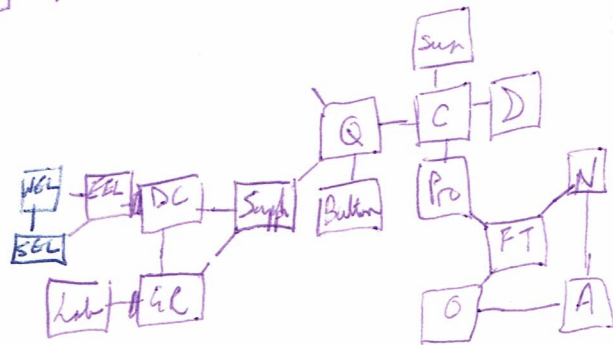


Zorkim Stress I:
G. U. E.

[Vault] i {sword, lantern, backpack} x fresco. x eyes. found eyes. push eyes.
open fresco. e. [Secret Passage] N/E/S N → [Ancient Shrine] altar, engraving of a god, bones.
x god (maybe Sheeva, the dancing god) dance {-} / S of Secret Passage → [Web-Covered Cave]
{webs, spider, nest} attack spider with sword (kill isn't understood??!) +3 (+1) x tooth. take tooth
x nest. search it. look under it (+1) x key / E of Secret Passage → [Long Tunnel] E/W
E → [Intersection] gate E, N/W/S. unlock gate with key. e → [Room of Descent] W/SE/NE
/N of Intersection → [Rubbish Room] junk, rat. attack rat x sword * 2 (+1) search junk (+1: zorkim)
x zorkim (King Dancethrax) / S of I → [Wet Cove] puddle, water dips. search puddle (skull).
// N of Descent → [Gallery] paintings, U=SW, E, door W, N x painting (Dancethrax, Zilbeetha,
Zarf, Daxmar, Jigaboz, like Dunge, Hades, abstract, castle Longmuth)
E → [Salon] sculpture of Korboz (white stone) take it (+1; too big to carry) use backpack.
N of Gallery → [Lounge] sofa, table, ashtray. take ashtray (+1; put it in backpack)
x skeleton key doesn't unlock the wooden door @ Gallery // SE of Descent → [Quarry Room] U=NW, E, S, SW.
E → [Corner] W/S, N door (sun), E door (moon). N → [Vault] !! // enter sun door → [Sun Room] (no description?)
// E → [Moon Room] cat statue x cat (-1 point; transfred) x dust // S of Corner → [Pondos] N, D=SE
SE → [Forgotten Temple] pit, notches, passage NE+SW, U=NW. x notches. need writing
SW → [Opisthodomos] NE/E, corpse. search corpse (+1; page) read page ("the pit is a door only death can unlock")
E → [Aedylon] W/N, dust, key on pokim. N → [Nave] SW/S, pig-like creature. attach creature with fog (+1)
L. x calydon. // S of Quarry → [Butcher Room] B, Y, R, inscription: "THE SORE SPONGEE" {monospaced font}
/ SW of Quarry → [Sapphire Room] W/SW W → [Dungeon Corridor] S/E/one door W (master key unlocks it)
S → [Grand Room] N/NE/door W
unlock door = dirty key.
W → [Lab] beaker {rusty key?}
take rusty key (shard monster?)
attach monster = sword * 2 (+1)
E.N. unlock door with rusty key (+1)



I don't mind
.3.U

W of Dungeon Cor → [East End of library] books, shelves, books, skeletons, W, SW?

W → [West End of library] E/S, globe of man throwing insult, a man (party, S)

S → [South End of library] N/NE / headless demon, attack demon (die instantly)

(went down in bulipale for globe & all skeletons) // at Forgotten Temple: put skull in pit. take (new) skull (+1)

@ South End of library: throw skull at demon (they both disappear) globe also disappears from inventory

wizard + broken globe at West End of library = a wizard (corpse) searched (find tome, +1 (+2) & win) (game ends)

buttons (B: die), Y: die, R: click) ~~THE SOUTH HEMISPHERE~~
~~PRESS RED THEN~~ (okay, but why?)
PRESS THE RED ONE Door South unlocks!

- also, how to get cat statue safely
- how to open wooden door west of Gallery
- what's supposed to be in the Sun Room?

S of Bdr Rn → [Machinery Room] fan blades spins S. throw [anything] at fan: it is smashed to bits.

other side of wooden door is [Storage Chamber] bucket {mop-strips} take mop {something jolly} take amulet.

(A sun, can't use it?)

// stand on coffee table / take leg // throw leg at fan (it stops!)

(S → [Pyramid Room] pedestal {jade pyramid} take jade (+1)



put letters in red box
(Phantom book) put letters in
(+) S x horse 5 stones
(H) put letters in red box