The

ESSENTIAL

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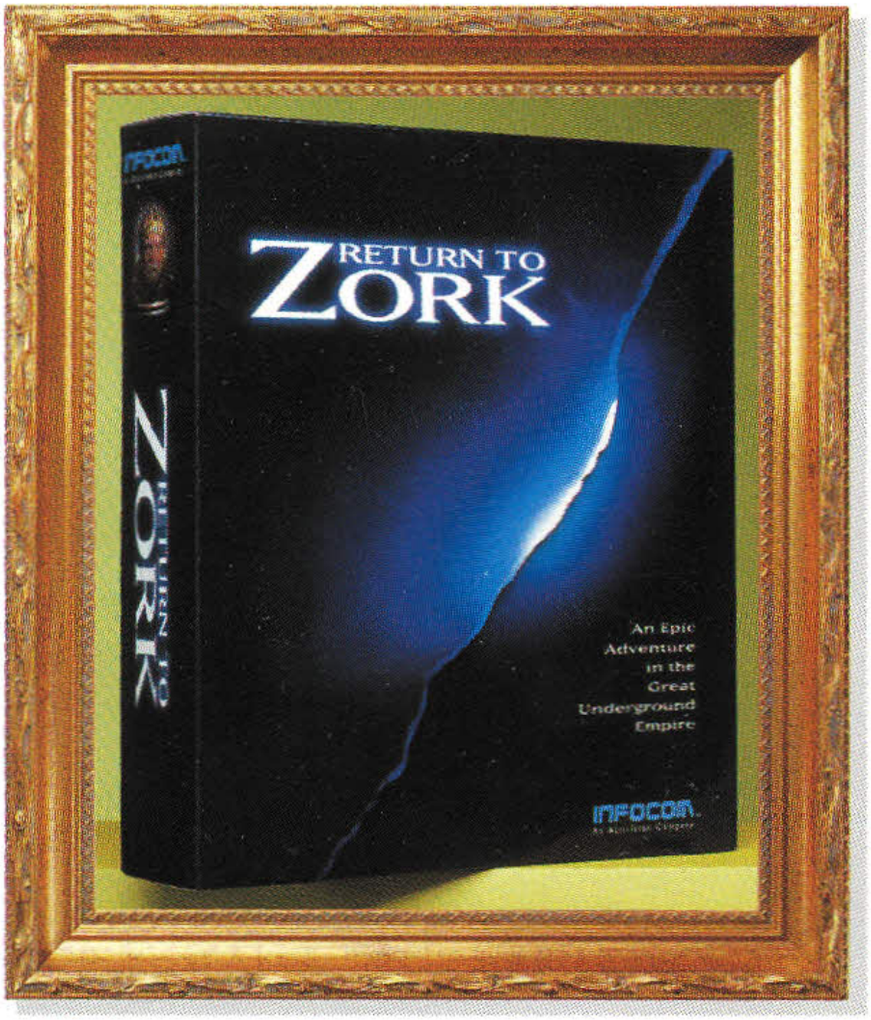

Adventure

ACTIVISION

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HOW TO PLAY RETURN TO ZORK

Infocom has invented an adventure game interface like no other! Return to Zork enhances your game playing experience by providing the interface right where you want it. Use your mouse to journey through a magical mix of live action and cinematic quality computer graphics and you'll discover a maximum of unexpected interactions with just a minimum of clicks.

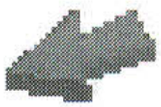
Navigating through the Empire of Zork

Your cursor will appear on your screen as a **Hand** icon. Use your mouse to move the **Hand** icon around your screen and let **Navigation Arrows** lead you to your next magical destination. Don't be so quick to leave a location, you may find a **Zoom In** icon which takes you in for a closer look and gives you access to information that could change your travel plans!

Moving to the next scene:

Move your cursor around your screen until it changes to the **Navigation Arrow** of your choice. Then click the **LEFT** button to travel in the direction of the arrow.

Looking for a change in scenery? The **U-Turn Arrow** allows you to turn around and face the opposite direction from you same location.



Back-Up Arrows let you move to the location directly behind you. Use these arrows to back-track and select a different route or to just make sure you didn't pass anything up!

Zooming in for a closer look:

Move your cursor around your screen; if you find a **Zoom In** icon, click the **LEFT** button. To zoom out and return to the previous scene, move your cursor around your screen until it becomes the **Zoom Out** icon and just click the **LEFT** button again. Remember, a **Zoom In** icon may give you access to information that may not make sense until later in your journey.

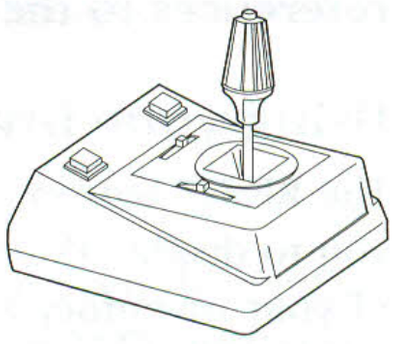
The **Zoom In** icon takes you in for a closer look.

The **Zoom Out** icon takes you back to the previous scene.

Navigating with a Joystick

If you do not have a mouse connected to your system, you can use a joystick to venture through the unknown lands you're sure to happen upon during your adventure through the Lost Empire of Zork.

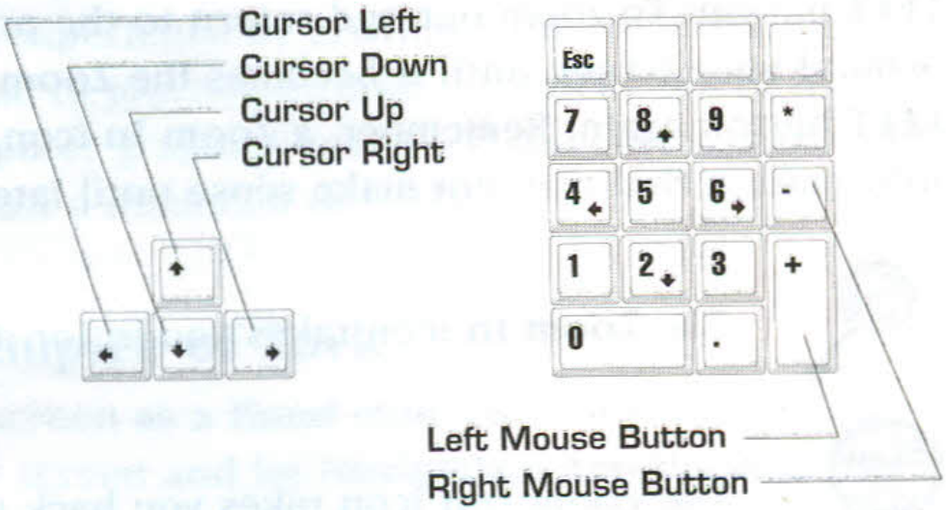
Move the cursor around your screen with your joystick to find the **Navigation Arrow** of your choice. Then press **Fire Button 1** to travel in the direction of the arrow. Use your joystick in this same way to zoom in or out of a scene with the **Zoom In** or **Zoom Out** icons.



Note: Use Fire button 1 on the joystick in place of all references to the LEFT button on a mouse, and Fire button 2 for all references to the RIGHT button.

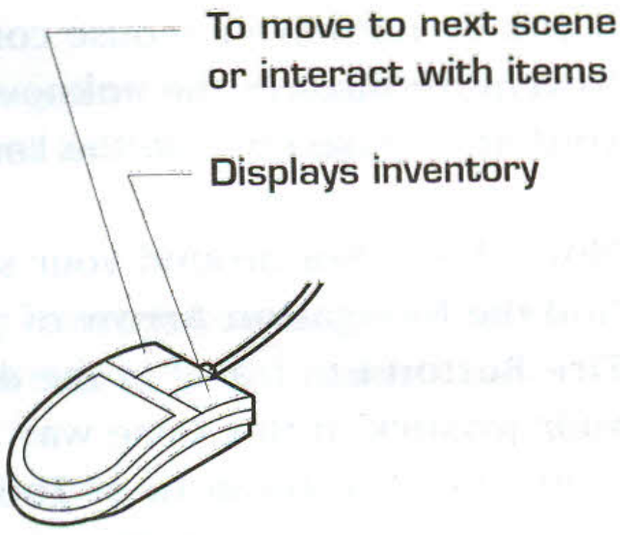
Navigating with your Keyboard

If you do not have a mouse connected to your system (or even if you do) you can use your keyboard to navigate through the Lost Empire of Zork.



Use either the **Cursor Arrows** or the **Numeric Keypad** on your keyboard to move your cursor around the screen. Make your cursor move even faster by holding down a directional key.

Note: Use the + key on your keyboard's numeric keypad in place of all references to the LEFT button on a mouse and the - key for all references to the RIGHT button.



Using your Inventory

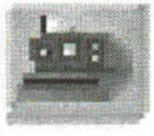
The **RIGHT** button on your mouse allows you to display the contents of your inventory at any time.

If you decide not to use your inventory, simply click anywhere else on the screen and your inventory display will disappear. As you move your cursor over the different items in your inventory, a description of the item will appear on your screen. To select an item from your inventory, just place your cursor over it and click with your **LEFT** button. Most items will be displayed in your inventory over a split background. Click your **LEFT** button on the upper left portion of the square to **carry** the item, or click on the lower right portion of the square to **use** the item.

Your cursor changes to the **Hand** icon whenever you decide to move around empty-handed; when you pick up an item, the **Hand** icon will change to the form of the item that you have picked up (until you come to a **Navigation** arrow). If you pick up an item, you are not required to place it in your inventory in order to proceed. Carry the item around as long as you'd like—you are now a daring adventurer, capable of doing more than one thing at a time!

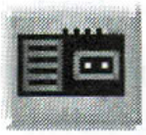
You have been provided with a few permanent items in your inventory. Use these items regularly during your excursion. You'll want to keep them in mind during encounters with characters—they make great conversation pieces! These items will appear over a solid background on your inventory display:

Map - Plots the path you have taken in your travels on two full screens. A blinking red dot marks your current location.

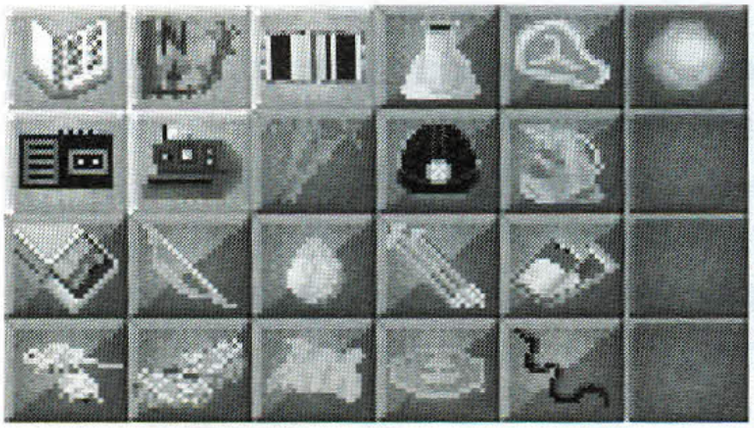


Camera - Allows you to take unlimited pictures and keep mementos of scenery you'd like to remember. Simply click your **LEFT** button to reveal if the person, object or location is a photogenic one. If it is, your camera will take a picture for you.

Photo Album - Lets you take a look at all the photographs you've taken during your journey.



Tape recorder - Lets you rewind, fast-forward and play back important conversations that are automatically recorded during your travels. Use the buttons of the upper right-hand side to scroll through the characters you have on tape.



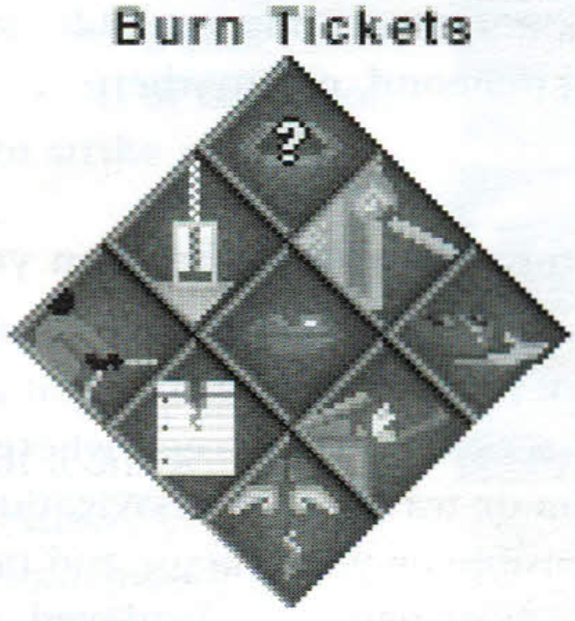
You will come across many other items that you can pick up and store in your inventory during your great underground adventure. To store an object in your inventory, click your **RIGHT** button to display your inventory, then click your **LEFT** button over an empty square.

If you lose an item, don't despair! In most cases you'll be able to find the item by logically considering the action you took to misplace it. However, some actions are irreversible, in those cases, do despair.

Interaction between Inventory Items

You can use an item from your inventory with another item in your inventory to perform ingenious tasks. Remember the least likely combination of items may produce the most effective results.

1. Click your **RIGHT** button to display the contents of your inventory.
2. Select an object and click your **LEFT** button on the upper left portion of the square to carry it, e.g. Matches.
3. Click your **RIGHT** button to display your inventory again.
4. Place your cursor over the lower right corner of another item, e.g. the Tickets. "Use Matches with Tickets" will appear at the top of the inventory display.
5. Click your **LEFT** button to reveal all possible interactions between the two items, such as "Burn Tickets."
6. Don't try this example at home. Only trained professionals can win after this particular interaction.



Action Interface

As you navigate through each scene, your cursor will appear as a Navigation Arrow, a hand, or the inventory item you are carrying. When you point to an item or person which you can interact with, the name of that item or person will appear over the cursor.

Interacting with an Item in a Scene

Your travels will take you through endless adventure-filled scenes that contain many items you can interact with. Click the LEFT button to display all action interface options for the item you are pointing to.

The animating icons will "act out" all possible interactions for the item you selected. Move your cursor over each icon to reveal a written description of the interaction each icon represents. Click the LEFT button over the action interface option you would like to perform. If you decide not to perform any of the interactions available, simply click your LEFT button in the middle of the diamond, or anywhere else on the screen.

Interacting with the Item you are Carrying

You may decide to use an item you are carrying without interacting with another, e.g. drop it, eat it, etc. To do this, simply click anywhere on the screen where you won't interact with another item or travel with a Navigation Arrow. In other words, if the item is visible as your cursor and no text indicating interaction with an object or person is displayed, you can click to display the action interface for the item you are carrying.

Interacting with Characters

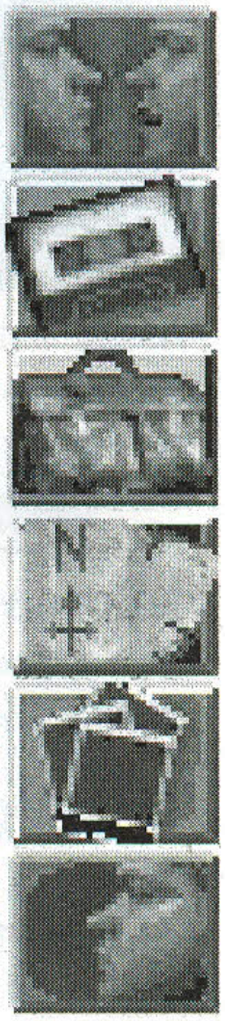
You can interact with most characters (those who care to talk to you), in two special ways. The first way is by engaging a character in conversation, and the second is by playing Question and Answer.

Conversations

Conversations with characters may provide you with clues that may (or may not) help you in your journey through the Underground Empire. To have a conversation with a character, select the **Talk To** icon from the Action Interface display. Once you select the **Talk To**

icon and engage a character in conversation, you will see a column of icons on one side of the screen.

Click on these icons with your **LEFT** button to attempt to direct the tone of the conversation with your body language. Move your cursor over these icons to reveal a written description of each icon over your cursor. You'll discover that it's easier to strike a nerve with some characters than with others.



Q&A

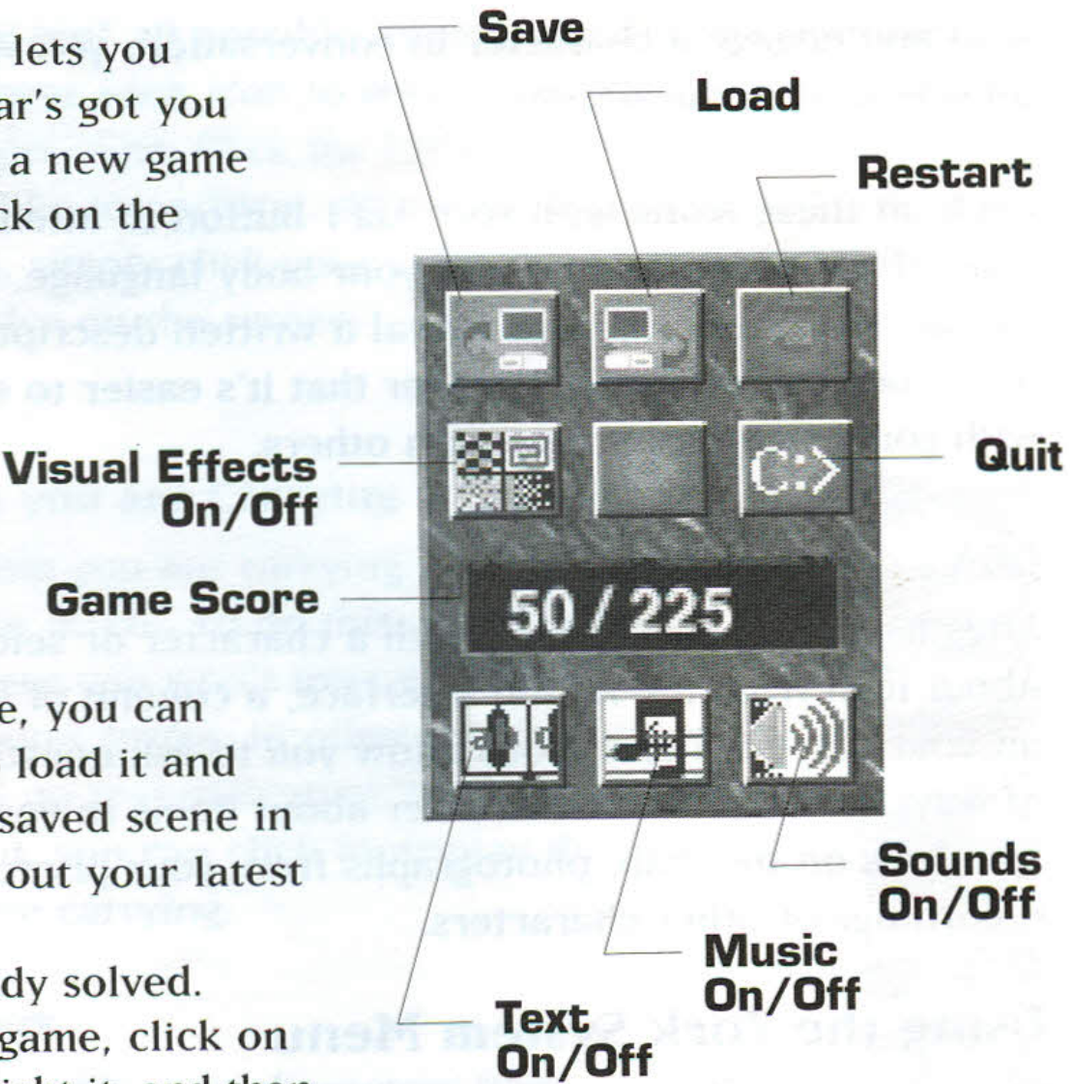
After having a conversation with a character or selecting the **Ask About** icon from the Action Interface, a column of icons will appear on your screen. These icons allow you to ask questions in a variety of ways. You can ask a character about items in your inventory, locations on the map, photographs from your photo album, or recordings of other characters.

Using the Zork System Menu

You can access the Zork System Menu in the upper left-hand corner of your screen at any point in the game. Just move your cursor to the upper left-hand corner of your screen until your cursor changes to the **Zork Disk** icon, and then click the **LEFT** button.

You can then click anywhere off of the Zork System Menu to continue your game or click **"Quit"** to end the game. Click **"SAVE"** on the Zork System Menu at any point in the game to save your current game. Your game will be saved from your most recent adventure experience. We suggest you save your games frequently. Don't let a grue get you without a record of your current travels!

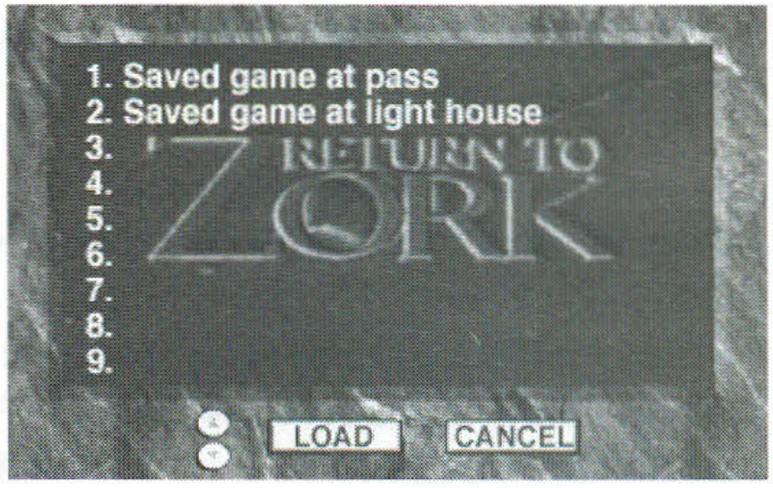
Your Zork System Menu also lets you give up (in case West Shanbar's got you walking in circles) and start a new game from the beginning—just click on the **RESTART** option.



You can save up to 99 different games at one time. You can also re-name a previous game, or save a new game under a previous title.
Once you have saved a game, you can click on the **LOAD** option to load it and begin playing from the last saved scene in that game. This lets you try out your latest harebrained ideas or avoid solving puzzles you've already solved.
To load a previously saved game, click on the title of the game to highlight it, and then click the **LOAD** button on the screen.

You can click **"SOUND"**, **"EFFECTS"**, "TEXT" or **"MUSIC"** to turn each of these options ON or OFF.
If you are playing a CD ROM version of Return to Zork, your Zork System Menu will include an additional setting for CD ROM Effects.
You may have already noticed that your navigation is sometimes interrupted by animated transitions between locations called "Walk Through Movies."
You can turn Movies ON or OFF. To change this setting, click the **Movies** button on the Zork System Menu.

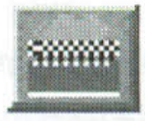
The Zork System Menu also lets you check your current game score. Your score is the number directly preceding the total possible points. Although points are accumulated for performing any action or task that furthers your progress in the game, you don't have to score all possible points to win.



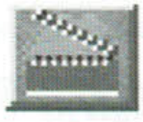
Load Game Screen

Taking Short Cuts

You can use the function keys on your keyboard to help you speed your adventure through the Great Underground Empire of Zork.



Movies On



Movies Off

F1- This key displays your Zork System Menu and lets you take a look at your score, quit, restart, save and load games, or change your current game settings.

F2- This function key gives you a quick way to save your game when you anticipate a quick death. Just press **F2** and the Save Game display will appear immediately on your screen

F3- Use this key to load a previous game instantly! Press **F3** as early as the opening title sequence that follows the Infocom logo to display the Load Game screen and continue a game right away.

F4- Not feeling like your usual keen-eyed adventurer today? Press **F4** to repeat the last message printed on your screen.

GUIDELINES FOR THE FIRST TIME ADVENTURER

The adventure game is among the oldest and most popular genres of computer games. In order to receive maximum enjoyment from playing adventure games, you must first understand the main concepts in the adventure game format: exploration, meeting interesting characters, scavenger hunting, puzzle solving, and the gradual revelation of a compelling story in which you play the central character. While each adventure tells a unique story and has a different role for you to play, they all share the same simple guidelines to becoming a true adventurer!

Explore! Navigate every inch of the vast unknown world. Go everywhere you can possibly go, and look at, listen to, and read everything that is presented to you. But don't stop there—what you thought was obvious may not be obvious at all. Examine everything! The odds are good that there's a clue, hint, or hidden message in everything you see, hear and read on your computer screen, as well as in the documentation included in the package! Don't get lost—venturing through distant lands does you little good if you don't know where you are or how you got there. Plot your path and log your travels as you go. If the game doesn't provide a map for you, it's wise to make your own.

Prepare to die! Fear of death is often a motivating factor in many adventure games; you may die or be killed as a result of a mis-step, losing a fight or battle, or entering a strange land unprepared. For this reason, adventure games allow you to save and load games in progress. It is a very good idea to save your adventure often, in case you suddenly die, (or you decide to break for a midnight snack on a stormy evening and the power goes out). You can also use this technique whenever you want to explore unknown territory or

confront an intimidating opponent, but you're not in the bravest of moods: save your game and try some off-the-wall tactics. If they don't pan out, load your saved game and try something else.

Puzzle it out. Most adventure games add excitement and suspense to your playing experience by incorporating puzzles and mazes that you must solve in order to continue towards your ultimate goal. These puzzles are often interwoven so that you could find the solution to one puzzle while attempting to solve another, or be forced to solve a second puzzle before continuing the first. Adventure game puzzles vary in level of difficulty—from the simple find-the-key-to-the-door puzzles, to the more complicated, cross-solution puzzles which may involve locating various items and gaining specific knowledge to attain the defeat of an evil enemy. Inevitably, you'll be stumped by a particular puzzle; it's then best to concentrate your efforts on solving other puzzles, or on finding the Hint Line phone number or the Hint Book (available at your local computer retailer or from Activision).

What's the point? Most adventure games help you keep track of your progress in two ways: (1) unveiling the story which gradually helps you understand your ultimate goal and what you must do to achieve it, and (2) awarding you points each time you successfully solve a step in a puzzle. (These points are determined by the importance or difficulty of the step.)

It's yours for the taking! As a rule, you should accumulate all the possessions you can during your adventure. Conspicuous consumption is highly recommended! If you see something, take it—you never know when the most peculiar object will come in handy. Of course, some games take a moral stance on stealing, so you may have to pay or trade to get an object, (or at least get permission to take it). All of your possessions are kept in a magical place called your "Inventory". In most games, you can store an array of items,

including those that are quite large and heavy, while in other games a more realistic approach is taken and the size of your inventory is limited.

Show and tell. Once you have amassed a wide selection of inventory items to choose from, you must figure out what to do with them. If an object isn't an obvious part of a master plan or mind-bending puzzle, you can usually gain some insight on why the game designer included this distraction in your adventure by: (1) examining or looking at the object closely (often an option from your inventory's "menu"), (2) showing it to characters you meet, (3) asking about it, (4) trying to use it in logical combinations with other items in your inventory, or (5) doing something silly with it.

Get the message? Even if your attempts to do the simplest of things seem to backfire, pay close attention to the result messages you receive. These appear on your screen as one line descriptions of what just happened and are often full of subtle hints and very bad puns.

A logical conclusion. As your adventure unfolds, you will become intimately familiar with the type of logic that was followed in the design of the puzzles in your adventure. You will also notice patterns in the references that may help you understand this convoluted logic; it might be nursery rhymes, Greek mythology, numerology, recent cultural events, etc. If you're having difficulty solving a puzzle, it's often useful to try to stretch your imagination and think of all the possible logical links that may be involved. Don't rule out free association as a type of logic!

Use your friends. Adventure games can be even more fun and exciting when played with a friend or a group of friends! Share your adventure experiences with your friends and you may find that putting your findings and logic together uncovers the solution to yet another puzzle. You know what they say—two adventurers are better than one!

Excerpt from Encyclopedia Frobozzica

Postal Code, Section 115: The GUE Postal Service must preserve and protect the security of all mail from unauthorised opening, inspection, or reading of contents. Any person committing any of these unauthorised acts is subject to penalty. Willful or flagrant disregard for privacy may be dealt with by the Guardian at an unexpected moment during your game at his discretion and may result in the forfeiture of all or some of your possessions. If you are reading this, we sincerely hope you have saved the game.

The Calendar

A year in the world of the Great Underground Empire typically has 365 days. This period is divided into twelve months. Each month has two different names, and a specific number of days in it, as is seen in this list.

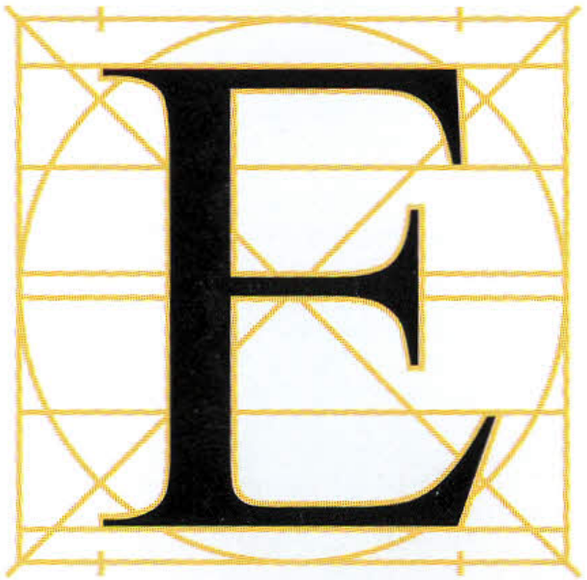
Estuary	January	31
Frobuary	February	28
Arch	March	31
Oracle	April	30
Mage	May	31
Jam	June	30
Jelly	July	31
Augur	August	31
Suspendur	September	30
Ottobur	October	31
Mumberbur	November	30
Dismembur	December	31

It is believed that the breakdown of the year into these months might be, in some vague way, related to the lunar cycle, but since the size, shape, and position of the moon is so wildly unpredictable, it is useless to speculate. However, we can with (only a little) more certainty state that the month names on the left were names for a specific Quendoran dialect, whereas the names on the right are the names commonly used by the populous. The Estuary through Dismembur system is found on only royal publications such as the Flathead Calendar, whereas the diaries of those less noble, carefully studied for historical reference, bear the January through December system.

In any case, the average month has a little over four weeks in it. Each week has seven days, known as:

Sand Day
Mud Day
Grues Day
Wands Day
Birthday
Frob Day
Star Day

The



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Adventure

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