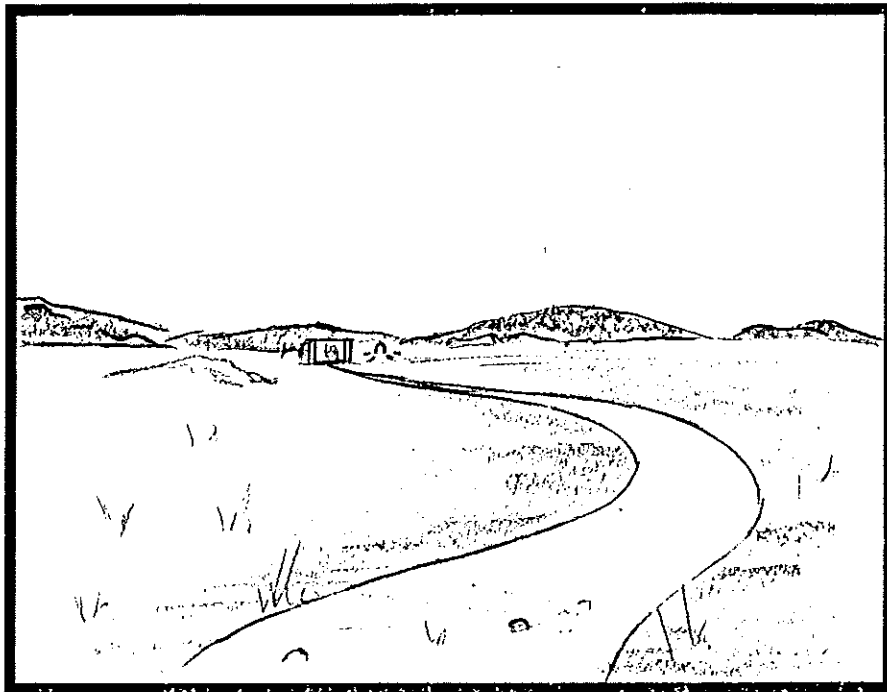


Darkly lit  
interior  
lit by  
candles

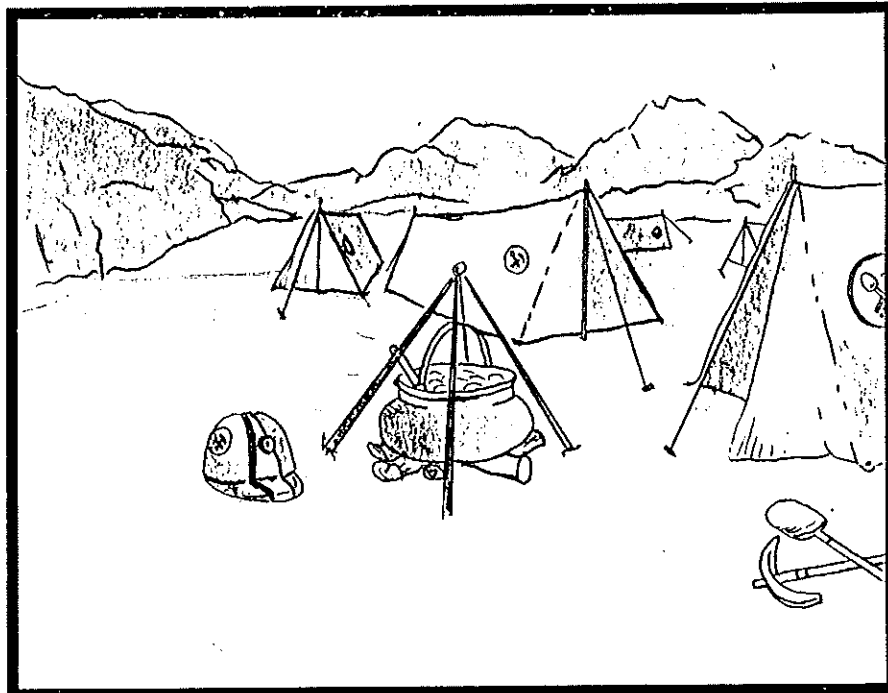
XVIII.5i



ARMY TRAINING  
CAMP TO LEFT

XIX.1W ROAD TO BEL NAIR

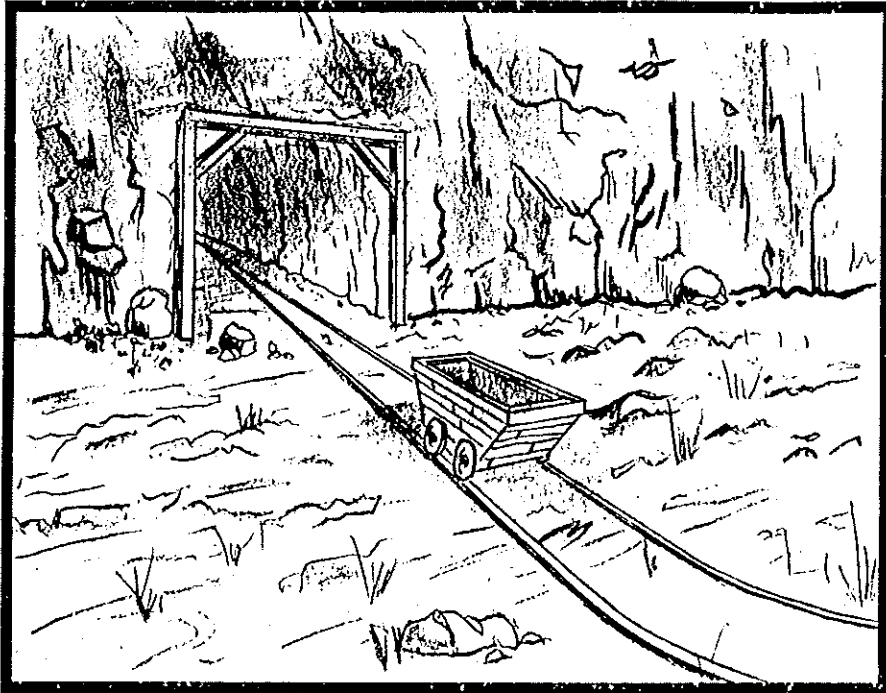
ZORK '92 TP



DWARVEN LEADER  
IS TO SIT ON  
HELMET

HELMET IS A  
REMOVABLE OBJE  
NOT TO BE RENDER  
WITH BACKGROUN

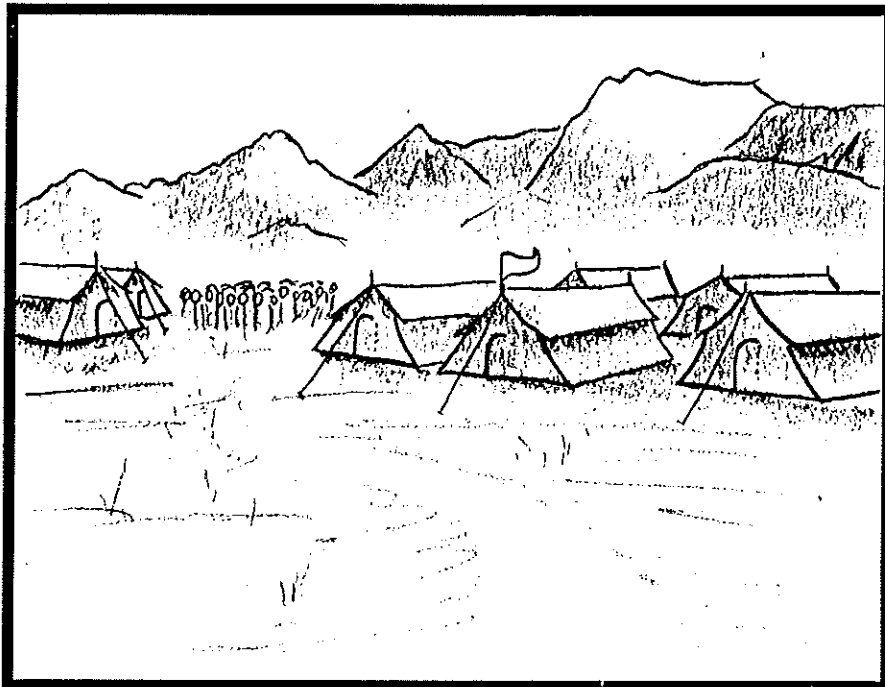
XIX.2e EXT. DWARVEN TENTS EAST



USE A MORE  
MODERN CART

XIX.2n EXT MINE ENTRANCE NORTH

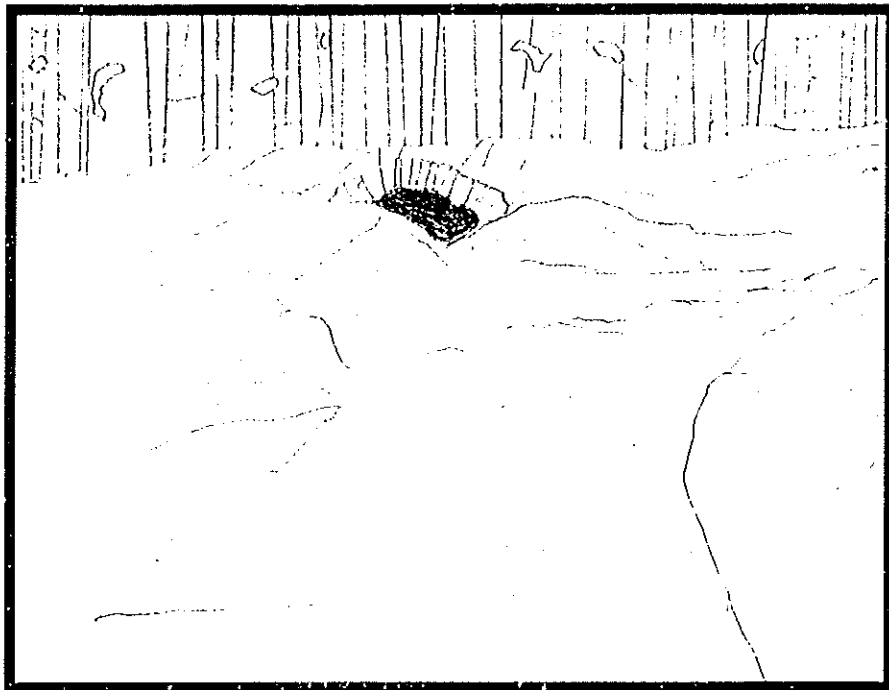
ZORK '92 TP



ANIMATE ARMY  
ARMY IS REMOVED  
OBJECT

XIX 2s EXT. DWARVEN TENTS

ZORK 1972  
E.S.



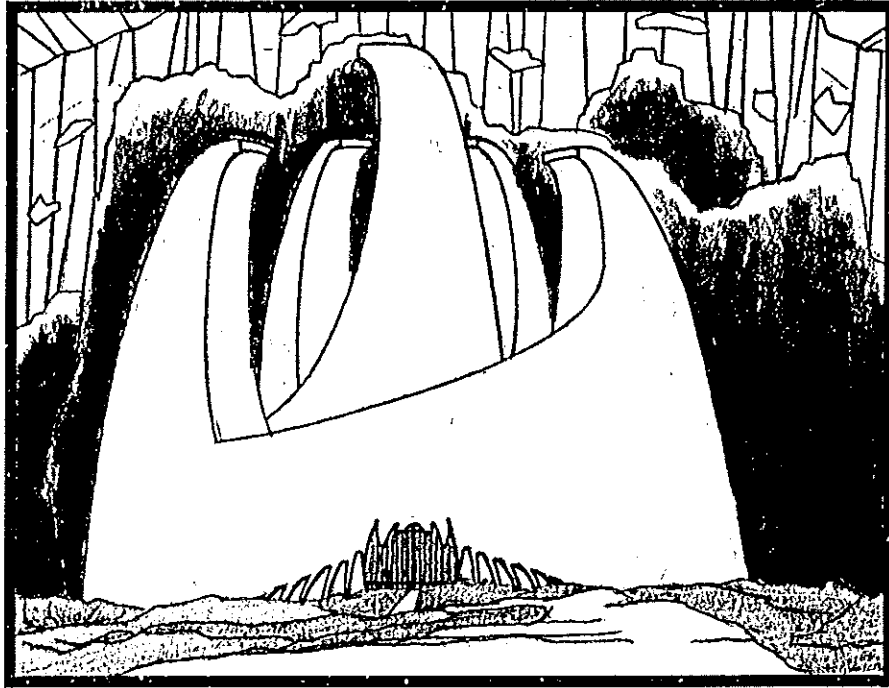
XXI 1e. THE WALL OF ILLUSION

(HAVE PART OF TOWERED CLIFFS OF DECEPTION  
& HAVE HOLE SUITABLE FOR THE EXPLOSION OF PEOPLE  
TO FALL THROUGH & LAND IN HOLE OF GRIMM AT SNOW'S)

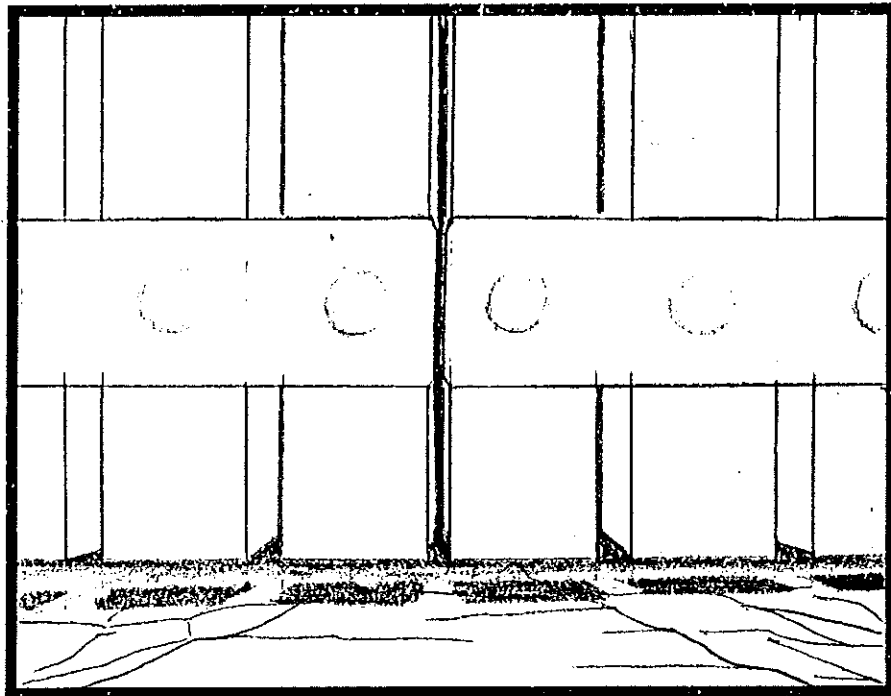


XXI 1w. THE WALL OF ILLUSION

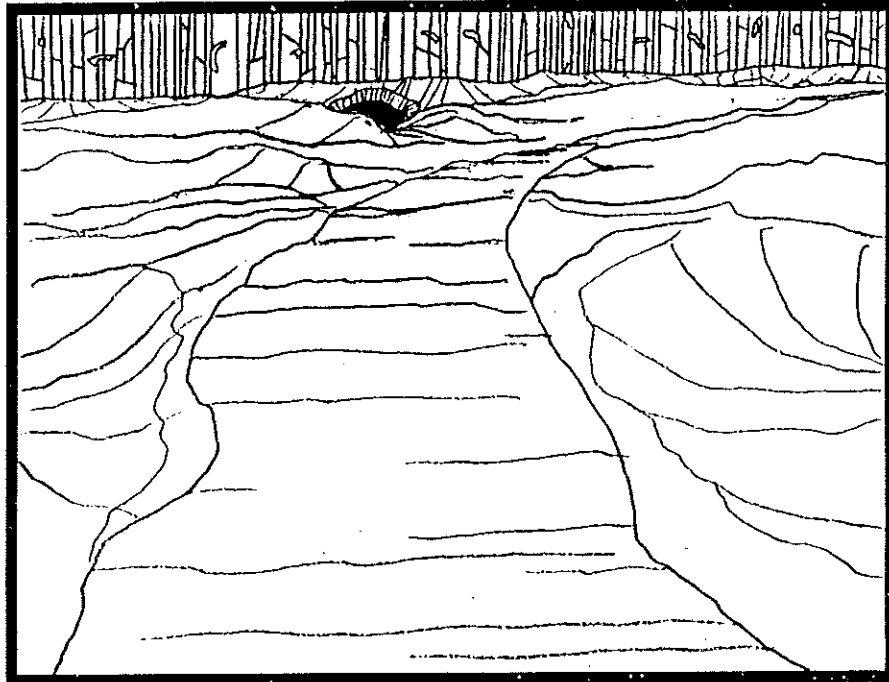
ZORK '92  
E.S.



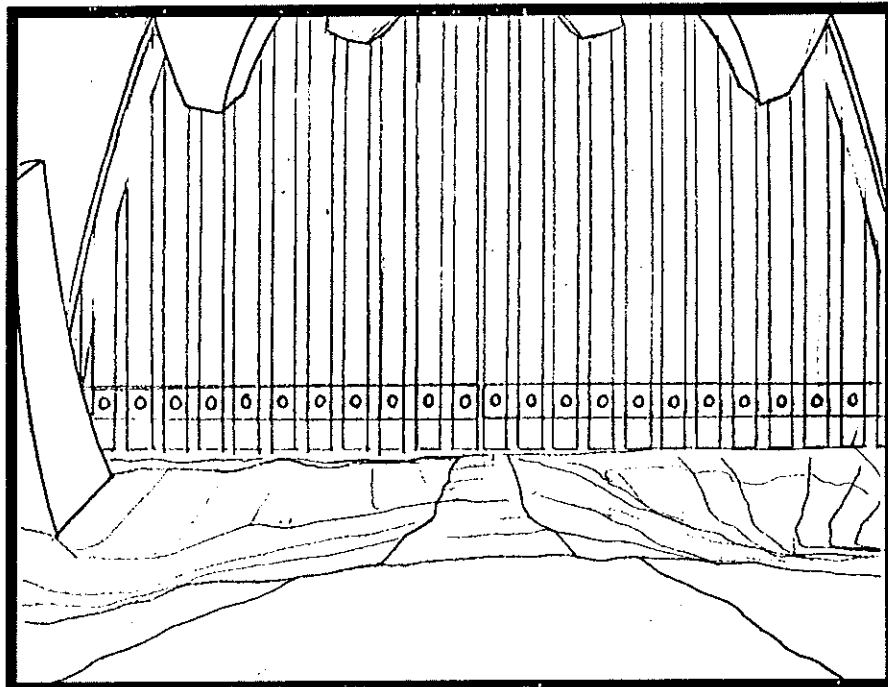
XXI. "THE" CITADEL OF ZORK  
(VIEW OF ENTIRE CITADEL)  
KILLER VIEW!



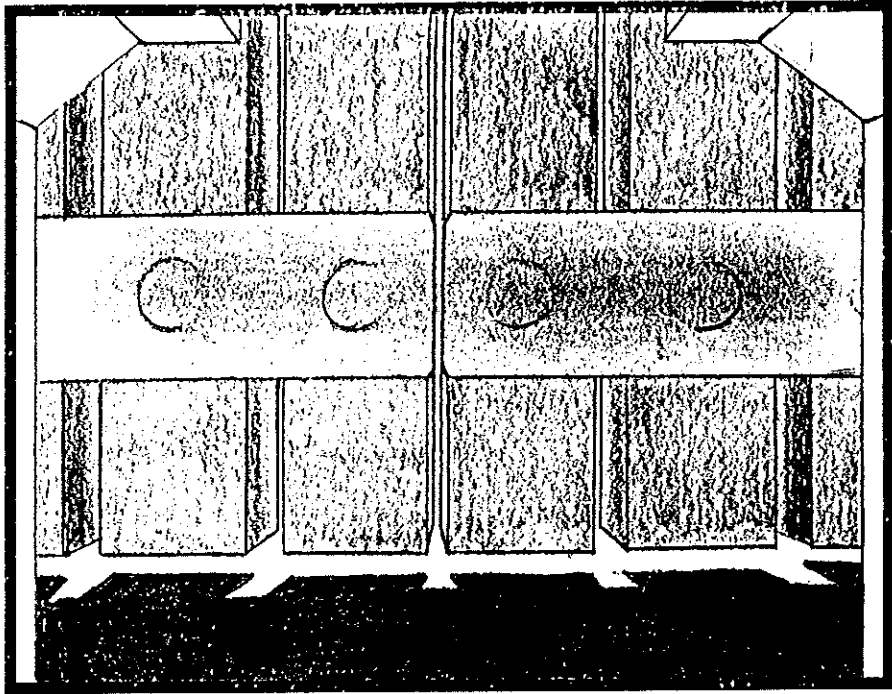
XXI. 20. THE GATES OF THE CITADEL  
LEADING



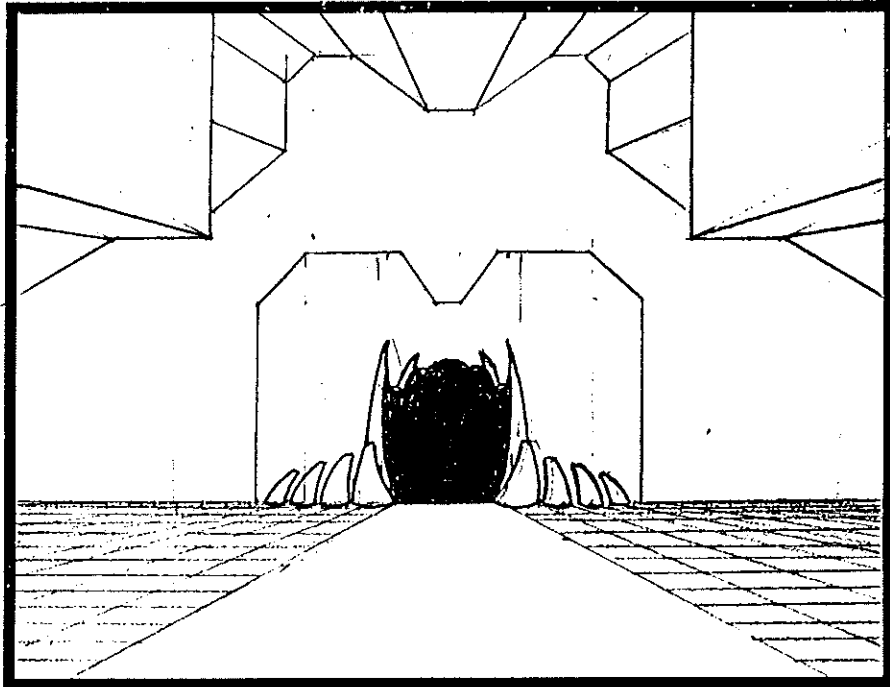
XXI. 2 e. VIEW BACK TOWARD HOLE TO  
SNOOT'S + PILE OF GRAIN



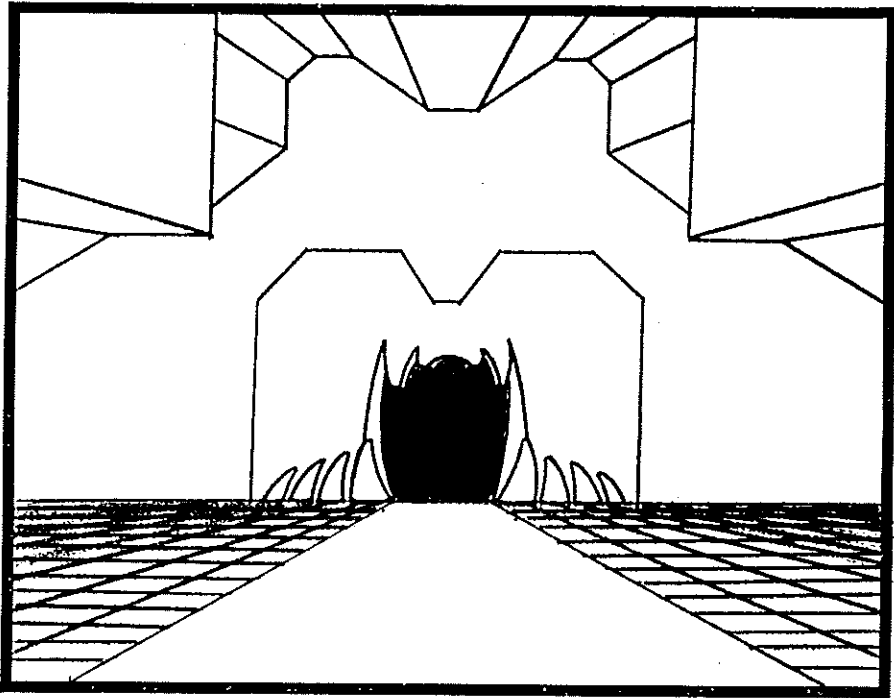
XXI. 2w. APPROACHING GATES OF CITADEL



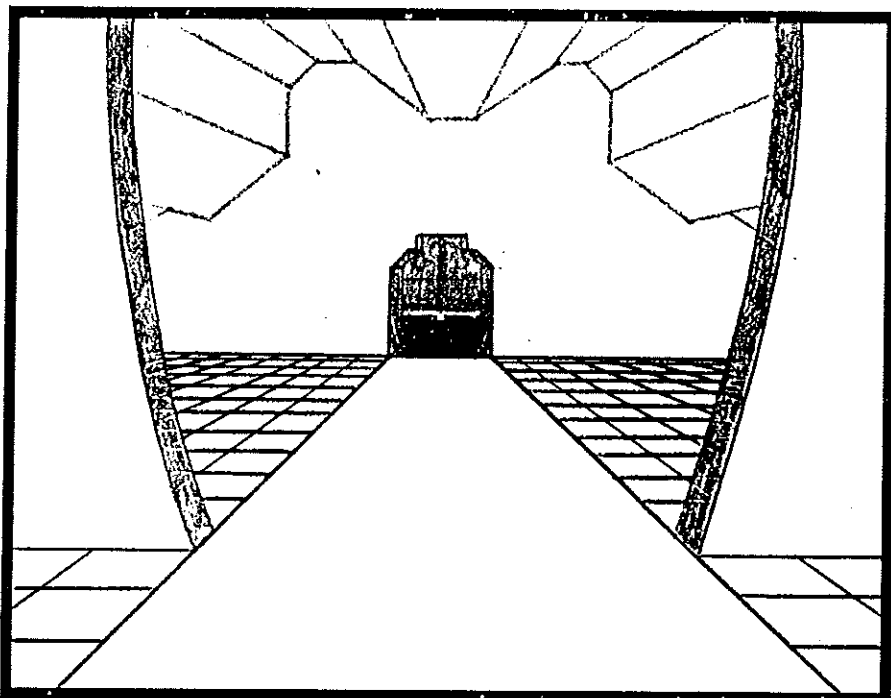
XXI. 3P. RECEPTION HALL  
(LOOKING BACK AT GATES - THEY SLAM  
SHUT + IT IS VERY DARK - YOU SEE LIGHT  
THROUGH SLOTS IN GATES)



XXI. 3W. RECEPTION HALL

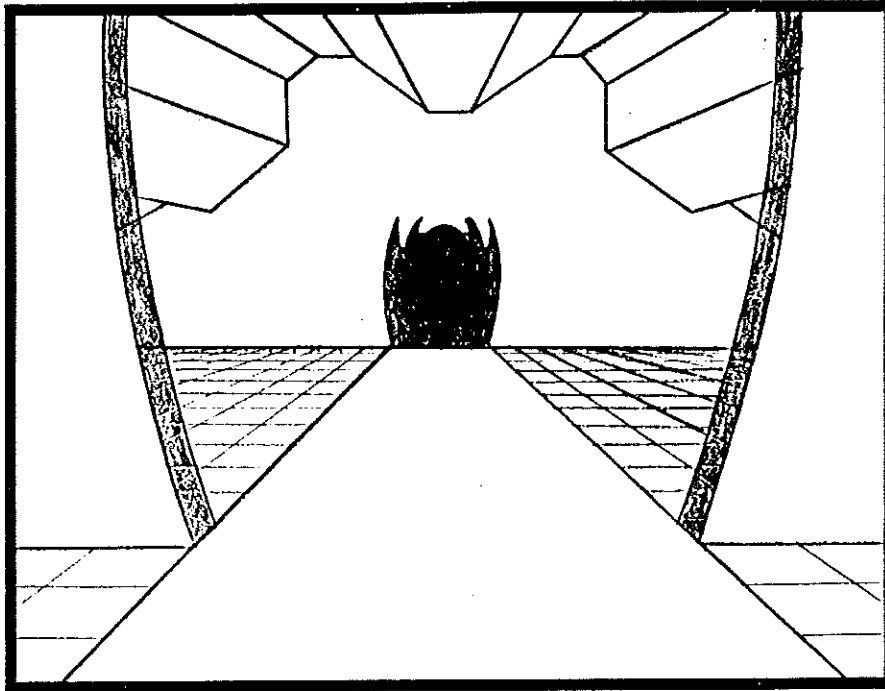


XXI. 4w. FEMALE ORC BERSERKER

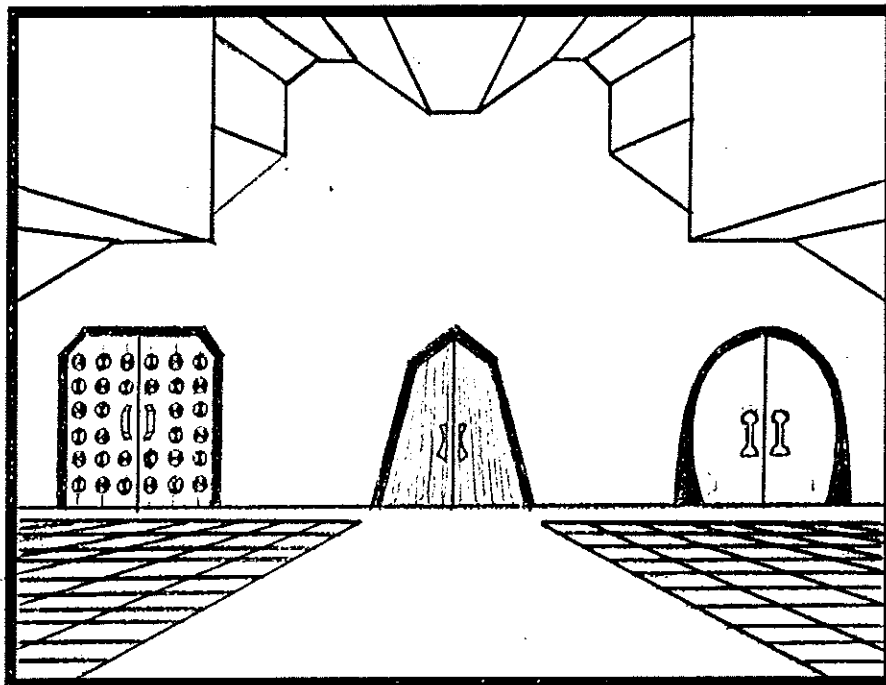


XXI. 4r. FEMALE ORC BERSERKER



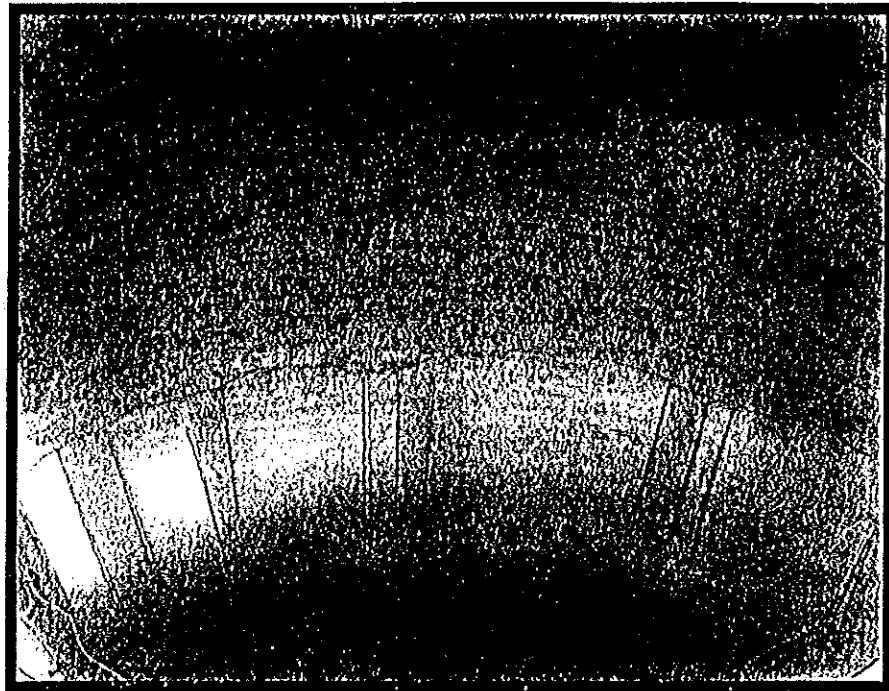


XXI. SE. ROOM OF DOORS



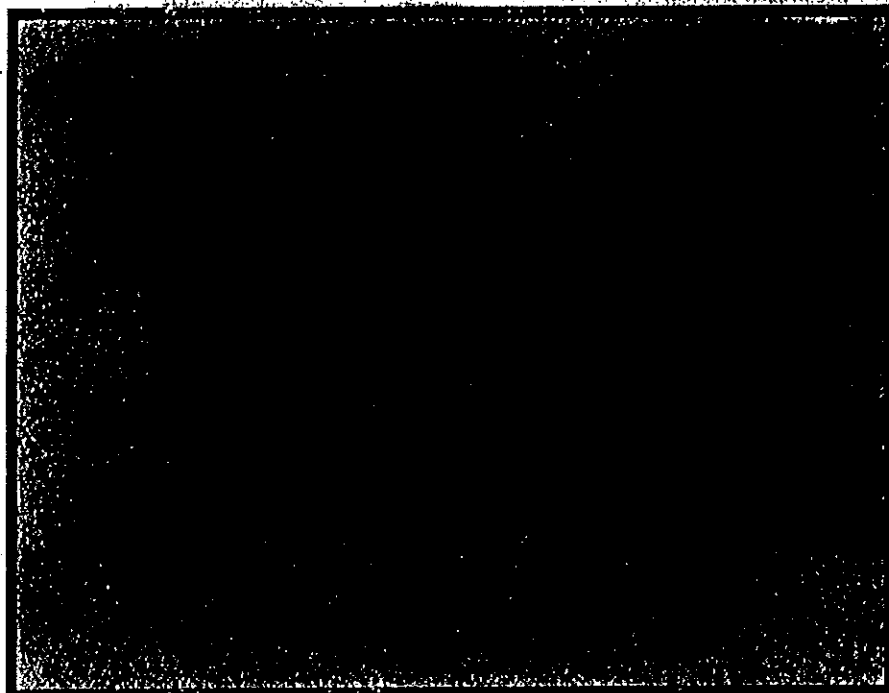
\* HIDDEN  
DOOR IS  
LOCATED BETWEEN  
LEFT DOOR (W/ SPIKES)  
& CENTER DOOR (CONKAL)

XXI. SW. ROOM OF DOORS

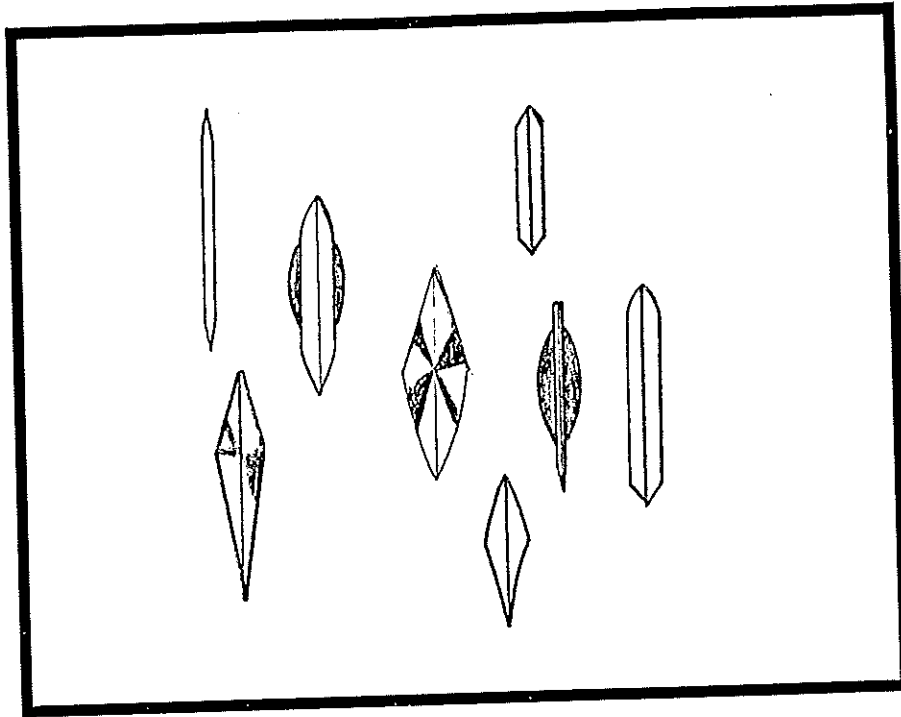


\* IT IS JUST  
LIGHT ENOUGH  
FOR N.P.C. TO  
NOTICE THAT  
HE IS ABOUT TO  
TAKE A SHARP  
DROP.

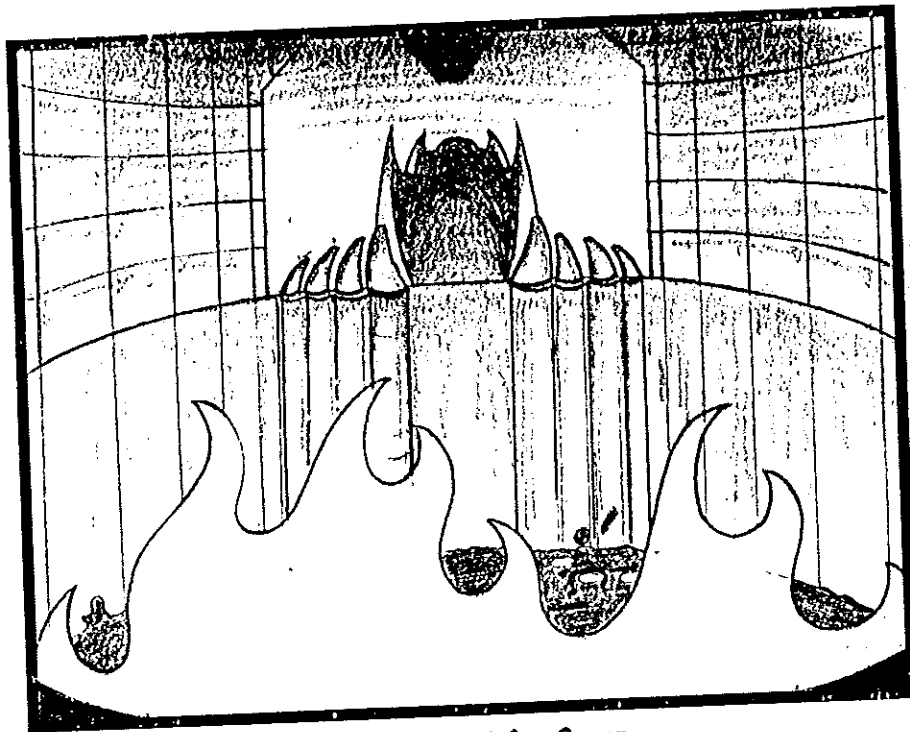
XXI. 5X. ZOOM DOOR -  
(SHEER DROP OFF TO IMPALEMENT)



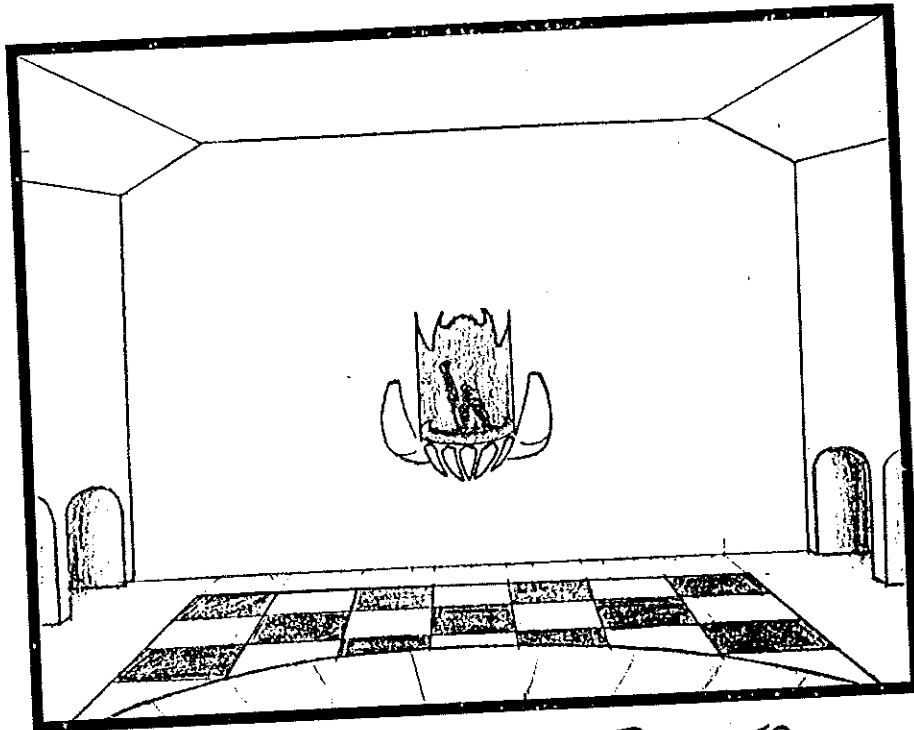
XXI. 5y. ZOOM DOOR -  
PURE VOID



XXI, 5z. Zoom Door -  
(KNIVES COMING DIRECTLY AT YOU)



XXI, 6n. CIRCULAR PIT



\* M.E. + N.P.C.  
CAN ACCESS GAME  
STATUES TO BE BROUGHT  
INTO GAME THROUGH SIDE  
PORTALS.

\* FLOOR PANELS WILL  
BE OCTOGONAL RATHER  
THAN 4-SIDED

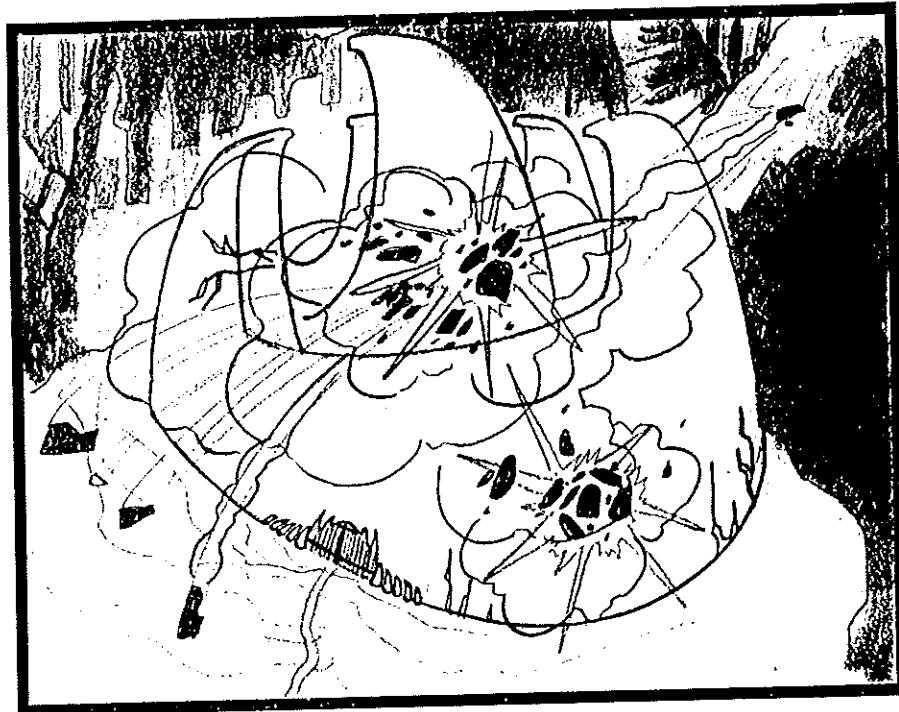
\* THIS IS GOING  
TO BE CHANGED.

\* NO CEILING -  
MORE FLOOR.

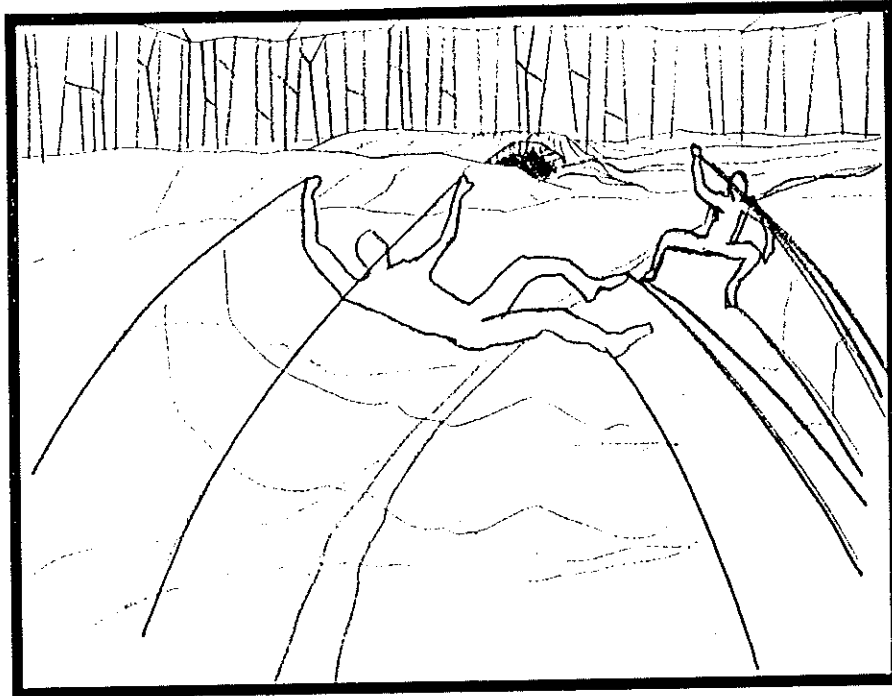
### XXI. 7. THE HALL OF STATUES

- ENCOUNTER WITH EVIL M.E.

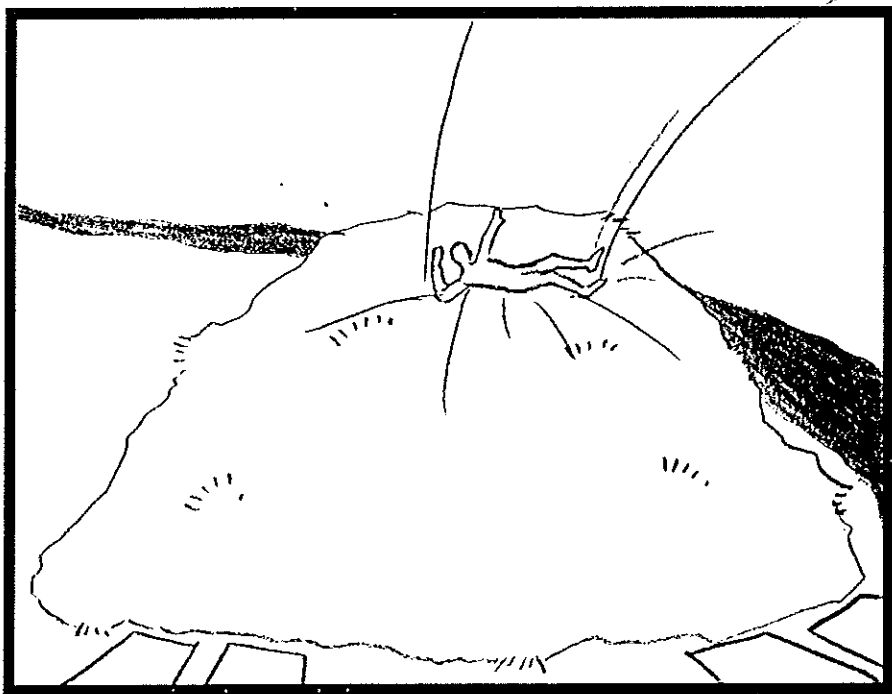
- GAME BOARD - DOORS, PITS & ZONES ARE VISIBLE



### XXI. 8. AERIAL VIEW OF CITADEL EXPLOSION



XXI. 9. ANIM OF CHARACTERS BEING  
BLOWN INTO THE SKY AND FALLING  
TOWARD SNOOT'S FARM

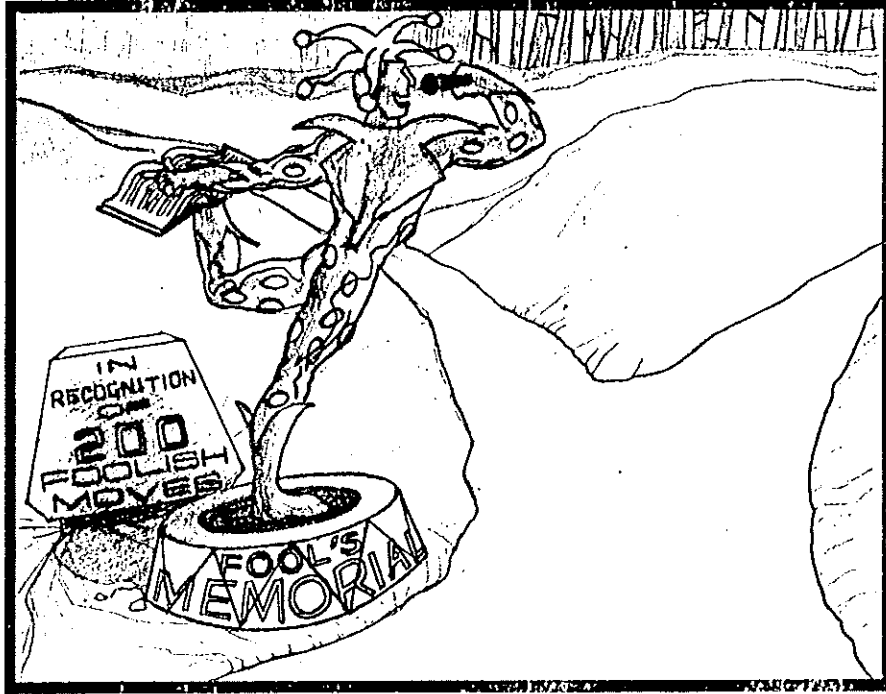


XXI. 10. HUGE GRAIN PILE



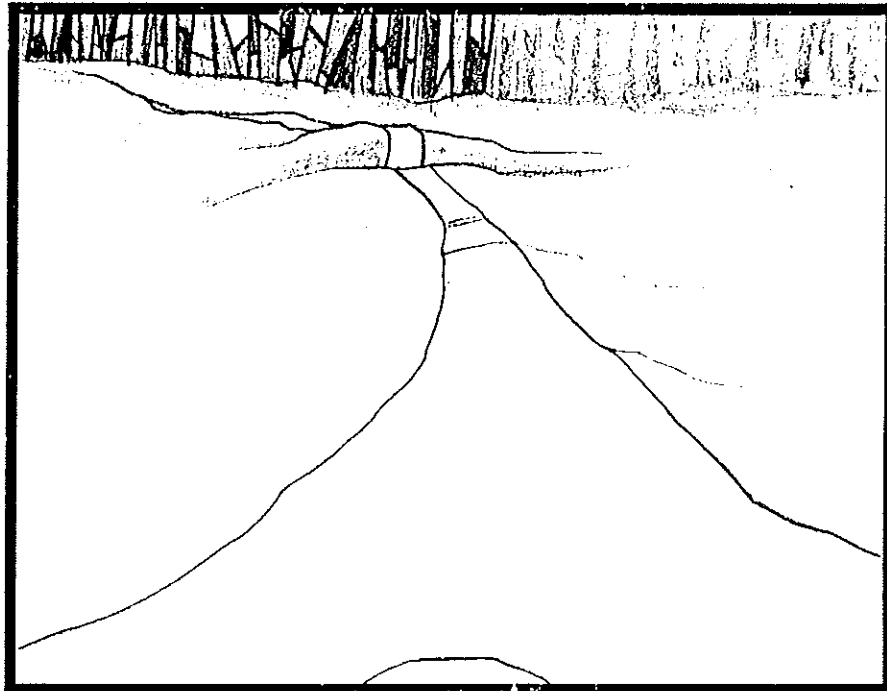
~~XXI~~. 11. HOLE IN GROUND IN SHAPE  
OF P.C. CHARACTER

2011  
E.S.



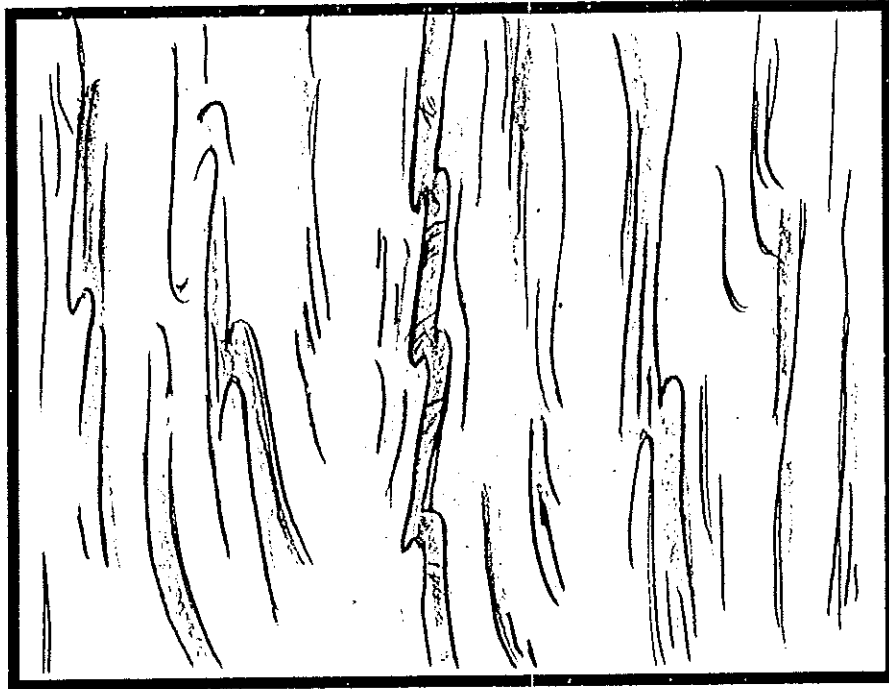
FOOL'S MEMORIAL - SOUTH

2011  
E.S.



FOOL'S MEMORIAL - NORTH

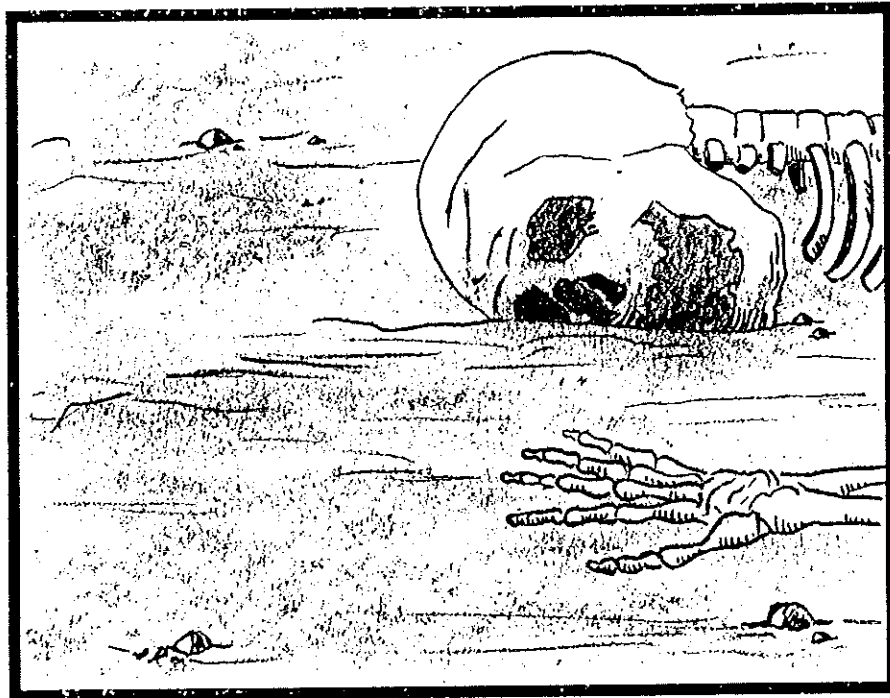
ZORK '92 II



ANIMATE WATER  
SHOW SMALL  
STREAM OF  
INVISIBLE WATER  
IN CENTER

XXVIII.34 CLOSEUP OF WATER WALL

ZORK '92 TD

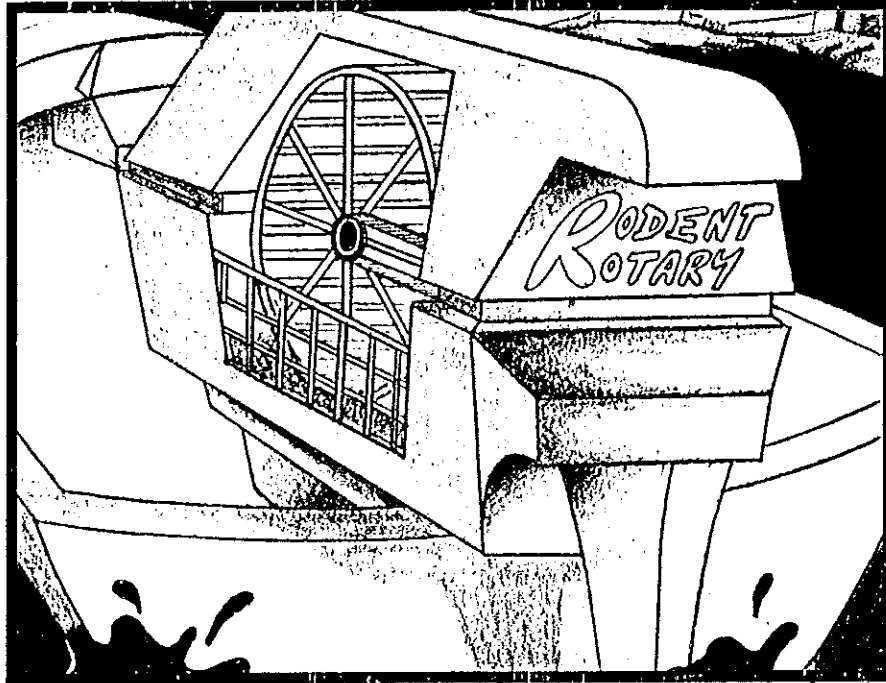


SCRATCHINGS  
IN DIRT ARE  
REMOVABLE  
OBJECTS DUE  
TO LANGUAGE  
PROBLEM.

XXIX.16 ZOOM PRONE SKELETON'S FINGERS



ZORK 92  
E.S.

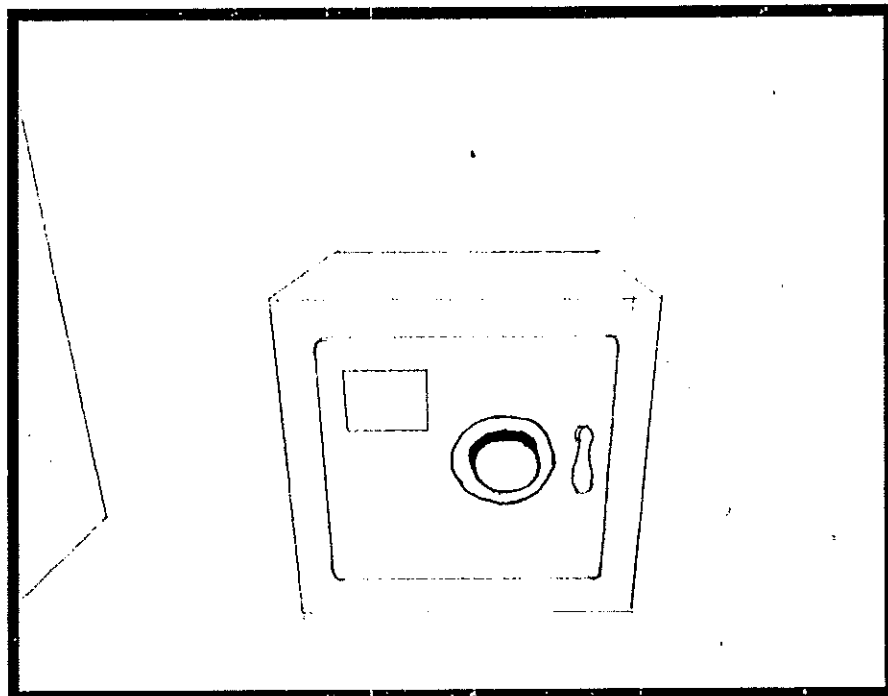


\* N.P.C. HAS TO  
GET RATS, MICE,  
WHATEVER, TO RUN  
THE MOTOR ON  
BOAT

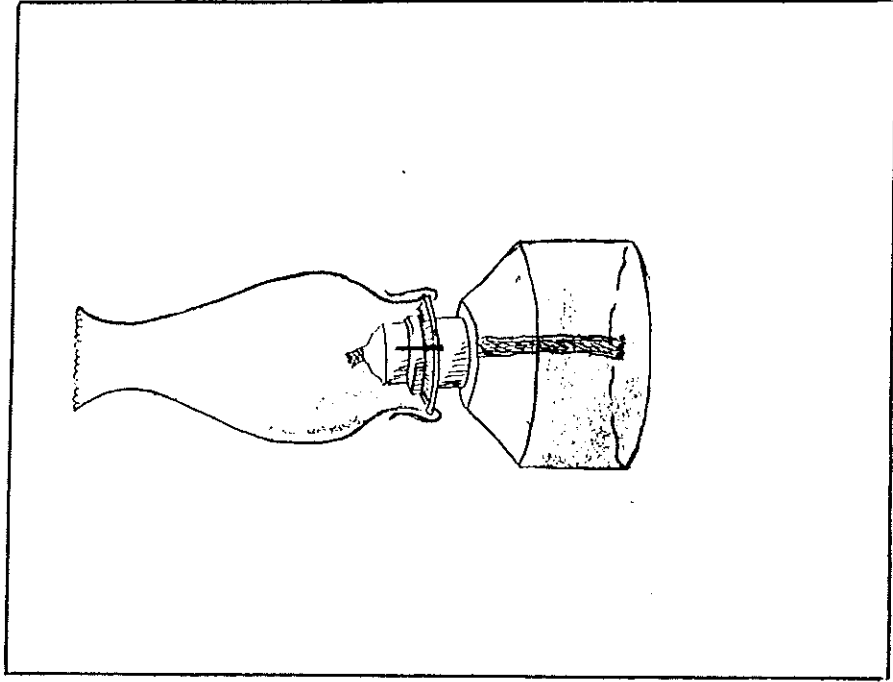
\* "RODENT  
ROTARY"  
MUST BE  
TRANSLATED.

IV. 746 CLOSE-UP BOAT (RODENT MOTOR)  
145 AT BOAT RENTAL

ZORK 92 SA



IX. 302 Safe ZOOM



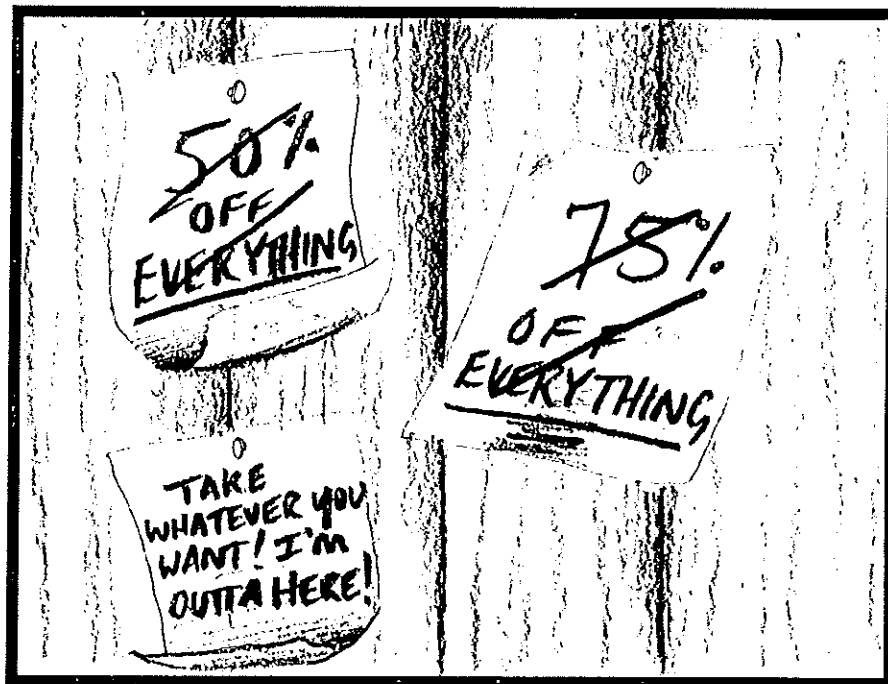
HURRICANE LAMP IN PLACE  
OF LAMP IN X.6i AND  
X.6c



- USED AS A CLOSE UP IN BOTH IV (GENERAL STORE) AND X (SNOOTS).
- CREATED AS AN ABSTRACT IMAGE
- SUPER Keeno Prize Burst "BIGGER"

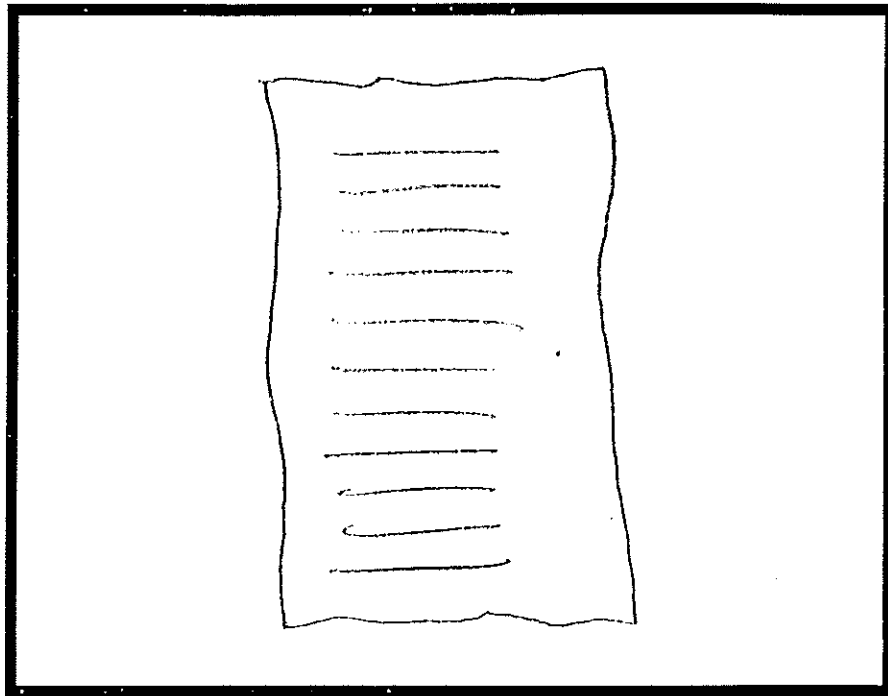
IV.15 + X.5 ZOOM CEREAL BOX.

Zork '92  
E.S.

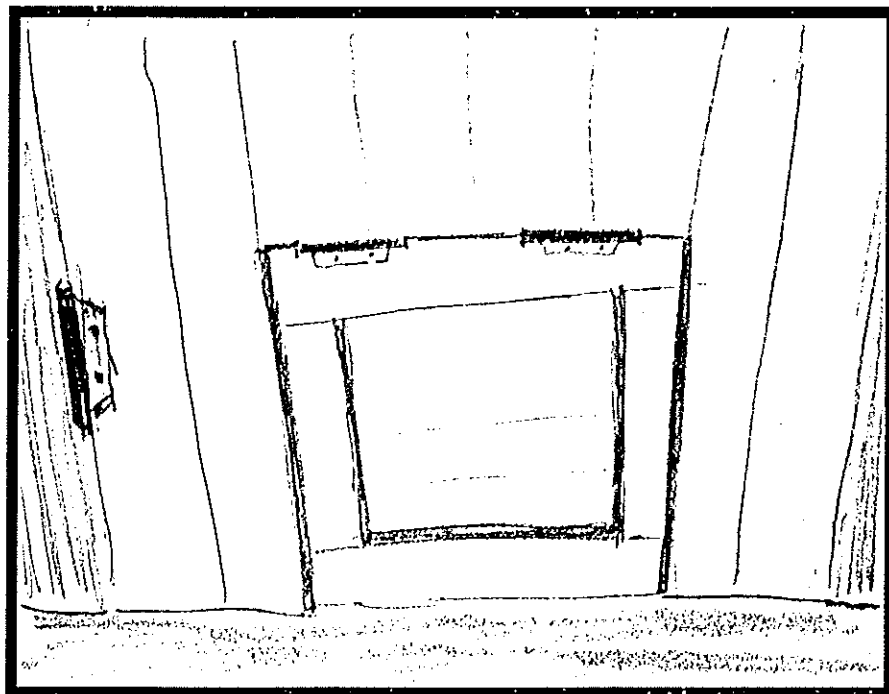


IV. 15.2 (ZOOM IN ON HAND-WRITTEN SIGNS)

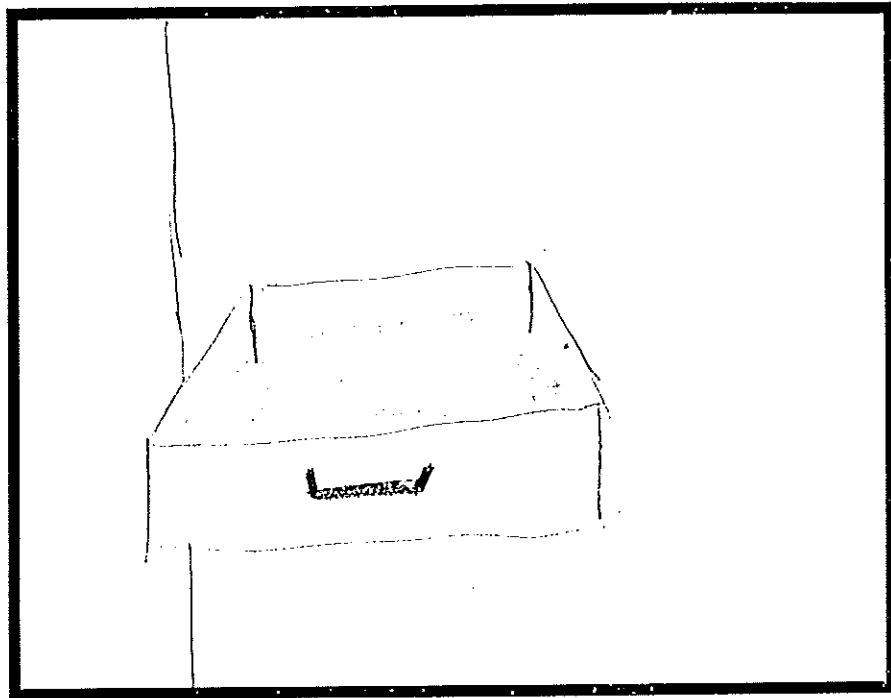
UNDERGROUND



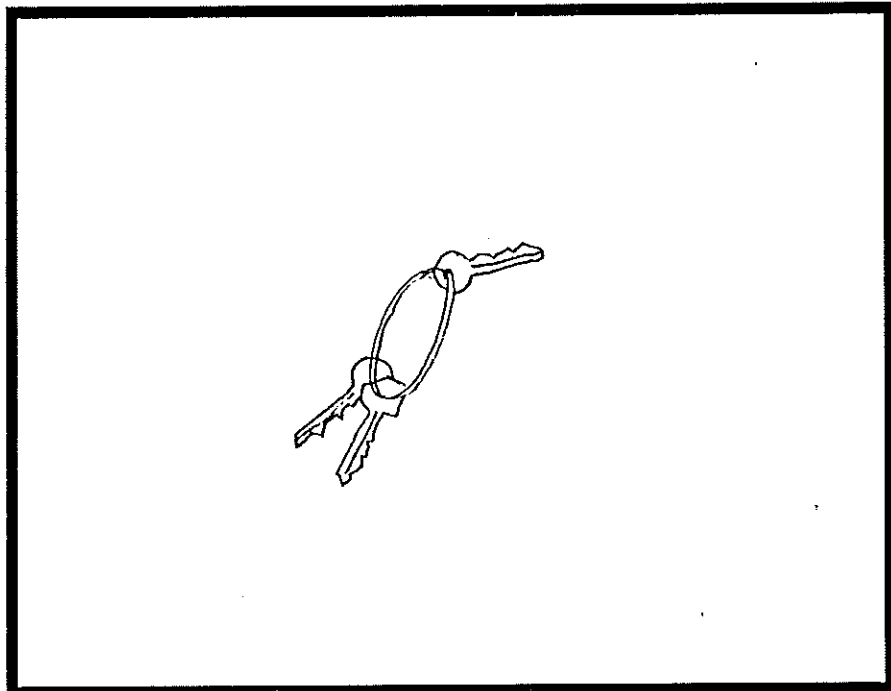
DUCK SPELL  
FREEZE SPELL



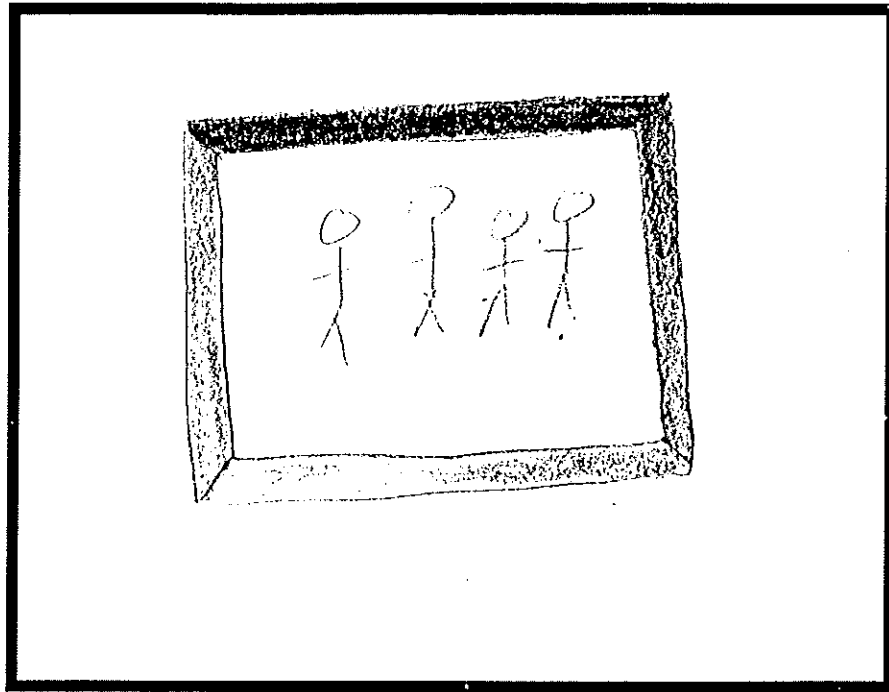
DUCK DOOR ZOOM



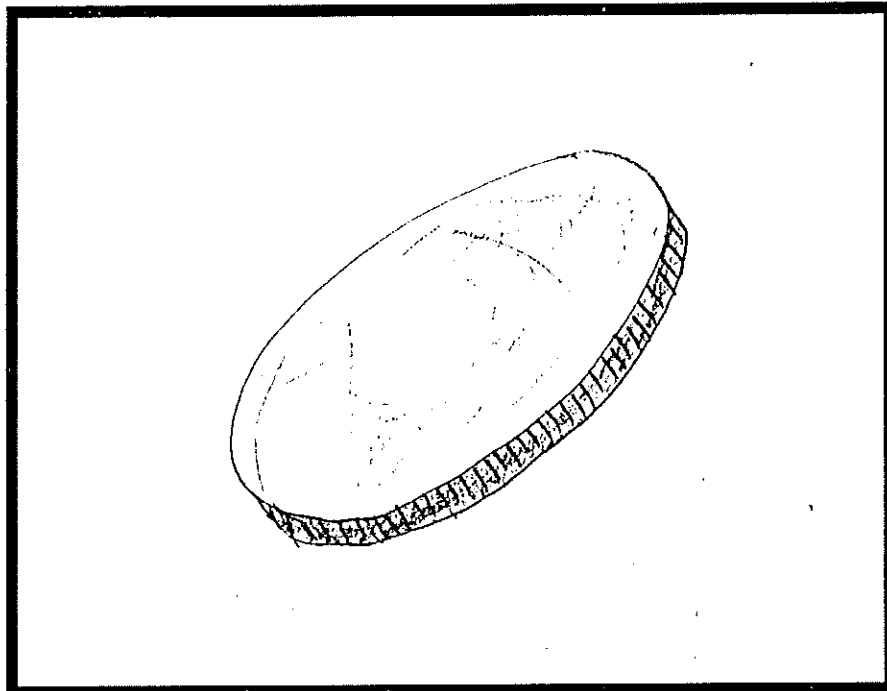
INCINERATOR ~~DRAWING~~ W/ ASHES & MOLTEN METAL  
NO DRAWING NO ZOOM TO PROX 2



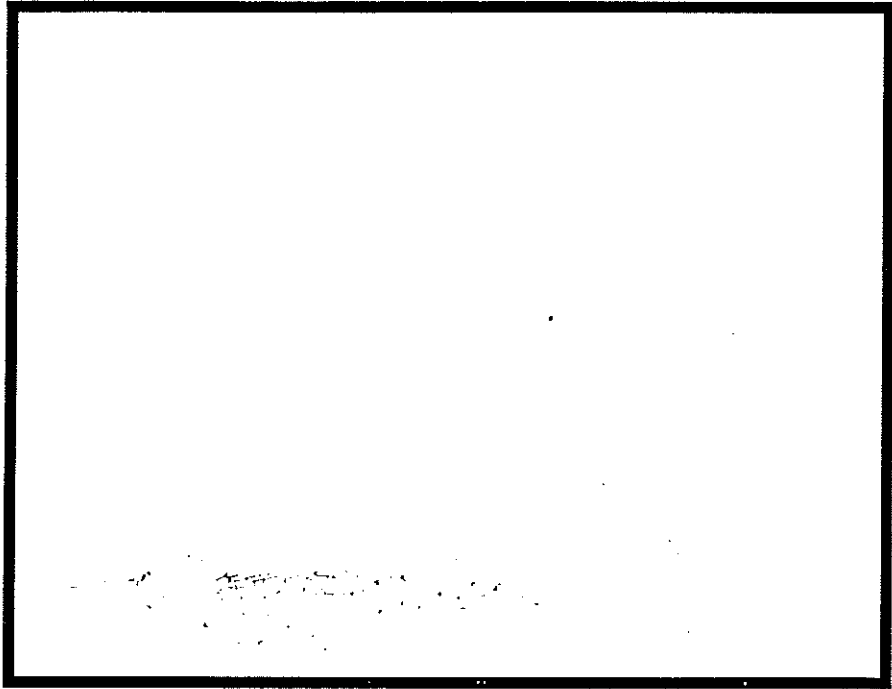
KEYS (FROM BOB MILLER)



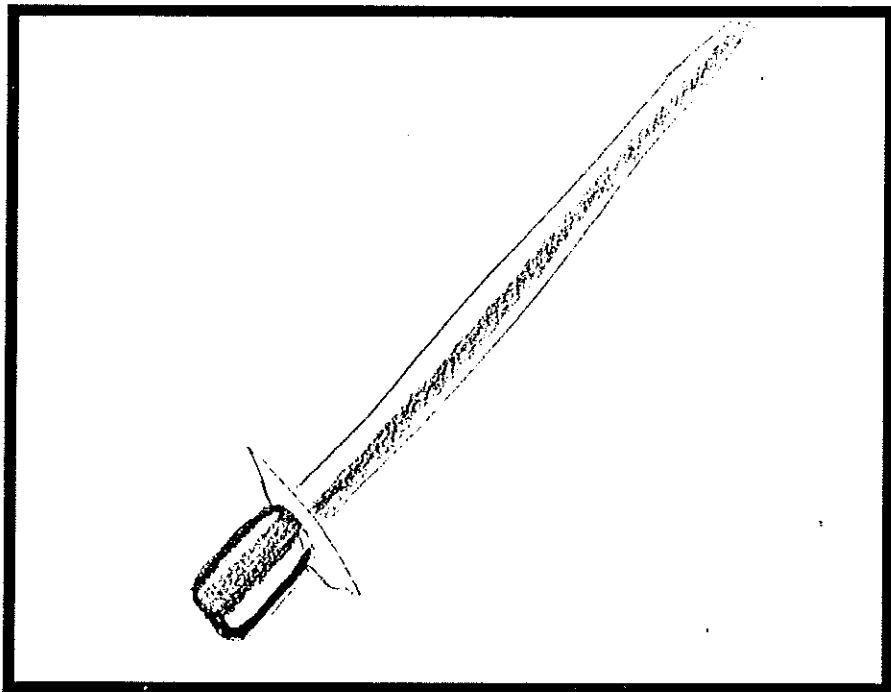
PICTURE ZOOM



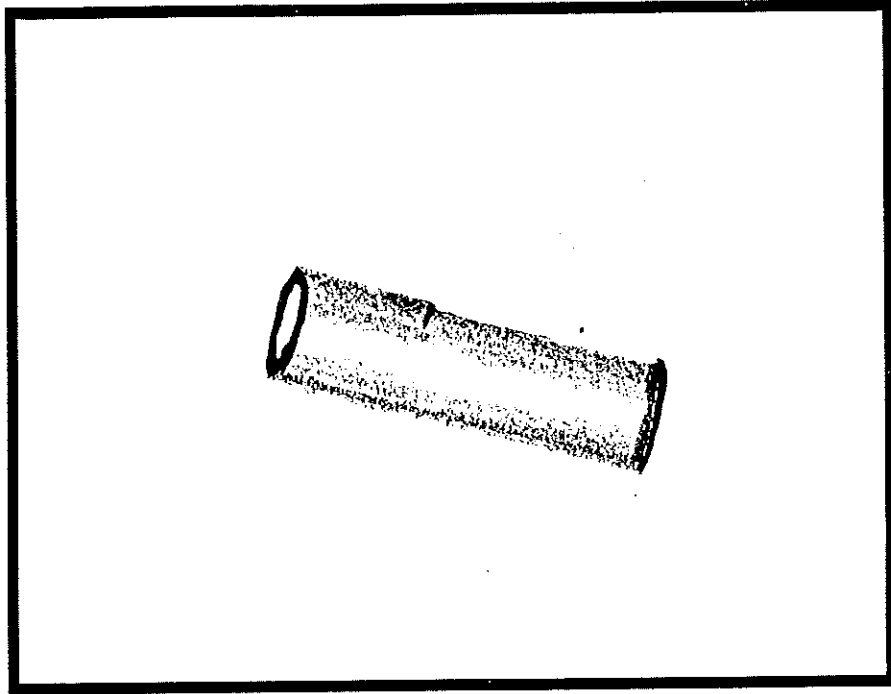
FERRYMAN COIN



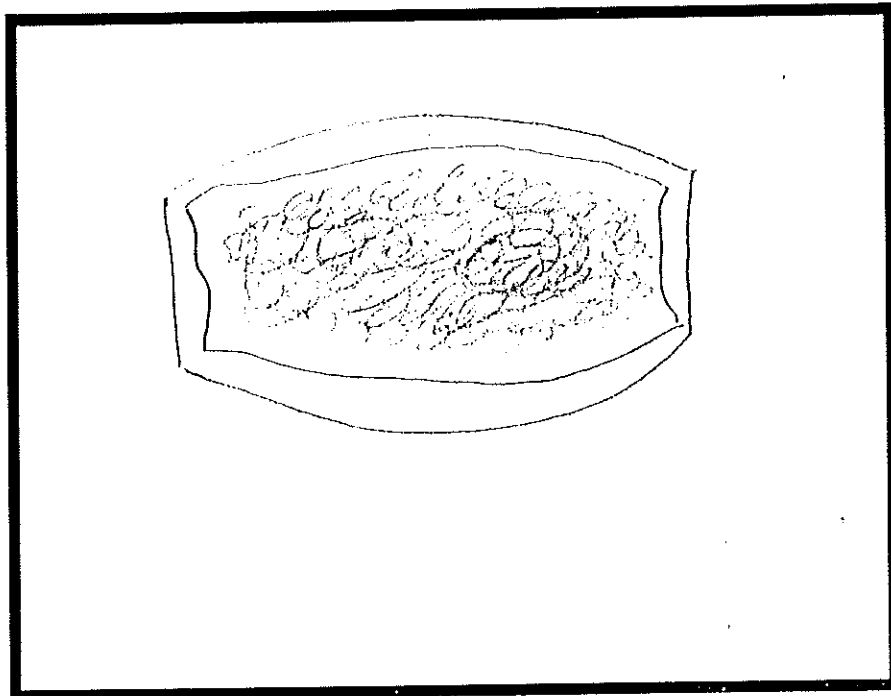
CEREAL SPILLED (IN GENERAL STORE)



FAKE SWORD

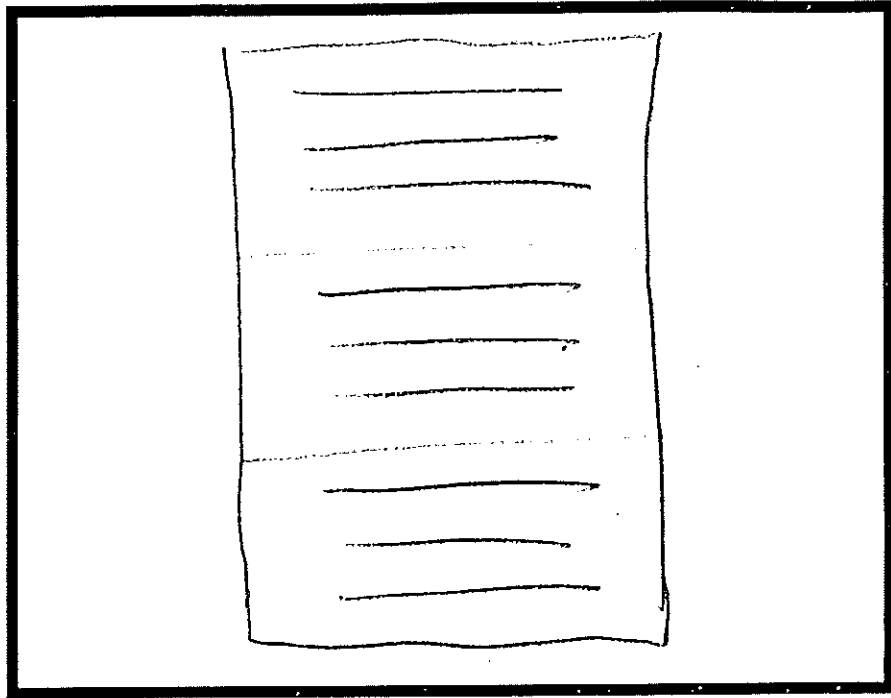


Bird Whistle

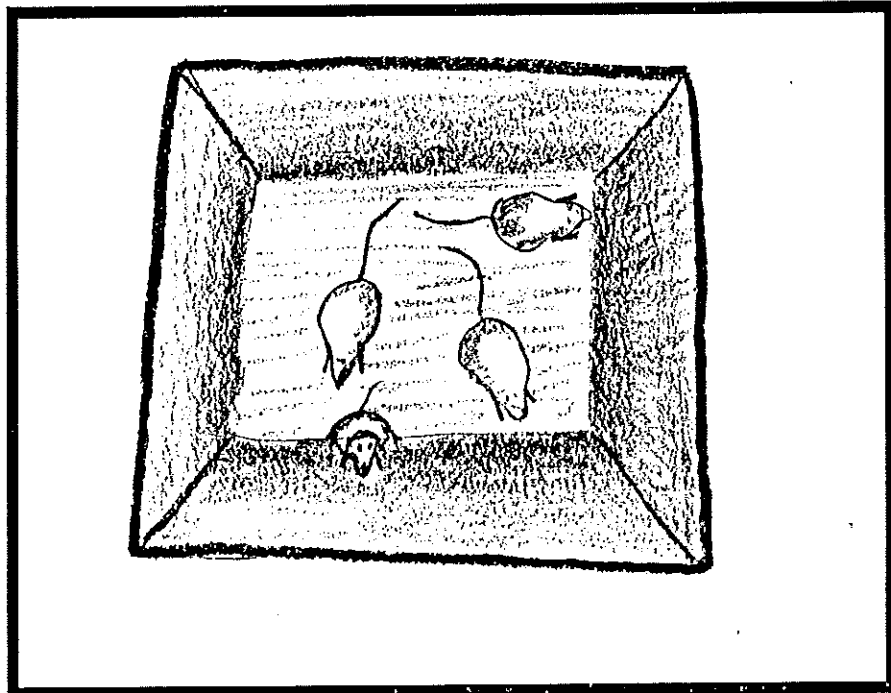


CEREAL BOX INSIDE ZOOM

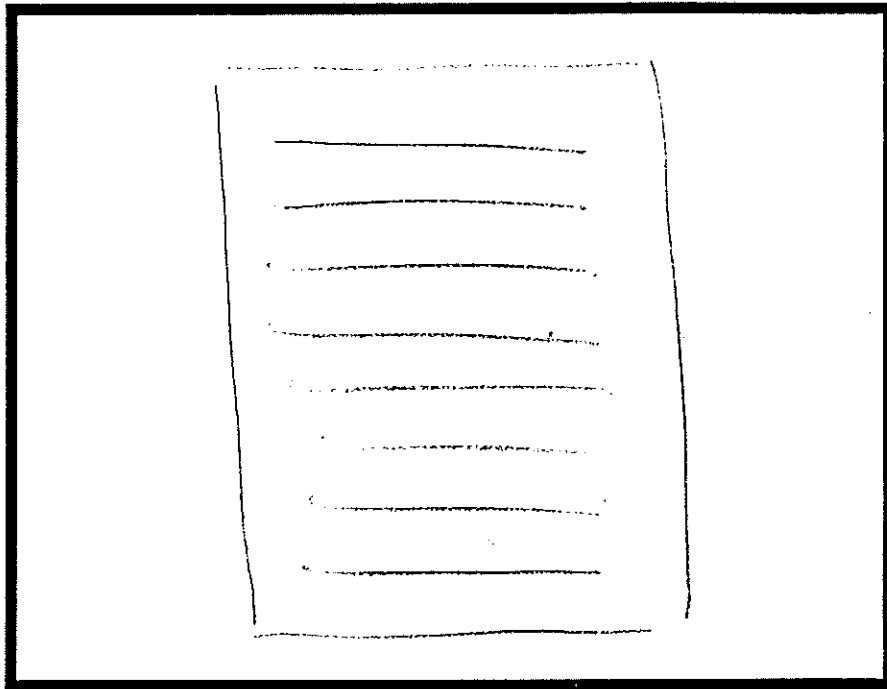




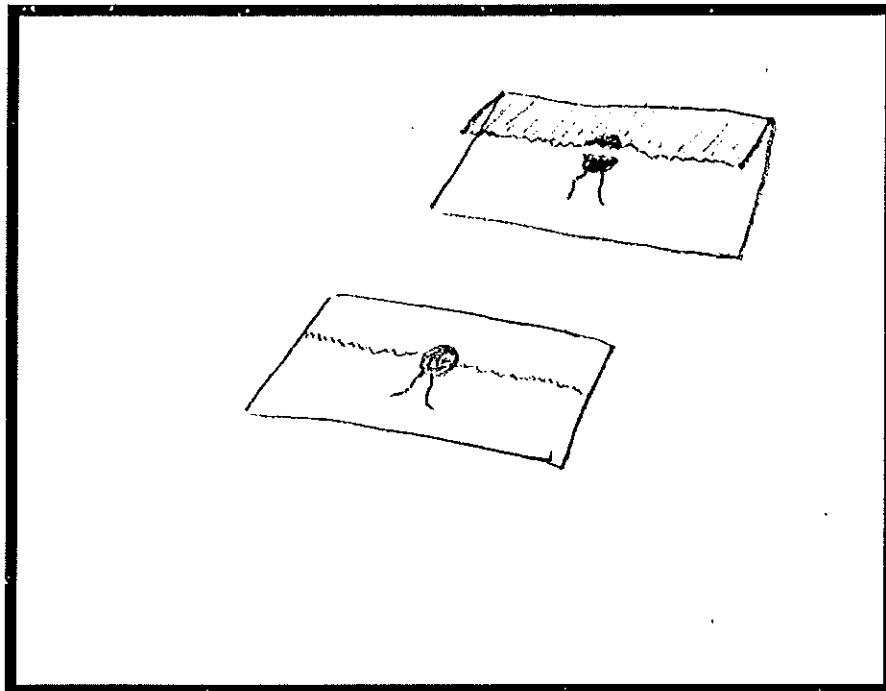
NOTE OPENED



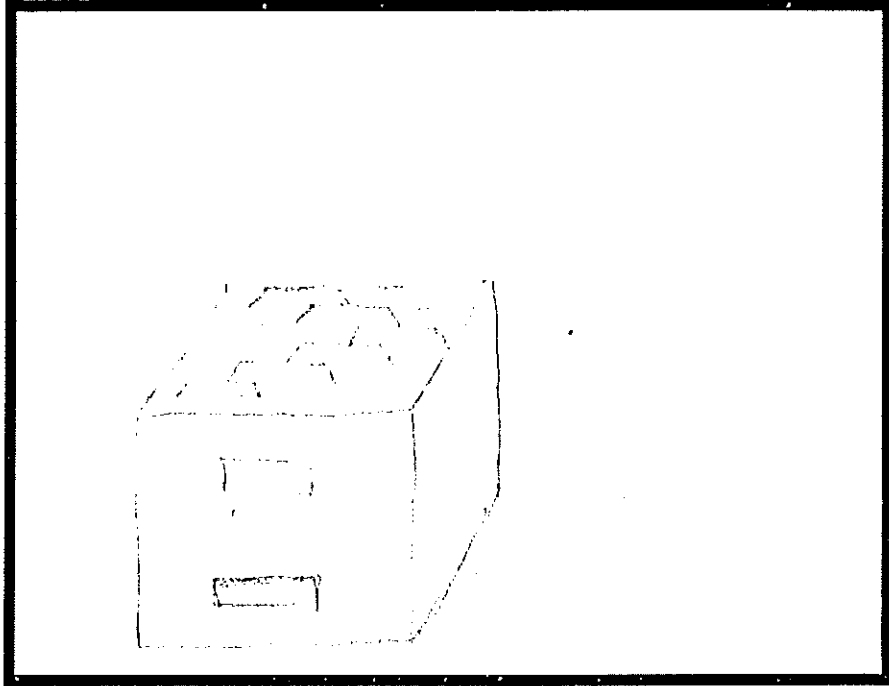
RATS IN BOX



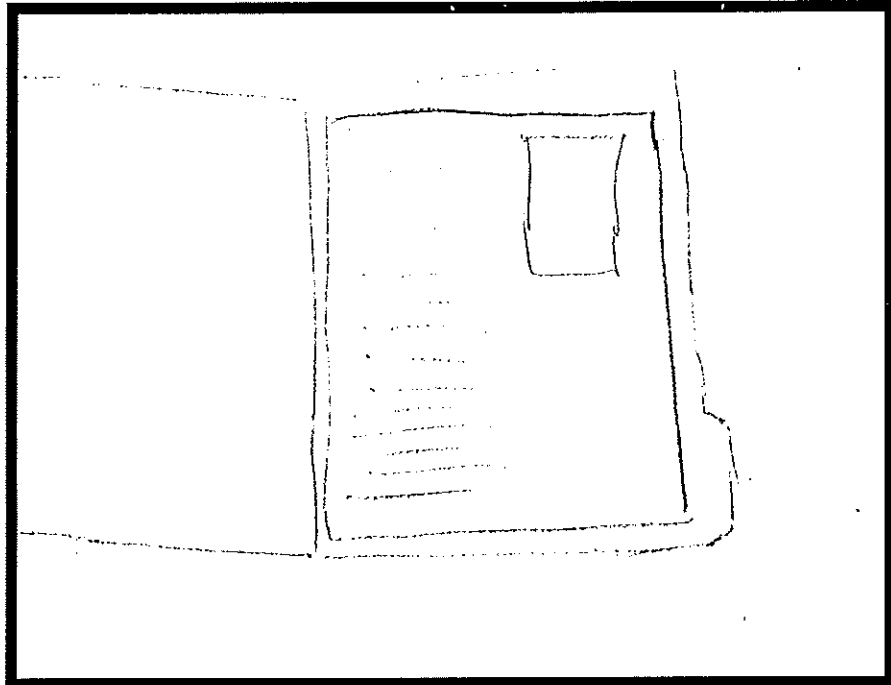
TEST ZOOM



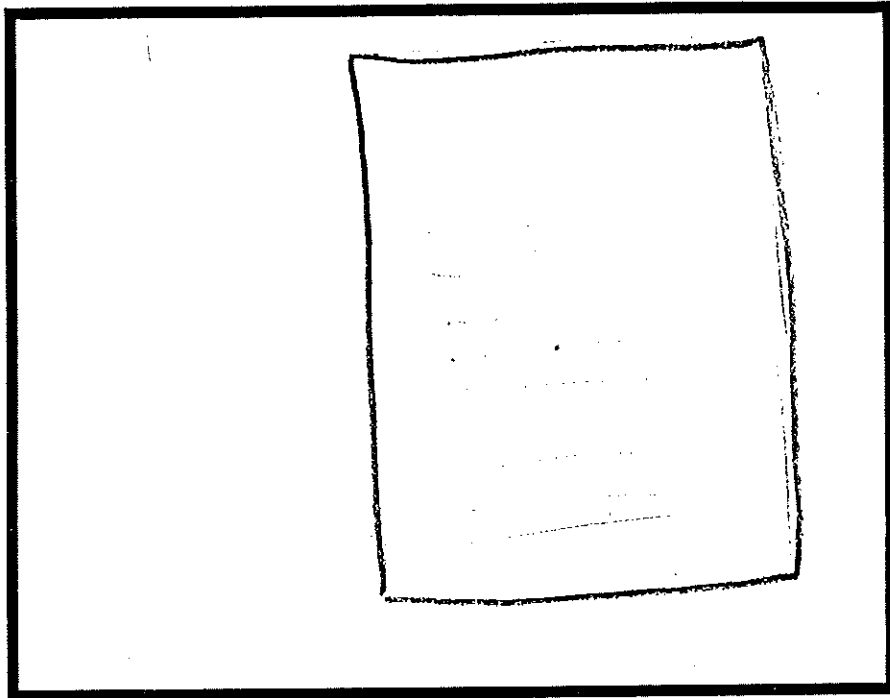
NOTE  
NOTE CLOSED W/ OPEN SEAL



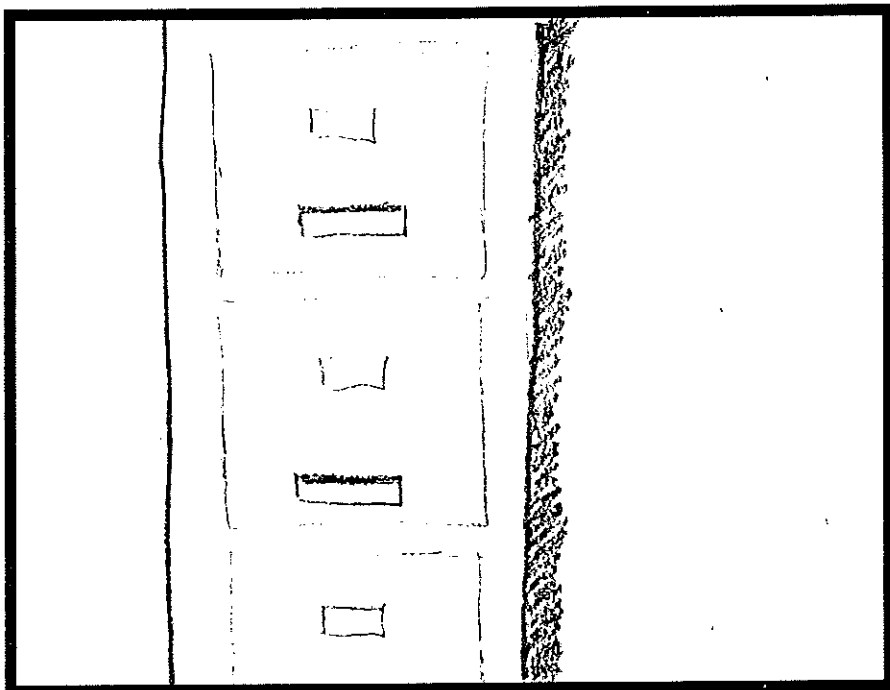
FILE DRAWER OPEN



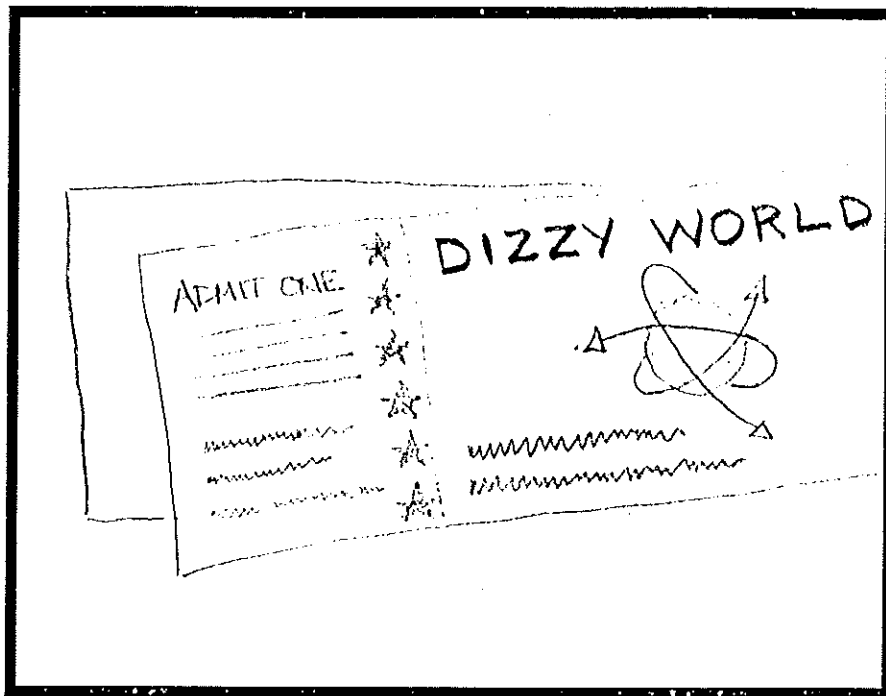
OPENED FILE ZOOM



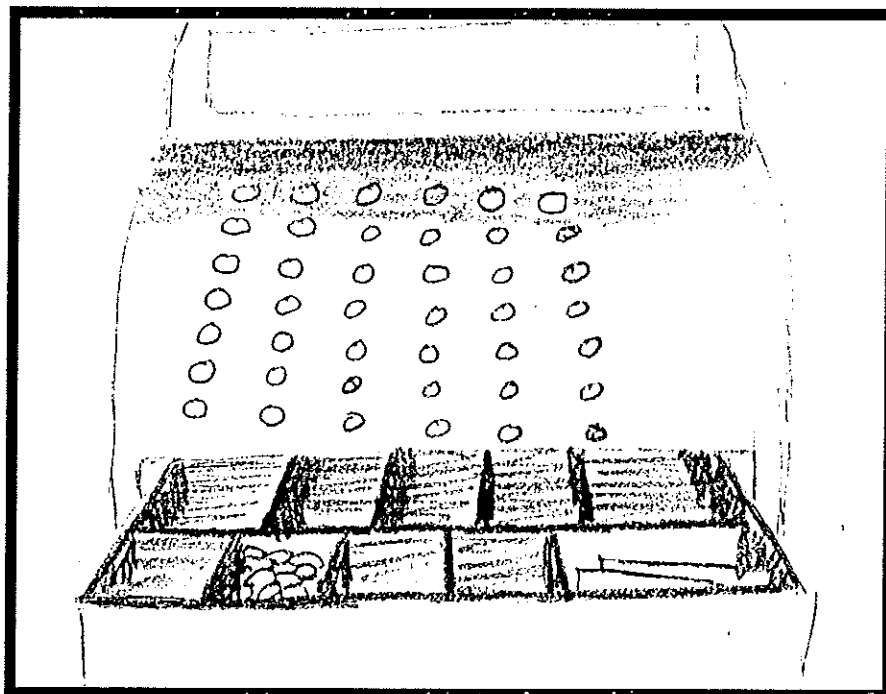
NOTE ZOOM



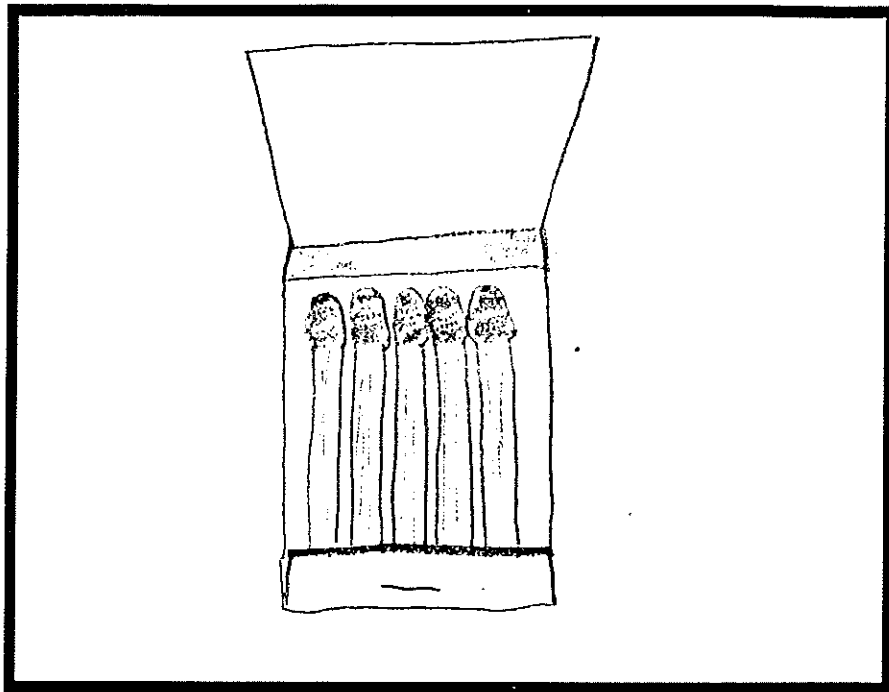
FILE CABINET



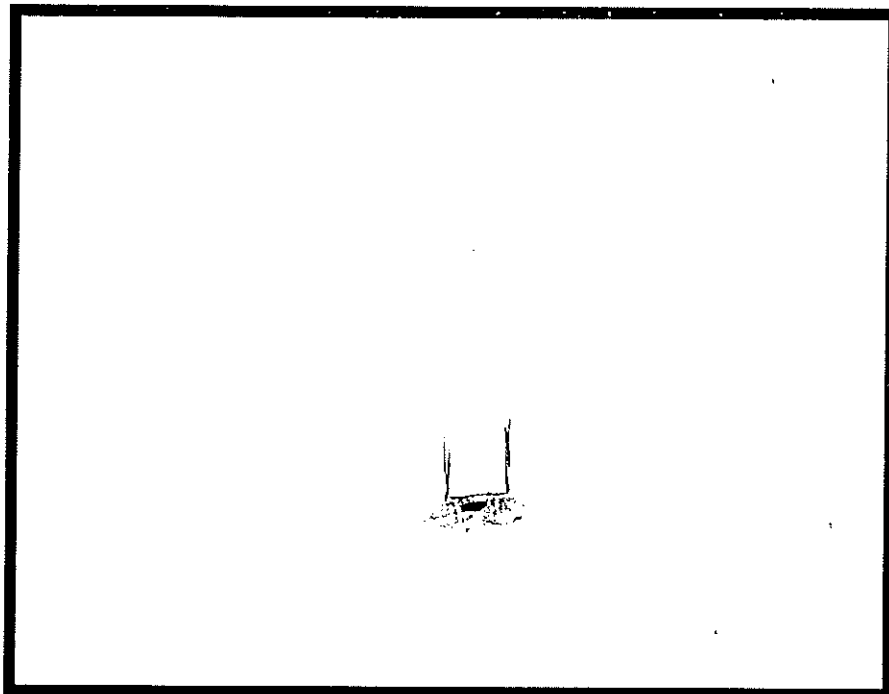
TICKET ZOOM



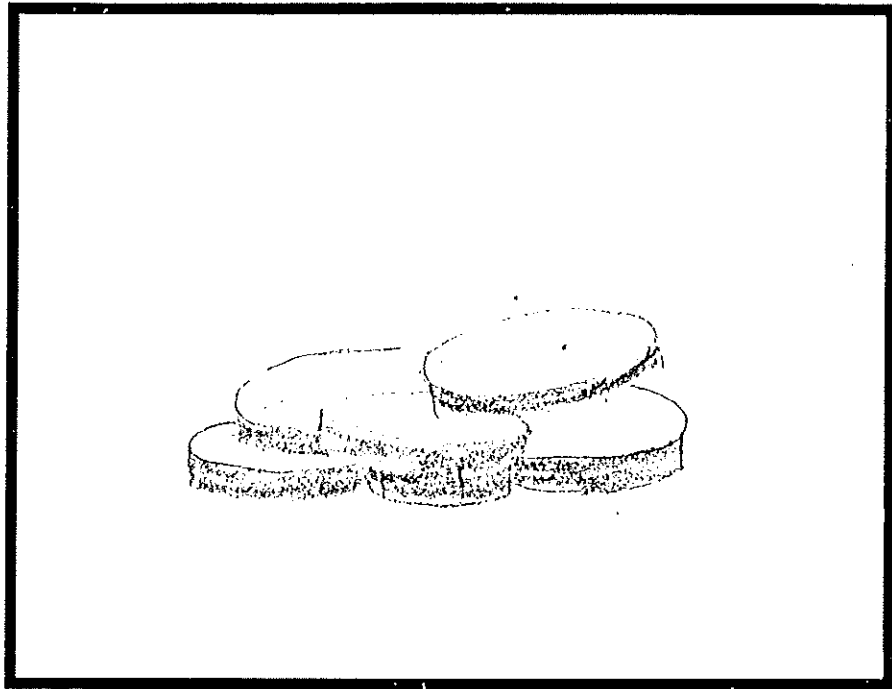
CASH REGISTER ZOOM



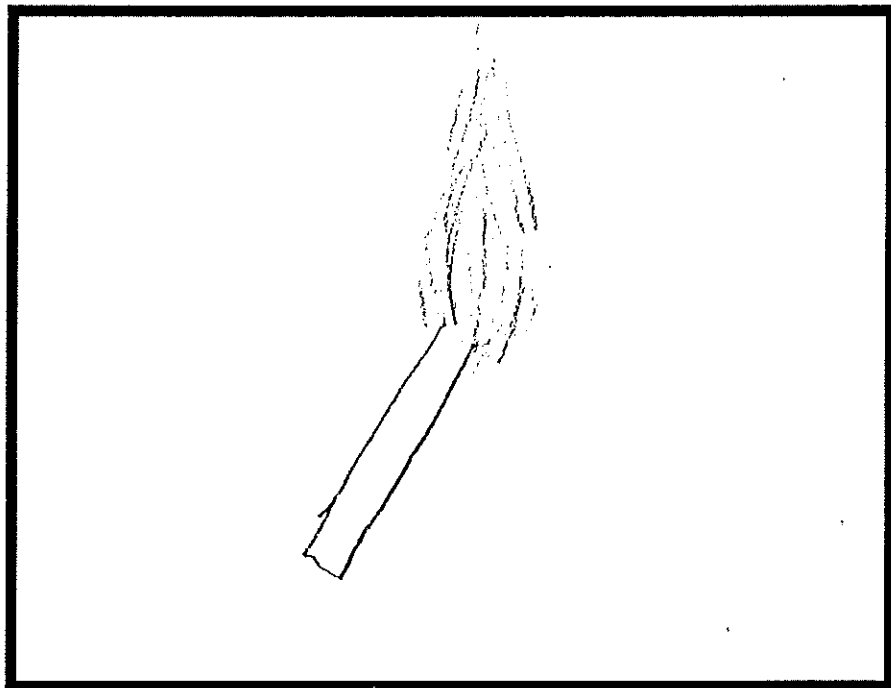
MATCHES



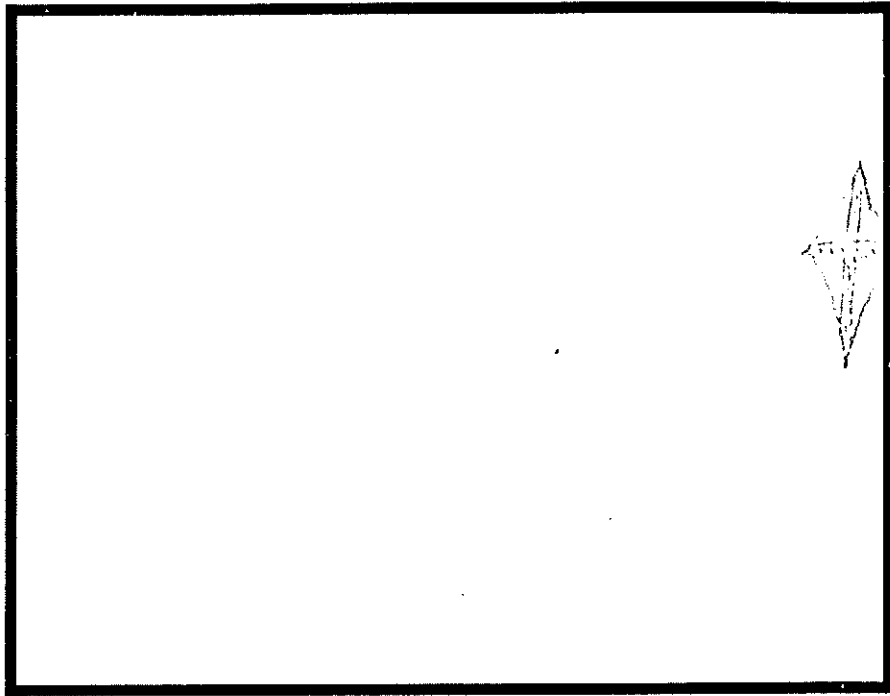
HOLE WHERE PLANT WAS



COINS

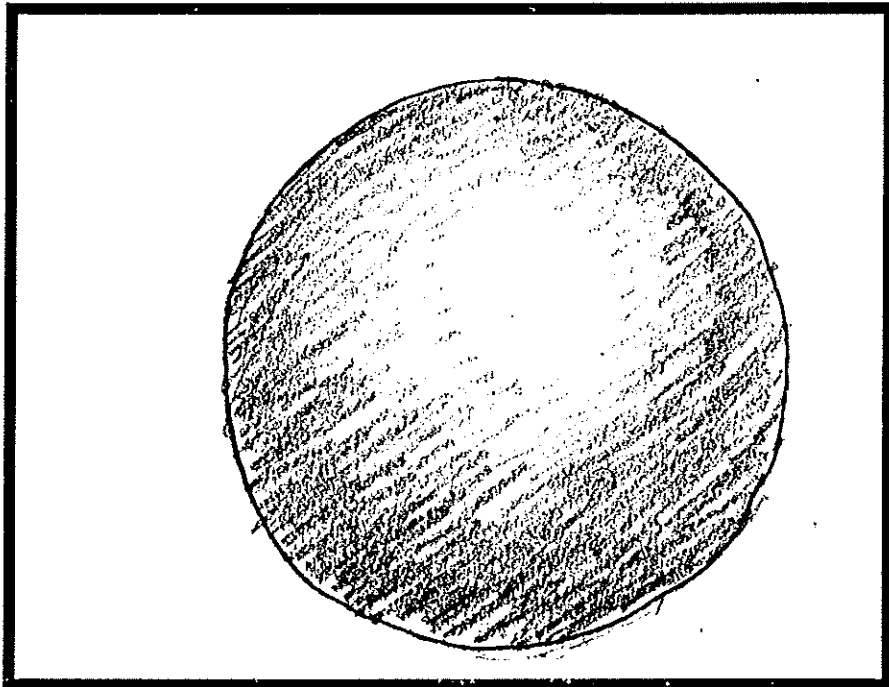


LIT MATCH



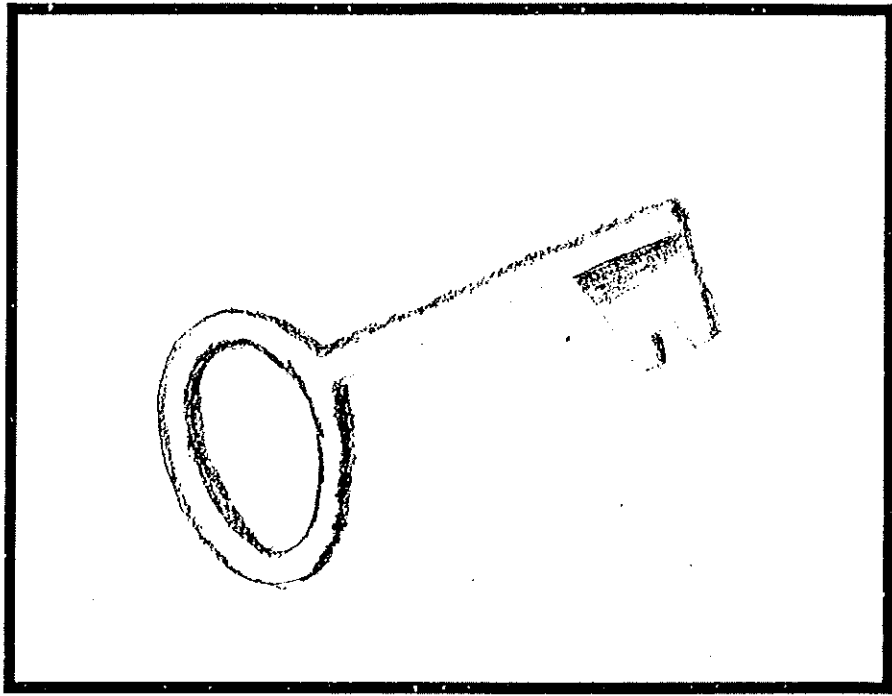
good  
for sample  
good

XVIII.1e

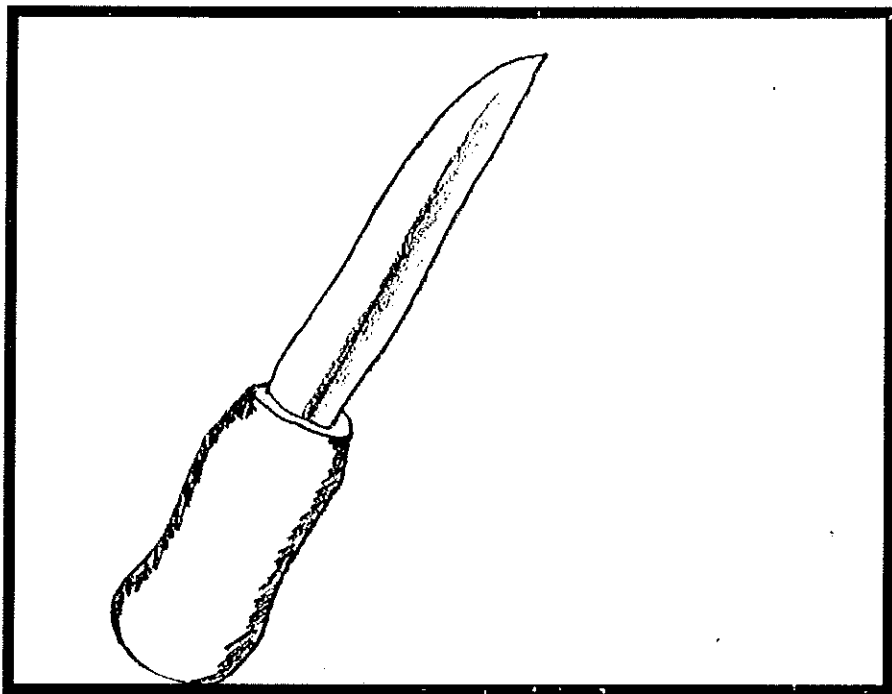


ORB

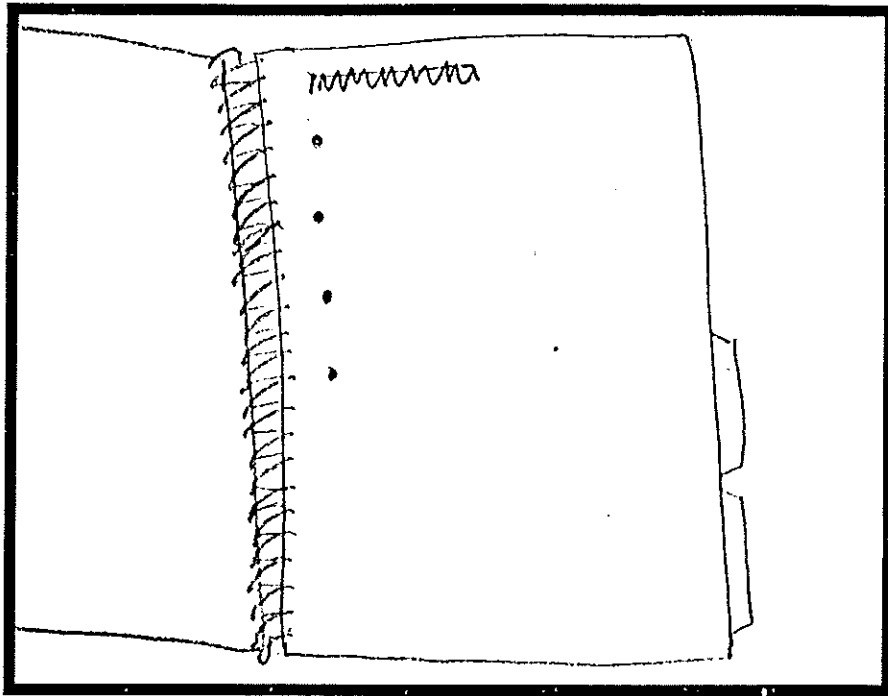




KEY



DAGGER



LOG BOOK