

Return To Zork

Puzzles

1 July, 1992

Revised 19 July, 1993

The Ultimate Goal of the Return to Zork:

Defeat the Magical, Mutating, Evil Force called Morphius that, with the unwitting help of Canuk the Mage created itself into a near-life being from the distilled evil magic that congeled inside the crystal rock formations of Illumynite.

Major Puzzles:

- Recover the Frobozz' Flying Disc. Collect the pieces, forge the disc.
- Learn the rules to Moodock's Game: Survivor. Necessary to beat Morphius.
- Fill in Ms. Peeper's book outline for Zork: the Return of Evil. Necessary for a good grade.

1) Get Bonding Plant

(used to determine health at cliffs of depression)

Pick up rock at Mountain Pass
Throw rock at vulture (either in Zoom or in Normal Scene)
Zoom in on sign
Dig out with the knife (to keep it alive)
Pick up plant

2) Keeper's Password

(each time you come to the Lighthouse, the keeper asks you for a password. The first time, just listen to him). Second visit, give him an illuminite rock.

3) Make the Raft

(Use the raft to travel to West Shanbar from Lighthouse. Can be done before or after talking to the Keeper.)

Use knife to cut down vines from the lighthouse
Tie boards with vines
Get on the raft

4) Get To West Shanbar via River

(after 1st encounter with the Lighthouse keeper)

deleted
Make Raft (see #3 above)
Navigate forward in river (can't go backwards, but can attempt to jump off at any place)
Jump at bridge (ONLY PLACE left to jump off as of 2/1/93)
Otherwise, Die in the rapids

5) Get Coins and Dizzy World Tickets

(Necessary for 1 dream, renting 1 boat, or fixing 1 sword)

Find key to Pawn Shop/Gift Shop behind Old Mill
Open Cash Register in Pawn Shop/Gift Shop and take everything.

- deleted?*
- To get more coins, strike Coin Tree with Sword or walking stick in Whispering Woods. Limited supply, but will grow back after leaving the Forest and re-entering. Depending on how long you are away, the tree will produce 0-4 coins.
- strike tree?*

- If you screw up the Vulture travel puzzle and cannot return to Canuk's island, a Ferryman's coin should fall out whenever necessary.

6) Get Notebook (Pass copy protection)

(Necessary for understanding the story and asking complex questions. You now begin the game with the tape recorder)

Go to school house and ring bell by striking it with your knife or sword,

Talk to Ms. Peepers and act excited etc.

Ms. Peepers decides to test your honesty, trustworthiness, etc. by asking a question that only the owner of an un-censored copy of the Encyclopedia Frobozzica could answer. This is TEXT ENTRY and COPY PROTECTION.

Pass the test and Ms. Peepers reveals that she wants to write the book: Zork, the Return of Evil but can't do the leg work. Would we? If yes, then she gives us the notebook with chapter/sub-chapter headings to fill in.

7) Get Extra Hints

Go to the Mayor's Office

Read the files in the file cabinet carefully.

A few of these files change over time. So, be sure to come back and look through the drawers periodically, and even re-read some of the older entries.

8) Get 1st Disc Piece from Vagabond

(Necessary for building the Flying Disk of Frobozz)

Get Dizzy World Tickets from inside cash register at Pawn Shop/Gift Shop

Locate Vagabond under the west side of the Bridge (above ground).

Talk to Vagabond expressing interested and sympathy. Hands must be empty and you cannot try physical contact with him. Doing so makes the Vagabond like you and explain to you how disappointed he was in not being able to get to a place to get away from it all.

Give tickets to Vagabond.

Vagabond gives you his pet rock in exchange.

Get soap from Rebecca's Bathroom (see how to befriend her below).

Wash the rock with soap in any sink (2 at Snoot's, 1 at the Inn) to reveal the Disc piece.

If you aren't gentle enough with the Vagabond, he will run away. If he runs away, leave for a while and return to find him there again.

9) Get Keys to Underground Door to Zork

(Necessary to do more than explore West Shanbar above ground!)

Get Boos Miller drunk without getting drunk yourself (accept the toast, then pour your drink in the plant.

Toast: (This toast and the proper etiquette for its use will be found in the files in the Town Hall... The guest suggests a toast, the host offers one line of the host, the guest must drink first, then the host drinks... thus setting up the correct sequence of this four part toast):

Part 1: "Here's to us!"

Part 2: Who's like us?

Part 3: Damn few,

Part 4: And they're all dead!"

After he's had a few too many to drink (between the third and fourth drink and every drink thereafter) and is about to pass out, insist on taking his keys to prevent him from drunken driving!

NOTE 1: If Boos falls over drunk, come back to drink with him again after 3 navigation turns. He must always wake up for one or more drinks until you do this as he knows what a safe driver you are.

NOTE 2: After he has fallen over once (thus knocking the junk over) he will appear on the LEFT chair and the right chair remains knocked over.

NOTE 3: If you offer to take his keys too early, he assumes you want to give him your keys (you possibly only have the key to the Pawn Shop. Be sure to answer NO! If you answer yes, you can get your key back when he finally gives you his other keys). Of course if you have no keys, you can't give him any (and he'll look confused).

After using the key, the door is always open and the keys are stuck in the door down below. (this will encourage people to go back and try the key in the truck to no avail!)

10) Enter the GUE (Great Underground Empire) of ZORK

(Necessary to do more than explore West Shanbar above ground!)

Remove chuck from Waterwheel by pulling on it

Get Boos Miller so drunk he falls over (see #9 above)

Notice Opened trap door (only if Boos Miller is drunk and fallen down)

Go down the trap door

Use key from Boos Miller (see #9 above) on door at bottom of stairs

11) Get Sword AND Coin from Moadikum

(Necessary for vanquishing foes and paying the ferryman respectively)

Complete one game of Survivor with Moodock, he rewards your patience with this sword "that can never be destroyed". (but needs some work... try the blacksmith across the way)."

12) Get 2nd Disc piece and 2 Illumynite rocks, learn a secret of the destruction/reconstruction of the disc: piece in the Boar, complicated steps to forge, etc.)

(Necessary for completion of FDofF, dreaming, and gaining entry to the lighthouse. Secret hints for: Illumynade secret ingredient of bat guano, where to find the two illuminte rocks and Disc piece)

Go to ruins

Pick up the 11 squares with text (upon examination, they are stacked)

Pick up the puzzle frame.

Use the squares with the puzzle frame:

Viola! a standard "slide" puzzle appears.

Solve the slide puzzle, and the final piece magically appears in the lower right corner revealing the secret of Illumynate and a hint that something else is at this location (of the ruins in case they solve this somewhere else)

You can now also notice a Disc piece and 2 illumynite rocks.

Take them ALL.

13) Get Milk into Thermos

(Necessary to cure blindness)

Get thermos from Snoot's kitchen

Listen for Cow at Pugney's—?

Go into Pugney's barn

Take a handful of hay

Light the hay with a match

Warm your hands over the small fire on the ground

Milk the cow into the thermos (the flask won't work)

Only the first two or three attempts will deliver milk per visit (must have at least 10 navigation turns between visits and room in the thermos as it only holds 4 drinks)

• To get more milk:

Get the crank from the Hardware Store

Blow up the Silo at Snoot's with the crank from the Hardware Store

Take a carrot

Feed carrot to the milk cow.

2 in final

14) Find the Wire: Enter General Store

(Necessary to unlock the General Store to get the Rats and the Whistle)

Notice sign at General Store that if you can "Get this darned lock open you can have what's left inside!"

Find the Bra Box at Pugney's. When he says you can take it, take it!

Go to the incinerator

Close the lower door (it's open everytime you arrive)

Open the upper door

• If you open this door without closing the other, the unit explodes

Put the Bra Box inside to burn

• If you put anything else inside to burn, the non-burnable filter box (lower door) contains either ashes or a pile of melted metal.

Close the upper door:

Open the lower door

Look inside: there's a wire!

Cannot take the wire it's too hot.

Pour liquid on wire. Liquid can be from:

Water or Milk in thermos

Water in silver flask

Booze in cup from Millers

deleted as inv item

Take the wire now that it's cooled off

Go to the General Store

Pick lock with the wire

15) Get Whistle from cereal box in General Store

(Necessary to capture Pet Vulture)

Solve the Find the Wire/Enter General Store Puzzle (#14 above)

Zoom in on Box

Continue shaking and looking inside box until it's enough exposed to take it.

Take Whistle

16) Sleep perchance to Dream (3 times)

(Necessary to understand Morpheus... hints for citadel)

Solve the puzzle of the Ruins (see #12)

Get the Illumynite rocks from the Ruins

Go to the Inn of Isenough

Ask to register (by paying for a room)

deleted

→ You may NOT scan through the registration list of years gone by for fun.
Get at least more coins from Pawn Shop or Coin Tree
Place an Illumynite rock on the night stand
Turn off all the lights

NOTE: If you turn the lights out without placing the rock on the night stand the GRUEs get you. If you try to use the matches, you burn the place to the ground (and DIE!). Using the miner's helmet won't work.

deleted?

17) Rent Boat with RodentDrive Motor

(Access To Witch's hut. The first time. Subsequent rentals for subsequent one-way trips to her hut do NOT require rats)

Get empty box from Hardware store

Ask about the Boat

Give Ben Fyshn 2 coins for rental

Look at motor to realize that Rodents are required.

If you try to put the mice in the motor, it will hum, sputter and stop. You MUST then REMOVE the mice

Put them down anywhere. Carry them (normally, i.e. not in the box) too long (3 turns) and they bite you and poison you and you die.

Solve wire puzzle

Unlock General Store

Put rats from General Store in Box.

If there are Mice in Box from the Hardware store, they will bite the Rats and kill them with their disease.

Go back to the boat and put the Rats in the Boat's Motor.

If you need to rent another boat (i.e. you didn't return the last one) the rates go up so you may need more money. See the coins puzzle

deleted

18) Learn the Knot

(Necessary for rope from Lighthouse to tree)

Ask about knot from Ben Fyshn (now have knot icon in appropriate places)

19) Get Stick from Witch Itah

(For navigation away from hut, freezing things, and navigation of Woods)

When renting boat from Ben, continue to talk to him. Ask about *any* woman (via photograph) and he'll talk about Witch Itah. He then asks you to take note to her. Listen closely for instructions on where to park the boat!

deleted

Solve Rat-Motor puzzle (#12 above)

Don't open note (be sure note is funny: e.g. look up passage in encyclopedia that is long and ends with modified US Postal Theft Statute and "sure hope you saved the game before this.")

Go down river in boat.

Navigate to special spot and park the boat. Get off before and drown. Don't get off in time and die in Rapids.

When you park the boat, Vultures fly by and turn the rats to stone! Therefore, you can't return it. However, Witch Itah will take it anyway.

Walk to the big tree.

Be sure to have nothing threatening in your hands... knock on the door
(if you scare her, she turns you into a newt!)

Give her the UNOPENED note. She will read it and reward you with the Stick.

20) Navigate Creeping Bogs

(Necessary to return from Witch's Hut to East Shanbar)

Get Stick from the Witch

Use the stick to identify mushy parts of the bog to not step in. Use stick on an apparent piece of land. If the stick doesn't make a hole, you can step in it.

~~Holes remain in place only while you are in the intersection.~~

Find your way out of the maze without sinking

NOTE 1: This maze, which is only 6 correct moves to complete, changes each time you leave the Witch's Hut. There could be 3 or 4 "fixed" mazes (as users will probably not visit the Witch more than 3 times) or a randomly generated maze.

NOTE 2: There is always one dead end path. Thus, there is always one bog intersection with three legal directions: forward to the next intersection, forward to the dead end intersection, and backward to the previous intersection.

21) Get Bats from Witch Itah

(Necessary for Navigating in the Whispering Woods)

Solve the Receive the Stick Puzzle

Get thermos of Milk

QR get picture of Cow

Ask about Milk or Cow. She explains (obtusely) about the possible powers of the milk or hints (again obtusely) about how to milk a cow with well prepared hands.

QR ask about Whispering Woods (if you've taken a photo of a location there).

She will then volunteer information about the woods and volunteer her bats for navigation/marketing duty.

Simply asking about the bats probably won't be enough for her to give them up.

22) Get True Sword: Moodock's Sword Becomes the True Sword

(Necessary for completing battles with trolls, slaying boar and spider, forging the Disc)

Complete one game with Moodock, he rewards your patience with this sword "that can never be destroyed. (but needs some work... try the blacksmith across the way)"

Examine the sword (by looking at it)

Give to the Blacksmith

Go away for a few navigation turns

Return to the Blacksmith, and pay the 2 coins he asks for

Examine the sword again (noticing that it is the incorrect sword)

Show or give the sword back to the blacksmith, while he tries to explain, look disgusted, angry, and/or threatening: he gives in and forks over the True Sword.

If you fail to examine the sword while at the Blacksmith's:

1) Return to the blacksmith's and show/give the sword back.

2) During his excuses, look disgusted, angry, threatening, etc.

3) Depending on how long you've been playing Zork, he will either

(a) give you the True Sword back, or

(b) tell you who has the True Sword. He gives you a voucher for the True Sword, or

(c) tell you who he gave the True Sword to and gives you a voucher for the True Sword. That person will then tell you who they gave the sword to, and so on until we've made the player go to several locations. (worst case is from Ben F. to Moadikum).

4) If you need to get the sword from anyone else AFTER asking the Blacksmith about it, they will surrender the sword when you show them the True Sword Voucher.

23) Navigate Whispering Woods

(Necessary to get to Canuk's island)

Solve puzzles above to get bat cage full of bats and milk in thermos.

Let loose bats and follow closely (gets progressively harder)

If you don't have the bats, you will wander around lost. You can navigate in the traditional maze manner but this maze is not automapped.

Bats leave Illumynite droppings after successful navigation for renavigation.

When blindness begins to settle in after 3-5 navigation turns, take ONE drink of the milk. You may need more than one drink to completely navigate the woods. Remember, the blind bowman may drink some of your milk!

Be sure to stand still long enough (in real time) to listen to what the Woods have to say.

24) Learn bell signals for Ferryman's Isle

(Necessary for learning how to call the Ferryman)

Wait for AN AMOUNT OF REAL TIME in the Whispering woods

Listen for what the woods whisper as the volume increases if you stand still

25) Hire the Ferryman: Travel to/from Canuk's Isle

(Necessary to get to and possibly from Canuk's Island)

Get coin from Moadikum

Ring bell three times at Ferryman's Dock

SHOW coin to Ferryman

To return...

Be sure not to GIVE the coin to the Ferryman on the way to the island

Ring bell two times at island dock

GIVE coin to Ferryman

OR solve the Pet Vulture puzzle and whistle while holding the magnet

26) Get the Horseshoe Illumynite Magnet

(Necessary for Pet Vulture travel)

Get to Canuk's Island via the Ferryman

Use sword to pry Magnet off of Klocker at Canuk's Door

(Hint is given inside Canuk's: read the blueprints carefully)

27) Unduck Canuk

(Necessary for getting INTO the bottle)

Look at book on table

Pick up the spell

Use the spell with the duck correctly (Talk to Duck w/Spell)

If you feed the spell to the duck, he eats it, then will lay an egg,

- pick up the egg
- crack the egg with any hard object in your possession
- you now automatically have the spell (or whatever you fed the duck)
- go back to using the spell with the correct verb on the duck

28) The Bottled Ship: Get the 3rd Disc Piece

(Necessary for making the Flying Disc of Frobozz)

Unduck Canuk

Talk to Canuk about the Ship in the Bottle. Look excited, answer yes:

GET
GOANO!

NEED
TALON

1:20 ON 486/80

CALL-OUT

ASK
ABOUT
JOKE BOOK

GET PIE

WHISTLE

ASK
ABOUT
DISK

TETE-ORR

Allow Canuk to shrink you
Swim inside Bottled Ship bottle to ship
Look up at label of ship and read the combination A FOUR NUMBER SEQUENCE
Find the safe in the ship
Open safe with combination BY TURNING FOUR TUMBLERS
Take everything (rag and metal piece) you can while you are there including Disc

9427

A joke about Monkey Island while underwater for so long
==> IF YOU LOOK DOWN, YOU SEE A SKELETON IN 18TH CENTURY
PIRATE CLOTHING WITH THE INITIALS GT EMBROIDERED
ON THE BREAST POCKET. A VOICE OVER SAYS "I GUESS HIS
15 MINUTES ARE UP." (THIS IS A SUBTLE DOUBLE ENTENDRE
AS GUYBRUSH THREEPWOOD IS ALLOWED 15 MINUTES TO HOLD
HIS BREATH AND HE HAS RECEIVED ANDY WARHOL'S 15
MINUTES OF FAME!

USE DIRTY
METAL THING
w/ RAG

29) Reduck Canuk

(Necessary for getting off the island as a person)

Solve the 3rd Disc puzzle in the ship's safe.

Shine Metal from bottled ship with rag from bottled ship while there

OR take Mirror from Rebecca's room (with her permission of course).

When Canuk begins to "DUCK" you, reflect the spell with the
shiny metal OR the mirror.

If you attempt to kill Canuk here, it won't work.

30) Capture a Pet Vulture

(Use this vulture for fast travel from place to place and from upper to lower worlds)

Get magnet from the knocker at Canuk's

Get whistle from Cereal Box in General Store

Use the whistle, switch to holding magnet, when you see talons or hear the vultures, use magnet on
talons.

From there on out, just use the whistle. grab the magnet.

31) Pass Copy Protection: First Continued game after starting the product if you've already received the Notebook

(A Necessary Evil or the N.E.)

Rebecca runs into you (the first time at Snoot's or, if you've already met her, anywhere
underground except inside the Citadel)

Rebecca, in her research on her book, The Fall and Rise of Zork will ask you for more detail from
your encyclopedia.

Fail to give the correct answer (after 3 tries) and one of the following occurs as you are now a
known traitor:

(a) she punches your lights out. Wake up with NO possessions

(b) she pulls out her shotgun and blasts you back to DOS

(c) she lets you know you aren't welcome to the "cause." Subsequently the Guardian shows up
and removes all your possessions as punishment.

(Guardian also does this to punish inappropriate behaviour; such as killing innocent people).

deleted

32) Return to upper world

(Really necessary to get back to West Shanbar, the Lighthouse, and the Temple)

Go upstairs in Underground Old Mill (leaves you outside near the truck behind the Aboveground Old Mill.)

OR use Pet Vulture to 'tween you to any location you've already been to and can therefore specify on the map.

33) Get 4th Disc Piece from Keeper

(2nd time at lighthouse. Necessary for building the Flying Disk of Frobozz)

Solve the puzzle at the Pile of Ruins

Take the illumynite rocks.

Capture the Vulture for travel

Have the Vulture bring you back to the lighthouse

When he asks you for password, **SHOW** him the illumynite rock.

He lets you in and gives you the Disc piece and tells you about the Holy Woman across the river.
(and a hint about the rope bridge.)

ASK: DISK
ILLUMYNITE
GET PIECE WHEN
ASK ABOUT OTHER
PIECES

34) Cure the Blind Bowman, Free the Fairy, Get the Bows & Arrows

(Necessary in order to get the Return Talon and to get into the Citadel)

Solve the Milk the Cow puzzle

Be sure there is still milk in the thermos (might have to refill it)

Run into the Blind Bowman in the Forest of the Spirits

He will be shooting his arrows in the direction of the Fairy who cannot get around him or away from him.

Offer the Bowman a drink of Milk

As his eyesight returns, he sees what he was doing, drops his bow and quiver and runs away in embarrassment as this was not befitting a man of Graham's Stature.

Take the Bow and Quiver of Arrows

The Fairy flees without speaking to you.

35) Call the Fairy Back: Get the Fairy Dust

(Necessary for getting the Return Talon, might require a hint)

Cure the Blind Bowman to free the Fairy

Travel to a dark spot in the forest (not black, but dark)

Light a match (in dark spot)

Talk to Fairy (she realizes she was rude so you must look hurt)

Fairy Gives you a bag of Fairy Sleeping Dust

36) Find the Tree Spirit:

(She provides information or hints)

Navigate the Forest of the Spirits until you find the singing tree

Listen to the tree spirit. Ask lots of questions.

37) Crack the Boar: Get the 5th Disc Piece

(Necessary for forging the Flying Disc of Frobozz)

In the forest of the Spirits you will come across the statue of a Boar.

Any three sword swings in a row will crack it open. If you are using the False Sword, it will break after the 2nd swing. The dagger is too short for this task.

After the third strike with the True Sword, the Boar will crack open.
Reach in and take the Disc Piece.

38) Get Return Talon

(Necessary for getting across the river from the lighthouse, forging the Disc and breaking the wall of illusion)

Get Fairy Dust (a serious depressant) from Fairy

Get frozen steak from Snoot's (with Rebecca's permission)

Walk around long enough for the steak to rot.

Put fairy dust on rotten steak

Go to the Vulture pits

Put steak down or throw into the pit

Watch for Vultures to fall asleep

Sneak into Vulture pit and steal the Talon from the totem pole

38) Get the 6th Disc Piece from the Slaves at the Cliffs of Depression

Take the Joke book from the fool's memorial

Show joke book to Mayor, he reads one joke

Show book to Blacksmith and pay him 2 coins to translate another (the joke about the Wild Boar).

Even though he smudges the page and cannot finish the joke, the audience you play it for will remember the joke and give a big laugh.

Show joke book to Ms. Peepers then Rebecca. Ms. Peepers says that Rebecca can learn lots of languages. If you show the book to Rebecca BEFORE Ms. Peepers, then Rebecca won't have learned the language yet.... come back to her after showing it to Ms. Peepers.

Show joke book to Canuk. If he's been re-ducked, you'll need to use the Vulture or the extra Ferry coins from the coin tree to get back to him. After Canuk reads the joke to you, re-duck him with the mirror or shiney metal pieces... he then can no longer be re-ducked; he will have learned and not let you get your reflective device back up in time!

Get rope barrier from the edge of the cliffs

Tie rope to tree branch

Lower yourself down to caves

Swing into cave.

Go into the Comedy Club to enter the "Big Laugh Contest"

Play the three and 1/2 jokes from your tape recorder.

Receive the Big Prize from one of the slaves: it's a Disc piece!

Climb back up BEFORE IT'S TOO LATE.

NOTE: You only have EXACTLY enough time (as the bonding plant attests via the ORB) to travel down to the Comedy Club and tell your three jokes and get out before becoming so depressed as to not be able to lift yourself up on the rope to get out!

Be sure to take the rope with you when you leave the cliffs!

39) Make rope bridge

(Necessary to cross Aboveground river from Lighthouse to tree to get to Temple)

Free the Fairy

Get the Fairy Dust from the Fairy

Get Return Talon

Get the Rope from the Cliffs of Depression (even if was used to lower yourself down!)

Learn the Knot from Ben Fyshin

Get the Illumynite rock from the Ruins

Capture the Pet Vulture

Use the Pet Vulture to travel to the Lighthouse
Give the Illumynite Rock to the Lighthouse keeper

Go upstairs at the Lighthouse

Use the Knot to tie the rope to the railing (tying with the bow-knot isn't strong enough... you die when you attempt to cross)

Tie the Return Talon to the Rope (throwing the rope without the talon results in a one rope bridge... you die when you attempt to cross)

Throw the rope or return talon at the tree. The rope returns and wraps itself around the railing automatically.

Climb the rope across the river

(You must take the rope with you after crossing back over the river in order to use it at the Cliffs of Depression)

40) Get Troll Symbol Necklace

(Necessary for getting past the Giant Spider and the Queen Orc)

Solve Rope Bridge Puzzle

Find the Path to the Dwarven Mines by talking to the Holy Woman

Go to the Dwarven Mine and talk to the leader. Ask about his helmet, look truly fascinated and he'll give it to you.

Solve the True Sword Puzzle

Travel to the Troll Cavern

Examine scratch marks next to skeleton at entrance to cave:

Zoom in on skeleton

Zoom in on hand... see dirt scratchings clue

example: LULD RUUR (means left, up, left, down, etc. to beat 8 trolls)

other examples: LULU RULD

R U LULU DUUD (10 trolls to beat)

LUUD RUUD DUUD (12 trolls to beat)

Memorize those letters

Put on the helmet (to turn on light) before entering Troll Cavern. If you don't the Grues will kill you when you enter.

Using the letters as directional information (Left, up, left, down, etc.), swing your sword in the correct "strokes" to fight off the bad Trolls. The number of trolls is dependent on the number of letters in the clue.

NOTE 1: If you do not look at the extreme close-up of the skeleton clue, you will not have the options to swing in specific directions.

NOTE 2: If you have the False Sword, you can kill all but the final Soldier Troll before the False Sword breaks and fails you.

After dispatching the soldier trolls you end up in the troll throne room with the Troll Leader.

Do not strike him (as you are out of hint letters). If you do, his soldiers come and carry him away (and you cannot win!)

Threaten to strike him, then when he speaks up, speak to him!

Continue to take an aggressive posture while he pleads for his life.

In fear, he gives you his Necklace of Fear (you were shaking in your boots all along, remember?)

41) Defeat the Giant Spider

(Necessary to gain access to the Waterfall at the Dam)

Get the Necklace of Fear from the Troll

Show this necklace to the Spider

Immediately take the sword in hand (it must be the True Sword to have the Fear Necklace).

Cut down the web with the sword or knife before she returns.

42) Make Illumynade: Invisibility Potion

(Necessary for avoiding evil guards in the Citadel)

Get Boos Miller drunk without getting drunk yourself (accept the toast, then pour your drink in the plant.

Pick up flask that gets uncovered after he falls

Learn about the potion from the slide puzzle

Get bats from Witch Itah

Release bats in Whispering Woods

Pick up one piece of bat guano (one piece is all you can ever pick up)

Scare the Spider puzzle so you can get to waterfall

Go behind waterfall

Put flask under invisible stream of waterfall

Put piece of bat guano in potion. NOTE: If you create this potion in the thermozz or the glass, it will melt those containers! (READ THE FILES AT THE TOWN HALL!).

Drink as needed (never run out)

44) Get the Sword Blessed

(Necessary to have the Dwarven Leader introduce you to the General)

Get the True Sword

Solve the Rope Bridge Puzzle

Go to the Temple of Bel Nair.

Speak to the Holy Woman.

Show her the sword and she blesses it. She also gives further hints on forging the Disc.

45) Get the Shield

(Necessary for solving the Forging of the Disc)

Go to the outside of the Temple of Bel Nair

Take the Shield from the statue in the fountain

46) Find the Path to the Dwarven Mines

(Necessary for getting the Miner's Helmet and Forging the Disc)

Solve the Rope Bridge Puzzle

Show the Holy Woman either a Disc Piece or the ^{True} ~~any~~ Sword.

She will reveal that the path is right outside the temple. When you go out there now, you can navigate along this path that was hidden by a boulder.

47) Navigate Through Dwarven Mines to get to Ancient Ruins (aka the Forge) (Necessary for forging the Flying Disc of Frobozz)

Talk to Dwarven Mine Leader (from whom you got the helmet)

Show him your True Sword that has been Blessed. If you show him an unblest sword, he'll drop the hint that he is unimpressed until it is a blessed sword.

He will hail the General and send you to meet him. (general comes instead)

Talk to Dwarven General.

Listen to the words LEFT, RIGHT, and STRAIGHT while they are talking.

Memorize the left, right, straightsequence from their dialogue.

Get in the Mining Cart

As the Mining Cart careens through the tunnel, select the left, right, or straight branches in the same sequence as the Dwarven dialogue

NOTE 1: If you get into the cart and you haven't yet spoken to the General, you may attempt to navigate the tunnels but it will go very fast which will make it nearly impossible to be successful.

NOTE 2: You may figure out the successful navigation of the mines by yourself by trial and error after speaking with the General but this will be VERY difficult.

Successful navigation leaves you at the Ancient Ruins. You get back on the same track. The path is exactly the opposite. Or you can whistle for your Vulture. (or can you?)

48) Identify the Wall of Illusion

(Necessary to getting to the End Game puzzle with Morphiuss)

You start with the 2 film negatives

At the Cliffs of Depression, look at the negatives (notice the change in the photo album. Hints are given)

Notice that they are pictures of the same location but that you can see a faint outline of the Citadel's spires in one of them

Get hint during travels that the purpose of the Disc is related to either the Wall of Illusion, the photos, etc.

48) Forge the Disc into the Flying Disc of Frobozz

(Necessary for smashing the Wall of Illusion)

Solve the 6 Disc Pieces finding puzzles

Solve the Rope Bridge Puzzle

Solve the True Sword Puzzle

Get the Shield

Be sure you also still have the following items:

Orb,

Knife,

Box (from Hardware store),

Thermos (from Snoot's kitchen) or flask (from Old Mill),

Return Talon (from Vulture Pits),

Miner's Helmet (from the Dwarven Mines entrance),

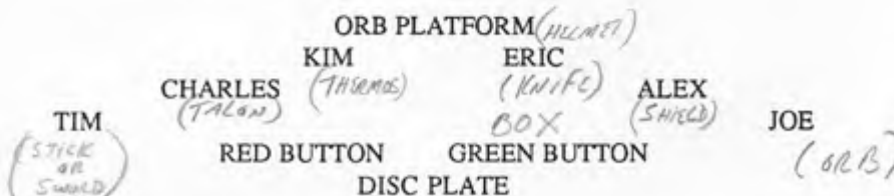
Shield (from Temple exterior),

Stick (from Witch Itah).

Successfully Navigate the Dwarven Mines to get to the Ancient Ruins.

When you arrive at the Ancient Ruins you have two tasks: (1) Correctly place the Disc Pieces in the correct order in the Disc Holder and (2) Get the Lightening to focus through the Orb in order to forge the Disc Pieces into the Flying Disc of Frobozz.

The Ancient ruins are comprised of seven statues, a "plate" to assemble the Disc Pieces on, and two buttons. Periodically lightening strikes the outstretched hand of the middle statue (indicating that that is where you need to place the Orb). The Statues are named after the Ancient Gods of the Arts. The scene is arranged as follows:



Step 1: Assemble the Disc Pieces on the Plate

There are six Disc Pieces, one for each of the Ancient God Statues.

Zoom in on the Plate.

You will see the outlines for the placement of the six pieces. Click on one of the outlined pieces and all the pieces are placed on the plate in clockwise order to make a completed, but still broken disk.

Of the six possible starting locations for placing the pieces on the Plate, only one is correct. If you choose this, the eyes of the statues all turn green. The "8 o'clock" piece is the correct starting piece... place them from here and the eyes all turn red. You can always pick up the disc pieces out of the plate.

NOTE 1: If you do not have six pieces, you may leave this scene to return to find the remaining pieces. The pieces you do have automatically return to your inventory.

Once all the Pieces are on the Plate, either all the eyes will be green or all red. At this time, the two buttons light up.

Press the RED Button.

NOTE 2: Pressing a button before they are lit has no effect.

NOTE 3: Pressing either button without all eyes being red causes a deathly explosion. The same is true for pressing the lit green button.

At this point, the Statues begin to move back and forth between two positions. Each Statue has its own unique positions.

Step 2: Focus the Lightening Through the Orb

It should be clear either from the animation and/or through hints that the Orb needs to be placed on the Orb Platform.

If you attempt to do so yourself, you are struck by Lightening and you die.

You must "enlist" the help of the Moving Statues to place the Orb safely on the platform.

However, the Statues require common, everyday items in order to complete their purposefully complicated tasks.

Give JOE the Orb

Give ALEX the Shield

Place the Box below ERIC's uplifted foot

Give the Knife to ERIC (in his left hand)

Give KIM the Thermos or the Flask (in her right hand)

Give CHARLES the Return Talon

Give TIM the Stick or the Sword

Put the Miner's Helmet on ERIC

Press the RED button and the following sequence of events occurs (see the Storyboards for illustrated version):

- 1) JOE, who is holding the Orb in his hands like the Allstate Insurance Man, drop kicks the Orb towards TIM.

At the same moment, ERIC raises his hand and flings the Knife almost straight up towards CHARLES

At the same time, CHARLES, who is holding the Talon as a quarterback about to throw a long pass, hurls the Talon off screen over the head of JOE.

- 2) TIM, who is holding the Stick or Sword vertically between both hands, bounces the Orb towards ERIC

- 3) ERIC, who is stepping up on the Box while he is raising his hand, catches the Orb.

The Knife is lazily flying towards CHARLES

- 4) ERIC, who is holding the Orb in his raised hand, lowers his hand and flips the Orb over his back toward JOE.

- 5) ALEX catches the Orb in his shield and flings it toward KIM.

The Knife is lazily flying towards CHARLES

- 6) KIM catches the Orb on the top of the Thermos. The thermos is raised but the Orb won't yet roll down her shoulders to land on the Platform.

~~7) The Knife sticks into CHARLES left arm.~~

8) In CHARLSE's next follow through, the Knife, which is stuck in his arm, hits the Orb that is balanced on the Thermos in KIM's hand.

9) The Orb rolls down KIM's shoulders and onto the Platform

10) As lightening is striking the Platform with the weight of the Orb on it lowers. The lightening misses.

11) The Return Talon comes back and knocks the Helmet on ERIC'S head ascew

12) The Beam of the helmet light focuses through the Orb.

13) The Disc is Forged.

14) You take the Disc and return through the Dwarven Mines or, if we allow, via your pet Vulture.

49) The Final Puzzle: the Citadel

* You need the following items to succeed at the Citadel:

Flying Disc of Frobozz

Invisibility Potion

Troll Symbol (Troll Caverns)

Shiny Shield (Bel Nair Temple)

Bow and Arrows (Forest of Spirits - Bowman).

Knowledge of all the rules to the game Survivor (from Ms. Peepers).

* The final confrontation with Morphius must take place in the following sequence:

1. Find the location of the Wall of Illusion via the PHOTO NEGATIVES (made Positives in Cliffs of Depression). Get to the Wall from the Cliffs of Depression.

2. Throw FLYING DISC OF FROBOZZ at the mountains. This will smash the landscape illusion wall, The Wall of Illusion, and expose the Gates to the Citadel of Zork.

3. Enter Citadel through huge Gates. To OPEN the Gates, you must use the BOW & ARROWS to "knock" 3 times. If you knock on the Gates yourself, boiling oil will come down from above and sizzle you.

changed to one time

deleted

deleted 4. In the Reception Hall you meet 2 huge Orc Guards; one in each room. They come at you with lances. Use INVISIBILITY POTION to get around them and through the door behind them.

5. In the next room you meet the final giant Orc. Use another INVISIBILITY POTION. This begins to confuse this Orc. However, as you found out that Orcs don't like Hell Hounds, now you have to play a tape recording of the dog for this Orc. That makes it leave you alone to pass.

6. Circular Pit Room with a bridge across the pit. Step on this bridge and you sink in into the pit. Throw enough stuff on it (at least 10 objects and a maximum of all the objects you are holding) and it sinks and as it does so, a parallel bridge rises from the pit (as from a pully). You can then walk on this bridge.

9. Hall of the Stoned and Transformation Room. Here you find the unbelievably hideous Morphius.

10. Accept challenge of Morphius to Play "Survivor" so that Morphius can gain knowledge from such a clever being (that's you). In exchange, Morphius bets you your life (not that you believe him). If you win, you can stay alive and play some more. If you lose, you aren't the adversary he thought

(B) 101

and he'll stone you like everyone else. Play the Game with Morphius... using Stoned versions of Wizard (Trembyle) and Canuk) ... he has cast a spell which make them follow your commands within the bounds of the gameplay rules. However, unlike playing against Moodock, YOU control the Wizard piece AND if you know the "pass" rule (which you can learn from Ms. Peepers) you can actually win.

11. Beat Morphius. He cannot believe you won... he flies into a rage.
12. While he rages (a VERY short time), he loses control over the Stone Spell. The Wizard, Canuk, Witch Itah, the Holy Woman, Rebecca, and Rooper all melt. The first four move to the center of the room move and repeat the spell from the Great Diffusion (described by many of the characters throughout the game. The spell travels upwards towards the unsuspecting Morphius.
13. Morphius becomes stoned and falls out of the air that he is hovering in.
14. Morphius' Stone statue breaks apart and with it, all of his evil spells are broken!
15. Including the spell that kept the Citadel Walls up collapses and the room begins to disintegrate before your eyes!
16. CUT TO: Aerial view of Citadel..rumbling, smoking...it explodes and you see a tiny human figure being blown out through the top of the Citadel. It enlarges to CLOSE...it's you (though no face is ever shown).
17. CUT TO: Parade of all the characters you've met waiving to you. Rebecca pushes through the crowd pulling Rooper along in her wake. She introduces you.
18. We finally meet Rooper. He says "Ah, the master strategist, you'll have to teach me the finer points of Survivor!" But he says it with Morphius' voice!
19. Cut to credits.