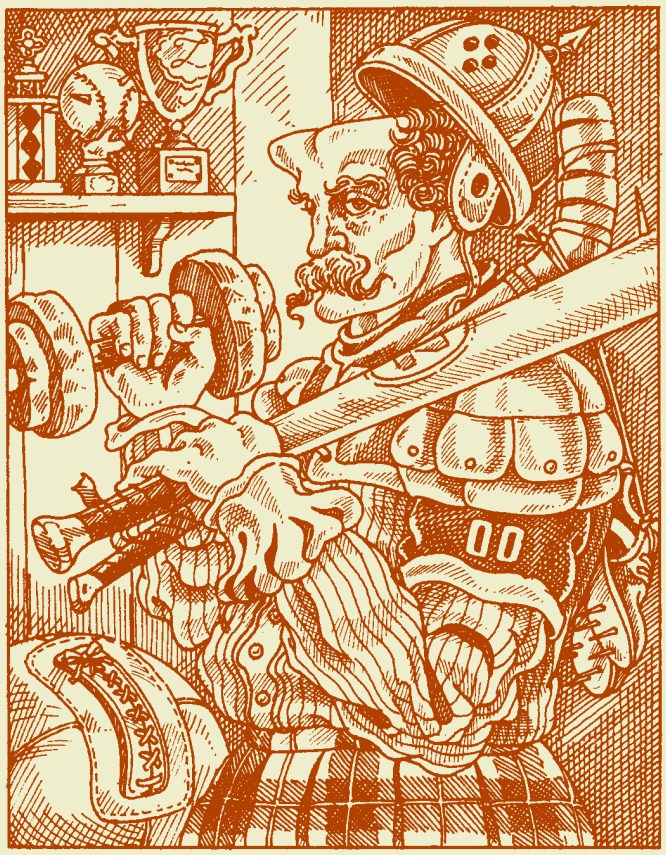
**Nanny Beeble, governess to the children, recalls that many had teams of slaves whose exclusive job it was to move the larger blocks.*

***The fact that the new wing of Egreth collapsed two years later, killing over 4,000 royal guests, was credited to a miscalculation on the stonemason's part. He was summarily executed.*

MUMBERBUR 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
DID U KNOW? Some silly people actually believe that the Empire will collapse on Curse Day this year.			1	2 *Dimwit's Birthday Observed*	3 NEW MOON	4
5	6	7	8	9 *Dimwit's Birthday Observed*	10	11 *Veterinarian's Day*
12 *leave for Flatheadia*	13	14 *Curse Day*	15	16 NEW SUN *Dimwit's Birthday Observed*	17	18
19	20	21	22 FULL FLAKE	23 *Dimwit's Birthday Observed*	24	25
26	27 RAD MOON	28	29	30 *Dimwit's Birthday Observed*	**KRAZY KWOTES** "You ain't nothing but a hellhound." –Elvis Flathead	

Frob Day is a traderune of the Frobozz Magic Day Company.



BABE FLATHEAD
Athletic Superstar
(748-789)

Often called the flattest of the Flatheads, Babe, the youngest of the twelve, was born with an aptitude for sport. He demonstrated his dexterity and coordination early on, throwing baby blocks at his older siblings with impressive speed and accuracy.

As a youth, he was always captain of the Little League teams, thanks in part to pressure applied by his uncle, Mayor Fiorello Flathead. Even as a teenager, he was something of a lady's man and a party animal, and his older brother Dimwit would frequently have to bail the Babe out of jail following one infraction or another. By all accounts, Babe and Dimwit, despite their 25-year age difference, were closest of all the Flathead siblings.

When he reached college age, Babe selected Mithicus Province University from amongst many eager suitors. At MPU, Babe was a 43-letter man, leading his team to championships in every existing college sport and several non-existent ones as well.*

Throughout the Babe's professional sports career, he excelled in everything he tried: bocce, tag-team kayaking, full-court furbish. There was only one exception. Try as he might, Babe could not master Double Fanucci. Even the unexplained disappearances of the 339 leading Double Fanucci players failed to get Babe into the championships. Fanucci experts believe that Babe's difficulty with the game could be traced to one weakness: his failure to remember that three undertrumps alter an opponent's discard of a Trebled Fromp is an indefensible gambit.

By 782 GUE, the Babe was such a phenomenal drawing card that Dimwit constructed the kingdom's largest sporting arena, Flathead Stadium, in his honor. It was there, during the shark-wrestling semi-finals in 789 GUE, that the youngest of the Twelve Flatheads met his end.

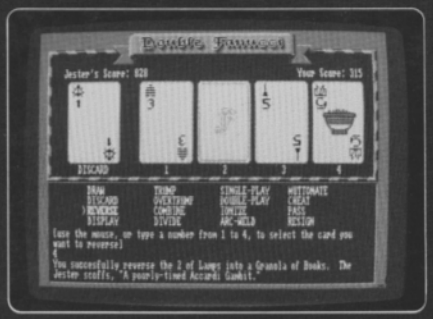
**Many experts feel that Babe's teams would have won these championships even if every competing school had NOT had their QCAA memberships revoked.*

DISMEMBUR 883

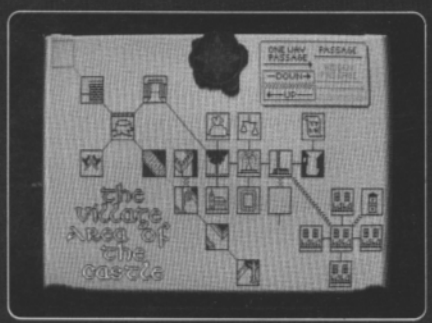
Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day™	Star Day
QUICKIE QUIZ Who said "A home that's cut in half usually falls over"? Answer: Abraham Flathead					1	2
3	4 SEMI-FLAKE	5 BULL MOON	6	7 *Dimwit's Birthday Observed*	8	9 *Unnatural Acts (672 GUE)*
10	11	12	13 HAPPY MOON	14 *Dimwit's Birthday Observed*	15	16 DARK FLAKE
17	18	19	20	21 BLUE MOON *Dimwit's Birthday Observed*	22	23
24	25 *Dynasty (659 GUE)*	26 HALF-BOZ SUN	27	28 *Dimwit's Birthday Observed*	29 GRUE MOON	30 ZIKKO FLAKE
31 *Beginning of Flathead Dynasty (659 GUE)*						

Frob Day is a traderune of the Frobozz Magic Day Company.

A New Look. A New Challenge. A New Beginning.

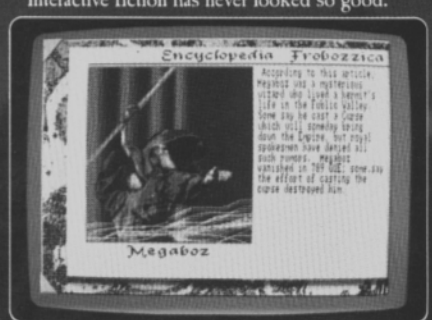


Graphic puzzles add an exciting new dimension to *Zork Zero*.



Beautiful maps: one of many friendly features.

Interactive fiction has never looked so good.



We've used graphics in surprising new ways to enhance the story without detracting from Infocom's traditional richness and depth.

Screens shown are for Commodore Amiga.

The Great Underground Empire is in its heyday. Upscale condos crowd the massive caverns. Subterranean highways stretch from Aragain to the Fublio Valley. And no adventurer has yet set foot in the open field west of the white house.

But now both town and countryside are being abandoned, their inhabitants fleeing in the wake of a dread wizard's curse. The curse has already disposed of the royal Flathead family. It threatens to destroy the entire kingdom—unless you can stop it.

Your quest will take you to every corner of the empire, as you seek out objects ranging from the absurd to the sublime. The quixotic jester will test you with games, riddles, and tricks. And the immense Flathead palace and its environs offer a multitude of surprises.

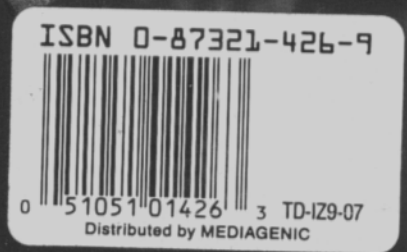
Zork Zero combines the best of the legendary Zorkian universe with the latest technology in interactive storytelling. It has all the richness and depth you expect from Infocom interactive fiction, including such intriguing packaging elements as a wizard's secret spell, an unusual blueprint, and a "Lives of the Twelve Flatheads" calendar. Communicating with the story is easier than ever, with all the features you've been asking for:

* a new friendlier parser
* optional mouse interface
* on-screen hints and mapping

Author Steve Meretzky, whose award-winning stories include *Planetfall*, *The Hitchhiker's Guide to the Galaxy*, and *Leather Goddesses of Phobos*, lends his characteristic whimsy to the tale.

INFOCOM

125 CambridgePark Drive,
Cambridge, MA 02140

Zork Zero is available for most personal computers. Call us at 617-576-3190 for further information.

Manufactured and printed in U.S.A.
© 1988 Infocom, Inc.
Warranty information enclosed.
Zork, *Planetfall*, and *Leather Goddesses of Phobos* are registered trademarks of Infocom, Inc.
The Hitchhiker's Guide to the Galaxy is a trademark of Douglas Adams.
G-IZ9-02