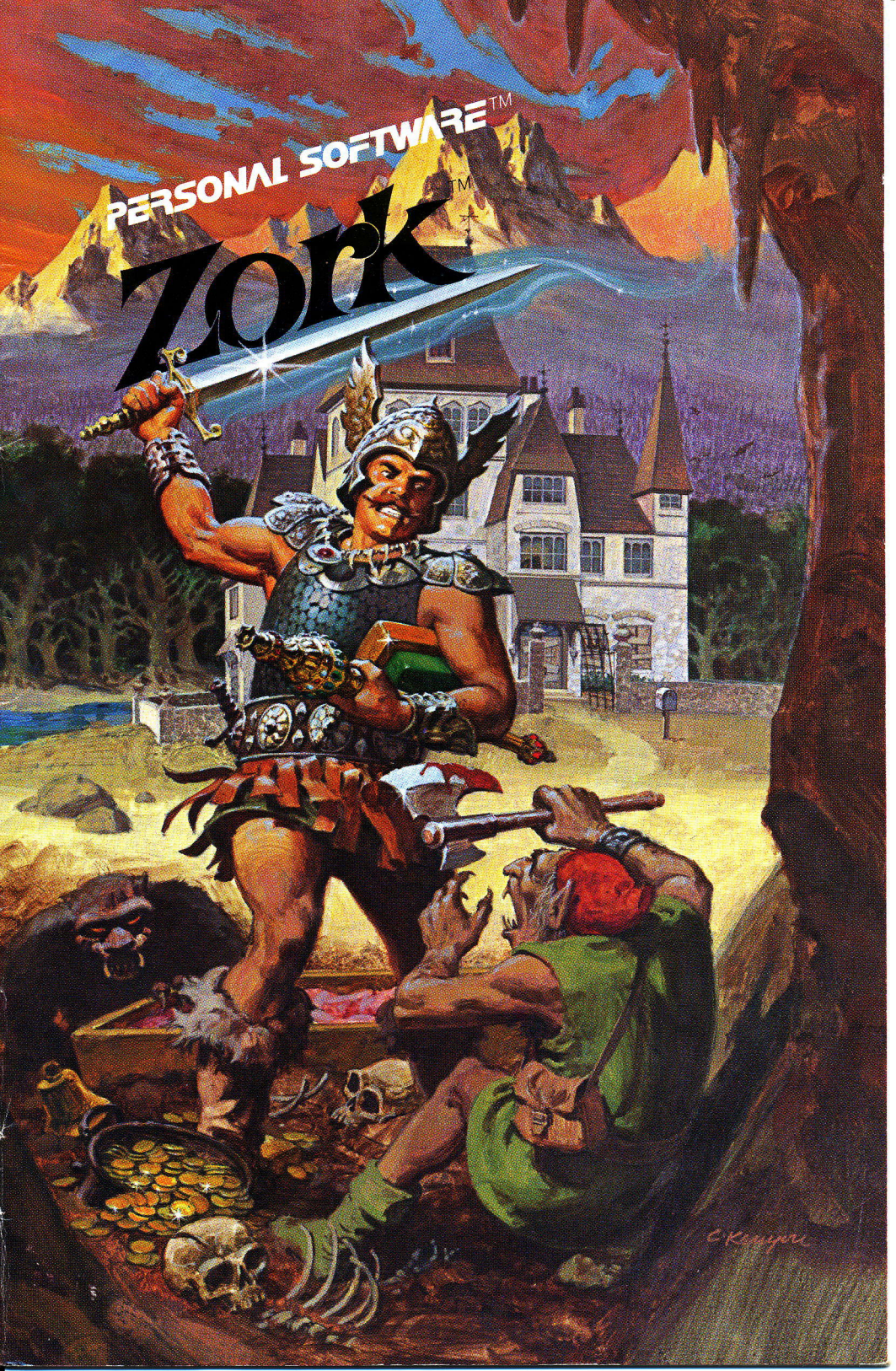


PERSONAL SOFTWARE™

# Zork™



C. Kasper



# Zork™

## The Great Underground Empire (Part 1)

Program & Manual by  
Infocom, Inc.

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## Introduction

It may be an ordinary day or night in familiar surroundings, but sit down with 32K bytes of RAM in your **TRS-80** and pop in a **ZORK** diskette. You are plunged into an exciting fantasy world where your survival depends only on your wits and courage. Mystery, monsters, and magic test your skill in an alternate universe of danger and opportunity. You may never want to leave!

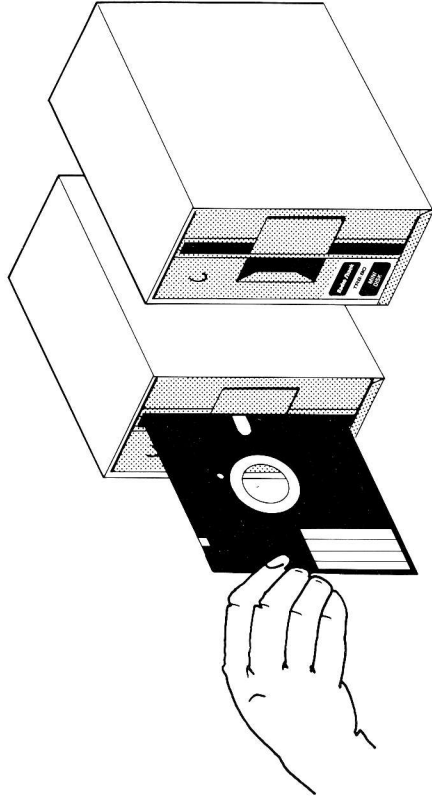
**ZORK** turns your **TRS-80** computer into a dynamic fantasy game in which you participate. You direct the action, you discover the secrets, you fight the battles, you solve the mysteries, and you claim the treasure. You directly experience the story as it unfolds, as it involves you and your computer in vividly described, compelling, fantastic situations.

## What You Need

The **ZORK** diskette supplies the complete game. To play **ZORK**, you need a Model 1, Level II, **TRS-80** computer. This is a **TRS-80** with an expansion interface and at least one disk drive. You will also need an extra blank **TRSDOS** initialized diskette if you want to stop playing and continue later from where you left off. Initialize the spare diskette before you begin playing **ZORK**. Appendix A explains the **TRSDOS** initialization process that is also found in your **TRS-80 Disk Operating System Manual**.

## Loading ZORK from the Diskette

Turn on the power to your **TRS-80**, open the disk drive door, insert the **ZORK** diskette into your *main* diskette drive (or the *first* on the connecting cable) with the label facing to the right. The oval cutout goes in first. It should look like this:



Loading **ZORK** from Diskette

Close the drive and press the **RESET** button on the **TRS-80** (as you face the keyboard, the **RESET** button is recessed in a hole located behind the left hand side of the keyboard). Now wait for a few seconds.

When you've correctly loaded **ZORK** from the diskette, the copyright notice and the serial number will appear, followed by a description of the starting location of the game. If your **TRS-80** doesn't have lower case, the output on your screen will appear in upper case. So will your input.

West of House

You are standing in an open field west of a white house, with a boarded front door.

There is a small mailbox here.

ROOM: West of House

SCORE: 0

MOVES: 0

If nothing appears on your screen, something is wrong. Check each of the following items to locate the problem. If none of these offers a solution, call your **TRS-80** dealer for assistance before proceeding further.

1. Check that the diskette is properly inserted in the main drive and that the main drive door is closed.
2. Inspect the diskette carefully for any visible damage.
3. If you have more than one disk drive, be sure you have used the *main* (or first on the connecting cable) drive of your system. Always use the main drive for the **ZORK** diskette.
4. Check to see that the power is on, and that all cables are connected.
5. Try again, the problem may be only momentary.

Whenever you see the right arrow (**>**), **ZORK** is waiting for you to type in your instructions. When you have finished typing in your instructions, press the **ENTER** key. **ZORK** will respond and then the right arrow (**>**) will reappear.

Next to the (**>**) try typing the following:

OPEN THE MAILBOX

and press the **ENTER** key.

**ZORK** responds with this:

Opening the mailbox reveals a leaflet.

You may respond to **ZORK** by typing:

READ THE LEAFLET

and press the **ENTER** key.

**ZORK** cooperates and tells you:

WELCOME TO ZORK

**ZORK** is a game of adventure, danger, and low cunning.

In it you will explore some of the most amazing territory ever seen by mortals.

No computer should be without one!

ROOM: West of House

SCORE: 0

MOVES: 1 (MORE)

Notice that (MORE) has appeared at the bottom right hand portion of the screen. **ZORK** does this when a description will not fit on the screen all at once.





There are only two kinds of questions that **ZORK** understands: "What" and "Where". For example:

Where is the gold?  
What is a grue?

**ZORK** tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, **ZORK** will sometimes decide that there was only one possible object you could have meant. When it does so, it will tell you, by displaying, for example, "(with the rope)". If your sentence is really ambiguous, **ZORK** will ask you what you really meant. Most such questions (for example, "With what?") can be answered briefly (for example, "rope").

In a way, **ZORK**'s vocabulary is lop-sided, because **ZORK** uses many more words than it "understands". **ZORK**'s vocabulary consists of several hundred words, and it includes nearly all the words that you are likely to use in conversing with **ZORK**. However, **ZORK**'s responses may tend toward "purple prose" at times, and **ZORK** will display English descriptions that it couldn't possibly analyze. Indeed, **ZORK**'s response may refer to something to which you cannot refer (perhaps to your dismay). In that case, it is not essential to the story, and appears in **ZORK**'s responses only to enhance your mental imagery.

Completely mystifying sentences will cause **ZORK** to complain in one way or another, and, after making the complaint, **ZORK** will ignore the rest of the input line. Unusual events, such as being attacked, will also make **ZORK** ignore the rest of the sentences you typed, since the event may have changed your situation drastically.

### **ZORK's Pedagogy**

**ZORK** may occasionally have a few words for you when it wants you to clarify an instruction you've given. Some of **ZORK**'s remarks are:

I don't know the word "[your word]".—The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be "understood". If not, **ZORK** probably doesn't know the idea you were trying to get across.

I can't use the word "[your word]" here.—**ZORK** knows the word you typed, but the word made no sense where you put it in the sentence: "Open the take", for example.

You must supply a verb!—Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

There is a noun missing in that sentence.—This usually indicates an incomplete sentence, such as "Put the lamp in the", where **ZORK** expected another noun and couldn't find one.

Too many noun clauses.—An example is: "Put the troll in the basket with the shovel." A legal sentence has, at most, one direct object and one indirect object.

Beg pardon?—You did not type anything after the prompt (>) or before you pressed the **ENTER** key on your keyboard.  
It's too dark to see.—In the story, there was no light to see objects in the room.

I cannot see any [object] here. In the story, the object you referred to was not accessible to you.

Multiple objects cannot be used with [your verb].—It is valid for you to use multiple objects (that is, nouns or noun phrases separated by "and" or a comma) only with certain verbs. Among the more useful of these verbs are "take", "drop", and "put".

I don't understand that sentence.—You typed a sentence that is gibberish to **ZORK**, for example, "Give troll with sword." You might try rephrasing the sentence.

### **Commands for Exploring**

The best way to move from place to place is to type the direction you want to go. Acceptable directions are North or N, South or S, East or E, West or W, NE for Northeast or NW, SE, SW (for Northwest, Southeast or Southwest respectively), and also U or Up, and D or Down.

When you enter a particular place (**ZORK** calls any kind of a place a "room") for the first time, **ZORK** usually displays the name of the room, a description of it, and then descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, **ZORK** normally displays just the name of the room and the names of the objects in it. The **VERBOSE** command tells **ZORK** to show the description of rooms and objects every time you go there, not just the first time. The **BRIEF** command tells **ZORK** to describe fully only newly encountered rooms and objects. For moving through areas you already know well, the **SUPERBRIEF** command tells **ZORK** to show only the name of a room (even on your first visit there), and not even to mention objects in the room. You can always get a description of the room you are in and the objects in it by typing "LOOK" (or the abbreviation "L").

Hint: Exploring The Great Underground Empire will be much easier if you make a map as you move around.

### **List of ZORK Commands**

To simplify your adventuring, you may order **ZORK** to give you information by typing specific commands. These commands can be used over and over again as needed, but they are each considered one complete move. Type your command as a sentence to **ZORK**.

The list of commands is:

**AGAIN** **ZORK** will respond as if you had repeated your previous sentence.

**BRIEF** This commands **ZORK** to fully describe only newly en-



countered rooms and objects. Rooms already visited and objects already seen will be described by printing the room name and the object names only.

#### DIAGNOSE

**ZORK** gives you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle.

#### INVENTORY

**ZORK** lists your possessions. If you've noticed the thief lurking about, you might want to check to see if your belongings are still there.

#### LOOK

**ZORK** describes your surroundings in detail. You may abbreviate **LOOK** by typing **L**.

#### QUIT

This gives you the option to quit playing. If you want to save your position, first read the instructions under **SAVING A GAME POSITION**.

#### RESTART

This ends the game and starts the game over from the beginning.

#### SCORE

**ZORK** shows your current score with the number of moves you have made, and your rank. Your rank is your rating as a professional **ZORK** player and is based on the number of points you have.

#### SCRIPT

This command assumes you have a printer. It commands the printer to begin printing a transcript of your game session.

#### SUPERBRIEF

This command tells **ZORK** to show you only the name of the room you have entered, and no other information. It is briefer than **BRIEF**.

#### UNSCRIPT

Unscript stops your printer from printing.

#### VERBOSE

This command tells **ZORK** to show you a long description of the room and the objects in it whenever you enter a room.

#### VERSION

**ZORK** responds by showing you the version and serial number of your copy of the game.

#### WAIT

This causes time in the game to pass. Normally, between moves, no time is passing as far as **ZORK** is concerned. You could leave your **TRS-80**, take a nap, and return to the game to find that nothing has changed. **WAIT** is used when you want to find out what will happen in the game if you do nothing while time passes. For example, if you encounter an alien being, you could **WAIT** and see what it will do.

### Hopelessly Lost?

For a price list of information such as hints and maps available for "The Great Underground Empire", send a stamped self-addressed envelope to:

INFOCOM, INC.  
P.O. Box 120 Kendall Station  
Cambridge, Mass. 02142

Attn: GUE-1

### How to Quit

If you want to stop playing, and never see this particular game again, type **QUIT**. **ZORK** will respond:

Your score would be \_\_\_\_\_ (total of 350 points),  
in \_\_\_\_\_ moves. This score gives you the rank  
of \_\_\_\_\_. Do you wish to leave the game? (Y is  
affirmative):

The right arrow prompt ( $\rightarrow$ ) will not appear. Type "Y" next to the colon (:) and press the **ENTER** key.

If you never want to see this particular game again, but you want to keep playing, type **RESTART** after the right arrow prompt ( $\rightarrow$ ). **ZORK** will respond by starting the game over from the beginning.

If you want to continue playing this particular game but at a later time, follow the **SAVING A GAME POSITION** instructions.

### Saving a Game Position

It will take you some time to play **ZORK** through to the end, just as it takes you some time to finish a good book. You will almost certainly not finish in one sitting. **ZORK** allows you to continue playing at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. There is a **ZORK** command, called **SAVE**, that makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you embark upon (or after you finish) any particularly tricky or dangerous part of the journey. Having taken a snapshot, you can go back to that position even though you may get lost or killed afterwards.

Your **TRS-80** cannot save anything on your **ZORK** diskette, so you will need an unused **TRSDOS** initialized diskette on which you will save your game position. Appendix A explains the initialization process you will need for preparing this extra diskette. The initialization process is the same as the one described in your **TRS-80** **TRSDOS** Disk Operating System Manual.

Note: Be sure you do not press **ENTER** until instructed to do so. If you do press **ENTER** unintentionally, immediately hold down the **BREAK** key for at least five seconds so the disk drives can stop. Then wait until the right arrow prompt ( $\rightarrow$ ) reappears before you start over.

When the right arrow ( $\rightarrow$ ) appears, type:

**SAVE**

then press the **ENTER** key.

**ZORK** will respond:

LOAD SAVE DISK, THEN TYPE DRIVE NUMBER (0-3)

If you have only one disk drive, proceed as follows:

1. Remove the **ZORK** diskette from your disk drive.

2. Insert the spare diskette and close the drive door.
3. Type a  $\emptyset$  (zero) to tell **ZORK** to copy to the diskette in drive  $\emptyset$ . *DON'T* press the **ENTER** key after typing the drive number!
4. If all is well, **ZORK** will respond:

OK

If **ZORK** responds:

FAILED

- go through the TROUBLESHOOTING section.
5. Remove the storage diskette from the drive and insert the **ZORK** diskette again.
  6. Press the **ENTER** key on your keyboard. **ZORK** will now let you continue playing. Type **LOOK** for a description of where you are. You may now use the storage diskette and the **RESTORE** procedure to return to this point at another time.

If you have more than one disk drive, proceed as follows:

1. Leave the **ZORK** diskette in drive  $\emptyset$  (zero). Insert the storage diskette in one of your other drives and close the drive door. Note the number which refers to this drive (is it 1, 2, or 3?).
2. On your screen, type the number of the drive which holds the storage diskette (1, 2, or 3). *DON'T* press the **ENTER** key after typing the drive number!
3. If all goes well, **ZORK** will respond:

OK

If **ZORK** responds:

FAILED

- go through the TROUBLESHOOTING section.
4. After **ZORK** responds OK, you may continue playing from where you left off. Type **LOOK** for a description of where you are.

It takes **ZORK** about thirty seconds to finish saving a game position onto a diskette. If something appears to be wrong, (for example, if you are still waiting for the disk drives to stop whirring after ninety seconds), hold down the **BREAK** key for at least five seconds. After ten or fifteen seconds, **ZORK** should recover and the prompt ( $\triangleright$ ) should reappear. Holding down the **BREAK** key for at least five seconds will always stop the **SAVE** process. When the prompt ( $\triangleright$ ) reappears you can try again.

### Using the Storage Diskette: The Restore Procedure

When you want to continue playing from where you made a snapshot, follow the **RESTORE** procedure. You can **RESTORE** a saved snapshot at any time during play.

1. Type after the prompt ( $\triangleright$ ):  
**RESTORE**
- then press the **ENTER** key.

2. **ZORK** will respond:

LOAD SAVE DISK, THEN TYPE DRIVE NUMBER ( $\emptyset$ -3)

If you have only one disk drive:

1. Remove the **ZORK** diskette and properly insert the storage diskette (see Figure 1) which contains your game position. Close the drive door.
2. Type the drive number  $\emptyset$  (zero) to tell **ZORK** to restore what you have saved on the storage disk. *DON'T* press the **ENTER** key after typing the drive number.
3. Wait a few seconds for **ZORK** to respond OK or FAILED.
4. If **ZORK** responds FAILED, go through the TROUBLESHOOTING section. If **ZORK** responds OK, it will then display:  
LOAD ZORK DISK, THEN TYPE (ENTER)
5. Remove the spare diskette, and properly reinsert the **ZORK** diskette into your one drive. Close the drive door.
6. Press the **ENTER** key to continue playing.

If you have more than one disk drive:

1. Property insert the spare diskette you have used for storage into an empty drive. Close the drive door, and note which number corresponds to this drive (is it 1, 2, or 3?). The **ZORK** diskette should always be in drive  $\emptyset$  (zero).
2. Type the drive number (1, 2, or 3) to tell **ZORK** which drive has the storage disk in it. *DON'T* hit the **ENTER** key after typing the drive number!
3. Wait a few seconds for **ZORK** to respond OK or FAILED.
4. If **ZORK** responds FAILED, go through the TROUBLESHOOTING section. If **ZORK** responds OK, it will then continue playing.

### Troubleshooting

When **ZORK** responds FAILED to either the save or restore procedures, check each of the following items to locate the problem. If none of these offers a solution, call your **TRS-80** dealer for assistance before proceeding.

1. Check to see that your **TRS-80** and disk drive(s) are plugged in, connected properly, and that everything is turned on.
2. Check to see that the diskette(s) was inserted correctly, and that the drive door(s) is closed.
3. Inspect the diskette(s) carefully for any visible damage.
4. If you have more than one disk drive, be sure the **ZORK** diskette is in the main drive and you know the correct number corresponding to the drive holding the spare diskette (1, 2, or 3). Be sure you typed the correct number.



5. If you have turned off the **TRS-80**, or have pressed the **RESET** button, follow the instructions for *LOADING ZORK FROM DISKETTE*.
6. Be sure that your storage diskette is not write-protected (i.e. there is nothing covering the notch on the side of the diskette).
7. If your drive has a "read only" switch, be sure the switch is off.
8. Be certain that the diskette has been initialized properly according to the instructions in your **TRS-80** Disk Operating System Manual under "TRSDOS". These instructions are repeated for your convenience in *APPENDIX A* of this manual.
9. Try again, the problem may be only momentary.
10. As a last resort, try another TRSDOS initialized diskette.

### Appendix A: Initializing a Diskette

This appendix explains how to prepare the extra blank diskette (mentioned in INSTRUCTIONS) so that you can save a game position using SAVE.

You cannot use the **ZORK** diskette for this process. You will need your extra blank diskette and also the diskette labeled TRSDOS that accompanies your TRSDOS Disk Operating System Manual. The TRSDOS diskette can be found stored inside the front cover of the TRSDOS Disk Operating System Manual.

### Instructions for One-Drive Systems

Connect and turn on the Mini Disk System as described in the Mini Disk Operation chapter of your TRSDOS Disk Operating System Manual. Be sure your TRSDOS diskette is in drive 0 (zero) when you turn on the keyboard unit.

After you turn on the **TRS-80**, the screen will read:

TRSDOS—DISK OPERATING SYSTEM—VER (2.3) DOS READY

Type:

BACKUP

and press the **ENTER** key. The screen will then read:

TRSDOS DISK BACKUP UTILITY—VER (2.3)  
SOURCE DRIVE NUMBER?—

Type:

0

and press the **ENTER** key. The screen will then read:

DESTINATION DRIVE NUMBER?—

Type:

0

and press the **ENTER** key. The screen will then read:

BACKUP DATE (MM/DD/YY)

Type in the date in MM/DD/YY form with M=month, D=day, and Y=year. For example, if it's June 2, 1980, type: 06/02/80.

Then press the **ENTER** key. The screen will then read:

INSERT SOURCE DISK (ENTER)

The source diskette in this case is the TRSDOS diskette which is already in the drive, so just press **ENTER**. The next message reads:

INSERT DESTINATION DISK (ENTER)

Remove the TRSDOS diskette from the drive and put in your blank diskette. Press **ENTER**. **FORMATTING** and **VERIFYING** indications will appear on the screen, followed by:

INSERT SOURCE DISK (ENTER)

Remove your blank diskette from the drive and put in the TRSDOS diskette. Press **ENTER**. **LOADING** and **VERIFYING** indications will appear on the screen, followed by:

INSERT DESTINATION DISK (ENTER)

Remove the TRSDOS diskette from the drive and put in your blank diskette. Press **ENTER**. When the process is complete, the screen will read:

BACKUP COMPLETE

HIT 'ENTER' TO CONTINUE

Remove the blank diskette which is now initialized. It is ready to use to SAVE a **ZORK** game position.

If TRSDOS displays the following instead:

BACKUP REJECTED DUE TO (. . .)

remove the extra diskette and erase it with the bulk eraser (Radio Shack catalog number 44-210) or use another blank diskette. Try initializing again.

### Instructions for Multiple Drive Systems

Connect and turn on the Mini Disk System as described in the Mini Disk Operation of your TRSDOS Disk Operating System Manual. Be sure the TRSDOS diskette is in drive 0 (zero) and your blank diskette is in drive 1 (one).

After you turn on the **TRS-80** the screen will read:

TRSDOS—DISK OPERATING SYSTEM—VER (2.3)

DOS READY

Type:

BACKUP

and press the **ENTER** key. The screen will then read:

TRSDOS DISK BACKUP UTILITY—VER (2.3)

SOURCE DRIVE NUMBER?—

Type:

1

and press the **ENTER** key. The screen will then read:

BACKUP DATE (MM/DD/YY)?

Type in the date in MM/DD/YY form with M=month, D=day, and Y=year. For example, if it's June 2, 1980, type: 06/02/80. Then press the **ENTER** key and wait about thirty seconds. **FORMATTING**, **LOADING** and **VERIFYING** indicators will appear on the screen. When the process is complete, the screen will read:

BACKUP COMPLETE—PRESS ENTER TO CONTINUE

Your extra diskette is now initialized. It is ready to use to **SAVE** a **ZORK** game position.

If TRSDOS displays the following instead:

BACKUP REJECTED DUE TO ( . . . )

remove the extra diskette and erase it with a bulk eraser (Radio Shack catalog number 44-210) or use another blank diskette. Try initializing again.

## Appendix B: Command Summary

The following commands are entered when the prompt right arrow (>) has appeared on the screen.

**AGAIN** **ZORK** will respond as if you had repeated your previous sentence.

**BRIEF** This commands **ZORK** to fully describe only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by printing the room name and the object names only.

**DIAGNOSE** **ZORK** gives you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle.

**INVENTORY** **ZORK** lists your possessions. If you've noticed the thief lurking about, you might want to check to see if your belongings are still there.

**LOOK** **ZORK** describes your surroundings in detail. You may abbreviate **LOOK** by typing **L**.

**QUIT** This gives you the option to quit playing. If you want to save your position, first read the instructions under **SAVING A GAME POSITION**.

**RESTART** This ends the game and starts the game over from the beginning.

**SCORE** **ZORK** shows your current score with the number of moves

you have made, and your rank. Your rank is your rating as a professional **ZORK** player and is based on the number of points you have.

**SUPERBRIEF** This command tells **ZORK** to show you only the name of the room you have entered, and no other information. It is briefer than **BRIEF**.

**UNSCRIPT** Unscript stops your printer from printing.

**VERBOSE** This commands tells **ZORK** to show you a long description of the room and the objects in it whenever you enter a room.

**VERSION** **ZORK** responds by showing you the version and serial number of your copy of the game.

**WAIT** This causes time in the game to pass. Normally, between moves, no time is passing as far as **ZORK** is concerned—you could leave your **TRS-80**, take a nap, and return to the game to find nothing has changed. **WAIT** is used when you want to find out what will happen in the game if you do absolutely nothing while time passes. For example, if you encounter an alien being, you would **WAIT** and see what it will do.

## Sentence Syntax

—A **ZORK** sentence must contain at least a verb or a command (e.g. **AGAIN**).

—Separate multiple objects of the verb by the word "and" or a comma (,).  
—Several sentences typed to **ZORK** at one time must be separated by periods or by the word "then". A period is not needed at the end of a line of input.

—Only two kinds of questions may be asked: "What" and "Where".

—Compass directions may be abbreviated to N, E, S, W, NE, NW, SW, SE, and Up and Down may be abbreviated by U and D respectively.

—The letter **L** may be used to abbreviate the **LOOK** command.



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