

NON PLAYER CHARACTERS (ACTORS)

All dialogue is rhetorical. PC cannot interact with text questions. Therefore the icons represent a set type of inquiry or action.

Most people in this world are cautious because the vultures take people away who are too knowledgeable of the way things work.

Each character will have five different (sets? or lines?) of dialgue in addition to the hint item.

INTRODUCTORY VOICE Stentorian introduction to the dire fate of the valley of the sparrows/vultures.

MS. PEEPERS The school marm. There are no children left so she is compulsively testing and giving information to PC. She acts as copy protection above ground. She also provides clues to PC whenever PC is fumbling around above ground. She tests PC by asking question from the Zork encyclopedia and if PC passes she rewards PC with book, camera and tape recorder. The book, called Zork, The Return of Evil, is to write history provided by other characters. (It is not necessary to the game but provides a red herring) [Q. why not make it necessary? would it require too much memory?] She's very happy to get someone to do it. When you pass by her she'll always inquire about the book.

She's very sad because the students are gone and she doesn't know what happened to them. She remebers one in particular, smart as a whip and just as nasty when crossed: REBECCA.

WIZARD TREMBYL We never have a path converstaion with him. He never knows who we are but he can sense where we are. He lets you know that the battery needs to be replaced right away.

He's a wise guy and tells alot of jokes with hints in them. He also if full of hintful homilies.

He's there to provide PC with some guidance. He occasionally tells you the odd zork joke and acts as a tutorial for the beginning of the game. ie: You won't get a word in edgewise with this guy. Why don't you show him a picture.

Both he and REBECCA make boar and spider references.

LIGHTHOUSE KEEPER Talks to himself and answers his own questions. You must show him a picture of the road to the south and get the hint that you need to take the boat to the mill and that the dead zone is not possible to cross. (The WIZARD tells you that you can't get a word in edgewise, etc.) so you must go back out and take a picture.

PC must also use a mirror to or give a mirror to Lighthouse keeper to signal the mayor about vultures.

PC can signal pet vulture from top of lighthouse.

Outside lighthouse are vines and wood both usefule to building bridge across river (if you have the talon which entails going underground and putting the vultures asleep with the fairy dust on vulture food)

QUESTION: If there is no horse, do trolls still hang around the lighthouse?

MAYOR Blustery Fellow in his office are the filing cabinets that have information about various things in West and East Shambar and the changes taking place. (Historical facts.)

BOOZE MILLER His chair is on the trap door in the mill. PC must get his keys in order to open the door under the trap door.

The PC must not drink or will black out. If PC asks for keys too early Booze will take PC's keys. PC must ask for keys before Booze passes out. The second time. The first time his chair falls over nothing happens. The second time he is in a different chair. PC must toss drink(s) into plant. If PC tries truck nothing will happen.

After PC crosses river:

HOLY WOMAN She's a relic from the past. She's in a dark mood when PC first encounters her because no one visits the temple anymore. She's an ascetic. PC must get her to bless the Dwarven Sword that Moodock gives PC in the Underworld. She also give PC access to the Dwarf caves. She also gives history on the forging of the Nectus (disk) and tells PC that PC must use orb to forge light to put together the nectus pieces.

HEAD DWARF MINER Uncompleted. Once you satisfy the dwarf that you have all the things necessary (for what?) He gives you a Patton style speech.

VAGABOND He's an escapee from below. A waif. He was a slave at the cliffs of depression. His parents are still there. He needs to go to a happy place. PC must give him Dizzyland Tickets for which waif gives PC a rock that is so encased in dirt that it does not look like the nectus piece it is. Waif's father has one just like it. The nectus piece needs to be washed in order to reveal it. Can be washed in any water. The phrase he uses in connection with the nectus piece is identical to phrase Cliff Robberson uses.

Below Ground

INNKEEPER Frumpy, late middle aged wife of one of the four entrepreneurs. (which one? Moodock?) She registers PC at the Inn. Does this three times.

At Inn PC must figure out how to sleep without getting eaten by a grue in room.

MOODOCK Across the street from Inn. He's one of the more important characters. He's the manufacturer and arms merchant partner of the four entrepreneurs. He now runs the arsenal? He's a blue collar sort of guy who is a master strategist. He plays a board game that PC must sit through and learn in order to defeat the evil MORPHIOUS at the end of the game. Moodocks dialogue consists of all the rules of the game. PC can return as many times as necessary to learn the rules of the game.

Moodock gives PC magic Dwarven sword after PC sits through entire game with Moodock. Tells PC it used to glow with blue light in the presence of danger but now it needs a little work, Can get the work necessary done at Blacksmith shop.

BLACKSMITH Enigmatic, dishonest, shifty. Switches swords with PC when PC comes to collect refurbished sword. If PC doesn't look at the sword when given back, PC will have a sword that will break at a crucial time.

If PC looks at sword, and inquires about real sword, Blacksmith will reluctantly return sword.

If PC returns with wrong sword, Blacksmith will waffle and then give PC a voucher and a trail to the person whom he gave the sword.

(How PC gets the sword back from that person or who that person is is unknown at this time.)

REBECCA (Karen Allen type from Raiders of the lost Ark)
Player meets her Underground. Thereafter she serves as the copy protect person.
Whenever the player (PC) is lost of fumbling around she happens by on her studies or in the course of her day and engages player in hint filled conversation about where pc should go next. She's a fount of information and the game's biggest hint dropper. She uses peculiar turns of phrase with some basis in reality. She makes frequent references to places PC should go.

She is writing a book called The Fall and The Rise of Zork. She provides information on how the world got to be as it is. eg: all of the inhabitants of the Underground just got sucked down one day, alone or in groups and no one seemed to notice.

She tells PC the background of the four friends (wizard Trembyl, Rooper-adventurer, Moodock-arms merchant and manufacturer, Canuk-mage and illunynite expert).

Thermos is taken from her kitchen. Holds milk from Pugney's cows.

PUGNEY This fellow is so freaked out by what's happened that he has nailed himself inside his house.

There is a box in front of his house that he didn't order and he can't get open. Gives it to PC.

PC needs to burn the box at the incinerator (where is that?) and get the wire from the bottom drawer of incinerator. (Incinerator puzzle)

Wire is used to solve how to open lock on door to General Store.

ROPE? gotten from Pugney's ranch?
rope used to get down cliffs of depressions.
(shouldn't this be PITS OF DEPRESSION?)

Cows provide magic milk.

Cliffs of Depression: Stop first at Fools Memorial and take joke book. Book contains six jokes but they are written in Olde Antharian. Other players have

to translate the jokes and they need to be recorded. If PC makes someone laugh at the Cliffs then he wins a Nectus piece fro Cliff Robberson. Anyone in the game can translate a joke.

The two negatives PC is given at beginning of game become positives at this location. Viewed from cliffs the view is the same in one and shows the CITADEL in another. Thus revealing the wall of illusion.

CLIFF ROBBERSON At Pits of Depression Comedy Club he has to communicate to you that you either lose and stay at cliffs of Depression too depressed to get back up the rope or win. Not much time allowed. Is Father of WAIF. Mentions that he gave his son, who escaped, a piece of nectus just like this. (Clue). The phrase he uses is identical to the phrase the waif uses. (his son)

BEN FISHIN Provides boat needed to go down river. Ties KNOT needed for all sorts of things. Talks of his lost love. Give PC a letter that PC Must Not Open to deliver to Witch Itah.

WITCH ITAH Carol Kane type of witch. Loves Ben Fishin They had a fight a long time ago and haven't spoken since. Drops hint about him.

If PC gives her the letter she will talk to you and give you freeze spell and stick for navagating the bogs.

BLIND BOWMAN King Graham from Sierra Designs game. Shoots at anything that moves. Is shooting at fairy.

Milk from Pugney's cows cures his blindness.

(How does PC get close enough to give milk.)
(Who gives hint about milk?)

FREE'D FAIRY Thankful. Gives PC Fairy dust that is sleeping potion. PC figures this out after one use on anyone including self. Useful for getting talon from vultures.

TROLL LEADER Chicken with Fear Necklace that turns scary things fearful (spider) but causes evil things to love the bearer (orc guardian falls in love with PC)

To get Necklace from troll it is necessary for PC to threaten Troll.