

Return to Zork

Interface

We've invented a brand new adventure game interface to enhance your game playing experience. Our main goals were to put the interface right where you are looking and clicking, keep the number of button clicks to a minimum while providing a wide variety of interactions between each object and each character, and to use the entire screen for graphics and animation.

Moving Around: Navigation

Whether or not you are carrying an object, you can always move from location to location. Whenever the cursor changes into a **Navigation Cursor** (usually an arrow), click the **LEFT** button to travel in the direction of the arrow. Here are some special navigation cursors:

(INSERT PICTURE of U-TURN ARROW)

The U-TURN arrow allows you to turn around and face the other direction in your current location.

(INSERT PICTURE of BACK-UP ARROW)

The BACK-UP arrow moves you to the next location behind you.

(INSERT PICTURE of ZOOM IN)

The ZOOM IN takes you in for a closer look.

(INSERT PICTURE of ZOOM OUT)

The ZOOM OUT returns you to the previous scene.

Using Your Stuff: Inventory

Use your **RIGHT BUTTON** to bring up your Inventory at any time. This is the **ONLY** use of the right button. Your inventory will look like this:

(INSERT PICTURE of INVENTORY)

Notice that as you move your cursor over different items in your inventory a description of the item appears at the top of your inventory.

To carry or use an item from your inventory, place your cursor over it and click with your **left button**.

To leave the inventory without doing anything, simply click anywhere else on the screen.

Items that have a solid background can be used automatically. Some of these items are your map, your camera (to automatically attempt to photograph the current location or person), and your tape recorder (to allow you to play back previous conversations at any time).

All other items will appear over a split background:

- Click on the upper left portion of the square to carry this item
- Click on the lower right portion to interact with this item

Notice that as you move your cursor over the different parts of your inventory, an sentence appears that describes what you can do by clicking your **left button**.

Interactions between objects in your inventory

- Click with your right button to bring up your inventory
- Select an object to carry (e.g Illuminyte Batteries)
- Click with your right button to bring up your inventory
- Place your cursor over another object's lower right corner (e.g. the Orb)
- Notice that the description at the top of the inventory now says:
"Use Illuminyte Batteries with Orb"
- Click with the left button to reveal all the interactions between the two objects
(see Interactions below)

(INSERT PICTURE of INVENTORY in MID-INTERACTION)

Putting an object into your inventory

Very rarely is this necessary. To do so, bring up your inventory, and click with your left button on an empty square.

Interactions: The Action Interface

As you move around in each scene, your cursor will appear either as a Navigation Cursor (see above), the Inventory Object you are carrying, or as a diamond. As you point to items or people you may interact with, the name of the item or person appears over the cursor. Simply click with the left button to bring up the **Action Interface**:

(INSERT PICTURE of ACTION INTERFACE)

Depending on what you are carrying, the animating icons that appear in this interface describe all of your possible interactions. Notice that as you move the cursor over the different icons, the **REVERSE PARSER** at the top of the diamond describes the complete interaction that each icon represents.

To leave the Action Interface without doing anything, simply click anywhere else on the screen.

If There's a Menu and You're Not Hungry

Sometimes you will bring up a menu (on purpose or by chance) and you really don't want to use it. Simply click with the **LEFT BUTTON** somewhere off the menu. The menu will immediately disappear; no harm no foul.

Quitting, Saving, Loading, and Settings

To do any of these things, move your cursor to the upper left corner of the screen. When your cursor becomes a **DISK**, click with the left button.

(INSERT PICTURE of DISK CURSOR)

We suggest that you save games frequently. You never know when a grue will get you.

Meeting the People: Character Interactions

There are two special types of interactions you can have with most characters (those who will talk to you): Conversations and Q&A.

(INSERT PICTURE of ACTION INTERFACE W/MOUTHS)

To have a conversation with a character, select the Talk To icon from the Action Interface.

To do Q&A with a character (to ask about other people, items you're carrying, etc), select the Ask About icon from the Action Interface.

Conversations:

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

(INSERT PICTURE of CONVERSATION ICONS)

Click on these icons to attempt to direct the conversation with your body language. As you move your cursor over each icon, its purpose is described directly over the cursor.

Q&A:

After conversations or after selecting Q&A, a column of icons will appear that allow you to ask questions in different ways. You can ask about items in your inventory, locations on the map, pictures in your photo album, or recordings of other characters.

(INSERT PICTURE of Q&A ICONS)

Actions with Items You Have

As you get used to carrying objects around, you may decide that you want to use an object without interacting with another (e.g. to drop it, to eat it, etc.). To do this simply click somewhere on the screen where you won't interact with another object or navigate. In other words, if the item is still visible as your cursor and no words are above it (indicating interaction with an object or person) you can click to bring up a special Action Interface.

You can also do most of these kind of interactions in your Inventory. If your hands are empty, click on the lower right corner of an object you want to interact with.

Lost and Found

If you lose an item don't despair! In *most* cases the lost object can be found logically by carefully considering whatever action you took to lose it in the first place. Of course, some actions are irreversible; in those cases please despair.