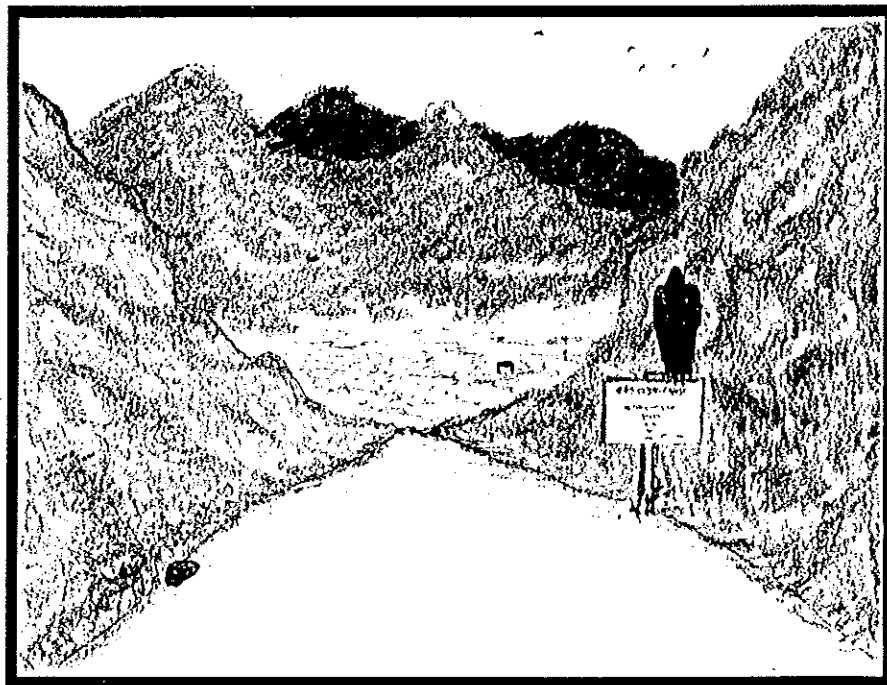


ZORK 92 JA

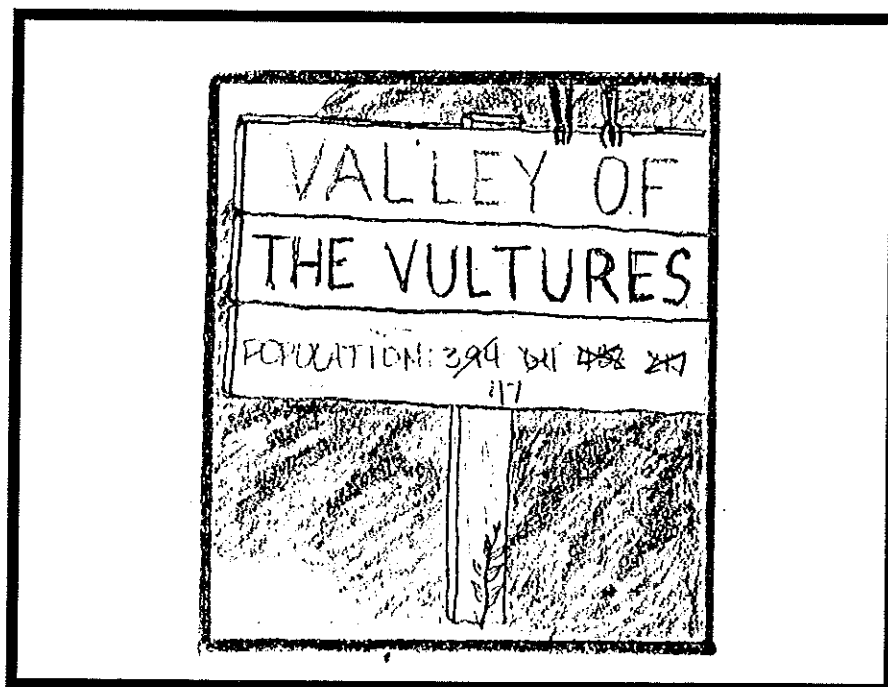
ANIMATIONS OF
VULTURES FLYING
IN BG. ONE FLIES
TO FG AND LANDS
ON SIGN.



I.1e EXT. EAST PASS

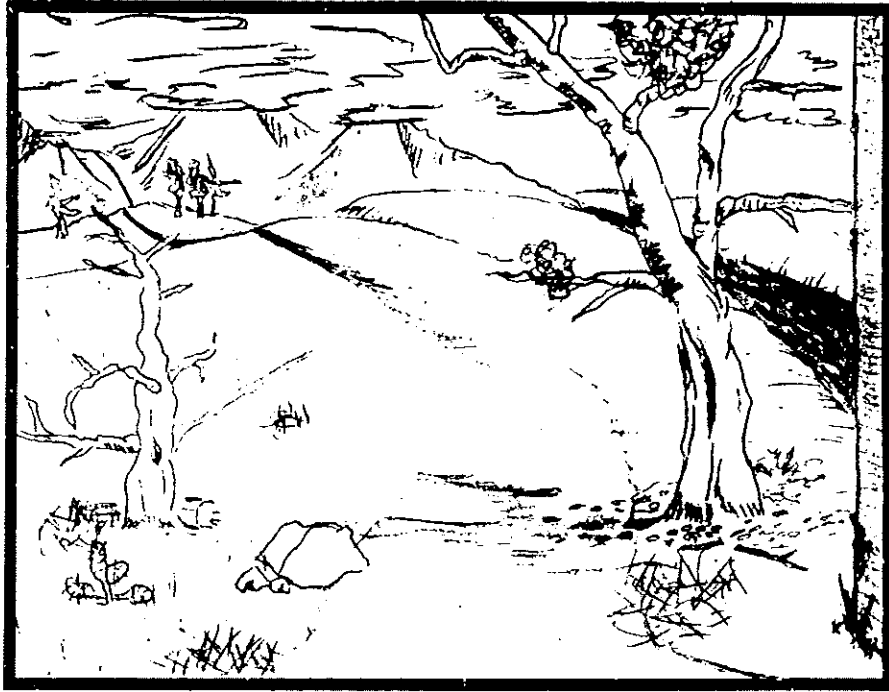
ZORK 92 JA

ANIMATION OF
VULTURE PECKING
SCREEN - INSTEAD
OF USING SHADOW



PERSPECTIVE OF
SIGN - HOW TALL IS
SIGN? IS PC
LOOKING DOWN?

I.2z sign zoom



ANIMATE RIVER
NO REMOVABLE
OBJECTS.

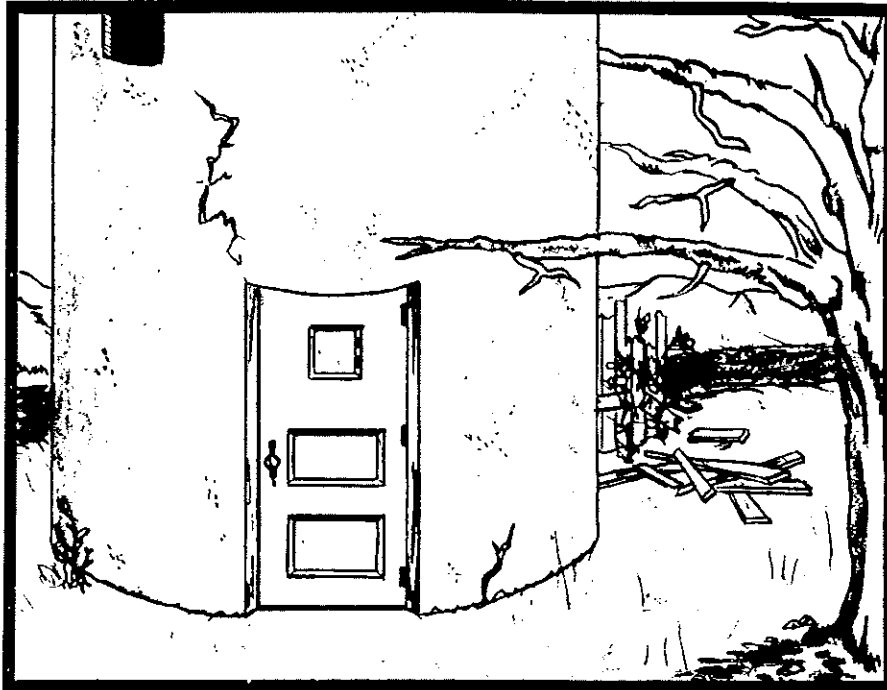
II. IN LIGHTHOUSE

ZORK '92 TP



PATH FADES OFF
IN SAND IN
DISTANCE
NO REMOVABLE
OBJECTS
MAKE PATH SEE
TO DISAPPEAR

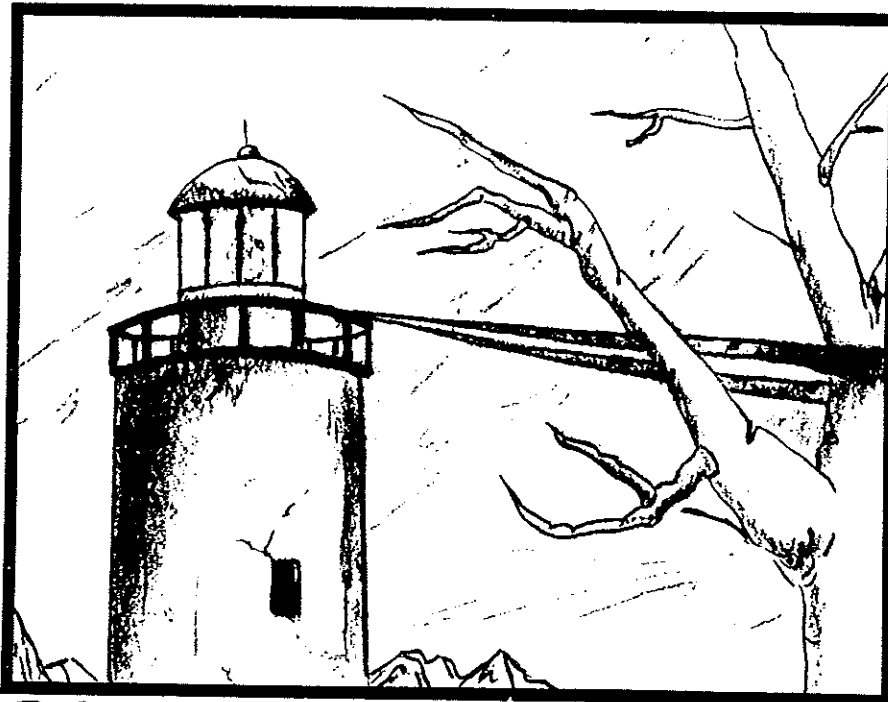
II. IS LIGHTHOUSE



II.2c CLOSEUP EXT LIGHTHOUSE

- ANIMATE RIVER
- VINES AND WOOD ARE REMOVABLE OBJECTS NOT TO BE RENDERED W/ BACKGROUND
- ALL CRACKS AND WEATHERING (OLD EFFECTS) ARE REMOVABLE OBJECTS EXCEPT IN II.7w (VIEW FROM OPPOSITE SIDE OF RIVER) NOT TO BE RENDERED W/ BACKGROUND
- FROM FIRST VISIT TO SECOND MAKE AGING APPARENT

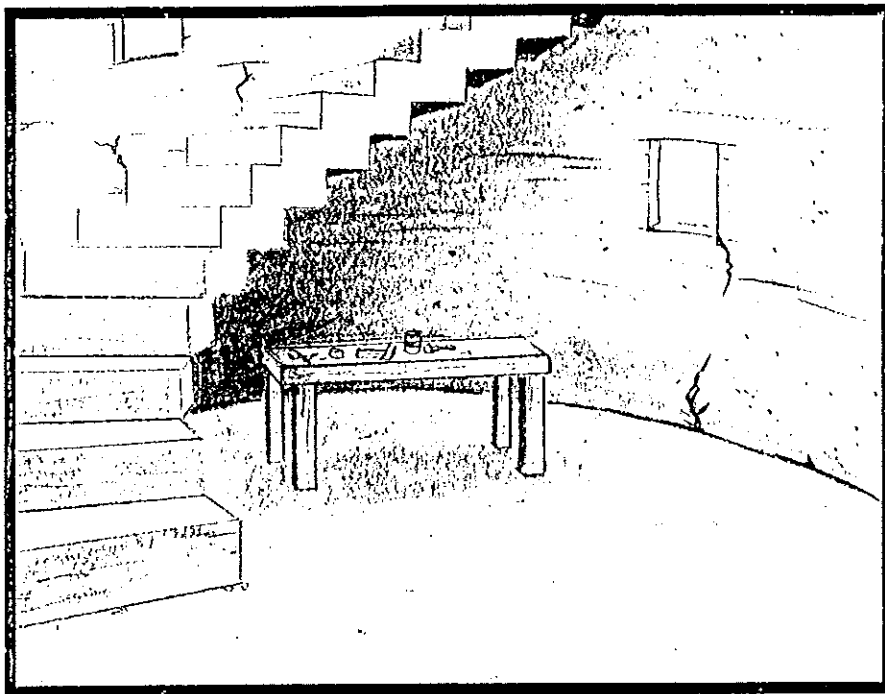
ZORV '92 TP



II.7w LIGHTHOUSE WEST ACROSS RIVER

- ANIMATING LIGHT SOURCE FROM LIGHTHOUSE
- CLOUDS IN SKY
- MAKE SURE TREE MATCHES ONE IN PAND. AND II.6c
- RENDER CRACK AND WEATHERING W/ BACKGROUND

ZORK 92 TP

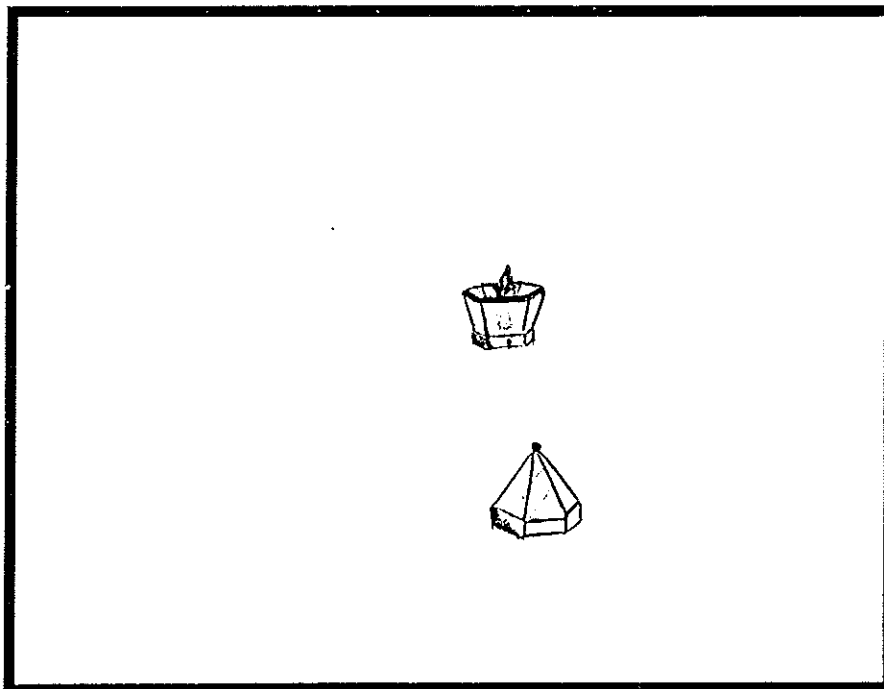


- USE "DEFINITE" LIGHT SOURCE
- OBJECTS IN PICTURE ARE REMOVABLE OBJECTS, TO BE REMOVED W/BACKGROUND
- REMOVABLE OBJECT IS LIGHTHOUSE LIGHT
- CRACKS ARE REMOVABLE OBJECT

II. 50 INTERIOR LIGHTHOUSE 1ST FLOOR



ZORK 92 TP

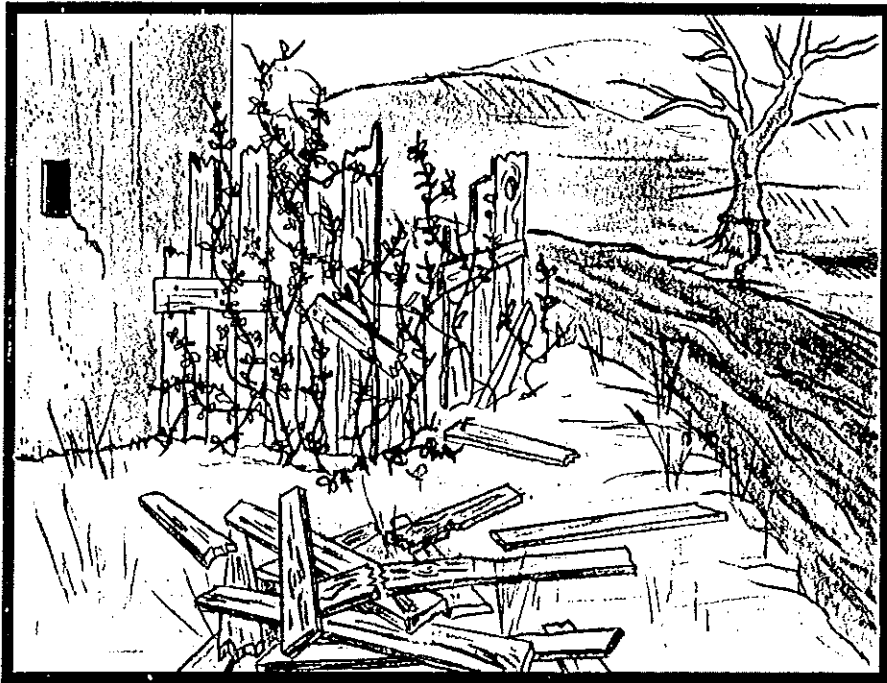


OBJECT:
REMOVABLE

II. BROKEN LIGHT



ZORK 92 TP

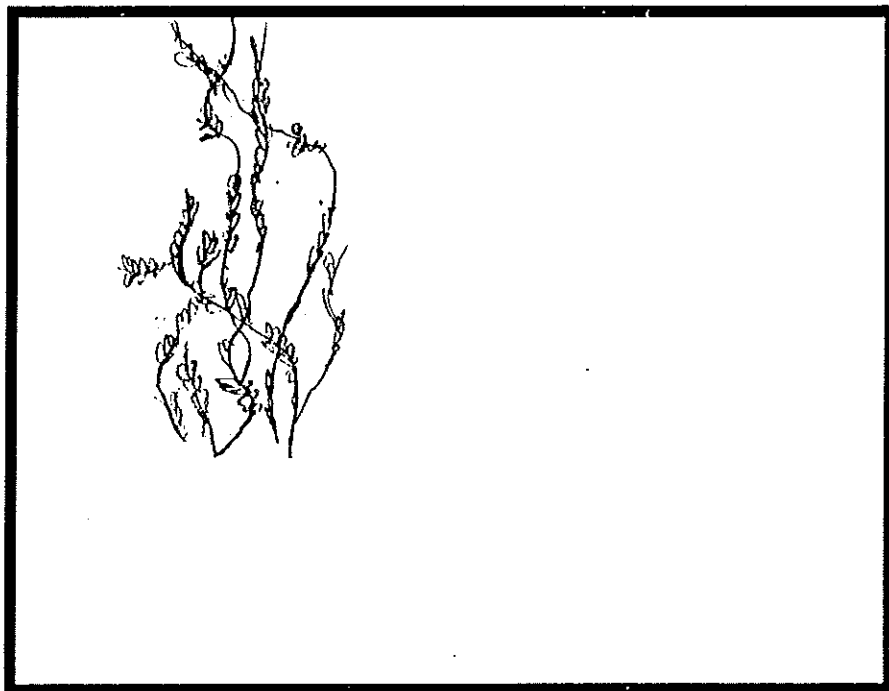


II.6e LIGHTHOUSE RIVER BANK - RUINS

- ANIMATE RIVER
- VINE TO CROSS RIVER MUST BE PUT IN KNIFE HOLE ON LAST BOARD OF RUIN
- WOOD AND ALL OF VINES ARE REMOVABLE OBJECTS. DO NOT RENDER W/ BACKGROUND. A COUPLE ARE LEFT OVER.
- NOT SHOWN IS ROPE TO TREE. REMOVABLE OBJECT. NOT RENDERED W/ BACKGROUND

- SECOND VISIT REVEALS ONE LONG VINE - REMOVABLE

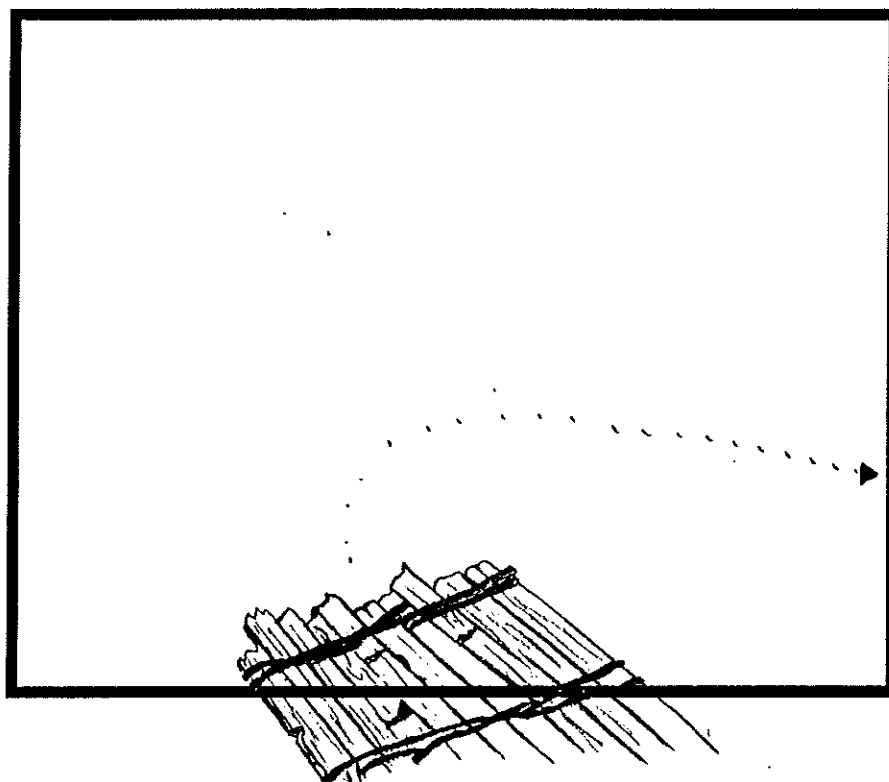
ZORK '92 TP



II.6e VINES 2

OBJECTS!
VINES RE-GROWN 2ND TIME

ZORK '92 H



ANIMATE RAFT
TO RIVER

ANIMATE VULTURES

ADD BELVAIR

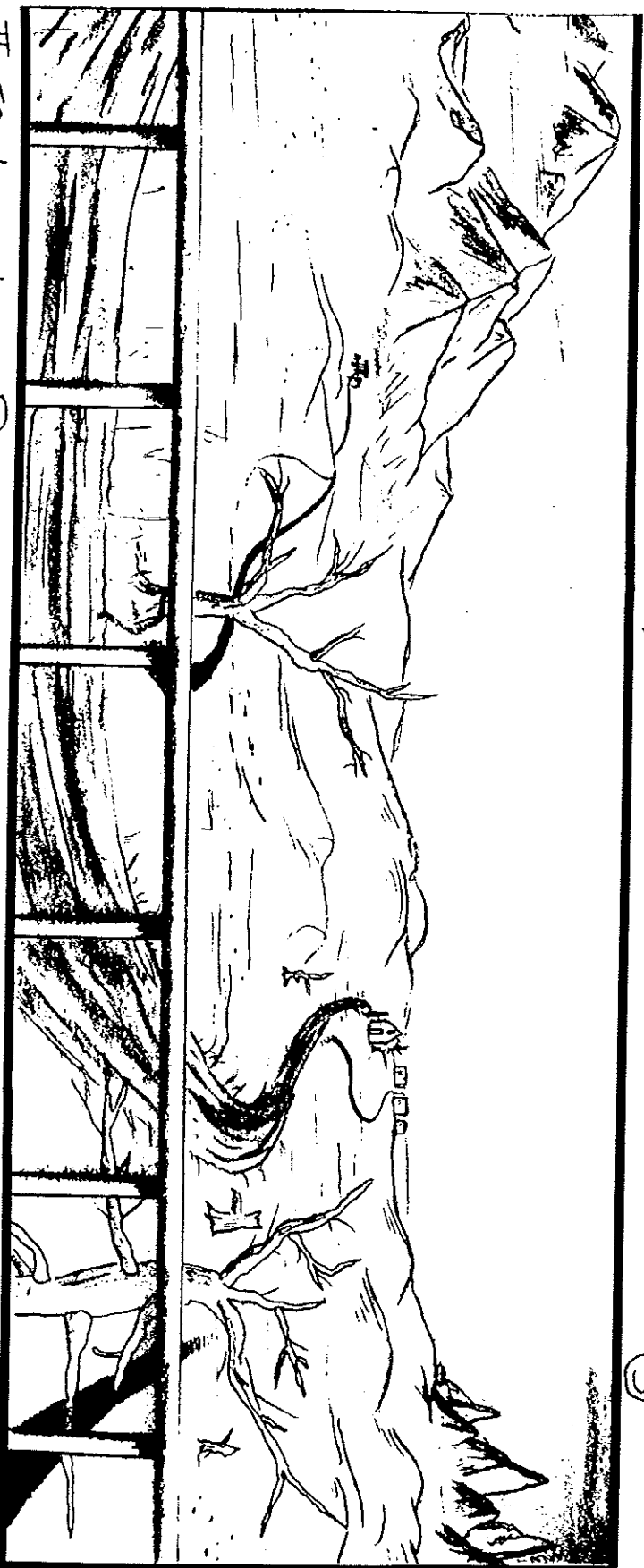
⑤

ROPE TREE
↓

- ROPE TO BE THROWN
TO THE TREE - RENAME
TO OBJECT.

- ADD THUNDER CLOUDS AND
LIGHTNING ABOVE BELVAIR
IN SECOND USE OF PAO.

⑤



II. SP LIGHTHOUSE ROOF (B)

ZORK '92 IP

HIGHWAY MAN CAN APPEAR PATHS
IN 5 RIVER
OR
ANIMATE RIVER

(3)

(2)

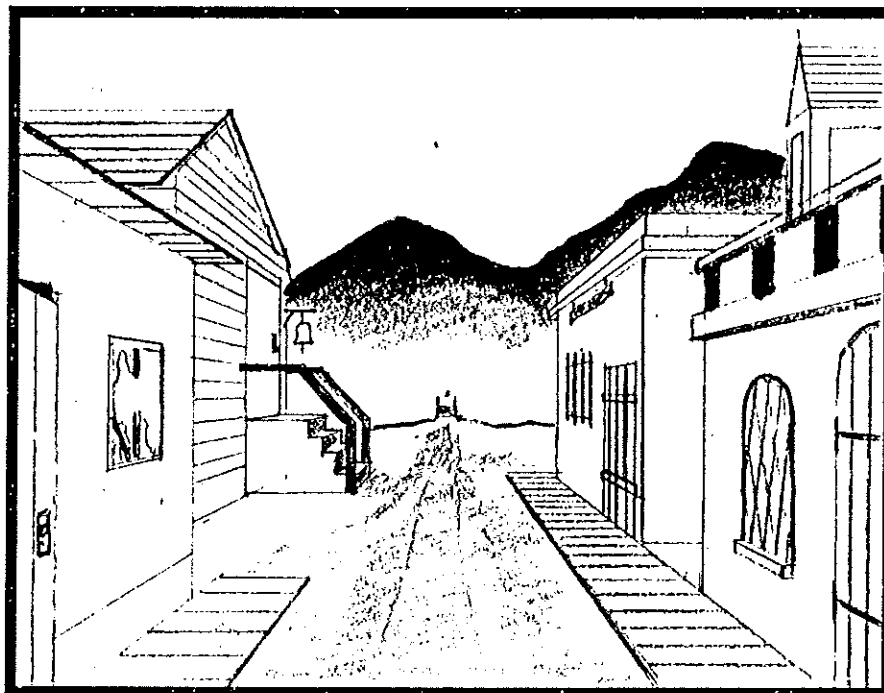


II.5P LIGHTHOUSE ROOF (A)



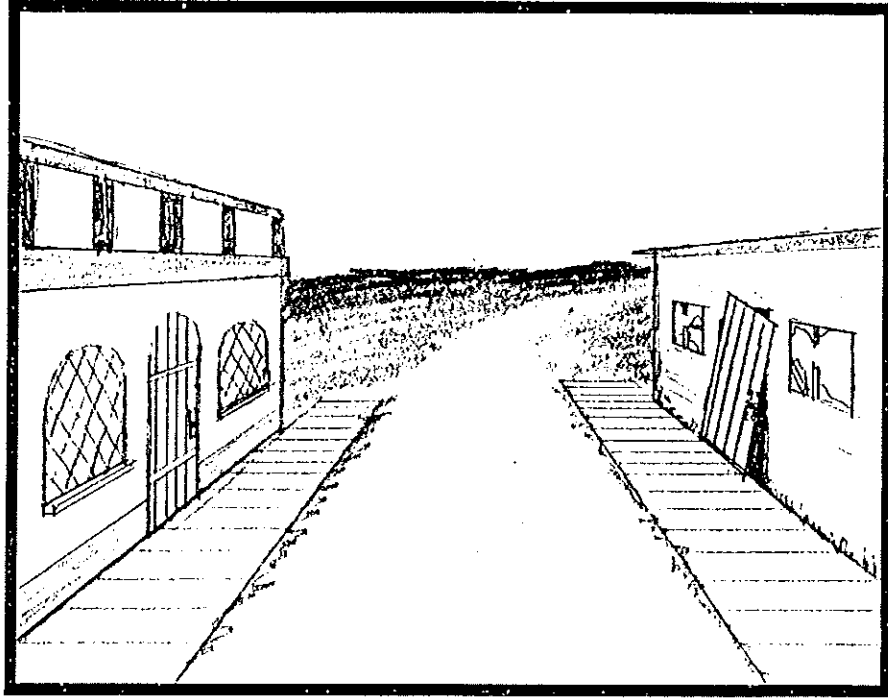
III.2w Ext. Edge of Town

ZORK 92 JA



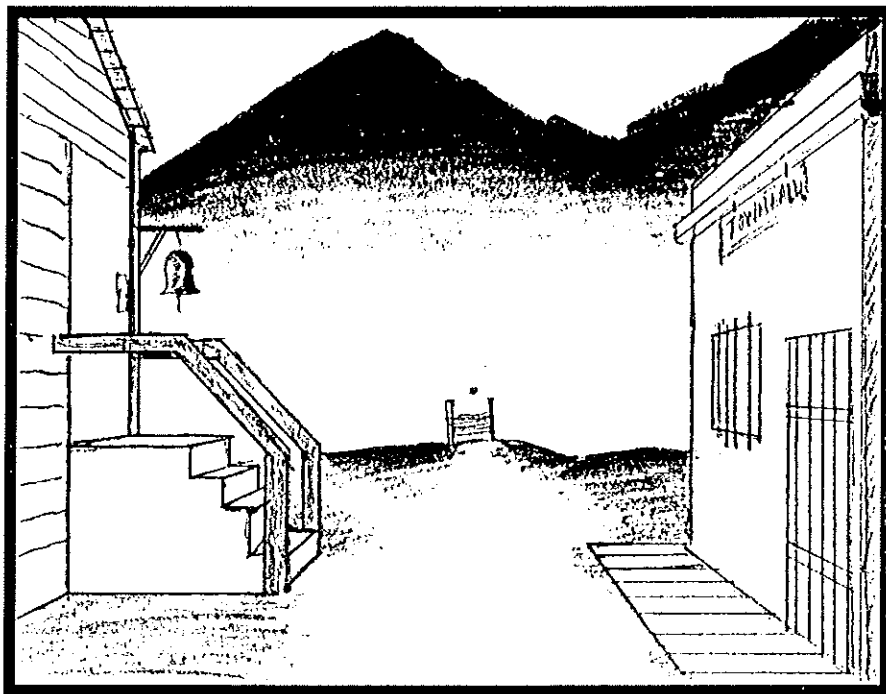
III.2e Ext. Edge of Town

ZORK 92 JA



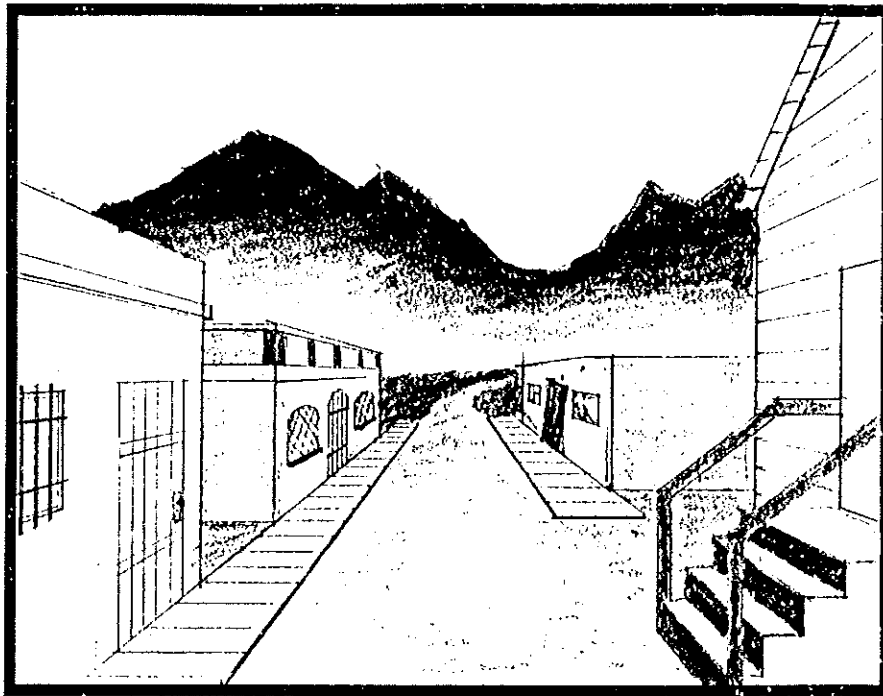
III.3w Ext. Middle of TOWN

ZORK 92 JA



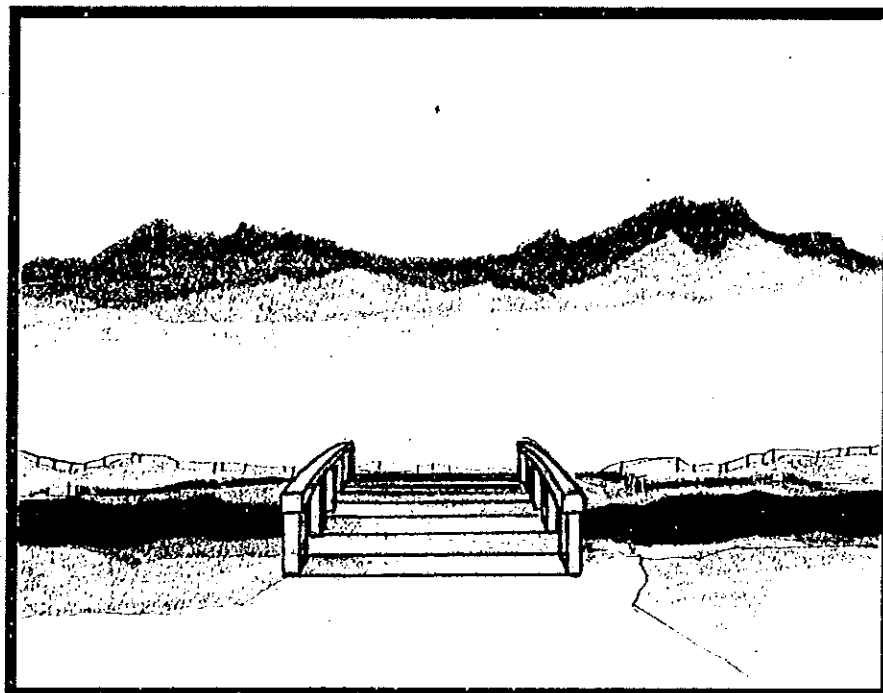
III.3e Ext. Middle of town

ZORK 92 JA



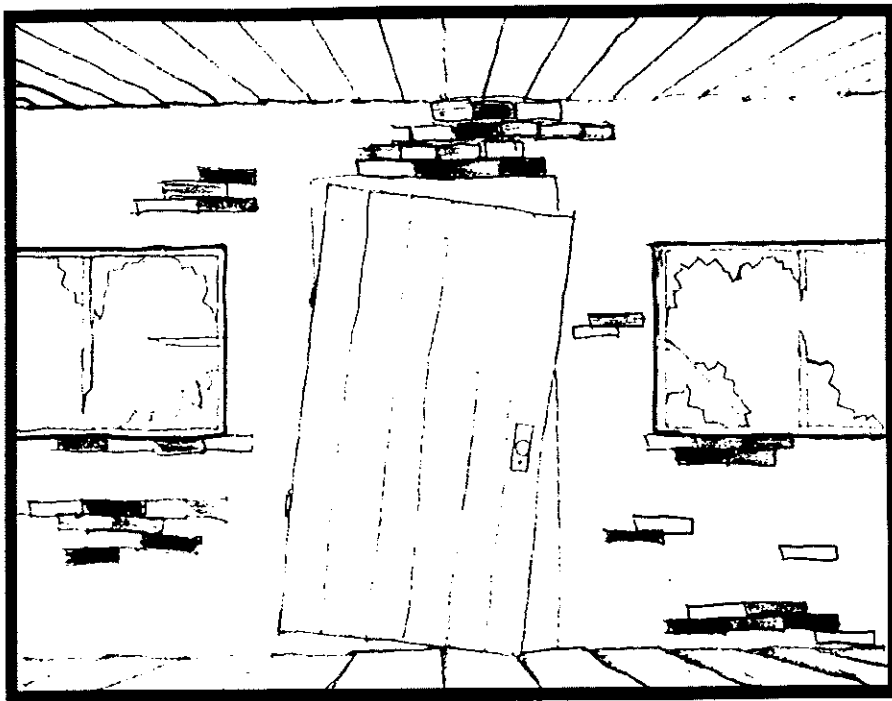
III.4w Ext. Before Bridge

ZORK 92 ~~JA~~ ES



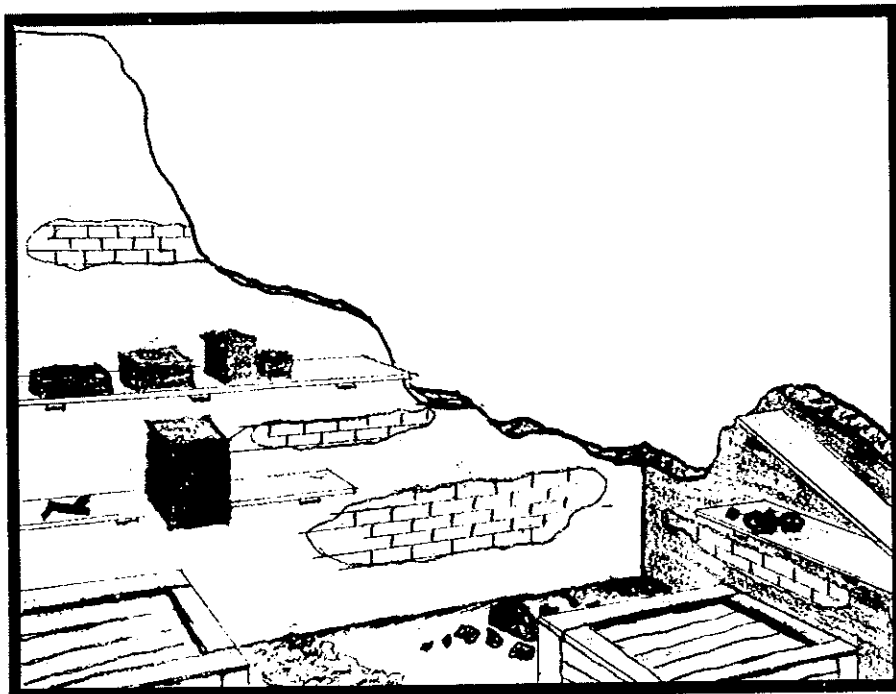
III.4e EXT. AT BRIDGE
(FACING EAST SUNBAR)
ABOVE GROUND

ZORK 612 JA



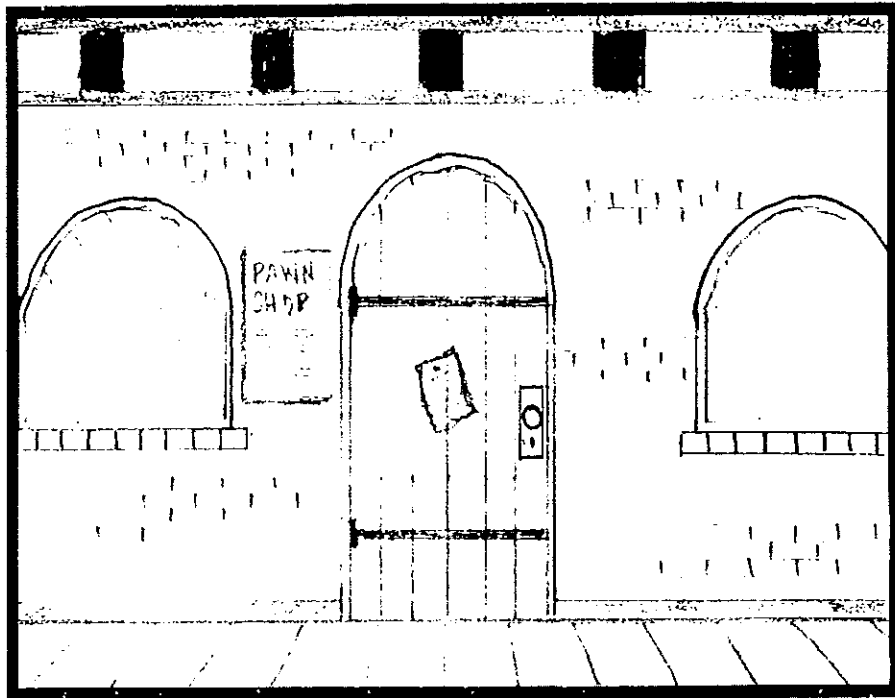
III.6c Once Ext Hardware Store

ZORK 92 JA



III.6i Int. Hardware Store

ZORK 912 JA



TACK NOTE
CINTO SIEN

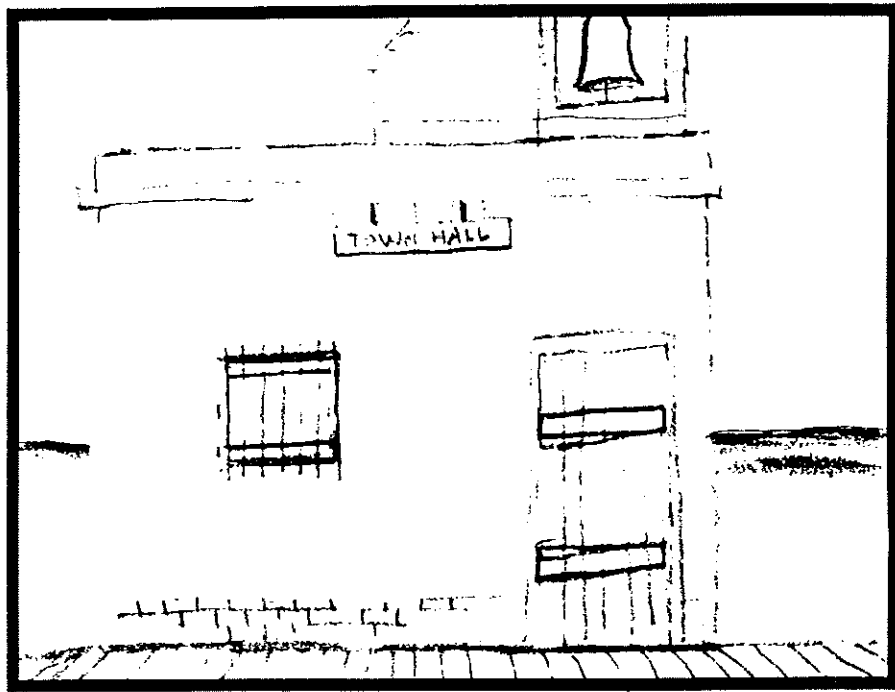
III.7C Close Ext. Pawn Shop

ZORK 912 JA



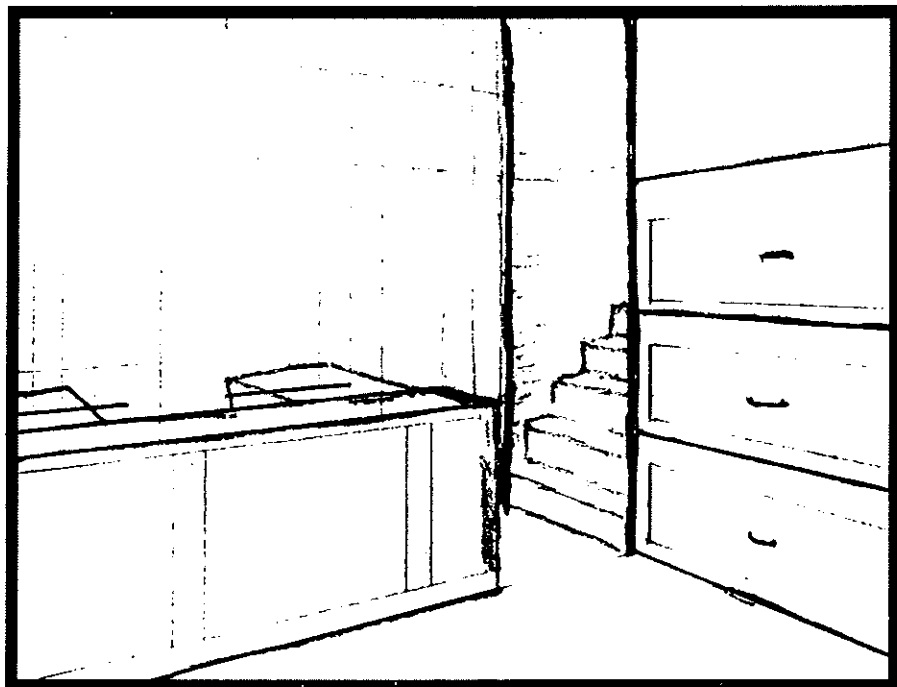
III.7i Int. Pawn Shop

ZORK 92 JA



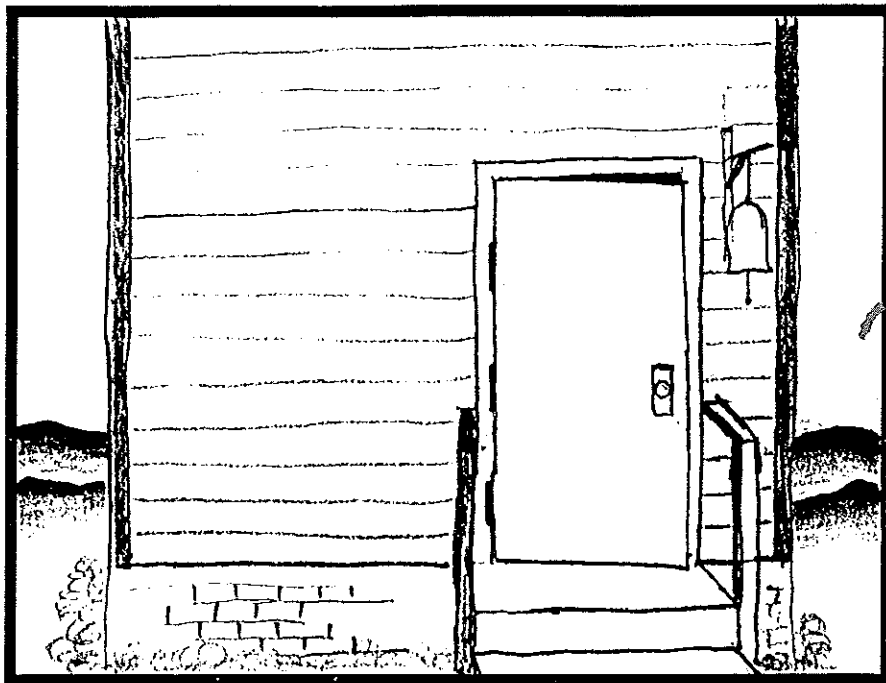
III. 3C Close Ext. Town Hall

ZORK 92 JA



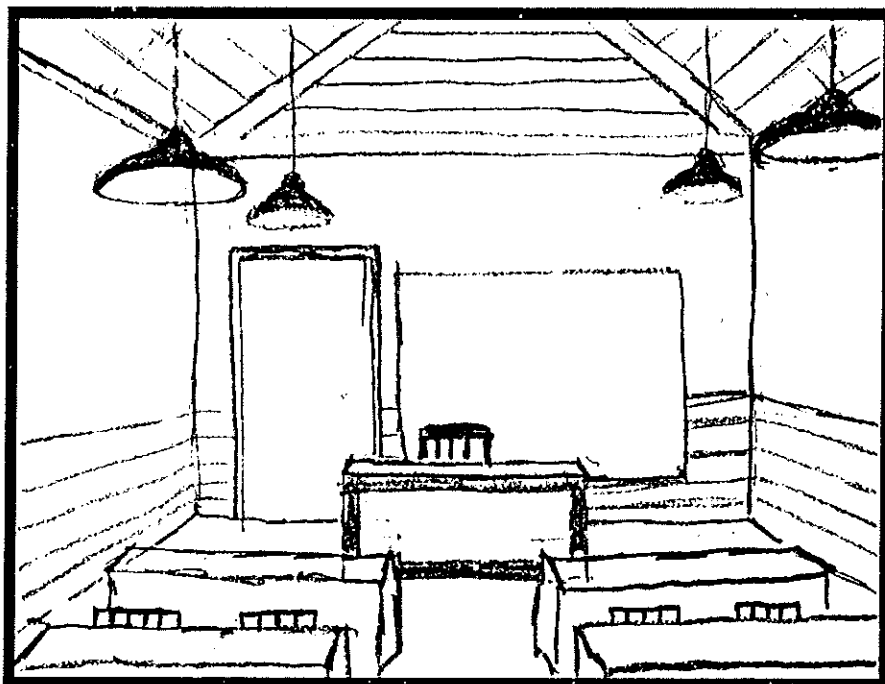
III. 8i Int. Town Hall

ZORK 92 JA



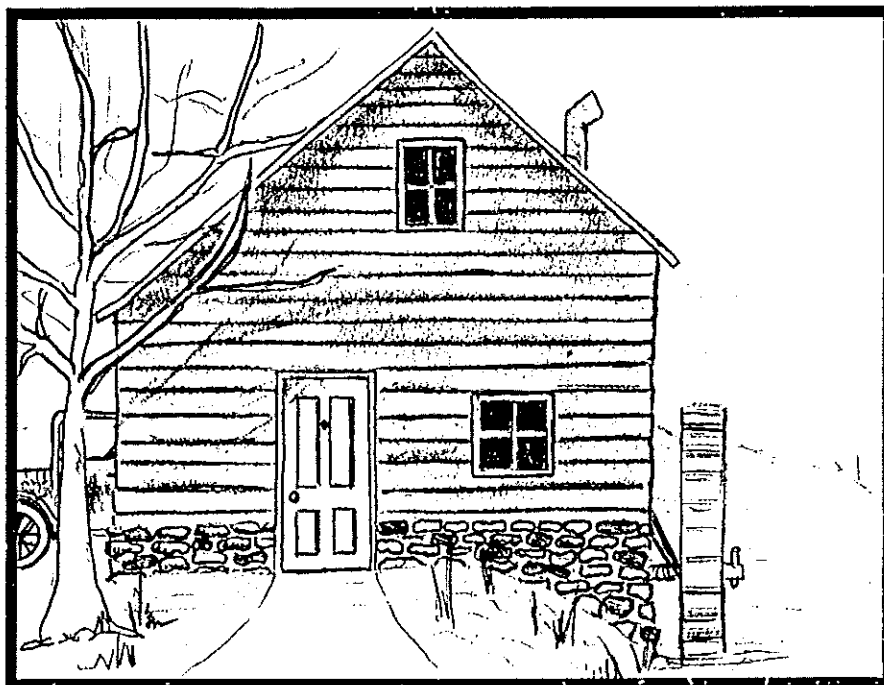
III.9c Close Ext. School House

ZORK 92 JA



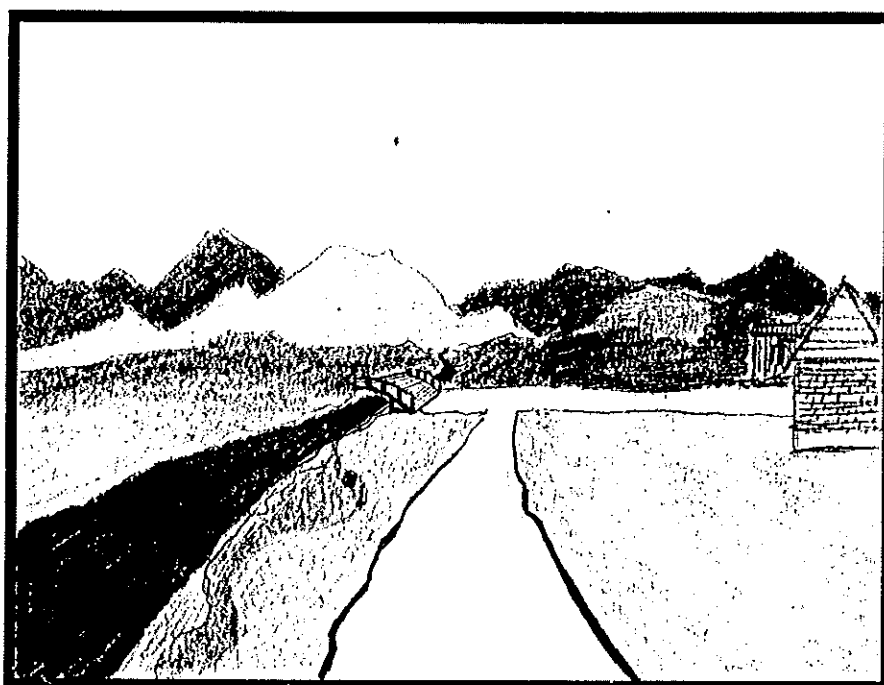
III.9i Int. School House

Weathered
Red wood
Siding
flat stone
base.
• peep hole on
door



III. 10c CLOSE EXTERIOR OLD MILL

ZORK 92 E3

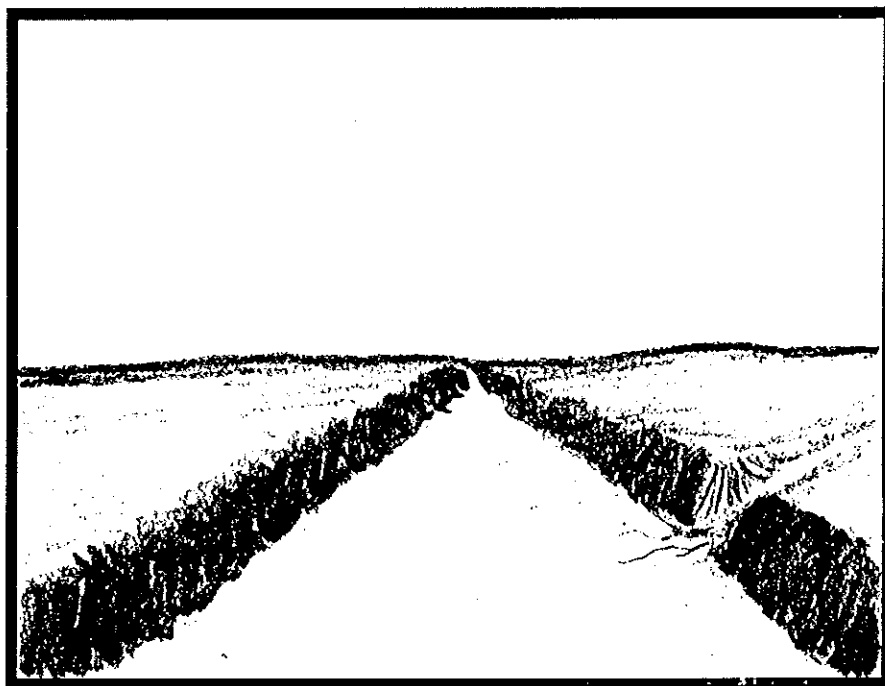


*MAYBE
REPLACES
"5s"

III. 10s
VIEW FROM
OLD MILL

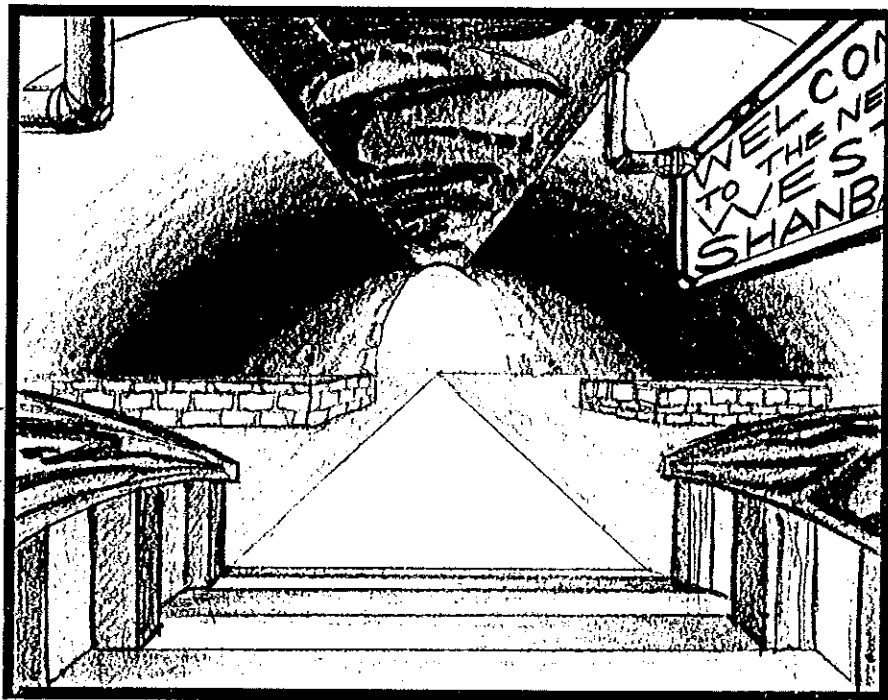
ABOVE
GROUND

ZORK 912 SA



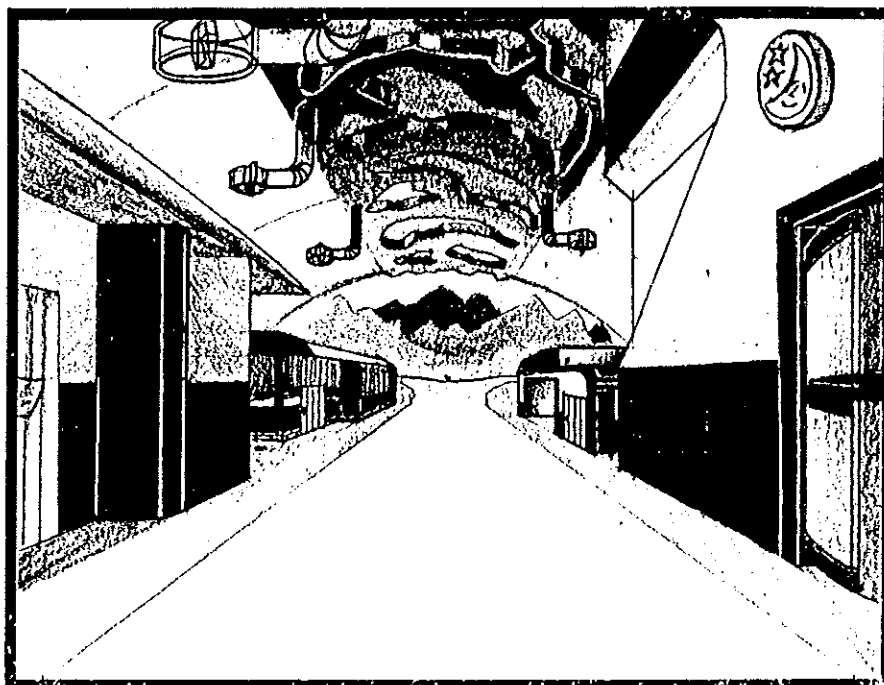
III.115 Boat Jump.

CORR 12
F.S.



III. 4W WEST SHANBAR BRIDGE WEST
(CLOSER VIEW OF THE "NEW WEST SHANBAR")
UNDER GROUND

ZORK 12
F.S.

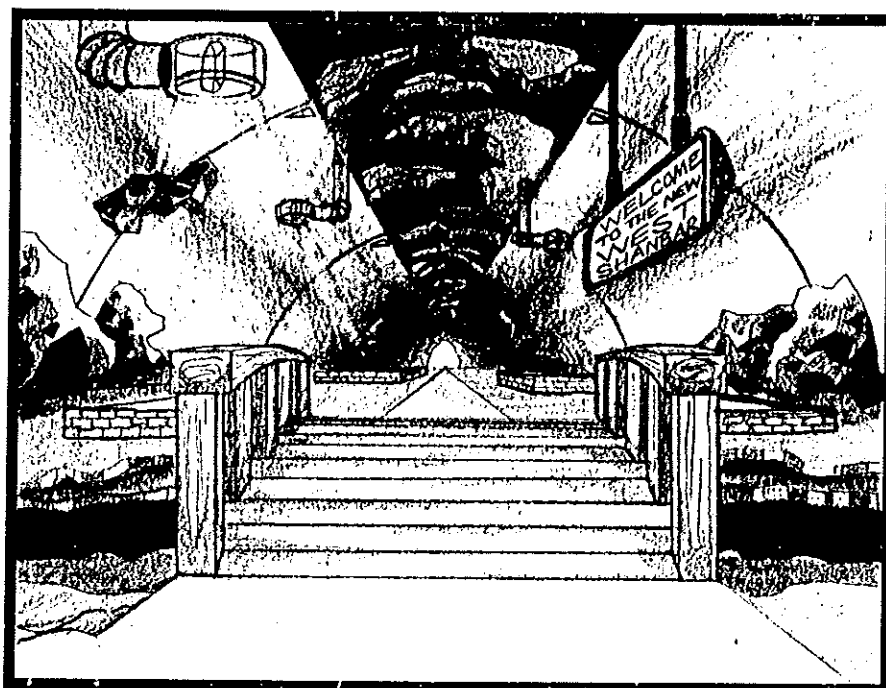


IV. 11e EXT. BEFORE BRIDGE EAST

* ALL EAST SHANBAR STRUCTURES
ARE MADE FROM WOOD, METAL,
STONE + TRANLUMINITE.

UNDERGROUND

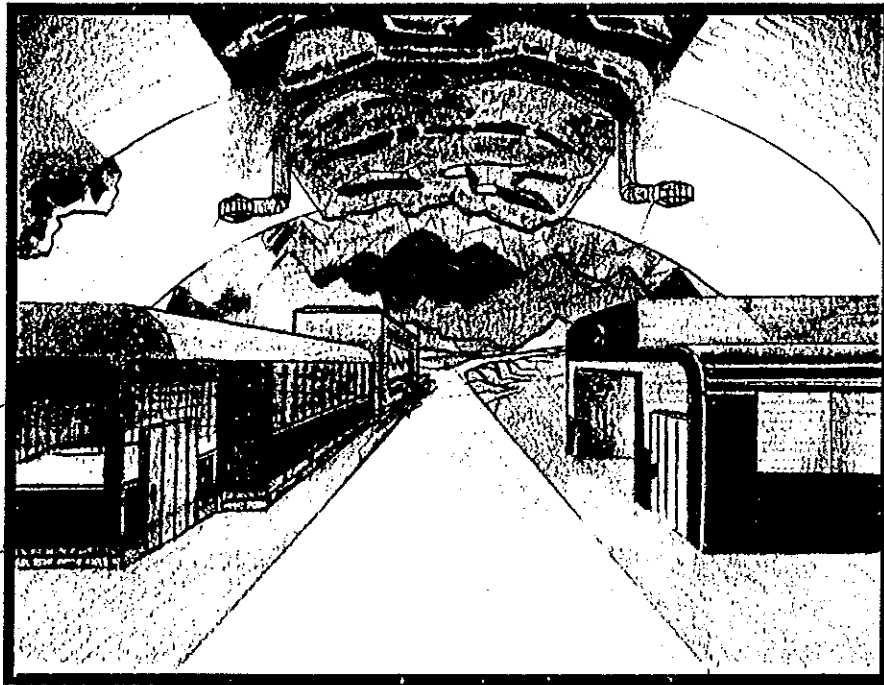
ZORK 192
F.S.



* THIS IS
THE "NEW
WEST SHANBAR"
UNDERGROUND -
THE OLD
FOUNDATIONS
ARE BEING
BUILT ON.

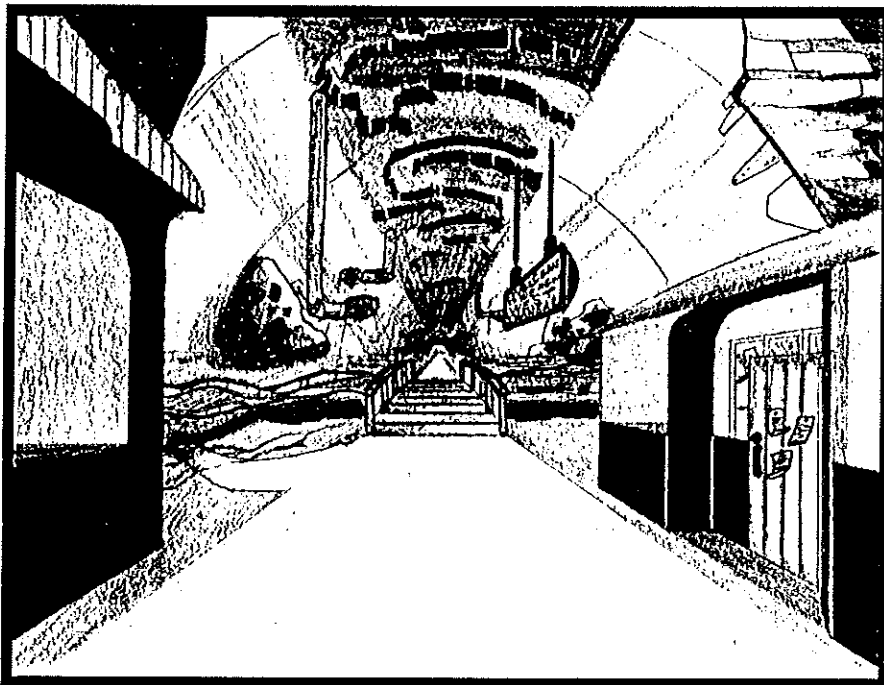
IV, 11w EXT. BEFORE BRIDGE WEST
(TURN AROUND)

Curry 12
E.S.



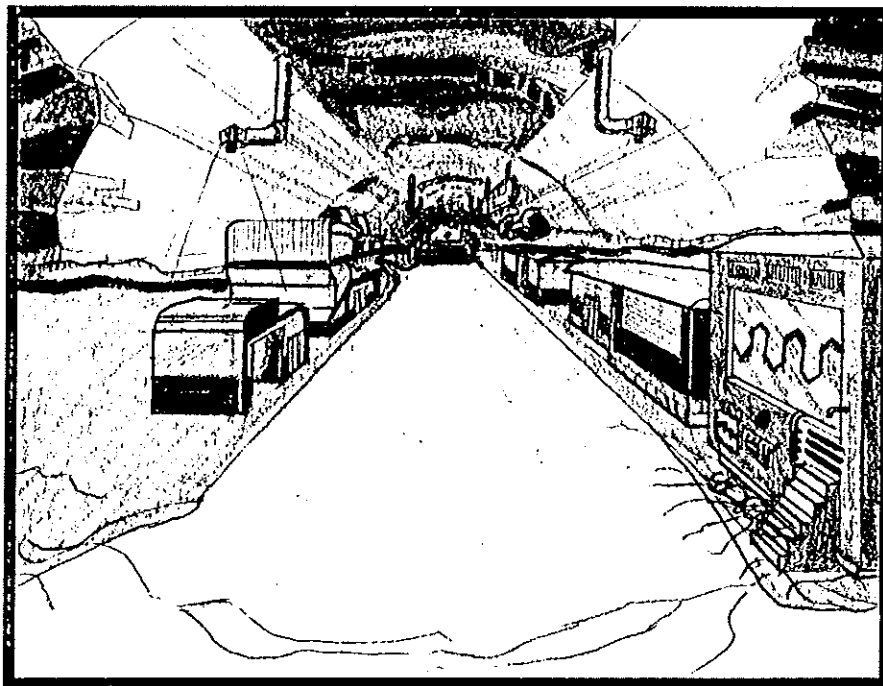
IV. 12 e MIDDLE TOWN ROAD EAST
UNDERGROUND

York 192
E.S.



IV. 12 w EXT. MIDDLE TOWN ROAD WEST
UNDERGROUND

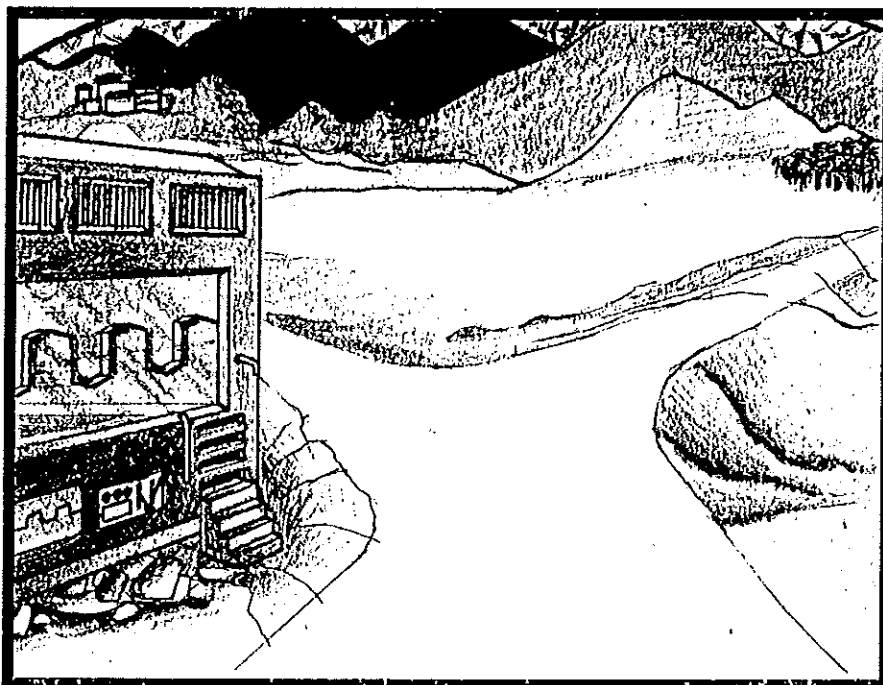
ZORK '12
E.S.



IV. 13W EXT. EDGE OF TOWN WEST (TURN AROUND)

UNDERGROUND

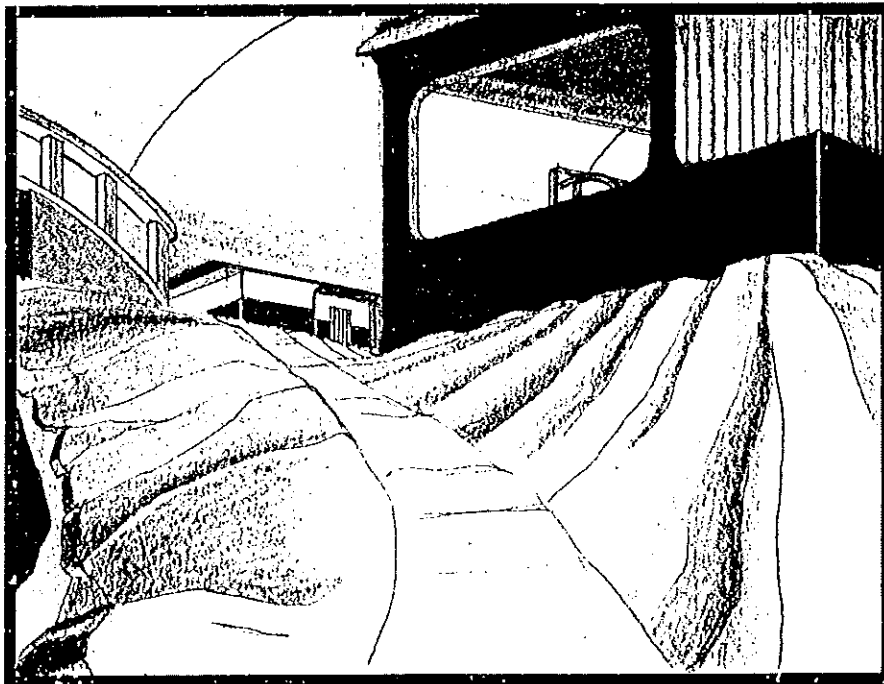
ZORK '12
E.S.



* INCINERATOR ON
LEFT. BEL NAIR
VILLAGE ON FAR
LEFT. WHISPERING
WOODS ON FAR RIGHT.

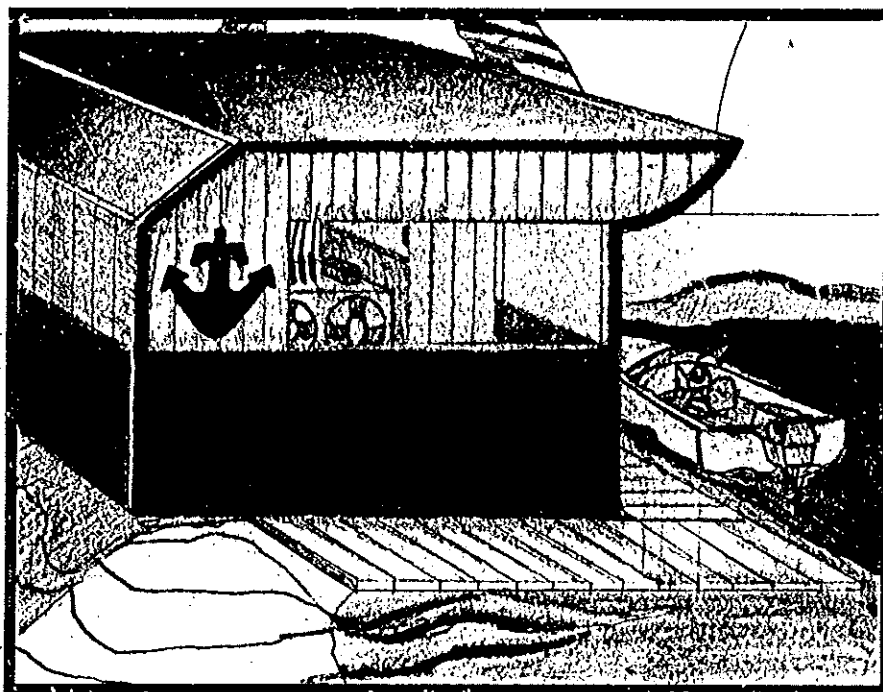
IV. 13e EXT. EDGE OF TOWN EAST
* UNDER GROUND

CURR 12
E.S.



IV. 14n EXT. BOAT RENTAL NORTH
(TURN AROUND)

ZOLK '92
E.S.

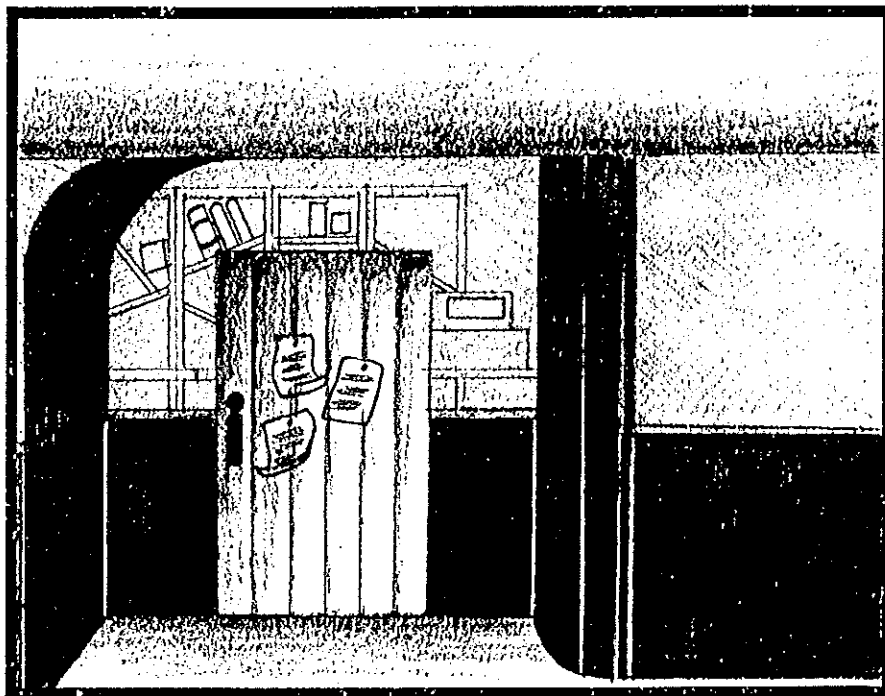


IV. 14s EXT. BOAT RENTAL SOUTH
(CLICK ON RENTAL SHIP ON LEFT)

*HANGING
ANCHOR
IS
BOAT RENTAL
ICON.

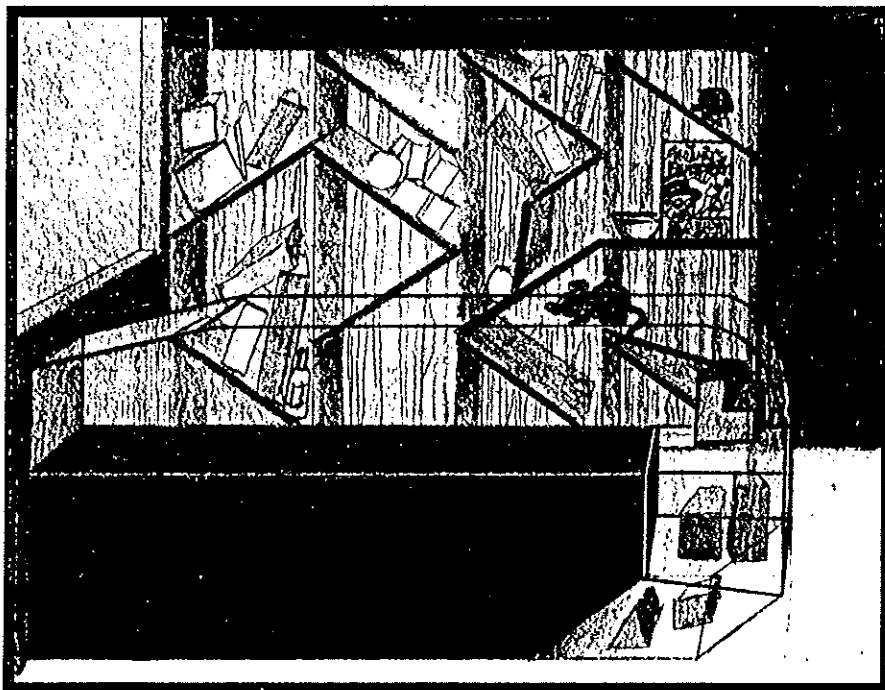
UNDER
GROUND

ZORK '92
E.S.



IV. 15C CLOSE GENERAL STORE FRONT
UNDERGROUND

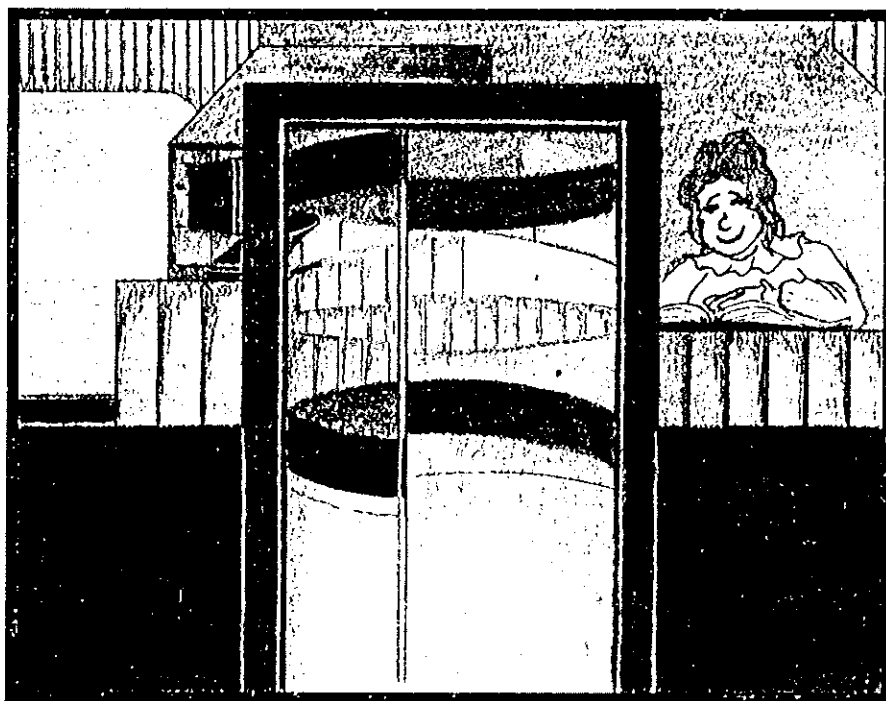
ZORK '92
E.S.



*DISPLAY CASE
IS A SEE-THROUGH
CASE.

IV. 15i INT. GENERAL STORE

ZORK 1.2
E.S.

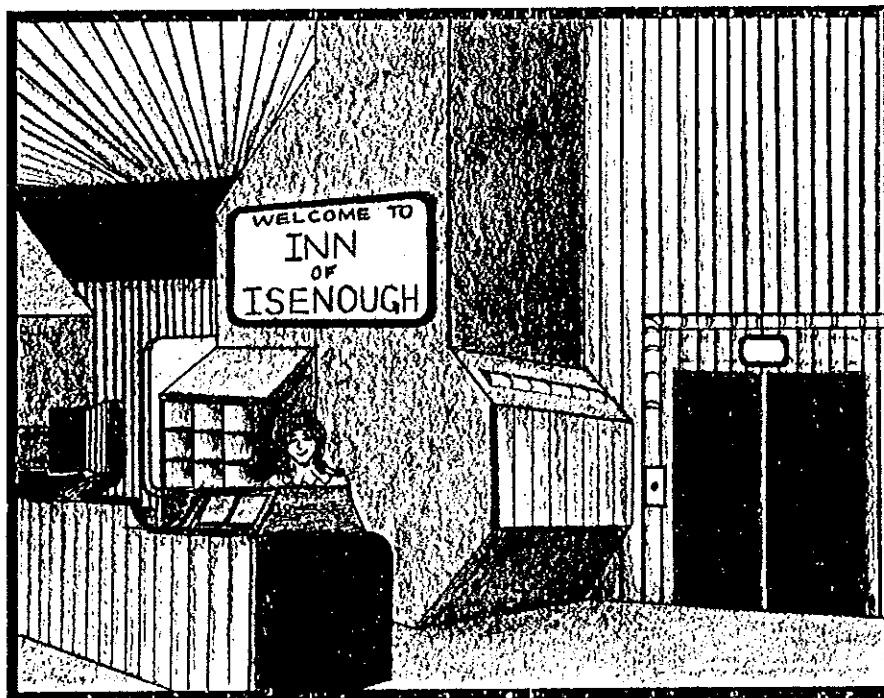


* LADY AT
DESK IS NOT
AN OBJECT - JUS'
VISIBLE.

* DOOR
ANIMATED
(REVOLVING)

IV. 16c CLOSE INN FRONT
UNDERGROUND

ZORK '92
E.S.



* ELEVATOR
DOORS ARE
ANIMATED.

* CARETAKER
IS NOT AN
OBJECT.

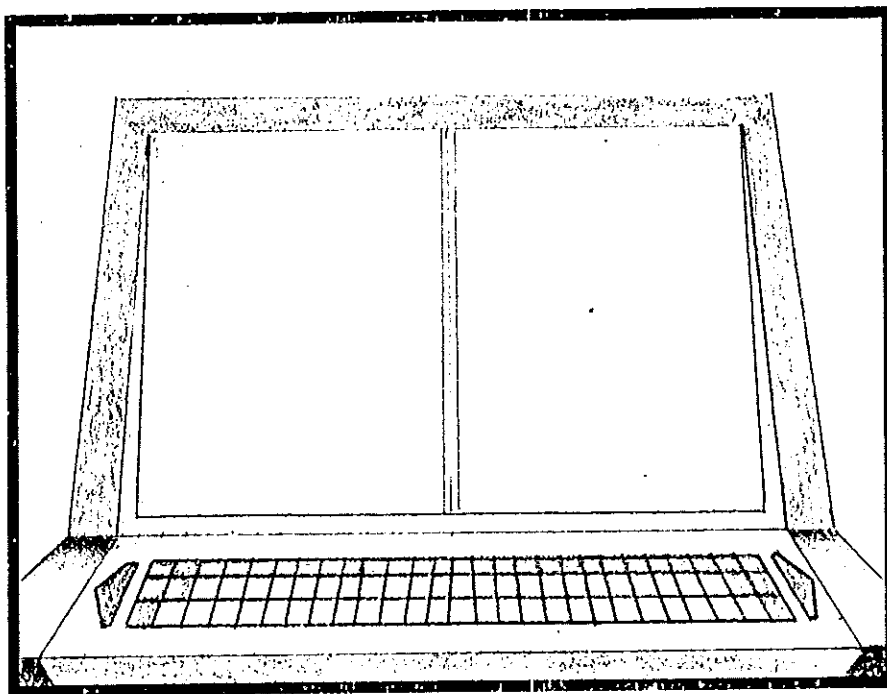
* "WELCOME" SIGN
CAN BE USED AS
AN ELECTRONIC ADVERTISING
BOARD - EX.
"SHOP AT MOODOCK'S
ARSENAL".

* "WELCOME" SIGN
MUST BE
TRANSLATED.

IV. 16i INT. INN

ZORK '92
E.S.

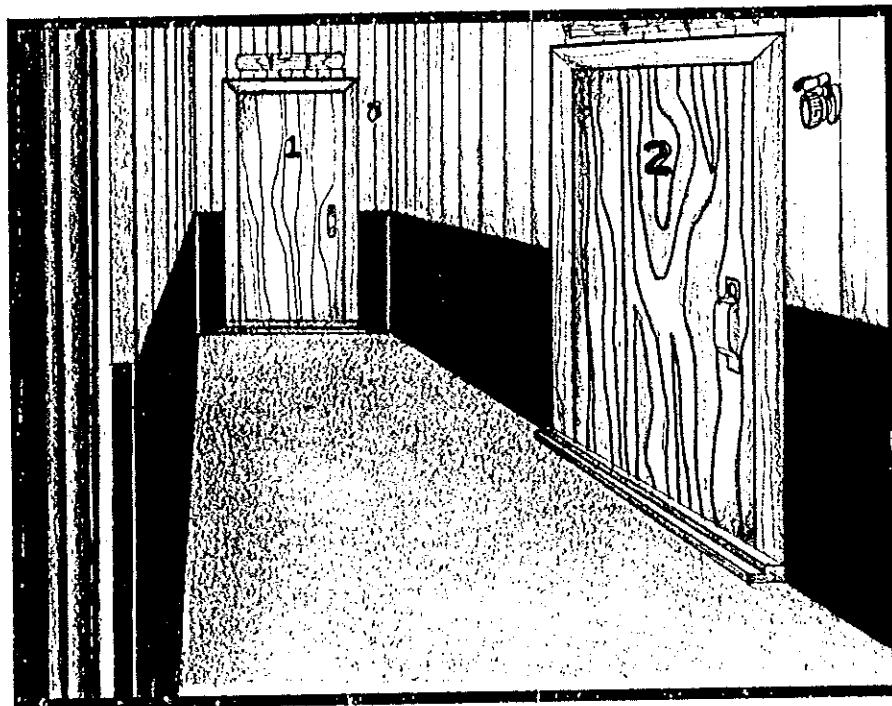
* ARROW
BUTTONS ALLOW
FOR QUICK
SCROLLING
BETWEEN PAGES.



* REGISTRAR'S
BOOK IS COMPUTERIZED
AND YOU PUNCH
IN YOUR NAME
OR WRITE IT ON
THE SCREEN
WITH AN ELECTRONIC
PEN. YOU ARE
ALSO ALLOWED
TO ACCESS FAST
INFORMATION ON
WHO HAS BEEN AT
THE INN.

IV. 16z ZOOM: REGISTRAR'S BOOK

ZORK '92
E.S.



* N.P.C. STEPS OUT OF
ELEVATOR TO THIS
VIEW - DOOR FRAME &
RETRACTED DOOR OF
ELEVATOR IS TO FAR
LEFT. TWO ROOMS ARE
VISIBLE. BOTH HAVE
CAMERAS FOR VIEWING
VISITORS WITH MONITOR
FROM INTERIOR OF ROOM.
THERE ARE ALSO
ILLUMINITE LIGHTS
ABOVE EACH DOOR.

IV. 16h INT. HALLWAY TO ROOM
FROM ELEVATOR

TORR 12
F.S.

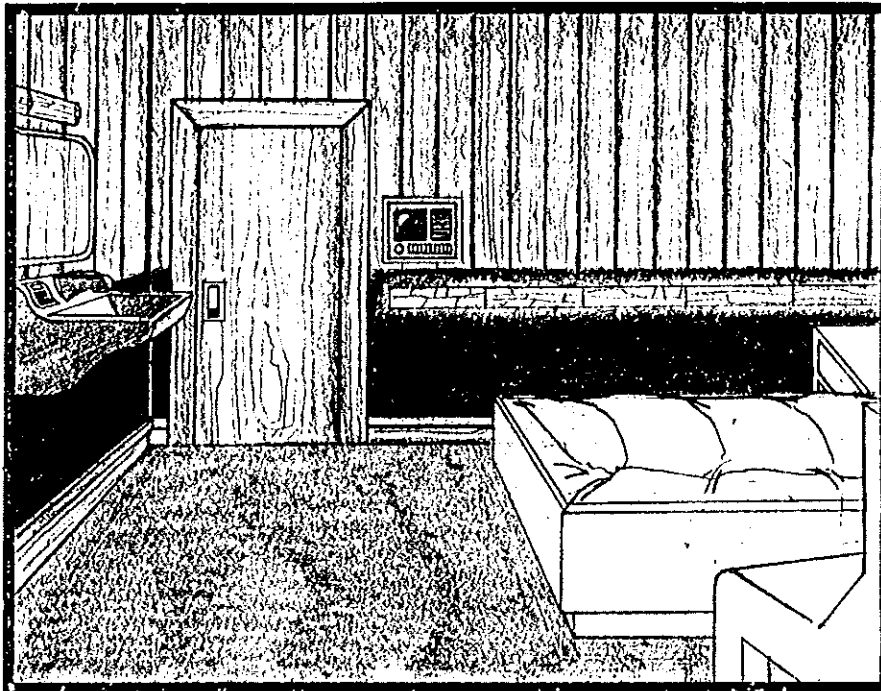
* 3 BUTTONS
ON SINK ARE
AS FOLLOWS —

☐ WATER

☒ HOT

☒ COLD

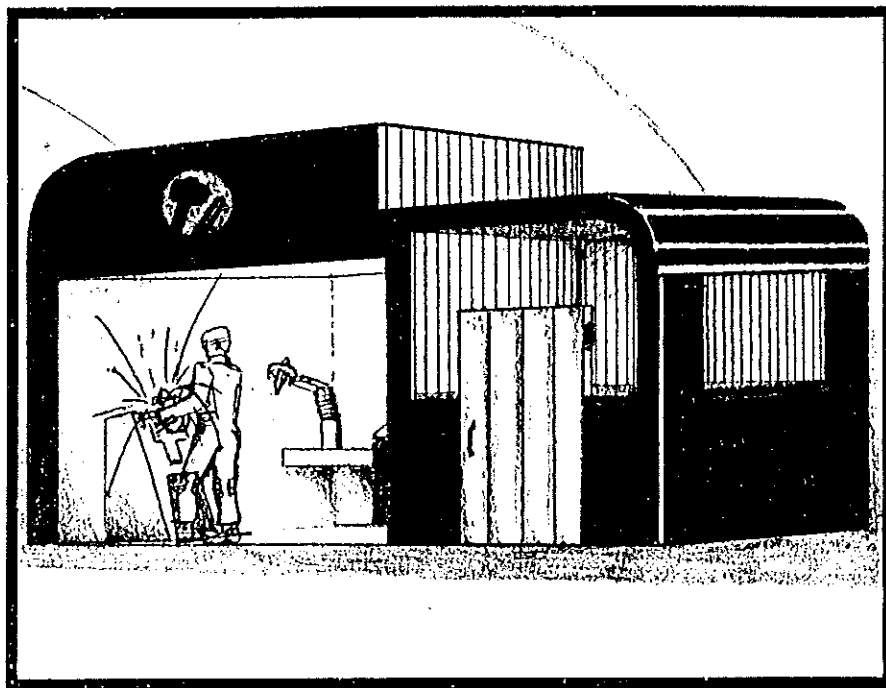
YOU JUST TAP THEM
AND VOILA.



* THERE IS A
MONITOR INSTEAD
OF A PEEPHOLE ON
THE DOOR. ALSO,
THE DIAL UNDER
THE MONITOR DIMS
THE LIGHTS.

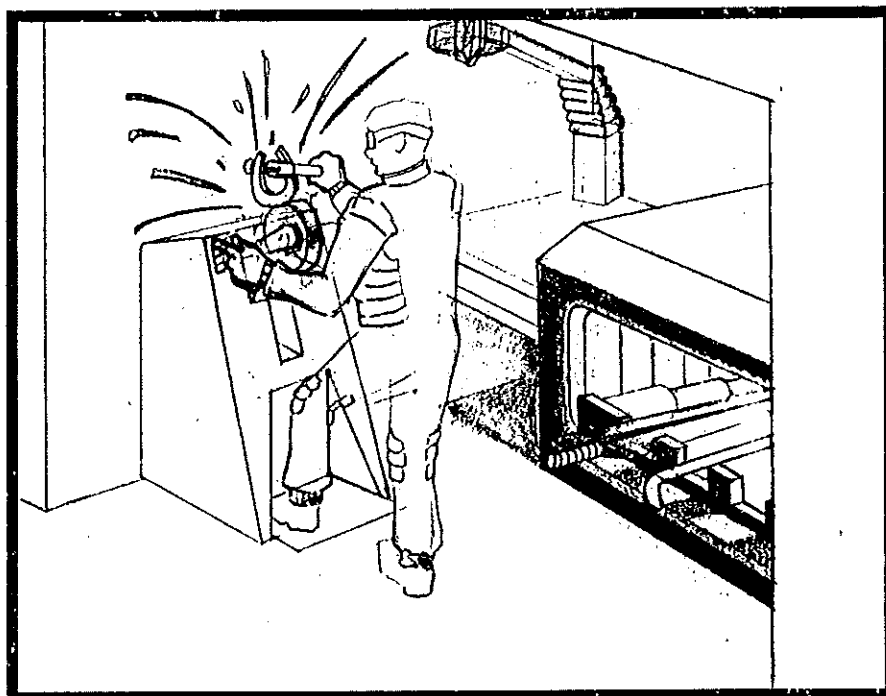
TV 16 v 'INT. ROOM' UPSTAIRS

ZORK '72
E.S.



IV. 17c CLOSE BLACKSMITH FRONT

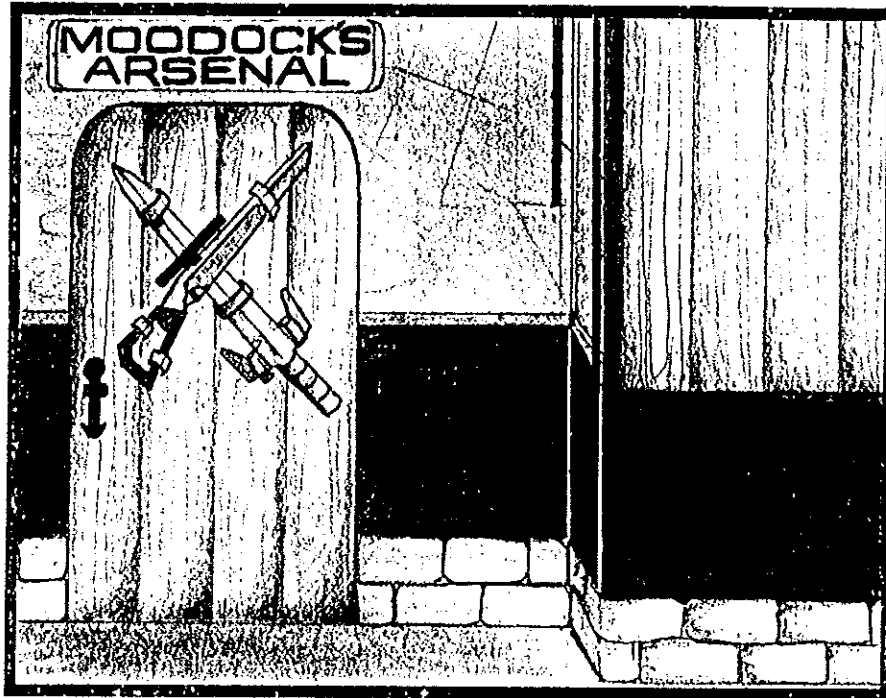
ZORK '72
E.S.



IV. 17i INT. BLACKSMITH

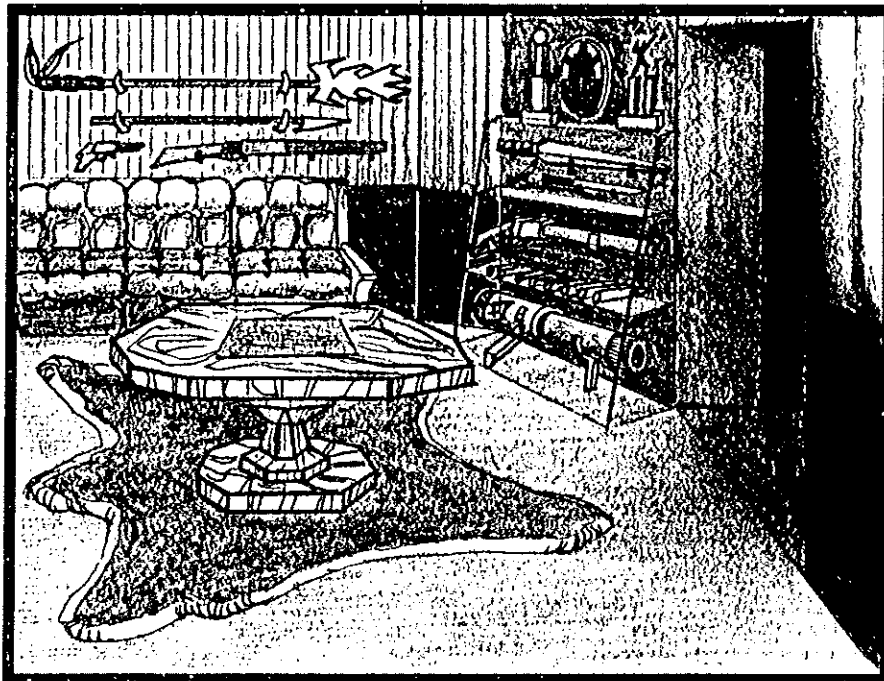
ZORK 12
E.S.

*WEAPONS
ARE VIRTUALLY
PLASTERED TO
THE DOOR WITH
BRACES SO THEY
CANNOT BE
REMOVED.
*SIGN IS
IMBEDDED IN
TRANSLUMINITE.



IV. 18c CLOSE MOODOCK'S FRONT

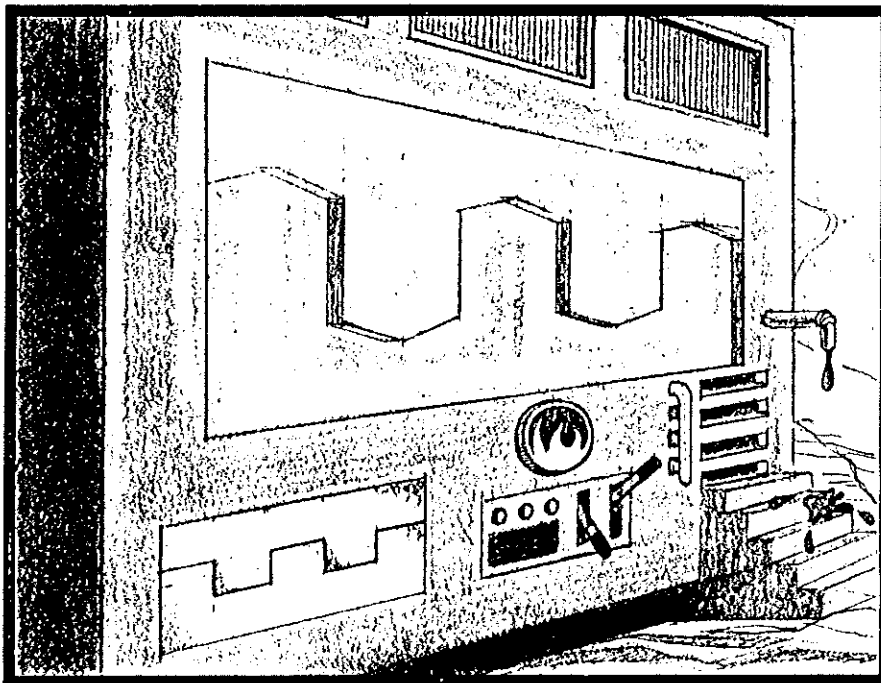
ZORK 12
E.S.



*TABLE IS
MADE OF
ILLUMINITE
(IT GLOWS).

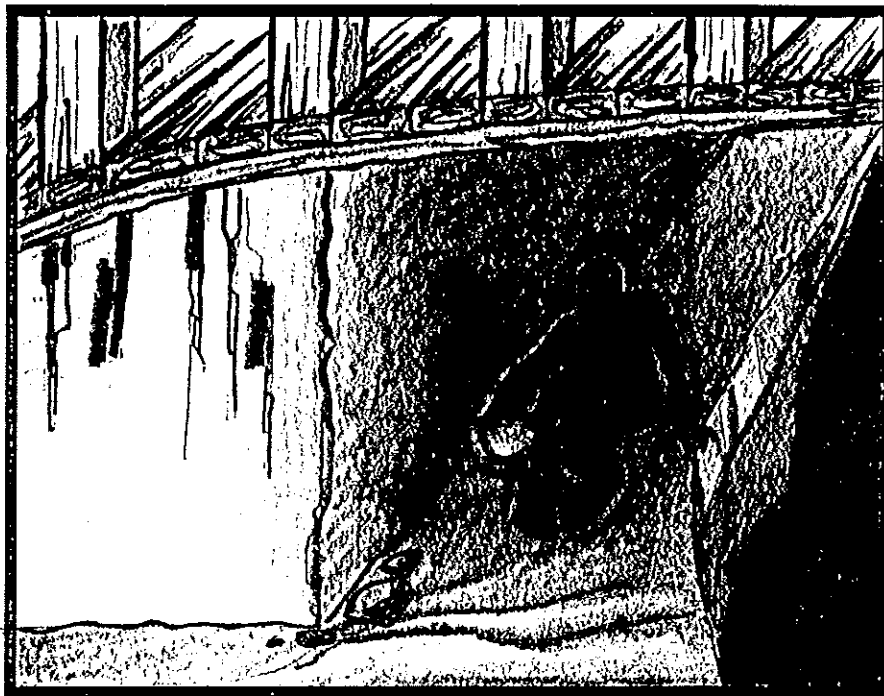
IV. 18i INT. MOODOCK INTERIOR

CONK 7C
E.8.



IV 19c CLOSE INCINERATOR

E.S.

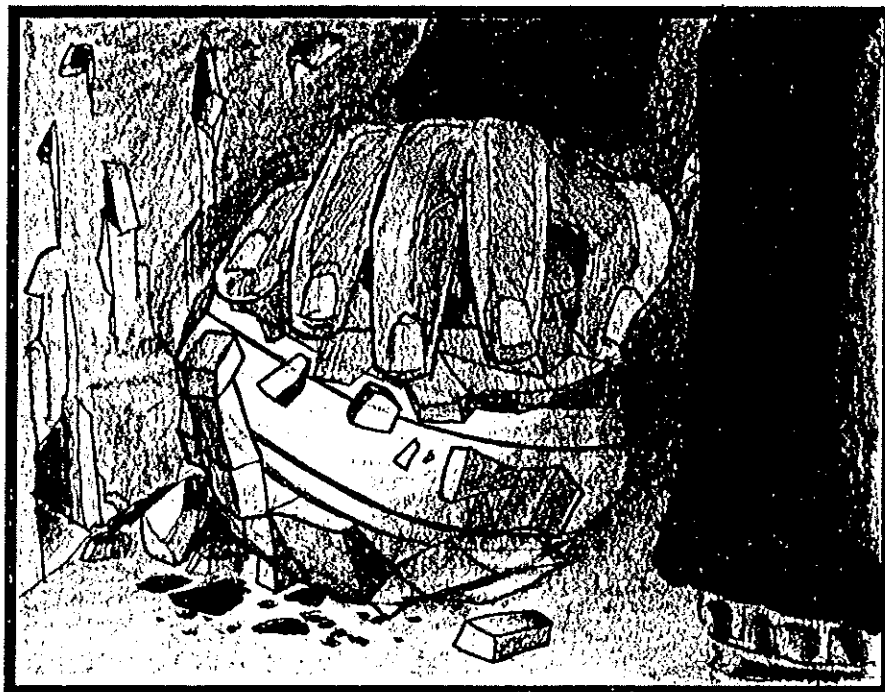


*VAGABOND
IS HIDING
IN THE
SHADOWS.

V ~~III~~: XXIX.8 VAGABOND WITH
PIECE OF NECTUS UNDER BRIDGE

ABOVE
GROUND

ZORK '92
E.S.



V ~~III~~. XXIX.8 ZOOM PIECE OF
NECTUS DISK VAGABOND IS HOLDING.

ABOVE
GROUND

BOTTLES OK
ON CHAIR

FRONT DOOR HAS
PEEP HOLE

LANTERN FLICKER

WHEEL STOPPED
.. IN WINDOW

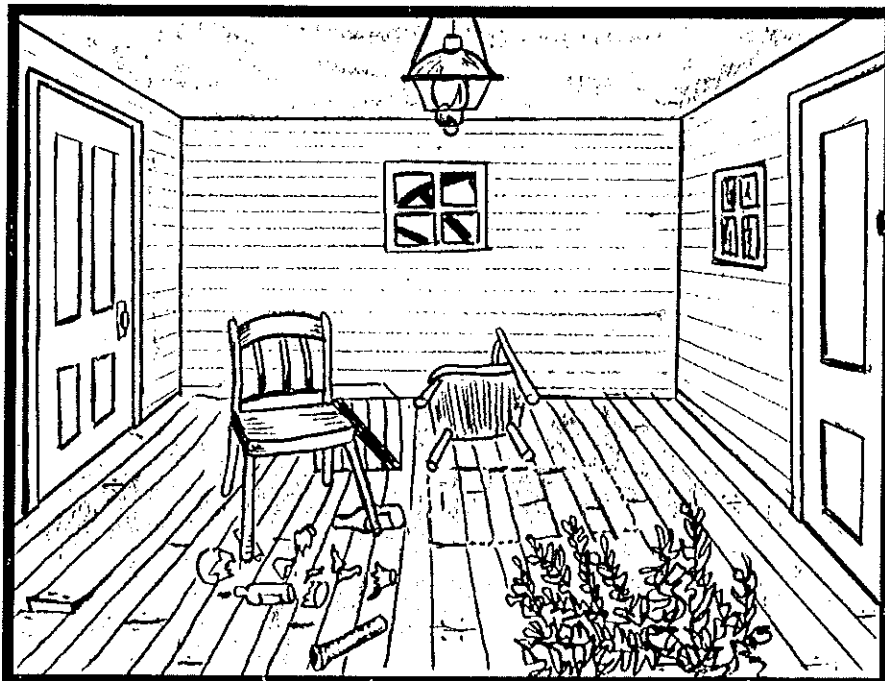


VI. 1i INTERIOR OLD MILL - 1ST TIME ENTERED MILL
ABOVE GROUND

ZORK 92 TP

SOUNDS OF
BREAKING GLASS

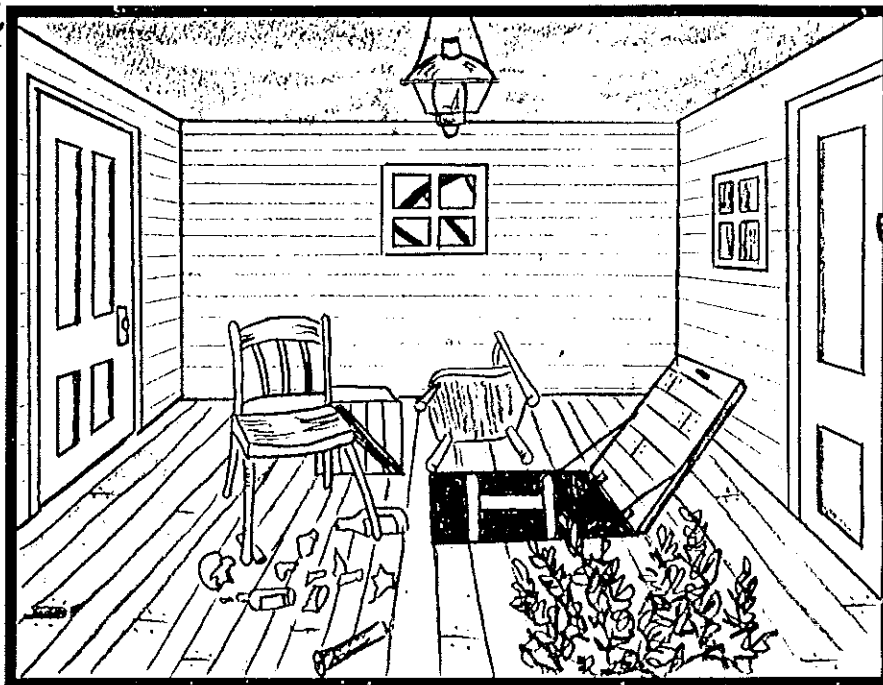
SEE OUTLINE
OF TRAP DOOR



VI. 1i INTERIOR OLD MILL - REVEALING CLOSED TRAP DOOR
ABOVE GROUND

SOUNDS OF BREAKING
GLASS

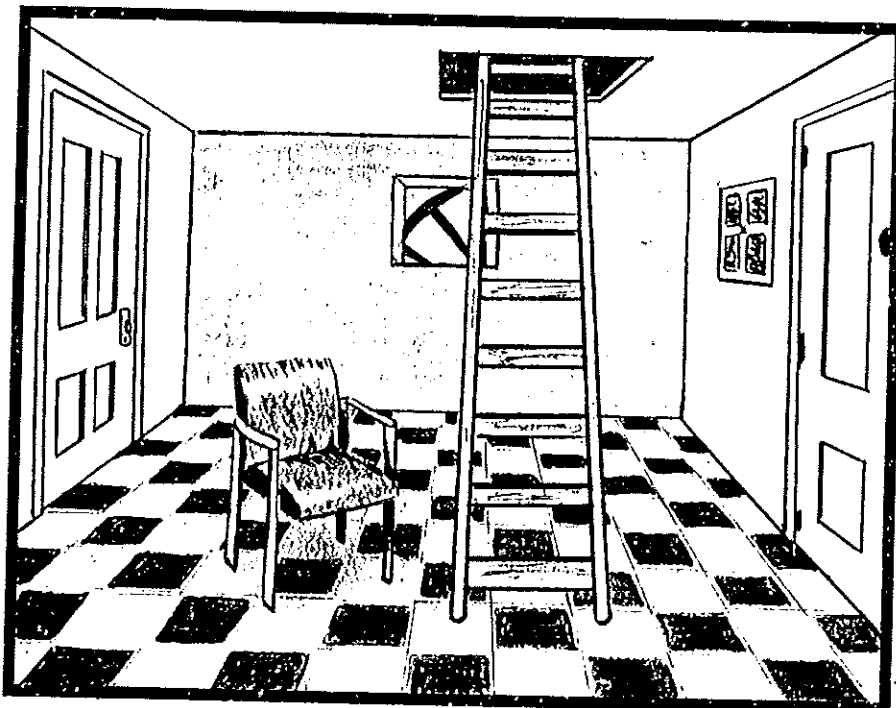
SEE WHEEL
TURNING



VI. 1i INTERIOR OLD MILL - OPEN TRAP DOOR
ABOVE GROUND

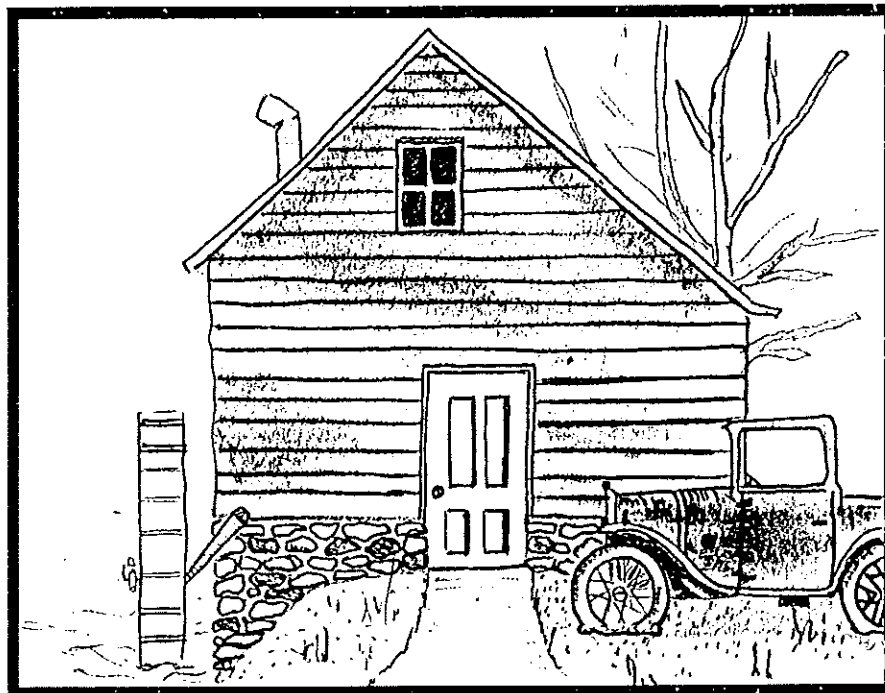
2000 72 1P

ANIMATE WHEEL
TURNING



← DOOR HANDLE
NEEDS TO CHANGE
TO OTHER SIDE

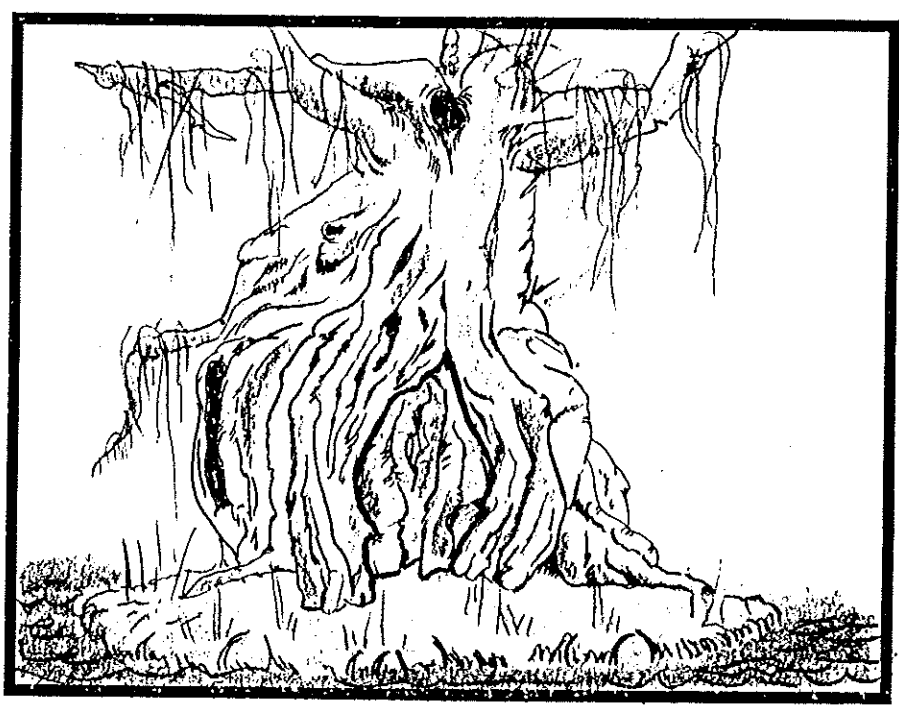
VI. 1i INTERIOR OLD MILL - BELOW GROUND



WATER WHEEL WILL
ANIMATE ONCE
CHOCK IS
REMOVED.

VI.3 Ext. Medium Shot of Rear Old Mill

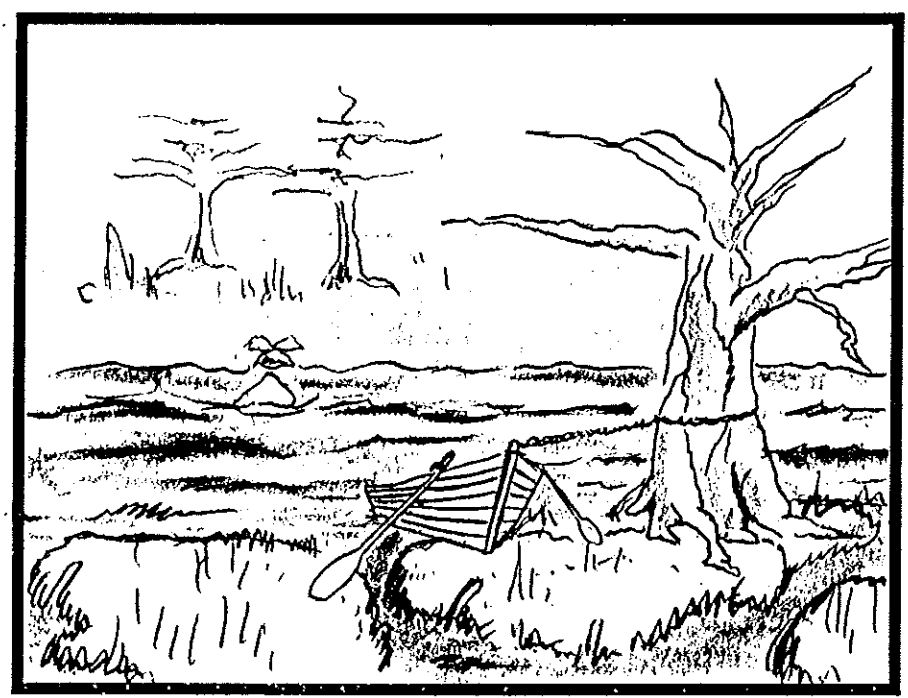
HIDDEN
FRONT DOOR
SMOKE COMING
FROM HOLE IN
TOP
GLIMMER OF
LIGHT OUT OF
WINDOW
AKE DOOR 3-
PART ANIMATION
-GLIMMER-



VII.20e WITCHES HUT

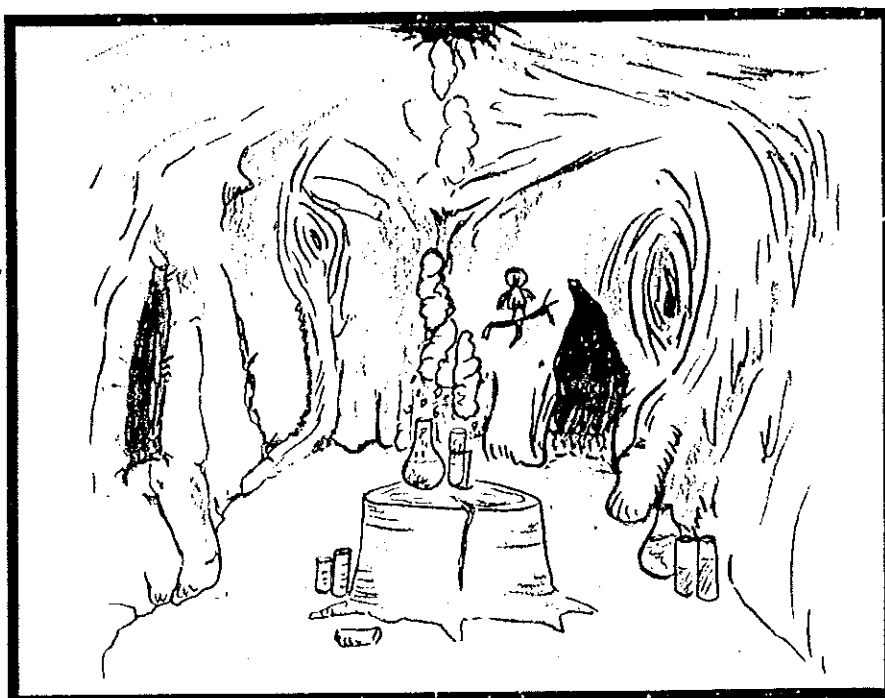
ORK 92 TP

INCORPORATE
BOGS
LONG SHORE



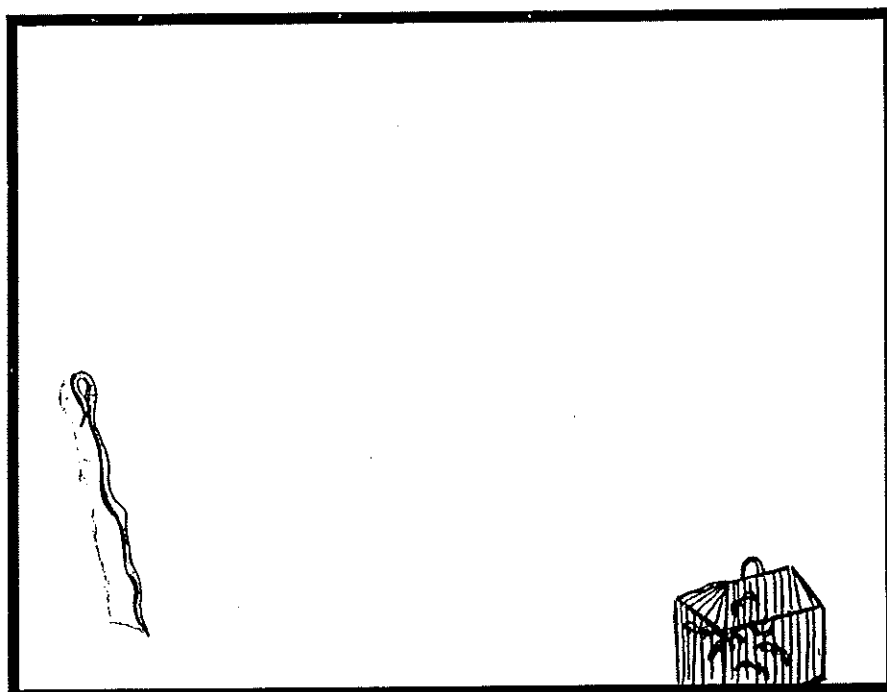
VII.20w WITCHES HUT - BOAT

SMOKE ESCAPING
THRU ROOF
EXIT THRU BACK
DOOR



VII.20i WITCHES HUT INTERIOR

ZORK'92 IP



VII.20i WITCHES HUT WALKING STICK

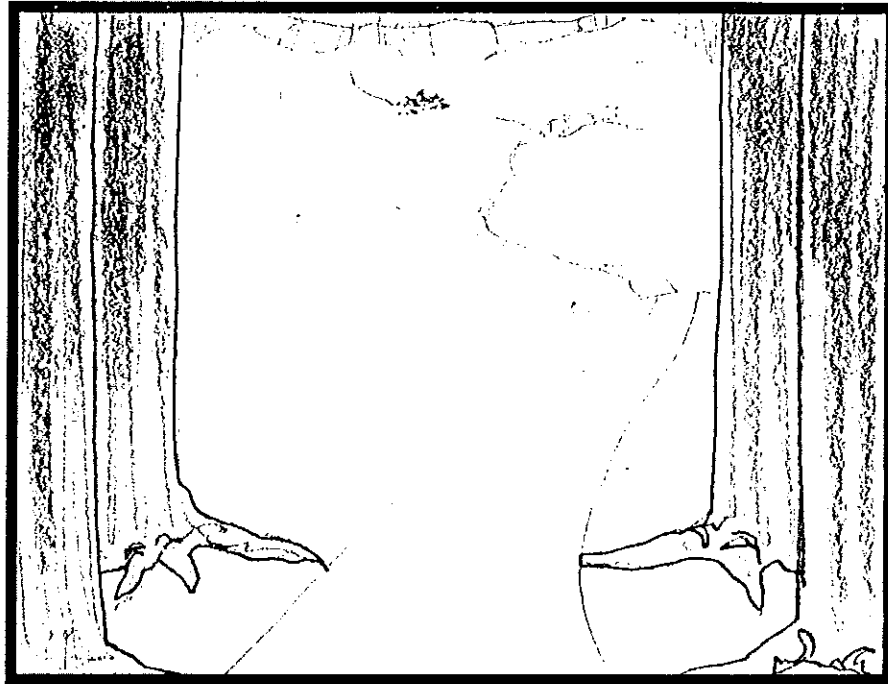
THIS IS JUST
A VISUAL
OF BOGS!

NOT MAZE PLAN.



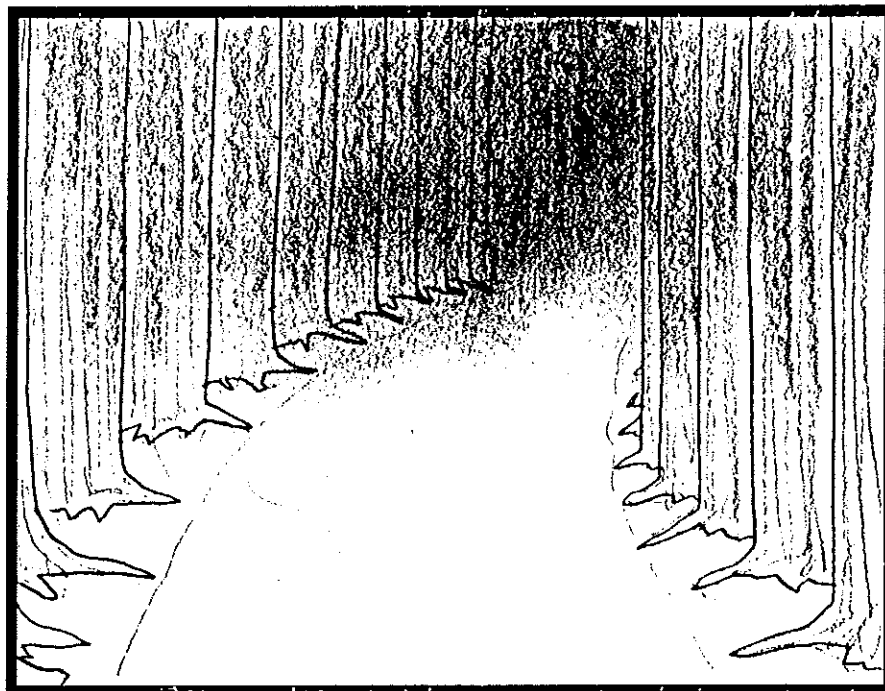
VII.21 WITCHES HUT - FROM BACK DOOR

ZORK '92
E.S.



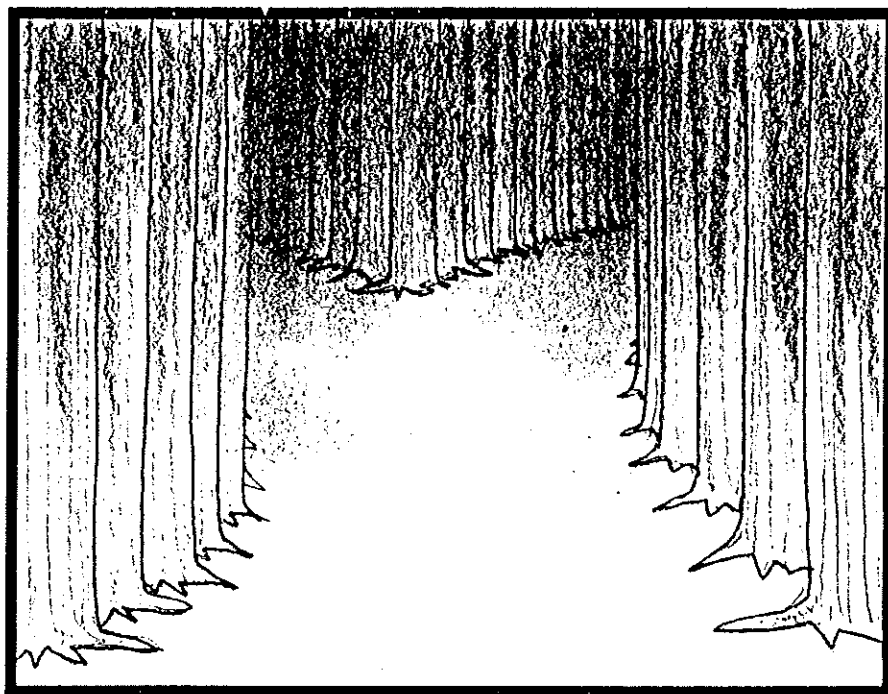
VIII. WHISPERING WOODS
IN WOODS ENTRANCE NORTH

ZORK '92
E.S.



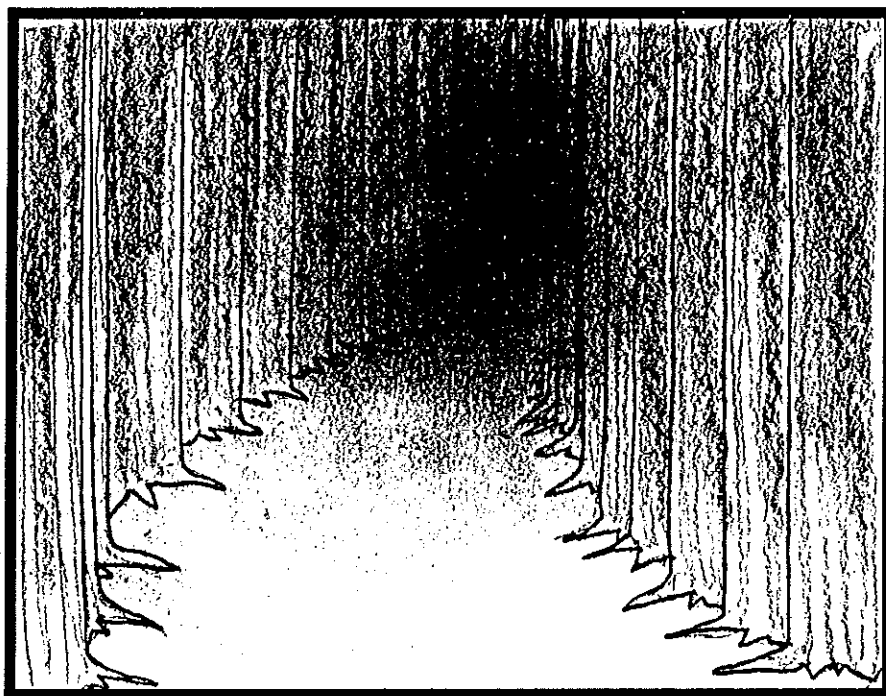
VIII. IS WOODS ENTRANCE SOUTH
(THICK FOG)

ZORK '92
E.S.



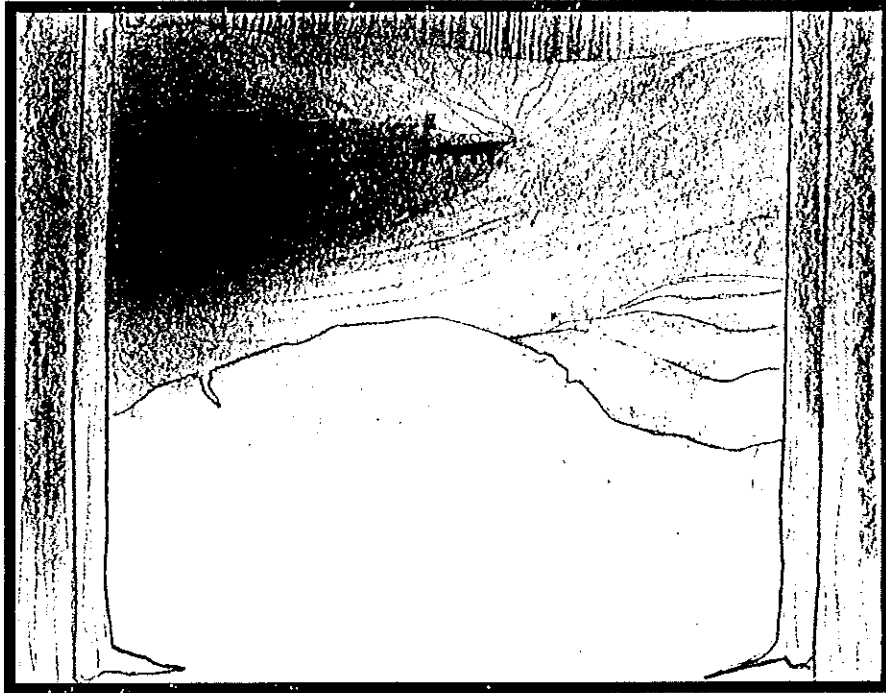
VIII. 2-19 INNER WOODS PATHS

ZORK '92
E.S.



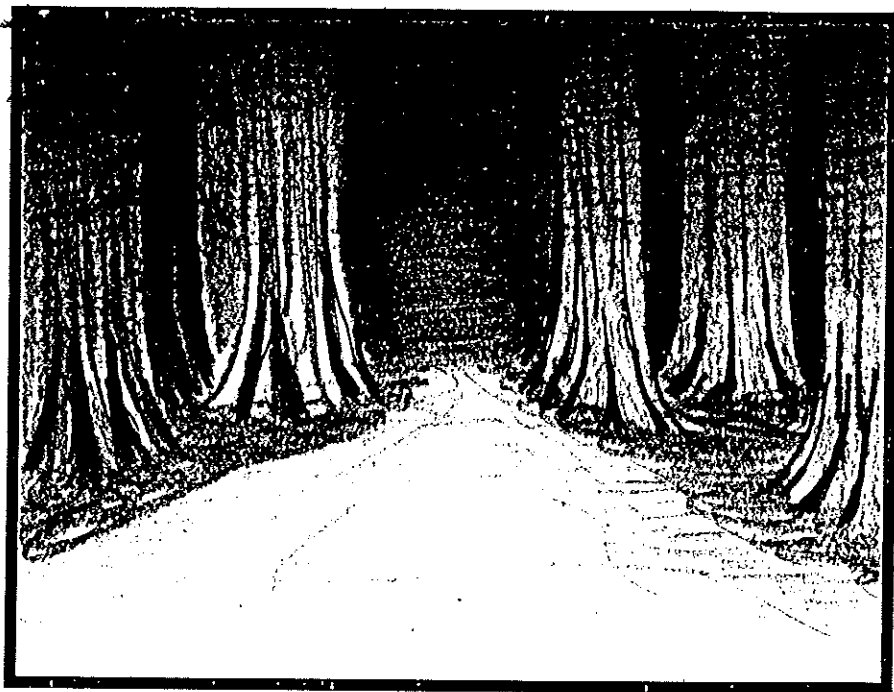
VIII. 2011 WOODS EDGE NORTH

CORR 74
E.S.



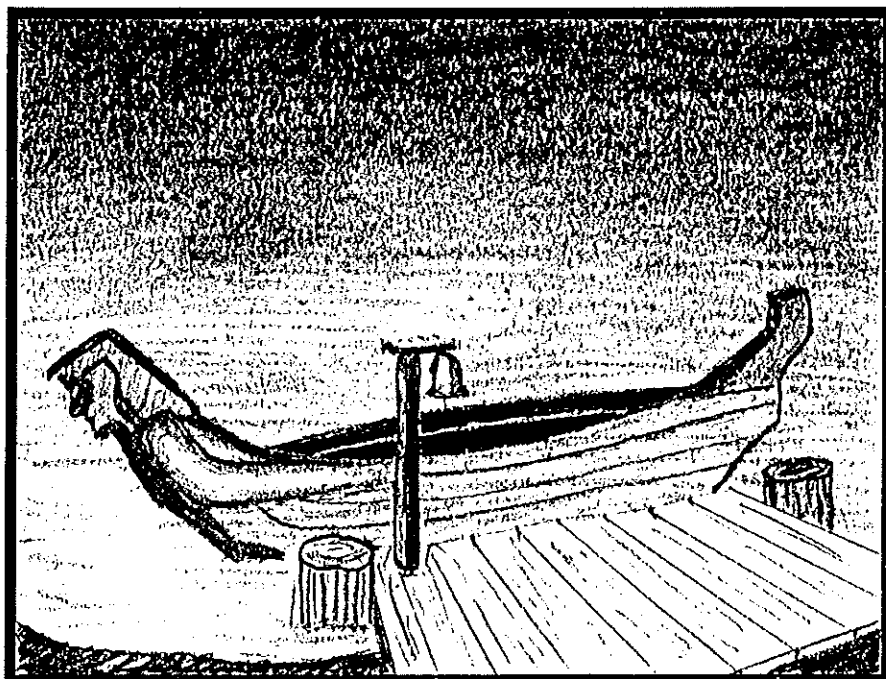
VIII. 205 WOODS. EDGE SOUTH

ZORK 92 JA



IX. 21N Ext. Ferryman Dock North

ZORK 92 JA



ANIM: HEAD TURNS
TO FACE PC

IX. 21S. Ext. Ferryman Dock South