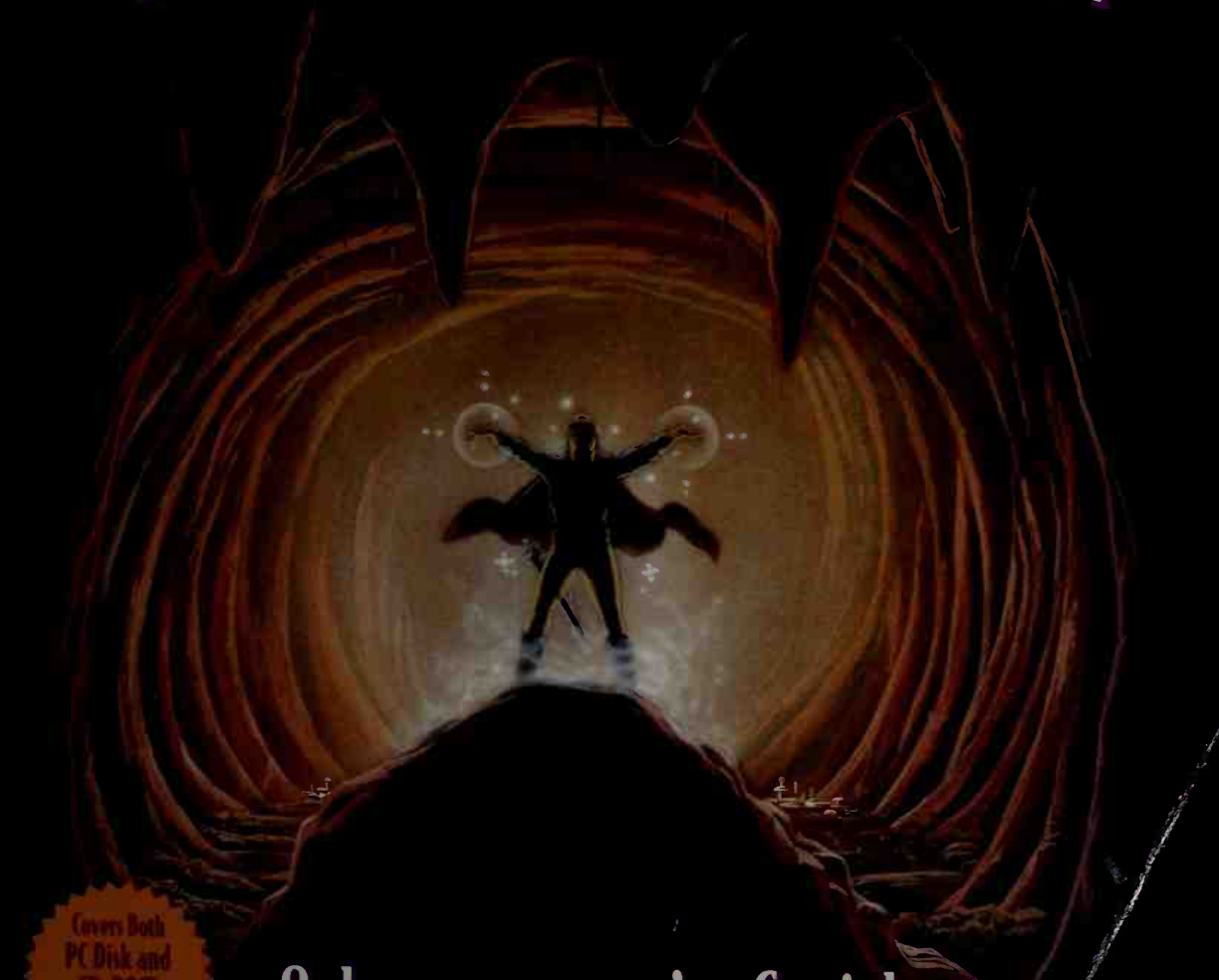
RETURN TO ZORK



Covers Both PC Disk and CD-ROM Versions!

Adventurer's Guide

UNOFFICIAL, UNAUTHORIZED, COMPLETELY INDEPENDENT EDITION!

STEVE SCHWARTZ

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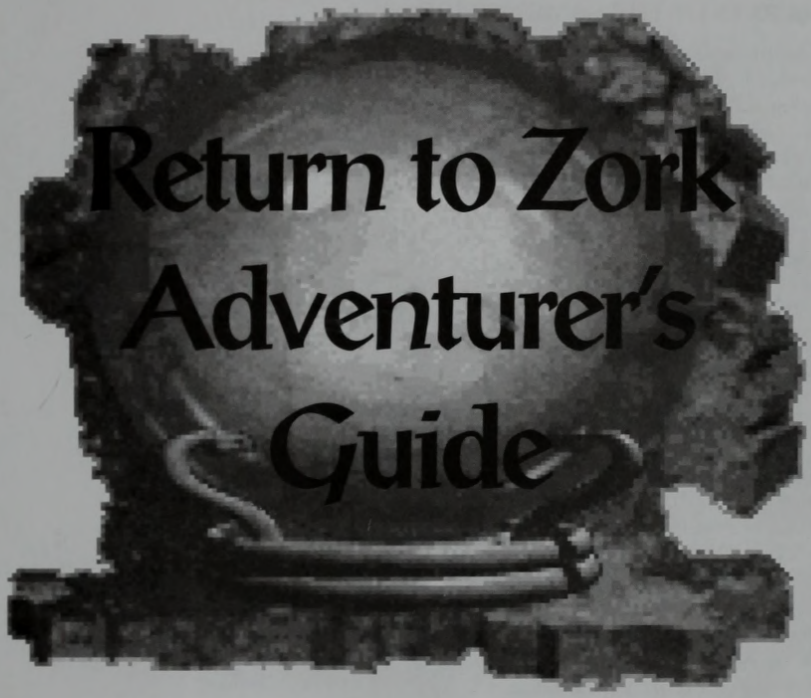
Return to Zork
Adventurer's
Guide

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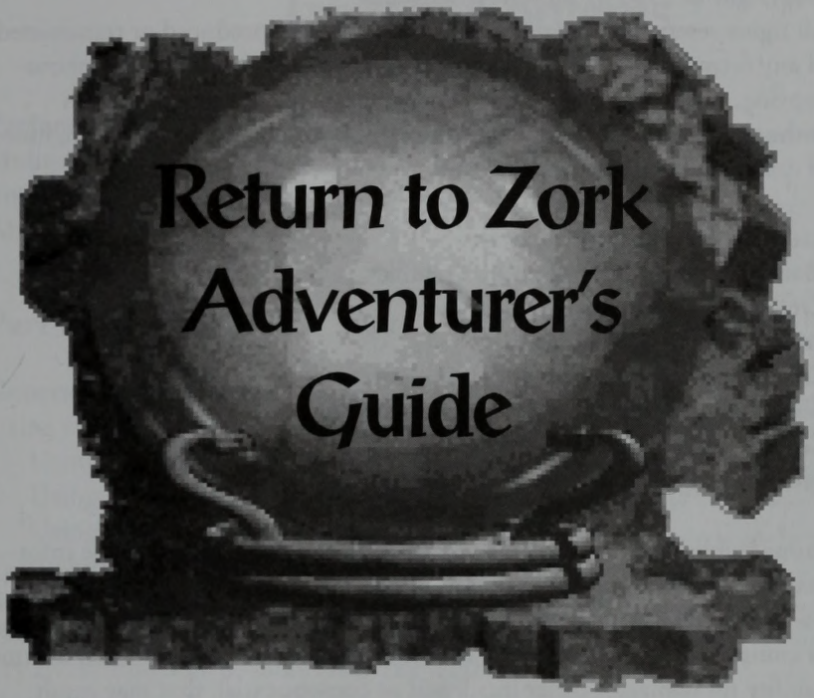

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Preface

Return to Zork is one of the most imaginative, captivating games ever created. Its icon palette interface is a vast improvement over the old "type-in-your-request" style of game. By doing away with virtually all typing, you no longer need to wrestle with the game's parser—struggling to determine which words the game understands. (Is that a "rock," "stone," or a "boulder?") Instead, you merely click on the screen, and an icon palette appears that clearly shows each available option. You can finally concentrate on playing the game rather than on improving your vocabulary and grammar.

Return to Zork is also a very difficult game to beat. Many of the puzzles are real head-scratchers, and it is often not obvious what you're supposed to do in a particular situation. But then, you obviously know these things since you've decided to buy this book.

Return to Zork Adventurer's Guide was written with a single purpose in mind—to help you conquer *Return to Zork*. No matter where you're stuck, it will provide the help you need at the moment.

Part I: General Playing Tips offers generic tips and strategies that you can use throughout the game. *Part II: Player's Guide* is the main section of the book. Most players will spend the majority of their time reading Part II. *Part III: Game Walkthrough* is a step-by-step list of what you must do to beat the game.

Multiple Levels of Help

Many tip books simply walk you through the game. Although such books are useful, there's a good chance that they will spoil the game for you—giving you more help than you need.

To prevent this from happening, this book offers *three levels of help*.

- *General help.* Part I of the book provides some general playing tips that you can use throughout the game. It is a supplement to the information offered in the copy of *Encyclopedia Frobozzica* that comes with the game.

  The first portion of each chapter in Part II discusses every area of the game in general terms. You are told about the creatures, people, and items you'll find in the area and given gentle hints concerning what can or should be done.

- *Detailed playing tips.* When something important can be accomplished in a place, the Part II tip is followed by an endnote—like this[3]. At the end of that chapter, you'll find a matching endnote number that explains *precisely* what you should do.

- *Walkthrough.* Part III is a straight walkthrough of the game. It lists areas in the order in which they should be entered and specifies everything you need to do there. (You should note that this walkthough is merely one way to win the game—not the *only* way.) Part III also lists the point values for different accomplishments. If you are trying to improve your score, you can turn to this section of the book for help.

In general, the way to use this book is to try the game on your own and, when stuck, jump to the chapter in Part II that covers the area in which you currently find yourself. (Consult the Table of Contents for area names, and then read through that portion of the chapter.) If the subtle hints aren't sufficient, you can turn to the "Detailed Playing Tips" section at the end of the chapter for the specific steps needed to accomplish the task. If you find that you are missing an important item—so you can't possibly complete the task—you can either go hunt for it or check the index at the back of the book for the pages on which the item is discussed.

Important Notes about Part II

Each area in Part II (the Lighthouse, for example) begins with two lines labeled: "People and creatures" and "Items in area." *People and creatures* lists all of the living things you can find in the area. *Items in area* lists all of the items in an area with which you can interact and/or obtain. By paying close attention to these two lists, you can quickly determine if there's something you've missed.

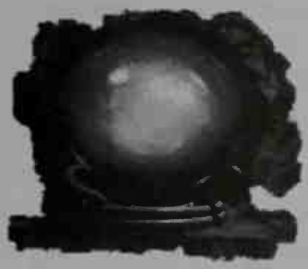
Each area concludes with an "Items in inventory" list. If your game play follows the order in which Part II presents the game, this list shows the items you should have in your possession after leaving that area. By comparing the *Items in inventory* lists from two consecutive sections, you can easily see what items you are missing (and that you'll probably need).

About the Author

Steve Schwartz has been writing professionally about computers, computer games, and video games for more than 15 years. *Return to Zork Adventurer's Guide* is his fifteenth book.

Part I

General Playing Tips



General Playing Tips

There are some general playing tips included at the beginning of the *Encyclopedia Frobozzica*. While useful for adventure games as a class, they don't address all of the problems you'll encounter in *Return to Zork*. This chapter is designed to remedy this situation and fully prepare you for what lies ahead.

Using Items

Depending on the item that you have selected from your inventory, it may be used by itself, on something or someone you've encountered, or in combination with another item.

Using an Item by Itself

To use an item by itself, select it from the inventory and then click on an open spot on the screen—one that is unconnected with any named character or object. The icon palette that appears shows the options available for that item.

After selecting an item from the inventory, click on an open area of the screen to see the available options for that item.

Some items can be worn by you. To determine if an item is wearable, pick it up (or take it out of your inventory) and then click on an open area of the screen. If the item can be worn, one of the icons in the palette will offer the option of putting it on. Worn items can also be removed.

Using an Item on an On-screen Item, Person, or Creature

To use an item on something or someone that is currently on-screen, select the item from the inventory and then click on the person, creature, or other on-screen item with which you'd like to interact. Available options will be displayed in the pop-up icon palette.

Using an item on a character.

Some interactions may not be immediately obvious to you. For instance, to get water from a sink, select a container for the water from your inventory, turn on the faucet, and then—while the water is still running—click the water with your container. An option to fill the container should now be available. If you just click the faucet with your container without first turning on the water, the fill option is not presented.

If a person, creature, or other on-screen item is not labeled, you cannot interact with it. Treat it simply as something interesting to look at. Otherwise, it's a waste of time.

Also, the descriptive text for each interaction icon can be a clue concerning the action's likelihood of accomplishing something useful. Throwing objects is a good example. Although you can throw most inventory items, the result will seldom be what you intended unless the descriptive text indicates that you are throwing the object *at* a particular object, person, creature, or location. Otherwise, you're just throwing it *somewhere*. Similarly, dropping an object is usually helpful only when it can be dropped *into* something else. Just dropping an object usually makes it fall to the ground—a good way to discard an item but nothing more.

Using a Combination of Inventory Items

Not all predicaments can be resolved with a single item. Occasionally, items must be used in combination. Containers may be able to hold other objects in your inventory, for example, or you might want to use a lit match to burn something that you've found.

To use two items together, select the first item from the inventory, click the right mouse button to display the inventory again, and then slowly move the cursor into the inventory palette. As the cursor passes over the bounding box of an item, the descriptive text changes to read "Use Sword with Tele-Orb," for example. Click the mouse button to execute the new command.

Using one inventory item with another.

Talking to Characters

Many characters in the game—some human and some not—will have something to say to you. To initiate a conversation, click the character once to select him, her, or it, and then click the Talk to icon in the icon palette. If the character wants to speak, he will.

The Talk to icon.

When a response to a character's speech is allowed, you can click any of the available reaction icons. (They appear in a vertical strip along the left or right edge of the screen.) Each reaction is labeled and allows you to act friendly, cautious, threatening, or bored, for example. It is usually a good idea to try all of the possible reactions. In most cases, the character's response will be different for each of your reactions—enabling you to hear information that the character might not other-

wise have offered. Note, too, that *no* reaction is frequently treated as a different type of response.

When a character speaks to you, there is often an opportunity to select a reaction.

Occasionally, you may have to repeat a reaction to get the answer you seek. If you think of the game characters as real people rather than computer-generated images, you'll have better luck anticipating what they will do. Just like real people, some characters won't respond to your first attempt to speak to them.

If a character ignores you, do something to draw attention to yourself. You might want to show or give an item to the character.

Asking about Items

Although many characters in the game will volunteer useful information (often in veiled form), you'll usually have better luck if you direct the questioning. When you select the Ask icon (in the pop-up palette that appears when you click on a

character), you can ask about map locations, inventory items, photos you have taken, and tape recordings. Make it a practice to go through all of these with each new character you meet. Later, after you've visited some new places and have obtained new items, photos, and recordings, it can be profitable to revisit some of these characters and go through the routine again.

Click on the Ask icon to question a selected character.

Clicking on the Ask icon displays a vertical stack of icons that you use to initiate a particular line of questioning.

Talk

Ask about inventory

Ask about map

Ask about photos

Ask about recordings

End conversation

Selecting an icon in this strip allows you to proceed with your interrogation.

Photos and Tape Recordings

Use the camera to photograph every significant place and person that you meet. Flipping through the photo album is an excellent way to prompt new characters for useful information. Tape recordings, on the other hand, are made automatically for you. Whenever a character says something that is important or that you may need to refer to later, it is recorded for you.

Try Everything Once—and Then Try It Again

Just because something doesn't work the first time does not mean that it will *never* work. Just as in life, some actions bear repeating—either immediately or at a later time.

Human Values

This isn't a morality play, but *Return to Zork* does have certain inherent rules and regulations by which adventurers are governed. Senseless killing, stealing, and other offenses may be punished. In many instances, you will be stripped of all items in your inventory—forcing you to restart from your most recent save.

Should you try these things? Absolutely! What may be treated as stealing in some instances is perfectly acceptable in others. And a few characters can only be passed by killing them. (You didn't think that sword was just for prying off bottle caps, did you?) In most instances, however, it will be fairly clear when a violent or anti-social action is what's required.

The Importance of Saving

Unless you are following the game walkthrough in Part III of this book, it's smart to save your game frequently. Since you can have up to 99 saved games, there's little reason to try to make it through with just a couple of saved games (unless you're running low on disk space).

In particular, you should save the game after every significant encounter, as well as just before trying something that might be risky or silly.

Tips When Playing for Points (or When Terminally Stuck)

After beating the game, you may want to replay it to see if you can improve your score. As you will probably discover, you do not need the full 225 points to win the game. If you're playing for points, consult Part III of this book (*Game Walkthrough*). Similarly, if you're hopelessly stuck, you may want to jump to this section to quickly determine what you should do next or should have done earlier in the game.

The Disk Versus the CD-ROM Game Version

This book makes no assumptions concerning whether you have the disk or CD-ROM version of the game. For all practical purposes, the two versions are identical. Although the CD-ROM game has some additional animated scenes and the characters are more talkative (they give additional hints and tell more stories than in the disk-based game), the puzzles you must solve are exactly the same. On those rare occasions when there is an important difference between the versions, you'll see the following icon in the page margin.

This is an example of a CD-ROM specific tip. The icon in the margin indicates that it applies to CD-ROM adventurers only.

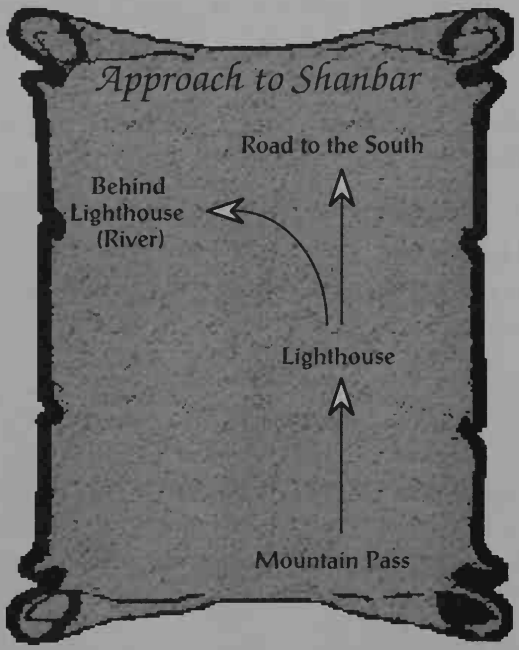
Part II

Player's Guide

1 The Approach to Shanbar

Unlike many adventures, *Return to Zork* starts out fast. A wrong move in the opening scene can cost you your life or have serious consequences down the line. Life is hard, isn't it?

Mountain Pass
People and creatures: vulture
Items in area: rock, sign, bonding plant



A vulture sits atop a signpost eyeing you hungrily. Although you can simply stroll into the next area, there's something in this scene that you'll need later. There is only one way to safely handle the vulture.[1]

Zoom in to examine the sign. There is a plant growing at its base. There are multiple methods that you can use to obtain the plant.[2]

Listen carefully to what the wizard has to say. If you read between the lines, you'll discover a host of useful facts for your upcoming adventures.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant

Lighthouse
People and creatures: lighthouse keeper
Items in area: rail

Step inside and have a chat with the lighthouse keeper. Depending on the icon you click to respond to his babbling, he'll offer different information. After each conversation, click the lighthouse keeper, select the Talk to Keeper icon, and try a different response on him (Threaten, Fascinated, and Bored). If you want to put an abrupt end to the chat, click the Stop Talking icon.

You also can ask the lighthouse keeper (as well as any other character who agrees to talk to you) about the map, items in your inventory, photos, or recordings of previous conversa-

tions. It's always a good idea to do this. In fact, it's how you'll get much of the worthwhile information in the game.[3]

The lighthouse keeper just keeps going and going and going...

If you go upstairs, you can get a nice view of the surrounding area.[4]

If you're feeling mean, you can kill the lighthouse keeper. The Guardian, however, may not be amused. (Wanton killing is a no-no!) As punishment for this and similar transgressions, you will be stripped of all important items in your inventory. Your only option is to restart from a previous Save.

If you do something that is morally wrong, you'll meet the Guardian.

After saying good-bye to the keeper, you'll notice that the Tele-Orb is now defunct. Perhaps you'll eventually find a way to make it work again.[5]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant

Road to the South

People and creatures: none
Items in area: none

I'm sure that you listened closely when you asked the keeper about the road to the south (by clicking it on your map). And, if you're like most adventurers, you don't believe everything

you hear. Unfortunately, in this case, the information about the road to the south was 100% accurate. If you wander down this road, you will surely die!

The road to the south is no place for a novice adventurer (or anyone else, for that matter).

Items in inventory: It doesn't matter—you're dead!

Behind the Lighthouse

People and creatures: none
Items in area: vines, wood planks

From the lighthouse, there are two paths you can take. One leads to the road to the south, while the other curves behind the lighthouse. Because you can frequently take multiple routes from any point, you should always carefully explore each scene with your cursor. This is the only way to identify special routes, as well as items with which you can interact. Note, too, that when you turn around to face the opposite direction, the available paths may be different than those that were visible when you entered the scene.

If you think for a second or two, I bet you can figure out something useful that you can do with vines and planks. The vines are too sturdy to be pulled or dug out, however.[6]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant

The River

People and creatures: none
Items in area: none

After constructing the raft and then selecting it, you'll begin a river rafting adventure. There's only one way to go, and that's straight ahead. In the second segment of the river, there's a choice. You can continue downstream or hop off at the bridge on your right.[7]

The CD-ROM version of the game does not offer you a choice. You automatically step off at the bridge.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant

Detailed Playing Tips

[1] Pick up a rock and peg it at the big bird. If you throw your knife, you can find it near the lighthouse (in the next scene). Retrieve it and return to the Mountain Pass for the bonding plant.

[2] Later in the game, the condition of the plant will be critical to entering a new area. To be of any use, the bonding plant must be alive. Only one removal procedure meets this requirement. (If you're reading this because you've reached a spot in East Shanbar where you cannot enter with a dead bonding plant, you're out of luck. Time to start the game over.)

[3] While questioning the lighthouse keeper, point on your map to the road to the south to gain some valuable information.

[4] Other than admiring the view, there's nothing else you can do up there. If you toss your knife at the railing, you'll have to go around back to retrieve it.

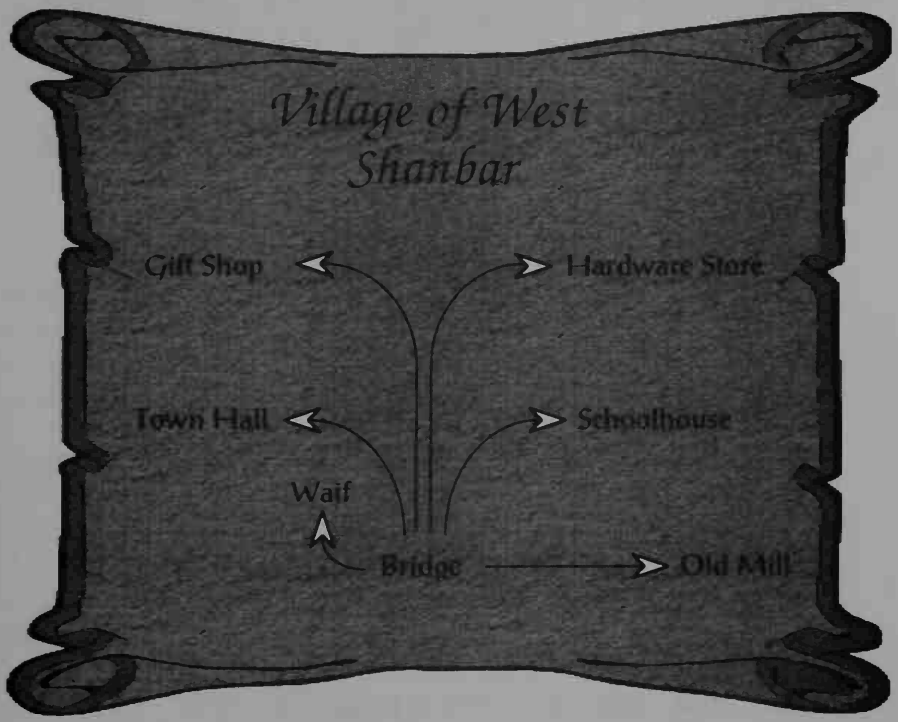
[5] Do you remember your first conversation with the wizard of the orb? The Tele-Orb runs on batteries.

[6] Select your knife and click on the vines. One of the options presented is to *cut* the vines. Use the vines to tie the planks together to form a raft. Then hop on for a ride downstream.

[7] Going straight leads to the rapids—and your rapid demise. The bridge on the right is the entrance to West Shanbar. (Note that the bridge is half destroyed.)

2 The Village of West Shanbar

Although it's tiny, there's plenty to do and see in West Shanbar. You can explore the buildings and other areas in any order that you like, but you won't be able to gain access to a couple of important places unless you have the right items in your possession. Plan on making the rounds several times.



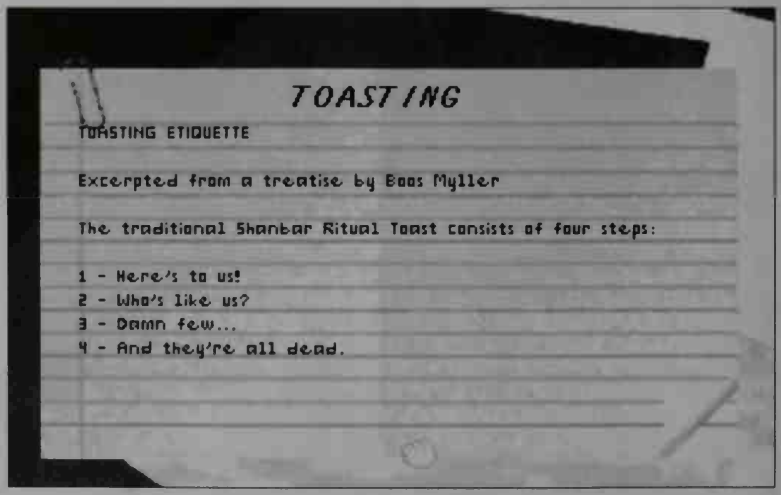
In Town

The main area of the town consists of only four buildings: the Mayor's Office (Town Hall), the Schoolhouse, the Gift Shop, and the Hardware Store. Other areas of the town can be reached from the bridge.

Mayor's Office

People and creatures: Mayor
Items in area: file drawers 1, 2, and 3

The filing cabinet in the Mayor's Office is the repository of much of the useful information concerning the people, creatures, objects, and places you'll encounter in your travels, as well as the history of the realm. Read each file carefully. Be sure to check the dog-ear in the lower-right corner of each file. Some files contain more than one page. (In case you forget something important—and you will—you can return and read the files again whenever you like.)



Here's a file that you'll definitely want to check out.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant

Schoolhouse
People and creatures: Ms. Peepers
Items in area: bell, notebook

You can't just saunter into the schoolhouse. You must be admitted.[1]

Ms. Peepers is a traditional, no-nonsense schoolmarm. She expects pupils to arrive on time with their homework in hand.

Before the conversation gets very far, she hits you with a pop quiz![2] You should note that if your reaction to her is inappropriate, she may not offer the quiz at all. Watch your tone, youngster!

If you know the answer, Ms. Peepers gives you a special journal in which to record the history of the realm. As you accomplish tasks and meet new people, additions to the journal are automatically made for you. Consult it often. Other than the mayor's files, the journal is the main source of information about the realm and its occupants.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook

Gift Shop
People and creatures: none
Items in area: battery, cash register, coins, tickets

The Gift Shop is locked up tight. If you search West Shanbar carefully, you can find what you need to get inside.[3] You should note that West Shanbar consists of more than just these four buildings. Keep looking.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook

Hardware Store
People and creatures: mice
Items in area: box, crank

There's little left of the old Hardware Store. In fact, there's nothing here except an empty box, some scampering mice, and an old crank.

If you try—it may take several attempts—you can catch the mice. But do you really want them? If you hold the mice too long, you'll be extremely sorry. They carry hantavirus—a lethal disease. If you're smart, perhaps you'll think of a safer way to handle the rodents.[4]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box, mice

West Shanbar (the Outskirts of Town)

After checking out the four buildings, return to the town's entrance, turn around, and face the bridge. As you move the cursor around the screen, you'll see that you have three options: go forward, down, or left. Step forward, and you're in for a surprise. (On the other hand, what did you *think* would happen if you stepped off the end of a bridge?) The safe options are to go down and chat with the waif or to turn left to visit with Boos Myller, the affable old booze hound that runs the mill.

The bridge at the edge of West Shanbar.

Items in inventory: The items you'll have in your possession depend on the stage that your explorations of the town and the outlying areas have reached. The encounters with Boos Myller and the waif are described below.

- *Before visiting the Old Mill:* map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice)
- *After visiting the Old Mill:* map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask
- *After entering the Gift Shop:* map, photos, camera, tape recorder, matches, knife, Tele-Orb (with new battery), bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, tickets
- *After the final visit with the waif:* map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock)

Under the Bridge
People and creatures: waif
Items in area: waif's gift

The waif is easily intimidated. If you treat him kindly, he may be helpful.[5] Threaten him—verbally or with an item—and you're liable to scare him off. You can find something that he wants in a building in West Shanbar.[6] Be careful what you toss into the river. Frequently, the items cannot be retrieved.

The Old Mill
People and creatures: Boos Myller
Items in area: glass, plant, key, chock, set of keys, silver flask

Boos Myller is a first-class drunkard. If you're feeling sociable, you might want to hoist a few glasses with him. Be sure to ask your questions before he's too stewed to answer, though.[7]

You will find a useful key out back[8] and can turn the waterwheel on or off by flipping the chock. (How many of you knew what a *chock* was?) Neither the key on the ground nor the set that can be obtained from Boos[9] will make his old car run.[10]

If you want to have some fun, strike a match while visiting with Boos.

After completing the Shanbar Ritual Toast, Boos blacks out and drops his flask. You may also notice that a trap door has popped open.

If you climb down, you can enter the next important area in the game. Before exploring the trap door and what lies below,

however, you may want to take your new items and visit the Gift Shop[11] and the waif[12] again.

The door at the bottom of the steps (beneath the trap door) is locked and no one answers your knock.[13]

Detailed Playing Tips

[1] Try ringing the bell. You'll have to strike it with an object to make it ring. You cannot take the bell. It's permanently attached to the building. Besides, taking it wouldn't be nice.

[2] The question Ms. Peepers asks is selected at random each time you play the game. You can find the answer in the *Encyclopedia Frobozzica*. If you miss the answer three times, you're dead. (Just a little sneaky copy protection introduced by Activision. You do have a legitimate copy of this game, right?)

[3] The key can be found behind the Old Mill. Inside the deserted Gift Shop, you'll find coins and tickets in the cash register.

There's also a battery in plain sight. Use it to recharge the Tele-Orb.

[4] Put the mice into the wooden box.

[5] In exchange for an act of kindness, the waif will give you a gift.

[6] The waif longs to visit a happy place. To accommodate him, you must first get into the Gift Shop. Go visit Boos in the Old Mill and search for the key.

[7] You may want to make use of Boos' potted plant—to keep from getting potted yourself. (Dump your drinks into the plant.) As the mayor's file on Toasting attests, the complete ceremony consists of four toasts. Be sure you don't leave before finishing the ritual. After the third toast, Boos will relinquish his car keys—if you think to ask for them. After the final toast, Boos passes out. His flask and the trap door appear.

[8] The single key found behind the Old Mill can be used to unlock the door to the Gift Shop.

[9] Contrary to your expectations, the set of car keys are not for Boos' old vehicle out back. They are, however, critical to reaching the next area of the game. They unlock the door to East Shanbar (located beneath the trap door).

[10] The vehicle in back of the mill does not run. But that probably didn't stop you from wasting loads of time trying to figure out how to use the crank, the key, or the set of keys on it. This is a good place to remind you that if an object (such as Boos' vehicle) does not appear on-screen with a name on it, you cannot interact with it.

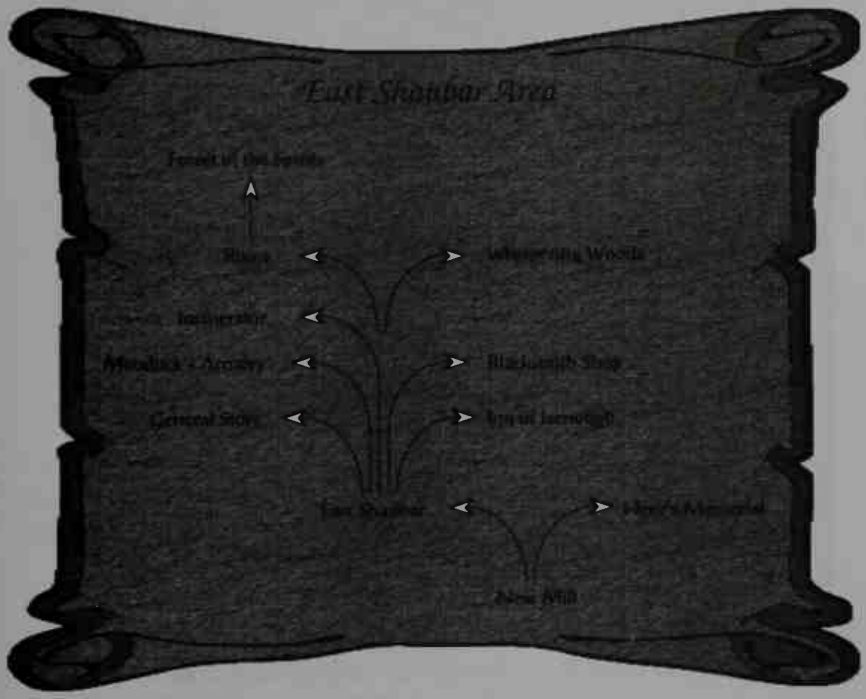
[11] In the Gift Shop, you'll find some money, tickets, and a battery. You remember why you needed a battery, don't you?

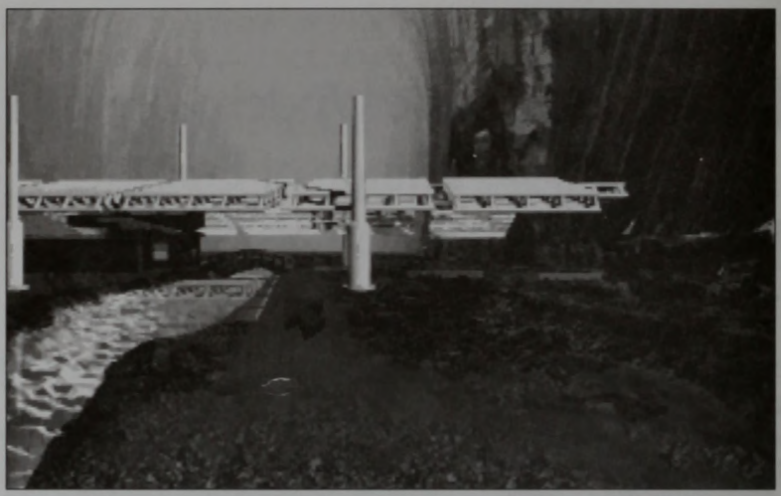
[12] After collecting the items in the Gift Shop, offer the Dizzyland/Dizzyworld tickets to the waif. They'll make him very happy.

[13] The door can be opened with the set of keys that Boos handed to you.

3 The Underground Village of East Shanbar

Well, here it is. Several people mentioned that East Shanbar had mysteriously disappeared. As luck would have it, you've discovered its new location. The New Mill, a virtual duplicate of the Old Mill above, is the entrance to East Shanbar.





There are two paths leading from the New Mill. The one on the left leads into the village of East Shanbar. The road on the right leads to the Hero's Memorial and several outlying areas around East Shanbar.

Like West Shanbar above, the village of East Shanbar contains only a few shops: a General Store, Armory, an inn, the Blacksmith's Shop, and the village incinerator.

This will be your first of many visits to East Shanbar. You will have to obtain a number of items from the surrounding countryside before you can accomplish your tasks in the village.

Note: Once you enter the underground, a second map page is available to you. Click the dog-ear to flip from page 1 to 2 and vice versa.

The General Store

People and creatures: none
Items in area: door

On your first visit to the General Store, you'll find that the owner has abandoned the store. Anything that's inside is yours for the taking.

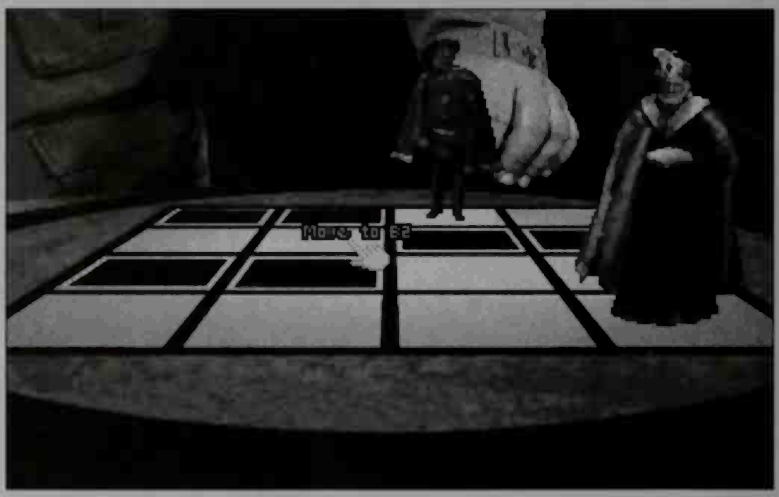
Unfortunately, you don't have the means to enter at this time. We'll return here later.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock)

Moodock's Armory

People and creatures: Moadikum Moodock, Molly Moodock
Items in area: survivor game board, rusty sword, coin

By talking to and quizzing Moodock, you'll pick up several interesting tidbits of information. Pay close attention to Molly's description of Canuk, as well as Moodock's explanation of how he lost his arm.



If you can beat Moodock at the Survivor Game, he'll reward you with two essential items.[1]

Now might be a good time to return to the Mayor's Office and study the rules for the Survivor Game. On the other hand, the game is not very difficult, and Moodock will explain it to you. Moodock's playing piece moves like a knight in chess. Your piece can move to any spot on the board. The object is to force Moodock's piece into a pit by blocking his moves. After winning, listen carefully to Moodock's instructions for repairing the old sword.[2] Be sure to pocket the coin, too.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock), rusty sword, coin

Blacksmith Shop (First Visit)
People and creatures: Blacksmith
Items in area: none

The blacksmith isn't much of a talker unless you can get his attention.[3] However, his services are invaluable. (This will be the first of many visits.)

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock), coin

Inn of Isenough

People and creatures: Molly Moodock
Items in area: monitor (tuner and light switch), sink, nightstand

Molly, the desk clerk/owner of the Inn of Isenough, really isn't interested in chatting. Showing her some photos or the map, however, may prompt her to make a comment or two. If you want a room, give her some money. (Check your cash supply before visiting the inn. A room costs 3 zorkmids.)

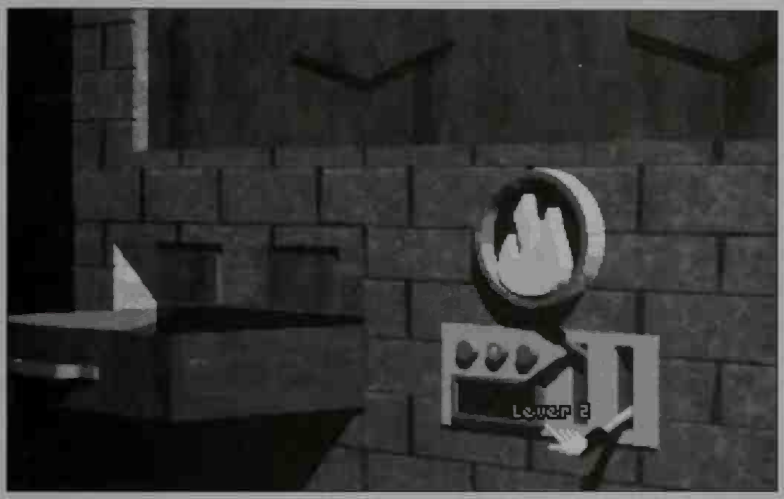
There isn't much in this room—just a working sink, a nightstand, and a monitor that controls the radio and the lights.[4]

If you think you might get thirsty later, you can fill the flask with water. Play with the monitor and learn how it works. Consider this visit an exploratory one. You'll want to return later.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock), coin

Incinerator

People and creatures: none
Items in area: levers 1 and 2



Improper operation of the village's blast furnace should be avoided.[5] When used correctly, however, it will provide you with an extremely useful tool.[6]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock), coin

Blacksmith Shop (Second Visit)

People and creatures: Blacksmith
Items in area: none

After visiting the inn, you may want to return to the Blacksmith Shop and see if your sword is ready. Pay the man for his services (2 zorkmids), and he'll return the sword to you.[7]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock), coin, sword

Detailed Playing Tips

[1] Win the Survivor Game, and Moodock will give you a sword and a special coin. The easiest way to win is to block one of Moodock's moves on every turn.

[2] The blacksmith can shine up the old sword and put it in working order for you.

[3] Try the direct approach with the blacksmith. Offer to give him money or particular items. (Hand him the sword if you want it to be repaired. Merely showing it to him or asking about it won't have the desired effect.) After he accepts the job, do a bit of exploring. When you return and pay for his work, he'll hand you the repaired sword.

[4] Grues do their best work in the dark. I'd think twice before flipping off the lights, if I were you—at least if I didn't have another source of illumination.

[5] For operating instructions, see the Refuse folder in the mayor's file cabinet. Or, you can simply try it out for yourself.

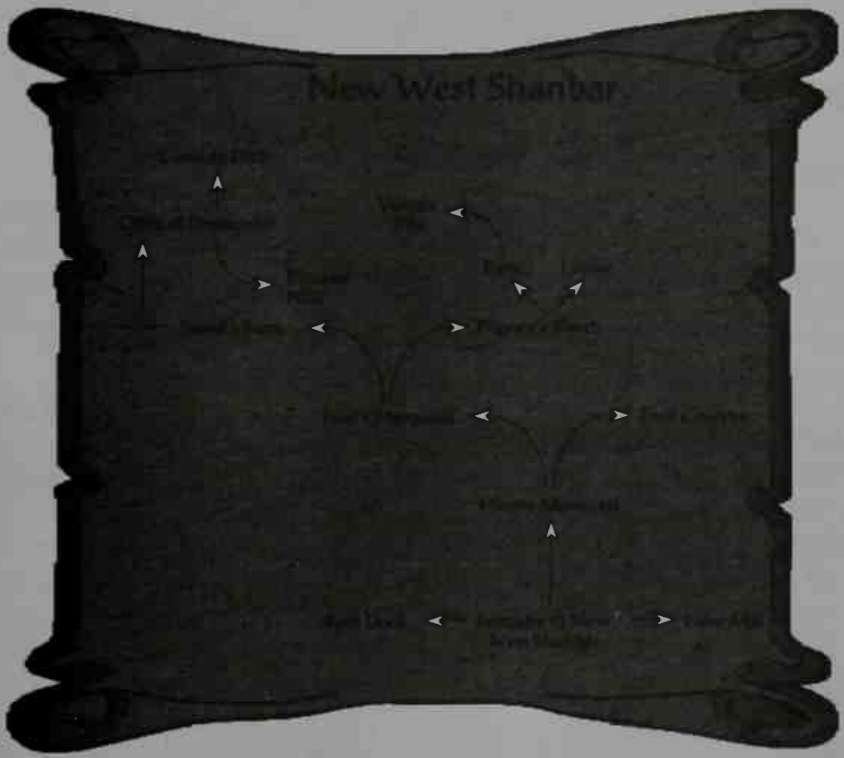
[6] Not now, though. At this initial visit to the incinerator, there's nothing useful that you can do other than play with the levers.

[7] Unfortunately, the sword he returns to you is not the one you brought in. It's a cheaply-made substitute. If you ask him about the sword (show it to him) and click the Threaten icon, he'll give you the correct weapon—the fabled Dwarven Sword. If you didn't get the correct sword at this time, don't be concerned. You can get it back later.

4

New West Shanbar

If you turn around at the entrance to East Shanbar, you'll see a sign welcoming you to New West Shanbar—the *underground* version of West Shanbar, that is. Although you can also continue out of East Shanbar using the two roads that branch out from the incinerator, you are not adequately prepared for some of the adventures that await in that direction.



From the "Welcome to the New West Shanbar" sign, you can visit three locations: the boat dock (left), the Hero's Memorial (straight), and the New Mill (right).

Boat Dock

People and creatures: Ben Fyshin
Items in area: knot, letter, motor

If you've already visited the blacksmith and the inn, you no longer have sufficient cash to rent one of Ben's boats. Too bad. Maybe you should come back when you have some money to spare.[1] Until you acquire the necessary funds, however, it's still worth pumping Ben for information.[2, 3]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock), coin, sword, letter to Witch Itah

Hero's Memorial

People and creatures: none
Items in area: none

There's nothing to do or see at the Hero's Memorial. It's just a marker for a new area. To the left is the Fool's Memorial. To the right are the Troll Caverns.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock), coin, sword, letter to Witch Itah

Fool's Memorial

People and creatures: none
Items in area: book

There's a book at the base of the juggling statue.[4] Put it in your inventory and show it around. Maybe someone will be able to translate its contents for you.[5]

From the Fool's Memorial, you can travel to the left to reach Rebecca Snoot's farm or to the right to go to Pugney's Ranch.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, crank, box (with mice), key, set of keys, silver flask, coins, waif's gift (lucky rock), coin, sword, letter to Witch Itah, book

Snoot's Farm

People and creatures: Rebecca Snoot, Alexis
Items in area: cereal box, soap, 2 sinks, refrigerator, meat, oven, thermozz, mirror, carrots

To enter Rebecca's trailer, you'll have to use the window. Don't be surprised if there's a consequence for this action. When you find Rebecca, she'll offer a second pop quiz (step two of the game's copy protection). As before, you can find the answer in the *Encyclopedia Frobozzica*.

Most of the action is in Rebecca's kitchen. Take everything that isn't nailed down. Don't forget the soap. Maybe you'll want to take a shower later.[6]

The oven doesn't work very well.

Be sure to search the other rooms. There's a mirror in one bedroom and Alexis,[7] the hellhound poodle, in another.

You won't have an opportunity to question Rebecca now, but you'll frequently bump into her on the roads surrounding New West Shanbar. After breaking into and burglarizing her home,

she apparently considers you a good buddy and worthy of her trust. Isn't that how *you* make friends?

When you leave the trailer, you'll note that you can turn to the right. Do so, and check out Rebecca's silo.[8] From the silo, you can go to the right to get to Pugney's Ranch, if you like. It can be reached from the road, too.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box (with mice), key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz, meat, mirror, carrots, piece of disc

Pugney's Ranch

People and creatures: Pugney, cow
Items in area: bra box, window, hay

Pugney is a real character. He's a skittish sort, so you will have a hard time getting information out of him.

He will, however, identify the book you recently found. And did you happen to notice the box of brassieres lying on the ground?[9]

After you back away from the ranch house, you'll be able to enter Pugney's barn. Oh, a cow... Maybe you can get some milk.[10]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box (with mice), key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz (with milk), meat, mirror, piece of disc, bra box

The other areas in New West Shanbar are the Vulture Pits (to the left of Pugney's barn), the Troll Caverns (to the right of the Hero's Memorial), the Cliffs of Depression, and a blocked path. Although you're free to explore them now, you probably aren't ready to accomplish anything in these spots. Be sure to save before venturing into these areas.

Detailed Playing Tips

[1] The left-hand path leading out of East Shanbar (from the incinerator) will take you to the ruins and the Forest of the Spirits. If you search near the entrance to the forest, you'll find a tree with metal leaves—proving, of course, that money really *does* grow on trees! Whenever you run short on cash, return to this spot.

[2] If you check carefully, you'll see that Ben is working with a piece of rope. Click on the Knot text, and Ben will teach you the cow hitch (whatever that is).

[3] When showing Ben your photos or playing recordings for him, be sure to show or let him hear at least one female. He will give you an important letter to deliver to Witch Itah, his old girlfriend.

[4] Although you may have been expecting a book containing the secrets of the ages, note where you found it. Appropriately, it is an ancient joke book! You'll need to understand its contents soon.

[5] The following persons can help you translate the jokes: the mayor, Rebecca, the blacksmith, Witch Itah, and Canuk. Initially, Rebecca may not be able to read it. However, after revisiting Ms. Peepers in the schoolhouse, you'll learn that Rebecca is good with languages. Show Rebecca the book a second time, and she'll be able to decipher part of its contents for you. The blacksmith requires two zorkmids as a translation fee.

[6] Or perhaps there's something in your inventory that could use a scrubbing. Drop the soap into the sink and turn on the water. If you wash the waif's gift in the soapy water, you'll discover that it is a piece of a disc.

[7] Alexis serves no purpose other than to block the entrance to a room that you cannot get into. You will, however, waste an inordinate amount of time trying to interact with this pooch.

[8] To open the silo, insert the crank and turn it clockwise. Yum... carrots! (Remember... Pugney's cow only eats carrots.)

[9] If you take the bra box without first getting Pugney's permission (click the Apologetic icon when listening to Pugney's diatribe), the Guardian punishes you. Why this is considered stealing and other similar acts are not treated this way (taking Boos' silver flask when he is out cold, for example) isn't apparent. That's the game biz for you...

[10] The cow doesn't like to be milked by anyone who has cold hands. You can warm them by taking and setting fire to the hay that the cow is eating. Surprisingly, the barn does not burn to the ground. (Use the thermozz to catch the milk.) If you run out of milk, you can return here and, using the same procedure, get some more. If the cow gets hungry after you've torched its hay, feed it some carrots. The carrots can also be replenished.

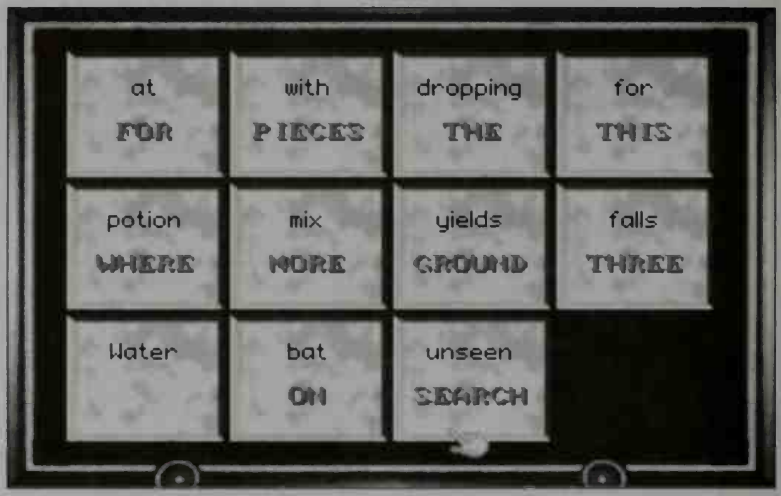
5 Outside of East Shanbar

When you reach the outskirts of East Shanbar, the road from the incinerator branches left and right. To the left, you can reach the Ruins and the Forest of the Spirits; to the right is the Whispering Woods.

Ruins
People and creatures: none
Items in area: tiles, frame, illumynite rocks, piece of disc

There isn't much left of the ruins. (I suppose that's why they call them "ruins.")

If you search both of the screens for the Ruins, you will find a set of tiles and a multimedia frame. See the mayor's file on "Magic Tiles" for information about the tiles.



The tiles are a form of ancient puzzle. To solve it, you must arrange the pieces in the correct order.[1] Sentences will be formed by both the top and bottom sets of words. Note, however, that one word is missing.[2]

After solving the puzzle, search the area again. You will find a piece of a disc and a pair of illumynite rocks.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box (with mice), key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz (with milk), meat, mirror, 2 pieces of disc, bra box, puzzle, illumynite rocks

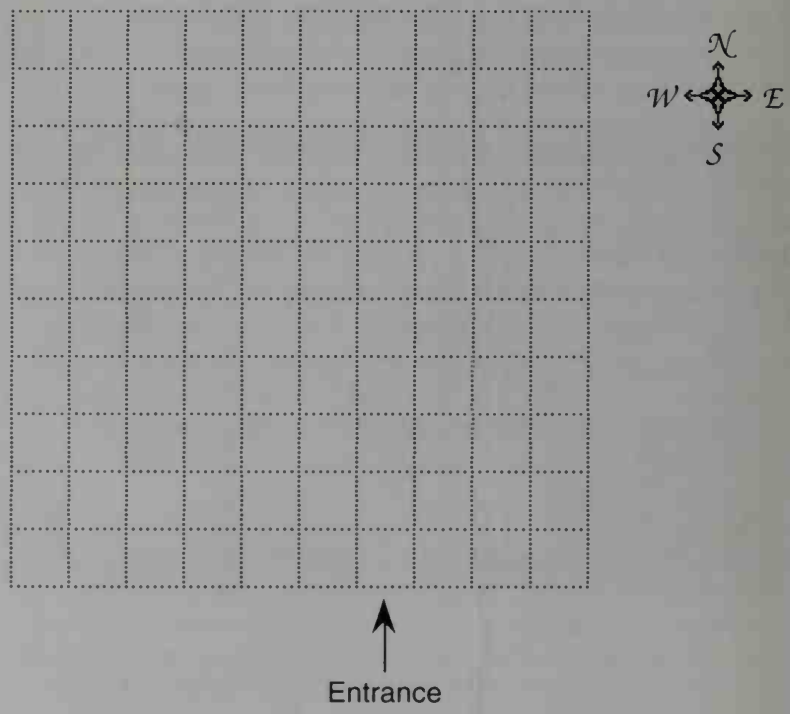
Forest of the Spirits
People and creatures: bowman, fairy, tree spirit, spider
Items in area: tree with metal leaves, coins, bow, arrows, disc piece, fairy dust, pile of leaves, statue of boar, spider web

It's easy to get lost in the Forest of the Spirits. If you trust to your instincts or memory, you can waste a lot of time in aimless wandering. A better approach is to map the area. To make the job easier, you can photocopy the grid on the next page and use it as the basis for your map. Each square in the 10 by 10 grid represents one screen. To determine the directions that can be traveled from any square, simply turn your character to face each direction and see whether a movement forward is possible. Draw a solid line over the gridline for any direction in which you cannot go.

As an example, a grid square from which you can only move east or north would look like this:

A grid square in which travel to the west and south is blocked.

Thus, solid lines represent blocked directions; dotted lines represent directions in which you can freely move. To help you get started, the entrance to the forest has been marked for you. If you'd rather do it the easy way, you'll find a complete map of the Forest of the Spirits at the end of this chapter.



Forest of the Spirits.

The following discussion concerning the forest does not assume that you will encounter its occupants and special areas in any particular order.

Tree with metal leaves. Try to knock down some of the leaves.[3]

Bowman and the fairy. A visually impaired bowman is attempting to shoot a tiny fairy with an arrow. (Lots of luck.) Since it's not clear which is the villain and which the hero, you probably don't know who to help and who to attack. Until you resolve this mystery, you won't be able to move any further in the forest. If you have been paying attention, Rebecca may have already told you what to do.[4]

You may find this scene particularly trying. With all the movement and the digitized speech, the program only checks sporadically for mouse clicks.

Dark square. Oops... There go the lights! To avoid a grue attack, you'll have to think fast.[5] If you react appropriately to the fairy, she'll reward your act of kindness with a bag of fairy dust.

Tree spirit. The tree spirit has no gifts for you nor will she allow any questions to be asked. Listen carefully to her songs (you'll get a different version for each reaction icon you click). If you have difficulty understanding the words, you can either replay them with the tape recorder or consult the notebook Ms. Peepers gave you. The songs are recorded in Appendix A.

Pile of leaves. What could be more innocent than a pile of leaves? Try walking through it and find out.[6]

Hungry Boar Memorial. Nice statue. Do you suppose there's something that you can do with it?[7] After whacking the statue, you may end up with a broken sword.[8]

Heard any good wild boar jokes?

The giant spider. If you continue your explorations, you'll eventually find a new exit from the forest. Unfortunately, it's blocked by a huge spider. Are you ready to battle him?[9] If you aren't sure, you may want to save the game at this point.

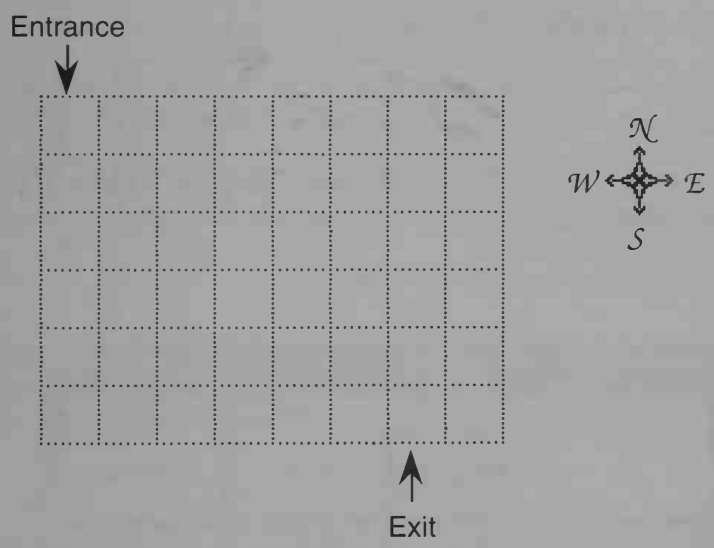
Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box (with mice), key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz (with milk), meat, mirror, 3 pieces of disc, bra box, puzzle, illumynite rocks, fairy dust, bow, arrows

Whispering Woods

People and creatures: none
Items in area: none

The Whispering Woods has a magical effect on adventurers. It saps their eyesight. And when you go blind, you're grue food! If you have a good source of illumination or something to improve your eyesight, you can map the woods.[10] (You may,

however, wish to put off this dangerous expedition until you're better equipped.) As with the Forest of the Spirits, there's a blank map grid below that you can use to make your own map. Or you can consult the "Detailed Playing Tips" section at the end of this chapter for a completed map.



Whispering Woods.

Listen carefully to the whispers as you wander through the woods. It's another clue.[11]

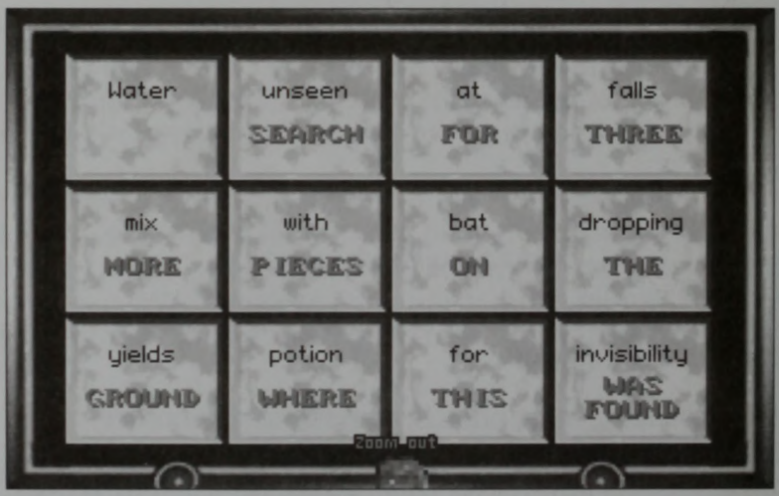
Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box (with mice), key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz (with milk), meat, mirror, 3 pieces of disc, bra box, puzzle, illumynite rocks, fairy dust, bow, arrows

Detailed Playing Tips

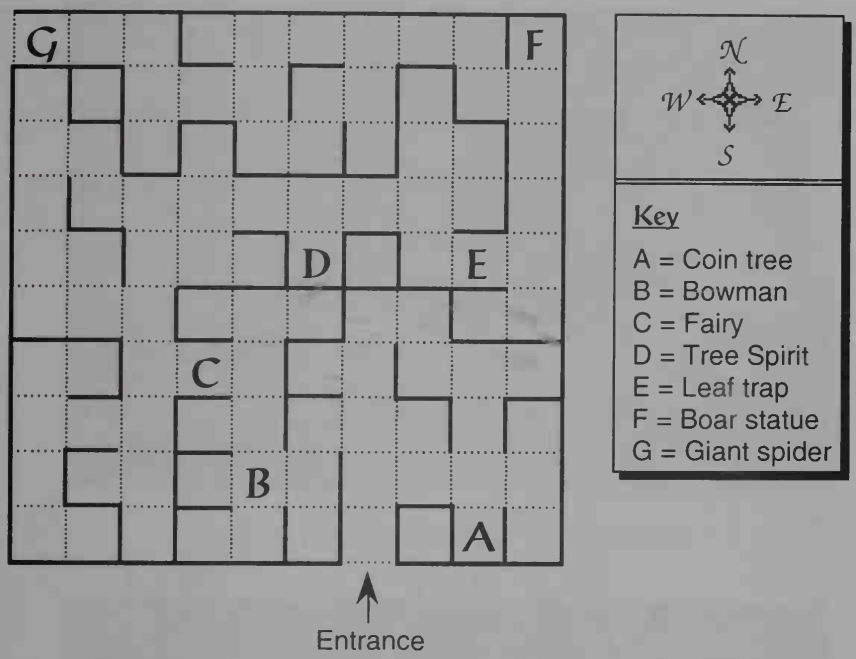
[1] No matter how many times you examine the tiles, you won't be able to do anything with them until you put them in the frame. Once in place, they form a puzzle. The frame contains two buttons: Reset (which you can click to start over) and Continue (to return to the game).

[2] If the puzzle has you stumped, here are several clues that may help you out. The screen shows the answer to the puzzle.

- *Clue 1:* The missing word goes in the last square. It will be filled in for you when the puzzle is solved.
- *Clue 2:* The first tile is "Water."



Clue 3: The finished puzzle looks like this.



Forest of the Spirits.

[3] Use your sword to strike the tree. The leaves are actually zorkmids. Check the ground carefully to retrieve all the fallen coins. If you strike the tree again, nothing happens. If you leave the forest, however, the tree will be reset. Visit it often to replenish your zorkmid supply.

[4] Milk is good for one's eyesight. (And I bet you thought carrots would help!) Give some milk to the bowman, and you'll be allowed to pass. He'll also leave his bow and arrows behind for you to use. If you don't have any milk, return to Pugney's Ranch and coax some from his cow.

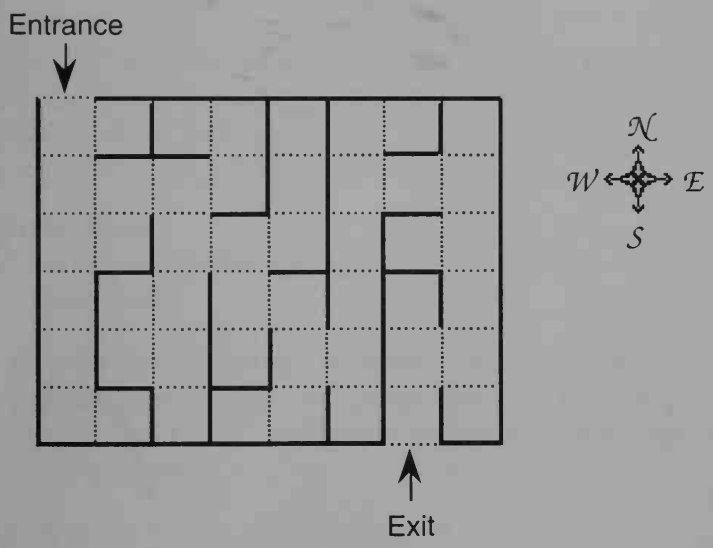
[5] *To light the darkness, you can strike a match.*

[6] *To spring the leaf trap, throw an object at the pile. If you later want to retrieve the object, hit the suspended leaves with your sword.*

[7] Use your sword and strike the statue three times to reveal another piece of the disc.

[8] Go back and question the blacksmith about the sword. He apparently gave you someone else's old blade by mistake. He'll hand you a voucher that Ben Fyshin will redeem by giving you the correct sword.

[9] Probably not. To defeat the spider, you must have a special necklace.



Whispering Woods.

[10] Before mapping the Whispering Woods, there's one important fact I neglected to mention. Even if you make it all the way through the woods, you eventually have to find your way back, too. A single thermozz of milk won't do the trick—even with a completed map in hand. You'll need a better light source.

[11] The whispers say: "Three rings begin; two rings return."

6 Return to East Shanbar

Now that you've gathered a few more key items, it's time to return to East Shanbar. Every place of business now has something to offer you.

Blacksmith Shop

People and creatures: blacksmith
Items in area: none

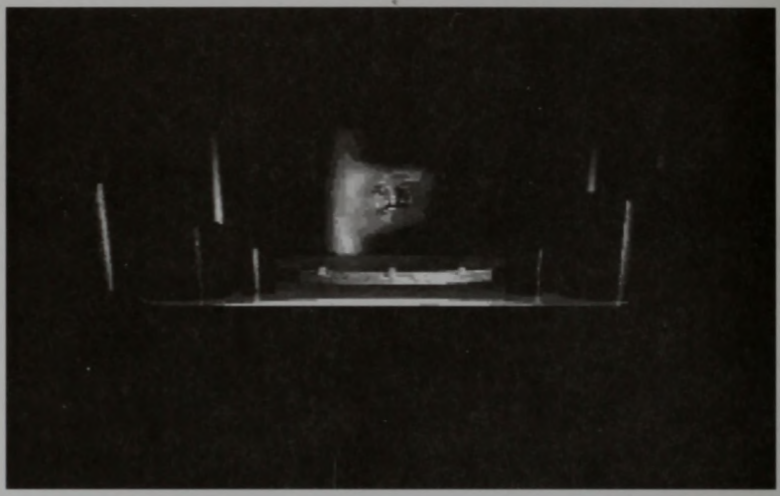
Check in with the blacksmith when you return to town. He may be able to shed some light on an item you have in your inventory.[1] If your sword has been damaged, he may be able to put that right, too.[2]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box (with mice), key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz (with milk), meat, mirror, 3 pieces of disc, bra box, puzzle, illumynite rocks, fairy dust, bow, arrows

Inn of Isenough

People and creatures: Molly
Items in area: nightstand, monitor, sink

For another fee, Molly will let you check back into good old Room 1.



If you remember all the clues, you'll discover that there is indeed a way to get some rest without being devoured by a grue.[3] But Morphius visits you in your dreams.

Click the monitor to see a cute commercial.

If it's empty, you may want to fill your flask in the sink before leaving the room.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box (with mice), key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz (with milk), meat, mirror, 3 pieces of disc, bra box, puzzle, illumynite rocks, fairy dust, bow, arrows

Incinerator

People and creatures: none
Items in area: incinerator, levers 1 and 2

Now you're ready for the incinerator. (Actually, you were ready for it some time ago, but didn't really need to use it until now.)

If you're like most players, you've experimented endlessly with the incinerator drawer. Since nothing you drop or throw lands in the drawer, you've probably concluded that you don't have the correct item yet or that the game is protecting you from making a major mistake. Wrong! Opening the drawer and dropping in an item is *not* the way to use the incinerator.[4]

Before your first toss, save the game. Like most incinerators, this one burns items indiscriminately—without regard to their potential value. Burn the correct item, and you'll have the tool needed to break into the General Store.[5]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box (with mice), key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz (with milk), meat, mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire

General Store

People and creatures: rats
Items in area: cereal box, whistle

If things went well at the incinerator, you now have the item needed to help you get into the General Store.[6] Once inside the deserted store, it becomes painfully obvious that the former owner wasn't taking much of a risk when he abandoned the place. There's nothing here but an open box of cereal and a couple of rats.[7]

Like the one in Rebecca's trailer, you can't take this box of cereal with you. However, you can *shake it.*[8]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box (with rats), key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz (with milk), meat, mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle

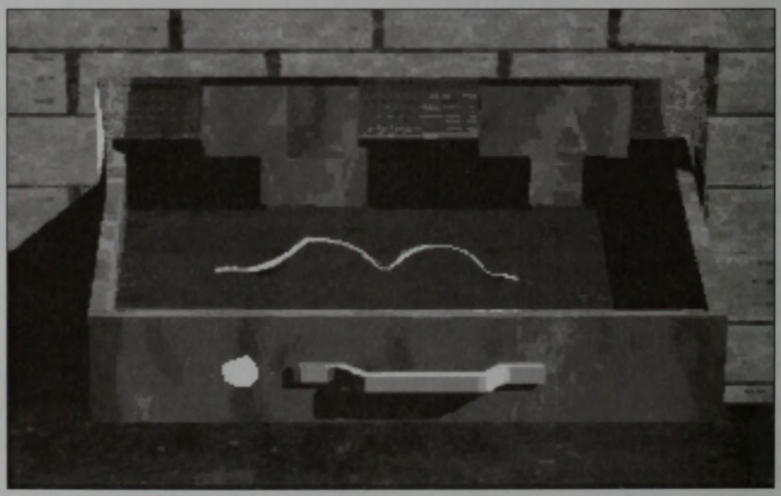
[1] *The blacksmith understands the language in which the ancient joke book was written.*

After smudging the pages with his dirty fingers, he'll offer you a rebate of one zorkmid. Don't forget to pick it up.

[2] If you didn't quiz the blacksmith appropriately when he returned your repaired sword, you didn't realize that he'd given you the wrong one. Show him the broken sword, and he'll tell you how to get the original sword back.

[3] To charge up some illumynite, you must put it near radio speakers. Place it on the nightstand, and then flick off the lights. Be sure to turn the lights back on before pocketing the illumynite.

[4] *To dispose of an item, you must flip lever 1 and then toss your item over the incinerator wall (click near the top of the incinerator).*



[5] *Burn your bras to obtain this swell piece of wire!*

Flip lever 1 and throw the box of bras over the wall into the incinerator. Click lever 1 again to turn off the furnace. When you click lever 2, the drawer pops open and reveals a red-hot

piece of wire. You can cool it off by pouring some liquid on it. There *is* some water in your flask or thermozz, isn't there?

[6] You can use the piece of wire to pick the lock on the door to the General Store .

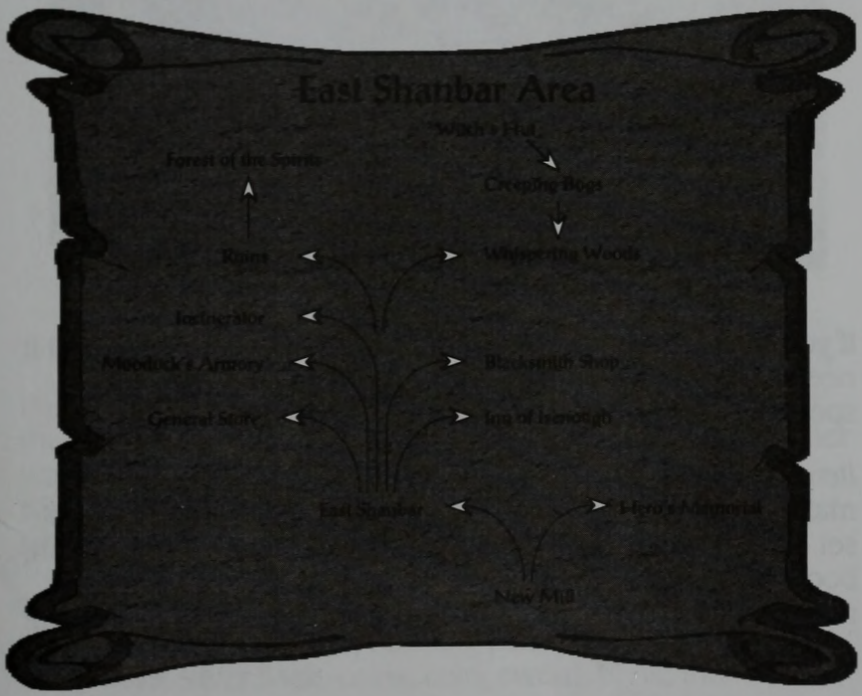
[7] Like the tiny mice, the rats are also diseased. Since the box worked so well for storing the mice, it will probably hold rats, too. Remove the mice, and place the rats in the box. (If you simply place the rats in the box along with the mice, they contract the mice's disease and die immediately. Don't worry, though. A replacement rat will appear on the counter.)

[8] *You must shake the cereal box* twice *to reveal the prize inside—a shiny, new whistle.*

7

A Visit with a Witch

Ben's letter has been traveling around long enough. (You weren't foolish enough to open it, were you?)[1] It's time to get on track and deliver it to Ben's old girlfriend, Witch Itah. Naturally, using Ben's boat is the easiest way to reach her.



Boat Dock

People and creatures: Ben Fyshin
Items in area: knot, motor

Ben is still willing to rent you a boat—with a pretty lame motor, unfortunately. If you're low on zorkmids, you can find some more in the Forest of the Spirits.[2]

Unless you can make the motor run, you'll lose the rental fee.

If you listened to his description of the problem, though ("All it needs is a little something for the squeaky wheel, so to speak"), you may be able to figure out how to fix the motor.[3]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, letter to Witch Itah, book, thermozz (with milk), meat, mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle

Witch's Hut (First Visit)

People and creatures: Witch Itah, bats
Items in area: bat cage, witch's stick

Ben's boat heads straight to the hut of Witch Itah. If you're still carrying that stinky old meat, leave it outside. It really does smell, you know. But you've probably been told so by several people already.

Be very careful around the witch. Ill will—in word or deed—will be treated harshly.[4]

Before offering her Ben's letter, get your conversation out of the way.[5] After Witch Itah accepts the letter, she gives you her walking stick and immediately leaves to repair your motor. Now you have to find your way through the bog. Don't forget to pick up your meat before starting your trek.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz (with milk), meat, mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick

Creeping Bogs

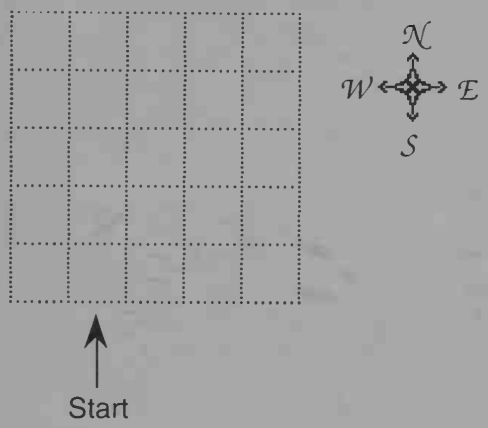
People and creatures: none
Items in area: none

Since your boat is gone, the only way out of this area is to hoof it through the treacherous bogs. One wrong step and you'll end up in the soup. To test each patch, click on it with the witch's stick.

While moving about in the bogs, it's not always safe to count on the continued existence of some holes. Depending on the direction from which you approach each bog patch, a previously created hole may occasionally appear to be filled in. Test *every* step with the witch's stick.

If the stick sinks, so will you.

As with the other maze areas in *Return to Zork*, you may want to map this area. A blank map grid is provided for you below. Note, however, that unlike the other mappable areas in the game, the correct route through the Creeping Bogs is determined randomly. If you restart the game, the route will be different.



The Creeping Bogs.

When you exit from the bogs, you'll arrive back at the Whispering Woods—just a step away from East Shanbar. Quite a trip for just a walking stick and a bad joke...

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz (with milk), meat, mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick

Witch's Hut (Second Visit)
People and creatures: Witch Itah, bats
Items in area: bat cage

Remember what you were told you about the need to visit some places more than once? Well, this is one of those times. If you make it out of the Creeping Bogs, return to the Boat Dock and take Ben's boat for another spin (the rat is fully functional again). As before, the boat will take you to the

Witch's Hut. If you perform the correct action, Witch Itah will give you another present.[6]

When it's time to leave, you'll have to make tracks through the Creeping Bogs again. You can use the same path that you took on your first swamp trek. Your pole markings are still visible. You may not even need a map this time.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz (with milk), meat, mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat cage

Detailed Playing Tips

[1] Opening someone else's mail is a violation of GUE Postal Code, Section 115. It ranks right up there with stealing.

[2] In the Forest of the Spirits, use your sword to strike the tree with metal leaves.

[3] The squeaky wheel gets the grease, right? And the blacksmith smeared grease on your book. Sad to say, grease is not what is needed here. The key word in Ben's description is "squeaky." To make this motor run, insert a rat. (Mice don't have sufficient get-up-and-go.)

If you'd looked closely at the motor, you would have noticed that it contains the same kind of wheel that hamsters use for exercise.

[4] If you threaten the witch or attempt to take her stick or bats without permission, the game will end abruptly. Life as a bog rat probably wasn't what you had in mind when you popped in for a visit.

[5] *If you point to the book when questioning Witch Itah about your inventory, she will translate another of the jokes.*

[6] The ditzy witch will help you if you point to the Whispering Woods on the second page of your map. She grants you permission to take her bats. They can be helpful in dark places.

8 We're Off to See a Wizard

This phase of the adventure is one of the most important ones you've tackled so far. If you accomplish everything that needs to be done in these areas, you'll gain a special ability.

Vulture Pits
People and creatures: vultures
Items in area: talon

The Vulture Pits.

Well, we've put it off long enough. All the tools necessary to conquer the vultures are in your inventory. (You didn't throw

anything away, did you?) As you've undoubtedly discovered, however, if you set foot in the cave, the vulture immediately kills you. There's not enough time to even swing your trusty—but mostly useless—sword. Well, perhaps there's a way to make the vulture come out to see you. What do you suppose could be used to get a vulture's attention?[1]

With the vultures out of the way, getting the talon is easy.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz (with milk), mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat cage, talon

Inn of Isenough (First Visit)

People and creatures: Molly
Items in area: sink, nightstand, monitor

Feeling tired? Perhaps it's time for another nap.[2] Before you leave the inn, you may want to quiz Molly again. Show her

any new photos you've taken and items that you've acquired in your explorations.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz (with milk), mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat cage, talon

Whispering Woods (First Visit)
People and creatures: none
Items in area: none

The Whispering Woods murmur as you wander in them.[3]

If you can't understand what they're saying, try temporarily turning off the music. Since the whispers gradually change in volume, you may have to wait a bit before you can make them out.

The longer you roam in the Whispering Woods, the dimmer your eyesight becomes. Slowly going blind isn't much fun. And when the lights go out completely, you become dinner for a grue. Other than the effects of the woods themselves, however, there's nothing harmful to worry about.

If you haven't already mapped the Whispering Woods, one technique is to save the game just before entering and then use an eyesight enhancer[4] for as far as it will take you. When you finally go blind, load your saved game and continue mapping. Whether you want to make your own map or decide to use the one that I've provided, you can turn to *Chapter 5: Outside of East Shanbar*. In that chapter, you'll find both a blank map template and a completed map. If, on the other hand, you prefer to just wander around and trust to your instincts, I wish you luck.

There *is* another approach. In your inventory is an item that will simplify the map-making process—or make it totally unnecessary.[5]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz (with milk), mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat guano, talon

Ferryman's Dock (First Visit)
People and creatures: ferryman
Items in area: bell

Assuming you live to see it, you'll discover a dock at the edge of the Whispering Woods. There's no place to go and little to see—other than the bell attached to the post. Maybe you should ring it and see what happens.[6] When the ferryman arrives, he'll expect the proper fare.[7]

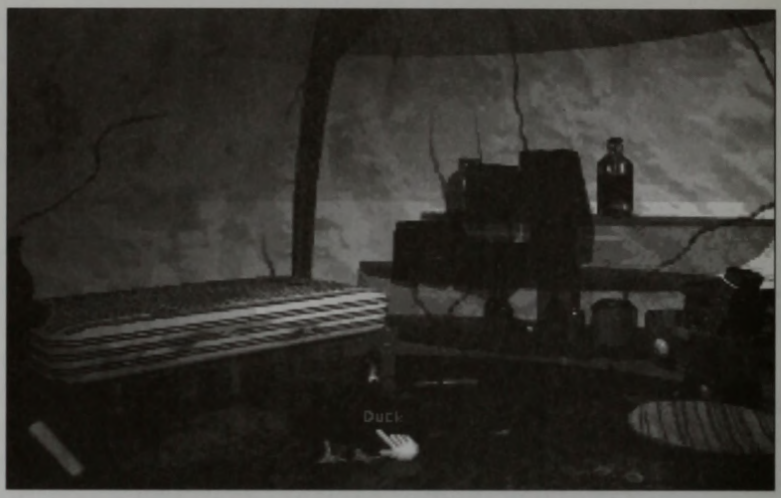
The ferryman travels just one fixed route. Nevertheless, it's where you want to go: Ferryman's Isle.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz (with milk), mirror, 3 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat guano, talon

Canuk's Shack

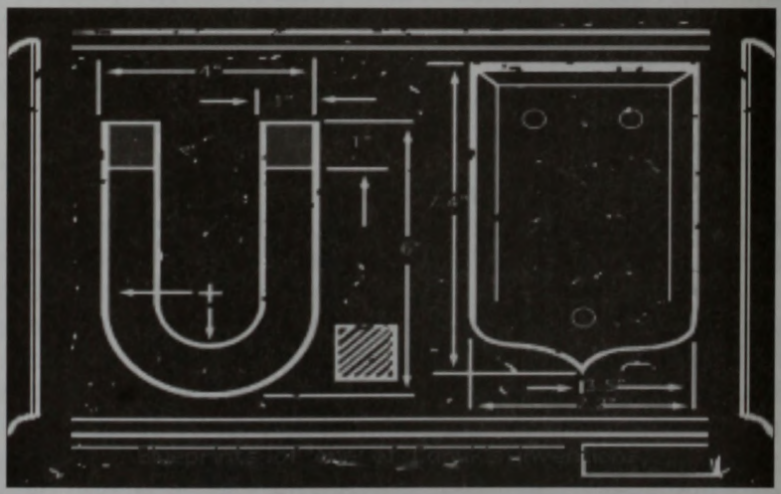
People and creatures: Canuk/duck
Items in area: door, knocker, scroll, blueprints, bottle, rag, safe, rusty metal thing, piece of disc, magnet

When you're deposited on the new dock on Ferryman's Isle, turn around and head up the hill. The only place that's accessible to you—Canuk's Shack—is up the path on the left. Since no one answers your knock, you may as well try the door knob. Inside you'll find a few loose items guarded by a strange squawking duck.



Canuk the duck.

Before getting too involved with the duck, check around the room. You'll find a scroll that contains an interesting spell, blueprints for something or other, and a bottle. Take what you can.



The blueprints.

If you haven't figured out how to interact with the duck (particularly since he's already talking), try using the scroll.

If you read the scroll to the duck, it will transform back into Canuk, the schizo wizard.

Another approach is to *feed* the scroll to the duck. After swallowing the paper, the duck will lay an egg. Toss the egg at the

duck and the scroll reappears. Neat magic trick, but totally pointless.

Pump Canuk for information, but watch your tone. He's on a rather short fuse. (Doesn't he look good for a 425 year-old man?)

If you ask Canuk about the items in your inventory and some of the photos you've taken, you'll find him a wonderful source of information.[8] Don't leave without asking him about the bottle. When you do, he'll mention the piece of the disc that's hidden inside it and then shrink you down to size so you can search for it.

Inside the bottle, there are several areas of the tiny ship for you to explore.

Keep in mind that your time inside is limited. Search beneath the boat for an example of what happens when the limit is exceeded. Although there's no clock nearby, Canuk will warn you when you're about to run out of air.

In the cabin, you'll find a locked safe and a rag resting on a four-poster bed. Too bad you don't know the safe's combination.[9]

Within the safe is the disc piece and a slab of rusty old metal. Put the metal thing in your inventory or do the obvious with it.[10] You can close the safe before you leave.

When you exit from the bottle, Canuk shows his appreciation by trying to turn *you* into a duck.[11]

If you manage to escape the effects of the Yozozzo spell and leave the shack, you'll find that the bottle and scroll stay behind. (If you try to carry them off, they'll pop back inside the cabin the moment you close the door behind you.) Before leaving Canuk's palatial estate, you may want to re-read the "Items in area" text at the beginning of this section. There's a magnet in the shack? Where? You have already seen a clue concerning its location.[12]

After obtaining the magnet, you may be wondering what can be done with it. Earlier in the game, someone mentioned magnetic properties to you. Listen to the recordings.[13]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz (with milk), mirror, 4 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat guano, talon, shiny metal object, magnet

Ferryman's Dock (Second Visit)
People and creatures: ferryman
Items in area: bell

As before, you can use the bell to summon the ferryman for a ride back to Whispering Woods. This time, however, you only need to ring it twice. ("Two rings return.") Use the same method of payment that worked on the trip over.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz (with milk), mirror, 4 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat guano, talon, shiny metal object, magnet

Whispering Woods (Second Visit)
People and creatures: none
Items in area: none

If you were smart on your prior visit to the woods, there will be a trail that you can follow.[14] If not, you're dead meat.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, 4 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat guano, talon, shiny metal object, magnet

Inn of Isenough (Second Visit)

People and creatures: Molly
Items in area: sink, nightstand, monitor

Ready for another snooze? You should be tuckered out after all that Canuk put you through.[15] Visiting the Inn, however, may use up the last of your money. Remember, if you're low on funds, you can always go bang the money tree in the Forest of the Spirits.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, 4 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat guano, talon, shiny metal object, magnet

Detailed Playing Tips

[1] Vultures like dead things. Rotten meat is a perfect treat for them. And you've been stinking up the area long enough. Although the meat would make a fine snack by itself, there's nothing to be gained by simply *feeding* the vultures. If you sprinkle fairy dust on the meat before throwing it, the vultures eat it and fall asleep. It is then safe to sneak into the cave and walk off with the vulture talon. (If you've lost or used up the meat, go check Rebecca's refrigerator again. She has to eat, too, you know.)

[2] Multiple naps are rewarded with multiple dreams—and each is worth two points.

[3] The Whispering Woods say: "Three rings begin; two rings return."

[4] Milk improves one's eyesight. (And I bet you thought carrots did that.)

[5] When you enter the woods, release the bats from their cage. Darkness doesn't bother them at all. If you follow their trail of droppings, they will lead you through the Whispering Woods. Be sure that your thermozz is full of milk, though. Trail or not, you'll still need to be able to see.

Pick up some of the glowing stuff that the bats leave behind. It's bat guano laced with illumynite. (It could be useful at some point.)

[6] Ringing the bell once has no effect. As the Whispering Woods told you: "Three rings begin." Keep ringing, and the ferryman will answer your call.

[7] The token that Moodock gave you is the fare that the ferryman seeks. (Check out its design.) Showing *the token to the ferryman is sufficient. You don't have to* give *it to him.*

[8] Some of the items that Canuk will respond to include the bonding plant, whistle, disc pieces, illumynite, joke book, and

Tele-Orb, as well as several of the photos. He'll also provide you with another joke. However, be sure *not* to ask him about the scroll. It reminds him of his favorite spell, and he will turn you into a duck!

[9] Leave the cabin and search the top of the ship. The combination for the safe (9427) is printed on the sail.

[10] You can use the rag to bring a high-gloss shine to the metal.

[11] When you leave the bottle, be sure that you are holding either the shiny piece of metal or Rebecca's mirror. Either item will reflect Canuk's spell.

[12] The blueprint holds the clue. If you only gave it a cursory glance, you probably thought it was a schematic for a plumbing fixture. Actually, it's a picture of Canuk's door knocker. To obtain the magnet, pry open the knocker with your trusty sword.

[13] The lighthouse keeper stated that a vulture came by and his shovel flew off after it. If you've experimented with your items, you've learned that the whistle summons a vulture. To use the

magnet correctly, use it in *combination* with the whistle. Instead of simply swooping down and then taking off again, the vulture will give you a lift to any place you wish to visit. If you don't want to tackle the Whispering Woods a second time, you can use the whistle and magnet to fly somewhere else.

Important Note: Once the whistle/magnet combination has been used, these items disappear from your inventory. However, you don't need them any more. To summon the vulture for additional trips, simply click the spot on your map where you want to be carried.

[14] If you released Witch Itah's bats when you first entered the Whispering Woods, there's a glowing trail of illumynite-soaked bat guano for you to follow. If not (you may have created and followed your own map or the one in this book), it's too late to release the bats now. They're homing bats and only travel south through the woods, not north—the direction you need to go now. Worse still, a single dose of milk is sufficient only if the bat trail is present. Sorry, you're out of luck. Time to call a vulture.

[15] You don't have to nap at all, but you gain additional points for each Morphius-related dream that you have. You can do this three times.

9 A Million Yucks

Maybe you can bring a bit of brightness into the dreary lives of the slaves that have been forced to work as miners at the Cliffs of Depression. If you expect to make it as a stand-up comic, though, you'd better have your act ready.

The Cliffs of Depression

People and creatures: Cliff
Items in area: rope, tree, piece of disc

The Cliffs of Depression are aptly named. This really is a depressing place. To complete your task here, first you'll have to figure out how to scale the cliffs.[1]

It's a bleak little spot.

At the bottom of the cliff is a sign pointing the way to Chuckles, a comedy club. Check the condition of your bonding plant before entering.

Step into the club—if you have the price of admission.[2]

Once inside, you're escorted to the stage and shoved in front of a live mike. Go ahead... Make them laugh, funny person. Looks like they could use it. The audience appears more dead than alive. So how many jokes do you know?[3] (Want to have some fun? Try snapping a picture inside the club.)

Looks like there's a problem. No matter where you click, the only person you can interact with is Cliff, the club owner. And all he does is urge you to talk to the audience, check the condition of your bonding plant, and to get a move on before your time runs out.[4]

If you can tell the necessary jokes, you'll win a piece of the disc, as well as a clue to the location of another piece.[5] If you work quickly, you can finish before your bonding plant kicks the bucket. Don't forget to take the rope with you when you leave.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, 5 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat guano, talon, shiny metal object, magnet, rope

Further Explorations

There are still a couple of spots in the New West Shanbar area that we haven't visited yet, so we may as well check them out now.

Troll Caverns

People and creatures: troll guard
Items in area: skeleton

The entrance to this ominous place is protected by the remains of a fallen warrior.

If you zoom in, you can see that the skeleton has written something in the dirt—presumably before *he died.*

When you step into the mouth of the cavern, you're immediately cloaked in darkness. You'd better find some light quickly or the game will be over.[6]

With a steady light source in hand, you'll immediately discover that you can't do anything to the troll guard. You need a way to keep your hands free.

Since there doesn't seem to be anything else that can be done here at the moment, you might as well move on.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, 5 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat guano, talon, shiny metal object, magnet, rope

The Blocked Path
People and creatures: none
Items in area: none

If you return to the Cliffs of Depression and turn around so that you're facing away from them, you'll notice that you can also go to the left.

Clicking around on the screen reveals that the path forward is blocked. Perhaps later you'll find a way past it.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, 5 pieces of disc, puzzle, illumynite rocks, fairy dust, bow, arrows, wire, whistle, witch's stick, bat guano, talon, shiny metal object, magnet, rope

Detailed Playing Tips

[1] This may be the simplest puzzle in the game. Let's see... There's a rope guard rail and a tree here. Any idea how you could combine the two items?

[2] If you *dug* up the bonding plant at the beginning of the game, it should still be alive. If you *cut* it, on the other hand, you've been carrying around a dead plant all this time. Too bad. It's time to start over again. (Before giving up, however, you may want to dispose of your dead plant—eat or burn it—and then see if you can find another one.)

[3] If you asked him earlier, Pugney told you the name of the joke book: *Four Jokes and Learned Essays Upon Them.* To be a success, you'll have to know all four jokes.

The persons who can translate the jokes for you are the mayor, Witch Itah, Rebecca, and the blacksmith. Apparently, the one Canuk told didn't count. (If you check his entries on the tape recorder, you'll see that Canuk's joke wasn't even recorded.)

In the CD-ROM version of the game, Canuk's joke *is* recorded and *does* count. You can use any four of the five jokes as your act. Using all five, however, will result in your demise. Bonding plants don't last forever.

[4] The problem is that you can't *tell* a joke. You'll have to *play* the jokes for this audience. Use your tape recorder to play back the tracks on which the jokes were recorded. To avoid standing there for half an hour, you may want to jot down the appropriate track numbers beforehand.

[5] It seems that Cliff is the waif's father. He gave the boy a piece of the disc before sending him back up the cliff. If you recall the waif's description of his gift to you, you'll realize—if you

haven't already done so—that the lucky rock is actually a piece of the disc. To reveal its true nature, wash it with the soap you found next to Rebecca's kitchen sink.

[6] At this stage in the game, your only light source is the book of matches. Strike one now to see what you're up against. Come back later when you find a light source that leaves your hands free.

10 The Lighthouse and Points East

The lighthouse keeper has been waiting a long time for your return. Now might be a good time to pay him another visit. Of course, to do that, you must discover a way to reach him. The raft you built earlier went into the rapids, and Ben's boat doesn't seem to want to go anywhere but to his girlfriend's place.

Air Vulture—the only way to travel in the Great Underground Empire![1] (Does this photo give you any ideas?)

The Lighthouse

People and creatures: keeper
Items in area: door, rail, piece of disc

After knocking on his door, listen carefully to what the lighthouse keeper has to say. With the correct object in hand, he'll grant you admission.[2]

Now would be a good time to quiz the keeper again.[3]

If you search your inventory, you will find an item that you can use with the rail at the top of the lighthouse. Using it *correctly*, however, will sorely tax your imagination.[4]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, 6 pieces of disc, puzzle, illumynite rock, fairy dust, bow, arrows, wire, witch's stick, bat guano, shiny metal object

Bel Naire Temple

People and creatures: holy woman
Items in area: shield, altar, pedestal, statue (CD-ROM only)

Climb the rope bridge to the big tree, and then down to the ground. You have finally arrived at the fabled Bel Naire Temple. If you like, you can take the shield from the statue. It doesn't look like the statue is in great need of protection, anyway.

The entrance to Bel Naire Temple.

Inside, a holy woman greets you. As with many of the characters in the game, she has little to say.

Remember what the keeper suggested that you do here?[5]

When you're ready to leave, turn around at the entrance to Bel Naire Temple. You'll see another path leading to the right. Follow it to reach the Dwarven Mines.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, 6 pieces of disc, puzzle, illumynite rock, fairy dust, bow, arrows, wire, witch's stick, bat guano, shiny metal object, shield

Dwarven Mines

People and creatures: Dwarf General, Dwarf Leader
Items in area: helmet

Mistaking you for a new recruit, you're handed a mining helmet. The conversation that takes place next sounds like an Abbott and Costello routine done with a Mel Brooks accent. After they finish their chat, you're free to question the pair. However, they're strictly business and say little when questioned.

Sure, they're a bit short, but dwarves?

Up ahead is the mine shaft. Hop into the mining cart for an Indiana Jones-style ride.

As you'll soon discover, the mine is another maze. One incorrect turn and you're returned to the entrance of the shaft.

Mapping can help you solve this puzzle, but there's an easier way.[6]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, 6 pieces of disc, puzzle, illumynite rock, fairy dust, bow, arrows, wire, witch's stick, bat guano, shiny metal object, shield, helmet

Ancient Ruins

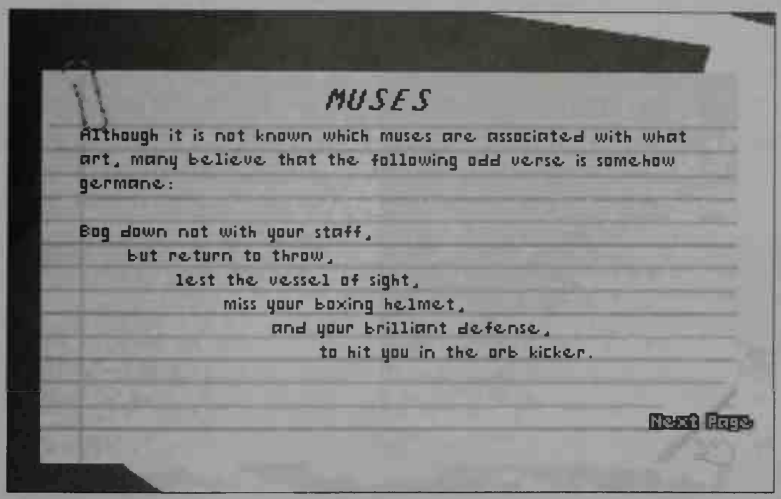
People and creatures: none
Items in area: statues, trencher, red button, green button

If you successfully negotiate the maze, you'll arrive at a strange scene. There are seven athletic-looking statues forming a semi-circle around a trencher. The trencher is flanked by a pair of buttons: red and green.

If you press either button, you are told that the trencher is empty. Maybe you should put something into it.

The pieces of the disc fit nicely in the trencher. If you press a button now, the statues will perform a little dance for you. If you want to make them do anything else, you'll have to put your thinking cap on.

Now would be a good time to take a vulture ride back to West Shanbar. In the mayor's files, you'll find an entry under the heading "Muses." It contains an odd poem that applies to your current dilemma.[7] (You may want to make a side trip to the lighthouse, too.)



The Muses file.

After solving the riddle of the Muses (and discovering the disguised forge in the process), remember to retrieve your items before leaving.

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, puzzle, illumynite rock, fairy dust, bow, arrows, wire, witch's stick, bat guano, shiny metal object, shield, helmet, rope, talon, Flying Disc of Frobozz

Detailed Playing Tips

[1] Since you have the tools necessary to summon a vulture, perhaps you can coerce one into giving you a lift. If you simply blow the whistle, a vulture will swoop past you without stopping. If you use the magnet with the whistle and then blow, on the other hand, the vulture will take you to any spot on the map that you choose.

[2] The keeper has been waiting a long time for some illumynite so he can try out his vulture early warning system. Show him your rocks, and he'll open the door.

[3] In particular, be sure to ask the keeper about the rope and the disc pieces. He'll provide you with a helpful tip concerning the rope's use and give you the final piece of the disc.

[4] If you tie the rope to the rail using the cow hitch knot that Ben taught you, tie the vulture's talon to the rope, and then throw the rope, it will form a sturdy double bridge. (The talon, as you recall, works like a boomerang.)

5 The keeper told you to bring the disc pieces to the holy woman in the temple. Sadly, she doesn't seem to want anything to do with them. If you hand her your *sword*, on the other hand... Once blessed, your weapon will act like the true Dwarven Sword that it is. Its glow means that there is danger nearby.

6 That odd conversation contained the directions for completing the maze. At every intersection, you must go either right, left, or straight. Using the tape recorder, play back the tracks of the Dwarven General's speeches. The directions mentioned are in the correct order to complete the maze.

If you're feeling lazy, here are the directions you must go: left, right, straight, right, left, right, straight, right, left, left, right, straight.

7 The poem relates to the six standing statues and indicates items in your inventory that you should give to each statue. In order from left to right, you should distribute the following items:

Bog down not with your staff *(witch's stick)*
But return to throw *(talon)*
lest the vessel of sight *(thermozz)*
miss your boxing helmet *(box and helmet)*
and your brilliant defense *(shield)*
to hit you in the orb kicker *(Tele-Orb)*.

The kneeling statue in the middle gets nothing.

Most likely, the talon is still strapped to the rope bridge that you hung from the lighthouse. Take a vulture to the lighthouse, and retrieve the rope and talon. You don't need the bridge, anyway. You can fly to any spot on the map that you've already visited!

11 The Troll Caverns (A Slight Return)

Now that you're outfitted for combat and have a proper light source, it's time to head for the Troll Caverns. Who knows what hideous sights are in store for you? (Well, actually, *I* do. But I'm not telling!)

Troll Caverns
People and creatures: troll guards, troll leader
Items in area: skeleton, necklace

Assuming that your sword has been properly blessed,[1] the wizard appears and informs you that it is now working—glowing blue in the presence of danger.

That decrepit skeleton is still hanging around the entrance to the caverns. If you haven't already done so, zoom in on him and check out his dying clue.

Step inside the mouth of the cavern. Have your sword ready. You'll finally get some use out of it—beyond using it to pry stuff open and whacking at piles of leaves, that is. If you're still in the dark, find a light source quickly![2]

This is the first of three troll guards—and they mean business. As the icon palette shows, you have several attack options. However, only one works.[3]

The troll leader was not amused by the cavalier way that you dispatched his guards. There are many, many attack strategies and other tactics that you can use, but only one will make him part with his necklace. Perhaps the quiver in his voice when he spies your mighty sword will give you some ideas.[4]

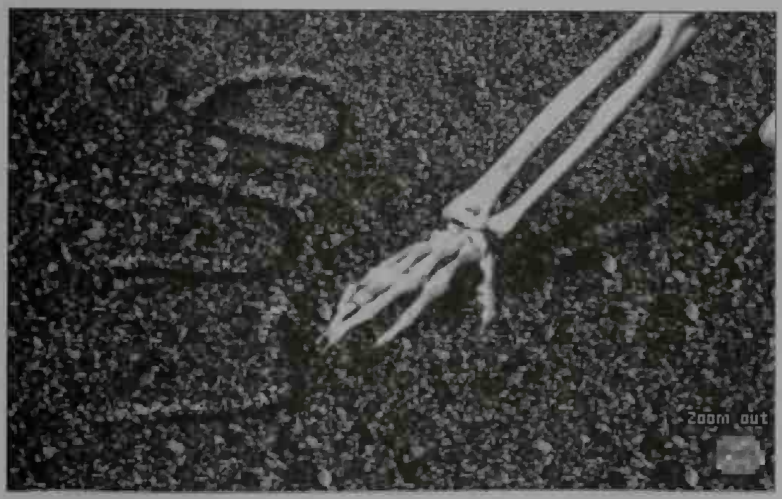
Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, puzzle, illumynite rock, fairy dust, bow, arrows, wire,

witch's stick, bat guano, shiny metal object, shield, helmet, rope, talon, Flying Disc of Frobozz, necklace

Detailed Playing Tips

[1] If you give your sword to the holy woman in Bel Naire Temple, she will bless it for you.

[2] You must wear the dwarf's mining helmet. This is the only source of light that leaves your hands free for better things—like fighting!



[3] The skeleton's sand scratchings (LUD) are directions for fighting the troll guards (initials, actually). They stand for left, up, and down—the specific sword strokes you must use to defeat the three guards.

[4] When the troll leader catches sight of your awesome sword, he trembles in fear. Although he promises to give you the necklace if you spare his life, many players will fail to obtain it.

- If you strike or stab him with either the knife or the Dwarven Sword, the troll leader dies instantly. However, the necklace vanishes along with his body.
- If you throw fairy dust at him, he falls asleep—but does not relinquish the necklace.
- No matter how many times you *show* him the sword, he repeats the same speech.
- *Giving* him the sword is a deadly move—*for you!* Giving or showing him other items is pointless.

A good threat is more effective than a poke with a sword. However, to get the troll leader to give up the necklace, a single threat isn't enough. You must threaten him repeatedly until he folds. Keep clicking that icon.

After you have frightened him sufficiently, the troll leader will hand you the Necklace of Fear and then run away.

19 The Spider and Beyond

The giant spider has stood guard in front of the exit from the Forest of the Spirits for quite some time. If you approached this monster earlier in the game, you probably died. Now, however, you should be well equipped to vanquish this behemoth. (If you're having difficulty locating the spider, refer to the map at the end of *Chapter 5: Outside of East Shanbar.*)

Forest of the Spirits
People and creatures: spider
Items in area: spider web

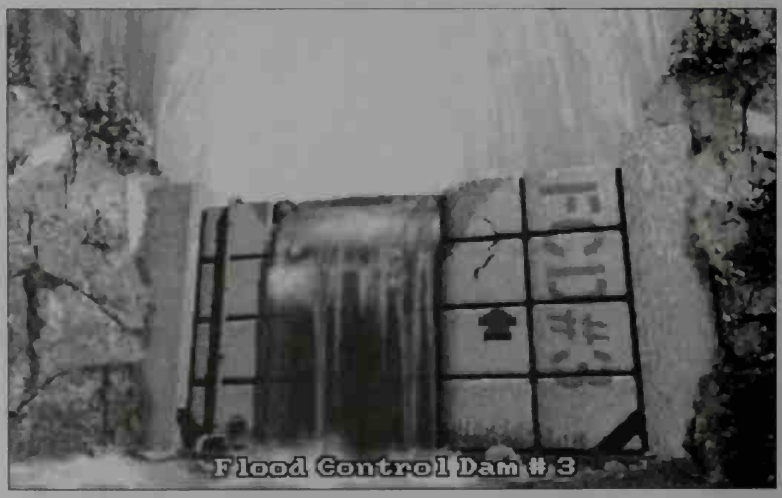
As with many of the puzzles in Return to Zork, *there is only one way to get past the spider. Perhaps you can scare him off.*[1]

After the spider leaves, you must also get through its web.[2]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask, coins, coin, sword, book, thermozz, mirror, puzzle, illumynite rock, fairy dust, bow, arrows, wire, witch's stick, bat guano, shiny metal object, shield, helmet, rope, talon, Flying Disc of Frobozz, necklace

Flood Control Dam #3

People and creatures: none
Items in area: backside of water



The only direction you can go from this scene is behind the falls. Wasn't there a reference to a waterfall earlier in the game?

There's not much to see back here—just the spray from the falls. But there *is* something that you should do.[3]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask (with invisibility potion), coins, coin,

sword, book, thermozz, mirror, puzzle, illumynite rock, fairy dust, bow, arrows, wire, witch's stick, shiny metal object, shield, helmet, rope, talon, Flying Disc of Frobozz, necklace

Detailed Playing Tips

[1] Show the troll leader's necklace to the spider.

[2] The Dwarven Sword can cut through the sticky spider web.

[3] Check out the solved tile puzzle again. This is where you create the special potion to which the puzzle alludes. To form the potion, go behind the waterfall, fill the flask with water from the falls, and then drop in the bat guano. *Voila*—a blue potion of invisibility.

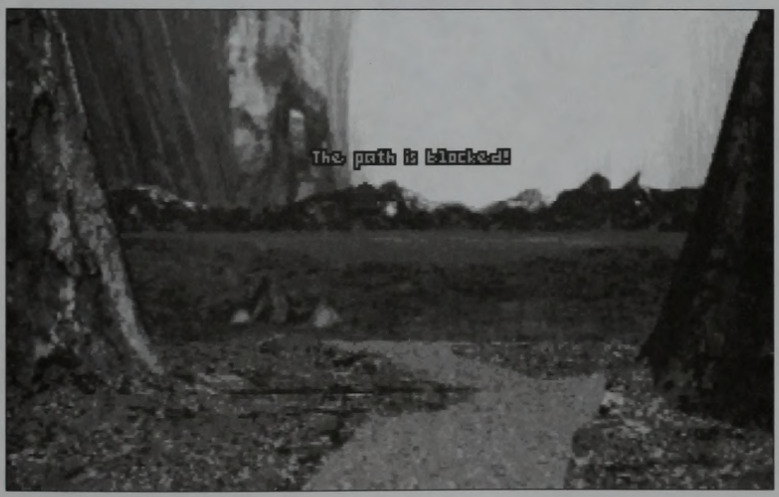
The finished tile puzzle.

13 Who Is This Rooper, Anyway?

We're fast approaching the exciting climax of the game. If you keep your wits about you and your resolve is strong, you may live to see *Return to Zork* through to its conclusion. Or not...

The Blocked Path

People and creatures: none
Items in area: none



You've acquired some new items. This a great spot to try them out. Perhaps the blocked path isn't what it seems.[1]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask (with invisibility potion), coins, coin, sword, book, thermozz, mirror, puzzle, illumynite rock, fairy dust, bow, arrows, wire, witch's stick, shiny metal object, shield, helmet, rope, talon, necklace

Citadel of Zork

People and creatures: orc guard
Items in area: gate, hand

What a creepy place. As usual, no one answers your knock. Luckily, the message displayed is a clue to the action required to gain entrance to the citadel.[2]

The gate to the Citadel of Zork.

The orc guard is a nasty fellow. I wouldn't advise kicking him. There is, however, an approach that will allow you to move past him unseen.[3]

Didn't work, huh? Maybe you can scare him off.[4]

Items in inventory: map, photos, camera, tape recorder, matches, knife, Tele-Orb, bonding plant, notebook, box, key, set of keys, silver flask (with invisibility potion), coins, coin, sword, book, thermozz, mirror, puzzle, illumynite rock, fairy dust, bow, arrows, wire, witch's stick, shiny metal object, shield, helmet, rope, talon, necklace

Citadel Bridge
People and creatures: none
Items in area: citadel bridge

A casual stroll across the Citadel Bridge can be hazardous to your health. (Or perhaps the idea of roasting in a fiery pit appeals to you?) You must lighten your load before crossing.[5]

Items in inventory: map, photos, camera, tape recorder, notebook

Morphius
People and creatures: Morphius
Items in area: Survivor game

Morphius challenges you to a high-stakes game of Survivor.

If you lose the game, you'll become the next statue in his collection. As it is, you can already see several of your friends assuming rocky poses.

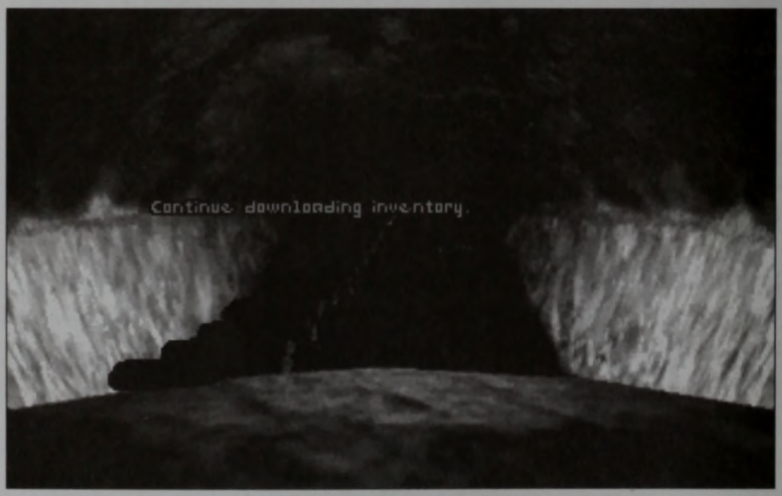
To make things more difficult, this time *you* have to be the wizard. From your games with Moodock, you know how easy it is to win as Canuk. Can you bring the same skill to bear when guiding the wizard?[6] If you win, you'll finally get to meet Rooper, the huckster who sent you on this stupid vacation!

[1] *The blocked path is really a wall of illusion. And, as we all know, a Disc of Frobozz is the only thing that can shatter a wall of illusion. Try tossing it here.*

[2] Use the bow to shoot an arrow at the hand high above the gate. I bet you were wondering if there would ever be a use for that stuff.

[3] The invisibility potion is just the thing here. Unfortunately, the orc guard can sense your presence and is still liable to cut you to ribbons.

[4] *It's also necessary to play the recording of Alexis (the hellhound) for the orc. The combination will scare him away.*



[5] *You must get rid of every non-essential item before crossing.*

As it turns out, the original bridge cannot be crossed at all. As you continue tossing items at the bridge (downloading and uploading them), the original bridge sinks out of view—only to

be replaced by a new Citadel Bridge that rises on the right. When everything except the essential items (map, photos, camera, tape recorder, and notebook) have been tossed, the new bridge appears and is safe to use. You won't need any items in the next scene, anyway.

[6] Without mentioning it, Morphius has added a new rule to the Survivor game—one that is to your advantage. Whenever he is blocking your only move, slide the cursor to the bottom of the screen and click in the area that says "Pass." By passing your turn, you force him to move. As long as you carefully plot your next several moves—leaving a pattern of squares to which you can move in sequence—you have a good chance of winning the game.

Here's Rooper!

Part III

Game Walkthrough

Game Walkthrough

A game *walkthrough* is just that—a step-by-step stroll through the game. Follow the steps in the order in which they are presented, and you *will* beat the game. Because *Return to Zork* is not a linear game (in many cases, you are free to do things in whatever order you like), this walkthrough is not the only way to win. However, it does assure you of having the necessary items to accomplish the next task that confronts you.

When you are stuck, you can consult the walkthrough—checking your current location to see what you have to do or what item is required. If that doesn't solve the problem, you can go back to the start of the walkthrough and see if you missed something important.

This particular walkthrough serves an additional purpose. *Return to Zork* is a scored game. Certain actions are rewarded with points. The maximum possible score is 225. Actions that are accompanied by points are indicated in the walkthrough in brackets; [2], for instance.

If you complete the game, you will discover—as I did—that you don't need all 225 points to win. On my first time through the game, I won with only 213 points. This walkthrough identifies 222 of the possible points. (A technical support specialist at Activision confessed that he had played the game *hundreds* of times and had still not found all of the points.) Use this walkthrough as a starting place and see if you can find the last three points.

If you're wondering what the game maps look like when you've completed the game, refer to the pair of maps below. (Although they aren't as accurate from a directional standpoint as the ones presented in Part II of this book, they *are* pretty.)

Map Page 1: Aboveground.

Map Page 2: Underground.

Mountain Pass

Pick up the rock, and throw it at the vulture [2]. Zoom in on the sign, and use your knife to dig up the bonding plant [1].

Lighthouse

Nothing needs to be done here at this time. You may, however, wish to use the map to point out the road to the south to the keeper and get his reaction.

Behind the Lighthouse

Use the knife to cut the vines. Tie the vines to the planks to form a raft [2]. Ride the raft downstream.

River

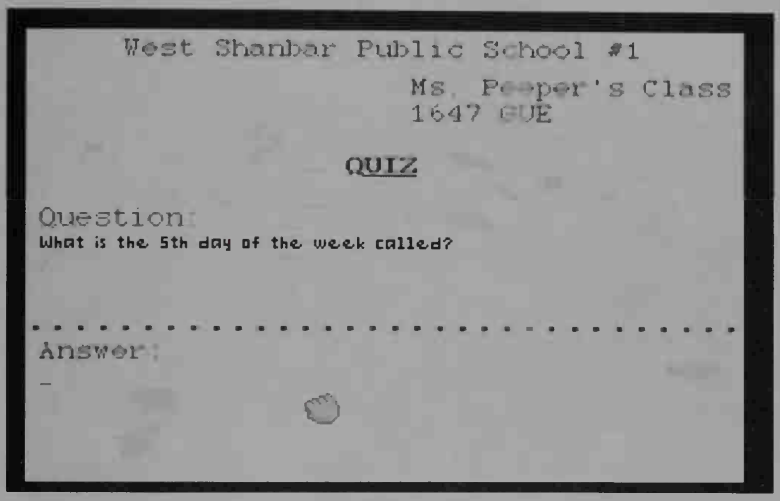
When the bridge appears, exit to the left [2]. (This happens automatically in the CD-ROM version of the game.)

Mayor's Office

Nothing needs to be done here. If you like, you can browse through the files.

Schoolhouse

Use the knife or some other solid object to ring the bell outside of the schoolhouse. Ms. Peepers will let you in [2].



Answer the question Ms. Peepers poses. (The answer can be found in the copy of Encyclopedia Frobozzica *that accompanies the game.) If you answer correctly, she will give you a notebook in which to record important information about your adventures [2].*

Gift Shop (First Visit)

Nothing can be done here at the moment. The door is locked.

Hardware Store

Pick up the crank and box, and place them in your inventory. Pick up the mice, and put them into the box to avoid catching hantavirus. (Strictly speaking, you don't need the mice for anything. They're just something interesting that you can carry around.)

The Bridge

Return to the entrance of town, and turn around so you are facing the bridge. You can go to the left to visit the Old Mill, down (to the right) to meet the waif, or straight ahead to plunge to your death.

Under the Bridge (First Visit)

Chat with the waif for awhile. He only has information to offer you at this time, however. (Don't threaten him or show him negative objects. He'll be frightened away.)

Old Mill (First Visit)

Hoist glasses with Boos Myller, the old drunkard that runs the mill. Each time he fills your glass, dump it into the plant and then offer a toast. After Boos recites the appropriate line from the Shanbar toasting ritual, drink from the empty glass so you'll appear to be sociable. After the third toast, ask for his keys [2]. If you want any information from him, you'd better question Boos before completing the fourth toast [4 points; 1 per toast]. On the other hand, you can always come back after he has sobered up.

After the fourth toast, Boos passes out, revealing the trap door and dropping his silver flask. Put the flask into your inventory.

Go behind the Old Mill (take the door on the left). Retrieve the key and flip the chock [2] to allow the mill's waterwheel to operate. (If the trap door didn't appear when Boos passed out, it will after you perform these actions.)

Gift Shop (Second Visit)

Use the single key to open the door to the Gift Shop [1].

Take the battery and place it into the Tele-Orb, restoring its power. Open the cash register, and take the tickets and coins.

Under the Bridge (Second Visit)

To make him happy, give the Dizzyland/Dizzyworld tickets to the waif. In gratitude, he hands you a gift [2].

Old Mill (Second Visit)

Descend the steps beneath the trap door.

Use the set of keys to open the door, enabling you to discover the New Mill [2].

New Mill

The New Mill is a portal to the underground. From the door of the mill, exit to the left to go to East Shanbar. The path on the right leads to the Hero's Memorial.

General Store

It's locked up tight, and you don't have a key that fits the lock. Move on.

Moodock's Armory

Beat Moodock at a game of Survivor [2], and he'll reward you with a coin and a rusty old sword.

Blacksmith Shop (First Visit)

Hand the blacksmith your beaten-up old sword, and he accepts the job [2].

Incinerator

Unless you feel like playing with the levers, there's no reason to visit the town's incinerator at this time.

Inn of Isenough

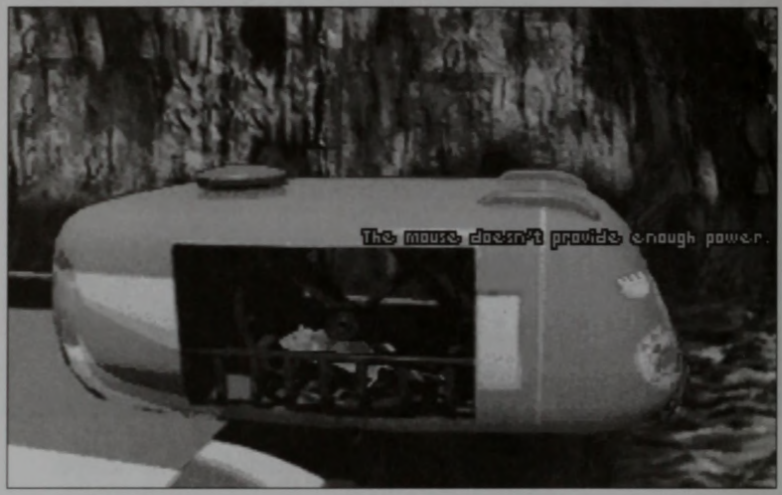
Molly has a little information for you. Don't bother checking into a room, though.

Blacksmith Shop (Second Visit)

Return to the shop, and pay the blacksmith for repairing your sword. If you show the blacksmith the sword and then threaten him, he will exchange it for the Dwarven Sword [5]—the one he should have given you in the first place. If you simply accept it, return here when the substitute sword shatters. The blacksmith will make things right at that time.

Boat Dock

Click on the knot Ben is tying, and he will teach you the cow hitch [2].



You can rent a boat from him at this time, but you don't have what is needed to fix the motor. (If you drop a mouse into the motor, you'll find that it doesn't have sufficient power.)

Show Ben a photo of any woman (or play him a recording of a woman's voice), and he'll give you a letter addressed to Witch Itah, his old girlfriend [2].

Fool's Memorial

Take the book from the base of the memorial.

Snoot's Farm

Break into Rebecca's trailer by climbing in through the window. When you enter her bathroom, she'll give you another quiz. As before, look up the answer in the *Encyclopedia Frobozzica*.

Take the mirror from the bedroom [1].

You can make Alexis snarl at you, but nothing else. (Be sure that she does snarl.)

The kitchen is where everything is happening. Open the refrigerator and help yourself to the meat [1]. Take the thermozz from the kitchen table [1]. Pick up the soap [1], drop it into the sink, and turn on the water [1]. Wash the waif's gift in the soapy water to reveal its true nature [2]—a piece of a disc.

To the right of the trailer is Rebecca's silo. Insert the crank into the silo latch and turn it clockwise [1]. Add some carrots to your inventory.

Pugney's Ranch

Before doing anything else, tap on the window and talk to Pugney. Click the Apologetic reaction icon, and Pugney will give you permission to take the bra box that's on the lawn. Ask him about the book, and he'll translate its title for you. Take the bra box [1], and head for the barn. You'll probably notice shortly that your meat is rotting [1].

In the barn, pick up the hay and then drop or throw it. Light a match and use it to set fire to the hay [2]. Warm your hands over the hay [2]. Pick up the thermozz and use it to catch the milk as you milk the cow [5]. Since the cow is probably hungry (you just set fire to the hay it was eating), feed it the carrots [2].

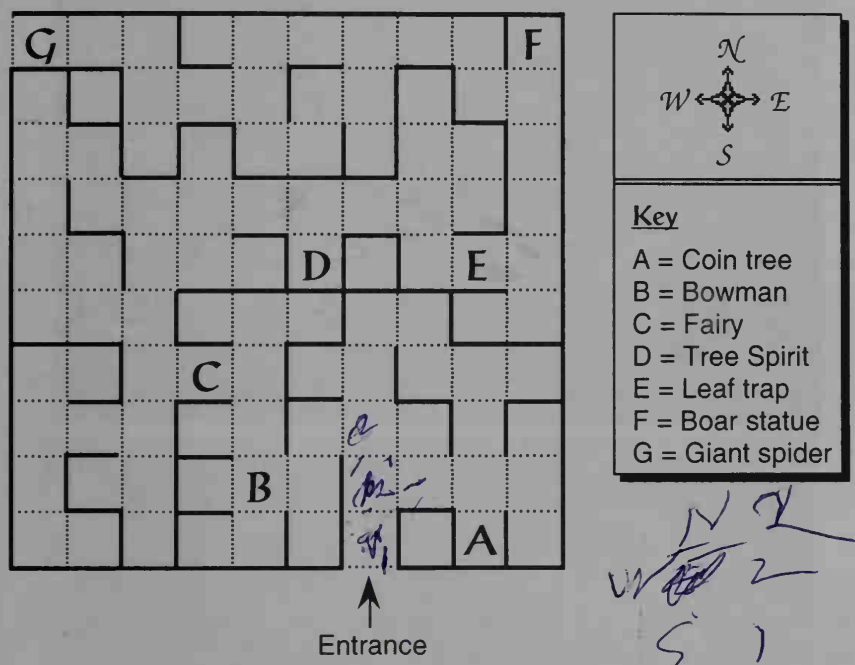
When you first meet Rebecca on the road, show her the book you got at the Fool's Memorial. She won't be able to translate it at this time, but will the next time you find her.

Ruins

At the ruins, pick up the tiles and place them in the frame. (There are two scenes to the ruins. Turn around to see the second one.) When the puzzle is completed, it reads: "Water unseen at falls mix with bat dropping yields potion for *invisibility*" [15]. The bottom text reads: "... Search for three more pieces on the ground where this *was found*." (The words in italic are added when you complete the puzzle.)

On the ground, you'll now see another disc piece and a pair of illumynite rocks. Place them all in your inventory.

Forest of the Spirits



Forest of the Spirits.

Following the map above, go to the tree with metal leaves (A). Using your sword, strike the tree and pick up the zorkmids that fall to the ground [1]. Whenever you run low on funds, you can return here and pick up a few more zorkmids. (*Note:* The tree is reset each time you leave the forest.)

Go to (B). To cure the bowman's blindness, give him the thermozz of milk [2]. In gratitude, he leaves you his bow and a quiver of arrows.

At (C), everything is dark. To avoid a grue attack, strike a match. When the fairy that you saved appears, click the Friendly reaction icon. She will give you a bag of fairy dust [2].

Go to (D) and listen to the Tree Spirit's songs. They change depending on your reaction to her. (Remember... no reaction is a reaction, too.)

You'll find a pile of leaves at (E). Throw something at them to spring the trap [1]. Don't throw your sword, however. You'll need it to free whatever you just threw [1].

Strike the Hungry Boar Memorial (F) three times with your sword. It splits, revealing the third disc piece [3]. Take it and leave the forest the same way you came in.

Blacksmith Shop

Show the book to the blacksmith. He'll translate a joke for you for a small fee.

Inn of Isenough

Go to the Inn and pay for a room [2]. If the silver flask is empty, fill it with water from the sink. Place the illumynite on the nightstand [2] and turn off the lights. After you fall asleep,

Morphius enters your dreams [2]. Turn on the lights, and then retrieve your illumynite.

Incinerator

Flip lever 1 to open the incinerator. Throw the bra box over the incinerator's wall (click near the top of the screen). Click lever 1 again to close the incinerator, and then click lever 2. The drawer pops open revealing a piece of red-hot wire [2]. Pour water from the flask onto the wire to cool it off [2]. Pick up the wire.

General Store

Use the wire to pick the lock on the door to the General Store.

Shake the cereal box twice to reveal the whistle inside [2], and put it into your inventory. Take the mice out of the box and drop them. Pick up the rats, and place them in the box. If you put the rats into the box *with the mice,* they will catch their disease and quickly die. If you simply carry the rats or leave

them loose in your inventory (rather than in the box), *you* will catch the disease and die.

Boat Dock

Pay Ben for the use of a boat [2]. To repair the motor, slip a rat into it [2].

The boat will transport you to the Witch's Hut.

Witch's Hut

If you're still carrying the rotting meat, leave it outside. Witch Itah finds the smell offensive. Show her the joke book, orb, and thermozz. After handing her Ben's letter, she'll give you her walking stick to help you navigate through the bogs. You cannot take the bats at this time, however. You'll have to return for them later.

Creeping Bogs

Test each patch of bog with the witch's stick. When you exit, you'll be at the Whispering Woods [5]. The bog maze is gener-

ated randomly each time you play the game. In general, however, the exit is northwest of the starting point.

Forest of the Spirits

Since you're probably low on cash, this might be a good time to go whack the money tree a couple of times.

Boat Dock

Give Ben a few zorkmids, and he'll let you take the boat again. True to her word, Witch Itah restored your rat to A-1 condition. The boat takes you to her hut again.

Witch's Hut

As before, leave the stinky meat outside the hut. Ask Witch Itah about the Whispering Woods by pointing to it on your map. In response, she grants you permission to take her bats [2]. Take them, retrieve your meat, and then make your way through the bogs again.

Vulture Pits

Sprinkle fairy dust on the rotting meat [2], and then throw the meat. The vultures eat it and fall asleep [2]. While they snooze, enter their pit and make off with the vulture talon.

Inn of Isenough

You've probably waited long enough. Return to the inn for another nap. Morphius appears in your dreams for the second time [2].

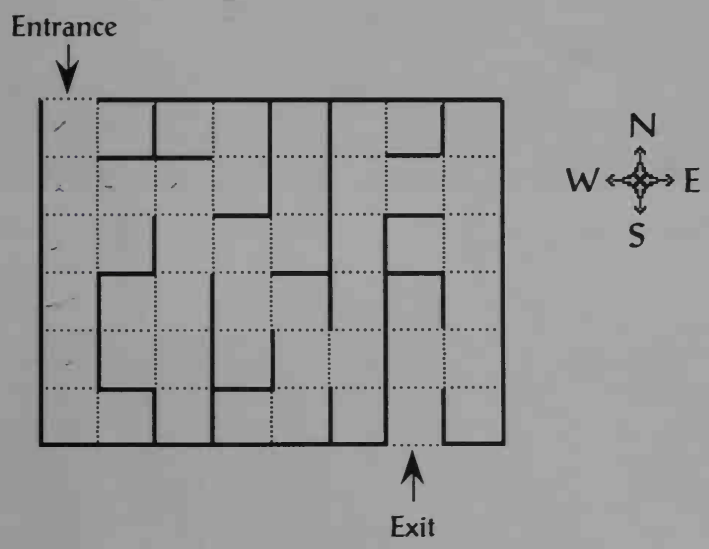
Rebecca and the Mayor

When you meet Rebecca on the road, show her the joke book again. She may be ready to translate one of the jokes for you. (If she isn't, go show the book to Ms. Peepers in the schoolhouse.)

You must also return to the Mayor's Office at some point and let him have a peek at the book, too.

Whispering Woods

When you step into the woods, release the bats [2]. As they fly, they leave a trail of glowing guano behind them. You can follow them and their trail to the exit. Be sure to pick up a sample of guano for your inventory. When you see the line about the "Milky Way," it's time for a sip of milk to restore your eyesight. You should be able to make it all the way through the Whispering Woods on a single drink. (Be sure that the thermozz is full before starting this journey.)



Whispering Woods.

If you continue taking drinks of milk, eventually the blindness will be *permanently* cured [5].

Ferryman's Dock

Ring the bell three times to summon the ferryman [1]. *Show*—do not *give*—the coin to the ferryman [2], and he'll take you for a ride.

Ferryman's Isle

From the dock, walk up the path on the left to reach Canuk's Shack.

Canuk's Shack

Enter the shack and examine the blueprints. Read the scroll to the duck to change it back into Canuk [2]. Use any reaction icon you like, but do not choose Threaten unless you'd like to see what it's like being a duck yourself. Similarly, it's a bad idea to even *think* about attacking Canuk when he's in human form.

Show Canuk the joke book. His joke is a legitimate one in the CD-ROM game, but does not count in the disk-based version of the game.

When you ask about the bottle, Canuk shrinks you and stuffs you inside it so you can search for a piece of the disc. Enter the ship's cabin and pick up the rag. Open the safe [2] using the combination printed on the ship's sail (9427). Remove the disc piece from the safe, and place it in your inventory. Polish

the old piece of metal with the rag. Be sure you are holding either the polished metal or the mirror when you leave the bottle. Either object will reflect the duck spell that Canuk casts on you [5] when you emerge.

When you leave the shack, the scroll and bottle automatically pop back inside (if you placed them in your inventory). Using your sword, pry open the knocker on Canuk's door. Inside it, you'll find the magnet.

Ferryman's Dock

Ring the bell twice to summon the ferryman for the return trip to Whispering Woods [1].

Whispering Woods

If you like, you can follow the guano trail or your map. With only a single drink of milk remaining, however, you will not make the trip easily. Another option is to use the vulture whistle in combination with the magnet to go to any spot on the map that you like. (*Note:* After summoning the vulture this

way, the magnet and whistle disappear from your inventory. However, you no longer need them. To go to other locations, simply click a new spot on the map any time that you like.)

Inn of Isenough

Return to the inn, and rent a room again. Place the illumynite on the nightstand, flip off the lights, and you'll have a third dream [2].

Cliffs of Depression

Before going to the cliffs, locate the four jokes that have been recorded on the tape recorder by the mayor, Witch Itah, the blacksmith, and Rebecca. Note the track number that each joke is on.

In the CD-ROM game, Canuk's joke can also be used. Choose any four of the five possible jokes.

Go to the Cliffs of Depression, take the rope from the guard rail, and tie it to the tree limb [2]. Climb down to reach the comedy club.

When given the mike, use the tape recorder to tell four jokes [2 points for each joke]. For winning the contest, Cliff hands you the fifth piece of the disc [1].

Lighthouse

Use the magnet with the whistle to summon a vulture [1]. Choose the Lighthouse on the map. (If you've previously taken a vulture ride, simply select the Lighthouse on the map.)

At the door, show the keeper your illumynite. He'll let you in and take a chunk of it [2]. Ask him about the disc pieces, and he'll hand you the final piece [2].

Go upstairs and, using the cow hitch, tie the rope to the rail [1]. Tie the talon to the rope [2], and then throw the rope to form the bridge [2]. Climb down to reach Bel Naire Temple.

Bel Naire Temple

Take the shield from the statue.

Hand the holy woman your sword, and she will bless it.

Lighthouse

Return to the lighthouse, and retrieve the rope and talon. Use the vulture to return to Bel Naire Temple (by clicking it on the map), and then walk to the Dwarven Mines by turning right at the exit from the temple.

Dwarven Mines

When you arrive at the mines, you'll be handed a mining helmet. Put it on. Hop into the mining cart and follow this route: left, right, straight, right, left, right, straight, right, left, left, right, straight. At the end, you'll find the Ancient Ruins [10].

Ancient Ruins

Place the pieces of the disc in the trencher [2].

Give the six standing statues the following items (in order from left to right): witch's stick; talon; thermozz; box and helmet; shield; Tele-Orb. (Note that the fourth statue gets two items and the kneeling statue in the center gets none.) The

Flying Disc of Frobozz will be forged when you press either button [20]. Retrieve all items before leaving.

Troll Caverns

Don your helmet and ready your sword before entering the cavern. The skeleton's sand scratchings (LUD) are directions for defeating the guards. When you confront the first guard, strike to the left to defeat him [1]. Swing up to dispatch the second guard [1].

Swing down to eliminate the final guard [1].

When you meet the troll leader, press the Threaten reaction icon repeatedly as he talks. (Don't let him finish his speech.) Eventually, he'll cave in and give you the Necklace of Fear [2].

Forest of the Spirits

Show the Necklace of Fear to the spider [2], and it will beat a hasty retreat. To break through the spider web, cut it with your sword [1].

Flood Control Dam #3

Go behind the falls and fill the silver flask with water. Drop the bat guano into the water to create the potion of invisibility [2].

Blocked Path

Throw the Flying Disc of Frobozz at the blocked path to reveal the Citadel of Zork [15]. It was hidden behind a wall of illusion.

Citadel of Zork

To open the gate, shoot an arrow at the hand atop the citadel. To get past the orc guard, drink the potion of invisibility and then play the tape recording of Alexis, the hellhound [5].

One by one, select items from your inventory and throw them at the Citadel Bridge. When you are through, the only items remaining will be the map, photo album, notebook, camera, and tape recorder. At that point, the bridge will be safe to cross.

After crossing the bridge, Morphius will challenge you to a game of Survivor [5]. Whenever Morphius blocks a move that you want to make, *pass* (click near the bottom of the screen). Morphius will be forced to move to a different spot. Plan ahead for your last four or five moves, being sure that you will always have a place to move. It may take several attempts, but the game *can* be won.

More Fun!

After completing *Return to Zork*, load a saved game in which you still possess all of the items that you acquired in your explorations of the Great Underground Empire. The pouch of fairy dust and the flask containing the invisibility potion never run out—unless you deliberately dump or throw them away. Use vulture power to revisit all the areas of the game and check out the reactions of the characters when you use these items in their presence (invisibility) or on them (fairy dust).

Fight like a troll!

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