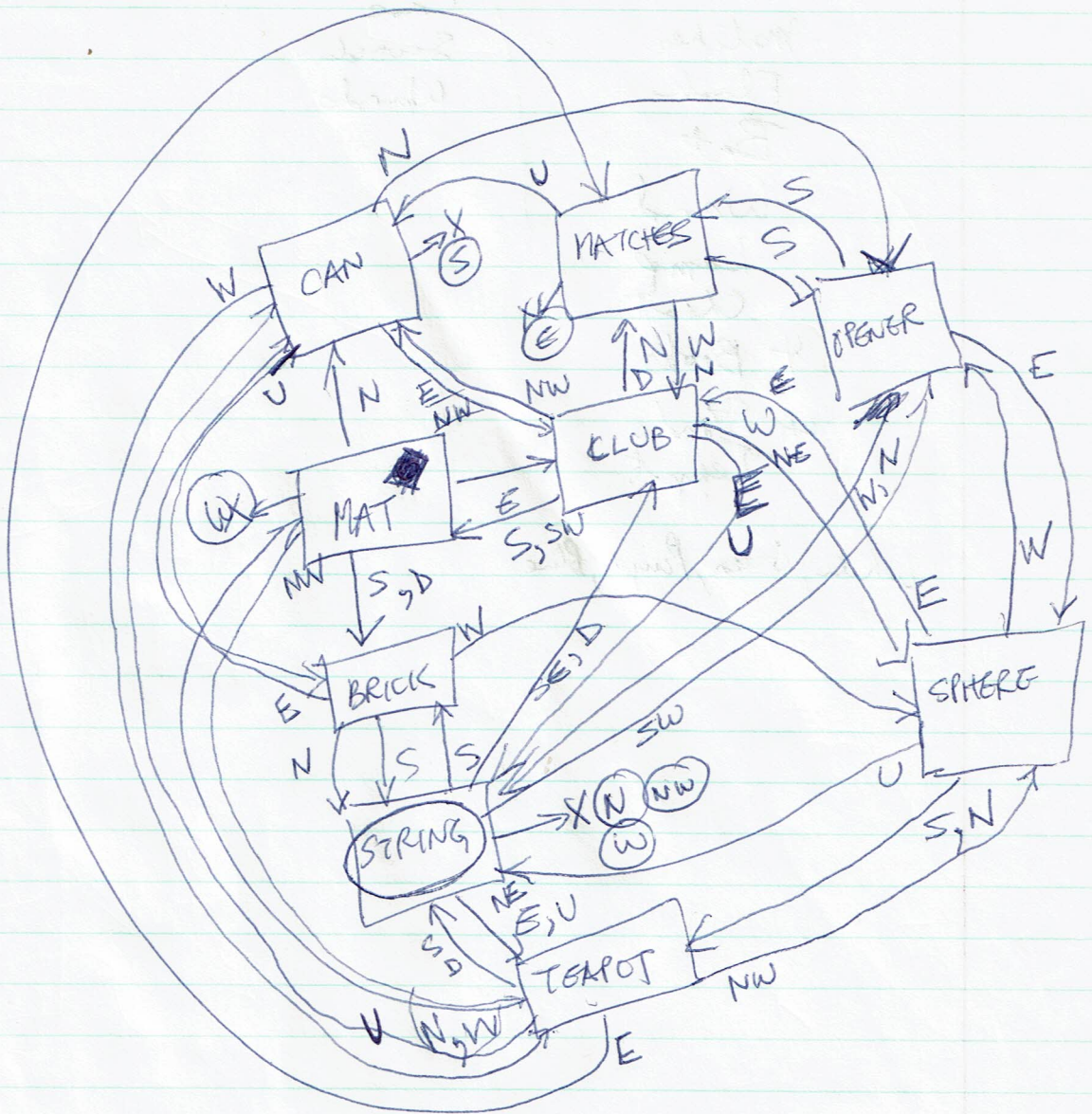


FIREPROOF
 FUMBLE
 FILCH
 FEAR
 FLOAT



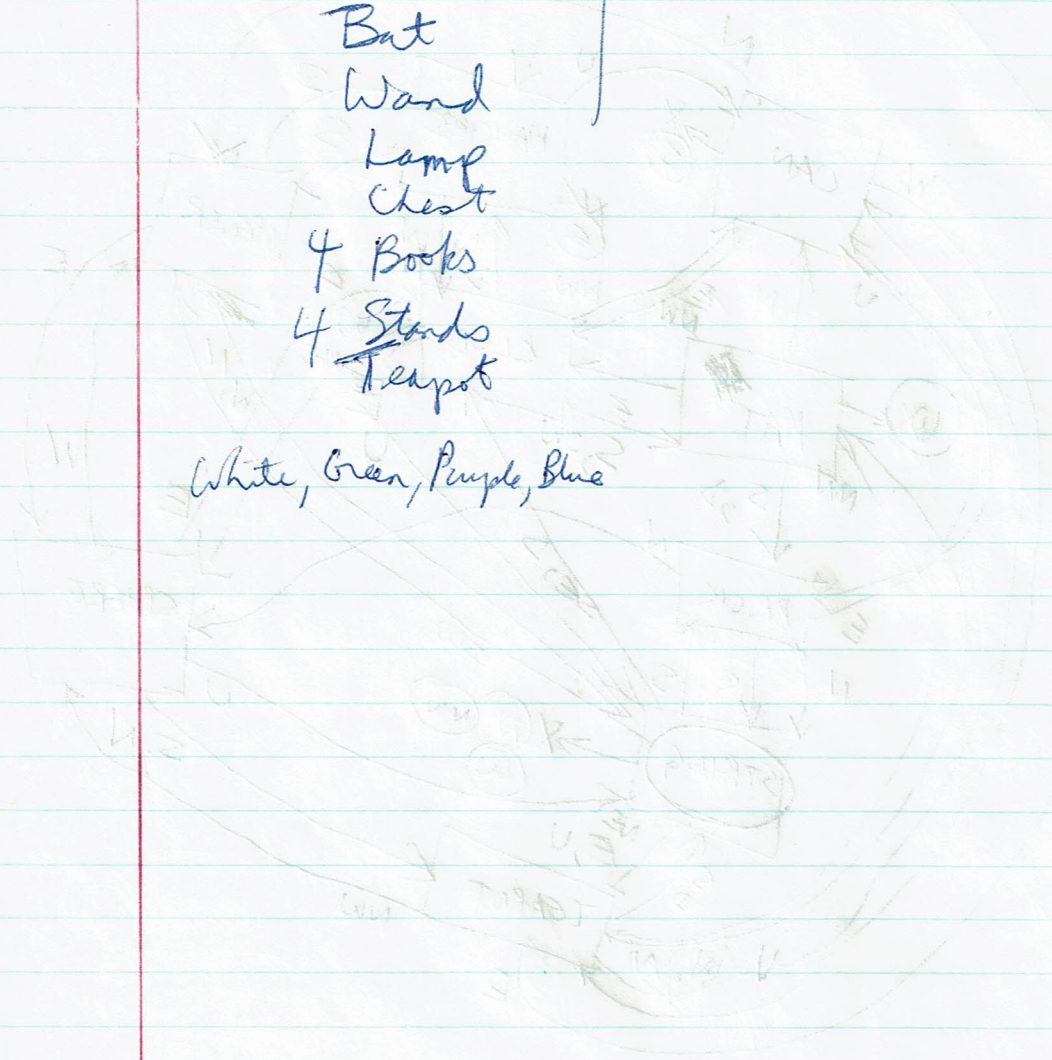
Wizard
 Spell Book
 Carrying
 Red Sphere
 Red Lines
 Candy
 Orange keys
 Lamp
 Sword

Problems: Directions of room aren't consistent.
 Does Maze spin like Carousel?
 What does the diamond window(s) signify?
 (each flickering light or dark)
 Baseball analogies: windows are DIAMOND shaped
 club is BAT, signed BABB PLATHED
 Wizard said
 "You'll never get to
 just base at this rate"

Collar
Glove Repellent
Box
Matches
Flask
Bat
Wand
Lamp
Chest
4 Books
4 Stands
Teapot

Owl
Bottles
Case
Swords
Wards

White, Green, Purple, Blue



- Dragon - passive threat
- is asleep until attempt to attack or bypass him
 - impervious to sword (skin won't puncture)
 - breathes fire when annoyed (but Wizard's FIREPROOF negates this)
 - may be vulnerable to baseball bat, poison or explosive.
 - will accept gifts (ie: candy)

Guarded Room - has lizard eye door that watches you.

Tiny Room - "prison" door is locked and requires a key.

- Unicorn - has gold key (likely for Tiny Room door)
- attack or touch is useless, he will flee.
 - try gifting him, music or otherwise placating him
 - there is a princess in the game, & unicorns like virgins.

- Wizard
- pest: unpredictable and uncontrollable
 - has tried spells that fail
 - spells require key word and waving of wand
 - all spells words start with "F"
 - known spells: FENCE (in Bank Scenario)

FOREST
FLATHEAD

FIERCE (to attack Wizard)

FEAR (to fear Wizard & run)

FILCH (to steal an object)

FUMBLE (to drop an object)

FIREPROOF (to protect from fire + dragon breath)

FEEBLE (tired (drop))

FLOAT (object float 5' up)

FERNENT (drunk)

FANTASIZE

FALL (ledge/boobland)

~~FREEZE~~

- ~~other possible spells: FROBOZZ, FREEZE, FREE, FLOAT, FIRE, FLATHEAD~~

- unknown what Wizard wants

- unknown if Wizard can be controlled, predicted or duplicated.

Topiary - moving hedge creatures match dungeon creatures

- include dragon, lizard, unicorn, misshapen dog, serpent

Presco - unexamined. Compare with Topiary?

Oddly Angled Room - see own page. Baseball analogy. Mage.

Mekkin - can't be moved (F for FROBOZZ? FLATHEAD?)

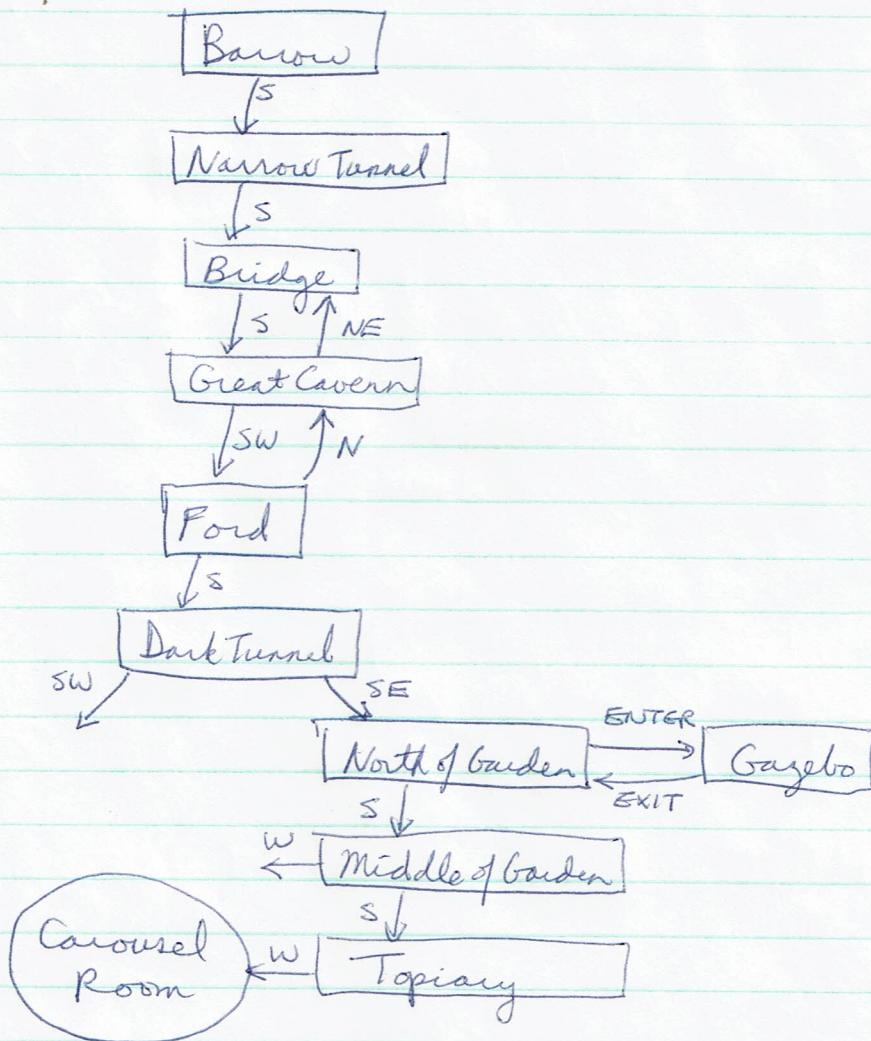
- try explosive or corrosive.

Afterlife - 4 spheres of mist (red, blue, white, black)

- implies someone is to be rescued.

Violin - why did it vanish? How to where?

Zork II



BARROW

sword
lamp

GAZEBO

matchbook
teapot
placemat
newspaper
letter opener

N. GARDEN

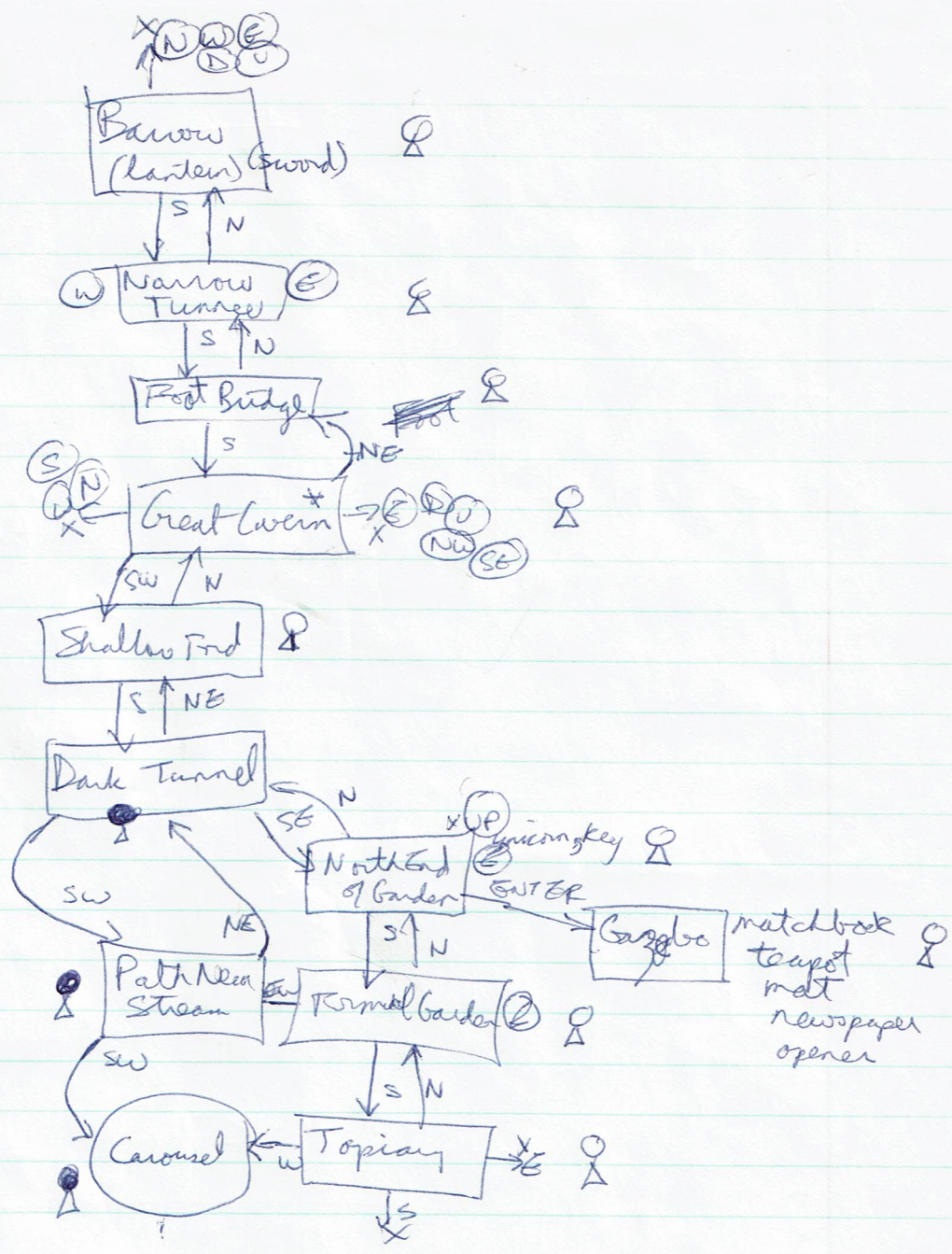
unicorn
gold key on 'corn

DARK TUNNEL

~~meet Wizard first time~~

TOPIARY

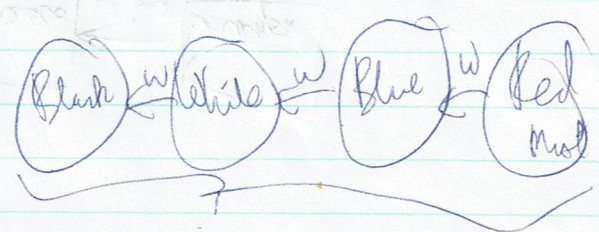
creatures in hedge move
(include: unicorn
lizard
misshapen dog,
dragon)



LETTER OPENER
MATCHBOOK
TEAPOT
LAMP
SWORD

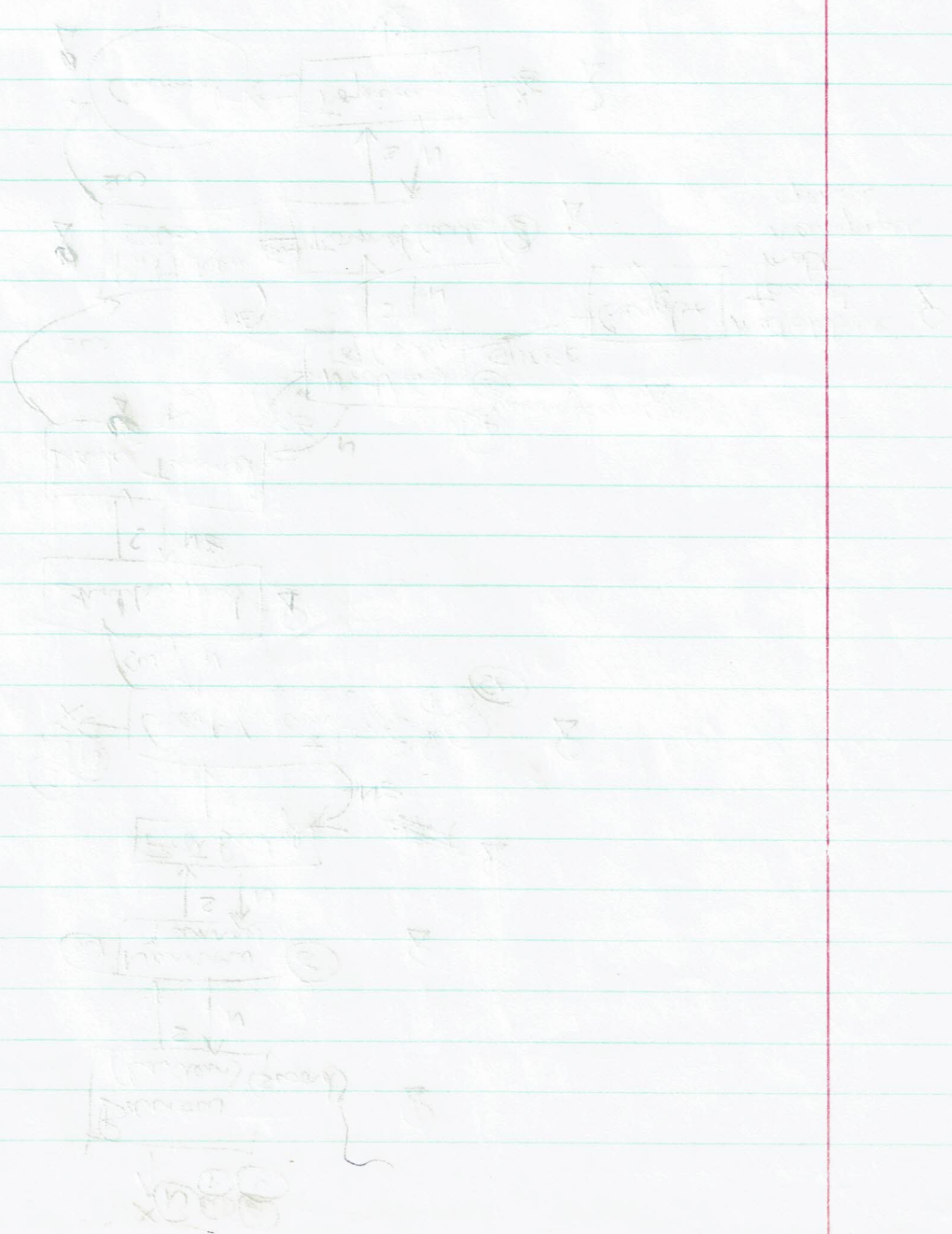
Prevented
Spell
wand

⊗ lit room
⊙ Unlit

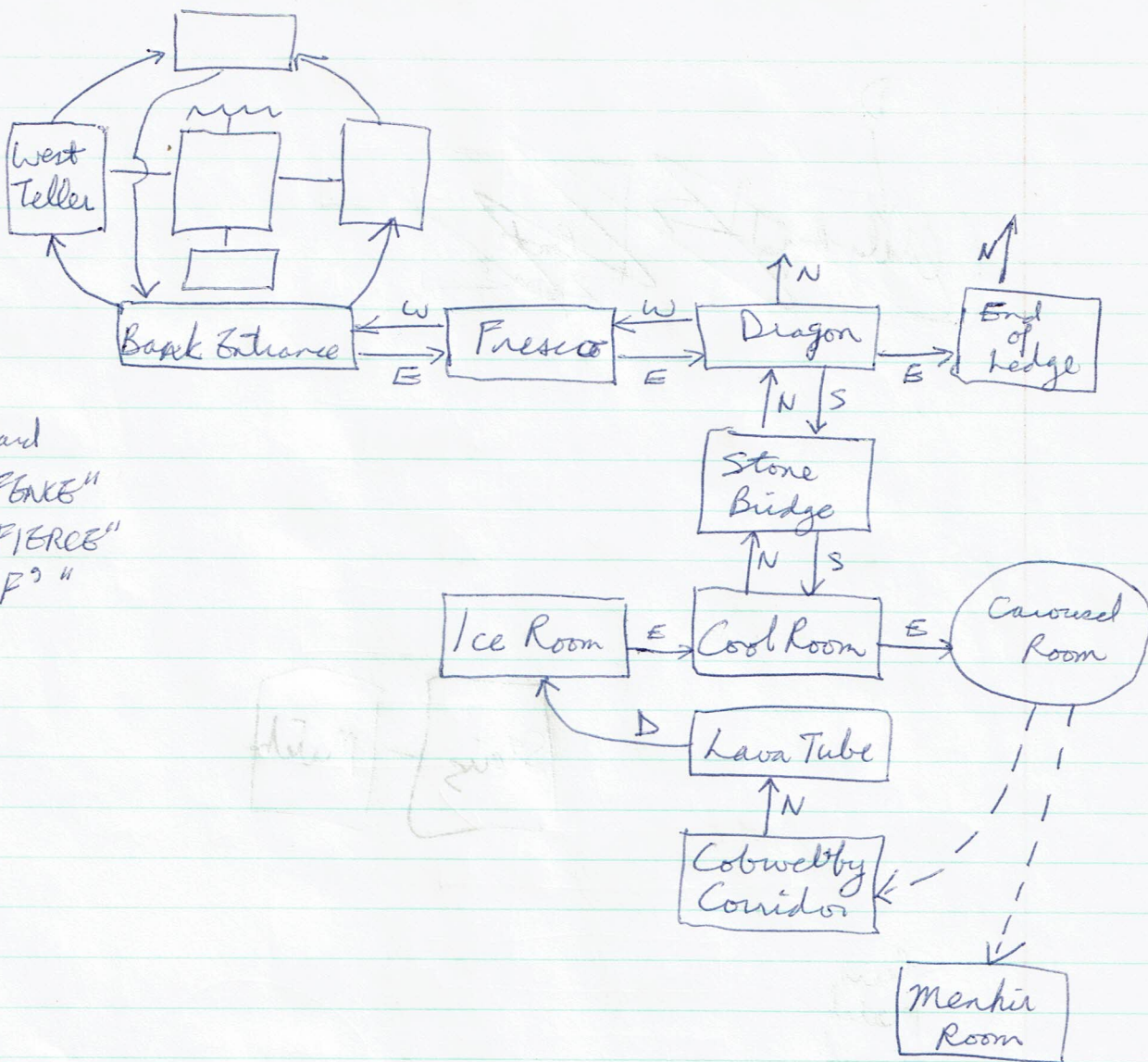


Afterlife

You, lamp → Barrow
Treasure → Carousel
Rest → Gargle



Zork II



COBWEBBY

black braided string

ICE ROOM

ice mass on west side

VAULT

zork mid hills

DRAGON

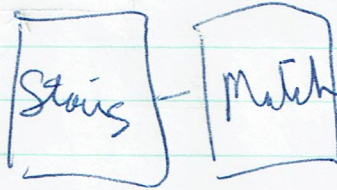
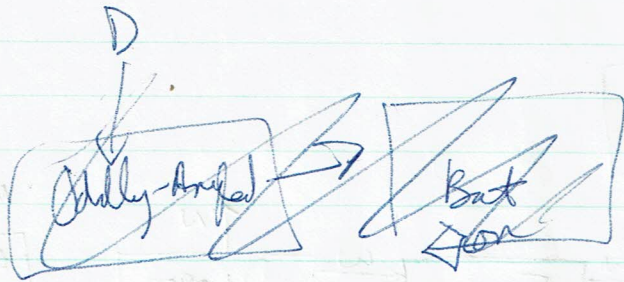
dragon

OFFICE

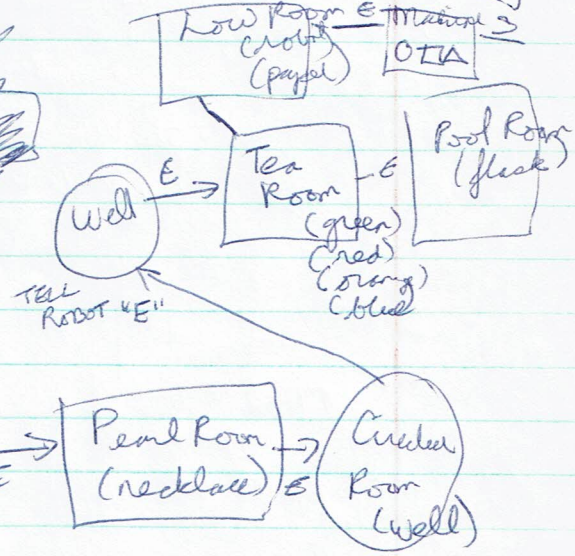
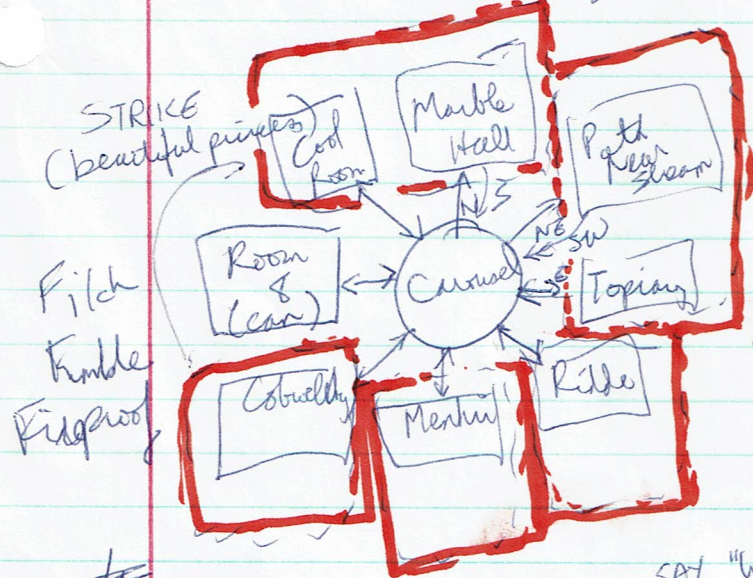
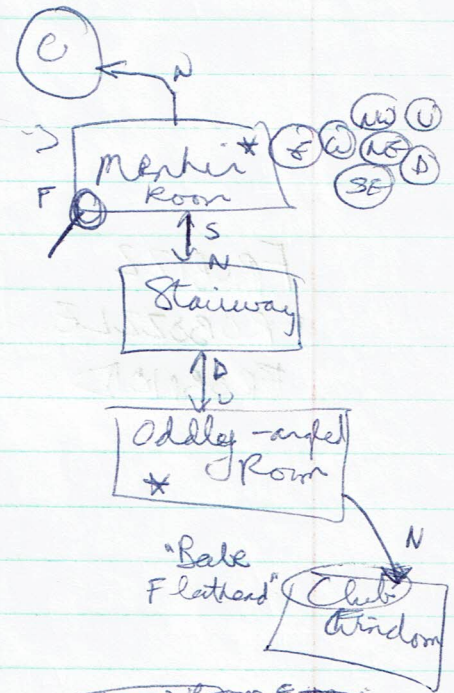
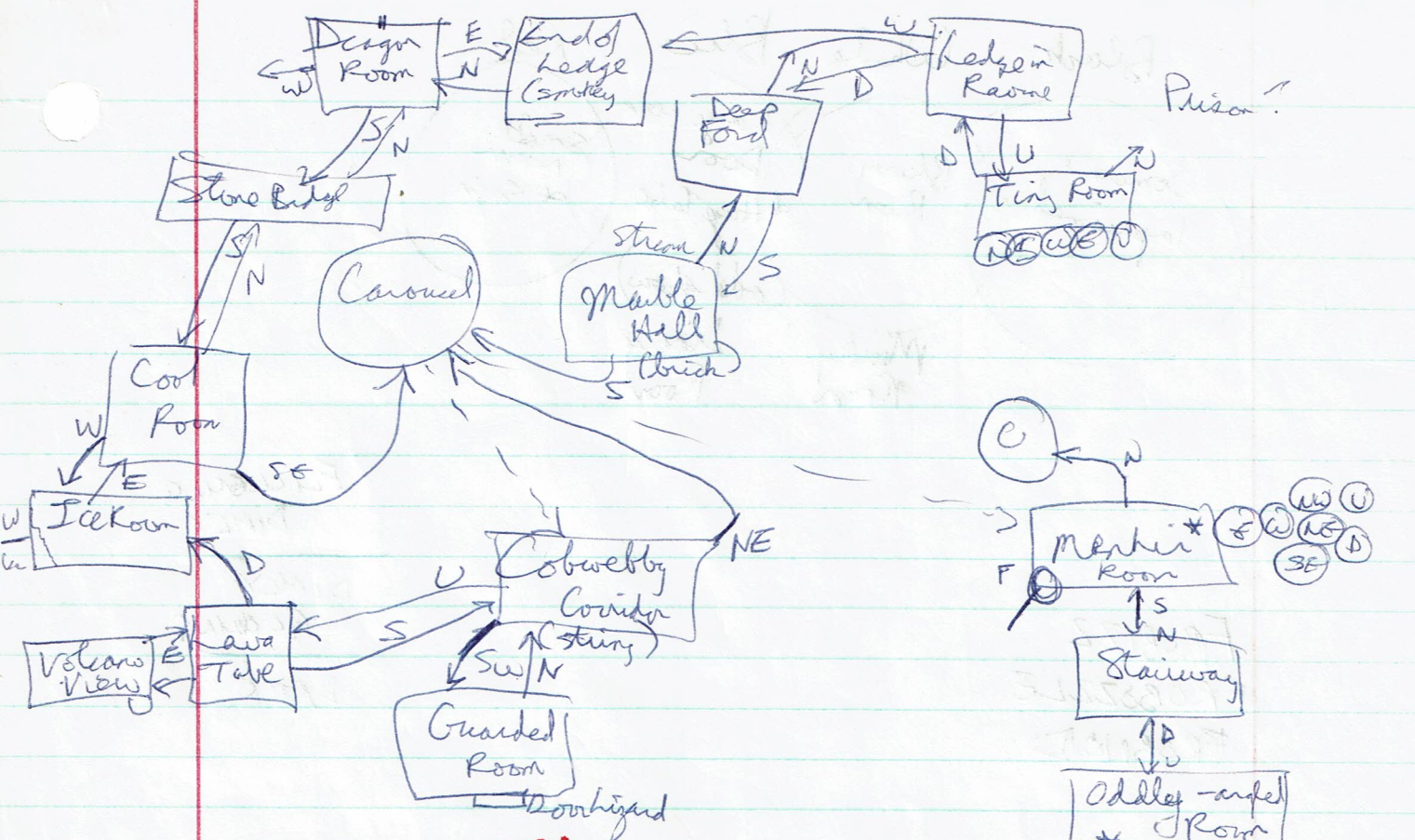
portrait

END OF LEDGE

"tripping(?)"



Stairs
 Match
 Teapot
 Opener
 Mat
 Sword
 News



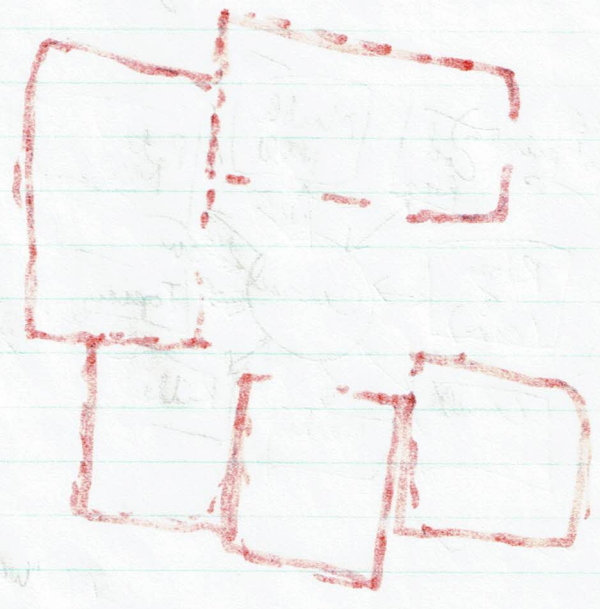
box repellent sphere

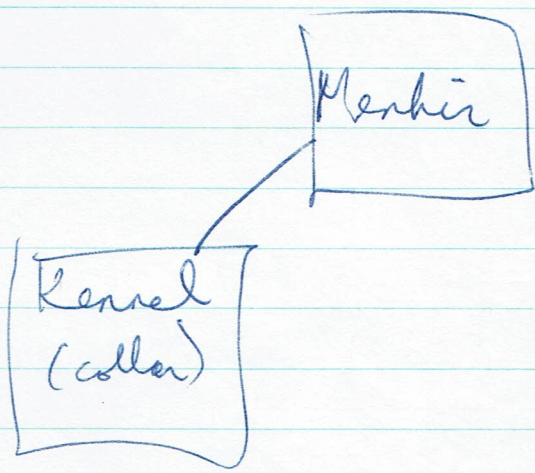
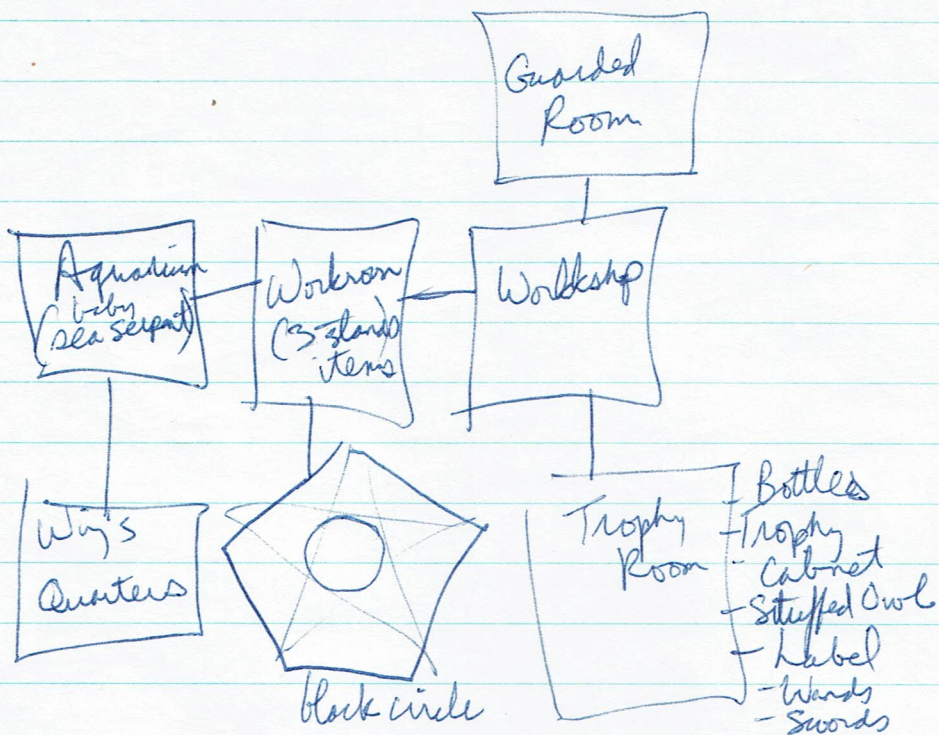
Blocked: N of Dragon, W of Ice Room, N of Tin Room, SW of Menhir Room, S of Guarded Room
 Maze: Oddy-angled room.



FROBIZZ
 FROBZZLE
 FROBNOD

Flicking
DIMLY
 DIMLY
GLOWING
 DARK





[Inside the Barrow] open S, lantern, sword.

S → [Narrow Tunnel] moss, stream, foot bridge to S

S → [Foot Bridge] N/S S → [Great Cavern] shadows, stalg, statue, path SW & NE. SW → [Shallow Ford] dk tunnel S

Ford → [Dark Tunnel] twigs, leaves, debris SW, SE.

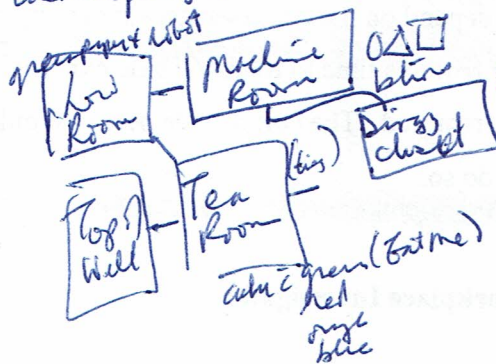
SW → [Path Near Stream] E → [Fossil Garden] (lit) herbs, path N/S, gap W, structure & unknown to N, unknown veins ky, sword glows blue.

SE of Dk Tunnel → [North End of Garden] (lit)

Wyzard ('Frexy') unknown eats roses. in → [Gorge] title & patchbook, kept, mat, newspaper, green

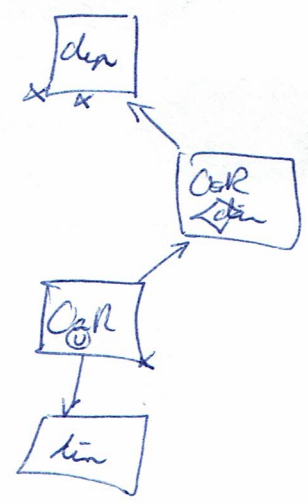
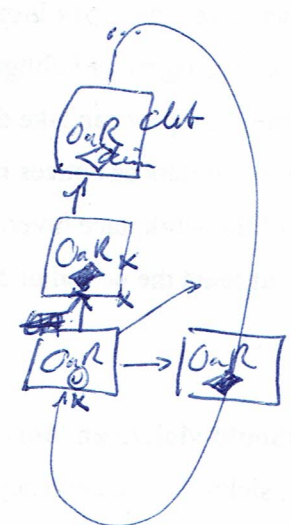
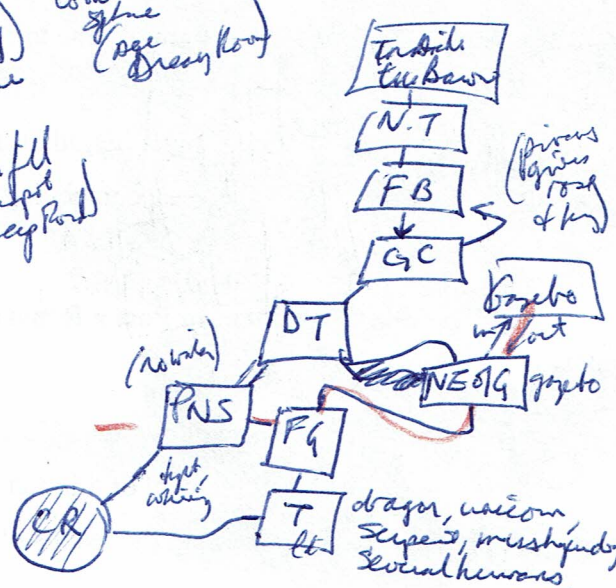
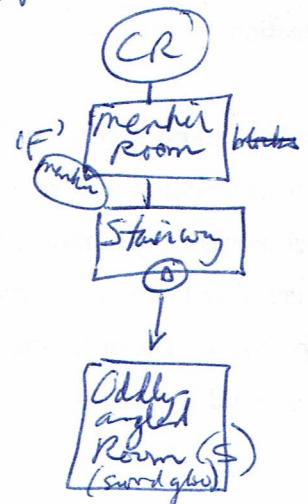
'Flot' (can't walk around) S → Fossil Garden → [Topping]

[Colonel Room] 8 identical passages.



Red crypted sphere
 (you can fill the tunnel at Deep Pond)
 Look in spine (age Green, Red)

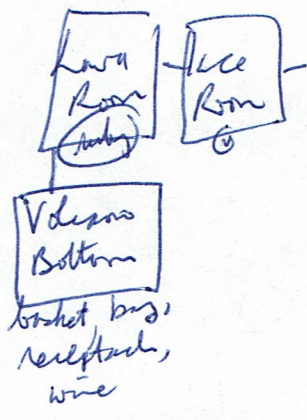
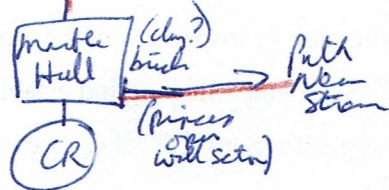
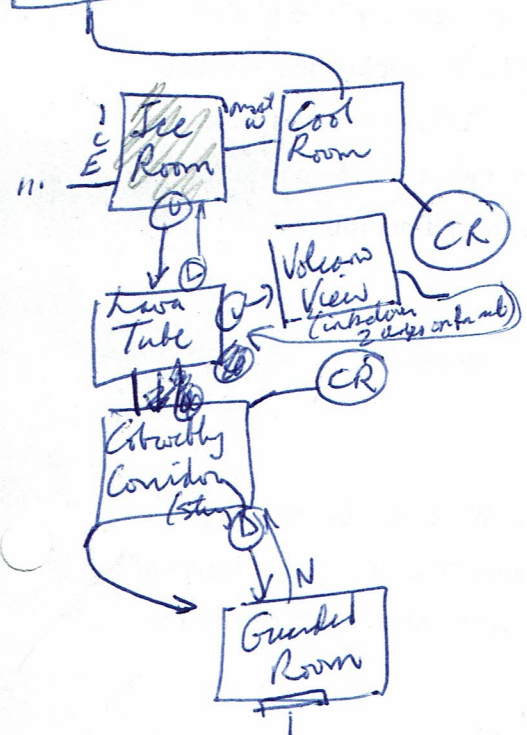
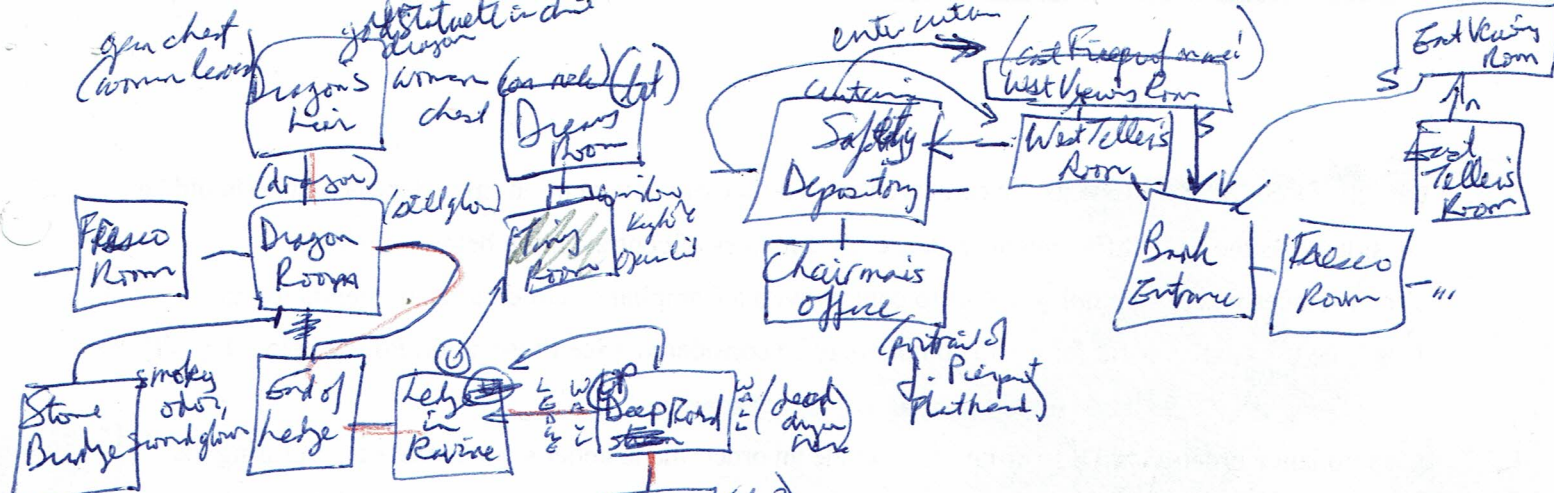
Δ / lantern (thing)
 (how room compass spins)
 □ which increases
 Coge (when step to red light & gas)



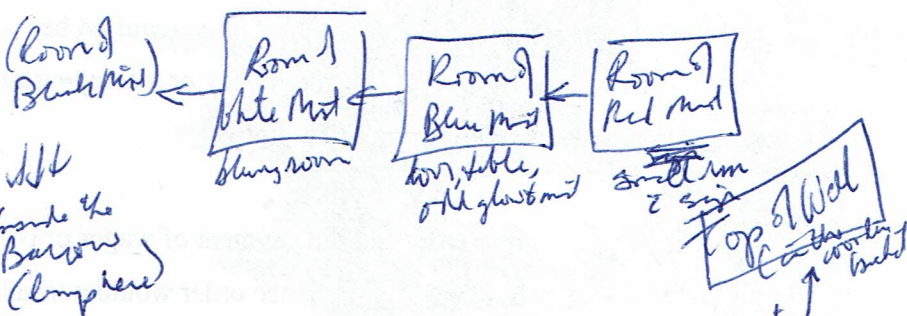
Cool Room	Marble Hall	Path Near Stream
	CR	Topping
Colonel's Corridor	Mentor Room	Riddle Room

7 ten limit?

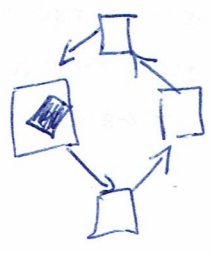
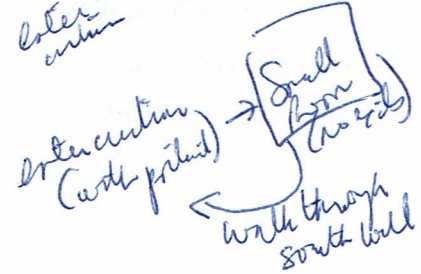
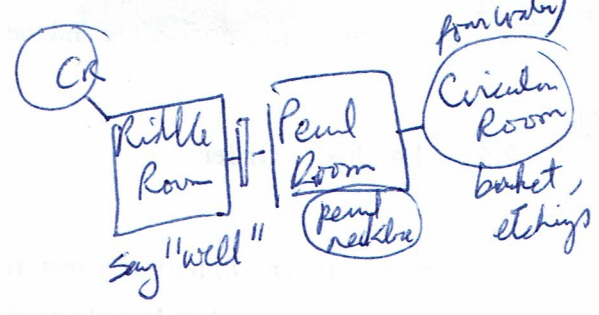
ZORK II
 Version 48
 Serial number
 740904
 no 'x'
 no 'unko'



(blue)
looking sphere
→ see Marty's Room
(Grady floor)



When in the bucket
bring out treasure and fear, but it doesn't work!
(Some spells fail the wiz here)



"Felled" - feel dizzy/headed (drunk)
("might not walk correctly")
"Fear" - run away from wizard
"Feeble" (drop item)