

The Mirror Box

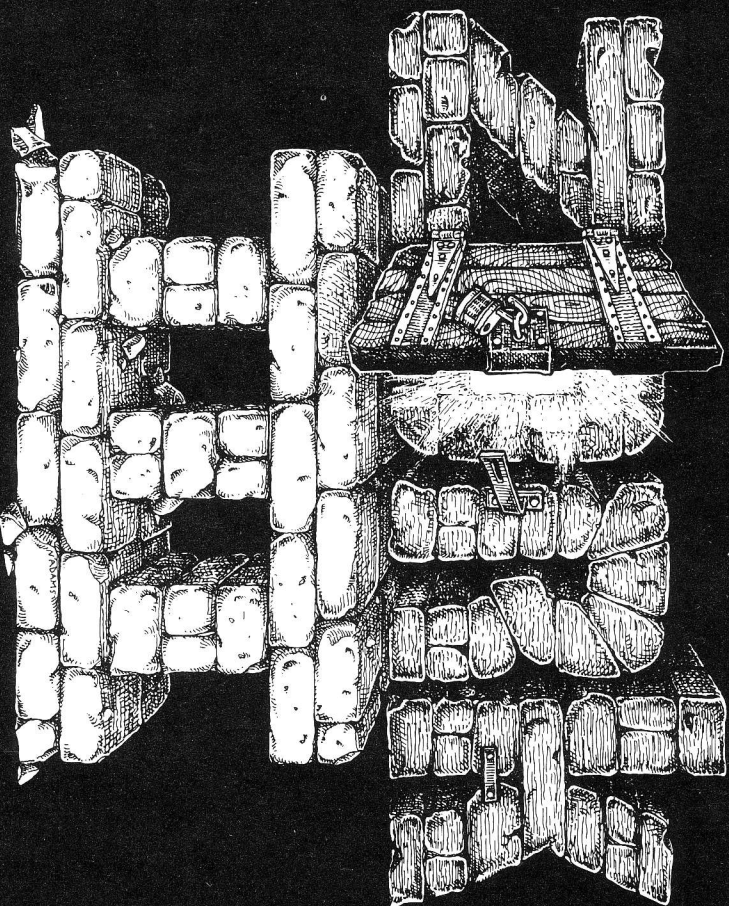
(original position)

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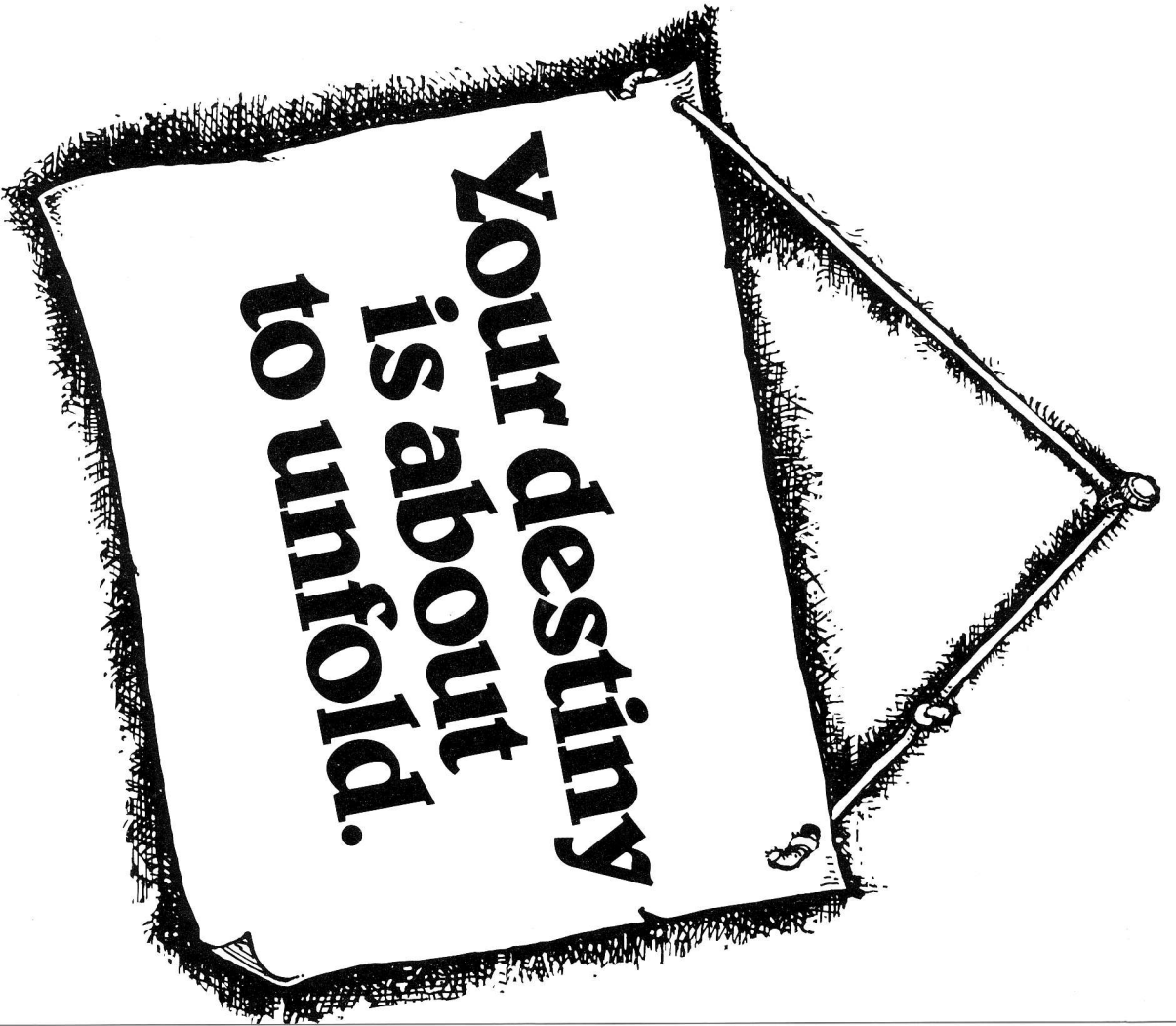
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**Infocom Dept. of Touristry
 Lost Despondent Adventurer's
 Map for**



The Dungeon Master

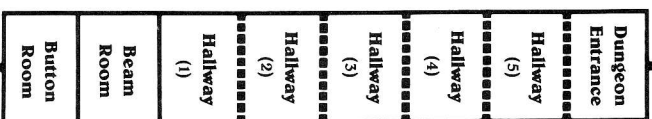
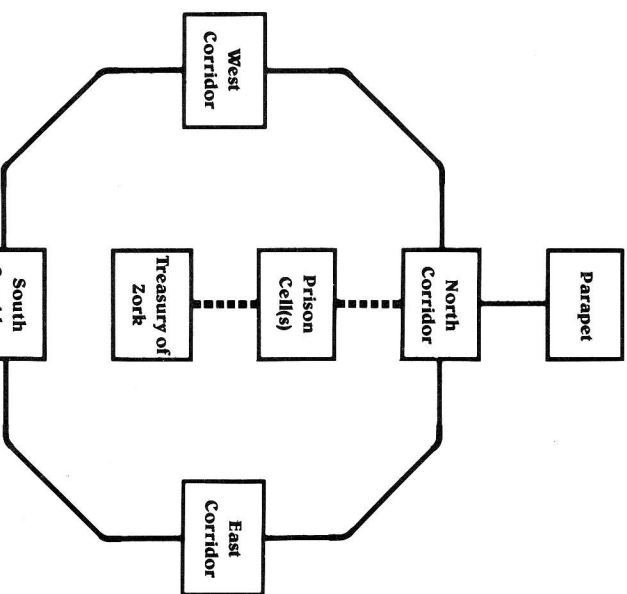
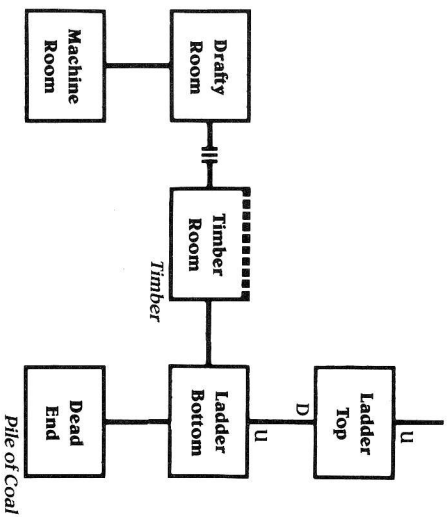
INFOCOM™



**Your destiny
is about
to unfold.**

ZORK III

The Dungeon Master



Guardians of Zork
 Mirror Box—see detail on back

Legend

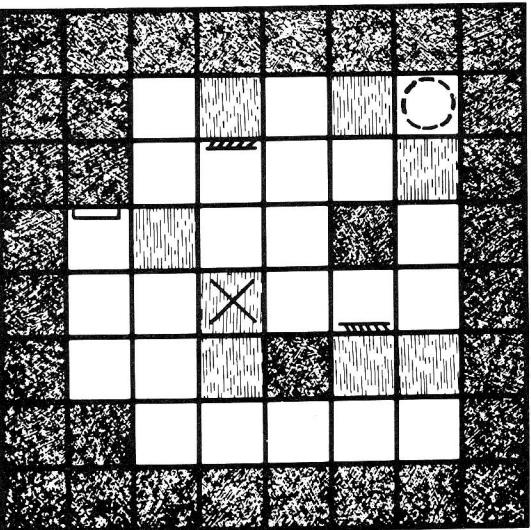
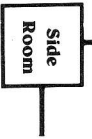
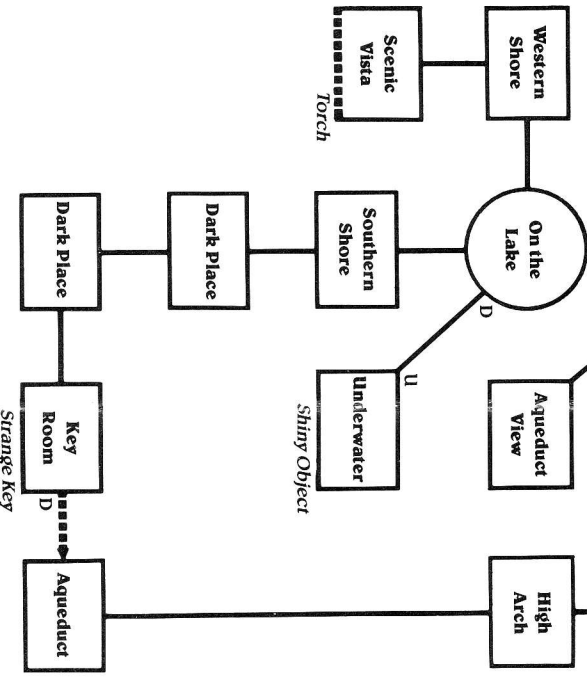
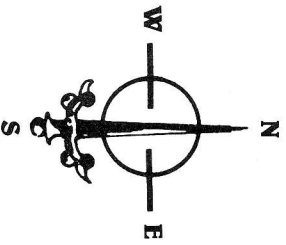
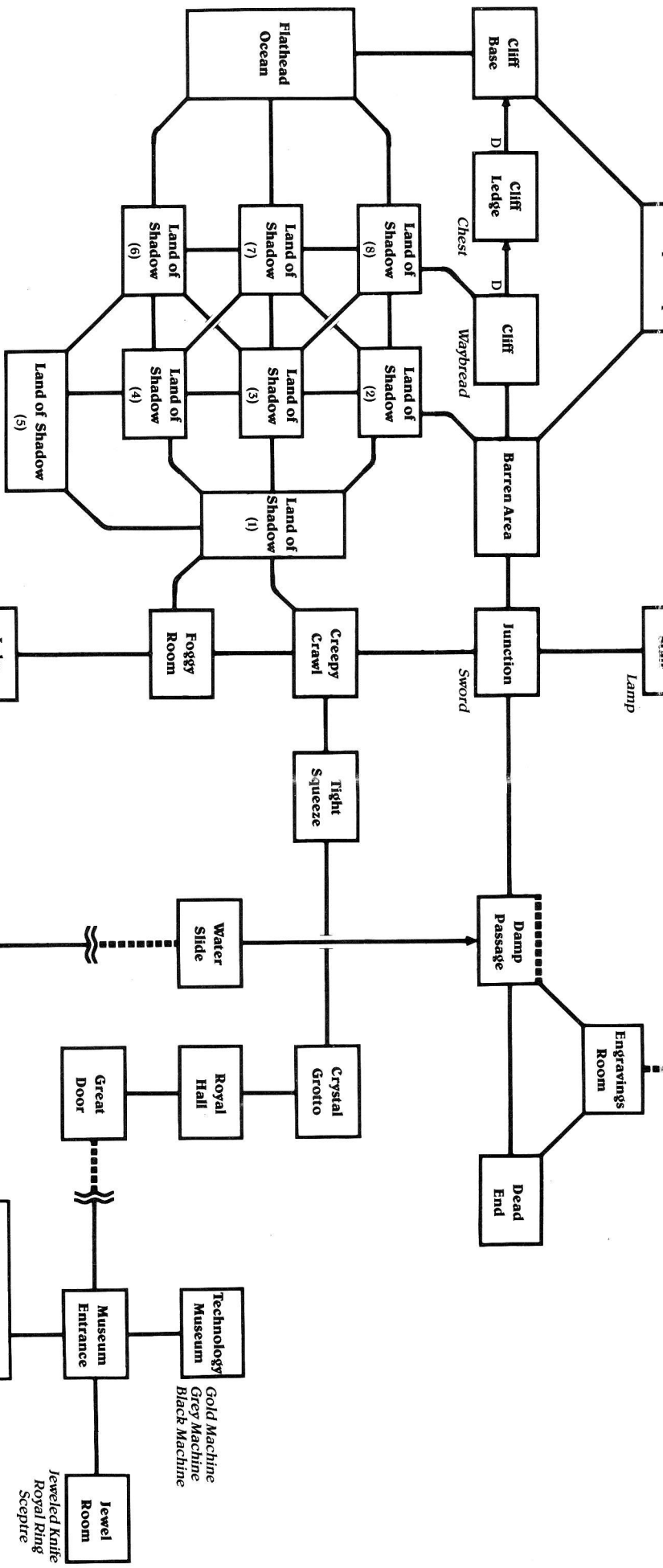
- Normal Passageway
- One-way Passageway
- Passageway requiring special equipment or problem solving
- ||- Narrow passageway (baggage limit)
- {--- Earthquake damage

NOTES: All horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid unnecessarily giving away problems, this map lists only those objects immediately visible upon entering a room. Only objects which can be taken or used are listed; objects which are merely part of a room are not. Where more than one direction leads to the same place, all are not necessarily shown.

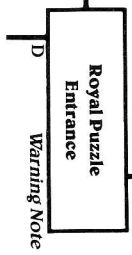
From Zork II

Halfpin Loop

Endless Stair



The Royal Puzzle (see back for legend)



- Jewel Room
 - Jeweled Knife
 - Royal Ring
 - Sceptre
- Museum Entrance
 - Gold Machine
 - Grey Machine
 - Black Machine