

Score @: PermaSuck Salesperson. (no pts for letter 2)  
5 (rose on well)  
15 (car, rings)  
35 (have broken)  
40 (in Jack's)  
74 PermaSuck Regional Sales Manager (freedom)

ZORK  
GRAND  
INGUISITOR

(start up)

ACTIVISION

SPLASH

New Game / ZORK  
Credits / Preferences / Help  
GRAND INQUISITOR / Restore

Preferences

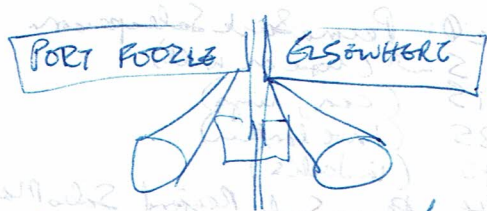
EXIT	PARAVIEW - +	PARA QUALITY HI LOW	MOVIE QUALITY AUTO/MANUAL
INSTALL LEVEL	HIGH/ LOW	3D SOUND OFF/ON	CAPTIONS OFF/ON
		PARA ANIM ON/OFF	LING SKIP/PIXEL DOUBLE
			X   X

- ✓ PROPAGANDA ON PARADE!
- ✓ Bought to you by PE, makers of the PE Tokenizer.
- ✓ PE: "We bring bad things to light!"
- ✓ Thirty-fourth of Probrung, 1067 GUG. Greetings.
- ✓ Post Forzle liberated! Empire Freed from Tyranny of Magic!
- ✓ Gone are the days of turning castles into fudges, & eggs into ripe guano.
- ✓ Gone the guns & gronda, the Flatheads & the foolishness.
- ✓ Today, the Magic Wars are over.
- ✓ Show magic & show the appearance of magic!
- ✓ Show everything - & then show shunning!
- ✓ So said the GI from atop Flathead mesa.
- ✓ When the grateful masses thronged to welcome I troops to newly-occupied PF.
- ✓ The Third Dungeon has accepted the I's generous offer of a permanent vacation.
- ✓ Today the DM read - brief but impassioned statement in support of transitional I govt.
- ✓ Rumors - that the DM is lead a so-called Mage Resistance & entirely false.
- ✓ In other news, the standoff at the Brechtlers' Guild ended peacefully last week,
- ✓ when the Brechtlers were fed from themselves by I troops.
- ✓ Concerned citizens everywhere searched high & low for hidden scrolls & mage contraband - voluntarily purging themselves of the worst excesses of the Mage Resistance.
- ✓ And finally, at tomorrow's ceremony, the GI is expected
- ✓ that will implement his visionary "ONE POINT OF LIGHT" program -
- ✓ Never forget who is the boss of you.
- ✓ MB! / I AM THE BOSS OF YOU! (x 4)

[HISTORIC WHITE HOUSE / CONDENSED / BY the GI of Zork/



④



Curfew will begin in one second. /  
 CURFEW!!! / C has begun. / Curfew began one second ago. /  
 Curfew began five seconds ago.  
 Curfew began ten seconds ago.

- ✓ The following is a paid announcement / The G.I. Rules!
- ✓ This message was brought to you by FG - "Leave the Thinking to Us!"

- ✓ What are the 12 100 steps to self-containment in the Post-Medical Age?
- ✓ OBEY! CONFORM! ASSIST! IGNORE! DUTY! REPRESS! RESTRAIN!
- ✓ BRIDLE! CURB! REDUCE! REPEAT! INFORM! SHUN! TELL US! TELL US EVERYTHING!
- ✓ AVOID FLIRTATION! AVOID LIBATION! FLOSS REGULARLY! SAVE OFTEN! STEP LIVELY!
- ✓ THINK HAPPY THOUGHTS! WALK BRISKLY!

- ✓ The Pews of Mage exhibit at the Inquisition headquarters has been closed temporarily
- ✓ However, the tolerated daily billboard is functioning correctly.

- ✓ Just a reminder:
- ✓ All Foyle households must be equipped with a std Inq. Conspicuous as per std I requirements
- ✓ blaring std inquisition propaganda at all times, which is std.

- ✓ Failure to comply will result in std Inq. consequences, which is to say:
- ✓ YOU WILL BE TOTEMIZED!

- ✓ Reports of a strange blue glow near the docks are grossly exaggerated.
- ✓ All citizens are warned to stay away under penalty of totemization.

- ✓ In a city where anything can happen
- ✓ The one thing that no one expects
- ✓ Is the only thing that no one can stop.
- ✓ The Inquisition. <sup>What a show.</sup>

- ✓ This Frobrary / In a world where justice is spellbound
- ✓ In a time when magic has gone away
- ✓ One man will have the power to change + the will to lead "The Mage Inquisition."
- ✓ Brought to you by Frobozy Adventureworks ZRK, a subsidiary of FG.

- ✓ This motion picture is a melodramatization of actual events. Many actual wizards were helped in the making of this film.



5



A proclamation for the betterment of society (& the worsement, <sup>diminishment,</sup> ~~diminishment~~),

- ✓ To our most loyal citizenry of once largely peaceable & only rather recently consigned
- ✓ which is to say our persons of only the most exorcisingly & agreeably <sup>township of P.F.</sup> highly-evolved moral sensibilities, <sup>Subservient natures,</sup>
- ✓ the philosophically complex, the ethically subtle, or, alternatively,
- ✓ **THE BLINDLY OBEDIENT!**
- ✓ let it be kn throughout our land
- ✓ from the Westlands east to the Eastlands west & all of the ~~the~~ good spots in the middle
- ✓ Any persons found, alleged, remembered, or kn to be practicing magic of any variety, ①
- ✓ or other acts supernatural, metaphysical, cerebral, alchemical ②
- ✓ will not be funded, tolerated, respected, invited to parties & celebrations; inclusive of ③
- ✓ will in plain fact, & i clear conscious, be humiliated, intimidated, persecuted,
- ✓ incarcerated, faked, tried; tortured (if time permits) and
- ✓ will be totemized ~~is~~
- ✓ along with anyone they have ever met.
- ✓ (which is, frankly, a vry bd thing. Perhaps the worst of all possible things.)
- ✓ In a hypothetical universe composed entirely of gd & bd things, this wd b vry nearly ④
- ✓ There is no magic in Zork. There will never again be magic in Zork.
- ✓ Until those who wd dare attempt to restore the black arts have been contained
- ✓ (whose is to say, destroyed etc. wvt, see above)
- ✓ Port Foulie is here by, from this day on & from this day on, ordered to obey, in view of
- ✓ a strict curfew of sundown. <sup>a penalty of totemizing</sup>
- ✓ by order of The Major Inquisition
- ✓ as dictated by our High Holiness, The Pontiff of Plesene, The Friar of Fire, The Minister
- ✓ The Pastor of Disaster, The Higher Power Himself, The GI of Zork. <sup>of Sieristey</sup>
- ✓ By yr command! <sup>(The I)</sup>
- ✓ ① degree, nature, intention or color
- ✓ ② performance, pretensions and otherwise
- ✓ ③ but not restricted to curses, dag and otherwise
- ✓ ④ the btm in the list of deseciable ones)



Early Start criteria  
www.adventureteststudios.com

near ~~crossroads~~ close up ~~crossroads~~  
together well  
near well  
close up well

- ✓ Attention residents of PF.
- ✓ By order of the g.i., master of technologies, useful & otherwise, High hand of all that he wants & then some, header of the campaign against all horrid sorts of ngs, the evening curfew is now in effect.
- ✓ The Township of Post Fooye is an occupied I Outpost. No citizen over <sup>the age of</sup> ~~eighteen~~ <sup>may be</sup> ~~intimidated~~, may appear on or in the streets after curfew is in progress, Violators of I Curfew <sup>may be</sup> ~~intimidated~~, incarcerated, incarcerated and/or mutilated, if time permits & the weather is fine.
- ✓ Further violators of curfew may be totenged, which is unspakably painful & altogether <sup>irreversible,</sup> ~~unreversible~~, except for <sup>this game</sup> ~~this game~~.
- ✓ In certain cases indeed but not limited to those at the <sup>correctly</sup> ~~correctly~~ played end of <sup>unreversible,</sup> ~~unreversible~~, <sup>except for</sup> ~~except for~~ Further violators of curfew will be threatened & smited & then smitten. Once smite further subsequent resmitation will commence until the smitee is deemed sufficiently smite by the <sup>smiter.</sup> ~~smiter.~~
- ✓ Enjoy yr stay in Occupied PF. This msg was brought to y by FE:
- ✓ We are the Boss of You!
- ✓ All citizens are reminded (required) to attend ~~Tomonow's~~ <sup>Tomonow's</sup> ~~ceremony~~ <sup>ceremony</sup> at the Flathead Mesa.

A proclamation  
To our most loyal

Sign (THE MAGIC INQUISTION / Post Fooye is an Occupied Inquisition Township. / Magic has been terminated. / A Strict Curfew of Shadows is Observed at all Times / The Underground Empire has been Sealed. / Violators Will Be Totenged\* \*\* / Have a Nice Day. / TOTENZA [1|3|8|5|6|2] DAILY / \* A very bad thing. / \*\* Registered Trademark of Fooyez Electric, Inc.]

fish heads / bet yr woly pily fish heads.

Closeup of loudspeaker control: [Fooyez Electric]  
That's The Spirit! / Same as the rest / Any howev and...  
You'll be Totenged.



Fish heads! / Fish heads! / Got you icky pety fish heads  
[Polecat By Proboys Electric Alarm System

> TAKE FISH

As you leave the riled fishwife, somethy sticks in yr mind. The sword of an annoyed sentry. Yr taken off to be totemized & once thoroughly and utterly totemized, y recall the wisdom of Barbel of Guith: 'The best place to be if there's a hubbub is somewhere else.' More than just pretty words.

// ~~xxx~~ You have been Totemized ~~xxx~~ // Yr score is 0 out of a possible 1000.

/ This gives y the rank of Peimassuck Salesperson.

(red fish)

WANTED / For Duty In Illegal Magic Courtland

DEAD HERRING / locally caught and garlic fed  
take fish ① (ARM) / Trying to steal my fish? / Get your own!

② (ARM) / Look, it's past curfew / Yr lucky

③ (A) / I said, cut that out / Gd thing I installed the FE Alarm.

④ (A) / That's it! / Hey! Guards! / Come here & take care of this fish scratcher!

up) ① Wld someone turn that damn speaker down?

to top / I cant hear anythig over that racket.

I (take fish successfully) - get can of beer & 6 plastic rings

rings on hook > (done)

lever > Ack! Plastic /

I - sense - a big bit - Ack! - touching death scene.

Whew! / Thank Youk for

I'm onta here. / (box brought up, opens to reveal lantern)

take lantern > (later)

lantern of

> Holy Hump! (door opens) / A genuine lantern /

looks like

These things r hard to come by

Whoa Got in here

Go ahead

Well, I kno guy who

Now - where's my wrench.



(fish bowl look)

2nd brief You're just getting your sea legs, so I'm only gonna say ~~it to you nice~~.

✓ DON'T DRAG YOUR STINKIN' HOOK THROUGH MY STUFF, OKAY?

3rd time if You're just not getting it, are you? Maybe you don't just speak the language.

✓ ITQUAY URYAY ENNANIGANSHAYS!

4th time if I can sit here as you can, friend. Yeah. All day if need be.

✓ And I have a distinct advantage.

✓ MY ENTIRE UNDERWATER WORLD IS ONE GIANTIC FISH TOILET!

1st & 5th - I wouldn't be fishing for anything in particular now, would ya?

✓ Because, see, I'm a fish, & you're fishing, so I gotta ask —

✓ YOU WANNA PIECE OF ME, DOCK BOY?

✓ Or Dock girl. I can't really tell. All you people look the same.

Front Side of Fish market signs:

[2 For 1 special!!!] [Catch of the day]

[Buy 2 & THEN BUY ANOTHER 1!!!] (Catch of the other day) (Don't Ask)

Knock (1) [Oh! Over if I'm completely nude.]

(2nd - no answer)

Sign (DIS) Grachtel's Guild (sign on door is too far)

Jack's door - lanterns Repaired / Closed for Curfew

Knock (4) No autographs. I don't do that anymore. Beat it. Scram.

(4) (2) [It's past curfew & I can't afford any trouble. I can't afford Jack, and I am Jack.]

(5) (3) [I left you in, they bust me, you walk and go to jail. No thanks. Go find yourself another party.]

Suchalux (1) No, ah, that's all right. You keep it.

approach reed door [Oh Implementors, Go away! We don't need any]

Knock. Can't let you in, sorry / Guess you'll have to die.

persuade [Oh, you're selling perm-suck medicine.]



knock yellow shade: / Hm. You want one of them agitators

① We dont want you kind in PF, you hear?

② The I told us all agitators

We dont want no ideals, y hear?

③ Hey its past curfew. I want y ppl off of my land.

(N/A) ④ Want some biscuits?

knock shutters ① Oh, a poor soul trying to find

GO AWAY!

②+ n/a

Sign cloamp ONLY YOU CAN PREVENT FOZZLE FIRES / Honorary Fozzle Fireman /  
Anthavia Jade.

k door at end ① Go away! I dont want no trouble!

②+ Please! Go! A! Way!

③+ n/a

up door ① Now cut that out, you little creep!

sluis ② Shut your zipper

I dont.

I'm a madman, a madman, you hear?

③+ n/a

~~Fuzz~~ on box: Talk To Me Grand Inquisitor / Danger Highly Flammable  
/ Talk To Me GI. 1500zm 1300zm 3000zm 12m 050

chick door ① Who is the boss of you? ✓

② me! I am the boss of you! ✓

③ Try to follow the logic. There is no magic. ✓

④ We dont need magic. We have technology! ✓

⑤ Frisborny Electric ✓

⑥ Brain washing the populous 24 hours a day! ✓



7 WAIT IN DARK

You enter by a gate. Now what was going through your head? A pitch black cave in a Zork game. What did you think was going to happen?

\*\*\* You have died \*\*\*

(score was 5  
- hope, or hope on well?)

Deck Nine Score 0 Moves: 23

Deck Nine / This is a featherless corridor similar to every other corridor on the ship. It curves away to starboard, and a gangway leads up. To port is the entrance to one of the ship's primary escape pods. The pod bulkhead is cleared. />

Sign (sign best door in well) / Great Underground / Secret Entrance / Number 38967

Spell book

(middle code) Frobo's Magic Spell Book Company / ~~Auto~~ Auto Constructing Spell Books (high magic)

VOXAM - separate the energies of different magics (middle magic)

REZROV - open locked or enchanted doors (low magic)

IGRAM - turn purple things invisible

THROCK - cause vegetation to grow (in gardening shed)

(mid) KENDALL - simplify instructions (in duct)

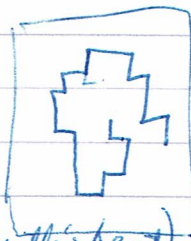
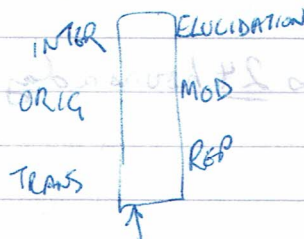
(high) GOLGATEM - create a bridge over a body of water (in book at FCD#3)

(high 4) DEBUETT - create the illusion of inclement weather

(high 3) OBIDIL - make castles more attractive to other creatures

ZIMDOR - triplicate quantity of intoxicating beverages

Kudge, land, honey, bugs, mass.



Better Spell manufacturing: In Under Ten Minutes

- Rebirth: ORIGINATION, MODIFICATION, REPLICATION, INTERPRETATION, TRANSMUTATION

Score 131 - Luckless Adventurer

(mid 3) NARWILE - activate time tunnels (in castle's heart)

(deep 3) SWAVIQ - change shape to that of target creature (town in 2)



"AFGNCAAP"

Ageless Faceless gender-neutral

adventurer person

ZORK: GRAND INQUISITOR

High magic creation  
Middle " is enlightened  
Deep " is transmutator

"IN MAGIC WE TRUST"  
REZROV door to GUB Tech

VOXAM - separate the energies of different magics  
GOLGATHAM - create a bridge over a body of water  
OBIDIL - make castles more attractive to other creatures  
BEBURTT - create the illusion of inclement weather

1 ~~6~~ gallon (free)  
3rd plan (shades pts to 5 & close)

OMRIT  
lift receiver  
882895

666 takes Puffin

REZROV - open locked or enchanted doors  
KENDALL - simplify instructions  
NARWILE - activate time tunnel  
YASTARD - send spirit through time

"Alpine's Guarding"  
inflatobly  
Sea Captain

IGRAM - turn purple things invisible  
THROCK - cause vegetation to grow  
SNAVIG - change shape to that of target creature  
GLORF - untie knots

ZIMDOR - triplicate quantity of intoxicating beverages  
LEXDOM - create lock and key  
BOOZNIK - reverse spells in spellbook



ZORK  
GRAND  
INQUISITOR

## Notes on: Zork Grand Inquisitor

### Introduction

The Grand Inquisitor of Zork has taken total control of the Great Underground Empire and has banished magic from the realm. Anyone caught in violation of his many edicts will be *totemized* – a very bad thing, indeed. Of course, it's up to you to stop him.

You begin as a humble Permasuck machine salesman on the outskirts of Port Foozle. You are carrying a *Permasuck machine*.

### Port Foozle

In a clearing just outside the town is a signpost pointing to "Port Foozle" and "Elsewhere". Follow the sign into the town. The voice of the Grand Inquisitor fills the air, detailing his many edicts.

At the fish market stall, you must turn up the loudspeaker (push the green button) so that the fishwife can't hear you take the *can of beer* and *plastic six-can holder* from the stall. You may turn down the speaker to normal afterwards. Note the blue glow towards the pier.

On the pier, hang the plastic holder from the hook, and push the lever to lower it. It will convince the mythical goatfish to go away, and a wooden box will be lifted and deposited on the pier. Open the box and take the *lantern*.

Across from the fish stall is a building with a sign: "Lanterns Repaired". Knock on the door and Antharia Jack will let you in if you have the lantern. He will bang it about for a bit, turning it on and revealing that it is clearly magical. When he briefly leaves you, take a *self-lighting cigar* from his cigar box. He will then escort you out, without the lantern.

No other buildings in town will let you in, but at the far end of the street are some inflammatory dolls in the likeness of the Grand Inquisitor. A nearby sign notes that Antharia Jack is a local fire marshal, and there is also a large open barrel nearby that you can hide in. Light the doll with the cigar, and hide in the barrel. Jack will come to put out the fire and will be arrested by the inquisitor's guards.

Jack's home is now open. Take the *lantern*.

Return to the signpost and head down an unmarked path to a fenced off building. A large sign with a counter showing how many people have been totemized is to the left. To the left of it is a noose. Take the *rope*.

Return to the signpost and head down the "Elsewhere" path to a well. Tie the rope to the upper struts and climb down. During the climb down, the spirit in the lantern feels safe enough in the underground to introduce himself to you – he is Dalboz of Gurth, the Dungeon Master of Zork, the third to hold that position. When you reach the well bottom, Dalboz summons the enchantress Y'Gael, who gifts you with a *spell book*. There are three spells in it, *VOXAM* (separate the energies of different magics), *REZROV* (open locked or enchanted doors), and *IGRAM* (turn purple things invisible). The spell book is *auto-gmsting*: spells on any new scrolls that you find will be automatically added to your spell book.

### Crossroads

Don't climb back up the well, or a guard will catch you. When you find a spell to untie knots, you'll be able to retrieve the rope.

At the bottom of the well, look down and take a *subway token* from a bucket on the ground. Cast Rezrov on the door to magically open the locked door. Entering, you discover that the staircase railing is a dragon, and his tail quickly carries you to the Underground area.

On the wall is a case labeled, "In Case of Adventure, Break Glass". Click on the right side of the case to open it, and take the *hammer*. Close the case, and break the glass with the hammer. Now you can take the *map* and *elvish sword*.

An umbrella tree stands to the east. Cast Igram to turn its purple blossoms invisible. You can see a scroll in one of the blossoms, but you can't retrieve it yet. When you get a spell that creates the illusion of inclement weather, return here, cast it, and the blossoms will open, dropping the scroll.

Take the *totem* lying on the western path. This is the first totem of three. This totem contains the essence of a cowardly dragon called Griff.



### *Crossroads (continued...)*

Head west to the crossroads. Further west is GUE Tech. To the south is the Dungeon Master's Lair. To the north (over a pair of wooden bridges) is the entrance to the Underground Subway.

Between the bridges is a teleport machine. For every teleport machine that you find, its location will be added to your map. When you want to travel quickly between locations that you've already visited, put the map in a teleport machine and push the buttons to cycle through the choices. Step back to regain your map and find yourself at the new location.

### *Dungeon Master's Lair - Garden*

Use the sword to cut through the overgrowth blocking the entrance.

At the tool shed, open it and take the *spade* and the scroll containing the **THROCK spell** (cause vegetation to grow).

Further in the garden is a *snapdragon* that snaps at you. When you find a ProZork tablet, give it to the snapdragon to make it fall asleep. Cut it with your sword, taking the *snapdragon head*. Ignore the eggplants.

At the house entrance is a hive of quelbees; ignore them for now.

The house won't let you in until you give it a smoke and a drink. Put the cigar in the ashtray to your left. The door will take it, and smoke it, and then the top half of the door will open. Pour the beer into the basin to your right, then use the **ZIMDOR scroll** (from the umbrella tree) on it to triplicate its volume. The door will pick up the basin and drink the beer, and open the lower half of the door.

Walk around the house to the right to find another teleport machine. Close to the house is an immature spring plant, which looks like a mushroom. Cast Throck on the plant to mature it. Put the sleeping snapdragon head on the plant, then hit the plant with your hammer. The snapdragon will bounce up to a window ledge and retrieve a piece of torn scroll.

### *GUE Tech - Outside*

Remove the door ("In Magic We Trust") from the crossroads to open it.

Before you can reach GUE Tech, you must pass over three bottomless pits. A sign tells you to "Please Don't THROCK the Grass" if you do, the grass will become carnivorous and you'll die! Each pit has a puzzle cylinder beside it. Rotate the three disks on each cylinder until you get a complete image. The first pit is filled by its cylinder. The second pit is filled with earth. But when you solve the third cylinder, it displays a window into GUE Tech. Enter the window; the third pit stays.

Because you were walking towards a fountain, and see a fountain on entering the building, it's easy to be fooled into thinking that there's only one fountain. But this is a second fountain. Exit via the front doors to get to the far side of the last pit. Walk back up the stairs to the first fountain. A teleport machine is to the left. A mound of dirt is to the right. Dig in the dirt with the spade to find the **KENDALL spell** (simplify instructions). To get back in the building, enter via the puzzle cylinder.

To return to the Crossroads, exit GUE Tech via the window.

### *Underground Subway - Crossroads*

Put the subway token in the slot to enter the turnstile. Once you've entered the subway, you won't need another token to revisit.

A red sign at the far side invites you to visit Hades and play Old Scratch to win 500 zorkmids.

A panel on the wall is a complicated mess of buttons and lines. Cast Kendall on the panel to simplify it. Push a button to pick a location, then stand on the platform beside the track. A subway car will zoom by, grabbing you with a cartoon-like hand. This hand will deposit you at your chosen destination. You can't do anything in the subway car itself.

To return to the Crossroads, push the escalator button.



### *Underground Subway – Monastery*

The escalator is blocked with rubble. The only way to proceed is up through an overhead grate, but it's out of reach for now. When you have the rope from the well again, tie the rope to your sword (do this inside your inventory). Throw the **sword-on-a-rope** at the grate and climb up into the Monastery. The sword and rope can be separated, again, inside your inventory.

### *GUE Tech – Inside*

To the left of the fountain is a bulletin board and several vending machines. On the far side of the fountain is an infinite corridor.

The bulletin board tells you that Mir Yannick (who's now the Grand Inquisitor) was a failed student here, and that mixing cola and Zork Rocks is explosive. There's also a note that there won't be locker access until the candy machine is restocked. This is a clue that the candy machine and lockers are linked.

Between the vending machines is a change machine. Put the zorkmid bill into it and get a **bag of zorkmids**. Click on the bag inside your inventory to retrieve one coin at a time.

Put a coin in the frozen foods machine and open the third door ("sandwich") to find a **OBIDIL scroll** wrapped around the confection (which melts away). Because the scroll is damp, you can't use it until it's been fed into a spellchecker.

Put a coin into the candy machine and push 8 to move the Zork Rocks forward – but they don't fall. (A distant creak is the sound of the corresponding locker opening.) Examine the bottom of the candy machine and attach the permasuck machine to it. Turn on the permasuck to suck the Zork Rocks into the permasuck machine. Open the permasuck and take the **Zork Rocks**. The permasuck is now permanently attached to the candy machine.

By inserting another coin into the candy machine and pushing another button, you can open another locker. Only one locker can be open at a time (any open locker closes), and button 6 is missing, which means you must open locker 6 in a different way.

Putting a coin into the pop machine and pushing a button dispenses liquid, but no cup.

If you enter too far into the infinite corridor, you'll be trapped. Look above the entrance to the infinite corridor to see the words "Infinite Corridor" in purple. Cast Igram on the word "Infinite" to turn the corridor into a normal one. The short corridor leads to an intersection of three other short corridors, a door with a card reader beside it, and a set of twelve lockers.

Each of the four corridors has a painting and a door. Click on the portraits of Belboz, a coconut, a cube, and a skull to learn that you must find these last three items to restore magic to the realm. The Coconut of Quendor holds High Magic. The Cube of Foundation holds Middle Magic. The Skull of Yoruk holds Deep Magic. Belboz's recording tells you to use the time tunnels; that's what they were built for.

All the lockers but the sixth one may be opened one at a time via the candy machine. Most of them are empty.

Locker 8 has a book on how to win at Double Fannucci. Cast Kendall on it to read that the only way to win is to not play.

Locker 11 was Mir Yannick's. Take the **ProZork tablet**. (This is what you'll give to the snapdragon.) Three books can also be read. The most important is the Better Spell Casting book which describes how to imprint a spell using five of the six imprinting tables. Cast Kendall on the instructions to read that the Beburtt spell uses (in this order): Origination, Modification, Replication, Interpretation, and Transmogrification.

To open locker 6, put the Zork Rocks in the pop machine's dispenser area. Put in a coin and push the second button to bathe it in cola. The Zork Rocks are now dangerously explosive! (You cannot leave the building while the Zork Rocks are unstable.) Slip the Zork Rocks into locker 6 (via the grating), and the explosion will merely blast off its door instead of killing you. Take the **ID card**.

Turn around and step up to the door at the intersection. Slide the ID card through the reader and the doors to the Spell Lab will open.



### *Underground Subway – Hades*

At one end of the station is a skeleton reading a book. Another book is on the bench. In his hand, take the **Old Scratch ticket**.

Examine the ticket in your inventory to play Old Scratch. The ticket displays a tiled maze where the tiles have been rotated. Click the correct tiles to connect a path from the start tile to the moneybag in the middle. When you win, you get a **500 zorkmid bill**. (And keep your soul.)

Past the skeleton is a tunnel to a river with an old dock. To one side is a teleport machine. To another is a red telephone.

Pick up the telephone to summon Charon to ferry you across the river. The instructions are deliberately confusing. In part they are:

*To skip these instructions, press 4.*

*To hear the list of questions, press 1.*

*Press 7 to press 3.*

*To press 1, press 8.*

*To press 6, press 2.*

*Press 5 to press 7.*

*To hear the answers, press 6.*

*Press 0 to press [star].*

*To hear the instructions backwards, press 9.*

*Press [star] to press 0.*

*Press 3 if you really want to.*

For example, to hear the answers, you really press 2, not 6. The answers are:

*Press 1 for "yes"*

*Press 3 for "rather stinky"*

*Press 6 for "no"*

*Press 9 for "a great deal of cheese"*

*Press [star] for "what is all this?, etc."*

To start the list of questions, **press 8**. (press 8 for 1; press 1 for list)

"Are you currently living?" **Press 2**. (press 2 for 6, press 6 for "no")

"...dead within last 10 days?" **Press 8**. (press 8 for 1; press 1 for "yes")

"What was eaten...?" **Press 9**. (press 9 for "cheese")

"What was said...?" **Press 5**. (press 5 for 7; 7 for 3; 3 for "rather stinky")

If you goof, you can always hang up and try again. Once Charon has arrived, you needn't use the telephone again, but you'll need to give Charon two zorkmid coins for each time he ferries you across to the gates of Hades.

### *Underground Subway – Flood Control Dam #3*

When you have a coin, put it in the letter opener maker to get a **letter opener**.

Further along, a sewer grate is covered with moss. Throck the moss to get a decent handful and take the **moss**.

At the far end are the dam controls and a book. Open the book to find the **GOLGATEM spell** (create a bridge over a body of water). The book itself is about the dam. Closing all four gates will cause the dam to burst. The dam provides power to Port Fozzle.

Each of the four dam control buttons operates two of the four gates, opening a gate if closed, or closing a gate if opened. Since an odd number of gates are closed, you'll never close all the gates by using only the buttons. Rezrov just one of the closed gates. Now you can easily close all the gates with the buttons. This will burst the dam, and cut off the power to Port Fozzle, saving Jack from totemization.



### *White House – as Griff*

Griff cannot pull the boards off the front door, nor take either torch. But he can open the mailbox and take the *envelope* (pre-addressed to 666 Hades Proper). On another side of the house, take the *GLORF scroll*. Put the scroll in the envelope. Put the sealed envelope in the mailbox. Close the mailbox. Lift the red flag on the mailbox. Return via the time tunnel.

### *Hades*

Give two coins to Charon, and he'll ferry you across to the gates of hell. Ignore the two-headed monster for now. Open the "666" mailbox and take the *envelope*. Open the envelope with the letter opener and get the *GLORF spell* (untie knots). Give two more coins to Charon to return to the Subway.

### *Well*

Cast *Glorf* on the rope to regain the rope.

### *Monastery*

Return to the subway station for the monastery, tie the rope to your sword, throw it at the grate and climb up. This is where the totemizer is! And somehow, power has been restored. The first set of controls sets a destination. Choose the first, "To Hall of Inquisition". Also at this end of the thing is a bottle of *Permaséal* and a yellow light beside it.

The middle of the device has three wheel controls. Turn the third so the light above it goes off. The light by the *Permaséal* should now be simple.

A sign on the wall describes the totemization process: Roundization, Squishization, Stampization, and *Permaséalization*. It's the *permaséal* that makes the totem permanent.

Finally, a ominous switch. Push it to enter the dread totemizer! If you've done everything correctly, you'll be totemized – but only long enough to get to the Hall of the Inquisition, which is just next door. If you left the *permaséal* on, you'll stay a totem forever.

You are now in a museum. Four displays depict the closing of the time tunnels, the Flatheadia fudge fiasco, the Endless Fire, and the Alchemical Debacle. One set of doors leads back to the totemizer; another set leads outside. In a bin beside one set of doors is Lucy Flathead's totem. Take the *totem*.

Outside is a sign depicting radio messages using only three symbols. Opposite is a ZT&T box; push the button to open it and reveal three hammers. The same three symbols are above the hammers. Take the middle hammer, and the only message that can be sent is to tell the guards to take the night off. Leave the other hammers alone.

Back inside, go to the Closing of the Time Tunnels display, and toggle the lever forward by two notches, then press the button to have the model whack its tiny mallet super quick – its tiny mallet breaks off. Replace the mallet with the hammer from the ZT&T box, and push the button again. This time, the boards break away, and a second time tunnel is revealed.

Nerwhil the time tunnel to open it. Then Yastard Lucy's totem to travel in spirit – as Lucy – to an earlier era of Port Fozzle.

### *Port Fozzle's Past – as Lucy Flathead*

There's nowhere to go but into the tavern that will one day be Antharia Jack's place – the sign says "Ladies Night". Note that Lucy is telepathic, and can read the thoughts of people. A fly buzzes around one end of the room. One table is a game machine that uses four cards – if you win, you become a "high roller". Further back is a door "for high rollers only".

Take the *cards*. Swat the fly with the four-spotted card, making it a five-spotted card. Put the cards into the table to read  $5 \div 1 - 3 = 2$ . You will be escorted into the back room to play a game of Strip Grue-Fire-Water with Antharia Jack. Fire beats Grue, Grue beats Water, and Water beats Fire. Simply read Jack's mind to learn what he intends to play, then play appropriately. But when he's down to his underwear and loses, he offers you the *Cube of Foundation* instead. Take it. Hugh, the walking castle, makes a sudden appearance, and you enter him. Put the cube in its receptacle and exit via the time tunnel back to the museum.



### Spell Lab

A chasm separates you from the Spell Lab proper. On this side is a teleport machine, and a sign informs you that an invisible six-armed monster guards the bridge. Indeed, the over the wooden bridge are six swords waving at you in mid-air. Battling the monster is pointless; just cut the bridge's rope with your sword. The wooden bridge, the invisible monster, and his six swords fall to their doom. Since the chasm contains water, you can cast *Golgatem* to create a new stone bridge across.

The lab contains the six imprinting tables and spellchecker described in the Better Spell Casting book from Mir Yannick's locker. Take a **blank scroll** from the box between the Replication table and the chasm.

Put the blank scroll on the tables as described for the *Beburtt* spell: Origination, Modification, Replication, Interpretation, and Transmogrification. Leave the Elucidation table alone. Put the scroll into the spellchecker to get the **BEBURTT spell** (create the illusion of inclement weather).

Put the *Obidil* scroll in the spellchecker to dry it out, and get the **OBIDIL spell** (make caster more attractive to other creatures).

When you have the two torn pieces of scroll put together, put the torn scroll in the spellchecker, and get the **SNAVIG spell** (change shape to that of target creature).

### Dungeon Master's Lair – Inside House

The first room contains lots of stuff. Directly ahead is a telephone and window blinds. Peek through the blinds to see a walking castle stomping around the other side of a pond. The castle's name is Hugh, and he's shy. (Delboz tells you this, and a book in this room elaborates on it.) Cast *Obidil* at him and he'll walk through the pond to you, opening his drawbridge. You can now walk into the castle.

Inside the castle is Hugh's heart, and on the heart is a **NARWILE spell** (activate time tunnel). There are also three important-looking, yet empty receptacles here.

The telephone has three flower controls to replay the recorded messages. The first message, regarding a recipe for cocoa is important. The ingredients are Flatheadia fudge, quelbee honey, hungus lard, "hotbugs", and Moss of Mareilon.

Going counterclockwise from the window blinds is a set of shelves. Concentrate on the right end and take a **bottle of hotbugs** and a stick of smelly **hungus lard**. A book shows a picture of the chia-processor and a red and yellow cocoa mug. Lower down on a tree stump is a piece of **Flatheadia fudge**.

You should have the moss by now. To get the quelbee honey, go to the hive and put the smelly hungus lard stick in it. The bees flee, but work quickly – or the bees will sting you! Take the lard, then slash the hive with the sword, then take the **honeycomb** and get away from the hive!

A chia-processor sits in one corner, and a cup plant grows beside it. Take a **red-and-yellow cup**. Put the cup, fudge, honeycomb, lard, hotbugs, and moss into the processor, and it'll make a cup of cocoa. What's important, though, is that the unique smell of the stuff makes Delboz remember the **YASTARD spell** (send spirit through time).

Finally, several books in this room can be read. One includes a diagram of the business with the snapdragon.

The next room is a bedroom. A diary on the bed reveals that Delboz tried to kill himself during the time of no magic.

Take the **second piece of torn scroll** from the window ledge. In your inventory, if you try to fit the two pieces together, you'll discover that it's the *Snavig* spell, but reflected backwards somehow.

Open the tall bureau to reveal a closed time tunnel. Cast *Nerwhil* on the tunnel to open it. Cast *Yastard* on Griff's token in your inventory to travel in spirit – as Griff – to the site of the White House.

A mirror can also be entered, to enter a secret "mirror room".

The mirror room is a mirror image of the bedroom. The game's pan controls work backwards, and the zoom in and out controls are reversed. The bed has a mirror image diary. The bureau here doesn't open, and it's this window's ledge that the snapdragon jumped to. Only here may you rejoin the two pieces of torn scroll together into the **SNAVIG scroll**. Once rejoined, the scroll stays un-reversed, but you must take it to the Spell Lab's spellchecker to get it properly fixed and put the **SNAVIG spell** in your spell book.



### Prison Cell

When you emerge from the time tunnels for the last time, the Grand Inquisitor and his guard are there to arrest you. You are stripped of all your possessions except the letter opener, and placed in a prison cell. Take the **poster** on the wall.

You can hear Jack's voice from the grate. Unscrew the grate at the bottom right corner with the letter opener. Jack will drop a scroll into the grate. Take the **LEXDOM scroll** (create lock and key).

Cast the scroll on the door. Put the poster under the door. Push the key out of the lock with the letter opener. Pull back the poster and take the **key**. Put the key in the lock and open the door.

Fortunately, you earlier (via the ZT&T box) gave the guards the night off, so you can wander the corridor a bit. The cameras are labeled 43-39 and 43-38, so you know you are in block 43.

A control panel, TV monitor, and complex map of the prison are here at one end of the corridor. Watch the monitor to see that Jack is in block 31. The controls here open and unlock doors; select a door and push the big button. **31AD** means an open door and closed. **31AB** means a closed door and open. Jack's cell is 31AB. Select 31AB and push the big button to open Jack's cell. He'll appear, bring your stuff to you, and you'll both escape the prison via Hugh the Castle.

Your cell is  
43BA  
Jack's is  
31AB

### Radio Tower Finale

Hugh walks you to Flathead Mesa. The Grand Inquisitor is unveiling his latest creation, Inquisivision, which will use a massive radio tower to broadcast his mania like never before. From a TV screen, Y'Gael appears to you and Jack, and gifts you a **BOOZNIK scroll** that you'll need to defeat the Grand Inquisitor. Jack's afraid of heights, so, you're on your own again.

The Booznik spell will reverse all the spells in your spell book. Go ahead and cast it. Take the **coconut**, **cube** and **skull** from Hugh the Castle.

The tower is crackling with rogue electricity, and a tent of guardsmen is beside it. Cast Vorzer on the tent to seal it shut. Then cast Margi on the tower to reveal a purple electric fence that was previously invisible. Step back and unplug it. Slash open the fence with your sword.

Put the skull in the receptacle in the base of the tower. Climb up.

Put the cube in the receptacle in the middle of the tower. Climb up.

Put the coconut in one of the semi-circular dishes at the top of the tower. This is unbalanced, so Delboz suggests you put his lantern in the second dish. Do it.

The Grand Inquisitor's voice starts getting too loud to concentrate, so looking up, cut the wire with the sword, shutting off the noise. This is when Jack points out to Mir that someone's on his tower, and the Grand Inquisitor promptly starts climbing the tower.

You have just enough time to cast Maxov (combine different magics) before Mir can reach the coconut. The explosive waves of magic this causes the destruction of the tower and frees everyone from their totems. Everyone falls towards the ground, but Jack catches Lucy, Griff catches you, Brog lands safely on his head, and the Grand Inquisitor - well, no one caught him.

Lucy Flathead becomes the new ruler of Zork, ending the inquisition and magic ban. And it looks like she and Jack will be together for a while longer. You are named the fourth Dungeon Master.

THE END.



### Hades

Give two more coins to Charon to be ferried across. Cast Snavig on Charon to mimic him. Approach the two-headed monster and click on his timecard (bottom left card). This opens the gates and you may enter. Pick up **Brog's totem**. The only other thing here is a closed time tunnel. Narwile it open. Then cast Yastard on Griff's totem to travel to the Sea Monster.

### Sea Monster – as Griff

The sea monster is half-submerged in the water, and you start at one of his feet. Fly to his other foot and pull the far talon to raise up more of his body.

Fly to the middle section and take **two inflatable objects** from a box.

Fly to a “hand” where a skeleton holds an air pump. Take the **air pump**.

Fly to the head, and put an inflatable object in each nostril. Pump up each with the air pump. The monster will rear up and open his mouth. Enter his mouth.

Inside, you can look up and see that the red object is a raft, and the blue object is a “policeman”. You hear someone call “Hello?” at you. Take the **old tooth**. In the back of the throat, take the **Coconut of Quendor**. The unseen man will throw a rope to you. Take the **rope**.

Fly outside the mouth and tie the rope to both inflatable objects.

Fly inside, and put the coconut in the raft. Then pop the inflatable sea captain with the tooth. Fly outside the mouth – quick!

Spot the raft, and take the coconut from it. Hugh the Castle rises from the ocean depths and you enter him. Put the coconut in its receptacle and exit via the time tunnel back to Hades.

### Hades

A surprise – Charon won't ferry you back once you've been through the gates of Hell. He will make an exception for temp workers, so Snavig the two-headed monster and travel back as it/them. When you're in the shape of the monster, you don't have to pay.

### White House – as Brog

Revisit the White House via the time tunnel from the Dungeon Master's bedroom, but this time as Brog. Brog is short, dumb, and stupid. Brog can't reach the mailbox, but he can take the boards off the front door. Brog keeps a **plank of wood**. Also take the **Bickering Torch** and the **Flickering Torch**.

Enter the house. You need the torch light to see, but one will go out. There is a thing on the ground – a mini campfire? – that you can light with one of the torches.

Go down the stairs. You can on one side of a chasm. A nest of grue eggs is here. So is a pile of rocks. Take a **grue egg**. Brog will just eat any rocks you take.

Go upstairs and light the mini campfire, then put an egg in it and wait a bit – the egg will turn into gold! Take the **golden egg**. Go back down and throw the **golden egg** across the chasm at the most interesting area. Something will break away, and light will appear to spotlight mesas, which Brog can jump to.

Jumping the mesas leads to a strange device – a trio of chess boards attached to a cage containing the Skull of Yoruk. There's no way Brog can solve a chess problem, so simply wrench the cage open with the plank of wood. Take the **Skull of Yoruk**. Again, Hugh the Castle appears. Put the skull in its receptacle and exit via the time tunnel.



HTTP Headers

Expires:  
 Cache-Control: no-cache  
 Cache-Control: must-revalidate  
 Pragma: no-cache

High Magic Spells

VOXAM separate the energies of different magics  
 GOLGATEM create a bridge over a body of water  
 OBIDIL make caster more attractive to other creatures  
 BEBURTT create the illusion of inclement weather

Middle Magic Spells

REZROV open locked or enchanted doors  
 KENDALL simplify instructions  
 NARWILE activate time tunnel  
 YASTARD send spirit through time

Deep Magic Spells

IGRAM turn purple things invisible  
 THROCK cause vegetation to grow  
 SNAVIG change shape to that of target creature  
 GLORF untie knots

Scrolls

ZIMDOR triplicate quantity of intoxicating beverages  
 LEXDOM create lock and key  
 BOOZNIK reverse spells in spellbook

MAXOV  
 METAGLOG  
 LIDIBO  
 TTRUBEB

VORZER  
 LLADNEK  
 ELIWRAN  
 DRATSAY

MARGI  
 KCORHT  
 GIVANS  
 FROLG

Jain@  
 Somewhere else  
 7797 (noj)

dat@thinkage.com.ca  
 David Tangway

- Easter Eggs
- Type MIKESPANTS any time
  - Type BAT ME at skeleton in Hades Str
  - Type WHOAMI at credits screen
  - Type KILL MENOW any time
  - Type HUISOK at Hades phase before solving
  - try giving 500 em bill to Charon
  - try attacking Charon
  - cast YASTARD on lamp when before a tunnel
  - take hammer before token

Bayala - Bodily deformation  
 (status Replenish)  
 Bebuttl - (status Replenish)  
 Blorple - (explodes objects mystical  
 connection.  
 (status Transmogify)

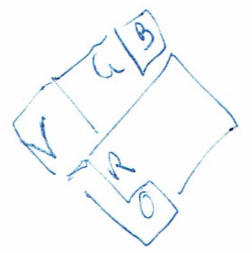
whichday  
 Job 38-41

(L) INT	}	ELUC (L)
(D) ORIG		MOD (L)
(D) TRANS		REP (D)

427, 401, 195 Acolyte Spellcaster  
 403 Assistant Sorcerer.  
 2057 Junior Enchanter  
 243 } Enchanter  
 320, 350, 360  
 368, 393  
 840 Wizard  
 950 Uber Wizard  
 1000 Dungeon Master

S needed, no repeats.  
 Alternate light & Dark  
 Rep + Int always used  
 Rep precedes Int  
 TRN precedes ELUC

Bayala { R I T E O ?  
 { R I O M T ?



Forward's  
Saturn Puzzle