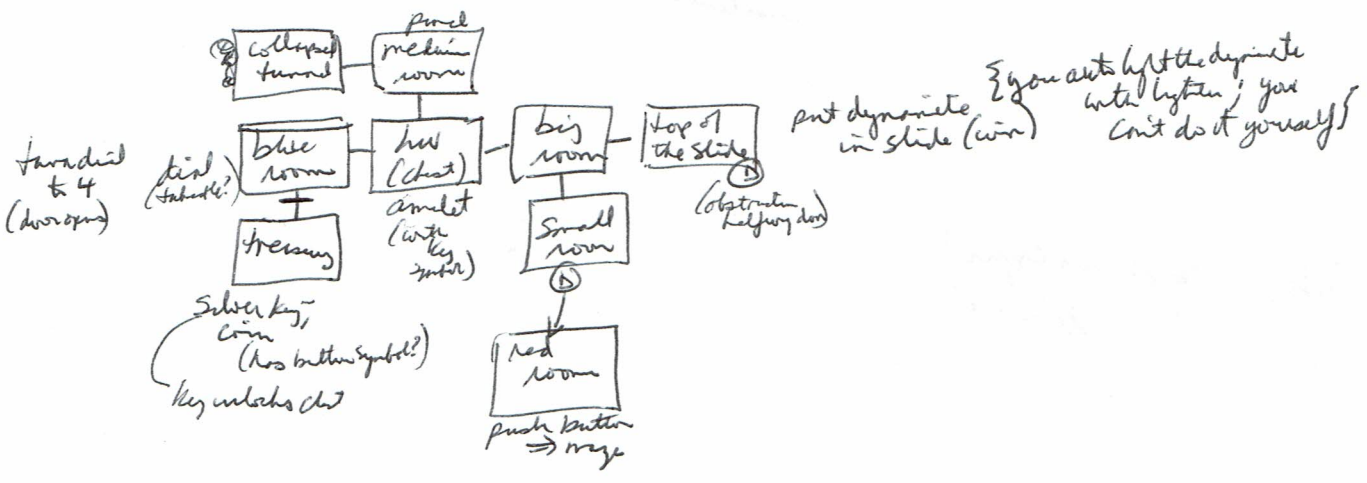
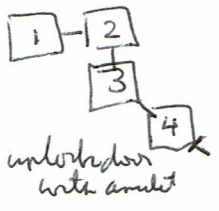
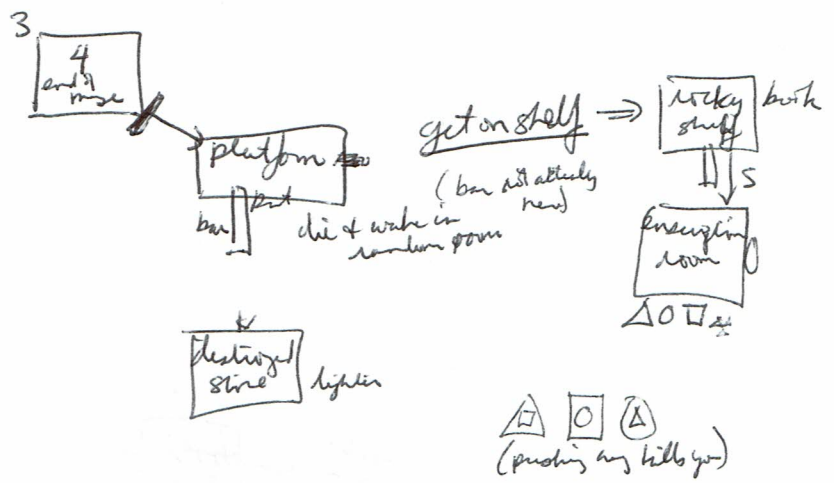
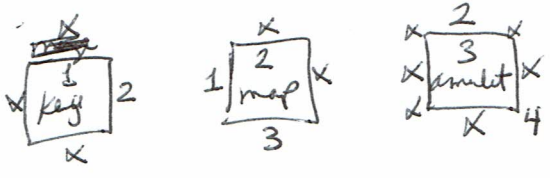




[Small room] ^(take key) crate, lantern, sword, N, D.
 take lantern, sword - generate. take map. N → [big room] S, E, W. W → [hallway] chest (N), E, W (locked)
 W → [blue room] E, S, glass wall N, grey door S, dial {1, 10} / N of HW → [medium room] panel, S, W. ^{take panel} open panel
 X wine. take wine. W → [collapsed tunnel] obstacle W // push coin → [control room] machine, S exit block / take panel.
 X machine {wire rising, air vent} put wire in machine {dynamite} N → [collapsed tunnel]

MAZE



push triangles \Rightarrow [control room] keypad, 2 small circles, notebook, lantern gone. take circles
 type chaos on keypad. \Rightarrow [encryption room] push triangles \Rightarrow [hall room] S, G, W, X, Z
 circular squares fly out into computer room \Rightarrow [coal mine] D. \Rightarrow [letter bittern] S \Rightarrow [dead end] E exit doesn't work.



Zork's trademark has expired
 (in USPTO's database)