

# ZORK ZERO Compilations (Page 10)

<u>Release #</u>	<u>Date</u>	<u>Size</u>	<u>Objects</u>	<u>Globals</u>	<u>Vocab</u>	<u>Pre-Load</u>
268	9/21/88	278,036	583	220	1554	51,849
269	9/22/88	277,740	583	220	1554	51,892
270	9/22/88	277,756	583	220	1554	51,892
271	9/22/88	277,788	583	220	1554	51,892
272	9/24/88	277,792	583	220	1554	51,892
273	9/22/88	277,300	584	217	1555	51,859
274	9/23/88	270,768	584	216	1593	52,256
275	9/24/88	278,896	584	216	1593	52,256
276	9/27/88	286,736	586	218	1603	53,126
277	9/27/88	286,896	586	219	1603	53,128
278	9/27/88	287,632	589	218	1612	53,378
279	9/29/88	289,088	589	218	1612	53,378
280	9/29/88	289,360	589	218	1612	53,378
281	9/29/88	289,368	589	218	1612	53,378
282	9/29/88	290,196	596	223	1620	53,754
283	9/30/88	290,424	596	223	1620	53,749
284	9/30/88	291,320	599	225	1620	53,847
285	9/30/88	291,484	598	225	1620	53,840
286	10/1/88	290,924	598	225	1618	53,790
287	10/8/88	292,364	599	225	1620	53,867
288	10/8/88	292,504	600	225	1620	53,904
289	10/11/88	293,092	601	226	1620	53,934
290	10/12/88	293,212	601	226	1620	53,974
291	10/13/88	293,596	601	226	1620	53,982
292	10/14/88	294,032	603	226	1619	54,122
293	10/14/88	294,016	603	226	1619	54,122
294	10/18/88	294,436	603	226	1619	54,128
295	10/18/88	294,628	603	226	1619	54,128
296	10/19/88	295,532	603	226	1619	54,128
297	10/21/88	295,664	603	226	1620	54,164
298	11/2/88	295,960	603	226	1620	54,185
299	11/3/88	296,044	603	226	1620	54,185

"Freeze"

MAC release

# Zork Zero Compilations (page 9)

<u>Release #</u>	<u>Date</u>		<u>Size</u>	<u>Objects</u>	<u>Globals</u>	<u>Vocab</u>	<u>Pre-Load</u>
232	8/12/88	(NZAP, >256K)	266,074	581	208	1537	55,343
233	8/15/88		266,432	581	208	1538	55,495
234	8/15/88		267,078	581	208	1538	55,495
235	8/19/88		267,182	581	208	1538	55,487
236	8/24/88		268,378	582	211	1544	55,623
237	8/25/88		268,378	582	211	1544	55,623
238	8/25/88		268,506	582	212	1544	55,616
239	8/25/88		269,058	582	212	1544	55,862
240	8/26/88		269,356	582	212	1545	55,874
241	8/28/88		269,342	582	212	1545	55,874
242	8/29/88	BETA	269,530	582	212	1546	55,822
243	9/1/88		270,266	583	214	1552	55,935
244	9/2/88		270,912	583	213	1552	55,935
245	9/4/88		272,014	583	213	1552	55,939
246	9/6/88		272,686	583	215	1552	55,943
247	9/6/88		272,854	583	215	1552	55,965
248	9/7/88		272,856	583	215	1552	55,965
249	9/7/88		272,542	583	215	1552	55,858
250	9/7/88		273,314	583	215	1552	55,965
251	9/8/88		273,722	583	216	1552	55,970
252	9/8/88		273,736	583	216	1552	55,970
253	9/9/88		273,730	583	216	1552	55,970
254	9/9/88		273,730	583	216	1552	55,970
255	9/9/88		273,782	583	216	1552	55,970
256	9/9/88		273,992	583	216	1552	55,970
257	9/9/88		274,006	583	216	1552	55,970
258	9/10/88		274,642	583	216	1552	55,970
259	9/12/88		275,058	583	216	1552	55,964
260	9/12/88		275,406	583	217	1552	55,972
261	9/12/88		275,694	583	217	1552	55,972
262	9/13/88		277,756	583	217	1552	56,093
263	9/16/88		279,218	583	218	1552	56,089
264	9/16/88		275,068	583	218	1552	51,511
265	9/20/88		276,516	583	220	1552	51,526
266	9/20/88		276,516	583	220	1552	51,526
267	9/21/88		277,092	583	220	1554	51,571

# Zork Zero Compilations (page 8)

<u>Release #</u>	<u>Date</u>	<u>Size</u>	<u>Objects</u>	<u>Globals</u>	<u>Vocab</u>	<u>Pre-Load</u>
189	6/15/88	258,496	579	195	1532	54,276
190	6/17/88	260,122	579	195	1532	54,543
191	6/20/88	260,418	579	195	1532	54,546
192	6/20/88	261,538	579	195	1532	54,566
193	6/22/88	261,908	579	195	1532	54,566
(conversion to machine-independent picture info system)						
203	7/5/88	261,346	579	205	1531	54,661
204	7/6/88	261,346	579	205	1531	54,661
205	7/9/88 (2nd FREQ table)	260,594	579	203	1531	54,678
206	7/11/88	259,542	579	203	1531	54,681
207	7/13/88	259,556	579	203	1531	54,681
208	7/14/88	259,726	579	205	1531	54,685
209	7/14/88	259,762	579	205	1531	54,685
210	7/15/88	259,756	579	205	1531	54,685
211	7/15/88	260,238	579	206	1532	54,719
212	7/15/88	260,282	579	206	1532	54,719
213	7/18/88	260,386	579	206	1532	54,719
214	7/18/88	260,386	579	206	1532	54,719
215	7/21/88	261,458	579	206	1532	54,719
216	7/22/88	261,682	579	206	1532	54,722
217	7/22/88	261,042	579	206	1532	54,908
218	7/25/88	260,954	579	207	1532	54,910
219	7/25/88	261,194	579	208	1532	54,984
220	7/26/88	261,598	579	209	1535	54,991
221	7/27/88	261,482	579	208	1535	55,049
222	7/28/88	261,882	579	207	1535	55,056
223	7/29/88	262,066	579	207	1534	55,041
224	8/1/88	261,906	580	207	1535	55,127
225	8/1/88	261,946	581	207	1535	55,214
226	8/2/88	262,448	581	207	1536	55,214
227	8/2/88	260,542	581	207	1536	55,214
228	8/3/88	260,782	581	207	1536	55,308
229	8/4/88	261,838	581	207	1537	55,339
230	8/8/88	262,296	581	207	1537	55,339
231	8/8/88	261,886	581	207	1537	55,345

# Zork Zero Compilations (page 7)

<u>Release#</u>	<u>Date</u>		<u>Size</u>	<u>Objects</u>	<u>Globals</u>	<u>Vocab</u>	<u>Pre-Load</u>
153	5/10/88	← YZIP Conversion	245,598	580	192	1491	54,061
154	5/11/88		245,766	580	190	1491	53,983
155	5/11/88		245,810	580	190	1491	53,983
156	5/11/88		245,818	580	190	1491	53,989
157	5/11/88		245,840	580	190	1491	53,989
158	5/12/88		245,860	580	190	1491	53,989
159	5/12/88		245,694	580	190	1491	53,971
160	5/12/88		245,970	580	190	1491	54,015
161	5/13/88		245,870	580	190	1491	54,015
162	5/13/88		245,870	580	190	1491	54,015
163	5/15/88		246,794	580	189	1494	54,493
164	5/16/88		247,322	584	189	1494	54,332
165	5/16/88		247,622	584	189	1491	53,852
166	5/17/88		248,282	584	190	1493	54,050
167	5/17/88		249,060	585	190	1493	54,374
168	5/17/88		249,392	585	190	1493	54,689
169	5/18/88		249,846	585	190	1493	55,220
170	5/18/88		250,190	585	190	1493	55,535
171	5/19/88		250,566	585	190	1493	55,787
172	5/20/88		253,574	585	192	1495	56,508
173	5/22/88		253,622	585	192	1495	56,589
174	5/24/88		254,708	579	192	1566	57,679
175	5/24/88		254,728	579	192	1566	57,679
176	5/24/88		253,840	578	192	1566	57,224
177	5/25/88		252,788	578	192	1524	56,132
178	5/26/88		252,836	578	192	1524	56,132
179	5/26/88		253,810	578	192	1524	55,652
180	6/3/88		253,904	578	192	1524	54,009
181	6/6/88		253,904	578	192	1524	54,009
182	6/6/88		256,094	578	192	1526	54,033
183	6/7/88		256,130	578	192	1526	54,033
184	6/9/88		257,000	579	193	1530	54,197
185	6/9/88		257,088	579	194	1530	54,202
186	6/12/88		257,186	579	194	1531	54,226
187	6/14/88		257,510	579	194	1531	54,276
188	6/15/88		258,174	579	195	1532	54,276

# Zork Zero Compilations (page 6)

<u>Release#</u>	<u>Date</u>	<u>Size</u>	<u>Objects</u>	<u>Globals</u>	<u>Vocab</u>	<u>Pre-Load</u>
115	3/29/88	199,268	545	167	1343	51,057
116	3/31/88	201,600	546	168	1348	51,252
117	4/3/88	203,072	547	168	1350	51,351
118	4/5/88	206,684	547	176	1353	51,651
119	4/6/88	206,850	547	176	1353	51,657
120	4/6/88	206,428	547	176	1353	51,657
121	4/10/88	206,800	547	176	1353	51,657
122	4/11/88	207,664	547	166	1355	51,250
123	4/11/88	207,776	547	167	1355	51,252
124	4/13/88	208,640	549	165	1358	51,349
125	4/14/88	208,648	549	165	1358	51,349
126	4/15/88	210,508	562	167	1381	52,291
127	4/15/88	213,150	566	173	1388	52,488
128	4/15/88	213,210	566	173	1388	52,488
129	4/15/88	213,212	566	173	1388	52,488
130	4/19/88	215,872	575	176	1418	53,292
131	4/19/88	216,108	575	176	1418	53,292
132	4/20/88	221,390	575	184	1425	53,541
133	4/20/88	221,694	576	184	1427	53,609
134	4/20/88	221,694	576	184	1427	53,609
135	4/21/88	222,480	577	188	1460	54,081
136	4/25/88	226,170	578	187	1475	54,375
137	4/26/88	227,486	579	188	1479	54,483
138	4/27/88	227,950	580	188	1483	54,596
139	4/28/88	228,706	580	191	1484	54,627
140	5/2/88	230,212	580	192	1485	54,713
141	5/2/88	230,218	580	192	1485	54,713
142	5/2/88	230,194	580	192	1485	54,713
143	5/3/88	230,348	580	192	1485	54,727
144	5/3/88	230,326	580	192	1486	54,753
145	5/4/88	230,400	580	192	1487	54,767
146	5/5/88	235,012	580	192	1487	54,778
147	5/6/88	241,108	580	192	1490	54,839
148	5/6/88	241,108	580	192	1490	54,839
149	5/9/88	247,342	580	192	1491	54,778
150	5/9/88	247,406	580	192	1491	54,778

# Zork Zero Compilations (page 5)

<u>Release #</u>	<u>Date</u>	<u>Size</u>	<u>Objects</u>	<u>Globals</u>	<u>Vocab</u>	<u>Pre-Load</u>
80	1/19/88	184,280	472	211	1193	45,924
81	1/20/88	189,496	472	211	1193	45,924
82	1/20/88	184,468	472	211	1193	45,924
83	1/20/88	184,468	472	211	1193	45,924
84	1/21/88	186,200	472	211	1193	46,217
85	2/16/88	190,170	484	216	1212	46,700
86	2/17/88	192,830	491	219	1221	47,056
87	2/18/88	194,042	494	219	1221	47,150
88	2/18/88	194,704	495	219	1224	47,241
89	2/19/88	191,854	497	218	1223	47,320
90	2/19/88	191,858	497	218	1223	47,320
91	2/22/88	196,442	516	214	1250	48,347
92	2/23/88	197,138	515	216	1250	48,365
93	2/23/88	198,536	519	216	1255	48,564
94	2/23/88	198,552	519	216	1255	48,564
95	2/24/88	199,218	519	216	1255	48,584
96	2/24/88	201,494	526	218	1262	48,950
97	2/28/88	203,032	526	153	1263	48,204
98	3/1/88	203,472	526	156	1267	48,977
99	3/1/88	203,106	526	156	1267	48,977
100	3/2/88	203,428	520	156	1268	48,849
101	3/2/88	203,750	520	156	1269	48,872
102	3/3/88	204,934	522	158	1273	49,024
103	3/7/88	206,168	523	161	1280	49,203
104	3/8/88	207,080	524	160	1290	49,078
105	3/9/88	208,324	527	159	1299	49,348
106	3/11/88	227,478	528	160	1307	49,463
107	3/14/88	227,644	528	160	1308	49,444
108	3/17/88	189,984	528	159	1303	49,619
109	3/18/88	189,982	528	159	1303	49,597
110	3/20/88	190,842	530	159	1304	49,670
111	3/21/88	190,826	530	159	1304	49,670
112	3/21/88	192,700	531	162	1307	49,763
113	3/25/88	197,160	545	163	1330	50,580
114	3/27/88	199,332	545	164	1342	50,895

← Daniel

← Frequent Words

# Zork Zero Compilations (page 4)

Release#	Date	Size	Objects	Globals	Vocab	Pre-Load
44	12/7/87	154,778	425	189	983	40,436
45	12/8/87	154,460	425	191	985	40,478
46	12/8/87	155,046	425	191	985	40,478
47	12/9/87	155,096	425	190	985	40,489
48	12/9/87	155,096	425	190	985	40,489
49	12/9/87	155,456	425	190	985	40,489
50	12/10/87	155,706	425	189	986	40,565
51	12/14/87	156,106	425	189	986	40,655
52	12/15/87	156,234	425	189	986	40,563
53	12/16/87	156,614	425	189	986	40,566
54	12/17/87	156,646	425	189	986	40,566
55	12/17/87	157,378	425	189	989	40,631
56	12/17/87	157,382	425	189	989	40,631
57	12/17/87	159,418	431	190	1001	41,018
58	12/22/87	163,370	435	190	1049	43,081
59	12/22/87	163,218	435	190	1049	43,081
60	12/22/87	163,218	435	190	1049	43,081
61	12/22/87	162,594	438	190	1056	42,216
62	12/23/87	162,658	438	190	1056	42,247
63	12/23/87	162,658	438	190	1056	42,247
64	1/2/88	162,972	438	190	1056	42,247
65	1/2/88	164,019	438	190	1083	42,470
66	1/2/88	165,904	438	190	1084	42,504
67	1/4/88	169,320	441	190	1139	43,412
68	1/5/88	169,672	441	192	1142	43,481
69	1/7/88	176,316	446	197	1154	43,968
70	1/10/88	177,828	446	196	1154	43,960
71	1/11/88	177,786	455	201	1170	44,585
72	1/13/88	182,054	471	205	1184	45,693
73	1/14/88	182,298	471	205	1184	45,692
74	1/14/88	183,740	472	206	1183	45,748
75	1/15/88	182,100	472	206	1183	45,793
76	1/17/88	182,868	472	208	1183	45,793
77	1/17/88	182,884	472	208	1183	45,793
78	1/18/88	184,132	472	210	1194	45,946
79	1/18/88	184,144	472	211	1193	45,924

# Zork Zero Compilations (page 3)

Release #	Date	Size	objects	Globals	Vocab	Pre-Load
8	11/4/87	143,298	397	180	967	38,148
9	11/4/87	143,386	397	180	967	38,157
10	11/9/87	143,582	397	180	967	38,273
11	11/10/87	143,606	397	180	967	38,273
12	11/10/87	143,614	397	180	967	38,273
13	11/10/87	143,666	398	180	967	38,302
14	11/10/87	143,670	398	180	968	38,308
15	11/11/87	143,686	398	180	968	38,308
16	11/18/87	148,714	414	180	977	38,973
17	11/18/87	149,470	415	179	977	39,090
18	11/19/87	149,438	415	179	977	39,098
19	11/19/87	149,434	415	179	972	39,038
20	11/19/87	149,078	415	179	977	39,090
21	11/20/87	149,706	415	179	977	39,089
22	11/23/87	149,482	415	179	977	39,089
23	11/23/87	149,518	415	179	977	39,089
24	11/23/87	149,566	415	179	977	39,089
25	11/23/87	149,610	415	179	977	39,089
26	11/24/87	149,766	415	179	977	39,089
27	11/25/87	149,866	415	179	977	39,095
28	11/25/87	149,786	415	179	977	39,095
29	11/30/87	150,098	415	179	977	39,219
30	11/30/87	150,222	415	179	977	39,228
31	12/2/87	150,670	415	180	977	39,306
32	12/2/87	151,050	416	180	979	39,397
33	12/3/87	151,278	416	180	979	39,397
34	12/3/87	152,338	419	181	983	39,612
35	12/3/87	152,782	419	182	983	39,658
36	12/3/87	153,486	419	183	983	40,040
37	12/4/87	152,206	419	183	983	40,040
38	12/4/87	152,414	419	183	983	40,046
39	12/4/87	152,774	419	186	983	40,132
40	12/4/87	152,778	419	186	983	40,132
41	12/5/87	152,842	419	186	983	40,136
42	12/7/87	153,010	419	186	983	40,206
43	12/7/87	153,390	419	186	983	40,210

# Zork Zero Compilations (page 2)

<u>Release#</u>	<u>Date</u>	<u>Size</u>	<u>Objects</u>	<u>Globals</u>	<u>Vocab</u>	<u>Pre-Load</u>
36	10/6/87	100,508	298	150	776	26,388
37	10/8/87	101,364	298	150	775	26,393
38	10/8/87	101,646	299	151	782	26,497
39	10/8/87	101,646	299	151	782	26,497
40	10/8/87	102,378	305	151	787	26,767
41	10/9/87	104,134	305	153	792	26,883
42	10/9/87	104,558	307	153	794	26,930
43	10/12/87	106,430	317	153	805	27,415
44	10/13/87	107,354	319	153	822	27,691
45	10/13/87	108,802	322	155	830	27,877
46	10/13/87	109,410	322	156	831	27,906
47	10/14/87	110,474	322	159	843	28,060
48	10/14/87	112,762	332	159	846	28,429
49	10/15/87	115,902	350	161	865	29,199
50	10/15/87	116,554	350	163	869	29,262
51	10/16/87	117,338	352	164	873	29,368
52	10/16/87	117,906	352	166	873	29,388
53	10/19/87	121,122	354	170	882	29,635
54	10/19/87	121,126	354	170	882	29,635
55	10/19/87	121,710	356	171	883	29,703
56	10/19/87	122,270	355	172	886	29,743
57	10/19/87	123,602	360	172	890	29,947
58	10/20/87	126,638	371	175	909	30,551
59	10/20/87	126,682	371	175	909	30,621
60	10/20/87	126,706	371	175	910	30,630
61	10/21/87	129,698	381	179	923	31,150
62	10/21/87	131,378	388	184	930	31,566
63	10/21/87	132,682	396	187	947	32,015
64	10/22/87	133,794	396	189	957	32,164
1	11/1/87 (new parser)	144,650	397	180	966	33,206
2	11/2/87	143,698	397	181	967	33,226
3	11/3/87	143,698	397	181	967	33,226
4	11/3/87	143,688	397	181	967	33,226
5	11/3/87	143,690	397	181	967	33,226
6	11/3/87	143,658	397	181	967	33,226
7	11/6/87	143,618	397	181	967	33,226

# Zork Zero Compilations

Release #	Date	Size	Objects	Globals	Vocab	Pre-Load
1	8/31/87	50,144	77	108	543	15,232
2	9/4/87	51,624	83	111	552	15,531
3	9/4/87	54,128	96	114	572	16,307
4	9/8/87	55,196	97	114	578	16,425
5	9/8/87	57,156	109	113	584	16,894
6	9/9/87	58,738	114	114	587	17,128
7	9/9/87	51,266	128	114	599	17,720
8	9/10/87	62,534	138	114	604	18,022
9	9/10/87	64,742	147	116	608	18,426
10	9/10/87	66,330	155	116	624	18,916
11	9/11/87	66,714	158	116	624	19,036
12	9/16/87	67,798	160	117	624	19,091
13	9/16/87	68,210	160	118	624	19,130
14	9/16/87	69,022	161	121	624	19,182
15	9/17/87	69,198	161	121	626	19,216
16	9/17/87	70,474	167	122	644	19,624
17	9/17/87	71,426	168	123	647	19,752
18	9/18/87	71,974	174	123	654	19,937
19	9/21/87	74,782	191	126	666	20,627
20	9/21/87	76,270	198	127	672	20,907
21	9/21/87	77,250	203	128	677	21,090
22	9/22/87	79,388	210	129	682	21,425
23	9/22/87	79,976	214	131	688	21,699
24	9/23/87	81,116	221	131	696	21,950
25	9/24/87	83,384	226	131	702	22,194
26	9/25/87	85,296	240	132	708	22,850
27	9/28/87	87,420	250	134	735	23,510
28	9/29/87	88,380	256	136	744	23,805
29	9/30/87	89,580	262	138	748	24,106
30	9/30/87	90,560	267	140	750	24,311
31	10/1/87	92,616	274	145	757	24,901
32	10/1/87	93,572	274	145	757	24,901
33	10/2/87	94,936	275	146	759	24,993
34	10/5/87	97,084	287	150	760	25,927
35	10/5/87	97,872	289	150	763	26,038

Re-Design Notes

WORLD BEST PROJECT: 1990  
Comments to Steve

1990-1991

Fantasy

probably 100%

As the main anthology, possibly in the Dark trilogy. It should be set in the Great Underground Centre, extending to the time of its collapse (98? GUS), and continuing through the time gear of the Dark trilogy). It could certainly end "back of a chair scene." There'd be some story, about as much as the Enchanter genre, but for the most part it would be an intensely quality-oriented game with a huge scenario. It would be great to re-assemble the Original Implementors for a design session.

Standard Level

Est. Dev. Time: 10-12 months

MYSTIC MYSTERIES

Mystery

50%

Four mini-mysteries, each set in the same locale, but during different periods of time: one during the 18th c., one during WWII, one during the present, and one set some point in the next century. Set the location, I'm leaning toward a small cruise-ship (Naturally, I would have to spend several weeks on cruise ship cruise research). Some ideas for the individual mysteries: In one of them, it turns out that you were actually the killer. But you suffer from amnesia because of a drug procedure done in struggle with the victim -- you first think that you also are involved in the murder, in another, you could be the descendant of a character in one of the previous periods, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. Or last story, set in the future, would have some sci-fi elements.

Standard Level (or mixed)

Est. Dev. Time: 12 months

INTERACTIVE TITLE

Humor

50%

Include me in campaign? "Have you always thought that God screwed it up? Try it yourself!" or more clearly "Play the back." It would be a short story format along the lines of the novel. The stories would include: Creation, The Garden of Eden, Noah and the Flood, Moses and the Exodus, the Tower of Babel, and Revelations (the last sections). The highlight: a story in which you experience the most controversial concept ever proposed by Interactive Fiction: playing the character of Jesus Christ. The text would all be in initials and basic and basic and sayeths. Part of my original effort to "mix" every genre in the universe.

Standard Level

Est. Dev. Time: 10 months

RELATIVE HUMOR

Humor

10%

The western comedy that Jerry Seinfeld. A lot of the basic design and a little bit of the improvisational is already done. If you don't recall, the basic story line is a Manhattan western with all the usual characters and situations, and the basic idea is that there are several versions with different personalities and degrees of connectivity that are constantly wandering "in" and "out" of the game. Another key novelty would be Mr. Smith, who can imitate nearly anything: "Here is a written bill which says I AM TAKING BILL. "Does! It's only Mr. Smith, being his famous bad-line bill imitation." Or... "Excellent Rutherford B. Hayes is at the bar." REPRODUCTION: COPY. "As you speak, you realize that it isn't Rutherford B. Hayes after all, but merely Mr. Smith, using his highly advanced Rutherford Hayes imitation." A laugh riot.

Standard Level

Est. Dev. Time: 3 months

## STARBUCKS COFFEE

SCENARIO: CONVOY  
SIF

Standard Level  
Est. Dev. Time: 10 months

When Marvel Comics asked if we'd be interested in a collaboration I thought Steve did better job than you could think or what more interesting and weird and and fun superheroes than those sent out during Marvel Comics superheroes. Such as Iron Man, Thor, and even Hulk. Put them into my vegetable beginning with voice. In my opinion, the possibility, was we tell the teenagers or any pizza before the day it ever happened. I was told it's a Mitchmaker's/Sashcom type game in which you can play your choice of any of half-a-dozen super-heroes. The story would be slightly different depending on which you chose. If you elected to portray Spider-Man (able to communicate with any member of the worm family), you wouldn't be able to work without the Doctor Doom (able to devour entire sight-lines/eyes). And the other superheroes wouldn't obey you as readily. Potential for lots of interesting puzzles. Possible PPS elements.

## THE VIABLE IDEA

Experimental  
SIF or SIF

Standard Level (or mixed)  
Est. Dev. Time: 4 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character, created from scratch, an absolute isolation, five (or so) items would enter a small area (one or two rooms) of a puzzle, ten to twenty rooms) around that original room. The editor would be responsible for integrating the five ideas together, ensuring the code doesn't suck that there aren't any cross repetition in the objects, and of course, fixing bugs. I think that seeing how different people can't be different directions from the same starting point would make for an interesting, interactive puzzle experience.

## TITANIC

SCENARIO: CONVOY  
SIF

Standard Level (or mixed)  
Est. Dev. Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, and technologically advanced ocean liner, carrying many of the world's richest and most famous people, was struck the end of its maiden voyage. At 11:40 a.m. on April 14, 1912, the Titanic struck the huge ship, leaving a 300 foot gash in its side. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship sinks and you feel a lurch, drawn out shudder pass through the ship, you must begin the process of boarding the restricted Third Class section, retrieving the MacGuffin from the museum's safe amidst the confusion, and surviving the sinking, to complete your delivery assignment. The actual events of those 100 minutes between crash and sinking would occur around you. I see this as a game of split-second timing, that would require quickly playing to optimize your time in order to solve all the puzzles in the shortest possible time. But you would also have all the puzzles and slowly wander around the ship in a "random" fashion in the light of this amazing event.

Mixed Genre

Standard Level (or mixed)

SLIP

Est. Dev. Time: 12 months

A collection of "novels, scenarios," many or all of which would be designed to play in the setting of "interactivity" on tape or disc. I envision around ten stories on the disc. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or phrase of the beginning. The stories would probably be from several different genres. This could be a good chance to try a lot of interesting ideas which are too experimental to mix a whole product on, or are just too small to become a full story. There could be some new genres, some completely accessible stories, a story with interactivity. A story or two could be longer, to give evidence into developing multi-hour interactive fiction efforts. The description of interactivity story format will certainly have an impact.

Some problems with the idea: Is it just too disjoint? Is there anyway to tie the stories together? (One thought for tying the stories together: there are 4 siblings, and each brother/sister appears in one of the stories as a character; they could have cross-references to the siblings in the other stories.) What would the package be like? How would the program be called? Would it turn off our characters first?

Any pending "interactivity" related work? (e.g. Doctor Who, collaborations)

Any "new technologies" to be considered? (e.g. sound, SLIP features)

\*\*\*\* Next Project \*\*\*\*  
(comments to Steve)

ZORK ZERO

Fantasy  
probably EZIP  
As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, beginning at the time of its collapse (883 GUE), and continuing through 948 (the year of the Zork trilogy). It would certainly end "west of a white house." There'd be some story, about as much as the Enchanter games, but for the most part it would be an intensely puzzle-oriented game with a huge geography. It would be great to re-assemble the Original Implementors for a design session.

Standard Level  
Est. Dev. Time: 10-12 months

MINUTE MYSTERIES

Mystery  
EZIP  
Four mini-mysteries, each set in the same locale, but during different periods of time: one during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I would have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them, it turns out that you were actually the killer, but are suffering from amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would have some sci-fi elements.

Standard Level (or mixed)  
Est. Dev. Time: 12 months

INTERACTIVE BIBLE

Humor  
EZIP  
Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" or more simply "Play The Book." It would be a short story format along the lines of Wordplay. The stories would include: Creation, The Garden of Eden, Noah and the Flood, Moses and the Exodus from Egypt, and Revelations (the last section). The highlight: a story in which you experience the most controversial concept ever attempted by interactive fiction: playing the character of Jesus Christ. The text would all be in shalts and begats and haths and sayeths. Part of my ongoing effort to offend every person in the universe.

Standard Level  
Est. Dev. Time: 10 months

BLAZING PARSERS

Humor  
ZIP  
The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything "There is a bowling ball here." TAKE BOWLING BALL. "Doos! It's only Mr. Smith doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith doing his totally awesome President Rutherford Hayes imitation." A laugh riot

Standard Level  
Est. Dev. Time: 8 months

\*\*\*\*  
ve)

Standard Level  
Est. Dev. Time: 10-12 months  
ork trilogy. It would be set in the  
time of its collapse (883 GUE), and  
ork trilogy). It would certainly end  
story, about as much as the Enchanter  
n intensely puzzle-oriented game with  
e-assemble the Original Implementors

I like this one, if either we all work on it  
More, you, me, Tim, etc.) or I at least  
input into it. I think the collaborative Zork  
are better than the single-author ones (5-6)

⑨ [ If it's just one author ]

ES  
Standard Level (or mixed)  
Est. Dev. Time: 12 months  
locale, but during different periods  
ng WWII, one during the present, and  
or the location, I'm leaning toward  
have to spend several weeks on cruise  
individual mysteries: In one of them,  
ller, but are suffering from amnesia  
le with the victim -- you first think  
r! In another, you would be the desc-  
ous stories, attempting to prove the  
xed up in a new murder, and having to  
ure, would have some sci-fi elements.

Boring. Not enough room for one good one  
in EZIP, much less four.

②

LE  
Standard Level  
Est. Dev. Time: 10 months  
thought that God screwed it up? Try  
k." It would be a short story format  
ould include: Creation, The Garden of  
odus from Egypt, and Revelations (the  
which you experience the most contro-  
ive fiction: playing the character of  
lts and begats and haths and sayeths.  
person in the universe.

→ It won't. ③  
Besides, it's really just a series of one-l  
a, it's not really going to be offensive  
for the attricnts or time enough for the believ

S  
Standard Level  
Est. Dev. Time: 8 months  
lot of the basic design and a little  
If you don't recall, the basic story  
usual characters and situations, and  
persars with different personalities  
tly wandering "in" and "out" of the  
th, who can imitate nearly anything:  
NG BALL. "Doos! It's only Mr. Smith,  
Dr... "President Rutherford B. Hayes  
"As you begin speaking, you realize  
yes after all, but merely Mr. Smith,  
ford Hayes imitation." A laugh riot.

①  
One big inside joke.  
A western is a good idea though, but pla  
a little more straight.

[ A western is a ⑥ ]

PD

Scale

1 ← Infidel  
10 ← Hetholun's Guide to Zork

PD

Standard Level  
Time: 10-12 months  
would be set in the  
pse (883 GUE), and  
would certainly end  
ch as the Enchanter  
-oriented game with  
iginal Implementors

I like this one, if either we all work on it (e.g.,  
Marc, you, me, Tim, etc.) or I at least have some  
input into it. I think the collaborative Zorks (1 → 3,4)  
are better than the single-author ones (5-6).

! (9) [If it's just one author (5)]

rd Level (or mixed)  
ev. Time: 12 months  
g different periods  
g the present, and  
I'm leaning toward  
ral weeks on cruise  
es: In one of them,  
fering from amnesia  
-- you first think  
would be the desc  
moting to prove the  
rder, and having to  
me sci-fi elements.

Boring. Not enough room for one good mystery  
in E21P, much less four.

(2)

Standard Level  
ev. Time: 10 months  
screwed it up? Try  
short story format  
tion, The Garden of  
nd Revelations (the  
ce the most contro  
ing the character of  
haths and sayeths.  
erse.

→ It won't. (3)  
Besides, it's really just a series of one-liners.  
a, it's not really going to be offensive enough  
for the atheists or tame enough for the believers.

Standard Level  
Dev. Time: 8 months  
esign and a little  
11, the basic story  
nd situations, and  
erent personalities  
and "out" of the  
te nearly anything:  
t's only Mr. Smith,  
Rutherford B. Hayes  
aking, you realize  
t merely Mr. Smith,  
on." A laugh riot.

(1)  
One big inside joke.  
A western is a good idea though, but played  
a little more straight.

[A western is a (6)]

SUPER-HERO LEAGUE OF AMERICA

Fantasy? Comedy?

Standard Level

EZIP

Est. Dev. Time: 10 months

When Marvel Comics asked if we'd be interested in a collaboration I thought Steve old buddy old pal, you could think up alot more interesting and weird and fun superheroes than those worn out boring Marvel Comics superheroes. Such as Farm Stand Man, who can turn himself into any vegetable beginning with vowel. Dr Madmoiselle Mozzarella, who can tell the toppings on any pizza before the box is even opened! I see this as a Hitchhiker's/Rashomon type game in which you can play your choice of any of half-a-dozen super-heroes. The story would be slightly different depending on which one you chose. If you elected to portray Annelid Man (able to communicate with any member of the worm family) you wouldn't command as much respect as Doctor Asphalt (able to devour entire eight-lane highways), and the other super-heroes wouldn't obey you as readily. Potential for lots of interesting puzzles. Possible RPG elements.

"THE VIABLE IDEA"

Experimental

Standard Level (or mixed)

ZIP or EZIP

Est. Dev. Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around the original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

TDA? Docu-drama?

Standard Level (or mixed)

EZIP

Est. Dev. Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of its maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 30 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship you must begin the process of escaping the restricted Third Class section, retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual event of those 150 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

LEAGUE OF AMERICA

Standard Level

Est. Dev. Time: 10 months

would be interested in a collaboration I thought  
could think up alot more interesting and weird and  
born out boring Marvel Comics superheroes. Such  
on himself into any vegetable beginning with a  
, who can tell the toppings on any pizza before  
this as a Hitchhiker's/Rashomon type game in  
of any of half-a-dozen super-heroes. The story  
ending on which one you chose. If you elected to  
communicate with any member of the worm family),  
spect as Doctor Asphalt (able to devour entire  
other super-heroes wouldn't obey you as readily.  
ing puzzles. Possible RPG elements.

9

This is great. The super-heroes s  
So silly, though .... maybe.

Imagine a Bldg. 19 where you b  
superhero equipment?

VIABLE IDEA"

Standard Level (or mixed)

Est. Dev. Time: 6 months

h as a way to produce a game in much less time  
but which I think is an interesting idea even  
e person (the Editor) designs a tiny "piece" of  
few objects with action routines, maybe even a  
in complete isolation, five (or so) imps would  
e of puzzles, ten to twenty rooms) around that  
be responsible for integrating the five ideas  
ing sure that there wasn't any gross repetition  
fixing bugs. I think that seeing how different  
ons from the same starting point would make for  
on experience.

5

1/5 of a game takes more than  
to do. When are 5 imps ever  
This never works all that well

TITANIC

Standard Level (or mixed)

Est. Dev. Time: 10-12 months

moments in history. The world's largest, most  
anced ocean liner, carrying many of the world's  
was nearing the end of it's maiden voyage. At  
iceberg sideswiped the huge ship, leaving a 300  
n three hours later the "unsinkable" Titanic was  
er. The events of that night are well-recounted

6

Too bad it isn't coming out l  
Is it too serious?  
Is it too big?

mic, travelling in Third Class to disguise the  
ansporting a MacGuffin from London to New York.  
a long, drawn out shudder pass through the ship,  
escaping the restricted Third Class section,  
the purser's safe amidst the confusion, and  
ete your delivery assignment. The actual events  
berg and sinking would occur around you. I see  
timing, that would require multiply playing to  
solve all the puzzles in the shortest possible  
ore all the puzzles and simply wander around the  
the sights of this amazing event.

→ I don't like (long/multiple)

Standard Level  
Dev. Time: 10 months  
In collaboration I thought  
of something and weird and  
superheroes. Such  
as beginning with a  
pizza before  
any type game in  
superheroes. The story  
of the worm family),  
to devour entire  
as readily.  
ents.

9

This is great. The super-heroes shouldn't be quite  
so silly, though .... maybe.

Imagine a Bldg. 19 where you buy old/damaged  
superhero equipment?

Standard Level (or mixed)  
Dev. Time: 6 months  
It takes much less time  
for an interesting idea even  
as a tiny "piece" of  
lines, maybe even a  
(or so) imps would  
rooms) around that  
of the five ideas  
any gross repetition  
seeing how different  
point would make for

5

$\frac{1}{5}$  of a game takes more than  $\frac{1}{5}$  the time  
to do. When are 5 imps ever free?  
This never works all that well in literature.

Standard Level (or mixed)  
Dev. Time: 10-12 months  
The world's largest, most  
many of the world's  
maiden voyage. At  
ship, leaving a 300  
unkable" Titanic was  
are well-recounted

6

Too bad it isn't coming out last January.  
Is it too serious?  
Is it too big?

to disguise the  
London to New York.  
through the ship,  
rd Class section,  
the confusion, and  
The actual events  
around you. I see  
multiply playing to  
the shortest possible  
y wander around the  
ent.

→ I don't like (long/multiple) timing puzzles.

THE BEST OF STEVO

Mixed genre  
EZIP

Standard Level (or mixed)  
Est. Dev. Time: 12 months

A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from several different genres. This would be a good chance to try a lot of interesting ideas which are too experimental to risk a whole product on, or are just too small to become a full story. There could be some new genres, some completely puzzleless stories, a story with replayability. A story or two could be longer, to wean beginners into accepting multi-hour interactive fiction efforts. The reaction to Jeff's short story format will certainly have an impact.

Some problems with the idea: is it just too disjoint? Is there anyway to tie the stories together? (One thought for tying the stories together: there are siblings, and each brother/sister appears in one of the stories as a character they could make cross references to the sibling in the other stories.) What would the package be like? What would the program be called? Would it turn off our hard-core fans?

Any pending "marketing-driven" concepts? (e.g. Doctor Who, collaborations)

Any "new technologies" to consider? (e.g. sound, XZIP features)

Restaurant? Doug would work with you...

I don't like Dr. Who.

Garry Trudeau? / Gary Larson / Berke Breathed } "Illumination"  
(pri)

THE BEST OF STEVE

Standard Level (or mixed)

Est. Dev. Time: 12 months

es," many or all of which would be designed to play  
tely an hour or two. I envision around ten stories  
little or no connection to each other. The manual  
ents so that you could enter any story you wanted  
r at the beginning. The stories would probably be  
res. This would be a good chance to try a lot of  
too experimental to risk a whole product on, or are  
full story. There could be some new genres, some  
s, a story with replayability. A story or two could  
s, into accepting multi-hour interactive fiction  
eff's short story format will certainly have an

: is it just too disjoint? Is there anyway to tie  
thought for tying the stories together: there are N  
ister appears in one of the stories as a character;  
ences to the sibling in the other stories.) What  
hat would the program be called? Would it turn off

n" concepts? (e.g. Doctor Who, collaborations)

nsider? (e.g. sound, XZIP features)

st? Doug would work with you...

like Dr. Who.

ou dean? / Gary Larson / Berkeley Breathed } "Illuminated" comic adventure.  
(potentially offensive)\*

4

Might be an interesting  
the "too-much-time" a

\*see "Interactive Bible"

rd Level (or mixed)  
ev. Time: 12 months  
be designed to play  
around ten stories  
other. The manual  
ny story you wanted  
s would probably be  
ce to try a lot of  
product on, or are  
e new genres, some  
story or two could  
nteractive fiction  
l certainly have an

there anyway to tie  
gether: there are N  
ies as a character;  
her stories.) What  
would it turn off

collaborations)

es)

you...

leathed } "Illuminated" comic adventure.  
(potentially offensive)\*

4

Might be an interesting way of tackling  
the "too-much-time" complaint

\*see "Interactive Bible"

\*\*\*\* Next Project \*\*\*\*  
 (comments to Steve)

(Amy)

## ZORK ZERO

Fantasy

Standard Level

probably EZIP

Est. Dev. Time: 10-12 months

As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, beginning at the time of its collapse (883 GUE), and continuing through 948 (the year of the Zork trilogy). It would certainly end "west of a white house." There'd be some story, about as much as the Enchanter games, but for the most part it would be an intensely puzzle-oriented game with a huge geography. It would be great to re-assemble the Original Implementors for a design session.

## MINUTE MYSTERIES

Mystery

Standard Level (or mixed)

EZIP

Est. Dev. Time: 12 months

Four mini-mysteries, each set in the same locale, but during different periods of time: one during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I would have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them, it turns out that you were actually the killer, but are suffering from amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would have some sci-fi elements

## INTERACTIVE BIBLE

Humor

Standard Level

EZIP

Est. Dev. Time: 10 months

Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" or more simply "Play The Book." It would be a short story format along the lines of Wordplay. The stories would include: Creation, The Garden of Eden, Noah and the Flood, Moses and the Exodus from Egypt, and Revelations (the last section). The highlight: a story in which you experience the most controversial concept ever attempted by interactive fiction: playing the character of Jesus Christ. The text would all be in shalts and begats and haths and sayeths. Part of my ongoing effort to offend every person in the universe.

## BLAZING PARSERS

Humor

Standard Level

ZIP

Est. Dev. Time: 8 months

The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything: "There is a bowling ball here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith, doing his famous bowling ball imitation." Dr... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith, doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

AMY

\*\*\* Next Project \*\*\*  
(comments to Steve)

(Amy)

ZORK ZERO

Standard Level

Est. Dev. Time: 10-12 months  
prequel to the Zork trilogy. It would be set in the beginning at the time of its collapse (883 GUE), and the year of the Zork trilogy). It would certainly end There'd be some story, about as much as the Enchanter part it would be an intensely puzzle-oriented game with would be great to re-assemble the Original Implementors

\*\*\*

4

Good idea. (Better than just have more of the original flavor)

MINUTE MYSTERIES

Standard Level (or mixed)

Est. Dev. Time: 12 months  
set in the same locale, but during different periods 1910's, one during WWII, one during the present, and next century. For the location, I'm leaning toward naturally, I would have to spend several weeks on cruise some ideas for the individual mysteries: In one of them, are actually the killer, but are suffering from amnesia and during a struggle with the victim -- you first think ed by the murderer! In another, you would be the desc- one of the previous stories, attempting to prove the re, and getting mixed up in a new murder, and having to y, set in the future, would have some sci-fi elements.

Unless marketing vetoes

\*\*\*

3

INTERACTIVE BIBLE

Standard Level

Est. Dev. Time: 10 months  
"Have you always thought that God screwed it up? Try mply "Play The Book." It would be a short story format ay. The stories would include: Creation, The Garden of Moses and the Exodus from Egypt, and Revelations (the ight: a story in which you experience the most contro- mpted by interactive fiction: playing the character of ould all be in shalts and begats and haths and sayeths. t to offend every person in the universe.

\*\*\*

5th

-Probably could get further than

BLAZING PARSERS

Standard Level

Est. Dev. Time: 3 months  
erry started. A lot of the basic design and a little o is already done. If you don't recall, the basic story ern with all the usual characters and situations, and re are several parsers with different personalities y that are constantly wandering "in" and "out" of the es around Mr. Smith, who can imitate nearly anything: here." TAKE BOWLING BALL. "Dops! It's only Mr. Smith, ball imitation." Or... "President Rutherford B. Hayes AT HAYES, HOWDY. "As you begin speaking, you realize Rutherford B. Hayes after all, but merely Mr. Smith, e President Rutherford Hayes imitation." A laugh riot.

Sounds funny but ordi  
- at least, that an ave

\*

8th

(there is no 2nd place)

Standard Level  
Time: 10-12 months  
would be set in the  
space (883 GUE), and  
would certainly end  
such as the Enchanter  
-oriented game with  
Original Implementors

\* \* \*

4

Good idea.. (Better than just PDL alone - at least, would have more of the original flavor.)

Standard Level (or mixed)  
Dev. Time: 12 months  
ing different periods  
ing the present, and  
I'm leaning toward  
several weeks on cruise  
es: In one of them,  
ffering from amnesia  
n -- you first think  
would be the desc-  
tempting to prove the  
order, and having to  
ome sci-fi elements.

Unless marketing vetoes more mysteries...

\* \* \* \*

3

Standard Level  
Dev. Time: 10 months  
screwed it up? Try  
a short story format  
ation, The Garden of  
and Revelations (the  
nce the most contro-  
ng the character of  
haths and sayeths.  
erse.

\* \* \*

5th

-Probably could get further than you ever have before...

Standard Level  
Dev. Time: 8 months  
Design and a little  
all, the basic story  
and situations, and  
erent personalities  
and "out" of the  
ite nearly anything:  
t's only Mr. Smith,  
Rutherford B. Hayes  
aking, you realize  
t merely Mr. Smith,  
on." A laugh riot.

Sounds funny but ordinary IF. No real gimmicks - at least, that an average customer would notice.

\*

8th place

## SUPER-HERO LEAGUE OF AMERICA

Fantasy? Comedy?

Standard Level

EZIP

Est. Dev. Time: 10 mont

When Marvel Comics asked if we'd be interested in a collaboration I thought Steve old buddy old pal, you could think up alot more interesting and weird a and fun superheroes than those worn out boring Marvel Comics superheroes. Such as Farm Stand Man, who can turn himself into any vegetable beginning with vowel. Or Madmoiselle Mozzarella, who can tell the toppings on any pizza before the box is even opened! I see this as a Hitchhiker's/Rashomon type game which you can play your choice of any of half-a-dozen super-heroes. The story would be slightly different depending on which one you chose. If you elected to portray Annelid Man (able to communicate with any member of the worm family you wouldn't command as much respect as Doctor Asphalt (able to devour entire eight-lane highways), and the other super-heroes wouldn't obey you as readily. Potential for lots of interesting puzzles. Possible RPG elements.

## "THE VIABLE IDEA"

Experimental

Standard Level (or mixed)

ZIP or EZIP

Est. Dev. Time: 6 mont

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" a game -- a couple of rooms, a few objects with action routines, maybe even character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around the original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

## TITANIC

TDA? Docu-drama?

Standard Level (or mixed)

EZIP

Est. Dev. Time: 10-12 mont

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of its maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic went down, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship you must begin the process of escaping the restricted Third Class section, retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual events of those 160 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing and optimizing your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

Standard Level

Est. Dev. Time: 10 months

ed if we'd be interested in a collaboration I thought you could think up alot more interesting and weird and those worn out boring Marvel Comics superheroes. Such can turn himself into any vegetable beginning with a zzzarella, who can tell the toppings on any pizza before I see this as a Hitchhiker's/Rashomon type game in choice of any of half-a-dozen super-heroes. The story ent depending on which one you chose. If you elected to ble to communicate with any member of the worm family), much respect as Doctor Asphalt (able to devour entire nd the other super-heroes wouldn't obey you as readily. interesting puzzles. Possible RPG elements.

XZIP?

A humorous RPG! Fr um, says, there is no

(If set up somewhat super-heroes solve diff

- Tied

\*\*\*\*\*

"THE VIABLE IDEA"

Standard Level (or mixed)

Est. Dev. Time: 5 months

e up with as a way to produce a game in much less time xpected, but which I think is an interesting idea even ally, one person (the Editor) designs a tiny "piece" of oms, a few objects with action routines, maybe even a this, in complete isolation, five (or so) imps would (a couple of puzzles, ten to twenty rooms) around that or would be responsible for integrating the five ideas ode, making sure that there wasn't any gross repetition course, fixing bugs. I think that seeing how different directions from the same starting point would make for ve fiction experience.

"Thieves World" on disk

(If we're down to only th do this?)

I like this idea, but I d and PDL, that any enou enough to make it sel

TITANIC

Standard Level (or mixed)

Est. Dev. Time: 10-12 months

ramatic moments in history. The world's largest, most ally advanced ocean liner, carrying many of the world's people, was nearing the end of it's maiden voyage. At 1912 an iceberg sideswiped the huge ship, leaving a 300 ess than three hours later the "unsinkable" Titanic was with her. The events of that night are well-recounted

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Tied for 1st wist

he Titanic, travelling in Third Class to disguise the on: transporting a MacGuffin from London to New York. u feel a long, drawn out shudder pass through the ship, ess of escaping the restricted Third Class section, n from the purser's safe amidst the confusion, and o complete your delivery assignment. The actual events ~~w~~een iceberg and sinking would occur around you. I see -second timing, that would require multiply playing to rder to solve all the puzzles in the shortest possible lso ignore all the puzzles and simply wander around the ing in the sights of this amazing event.

(I have some reservate second timing/multiple second timing in Trinit Prof - only proved nause Suspended I finally gav out of boredom...)

Standard Level  
Time: 10 months  
ration I thought  
ing and weird and  
uperheroes. Such  
beginning with a  
any pizza before  
on type game in  
eroes. The story  
If you elected to  
the worm family),  
to devour entire  
y you as readily.  
ts.

XZIP?

A humorous RPG! From what Brian yells,  
um, says, there is no humor in RPG now...

(If set up somewhat RPG-ishly (different  
super-heroes solve different puzzles in different ways?))

- Tied for 1<sup>st</sup> with Titanic

\*\*\*\*\*

Level (or mixed)  
v. Time: 6 months  
in much less time  
resting idea even  
a tiny "piece" of  
es, maybe even a  
(or so) imps would  
ooms) around that  
ng the five ideas  
gross repetition  
ing how different  
nt would make for

"Thieves World" on disk \*\*

(If we're down to only three imps, could you still  
do this?)

I like this idea, but I don't think, other than you  
and PDL, that ~~any~~ enough imps are famous  
enough to make it sell.

6<sup>th</sup> or 7<sup>th</sup>

Level (or mixed)  
ime: 10-12 months  
s largest, most  
y of the world's  
iden voyage. At  
io, leaving a 300  
able" Titanic was  
re well-recounted

\*\*\*\*\*

Tied for 1<sup>st</sup> with Superheroes

(I have some reservations about the split-  
second timing/multiple playing bit. The split  
second timing in Trinity - admittedly, it was by  
Prof - only proved nauseatingly frustrating.  
Suspended 1 finally gave up trying to do better  
out of boredom...)

to disguise the  
ndon to New York.  
through the ship,  
Class section,  
confusion, and  
The actual events  
ound you. I see  
ultiply playing to  
shortest possible  
wander around the  
t.

THE BEST OF STEVO

Mixed genre

Standard Level (or mixed

EZIP

Est. Dev. Time: 12 months

A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from several different genres. This would be a good chance to try a lot of interesting ideas which are too experimental to risk a whole product on, or are just too small to become a full story. There could be some new genres, some completely puzzleless stories, a story with replayability. A story or two could be longer, to wean beginners into accepting multi-hour interactive fiction efforts. The reaction to Jeff's short story format will certainly have an impact.

Some problems with the idea: is it just too disjoint? Is there anyway to tie the stories together? (One thought for tying the stories together: there are siblings, and each brother/sister appears in one of the stories as a character; they could make cross references to the sibling in the other stories.) What would the package be like? What would the program be called? Would it turn off our hard-core fans?

Any pending "marketing-driven" concepts? (e.g. Doctor Who, collaborations)

Any "new technologies" to consider? (e.g. sound, XZIP features)

THE BEST OF STEVO

Standard Level (or mixed)

Est. Dev. Time: 12 months

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n" concepts? (e.g. Doctor Who, collaborations)

nsider? (e.g. sound, XZIP features)

\* \*

(7<sup>th</sup>) or 6<sup>th</sup>

(Yes comma no. Jeff's game man  
it's also word games. I don't th  
anything valuable - marketing  
short stories or word games - fro

Think of Prof's flaming about "Ca  
a role in each story...

Level (or mixed)  
Time: 12 months  
designed to play  
around ten stories  
ther. The manual  
story you wanted  
ould probably be  
to try a lot of  
product on, or are  
new genres, some  
story or two could  
eractive fiction  
certainly have an  
re anyway to tie  
ther: there are N  
s as a character;  
e stories.) What  
ould it turn off  
  
laborations)

\* \*

(7<sup>th</sup>) or 6<sup>th</sup>

(Yes comma no. Jeff's game may be short stories, but it's also word games. I don't think we'll learn anything valuable - marketing-wise - about either short stories or word games - from it.)

Think of Prof's flaming about "Cat's Paw" - a cat played a role in each story...

MD

```

N  N  EEEEE  X  X  TTTTT
N  N  E      X  X  T
NN N  E      X  X  T
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N  VN E      X  X  T
N  N  E      X  X  T
N  N  EEEEE  X  X  T

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PPPP  RRRR  DDD      J  EEEEE  CCCC  TTTT      222  77777
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P  P  R  R  D  D      J  E      C      T      2  7
PPPP  RRRR  D  D      J  EEEEE  C      T      2  7
P      R  R  D  D      J  J  E      C      T      2  7
P      R  R  D  D      J  J  E      C      T      .. 2  7
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\*START\* Job NEXT Req #49 for SEM Date 30-Apr-87 18:15:15 Monitor: FRED's Ma  
 File PS:<SEM>NEXT.PROJECT.27, created: 30-Apr-87 18:14:12, printed: 30-Apr-87  
 Job parameters: Request created:30-Apr-87 18:14:36 Page limit:216 Forms:ND  
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MY CHOICES,

1. T
- 2.
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MD

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 st created:30-Apr-87 18:14:36 Page limit:216 Forms:NORMAL Account:INTERLOGIC  
 : 12 of 12 Spacing:SINGLE File format:ASCII Print mode:ASCII

MY CHOICES, IN ORDER:

1. THE BEST OF STEVO
2. DR. WHO / GOOD COLLAB
3. ZORK ZERO.

- MIKE

MD

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Monitor: FRED's Machine, TOPS-20 Monitor 5.4(1025 \*START\*  
Printed: 30-Apr-87 18:18:51  
Unit:216 Forms:NORMAL Account:INTERLOGIC  
Print mode:ASCII

4 CHOICES, IN ORDER:

1. THE BEST OF STEVO
2. DR. WHO / GOOD COLLABORATION
3. ZORK ZERO.

- MIKE

## SUPER-HERO LEAGUE OF AMERICA

Fantasy? Comedy?

Standard Level:

EZIP

Est. Dev. Time: 10 months

When Marvel Comics asked if we'd be interested in a collaboration I thought Steve old buddy old pal, you could think up alot more interesting and weird and and fun superheroes than those worn out boring Marvel Comics superheroes. Such as Farm Stand Man, who can turn himself into any vegetable beginning with a vowel. Or Madmoiselle Mozzarella, who can tell the toppings on any pizza before the box is even opened! I see this as a Hitchhiker's/Rashomon type game in which you can play your choice of any of half-a-dozen super-heroes. The story would be slightly different depending on which one you chose. If you elected to portray Annelid Man (able to communicate with any member of the worm family) you wouldn't command as much respect as Doctor Asphalt (able to devour entire eight-lane highways), and the other super-heroes wouldn't obey you as readily. Potential for lots of interesting puzzles. Possible RPG elements.

## "THE VIABLE IDEA"

Experimental

Standard Level (or mixed

ZIP or EZIP

Est. Dev. Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around the original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

## TITANIC

TDA? Docu-drama?

Standard Level (or mixed

EZIP

Est. Dev. Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 30 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship you must begin the process of escaping the restricted Third Class section retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual event of those 160 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

ERD LEAGUE OF AMERICA

Standard Level

Est. Dev. Time: 10 months

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*SOUNDS TOO BIZARRE.  
I'M NOT SURE COMIC BOOK  
FANS WOULD GO FOR  
THEIR HEROES.*

HE VIABLE IDEA"

Standard Level (or mixed)

Est. Dev. Time: 6 months

with as a way to produce a game in much less time ed, but which I think is an interesting idea even one person (the Editor) designs a tiny "piece" of a few objects with action routines, maybe even a , in complete isolation, five (or so) imps would uple of puzzles, ten to twenty rooms) around that uld be responsible for integrating the five ideas making sure that there wasn't any gross repetition e, fixing bugs. I think that seeing how different ctions from the same starting point would make for ction experience.

*I STILL LIKE IT.*

TITANIC

Standard Level (or mixed)

Est. Dev. Time: 10-12 months

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*I LIKE THE, BUT FEEL IT  
PAST ITS TIME, IN A WAY  
(FINDING IT UNDERWATER, &*

tanic, travelling in Third Class to disguise the transporting a MacGuffin from London to New York. l a long, drawn out shudder pass through the ship, of escaping the restricted Third Class section, om the purser's safe amidst the confusion, and plete your delivery assignment. The actual events iceberg and sinking would occur around you. I see nd timing, that would require multiply playing to to solve all the puzzles in the shortest possible gnore all the puzzles and simply wander around the n the sights of this amazing event.

Standard Level  
v. Time: 10 months  
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ing and weird and  
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y you as readily.  
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SOUNDS 100 BIZARRE:  
I'M NOT SURE COMIC BOOK  
FANS WOULD GO FOR SATIREING  
THEIR HEROES.

Level (or mixed)  
ev. Time: 6 months  
in much less time  
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a tiny "piece" of  
nes, maybe even a  
(or so) imps would  
rooms) around that  
ing the five ideas  
y gross repetition  
ing how different  
nt would make for

I STILL LIKE IT.

Level (or mixed)  
Time: 10-12 months  
's largest, most  
any of the world's  
nsiden voyage. At  
hip, leaving a 300  
able" Titanic was  
re well-recounted

I LIKE HER, BUT FEEL IT IS  
PAST ITS TIME, IN A WAY  
(FINDING IT UNDERWATER, + 75<sup>TH</sup> ANNIVERSARY)

to disguise the  
ondon to New York.  
through the ship,  
Class section,  
confusion, and  
The actual events  
around you. I see  
ultiply playing to  
shortest possible  
wander around the  
t.

THE BEST OF STEVO

Mixed genre

EZIP

Standard Level (or mixed)

Est. Dev. Time: 12 months

A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from several different genres. This would be a good chance to try a lot of interesting ideas which are too experimental to risk a whole product on, or are just too small to become a full story. There could be some new genres, some completely juggleless stories, a story with replayability. A story or two could be longer, to wean beginners into accepting multi-hour interactive fiction efforts. The reaction to Jeff's short story format will certainly have an impact.

Some problems with the idea: is it just too disjoint? Is there anyway to tie the stories together? (One thought for tying the stories together: there are siblings, and each brother/sister appears in one of the stories as a character they could make cross references to the sibling in the other stories.) What would the package be like? What would the program be called? Would it turn off our hard-core fans?

Any pending "marketing-driven" concepts? (e.g. Doctor Who, collaborations)

CHECK ON GETTING RIGHTS WITH

Any "new technologies" to consider? (e.g. sound, XZIP features)

I'D STRONGLY ENCOURAGE ON-LINE

THE BEST OF STEVO

Standard Level (or mixed)

Est. Dev. Time: 12 months

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I LIKE THIS A  
ENOUGH REPUTATION  
TRYING A LOT OF  
WHICH COULD LEAD

- YOU WON'T KNOW UNTIL THE

idea: is it just too disjoint? Is there anyway to tie One thought for tying the stories together: there are N er/sister appears in one of the stories as a character; eferences to the sibling in the other stories.) What e? What would the program be called? Would it turn off

iven" concepts? (e.g. Doctor Who, collaborations)

↳ CHECK ON GETTING RIGHTS

WITH WHOM?

o consider? (e.g. sound, XZIP features)

↳ I'D STRONGLY ENCOURAGE USING

SOUND, GRAPHICS, ON-  
ON-LINE INDIVISUALS WHEREVER AP

rd Level (or mixed)  
ev. Time: 12 months  
be designed to play  
around ten stories  
other. The manual  
ny story you wanted  
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product on, or are  
e new genres, some  
story or two could  
interactive fiction  
1 certainly have an

I LIKE THIS A LOT. YOU'VE GOT  
ENOUGH REPUTATION TO DRAW PEOPLE INTO  
TRYING A LOT OF NEW STUFF, SOME OF  
WHICH COULD LEAD TO FUTURE PRODUCTS.

- YOU WON'T KNOW UNTIL THE END OF THE YEAR

there anyway to tie  
gether: there are N  
ies as a character;  
her stories.) What  
Would it turn off

collaborations)

WITH WHOM?

GETTING RIGHTS

es)

STRONGLY ENCOURAGE USING SOUND, GRAPHICS, ON-SCREEN MAPPING AND  
ON-LINE INVICIBLES WHEREVER APPLICABLE.

*Steve*

*My comments*

\*\*\*\* Next Project \*\*\*\*  
(Comments to Steve)

*Joel*

ZORK ZERO

Fantasy  
probably EZIP  
Est. Dev. Time: 10-12 months  
As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, beginning at the time of its collapse (883 GUE), and continuing through 948 (the year of the Zork trilogy). It would certainly en "west of a white house." There'd be some story, about as much as the Enchanted games, but for the most part it would be an intensely puzzle-oriented game with a huge geography. It would be great to re-assemble the Original Implementation for a design session.

MINUTE MYSTERIES

Mystery  
EZIP  
Standard Level (or mixed)  
Est. Dev. Time: 12 months  
Four mini-mysteries, each set in the same locale, but during different periods of time: one during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I would have to spend several weeks on cruiseships doing research). Some ideas for the individual mysteries: In one of them it turns out that you were actually the killer, but are suffering from amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would have some sci-fi elements.

INTERACTIVE BIBLE

Humor  
EZIP  
Standard Level  
Est. Dev. Time: 10 months  
Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" or more simply "Play The Book." It would be a short story format along the lines of Wordplay. The stories would include: Creation, The Garden of Eden, Noah and the Flood, Moses and the Exodus from Egypt, and Revelations (the last section). The highlight: a story in which you experience the most controversial concept ever attempted by interactive fiction: playing the character of Jesus Christ. The text would all be in shalts and begats and haths and sayeths. Part of my ongoing effort to offend every person in the universe.

BLAZING PARSERS

Humor  
ZIP  
Standard Level  
Est. Dev. Time: 8 months  
The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic storyline is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything. "There is a bowling ball here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith doing his famous bowling ball imitation." Dr... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

to  
\*\*\*\* Next Project \*\*\*\*  
(Comments to Steve)

ZORK ZERO

Standard Level  
Est. Dev. Time: 10-12 months  
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ire, beginning at the time of its collapse (883 GUE), and  
B (the year of the Zork trilogy). It would certainly end  
e." There'd be some story, about as much as the Enchanter  
st part it would be an intensely puzzle-oriented game with  
would be great to re-assemble the Original Implementors

I'm afraid both might  
+ We should do this

MINUTE MYSTERIES

Standard Level (or mixed)  
Est. Dev. Time: 12 months  
each set in the same locale, but during different periods  
the 1910's, one during WWII, one during the present, and  
the next century. For the location, I'm leaning toward  
(Naturally, I would have to spend several weeks on cruise  
. Some ideas for the individual mysteries: In one of them,  
were actually the killer, but are suffering from amnesia  
eived during a struggle with the victim -- you first think  
licted by the murderer! In another, you would be the desc-  
in one of the previous stories, attempting to prove the  
ative, and getting mixed up in a new murder, and having to  
story, set in the future, would have some sci-fi elements.

- Wait for new parser.

INTERACTIVE BIBLE

Standard Level  
Est. Dev. Time: 10 months  
gn: "Have you always thought that God screwed it up? Try  
simply "Play The Book." It would be a short story format  
rdplay. The stories would include: Creation, The Garden of  
ood, Moses and the Exodus from Egypt, and Revelations (the  
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attempted by interactive fiction: playing the character of  
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fort to offend every person in the universe.

Very risky. Might at  
interesting than the other  
Best of Steve story

BLAZING PARSERS

Standard Level  
Est. Dev. Time: 3 months  
at Jerry started. A lot of the basic design and a little  
tion is already done. If you don't recall, the basic story  
western with all the usual characters and situations, and  
there are several parsers with different personalities  
ency that are constantly wandering "in" and "out" of the  
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IDENT HAYES, HOWDY. "As you begin speaking, you realize  
ent Rutherford B. Hayes after all, but merely Mr. Smith,  
some President Rutnerford Hayes imitation." A laugh riot.

- The idea seems a

Standard Level  
 Time: 10-12 months  
 would be set in the  
 (883 GUE), and  
 would certainly end  
 as the Enchanter  
 oriented game with  
 Personal Implementors

+ I'm afraid both might be getting a little old.  
 We should do this soon.

Level (or mixed)  
 Time: 12 months  
 different periods  
 the present, and  
 I'm leaning toward  
 weeks on cruise  
 In one of them,  
 ing from amnesia  
 you first think  
 ould be the desc-  
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 sci-fi elements.

- Wait for new parser.

Standard Level  
 Time: 10 months  
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Very risky. Might attend one group without  
 interesting the other. Perhaps as a  
 best of Steve story?

Standard Level  
 Time: 3 months  
 gn and a little  
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 nt personalities  
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 nearly anything:  
 only Mr. Smith,  
 herford B. Hayes  
 ng, you realize  
 arely Mr. Smith,  
 " A laugh riot.

- The idea seems a bit thin,

SUPER-HERO LEAGUE OF AMERICA

Fantasy? Comedy?

EZIP

Standard Level  
Est. Dev. Time: 10 months

When Marvel Comics asked if we'd be interested in a collaboration I thought Steve old buddy old pal, you could think up alot more interesting and weird and fun superheroes than those worn out boring Marvel Comics superheroes. Such as Farm Stand Man, who can turn himself into any vegetable beginning with vowel. Dr Madmoiselle Mozzarella, who can tell the toppings on any pizza before the box is even opened! I see this as a Hitchhiker's/Rashomon type game in which you can play your choice of any of half-a-dozen super-heroes. The story would be slightly different depending on which one you chose. If you elected to portray Annelid Man (able to communicate with any member of the worm family) you wouldn't command as much respect as Doctor Asphalt (able to devour entire eight-lane highways), and the other super-heroes wouldn't obey you as readily. Potential for lots of interesting puzzles. Possible RPG elements.

"THE VIABLE IDEA"

Experimental

ZIP or EZIP

Standard Level (or mixed)  
Est. Dev. Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around the original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

TQA? Docu-drama?

EZIP

Standard Level (or mixed)  
Est. Dev. Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship you must begin the process of escaping the restricted Third Class section, retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual events of those 160 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

-HERO LEAGUE OF AMERICA

Standard Level

Est. Dev. Time: 10 months

if we'd be interested in a collaboration I thought you could think up alot more interesting and weird and pose worn out boring Marvel Comics superheroes. Such a turn himself into any vegetable beginning with a mella, who can tell the toppings on any pizza before see this as a Hitchhiker's/Rashomon type game in ice of any of half-a-dozen super-heroes. The story depending on which one you chose. If you elected to to communicate with any member of the worm family), respect as Doctor Asphalt (able to devour entire the other super-heroes wouldn't obey you as readily. esting puzzles. Possible RPG elements.

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"THE VIABLE IDEA"

Standard Level (or mixed)

Est. Dev. Time: 6 months

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*Just what we need,  
for HYEs!*

TITANIC

Standard Level (or mixed)

Est. Dev. Time: 10-12 months

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Standard Level  
Time: 10 months  
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*I like the idea, but don't come back  
for your sample characters.*

Level (or mixed)  
Time: 5 months  
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(or so) imps would  
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*Just what we need, a little game  
for XMas!*

Level (or mixed)  
Time: 10-12 months  
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*This could be good, particularly if  
you made it historically accurate  
(or pseudo-accurate).*

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around you. I see  
ultiply playing to  
shortest possible  
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THE BEST OF STEVO

Mixed genre

Standard Level (or mixed

EZIP

Est. Dev. Time: 12 month

A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from several different genres. This would be a good chance to try a lot of interesting ideas which are too experimental to risk a whole production, or are just too small to become a full story. There could be some new genres, some completely puzzleless stories, a story with replayability. A story or two could be longer, to wean beginners into accepting multi-hour interactive fiction efforts. The reaction to Jeff's short story format will certainly have an impact.

Some problems with the idea: is it just too disjoint? Is there anyway to tie the stories together? (One thought for tying the stories together: there are siblings, and each brother/sister appears in one of the stories as a character they could make cross references to the sibling in the other stories.) What would the package be like? What would the program be called? Would it turn our our hard-core fans?

Any pending "marketing-driven" concepts? (e.g. Doctor Who, collaborations)

Any "new technologies" to consider? (e.g. sound, XZIP features)

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Standard Level (or mixed)

Est. Dev. Time: 12 months

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consider? (e.g. sound, XZIP features)

*Good idea for experimental  
different themes. It  
tie them together, tho  
something analogous to  
format. (Although the  
they were stylistically s  
trilogy-like ending  
revive Perry Sza as to*

d Level (or mixed)  
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es as a character;  
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Would it turn off

Good idea for experimenting with lots of  
~~different~~ themes. It would be nice to  
tie them together, though. How about  
something analogous to The Illustrated Man  
format? (Although that had unrelated stories,  
they were stylistically similar with the  
twilight-zone-like endings.) Perhaps you could  
revive Perry Sca as the connecting link?

(laborations)

s)

\*\*\*\* Next Project \*\*\*\*  
(comments to Steve)

ZORK ZERO

Fantasy  
probably EZIP  
As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, beginning at the time of its collapse (883 GUE), and continuing through 948 (the year of the Zork trilogy). It would certainly be "west of a white house." There'd be some story, about as much as the Enchanted games, but for the most part it would be an intensely puzzle-oriented game with a huge geography. It would be great to re-assemble the Original Implementor for a design session.

Standard Level  
Est. Dev. Time: 10-12 months

MINUTE MYSTERIES

Mystery  
EZIP  
Four mini-mysteries, each set in the same locale, but during different periods of time: one during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I would have to spend several weeks on cruises doing research). Some ideas for the individual mysteries: In one of them it turns out that you were actually the killer, but are suffering from amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would have some sci-fi elements.

Standard Level (or mixed)  
Est. Dev. Time: 12 months

INTERACTIVE BIBLE

Humor  
EZIP  
Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" or more simply "Play The Book." It would be a short story format along the lines of Wordplay. The stories would include: Creation, The Garden of Eden, Noah and the Flood, Moses and the Exodus from Egypt, and Revelations (the last section). The highlight: a story in which you experience the most controversial concept ever attempted by interactive fiction: playing the character of Jesus Christ. The text would all be in shalts and begats and haths and sayeths. Part of my ongoing effort to offend every person in the universe.

Standard Level  
Est. Dev. Time: 10 months

BLAZING PARSERS

Humor  
ZIP  
The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic storyline is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything. "There is a bowling ball here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

Standard Level  
Est. Dev. Time: 8 months

\*\*\* Next Project \*\*\*  
(comments to Steve)

ZORK ZERO

Standard Level  
Est. Dev. Time: 10-12 months

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Too close to  
BEYOND ZC

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BLAZING PARSERS

Standard Level  
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Too MUCH

Standard Level  
Time: 10-12 months  
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Too close to  
BEYOND ZORK

d Level (or mixed)  
v. Time: 12 months  
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Standard Level  
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I always liked this  
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Standard Level  
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Too much ~~etc~~ in joke

Standard Level  
Dev. Time: 10 months  
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Sounds very interesting



rd Level (or mixed)  
Dev. Time: 5 months  
e in much less time  
interesting idea even  
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No comment

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Time: 10-12 months  
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THE BEST OF STEVJ

Mixed genre

Standard Level (or mixed

EZIP

Est. Dev. Time: 12 months

A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from several different genres. This would be a good chance to try a lot of interesting ideas which are too experimental to risk a whole product on, or are just too small to become a full story. There could be some new genres, some completely puzzleless stories, a story with replayability. A story or two could be longer, to wean beginners into accepting multi-hour interactive fiction efforts. The reaction to Jeff's short story format will certainly have an impact.

Some problems with the idea: is it just too disjoint? Is there anyway to tie the stories together? (One thought for tying the stories together: there are siblings, and each brother/sister appears in one of the stories as a character they could make cross references to the sibling in the other stories.) What would the package be like? What would the program be called? Would it turn off our hard-core fans?

Any pending "marketing-driven" concepts? (e.g. Doctor Who, collaborations)

Any "new technologies" to consider? (e.g. sound, XZIP features)

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\*\*\*\* Next Project \*\*\*\*  
 (comments to Steve)

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Standard Level  
 Est. Dev. Time: 10-12 months

## MINUTE MYSTERIES

Mystery  
 EZIP  
 Four mini-mysteries, each set in the same locale, but during different period of time: one during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I would have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them it turns out that you were actually the killer, but are suffering from amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would have some sci-fi elements

Standard Level (or mixed)  
 Est. Dev. Time: 12 months

## INTERACTIVE BIBLE

Humor  
 EZIP  
 Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" or more simply "Play The Book." It would be a short story format along the lines of wordplay. The stories would include: Creation, The Garden of Eden, Noah and the Flood, Moses and the Exodus from Egypt, and Revelations (the last section). The highlight: a story in which you experience the most controversial concept ever attempted by interactive fiction: playing the character of Jesus Christ. The text would all be in shalls and begats and haths and sayeths. Part of my ongoing effort to offend every person in the universe.

Standard Level  
 Est. Dev. Time: 10 months

## BLAZING PARSERS

Humor  
 ZIP  
 The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic storyline is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything "There is a bowling ball here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith doing his totally awesome President Rutherford Hayes imitation." A laugh riot

Standard Level  
 Est. Dev. Time: 8 months

STU

BY STU:

RATING

COM

\*\*\* Next Project \*\*\*\*  
(Comments to Steve)

(1-10)

ZORK ZERO

Standard Level

Est. Dev. Time: 10-12 months

prequel to the Zork trilogy. It would be set in the beginning at the time of its collapse (883 GUE), and the year of the Zork trilogy). It would certainly end there'd be some story, about as much as the Enchanter part it would be an intensely puzzle-oriented game with old be great to re-assemble the Original Implementors

8

A

MINUTE MYSTERIES

Standard Level (or mixed)

Est. Dev. Time: 12 months

set in the same locale, but during different periods 1910's, one during WWII, one during the present, and next century. For the location, I'm leaning toward naturally, I would have to spend several weeks on some ideas for the individual mysteries: In one of them, he actually the killer, but are suffering from amnesia and during a struggle with the victim -- you first think ed by the murderer! In another, you would be the desc-one of the previous stories, attempting to prove the e, and getting mixed up in a new murder, and having to y, set in the future, would have some sci-fi elements.

8

I

ev

D.

INTERACTIVE BIBLE

Standard Level

Est. Dev. Time: 10 months

"Have you always thought that God screwed it up? Try ply "Play The Book." It would be a short story format ay. The stories would include: Creation, The Garden of Moses and the Exodus from Egypt, and Revelations (the ight: a story in which you experience the most contro- mpted by interactive fiction: playing the character of uld all be in shalts and begats and haths and sayeths. to offend every person in the universe.

1

BLAZING PARSERS

Standard Level

Est. Dev. Time: 8 months

erry started. A lot of the basic design and a little is already done. If you don't recall, the basic story ern with all the usual characters and situations, and re are several parsers with different personalities that are constantly wandering "in" and "out" of the es around Mr. Smith, who can imitate nearly anything: here." TAKE BOWLING BALL. "Dops! It's only Mr. Smith, ball imitation." Dr... "President Rutherford B. Hayes T HAYES, HOWDY. "As you begin speaking, you realize Rutherford B. Hayes after all, but merely Mr. Smith, President Rutherford Hayes imitation." A laugh riot.

4

I

P

STU

BY STU:

RATING

COMMENTS

(1-10)

Standard Level  
Dev. Time: 10-12 months  
would be set in the  
space (883 GUE), and  
would certainly end  
such as the Enchanter  
-oriented game with  
Original Implementors

8

A sure winner.

Standard Level (or mixed)  
Dev. Time: 12 months  
going different periods  
of the present, and  
I'm leaning toward  
several weeks on cruise  
series: In one of them,  
suffering from amnesia  
-- you first think  
it would be the desc-  
ription to prove the  
murder, and having to  
include sci-fi elements.

8

I always like mysteries,  
even with their problems.

Ditto short stories.

Standard Level  
Dev. Time: 10 months  
screwed it up? Try  
short story format  
fiction, The Garden of  
and Revelations (the  
is the most contro-  
versial the character of  
characters and sayeths.  
reverse.

1

Too limiting.

Too offensive.

Standard Level  
Dev. Time: 8 months  
design and a little  
plot, the basic story  
and situations, and  
different personalities  
and "out" of the  
plot nearly anything:  
it's only Mr. Smith,  
Rutherford B. Hayes  
making, you realize  
it merely Mr. Smith,  
on." A laugh riot.

4

Good genre.

I hate Mr. Smith.

Parker jokes are very "in".  
(i.e. limited audience)

## SUPER-HERO LEAGUE OF AMERICA

Fantasy? Comedy?

EZIP

Standard Level  
Est. Dev. Time: 10 month

When Marvel Comics asked if we'd be interested in a collaboration I thought Steve old buddy old pal, you could think up alot more interesting and weird and and fur superheroes than those worn out boring Marvel Comics superheroes. Such as Farm Stand Man, who can turn himself into any vegetable beginning with vowel. Or Madmoiselle Mozzarella, who can tell the toppings on any pizza before the box is even opened! I see this as a Hitchhiker's/Rashomon type game in which you can play your choice of any of half-a-dozen super-heroes. The story would be slightly different depending on which one you chose. If you elected to portray Annelid Man (able to communicate with any member of the worm family) you wouldn't command as much respect as Doctor Asphalt (able to devour entire eight-lane highways), and the other super-heroes wouldn't obey you as readily. Potential for lots of interesting puzzles. Possible RPG elements.

## "THE VIABLE IDEA"

Experimental

ZIP or EZIP

Standard Level (or mixed)  
Est. Dev. Time: 6 month

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around the original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive experience.

## TITANIC

TQA? Docu-drama?

EZIP

Standard Level (or mixed)  
Est. Dev. Time: 10-12 month

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship you must begin the process of escaping the restricted Third Class section, retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual events of those 160 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

## SUPER-HERO LEAGUE OF AMERICA

Standard Level

Est. Dev. Time: 10 months

asked if we'd be interested in a collaboration I thought  
pal, you could think up alot more interesting and weird and  
than those worn out boring Marvel Comics superheroes. Such  
who can turn himself into any vegetable beginning with a  
e Mozzarella, who can tell the toppings on any pizza before  
ned! I see this as a Hitchhiker's/Rashomon type game in  
our choice of any of half-a-dozen super-heroes. The story  
fferent depending on which one you chose. If you elected to  
(able to communicate with any member of the worm family),  
as much respect as Doctor Asphalt (able to devour entire  
, and the other super-heroes wouldn't obey you as readily.  
f interesting puzzles. Possible RPG elements.

7

## "THE VIABLE IDEA"

Standard Level (or mixed)

Est. Dev. Time: 6 months

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be expected, but which I think is an interesting idea even  
asically, one person (the Editor) designs a tiny "piece" of  
f rooms, a few objects with action routines, maybe even a  
from this, in complete isolation, five (or so) imps would  
ame (a couple of puzzles, ten to twenty rooms) around that  
Editor would be responsible for integrating the five ideas  
he code, making sure that there wasn't any gross repetition  
of course, fixing bugs. I think that seeing how different  
rent directions from the same starting point would make for  
active fiction experience.

5

## TITANIC

Standard Level (or mixed)

Est. Dev. Time: 10-12 months

st dramatic moments in history. The world's largest, most  
hically advanced ocean liner, carrying many of the world's  
ous people, was nearing the end of it's maiden voyage. At  
14, 1912 an iceberg sideswiped the huge ship, leaving a 300  
. Less than three hours later the "unsinkable" Titanic was  
ople with her. The events of that night are well-recounted

10

on the Titanic, travelling in Third Class to disguise the  
ission: transporting a MacGuffin from London to New York.  
d you feel a long, drawn out shudder pass through the ship,  
process of escaping the restricted Third Class section,  
uffin from the purser's safe amidst the confusion, and  
g to complete your delivery assignment. The actual events  
between iceberg and sinking would occur around you. I see  
plit-second timing, that would require multiply playing to  
in order to solve all the puzzles in the shortest possible  
ld also ignore all the puzzles and simply wander around the  
taking in the sights of this amazing event.

Standard Level  
Time: 10 months  
ation I thought  
ing and weird and  
superheroes. Such  
beginning with a  
any pizza before  
on type game in  
eroes. The story  
if you elected to  
(the worm family),  
to devour entire  
y you as readily.  
ts.

7

Sounds like fun.

Level (or mixed)  
Time: 6 months  
in much less time  
resting idea even  
a tiny "piece" of  
es, maybe even a  
(or so) imps would  
ooms) around that  
ng the five ideas  
gross repetition  
ing how different  
at would make for

5

I disagree that it would  
take less time, due to the  
problems of integration.

Level (or mixed)  
Time: 10-12 months  
s largest, most  
y of the world's  
iden voyage. At  
p, leaving a 300  
ble" Titanic was  
e well-recounted

10

My favorite!

Exciting concept.

" Setting.

to disguise the  
don to New York.  
through the ship,  
Class section,  
confusion, and  
he actual events  
ound you. I see  
ultiply playing to  
shortest possible  
ander around the

THE BEST OF STEVO

Mixed genre

Standard Level (or mixed

EZIP

Est. Dev. Time: 12 month

A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from several different genres. This would be a good chance to try a lot of interesting ideas which are too experimental to risk a whole production, or are just too small to become a full story. There could be some new genres, some completely puzzleless stories, a story with replayability. A story or two could be longer, to wean beginners into accepting multi-hour interactive fiction efforts. The reaction to Jeff's short story format will certainly have an impact.

Some problems with the idea: is it just too disjoint? Is there anyway to tie the stories together? (One thought for tying the stories together: there are siblings, and each brother/sister appears in one of the stories as a character they could make cross references to the sibling in the other stories.) What would the package be like? What would the program be called? Would it turn off our hard-core fans?

Any pending "marketing-driven" concepts? (e.g. Doctor Who, collaborations)

Any "new technologies" to consider? (e.g. sound, XZIP features)

THE BEST OF STEVO

Standard Level (or mixed)

Est. Dev. Time: 12 months

stories," many or all of which would be designed to play approximately an hour or two. I envision around ten stories have little or no connection to each other. The manual of contents so that you could enter any story you wanted number at the beginning. The stories would probably be genres. This would be a good chance to try a lot of are too experimental to risk a whole product on, or are me a full story. There could be some new genres, some stories, a story with replayability. A story or two could inners into accepting multi-hour interactive fiction to Jeff's short story format will certainly have an

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driven" concepts? (e.g. Doctor Who, collaborations)

to consider? (e.g. sound, XZIP features)

?

N

- Restaurant?

- Animated wor

ard Level (or mixed)  
Dev. Time: 12 months  
be designed to play  
n around ten stories  
h other. The manual  
any story you wanted  
es would probably be  
nce to try a lot of  
e product on, or are  
me new genres, some  
A story or two could  
interactive fiction  
ll certainly have an

there anyway to tie  
together: there are N  
ries as a character;  
ther stories.) What  
? Would it turn off

collaborations)

res)

?

Needs more development.

- Restaurant? (HEE! HEE!)

- Animated words? (SEE MY DEMO.)

\*\*\*\* Next Project \*\*\*\*  
(Comments to Steve)

ZORK ZERO

Fantasy Standard Level  
probably EZIP Est. Dev. Time: 10-12 month  
As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, beginning at the time of its collapse (883 GUE), and continuing through 948 (the year of the Zork trilogy). It would certainly be "west of a white house." There'd be some story, about as much as the Enchanted games, but for the most part it would be an intensely puzzle-oriented game with a huge geography. It would be great to re-assemble the Original Implementor for a design session.

MINUTE MYSTERIES

Mystery Standard Level (or mixed  
EZIP Est. Dev. Time: 12 month  
Four mini-mysteries, each set in the same locale, but during different period of time: one during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I would have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them it turns out that you were actually the killer, but are suffering from amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would have some sci-fi elements

INTERACTIVE BIBLE

Humor Standard Level  
EZIP Est. Dev. Time: 10 month  
Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" or more simply "Play The Book." It would be a short story format along the lines of Wordplay. The stories would include: Creation, The Garden of Eden, Noah and the Flood, Moses and the Exodus from Egypt, and Revelations (the last section). The highlight: a story in which you experience the most controversial concept ever attempted by interactive fiction: playing the character of Jesus Christ. The text would all be in shalts and begats and haths and sayeths. Part of my ongoing effort to offend every person in the universe.

BLAZING PARSERS

Humor Standard Level  
ZIP Est. Dev. Time: 8 month  
The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic storyline is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything "There is a bowling ball here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith doing his totally awesome President Rutherford Hayes imitation." A laugh riot

*It's funny here, but I think it would get pretty stale pretty fast. I vote no.*

\* Next Project \*\*\*\*  
(comments to Steve)

ZORK ZERO

Standard Level  
Est. Dev. Time: 10-12 months  
sequel to the Zork trilogy. It would be set in the beginning at the time of its collapse (383 GUE), and the year of the Zork trilogy). It would certainly end there'd be some story, about as much as the Enchanter but it would be an intensely puzzle-oriented game with and be great to re-assemble the Original Implementors

I'm very 'sa

→ This might be worth 2¢ marketing-wise, 25¢ design-wise, and \$100 ago-stroking-wise.

MINUTE MYSTERIES

Standard Level (or mixed)  
Est. Dev. Time: 12 months  
set in the same locale, but during different periods 1910's, one during WWII, one during the present, and next century. For the location, I'm leaning toward normally, I would have to spend several weeks on cruise ideas for the individual mysteries: In one of them, actually the killer, but are suffering from amnesia during a struggle with the victim -- you first think d by the murderer! In another, you would be the descende of the previous stories, attempting to prove the , and getting mixed up in a new murder, and having to , set in the future, would have some sci-fi elements.

→ What's most intriguing is seeing ~~one~~ in different time periods that was one of the best fe I don't think that "myst hook, nor "short mysteries" Somehow I think we have tan (despite coming out with good ga point that the word "mystery So I'd like to vote in favor but against the "mysteries".

INTERACTIVE BIBLE

Standard Level  
Est. Dev. Time: 10 months  
"Have you always thought that God screwed it up? Try ly "Play The Book." It would be a short story format y. The stories would include: Creation, The Garden of Moses and the Exodus from Egypt, and Revelations (the gnt: a story in which you experience the most contropted by interactive fiction: playing the character of ld all be in shalts and begats and hats and sayeths. to offend every person in the universe.)

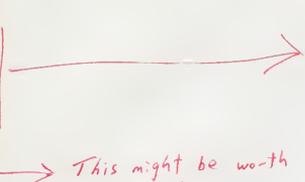
A worthy goal; BUT:  
(1) Those of us who do ever really read the : it, we're probably r game. I would as the Bible is neces you're sort of of X requires s  
(2) Only a small pe find this game e doubt we can e so much time dev limited appeal.  
(3) The best part I think you ca (ained directly r game.

BLAZING PARSERS

Standard Level  
Est. Dev. Time: 8 months  
rry started. A lot of the basic design and a little is already done. If you don't recall, the basic story rn with all the usual characters and situations, and e are several parsers with different personalities that are constantly wandering "in" and "out" of the s around Mr. Smith, who can imitate nearly anything: ere." TAKE BOWLING BALL. "Oops! It's only Mr. Smith, all imitation." Dr... "President Rutherford B. Hayes HAYES, 40WDY. "As you begin speaking, you realize Rutherford B. Hayes after all, but merely Mr. Smith, President Rutherford Hayes imitation." A laugh riot.

It's funny here, but I think it would get pretty stale pretty fast. I vote no. ←

Standard Level  
Time: 10-12 months  
would be set in the  
space (883 GUE), and  
would certainly end  
such as the Enchanter  
-oriented game with  
Original Implementors



I'm sure this would sell  
very well. It's certainly  
'safe.'

→ This might be worth  
2¢ marketing-wise,  
25¢ design-wise,  
and \$100 ago-stroking-wise.

ard Level (or mixed)  
Dev. Time: 12 months  
ing different periods  
ng the present, and  
I'm leaning toward  
eral weeks on cruise  
les: In one of them,  
ffering from amnesia  
n -- you first think  
u would be the desc-  
mpting to prove the  
urder, and having to  
me sci-fi elements.

→ What's most intriguing is seeing the same setting  
~~one~~ in different time periods ~~is~~ (for me),  
that was one of the best features of AMFV.  
I don't think that "mysteries" is enough of a  
hook, nor "short mysteries" (like Moarmist).  
Somehow I think we have tarnished the mystery genre  
(despite coming out with good games in my opinion) to the  
point that the word "mystery" turns people off.  
So I'd like to vote in favor of a "minute" part  
but against the "mysteries" part.

Standard Level  
Dev. Time: 10 months  
screwed it up? Try  
a short story format  
ation, The Garden of  
and Revelations (the  
nce the most contro-  
ng the character of  
d haths and sayeths.  
verse.)

A worthy goal; BUT:

- (1) Those of us who don't read the Bible and haven't  
ever really read the Bible and don't plan to read  
it, we're probably not going to want to play this  
game. I would assume that some knowledge of  
the Bible is necessary to get the jokes. (If not,  
you're sort of blowing it in my opinion. Satire  
of X requires some knowledge of X.)
- (2) Only a small percentage of Bible-readers would  
find this game entertaining. As a company, I  
doubt we can "afford" to have you spend  
so much time developing a game with such  
limited appeal.
- (3) The best part of this idea is its irreverence.  
I think you can and should use that irreverence  
(aimed directly at religion, if you want) in another  
game.

Standard Level  
Dev. Time: 8 months  
Design and a little  
all, the basic story  
and situations, and  
ferent personalities  
and "out" of the  
ate nearly anything:  
it's only Mr. Smith,  
Rutherford B. Hayes  
aking, you realize  
at merely Mr. Smith,  
on." A laugh riot.

I think it would  
pretty fast. I vote no.

SUPER-HERO LEAGUE OF AMERICA

Fantasy? Comedy?

Standard Level

EZIP

Est. Dev. Time: 10 month

When Marvel Comics asked if we'd be interested in a collaboration I thought Steve old buddy old pal, you could think up alot more interesting and weird and and fun superheroes than those worn out boring Marvel Comics superheroes. Such as Farm Stand Man, who can turn himself into any vegetable beginning with vowel. Dr Madmoiselle Mozzarella, who can tell the toppings on any pizza before the box is even opened! I see this as a Hitchhiker's/Rashomon type game in which you can play your choice of any of half-a-dozen super-heroes. The story would be slightly different depending on which one you chose. If you elected to portray Annelid Man (able to communicate with any member of the worm family) you wouldn't command as much respect as Doctor Asphalt (able to devour entire eight-lane highways), and the other super-heroes wouldn't obey you as readily. Potential for lots of interesting puzzles. Possible RPG elements.

"THE VIABLE IDEA"

Experimental

Standard Level (or mixed

ZIP or EZIP

Est. Dev. Time: 6 month

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around the original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

TDA? Docu-drama?

Standard Level (or mixed

EZIP

Est. Dev. Time: 10-12 month

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 30 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship you must begin the process of escaping the restricted Third Class section retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual event of those 150 minutes between iceberg and sinking would occur around you. I see this as a game of [split-second timing,] that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

## SUPER-HERO LEAGUE OF AMERICA

Standard Level  
Est. Dev. Time: 10 months  
asked if we'd be interested in a collaboration I thought  
, you could think up alot more interesting and weird and  
n those worn out boring Marvel Comics superheroes. Such  
o can turn himself into any vegetable beginning with a  
p zazzarella, who can tell the toppings on any pizza before  
! I see this as a Hitchhiker's/Rashomon type game in  
choice of any of half-a-dozen super-heroes. The story  
ent depending on which one you chose. If you elected to  
able to communicate with any member of the worm family),  
much respect as Doctor Asphalt (able to devour entire  
and the other super-heroes wouldn't obey you as readily.  
interesting puzzles. Possible RPG elements.

## "THE VIABLE IDEA"

Standard Level (or mixed)  
Est. Dev. Time: 6 months  
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code, making sure that there wasn't any gross repetition  
course, fixing bugs. I think that seeing how different  
t directions from the same starting point would make for  
ive fiction experience.

## TITANIC

Standard Level (or mixed)  
Est. Dev. Time: 10-12 months  
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ally advanced ocean liner, carrying many of the world's  
people, was nearing the end of it's maiden voyage. At  
1912 an iceberg sideswiped the huge ship, leaving a 300  
less than three hours later the "unsinkable" Titanic was  
e with her. The events of that night are well-recounted

the Titanic, travelling in Third Class to disguise the  
ion: transporting a MacGuffin from London to New York.  
ou feel a long, drawn out shudder pass through the ship,  
cess of escaping the restricted Third Class section,  
in from the purser's safe amidst the confusion, and  
to complete your delivery assignment. The actual events  
ween iceberg and sinking would occur around you. I see  
er-second timing,] that would require multiply playing to  
rder to solve all the puzzles in the shortest possible  
also ignore all the puzzles and simply wander around the  
king in the sights of this amazing event.

Tough one. I really like the  
super-heroes; and the "possible  
about being "any of a half  
rather be one with all  
is pretty dull compared  
powers). But though I li  
not sure how I like them, to  
(Not necessarily bad, just an  
the RPG stuff, and I think  
line with Tom Snyder's stu  
the grunt work! Yeah, I t  
with graphics.

I still think this would be  
very interesting, but given  
the reluctance of most other  
Imps, I'd have to say  
it isn't viable.

Some thoughts, in no order of i  
1. I've played another software  
on the Titanic. Your sym  
2. I hate games with "split  
3. I'm ~~intrigued~~ intrigued by t  
Well, I certainly enjoy  
Fatalist: despite these  
God/Fate interfered. (I  
for this tragedy?" as i  
Towering Inferno or Ear  
earthquake itself but s  
not caring that the don  
a seismologist's predicti  
mythic as the Trojan l  
an ~~definitive~~ and as  
or a tulip in December  
this? In I.F., suppose

Standard Level  
Dev. Time: 10 months  
Innovation I thought  
interesting and weird and  
superheroes. Such  
beginning with a  
on any pizza before  
common type game in  
superheroes. The story  
If you elected to  
the worm family),  
to devour entire  
they you as readily.  
nts.

Standard Level (or mixed)  
Dev. Time: 6 months  
In much less time  
interesting idea even  
a tiny "piece" of  
ideas, maybe even a  
(or so) imps would  
rooms) around that  
ing the five ideas  
y gross repetition  
being how different  
int would make for

Standard Level (or mixed)  
Dev. Time: 10-12 months  
d's largest, most  
any of the world's  
maiden voyage. At  
ship, leaving a 300  
kable" Titanic was  
are well-recounted

s to disguise the  
ondon to New York.  
through the ship,  
d Class section,  
e confusion, and  
The actual events  
around you. I see  
ultiply playing to  
shortest possible  
wander around the  
nt.

Tough one. I really like the humor; the fantasy of being a super-hero; and the "possible RPG" elements. I don't know about being "any of a half-dozen super-heroes." I might rather be one with all the super-capabilities (super-worm <sup>and other</sup> powers). But though I like the humor and the super-stuff, I'm not sure how I like them together. It seems very Mad magazine-ish. (Not necessarily bad, just an observation.) Actually, get rid of the RPG stuff, and I think you could do something along this line with Tom Snyder's stuff -- and you wouldn't have to do the grunt work! Yeah, I think the super-hero is better off with graphics.

I still think this would be very interesting, but given the reluctance of most other Imps, I'd have to say it isn't viable.

Some thoughts, in no order of importance:

1. I've played another software game that took place (partially) on the Titanic. Your synopsis sounds more interesting, however.
2. I hate games with "split-second timing".
3. I'm ~~intrigued~~ intrigued by the Titanic, like most people. Why? Well, I certainly enjoyed "A Night to Remember" as a fatalist: despite these nice people doing nothing wrong, God/Fate interfered. (The thrust isn't "who's responsible for this tragedy?" as in some disaster movies, like Towering Inferno or Earthquake [nobody's responsible for the earthquake itself but several people are guilty of hubris: not caring that the dam is cracked, or not believing a seismologist's predictions, etc.].) The Titanic is as mythic as the Trojan Horse, as epic as the Roman Coliseum, ~~as beautiful~~ and as beautifully doomed as Gandhi, or a tulip in December. Is I.F. the right medium for this? In I.F., supposedly, you can win. On the Titanic,

THE BEST OF STEVD

Mixed genre

Standard Level (or mixed

EZIP

Est. Dev. Time: 12 months

A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from several different genres. This would be a good chance to try a lot of interesting ideas which are too experimental to risk a whole product on, or are just too small to become a full story. There could be some new genres, some completely puzzleless stories, a story with replayability. A story or two could be longer, to wean beginners into accepting multi-hour interactive fiction efforts. The reaction to Jeff's short story format will certainly have an impact.

Some problems with the idea: is it just too disjoint? Is there anyway to tie the stories together? (One thought for tying the stories together: there are siblings, and each brother/sister appears in one of the stories as a character they could make cross references to the sibling in the other stories.) What would the package be like? What would the program be called? Would it turn our our hard-core fans?

Any pending "marketing-driven" concepts? (e.g. Doctor Who, collaborations)

Any "new technologies" to consider? (e.g. sound, XZIP features)

In summary, I'd like to see you (1) do what you do best  
you do best? Humor, story, and "touching scenes" come to mind immed  
As for "spreading your wings": AMFV was (in my mind) your "  
it's hard to say why. (The "advanced" label? The seriousness? T  
or lac  
of its sales performance, I think AMFV is one of the most interesting  
it's not SOS [same old stuff, or same old shit]. Now, I'm sure you  
good job with it. Maybe that's reason enough to do it. I think of  
the years. They're not as "zany," but they are funny, and touching, and  
and ~~some things~~ maybe the thing I like best is Floyd's death -- it's a beaut  
killing him off.) As long as you continue to take artistic risks, y

Steve,

DA

I'm not trying to be negative in my comments about your various ideas. I think mystery games are fun and would like to write one myself some day. But right now things seem to be mucked up in the marketplace for us. Our games aren't selling as well as we thought they would. So I think we have to go with sure fire hits such as Zork Zero or Super Heros until we figure out what is going on.

Of course, no one will ever bother to find out why are games aren't selling as well as we expected. So we just have to hang on until someone's head clears.

### ZORK ZERO

Fantasy  
probably EZIP  
As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, beginning at the time of its collapse (883 GUE), and continuing through 948 (the year of the Zork trilogy). It would certainly be "aest of a white house." There'd be some story, about as much as the Enchantment games, but for the most part it would be an intensely puzzle-oriented game with a huge geography. It would be great to re-assemble the Original Implementation for a design session.

Standard Level  
Est. Dev. Time: 10-12 months

### MINUTE MYSTERIES

Mystery  
EZIP  
Four mini-mysteries, each set in the same locale, but during different periods of time: one during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I would have to spend several weeks on cruises doing research). Some ideas for the individual mysteries: In one of them it turns out that you were actually the killer, but are suffering from amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would have some sci-fi elements.

Standard Level (or mixed)  
Est. Dev. Time: 12 months

### INTERACTIVE BIBLE

Humor  
EZIP  
Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" or more simply "Play The Book." It would be a short story form along the lines of Wordplay. The stories would include: Creation, The Garden of Eden, Noah and the Flood, Moses and the Exodus from Egypt, and Revelations (the last section). The highlight: a story in which you experience the most controversial concept ever attempted by interactive fiction: playing the character Jesus Christ. The text would all be in shalts and begats and haths and sayeth. Part of my ongoing effort to offend every person in the universe.

Standard Level

Est. Dev. Time: 10 months

### BLAZING PARSERS

Humor  
ZIP  
The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic storyline is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything. "There is a bowling ball here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

Standard Level

Est. Dev. Time: 8 months

\*\*\* Next Project \*\*\*\*  
(comments to Steve)

## ZORK ZERO

Standard Level  
Est. Dev. Time: 10-12 months  
prequel to the Zork trilogy. It would be set in the beginning at the time of its collapse (883 GUE), and the year of the Zork trilogy). It would certainly end There'd be some story, about as much as the Enchanter part it would be an intensely puzzle-oriented game with It'd be great to re-assemble the Original Implementors

*Perhaps its time has come.*

## MINUTE MYSTERIES

Standard Level (or mixed)  
Est. Dev. Time: 12 months  
set in the same locale, but during different periods 1910's, one during WWII, one during the present, and next century. For the location, I'm leaning toward naturally, I would have to spend several weeks on cruise me ideas for the individual mysteries: In one of them, e actually the killer, but are suffering from amnesia d during a struggle with the victim -- you first think ed by the murderer! In another, you would be the desc- one of the previous stories, attempting to prove the e, and getting mixed up in a new murder, and having to y, set in the future, would have some sci-fi elements.

*A nice idea, but someone else*

## INTERACTIVE BIBLE

Standard Level  
Est. Dev. Time: 10 months  
"have you always thought that God screwed it up? Try ply "Play The Book." It would be a short story format ay. The stories would include: Creation, The Garden of Moses and the Exodus from Egypt, and Revelations (the ight: a story in which you experience the most contro- moted by interactive fiction: playing the character of uld all be in shalts and begats and haths and sayeths. to offend every person in the universe.

*I really don't see a game here.  
and possibly a big seller, but  
what people would really  
end. Like the parents  
complained it didn't have*

## BLAZING PARSERS

Standard Level  
Est. Dev. Time: 8 months  
erry started. A lot of the basic design and a little is already done. If you don't recall, the basic story ern with all the usual characters and situations, and re are several parsers with different personalities that are constantly wandering "in" and "out" of the es around Mr. Smith, who can imitate nearly anything: here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith, ball imitation." Dr... "President Rutherford B. Hayes T HAYES, HOWDY. "As you begin speaking, you realize Rutherford B. Hayes after all, but merely Mr. Smith, President Rutherford Hayes imitation." A laugh riot.

*Too inside I think.*

Standard Level  
Time: 10-12 months  
ould be set in the  
se (883 GUE), and  
ould certainly end  
n as the Enchanter  
oriented game with  
iginal Implementors

Perhaps its time has come.

9

Level (or mixed)  
y. Time: 12 months  
ifferent periods  
the present, and  
'm leaning toward  
l weeks on cruise  
: In one of them,  
ring from amnesia  
-- you first think  
ould be the desc-  
ting to prove the  
ler, and having to  
sci-fi elements.

A nice idea, but someone else could do it.

NAN\*

Standard Level  
. Time: 10 months  
rewed it up? Try  
hort story format  
on, The Garden of  
Revelations (the  
the most contro-  
the character of  
aths and sayeths.  
se.

I really don't see a game here. Maybe some publicity and possibly a big seller, but I'm not sure what people would really get out of it in the end. Like the parents who bought leather and complained it didn't have enough sex.

1

Standard Level  
v. Time: 8 months  
ign and a little  
, the basic story  
situations, and  
ent personalities  
and "out" of the  
nearly anything:  
s only Mr. Smith,  
therford 3. Hayes  
ing, you realize  
merely Mr. Smith,  
." A laugh riot.

Too inside I think.

1

## SUPER-HERO LEAGUE OF AMERICA

Fantasy? Comedy?

Standard Level

EZIP

Est. Dev. Time: 10 months

When Marvel Comics asked if we'd be interested in a collaboration I thought Steve old buddy old pal, you could think up alot more interesting and weird and fun superheroes than those worn out boring Marvel Comics superheroes. Such as Farm Stand Man, who can turn himself into any vegetable beginning with vowel. Or Madmoiselle Mozzarella, who can tell the toppings on any pizza before the box is even opened! I see this as a Hitchhiker's/Rashomon type game in which you can play your choice of any of half-a-dozen super-heroes. The story would be slightly different depending on which one you chose. If you elected to portray Annelid Man (able to communicate with any member of the worm family) you wouldn't command as much respect as Doctor Asphalt (able to devour entire eight-lane highways), and the other super-heroes wouldn't obey you as readily. Potential for lots of interesting puzzles. Possible RPG elements.

## "THE VIABLE IDEA"

Experimental

Standard Level (or mixed)

ZIP or EZIP

Est. Dev. Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around the original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

## TITANIC

TDA? Docu-drama?

Standard Level (or mixed)

EZIP

Est. Dev. Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 30 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a lurch, drawn out shudder pass through the ship you must begin the process of escaping the restricted Third Class section retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual events of those 150 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

HERD LEAGUE OF AMERICA

Standard Level  
Est. Dev. Time: 10 months  
we'd be interested in a collaboration I thought  
could think up alot more interesting and weird and  
se worn out boring Marvel Comics superheroes. Such  
turn himself into any vegetable beginning with a  
ella, who can tell the toppings on any pizza before  
see this as a Hitchhiker's/Rashomon type game in  
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depending on which one you chose. If you elected to  
communicate with any member of the worm family),  
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esting puzzles. Possible RPG elements.

*Sounds fucking great. I always  
should be doing serial-type*

THE VIABLE IDEA"

Standard Level (or mixed)  
Est. Dev. Time: 6 months  
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a few objects with action routines, maybe even a  
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uple of puzzles, ten to twenty rooms) around that  
ould be responsible for integrating the five ideas  
making sure that there wasn't any gross repetition  
se, fixing bugs. I think that seeing how different  
ections from the same starting point would make for  
action experience.

*Never have enough free imps.*

TITANIC

Standard Level (or mixed)  
Est. Dev. Time: 10-12 months  
tic moments in history. The world's largest, most  
advanced ocean liner, carrying many of the world's  
le, was nearing the end of it's maiden voyage. At  
an iceberg sideswiped the huge ship, leaving a 300  
than three hours later the "unsinkable" Titanic was  
n her. The events of that night are well-recounted

*No joke but too dry.*

*Not much opportunity for jokes, well*

itanic, travelling in Third Class to disguise the  
transporting a MacGuffin from London to New York.  
el a long, drawn out shudder pass through the ship,  
of escaping the restricted Third Class section,  
om the purser's safe amidst the confusion, and  
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to solve all the puzzles in the shortest possible  
gnore all the puzzles and simply wander around the  
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Standard Level  
Dev. Time: 10 months  
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Sounds fucking great. I always thought we  
should be doing serial-type stuff.

10

Standard Level (or mixed)  
Dev. Time: 6 months  
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(or so) imps would  
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Never have enough free imps.

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Standard Level (or mixed)  
Dev. Time: 10-12 months  
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many of the world's  
maiden voyage. At  
ship, leaving a 300  
unkable" Titanic was  
are well-recounted

No joke but too dry.

Not much opportunity for jokes, well at least tasteful ones.

NAN\*

ess to disguise the  
London to New York.  
s through the ship,  
rd Class section,  
he confusion, and  
The actual events  
around you. I see  
multiply playing to  
e shortest possible  
y wander around the  
ent.

THE BEST OF STEVJ

Mixed genre

Standard Level (or mixed)

EZIP

Est. Dev. Time: 12 months

A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from several different genres. This would be a good chance to try a lot of interesting ideas which are too experimental to risk a whole product on, or are just too small to become a full story. There could be some new genres, some completely puzzleless stories, a story with replayability. A story or two could be longer, to wean beginners into accepting multi-hour interactive fiction efforts. The reaction to Jeff's short story format will certainly have an impact.

Some problems with the idea: is it just too disjoint? Is there anyway to tie the stories together? (One thought for tying the stories together: there are siblings, and each brother/sister appears in one of the stories as a character they could make cross references to the sibling in the other stories.) What would the package be like? What would the program be called? Would it turn off our hard-core fans?

Any pending "marketing-driven" concepts? (e.g. Doctor Who, collaborations) D

Any "new technologies" to consider? (e.g. sound, XZIP features)

\* NAN - Not a number. I like the ideas but don't have

THE BEST OF STEVE

Standard Level (or mixed)

Est. Dev. Time: 12 months

*Hmmm.*

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imately an hour or two. I envision around ten stories  
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contents so that you could enter any story you wanted  
mber at the beginning. The stories would probably be  
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ne thought for tying the stories together: there are N  
/sister appears in one of the stories as a character;  
ferences to the sibling in the other stories.) What  
? What would the program be called? Would it turn off

iven" concepts? (e.g. Doctor Who, collaborations)

*Dr. Who*

*8 1/2*

consider? (e.g. sound, XZIP features)

*a number. I like the ideas but don't think it is the right time*

d Level (or mixed)  
y. Time: 12 months  
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around ten stories  
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y story you wanted  
would probably be  
e to try a lot of  
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eractive fiction  
certainly have an

*Hmmmm.*

2

ere anyway to tie  
ther: there are N  
es as a character;  
er stories.) What  
ould it turn off

laborations)

*Dv. Who*

*8 1/2*

*but don't think it is the right time.*

Date: 1 May 1987 1115-EDT  
From: Brian Moriarty <PROF at FRED>  
Subject: Next Project  
To: SEM

PROF

As you're foolish enough to ask for my opinion:

ZORK ZERO. Well, it would be nice to have a big fantasy game next year. Questions may arise as to whether this will/should be a "sequel" to BEYOND ZORK, and whether characters created and saved in BZ should be portable to ZO. Also, should it use the BZ front end (onscreen maps, etc.?) If so, you'll have to learn how my new gimmicks work, etc etc.

MINUTE MYSTERIES. See BEST OF STEVO below.

INTERACTIVE BIBLE. As you noted, this game is likely to offend many people, and not just frothing nutcakes, either. A surprising number of reasonable people regard the Book with reverence. They are likely to regard your send-up as superficial and juvenile. They will wonder what qualifies you to poke fun at their (or anybody's) faith. Why do you want to write this? Do you really think it will sell?

BLAZING PARSERS. Could be amusing to the old-timers who know the conventions.

SUPER-HEROES. This sounds like fun. If you used XZIP, you could throw in cartoon graphics of the various heroes.

VARIABLE IDEA. So was the Final Solution, and D-Rings.

TITANIC. If this had come out this year, we would've cleaned up. But it's an interesting idea anyway, and you'd probably enjoy researching it, too. And who knows? Maybe they'll be a big controversy when the "pirates" try to dredge up artifacts next spring ...

BEST OF STEVO. Need more hard info to comment. Till then, yawn.

MARKETING-DRIVEN CONCEPTS. Well, there's always RESTAURANT, and DIRK GENTLY.

	( ) BRK ZERO	MINUTE MYSTERIES	INTER. BIBLE	BLA NG PARKERS	SUPER-HEROES	VIABLE IDEA	TITANIC	BEST of STEVO
Joel	8	3	5	2	5	5	9	9
MD	8	2	7	1	2	7	6	10
H'wood	9	5	1	1	10	0	3	2
Jon	7	5	3	2	5	3	8	10
Amy	6	7	5	1	9	3	9	3
Stu	8	8	1	4	7	5	10	5
PDL	9	2	3	1	9	0	6	4
Prof	7	5	3	4	7	1	7	5
CLR	3	5	9	1	10	5	5	8
	7.2	4.7	4.1	1.9	7.1	3.2	7.0	6.2

74

4.5

4.6

24

7.3

3.6

7.3

6.1

Date: 1 Jun 1967 11:45 AM  
From: Drake University, USA  
Subject: 1967-68  
To: JWD at JWD

I've tried to be as clear as possible in the letter, but I hope you'll find it helpful. I've been thinking about a number of things since we last spoke, and I'm sure you'll find it interesting. I'll be glad to discuss any of the points raised in the letter with you.

- 1.0. 1967-68
- 1.1. 1967-68
- 1.2. 1967-68
- 1.3. 1967-68
- 1.4. 1967-68
- 1.5. 1967-68
- 1.6. 1967-68
- 1.7. 1967-68

Given the fact that I've been thinking about these projects for some time, I'm sure you'll find it interesting. I'll be glad to discuss any of the points raised in the letter with you.

Best,  
JWD

- "To close the letter..." (JWD)
- "I'm sure you'll find it interesting..." (JWD)
- "I'll be glad to discuss any of the points raised in the letter with you..." (JWD)
- "I'm sure you'll find it interesting..." (JWD)
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Best,  
JWD

- "I'm sure you'll find it interesting..." (JWD)
- "I'll be glad to discuss any of the points raised in the letter with you..." (JWD)
- "I'm sure you'll find it interesting..." (JWD)
- "I'll be glad to discuss any of the points raised in the letter with you..." (JWD)

"I'd rather see the computer with lots of images that he was of several with a single realistic image...better off as a Tom Snyder project..." (Jon)

"A humorous illustration idea"

"Sounds like fun" (Stu)

"This is great. The hand-drawn won't be quite so silly...maybe..." (Dave)

"Sounds like fun. In fact, you could have cartoon figures of heroes" (Brian)

Title:

-----

"This could be good, particularly, if it was historically accurate" (Joel)

"I like the idea, but feel that it's past its time" (Mike)

"Too dry. No opportunity for jokes, at least not tasteful ones" (Hollywood)

"Titanic has played Satriano a...there would be no way to win...if you could do justice to the Titanic, it would be the greatest thing I'd ever seen on a computer. It's true from the tender and the ship." (Jon)

"Good idea for idea of an idea with split-second timing" (Amy)

"My favorite! Exciting concept and exciting setting" (Stu)

"Too bad it didn't get out last January. Too serious? Too hip?" (Dave)

"An interesting idea. I hope it'll be done again when computers start napsacking the work real serious..." (Brian)

From: Frank Zorn (mailto:frank@zorn.com)

Subject: Re: NEXT PROJECT

To: Stu

In-Reply-To: Your message of 2-Jun-87 1248-EDT

excellent report. (well) we're in 18,000 Ginkgo Pyramid soon?

Date: 3 Jun 1987 1206-EDT

From: M, Bright (mailto:m@bright.com)

Subject: Re: NEXT PROJECT

To: Stu

In-Reply-To: Your message of 2-Jun-87 1248-EDT

So, what are you going to do? Work independently, what do you WANT to do -- you must have some alternatives, if only preferring to do the one you've thought about more -- if there is one of those.

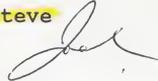
Any.

P.S. Thinking about it now, at a more mature age than the youngster of 24 I was then, a real-time Titanic might be the most interesting version. I still don't like the idea of split-second movies, but the mere experience of going down real-time with the Titanic would be great! (If somewhat terrifying.)

# INFOCOM™

August 10, 1987

TO: Chris, Gabby, Gayle, Jon, Mike, Steve  
FROM: Joel  
RE: Steve's Next Project



I want to confirm the conclusions of Friday's meeting:

1. Steve's next project will be Zork Ø.
2. Titanic has not been ruled out for some future date (after Zork Ø).
3. Zork Ø will make use of static graphics in whatever ways Steve feels are appropriate to the game.
4. With the understanding that we are entering a new technical area, there will be no specific completion date set right now. However, we will proceed to rapidly develop any capabilities needed.
5. We will bring in, as quickly as possible, whatever new resources are needed for the graphics, including an additional Systems Group person and an artist.

JB/cab

P.S. I think it is fair to add that if Steve happens to have a flash of creativity in the next few days and thinks of some more great ideas for his experimental story product ("Best of Stevo"), nearly everyone in this group would prefer that he do that product.

- Several types of data are already in:
- 1. A list of names of individuals in the Army history.
- 2. A list of names of individuals in the Army history.
- 3. A list of names of individuals in the Army history.

virtually everything else is in the process. The following pages are some of the major things in the various areas involved:

- 1. A list of names of individuals in the Army history.
- 2. A list of names of individuals in the Army history.
- 3. A list of names of individuals in the Army history.
- 4. A list of names of individuals in the Army history.
- 5. A list of names of individuals in the Army history.
- 6. A list of names of individuals in the Army history.
- 7. A list of names of individuals in the Army history.
- 8. A list of names of individuals in the Army history.
- 9. A list of names of individuals in the Army history.
- 10. A list of names of individuals in the Army history.

Before reading this material, please review your history of OYE history by looking at the above material. It is included:

- 1. A list of names of individuals in the Army history.
- 2. A list of names of individuals in the Army history.
- 3. A list of names of individuals in the Army history.
- 4. A list of names of individuals in the Army history.

CONFIDENTIAL - SECURITY INFORMATION

Lock 1 was always the most popular game of choice for people trying their first interactive system. Should Lock Zero be designed to supplement Lock 1 in this role?

Some of Lock 1 have been suggested lately (particularly at the expense of Lock 2) to play 3.

The game "Lock 1" is a puzzle that is thought to be played before Lock 1, but most potential Lock 1 players will have already played Lock 1.

I feel very strongly that, like Lock II and Lock III, Lock Zero should require absolutely no knowledge of either Lock I or Lock II in order to play it. I also feel that it should play Lock I, by a game which is very accessible -- easy to get into -- but ultimately very difficult to complete.



Early on these things, I refer especially to the geography of Sweden: the  
settlements, the mountains, the mountains are primarily unexplored,  
the mountains primarily unexplored.

All three divisions of the Jura region, were set in the mountains. All  
three parts of the Swedish Jura were set in the mountains, as is  
beyond doubt (with the exception of the Jura province of Antwerp).

The mountains and the mostly unexplored provinces "Koussays" in the  
mid-19th century, but in the 18th and 19th centuries, when Jura  
Jura would probably be only the mountains, were the unexplored provinces.

In addition, there is a direct passage to the Jura region, and  
it will almost certainly occur in the mountains (west of a white house).

For all these reasons it would seem that Jura should be set in the  
mountains.

As far as these things, there are two divisions in the mountains, the  
Frigid River valley, where all three parts were set, and the Grey  
Mountains, where no Jura mountains have ever ventured.

One interesting location in the Frigid River valley which has never  
been touched is in the Jura of Jura's death, which is in Sweden,  
I refer to the "Koussays".

In addition to the Grey Mountains, there are several more in the  
mountains which have never been touched: the Frigid River, the Frigid  
River Delta, where it flows into the Grey Sea, and the waters to the  
east of the Frigid Mountains. To reach the Frigid Mountains, while  
seen in Sweden, Jura, has never been visited.

An interesting question, and one is curious (Koussays and Westlands  
and Great Sea Mountains) all things are equally well, on the order of  
the British Isles, a country of the world, and along the lines of  
Europe. (As much as I wish to visit it, I prefer to visit it.) The  
size of various mountains, and given in the Jura II reveals in several  
places; but it seems that the size is unexplored that doesn't seem  
a whole lot.

#### YOUR CHARACTER

In the case of the player character, you can virtually set the background, but it can be inferred that you play a middle-class treasure hunter who comes to loot the ruins of the great abandoned temple and ends up discovering the new "legendary" artifact.

In the case of the NPC, you start out as a promising novice Enchanter, rise to become the most powerful magician in the land, and preside over the "Age of Magic".

In beyond that you're a female paladin whose perfection doesn't really matter in the primary goal of an epic fantasy narrative.

In general, it's interesting to think of your character as some sort of "unconscious" device or "legendary" character type. It helps to explain why you have so little and have to do so much learning and exploring over the course of the game.

Some ways for characters and what they do look like:

A young nobleman of the king's court, such as a steward or squire, and later a knight of the king's household.

A peasant from a nearby village who was raised to be a knight for one of the king's projects.

A young nobleman, the son of a noble knight, who lost his family to the king's war and followed.

Naturally, your character can also be very intertwined with another legend, the "Age of Magic".

## THE PLOT LINE

There are two variations where there isn't really a series of queries. Look II, Look III, and even Look IV with a thin story line, with the appearances of the wizard, the hero of the wizard's quest, and the quest for the Colored of wisdom. The final chapter of the Paganter Trilogy had a variety of characters, including the wizard and the wizard's quest. Several non-looks have been given more protagonistic.

My job is to make sure that the story is story-oriented as the Paganter Trilogy. That's because to make your goal more real and interesting, but not so much that it makes the story too complex to get into very quickly. Also, not so much that it's too easy to take away from the puzzle, which is what the goal is what people will be looking for.

Since the history of wizard around the world is known, your goal in the story can't be something which contradicts that history. For example, your goal can't be to prevent the collapse of the Great Underground Empire, since it was built in 1914 in 1914.

One possibility is that your goal is to prevent the inevitable fall of the city, which you know about now. A yearbook you heard in your youth that said that you had to be to have the end of the Empire from the city, which is the end of the world. This sounds a little too much like a "Paganter."

Another possibility is that your goal is to actually bring about the fall of the Empire, which would be with your character, who's really pissed off at the Empire, and the Paganter.

A third possibility is that your goal is more personal and less global, such as your own survival or the survival of your village, with the fall of the Empire, which is the background color.



THE GREAT WALL

Since Lord Dunsinane has to see "West of the World House," it behooves us to ask after the walls there is and where they come from. Here's an idea.

It is known that Dunsinane covers the base of the Benin from Epsom, in the north, to Fifehead in the Eastlands. The Lord II brosis refers to the region of the Bristol River Valley province as Arabin. YDL suggests that Dunsinane was founded by the Slavs in St. Petersburg being "Great Wall" (Arabin).

In any case, neither Fifehead nor Dunsinane is ever visited in any of the early days. We've been to Dunsinane's castle (in Epsom) and to (what's left of) Fifehead's castle (in Arabin). But we've never seen the Slavs' castle or the original Dunsinane, at least as one heck of a castle!

Here's my idea. The whole thing is Dunsinane's castle, but under some kind of historical cover of sorts of the fall of the Empire, or as a protective measure until some future day when the Fifehead Dunsinane might rise again.

Naturally, the whole history would depend on whether they live or die.









## RECOMMENDATIONS

Due to the expense of hardware, there's a possibility that some version could be the same size, which could fit on a single disk. If this approach, it would require modifications we've never done before, namely, a 100% disk utilization. Naturally, this is unfeasible and should be kept in a separate.

Other hardware ideas have included this by dividing the data into geographical regions with "interactions" between each module. Another way, as I mentioned earlier, would be to divide the data into modules similar to what's in "interactions".

## 1 2 3 4 5 6 7 8 9 10 11 12

The title will eventually be "The Lord of the Rings" (I guess that the issue of "The Lord of the Rings" is still on in the air). However, perhaps there would be a subtitle, as the other Lords did. (The Great Underground Empire, The World of Middle-earth, etc.)

- 1000 (1000) The Lord of the Rings
- 2000 (2000) The World of Middle-earth
- 3000 (3000) The Great Underground Empire
- 4000 (4000) The World of Middle-earth

## 1 2 3 4 5 6 7 8 9 10 11 12

A lot of thought has been put into the "The Lord of the Rings" into a monster, which, as you know, you can choose a lot of similar monsters, and while in the monster state you run into a typical "The Lord of the Rings" kind of travel. However, they immediately realize that they're under attack and begin trying to kill you on all three levels of the kind of way. This would be a lot of work to do in a 100% disk utilization.

## 1 2 3 4 5 6 7 8 9 10 11 12

Another issue is how much of the "The Lord of the Rings" to use. I'm very, very aware of the "The Lord of the Rings" historical characteristics (strength, composition, etc.) and the "The Lord of the Rings" (one or two monster attacks would be a good idea) because that changes from session to session, and the "The Lord of the Rings" that changes from session to session.

As far as the "The Lord of the Rings" (The Lord of the Rings) box, programmable "The Lord of the Rings", I don't consider them very desirable, but I don't mind leaving them in if a lot of players like them and they don't have too much work...



and slaves. This, however, proved unprofitable as he realized that by utilizing their labor and the land they owned, he could increase the size of his colony steadily.

Consequently, when through the process of the Colonization Society (the forerunner of the Society for the Propagation of the Gospel) he began this settlement, many of the early settlers, for twenty years, lived on a small tract of land, mostly in the low-lying lands, but soon around Castle Bryan as well. By the time he died in 1618, Southampton ruled virtually the entire lower world with a few of his own people.

Consequently, the descendants were known as the Flatheads, due to a combination of factors, only one of which was the shape of their hats. They were independent and hardy, but they were not so hardy as the more recent immigrants, and they were not so hardy as the more recent immigrants.

Little was accomplished by the Flatheads until the first day, and he moved the capital of Virginia from Jamestown to the new one in the Florida River Valley. A year later, David Carter officially changed the name of the colony to the Great Dominion of Virginia, although most of the western provinces were now under the Great Sea. The Great Sea has reached the Flathead Coast, and the new capital city of Virginia, the Flathead (although Virginia still continued to be known by its original name).

Little was accomplished in a series of construction projects, raising taxes accordingly to support his aims. The most well-known of these projects was the new but completely useless Flood Control Day 11.

Little was accomplished in the years, and the colony declined under the new Flatheads until it finally collapsed in 1618. An era of barbarism descended upon the colony, and the world still continues to this day in the Flatheads. The Flatheads may have been the various Guilds of Craftsmen and the various Guilds of Merchants, and the new capital of Virginia, the Flathead, is a barbaric metropolis.

The first day of the new Flatheads is considered to be the Flatheads Guild, as the Flatheads Guild is considered to be the Flatheads Guild, as the Flatheads Guild is considered to be the Flatheads Guild.

Little is known about the Flatheads Guild, although a few brave adventurers have returned from the Flatheads, laden with valuable treasures and telling incredible tales of the Flatheads and their ways.

THE TITANIC

- 400 21 1853: The Titanic's first voyage and her destruction.
- 1 008 The history of the Titanic and the ship's wreck.
- 41 The history of the Titanic and the ship's wreck.
- 85 The history of the Titanic and the ship's wreck.
- 121 The history of the Titanic and the ship's wreck.
- 157 The history of the Titanic and the ship's wreck.
- 193 The history of the Titanic and the ship's wreck.
- 229 The history of the Titanic and the ship's wreck.
- 265 The history of the Titanic and the ship's wreck.
- 301 The history of the Titanic and the ship's wreck.
- 337 The history of the Titanic and the ship's wreck.
- 373 The history of the Titanic and the ship's wreck.
- 409 The history of the Titanic and the ship's wreck.
- 445 The history of the Titanic and the ship's wreck.
- 481 The history of the Titanic and the ship's wreck.
- 517 The history of the Titanic and the ship's wreck.
- 553 The history of the Titanic and the ship's wreck.
- 589 The history of the Titanic and the ship's wreck.
- 625 The history of the Titanic and the ship's wreck.
- 661 The history of the Titanic and the ship's wreck.
- 697 The history of the Titanic and the ship's wreck.
- 733 The history of the Titanic and the ship's wreck.
- 769 The history of the Titanic and the ship's wreck.
- 805 The history of the Titanic and the ship's wreck.
- 841 The history of the Titanic and the ship's wreck.
- 877 The history of the Titanic and the ship's wreck.
- 913 The history of the Titanic and the ship's wreck.
- 949 The history of the Titanic and the ship's wreck.
- 985 The history of the Titanic and the ship's wreck.



- 712 Construction of the tank of 1960.
- 713 The first military aerobically incineration concentration basic  
was introduced by the Phosphorus Institute.
- 714 The value of 1960-1961 Phosphorus States.
- 715 The founding of the Phosphorus Phosphorus Orchestra.
- 716 The value of 1961 Phosphorus States.
- 717 The value of 1962 Phosphorus States.
- 718 The value of 1963 Phosphorus States.
- 719 The value of 1964 Phosphorus States.
- 720 The value of 1965 Phosphorus States.
- 721 The value of 1966 Phosphorus States.
- 722 The value of 1967 Phosphorus States.
- 723 The value of 1968 Phosphorus States.
- 724 The value of 1969 Phosphorus States.
- 725 The value of 1970 Phosphorus States.
- 726 The value of 1971 Phosphorus States.
- 727 The value of 1972 Phosphorus States.
- 728 The value of 1973 Phosphorus States.
- 729 The value of 1974 Phosphorus States.
- 730 The value of 1975 Phosphorus States.
- 731 The value of 1976 Phosphorus States.
- 732 The value of 1977 Phosphorus States.
- 733 The value of 1978 Phosphorus States.
- 734 The value of 1979 Phosphorus States.
- 735 The value of 1980 Phosphorus States.
- 736 The value of 1981 Phosphorus States.
- 737 The value of 1982 Phosphorus States.
- 738 The value of 1983 Phosphorus States.
- 739 The value of 1984 Phosphorus States.
- 740 The value of 1985 Phosphorus States.
- 741 The value of 1986 Phosphorus States.
- 742 The value of 1987 Phosphorus States.
- 743 The value of 1988 Phosphorus States.
- 744 The value of 1989 Phosphorus States.
- 745 The value of 1990 Phosphorus States.
- 746 The value of 1991 Phosphorus States.
- 747 The value of 1992 Phosphorus States.
- 748 The value of 1993 Phosphorus States.
- 749 The value of 1994 Phosphorus States.
- 750 The value of 1995 Phosphorus States.

























Scenario



## CASTLE

- ✓ Throne Room
- ✓ Dungeon
- ✓ Tower
- ✓ Armory
- ✓ Great Hall
- ✓ Courtyard
- ✓ Moat
- ✓ Drawbridges
- ✓ Kitchen
- ✓ Banquet Hall
- ✓ Gallery
- ✓ Torture Chamber
- ✓ Bedrooms
- ✓ ~~Water~~ Kettles
- ✓ Gardens → Woods
- ✓ Root Cellar
- ✓ Wine Cellar

## VILLAGE

- Bar. offices
- ✓ Post Office
- ✓ Printing Plant (scribed)
- ✓ Tax Collectors
- ✓ Frobozzlo HQ

## DIMWIT'S

- ✓ Lake
- ✓ Yacht Dock
- ✓ Zoo
- ✓ Theatre
- ✓ Stadium
- ✓ Chapel
- ✓ Dingible Hangar
- ✓ Mtn. (Climbing)
- ✓ Library
- ✓ Orchestra
- ✓ Sand Box - Desert
- ✓ Vault
- ✓ Underground
- ✓ Umbrella Storage Room
- ✓ Steam Bath / Gym
- ✓ wardrobe
- ✓ Arch
- ✓ Crypt
- ✓ Laboratory
- ✓ Kennel
- ✓ woods

Flatheads

J. Peirpoint

Dimwit

Babe

John Paul

movable passage puzzle.

Booth A/B get in A, turn you into B  
Hungry. Turn into Newt. Eat newt food.  
X-ray glasses. (Shell game)

Bathyscape.

Camel.

Jester bothers you. Resurrection?

You create gves by filling  
in bottomless pits.

Scenes of empire -- the thief  
(an aristocrat) always appears,  
stealing things.

At end of ZØ, you become  
Dungeon Master, the one who  
gets relieved at the end of ZIII

Bloit - definition changed from  
king to king.

Passage Storage Room

Dimwit would never go outside w/o his umbrella  
~~for~~ for fear of rain which would puddle on his head.

Spell passed down orally from  
grandpa -- so you don't know  
what homonyms are in it!

Collect something from all  
twelve Flatheads, throw into cauldron

You're the grandchild of someone  
in Dimwit's court who was  
there when the curse was cast.

The curser threw something of his  
own into the spell, so you  
have to throw something in.

Package Element:

"The Lives of the 12 Flatheads"  
# GUC News & Dungeon Report  
Double Fannucci cards  
Blueprint parchment scrap?

Gravel - raise level of Elixir in tall narrow beaker?

↓ [faint text]

① glove  
cap  
ball

bat z2?

↓ [faint text]

↓ [faint text]

↓ [faint text]

② monole

gudy crown

↓ [faint text]

↓ [faint text]

③ T-square  
blueprint  
compass

↓ [faint text]

↓ [faint text]

161  
455  
14  
3

① glove  
cap  
ball

bat z2?

② monacle

gandy crown

③ T-square  
blueprint  
compass

Fidel  
Buffalo Bill  
Gehghis  
~~Sir Isaac~~  
~~force do~~  
~~leonardo~~  
Oliver wender  
~~Ralph wald~~

✓ key (4) key

✓ wind instrument (5) wind instrument

✓ share of Frodo's stock (6) proxy

✓ telescope (7) telescope

✓ paintbrush (10) paintbrush

✓ quill pen manuscript (11) quill pen manuscript

✓ sword, saddle (8) sword, saddle

✓ battery (9) battery

Humorist 0: Flathead

Lucretia Flathead (12) poison

Ursula  
William Jenn  
William Ran

④ key

⑤ weird instrument

telescope

⑥ share of  
Frobizio stock  
proxy

⑩ paintbrush



⑪ quill pen  
manuscript

⑧ sword  
saddle

⑨ battery

d ⑫

poison

Ursula  
William Jennings  
William Randolph

stock

IMWIT  
J. PIERPOINT  
STONEWALL  
JOHANN SEBASTIAN  
JOHN D.  
THOMAS ALVA  
LEONARDO  
LUCREZIA  
RALPH WALDO  
JOHN PAUL  
FRANK LLOYD  
BABE

gaudy crown  
zorkmid bill  
lance  
violin  
stock certificates  
lantern  
landscape  
flask  
quill pen  
spy glass  
t-square  
bat

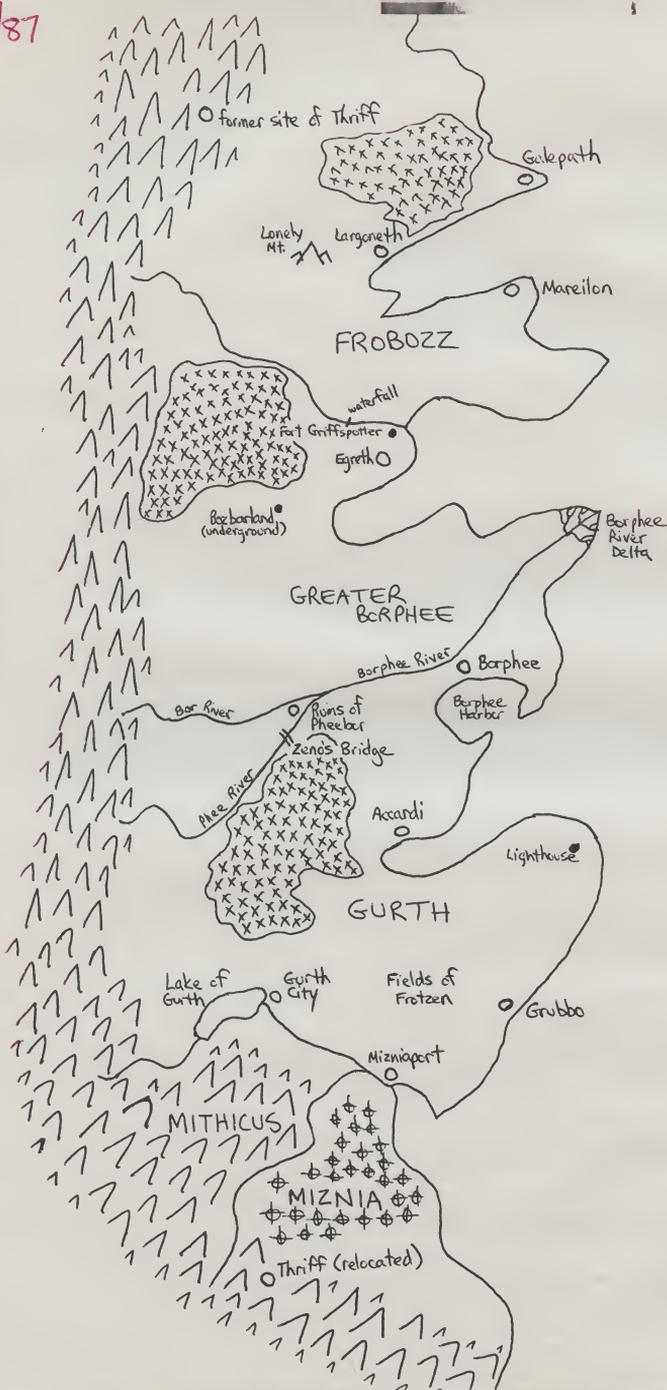
# The 24 Flathead Items

(2/23/88)

<u>Sibling</u>	<u>Item</u>	<u>Location</u>
Dimwit "	Crown Sceptres	Outer Bailey (buried in chest) Throne Room
J. Pierpoint "	Zorkmid Bill Silk Tie	Gaming Room (shell game) Aerie (part of nest)
Stonewall "	Saddle Lance	Stable Library (inside armor)
Johann Sebastian "	Violin Metronome	Conductor's Pit Torture Chamber (in iron maiden)
John D. "	Diploma Stock Certificate	Stream (band riddle) Vault
Thomas Alva "	Screwdriver Brass Lantern	Laboratory Pits
Leonardo "	Landscape Easel	Lower ledge Lower ledge
Lucrezia "	Flask Fan	Cell (behind cobwebs) Hothouse (winning Snarfem)
Ralph Waldo "	Manuscript Quill Pen	Pyramid Room (right) Dead End
John Paul "	Seaman's Cap Spyglass	Oubliette Delta (6)
Frank Lloyd "	Scale Model T-Square	Chalet FrobozzCo Offices South (19)
Babe "	Bat Weights	Flathead Stadium Gym

8/14/87

Kovalli Desert



Legend

- cities or towns
- landmarks
- ^^ mountains
- 50 bloits

The f  
O  
Also  
The Gre





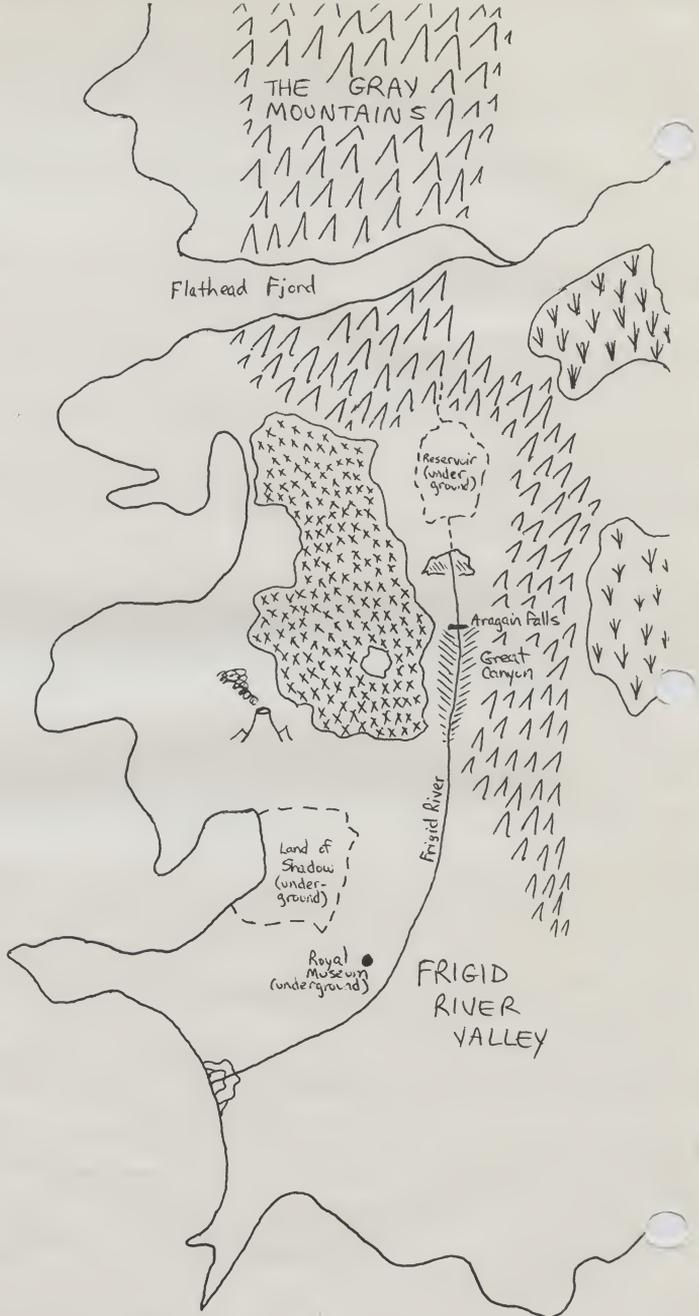
The Flathead  
Ocean  
  
(also called  
The Great Sea)



Legend

- cities or towns
- landmarks
- ^^ mountains
- 50 bolts
-  forest
-  swamp
-  jungle

Flathead  
Ocean  
(called  
Sea)



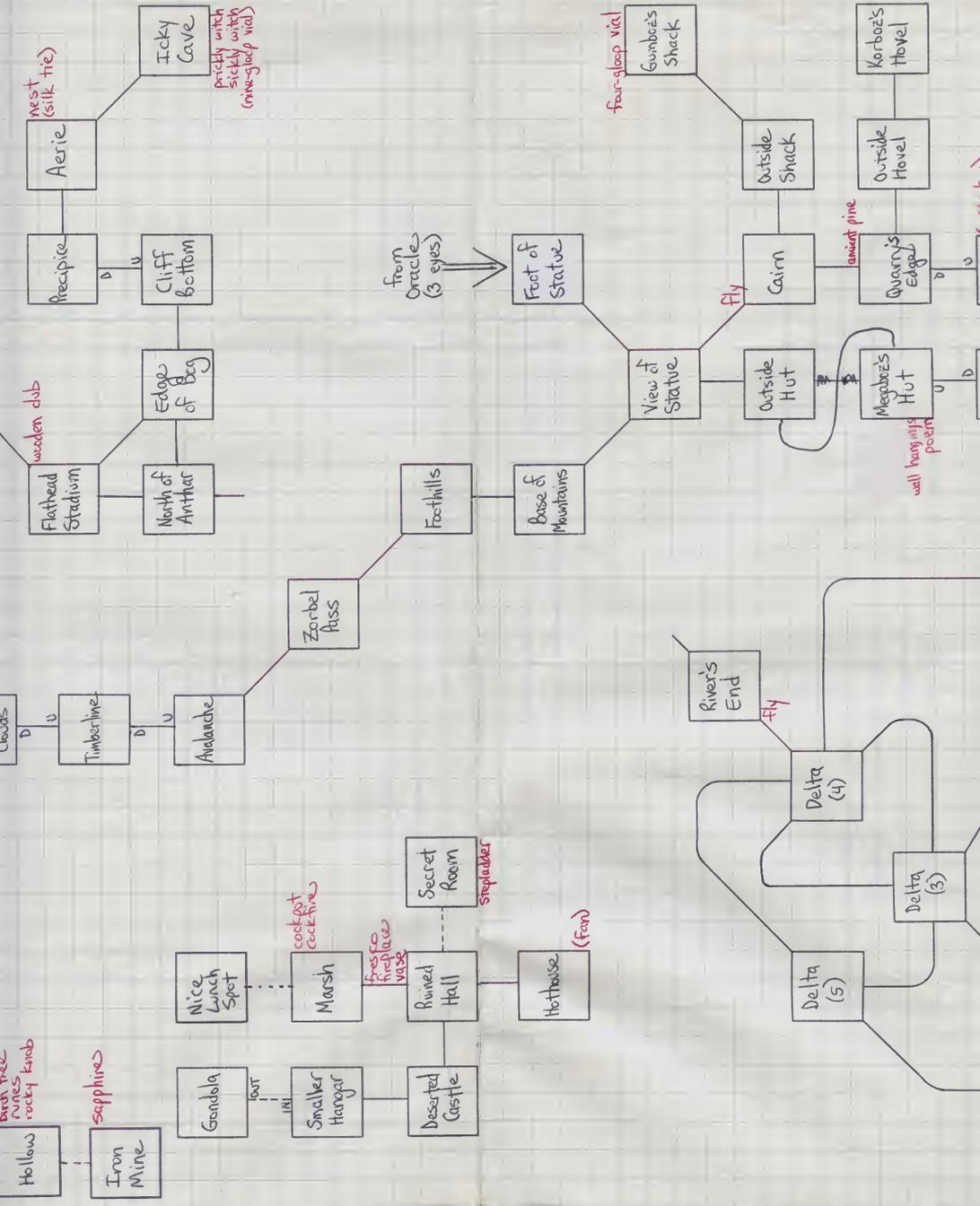
forest  
swamp  
jungle

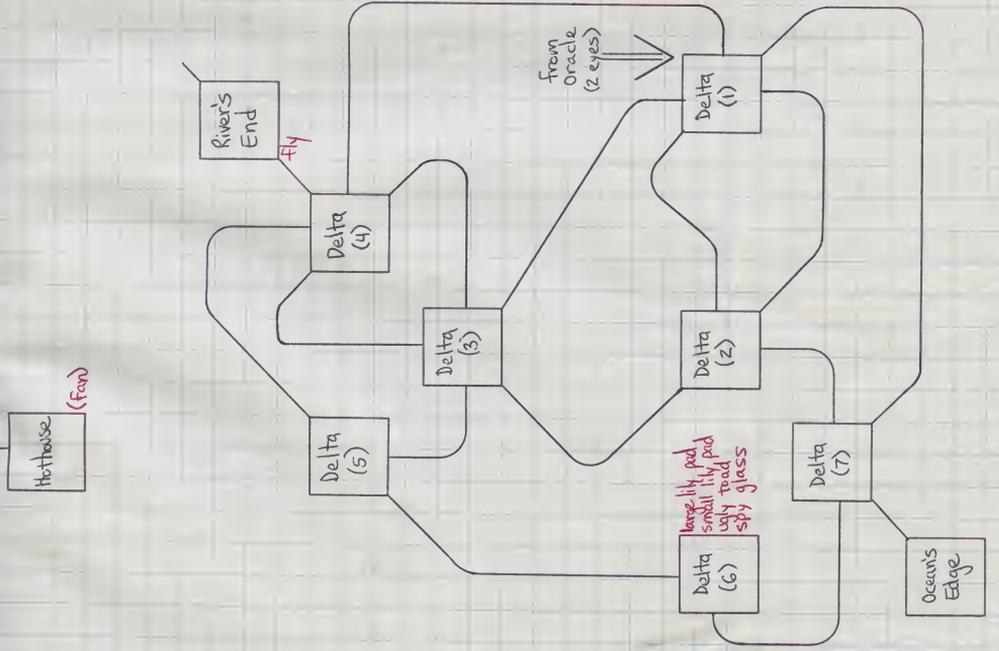
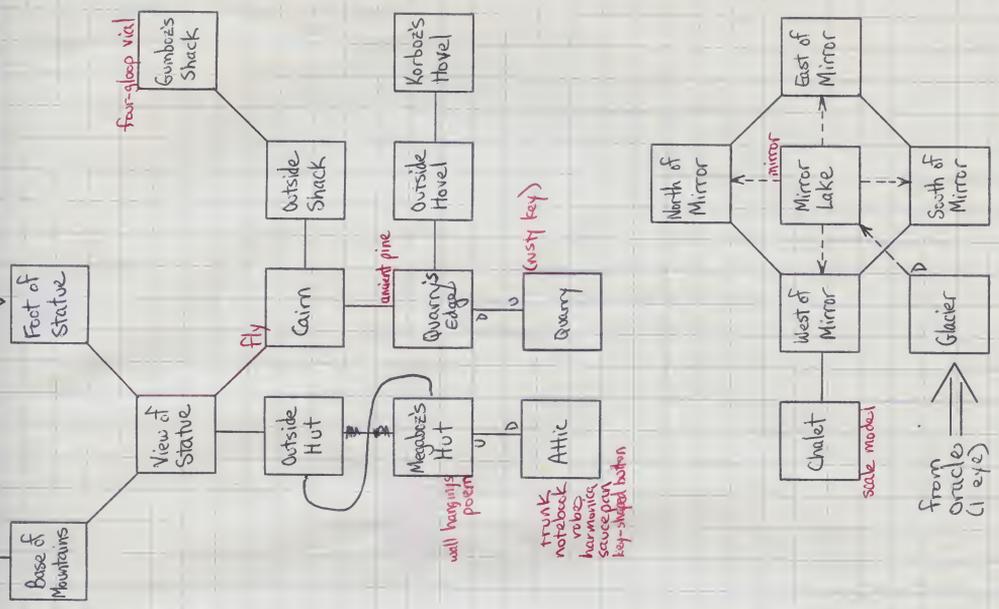




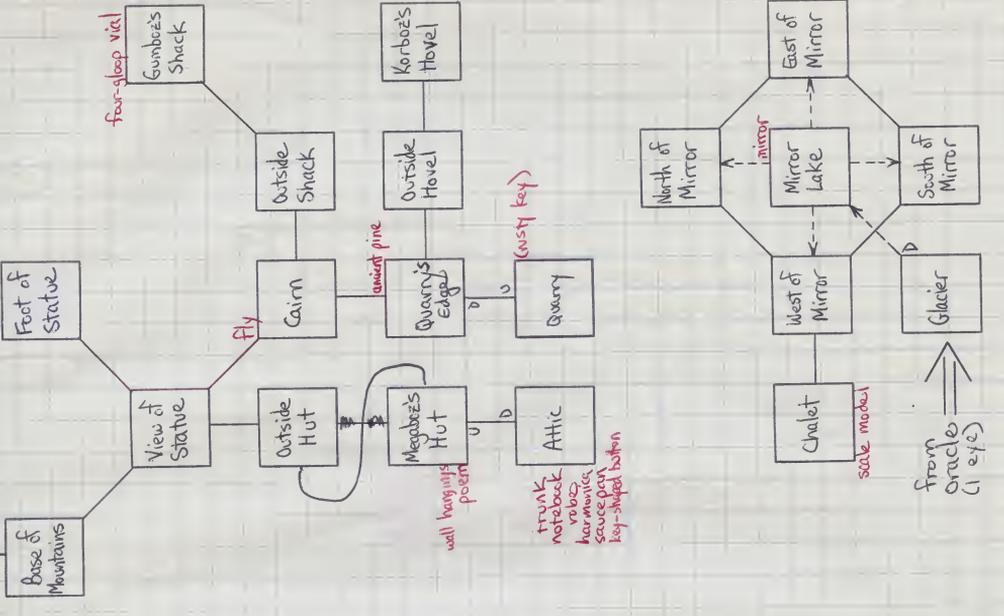
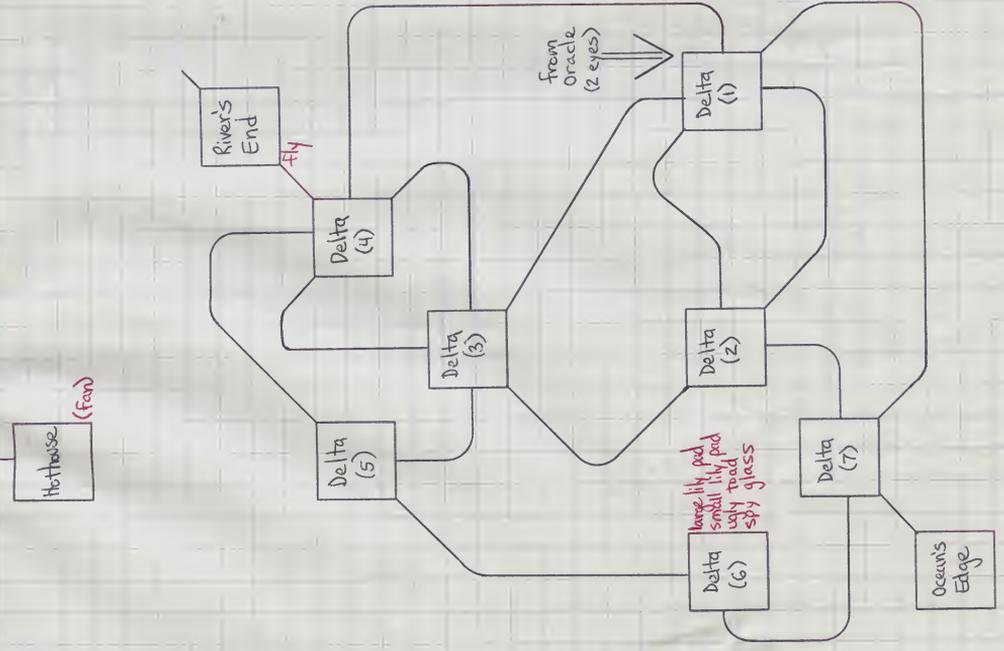
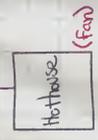




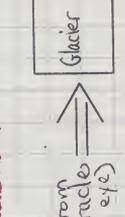
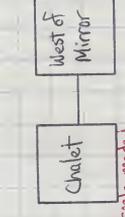
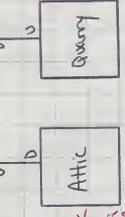
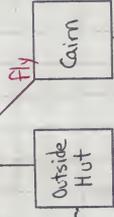
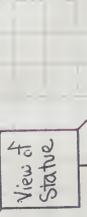
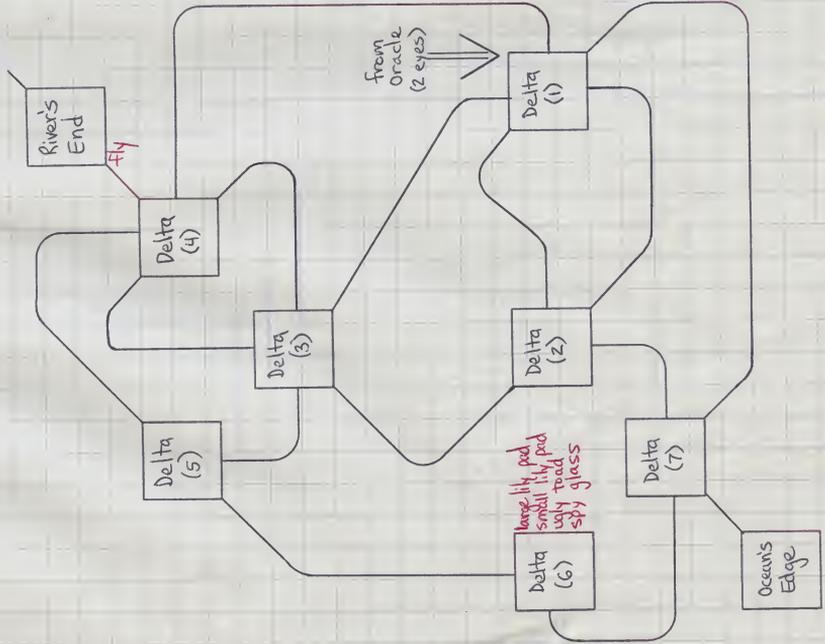
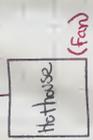




Step ladder



Step ladder



four-gloop vial

Fly

ancient pine

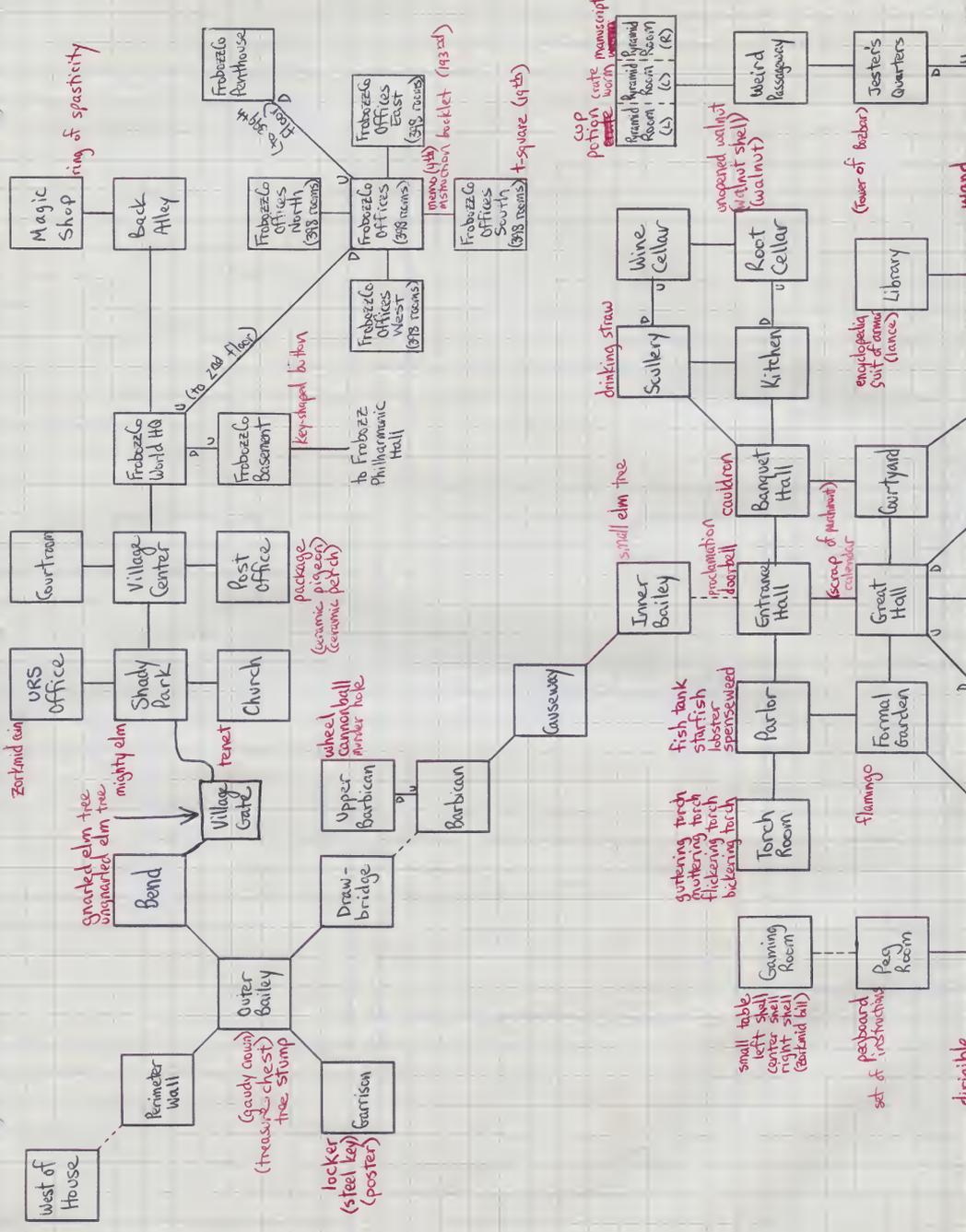
(crazy key)

wall hanging point

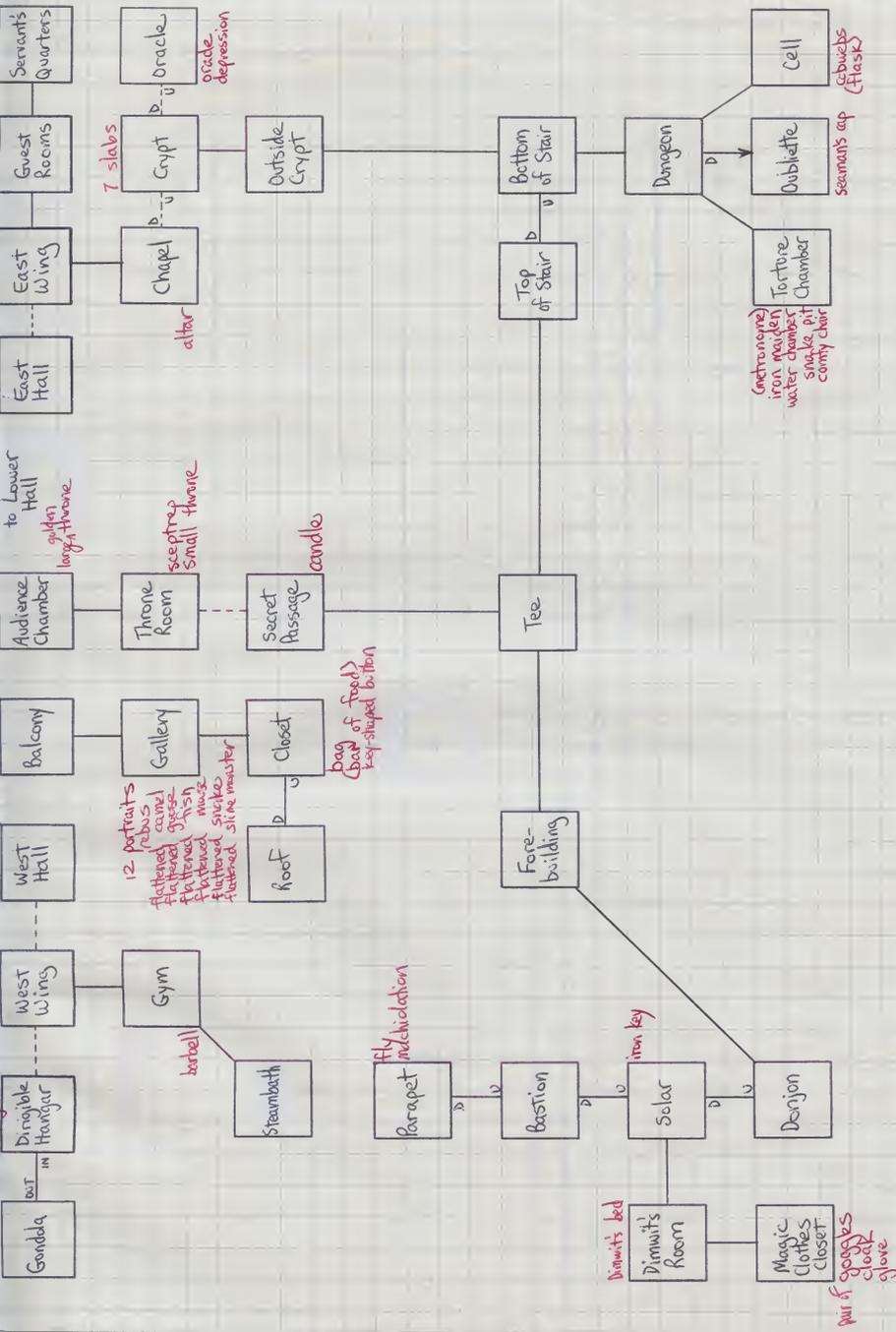
trunk notebook  
map  
hairpins  
sauce pan  
key-shaped bolt

mirror

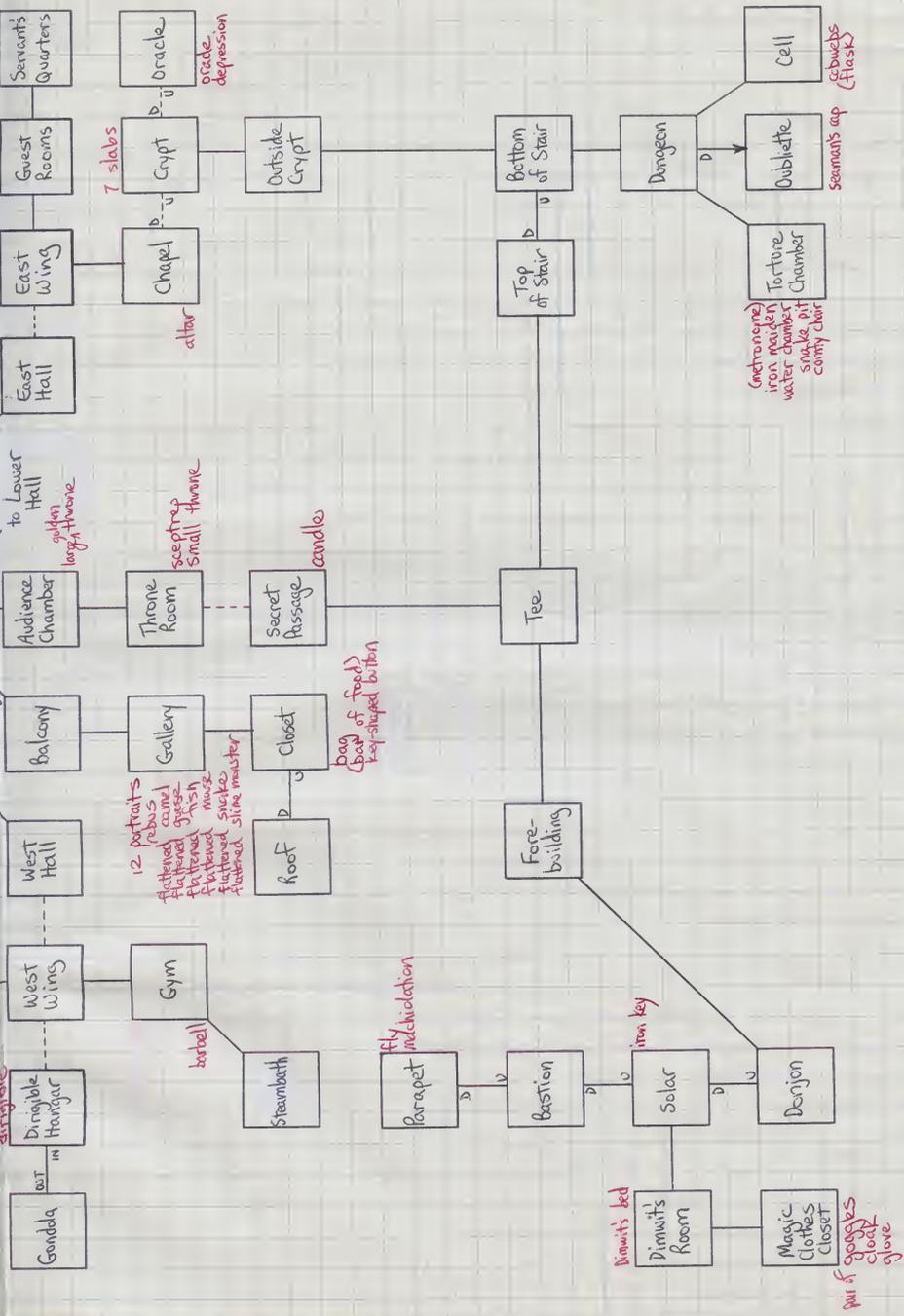
scale model

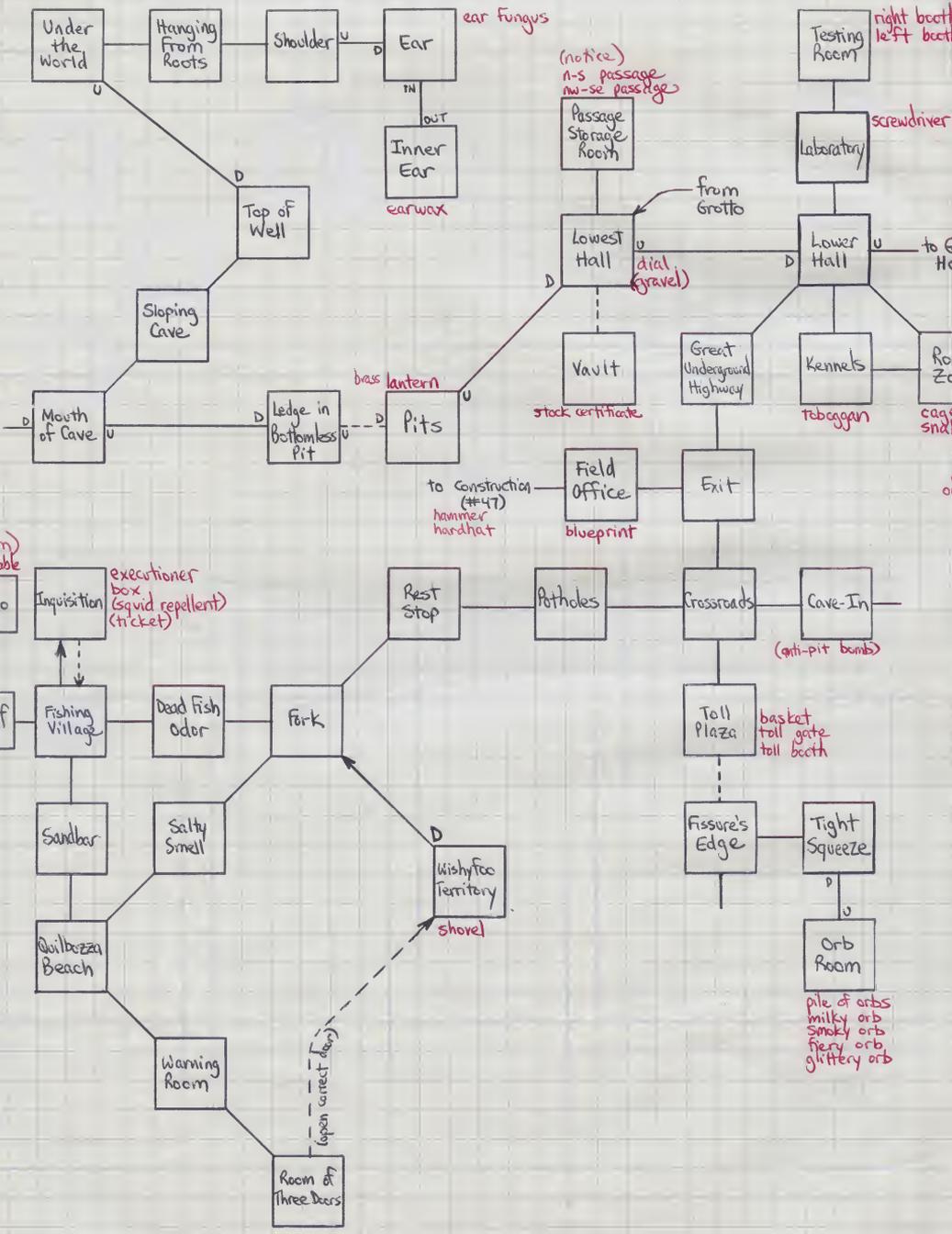




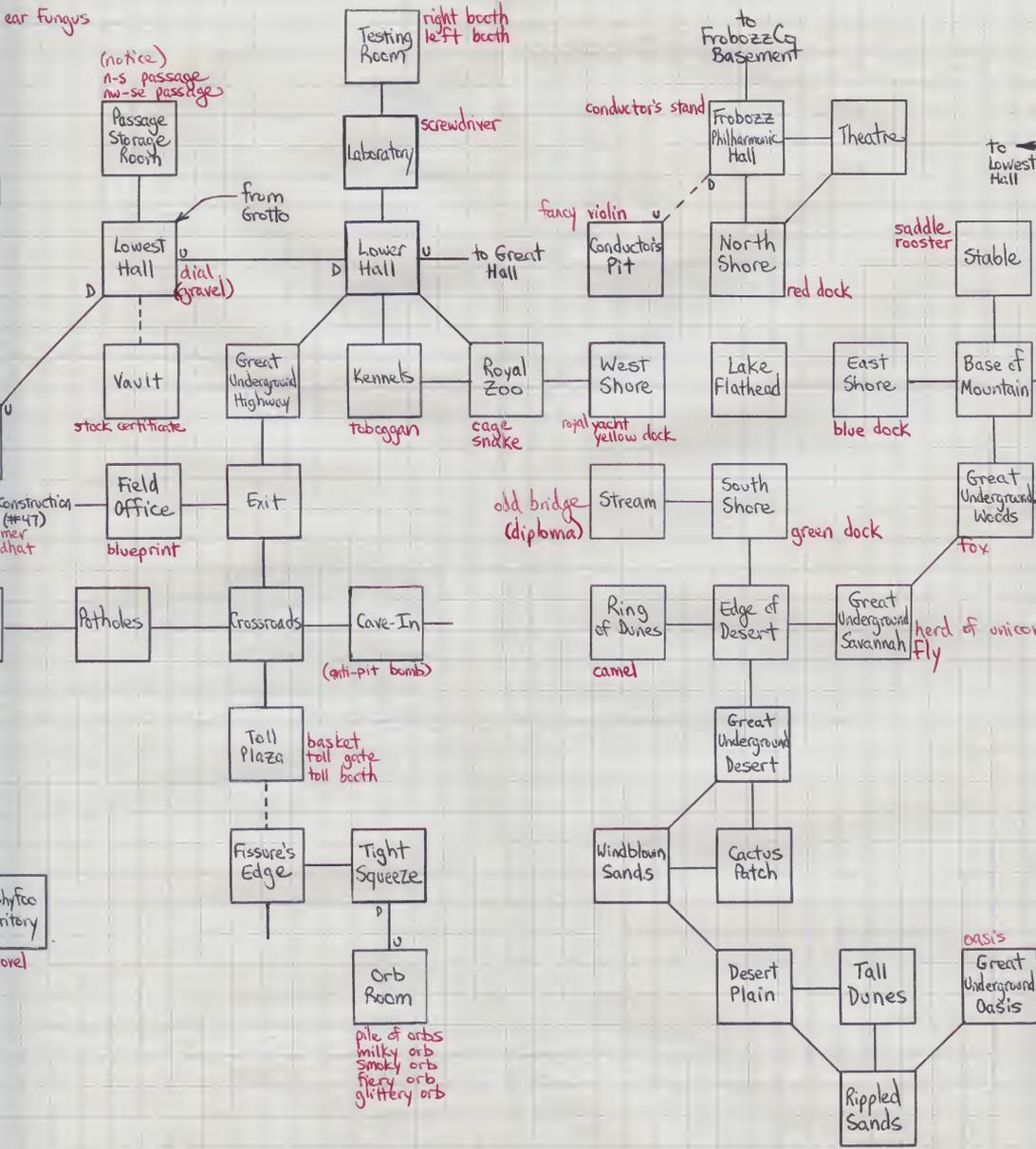




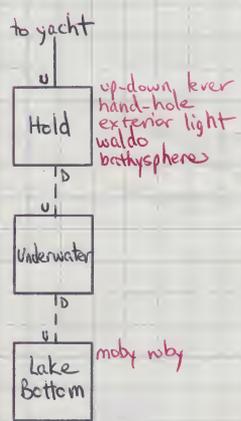
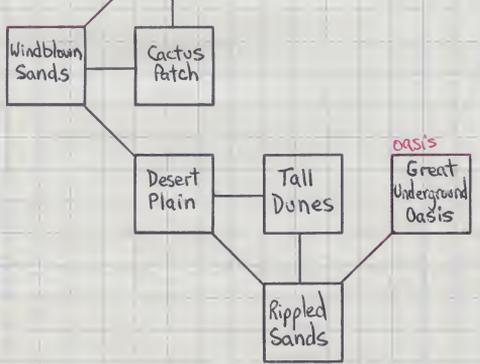
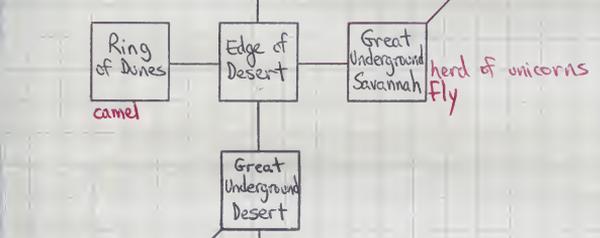
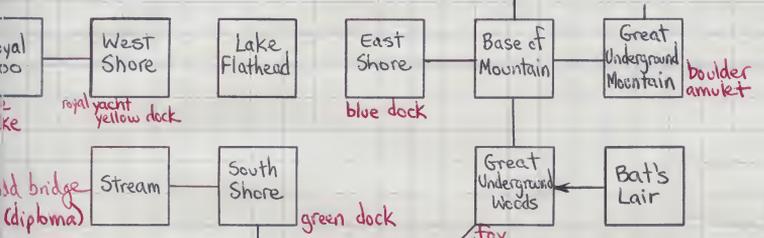
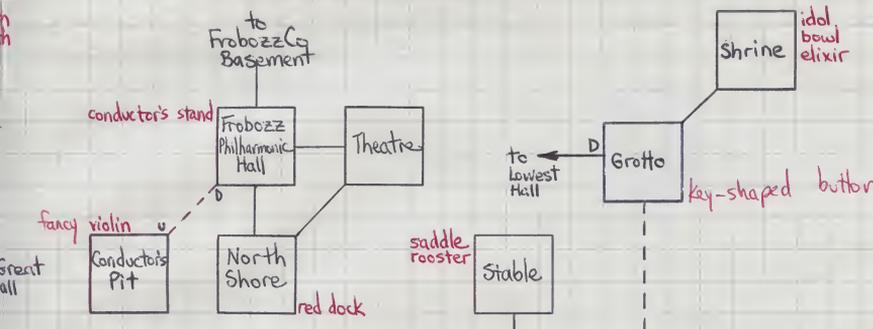




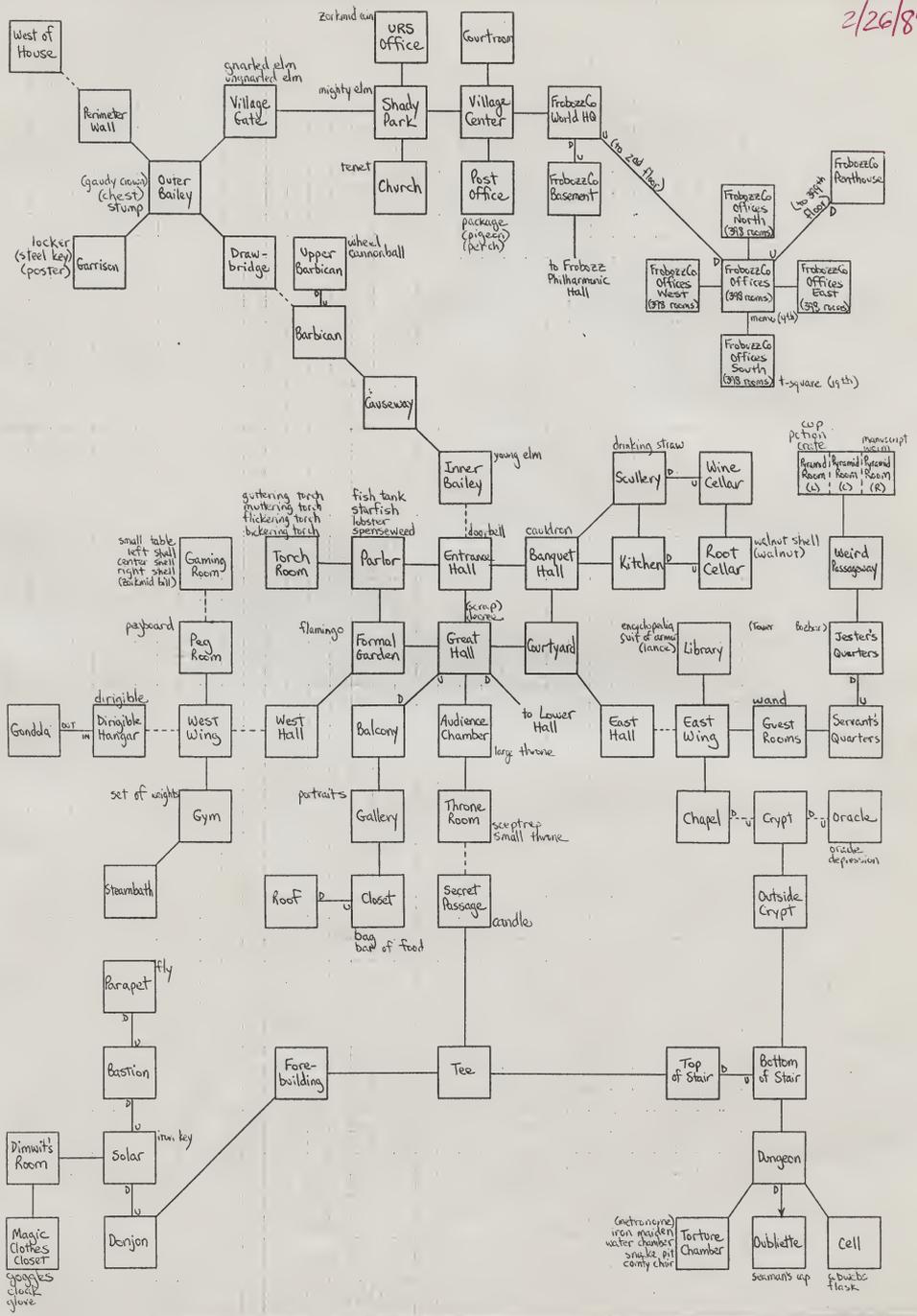
ear fungus



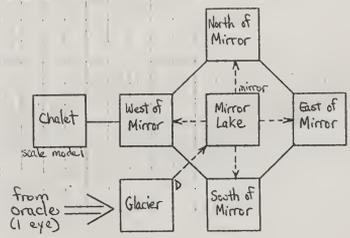
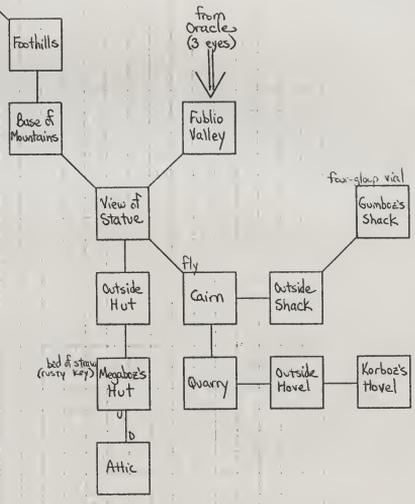
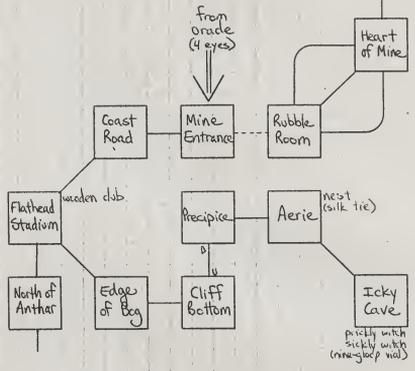
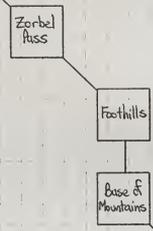
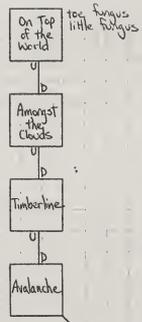
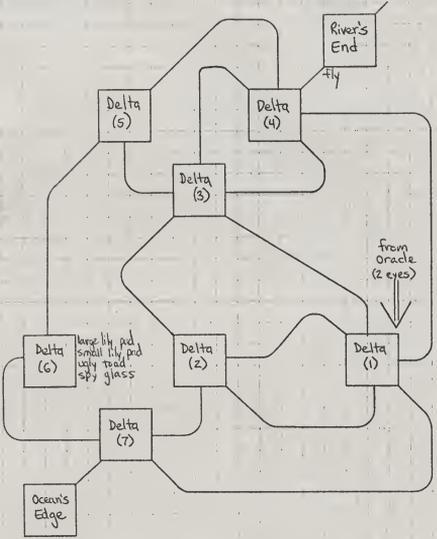
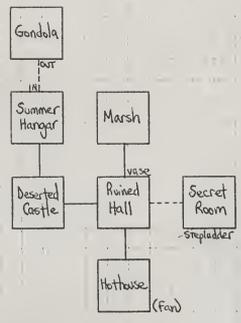
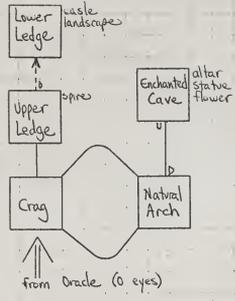
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orel



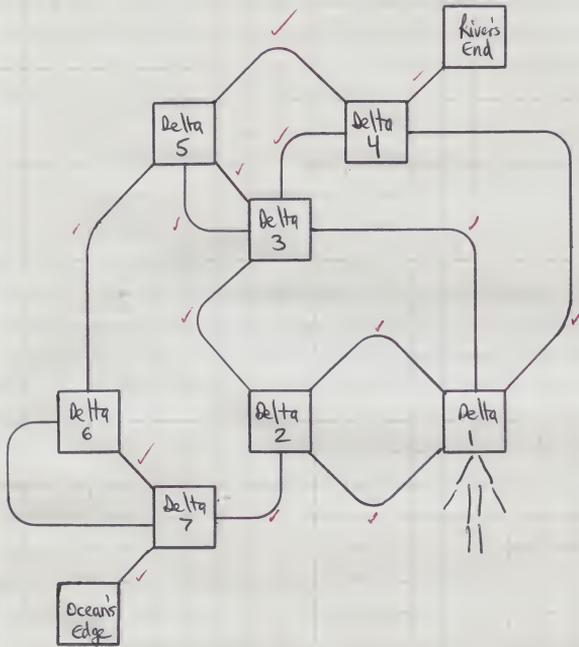
2/26/88

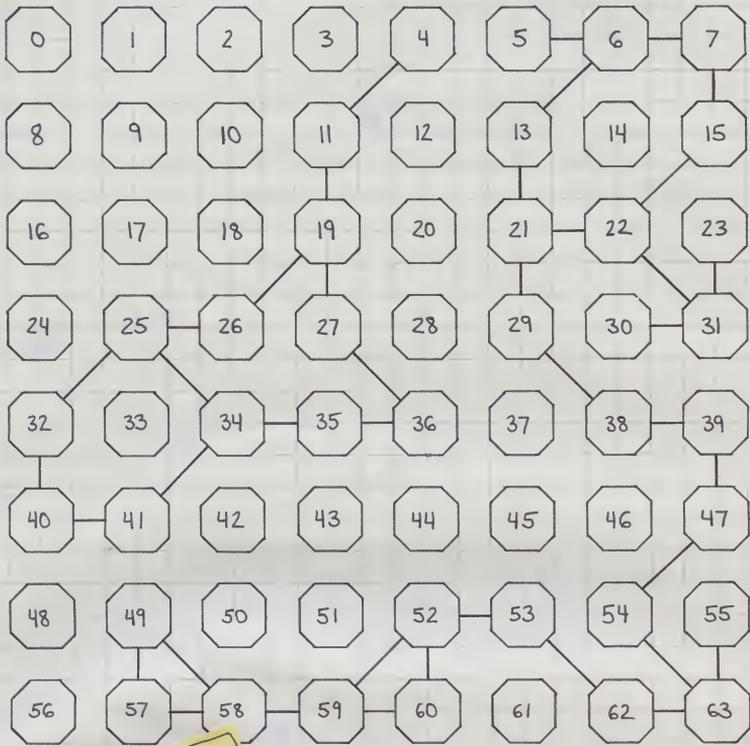






New Delta Map 6/15/88

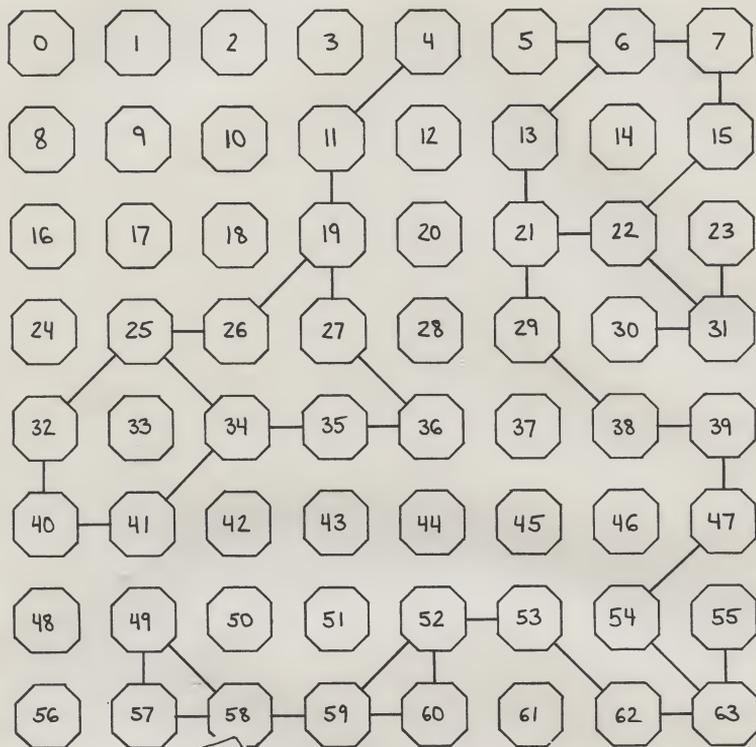




to Field Office & Great Underground Highway

Goobar -  
 I left my hardhat  
 out in lot 0. Pick  
 it up next time  
 you're out there.  
 Thanks,  
 Quizbo

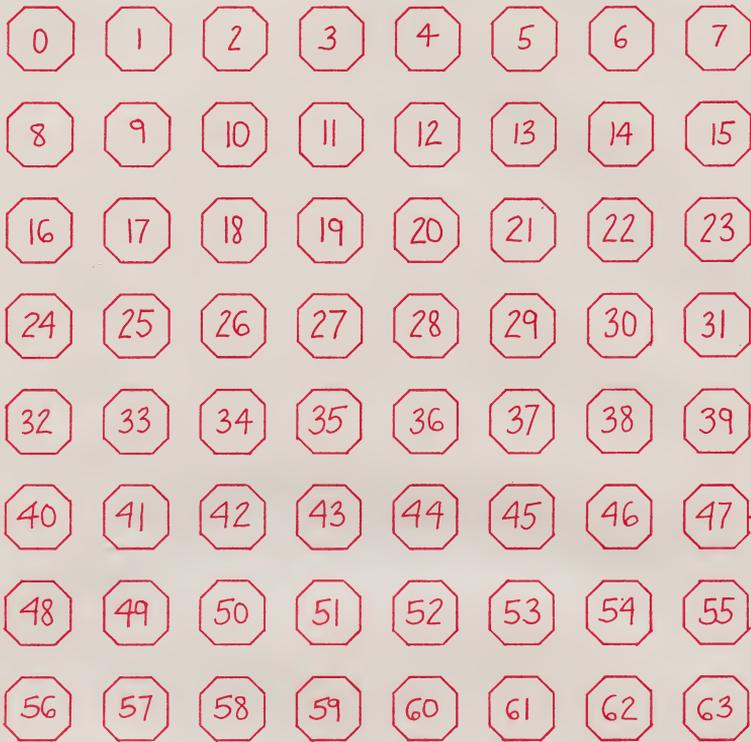
Frobozz Magic Construction Co.	1 of 1
<b>ROCKVILLE ESTATES</b>	
Phase Two, showing all work completed through 11/30/880	
drawn by S. Fzortbar	Scale 1:1440



to Field Office & Great Underground Highway

Goobar -  
 I left my hardhat  
 out in Lot 0. Pick  
 it up next time.  
 You're out there.  
 Thanks,  
 Quizbo

Frobazz Magic Gastruction Co.	1 of 1
<b>ROCKVILLE ESTATES</b>	
Phase Two, showing all work completed through 11/30/880	
drawn by Q. Fzortwit	Scale 1:1440

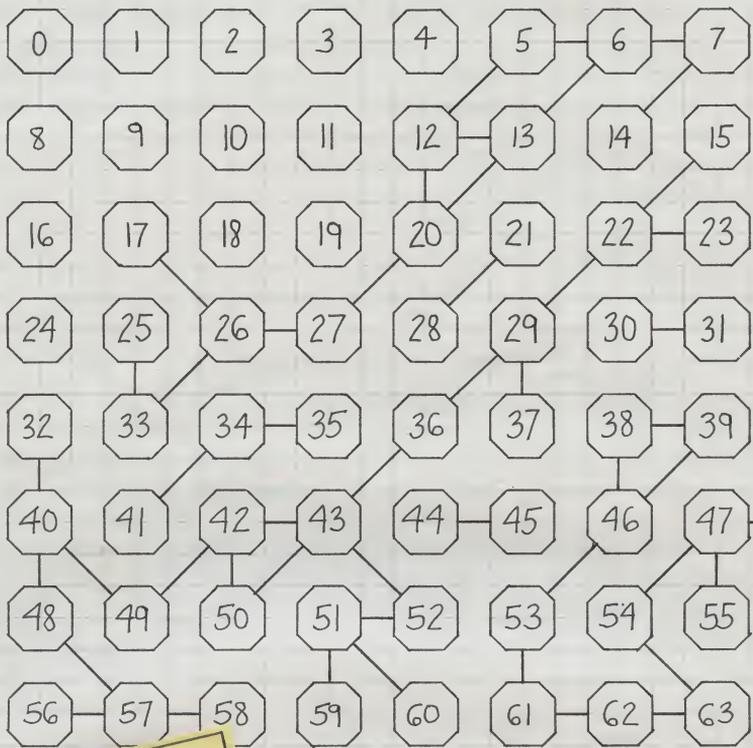


TO  
GUH-95

FRODOZZ MAGIC CONSTRUCTION Co. 1 OF 1

ROCKVILLE ESTATES  
Phase Two, showing all work  
completed through 11/39/880.

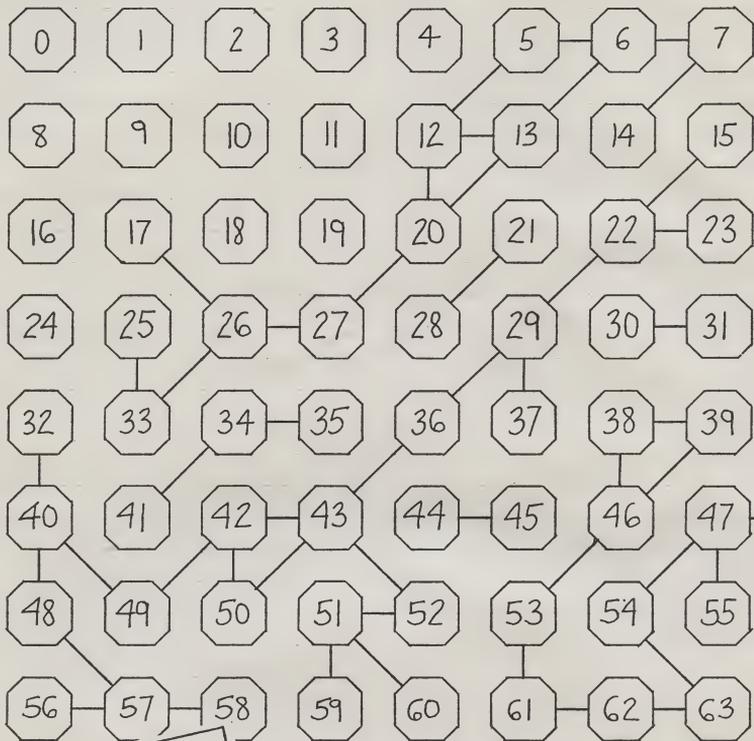
SCALE 1:1440 DRAWN BY S. FZORTBAR



Goobar -  
 I left my hardhat  
 out in Lot  $\phi$ .  
 Please pick it up  
 the next time  
 you're out there.  
 Thanks,  
 Quizbo

- TILL TO BE PERFORMED IN PHASE TWO:
- REMOVAL OF TEMPORARY PASSAGES
  - INSTALLATION OF EMERGENCY EXITS
  - INSTALLATION OF SPRINKLER SYSTEM
  - CONSTRUCTION OF CONCERGE APARTMENT

FRODOZZ MAGIC CONSTRUCTION CO.	1 OF 1
<b>ROCKVILLE ESTATES</b> Phase Two, showing all work completed through 11/30/88.	
SCALE 1:1440	DRAWN BY S. FZORTBAR

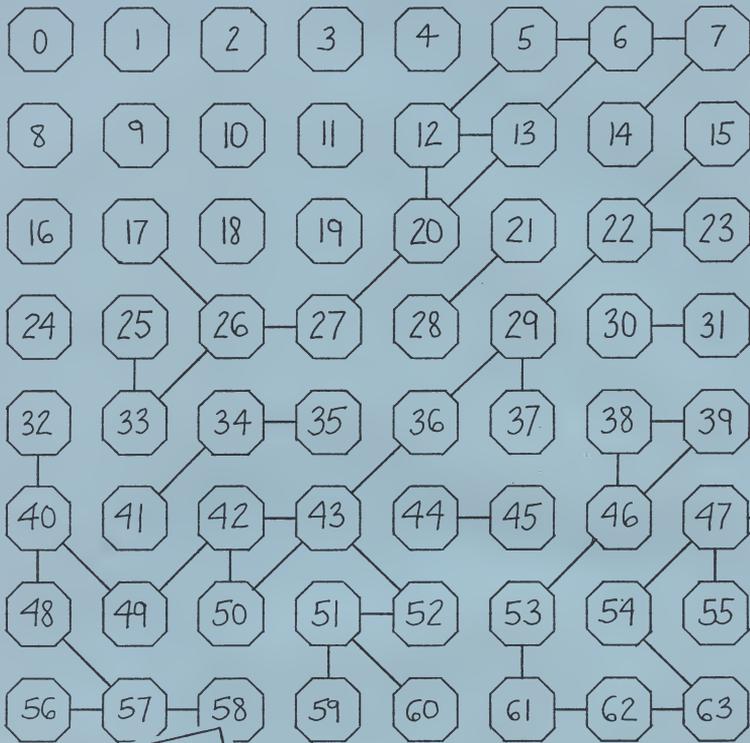


TO GUH-95

Goobar -  
 I left my hardhat  
 out in Lot  $\phi$ .  
 Please pick it up  
 the next time  
 you're out there.  
 Thanks,  
 Quizbo

- TILL TO BE PERFORMED IN PHASE TWO:
- REMOVAL OF TEMPORARY PASSAGES
  - INSTALLATION OF EMERGENCY EXITS
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FROBOZZ MAGIC CONSTRUCTION CO.	1 OF 1
<b>ROCKVILLE ESTATES</b> Phase Two, showing all work completed through 11/30/88.	
SCALE 1:1440	DRAWN BY S. FZORTBAR

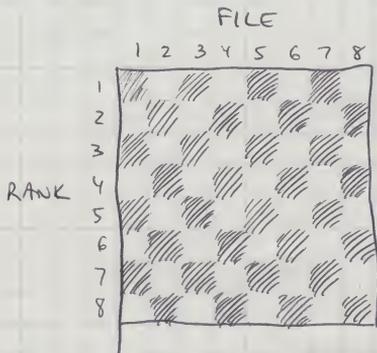


TO GUH-95

Goobar -  
 I left my hardhat  
 out in Lot  $\phi$ .  
 Please pick it up  
 the next time  
 you're out there.  
 Thanks,  
 Quizbo

- TILL TO BE PERFORMED IN PHASE TWO:
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  - INSTALLATION OF SPRINKLER SYSTEM
  - CONSTRUCTION OF CONCERGE APARTMENT

FROBOZZ MAGIC CONSTRUCTION CO.	1 OF 1
<b>ROCKVILLE ESTATES</b> Phase Two, showing all work completed through 11/30/88.	
SCALE 1:1440	DRAWN BY S. FZORTBAR



1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64



0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63

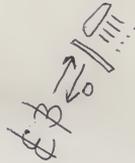
gumboz fozzle

€ \$ # 0 x Δ 3



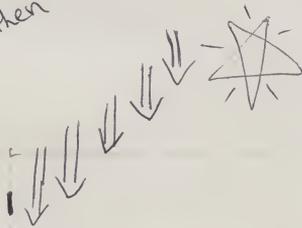
zipsa furgatchi

ment cannot be halted  
cept by one item belonging  
each \* \* \* the accused twelve!  
casting \* \* \* \* the cauldron...  
then \* \* \* \* the sacred word,  
uttering



6	1	3
0	6	0
3	1	6

floobor kang







nboz fozok

€ § ≠ 0 Δ 6 5



zipso furgatch

cannot be halted  
by two items belonging  
each of the accused twelve!  
\* \* \* \* \*  
it into the cauldron...  
\* \* \* \* \*  
in uttering the sacred word,



6	1	3
0	6	0
3	1	6



floobor ke



# SCORING as of 10/21/87

✓ getting each of the Flathead items (25 x 12)	300
✓ putting each of the Flathead items in cauldron (10 x 12)	120
✓ opening the portcullis (middle)	25
✓ entering Secret Passage	30
✓ getting the iron key (middle)	25
✓ getting out of the Aubliettes	25
✓ entering the East Wing	15
✓ entering the West Wing	15
✓ getting into the Dirigible Hangar	25
✓ entering Summer Hangar	20
✓ pushing a yacht button successfully	15
✓ pushing the boulder	10
✓ entering Fissure's Edges	20
✓ getting out of the Inquisition room	25
✓ getting the jewel	25
✓ entering the oracle room	10
✓ putting the jewel in the oracle	15
✓ entering the Great Underground Oasis	15
✓ entering the Crag	10
✓ entering the Glacier	10
✓ entering the Delta	10
✓ entering Fublio Valley	10
✓ entering Mine Entrance	10
✓ getting the flower	30
✓ entering the Secret Room	25
✓ eating the flamingo food and surviving	30
✓ entering the Plain	20
✓ getting the hardhat	25
✓ entering the Rubble Room and surviving	15
✓ touching the elixir	20
winning the game	50

TOTAL

1000

# SCORING as of 4/21/88

✓✓✓✓	getting each Flathead item (12 x 24)	288
✓✓✓✓	putting each Flathead item in cauldron (5 x 24)	120
✓	opening the portcullis (TIME riddle)	20
✓	opening the secret passage (snapping fingers)	18
✓	getting the iron key (Y riddle)	20
✓	getting out of the Oubliettes (TRIPLET riddle)	20
✓	entering the East Wing	8
✓	entering the West Wing	8
✓	winning Eggleboz	16
✓	entering each Pyramid Room (7 x 3)	21
✓	accessing the Dirigible Hangar (WALNUT riddle)	20
✓	getting the zorkmid coin (BOOKKEEPER riddle)	6
✓	entering Fissure's Edge (actually--opening the toll gate)	14
✓	entering Wishyfoo Territory	6
✓	getting out of the Inquisition room	25
✓	winning Double Fanucci	18
✓	getting the pit bomb (MIDDLE NAME riddle)	6
✓	pushing a yacht button successfully	18
✓	pushing the boulder	6
✓	getting the moby ruby	25
✓	putting the moby ruby in the Oracle depression	9
✓	entering the Oracle Room	10
✓	entering each Oracle destination (10 x 5)	50
✓	throwing something while on Mirror Lakes	14
✓	getting the Zilbeetha flower	25
✓	entering the Smaller Hangar	6
✓	entering the Secret Room in Fenshine	16
✓	getting the hexagonal block (3 ANIMALS riddle)	9
✓	entering the Iron Mines	14
✓	eating the flamingo food while hungry	20
✓	entering the Great Underground Oasis	8
✓	entering the Plain	16
✓	getting the hardhat	25
✓	entering the Rubble Room and surviving	9
✓	getting into the Inner Ear	18
✓	touching the elixir	16
✓	getting the rusty key	14
✓	entering the Attic	8
✓	winning the game	30
	TOTAL	1000

<u>ICCE</u>	<u>IN/ON</u>	<u>DROP in?</u>	<u>GET OFF/GET OUT</u>	<u>Comments</u>
oracle	in	no	get out	only veh. till jeweled
yellow dock	on	yes	get off	
red dock	on	yes	get off	
blue dock	on	yes	get off	
green dock	on	yes	get off	
royal yacht	on	yes	(either)	
bathysphere	in	yes	get out	closeable
tree stump	on	no	get off	
large throne	on	no	(either)	
small throne	on	no	(either)	
left booth	in	yes	get out	
right booth	in	yes	get out	
camel	on	no	get off	actor
toboggan	on	no	get off	takeable
ladder	on	no	get off	takeable
conductor's stand	on	no	get off	
dimwit's bed	on	yes	(either)	
(4 torture devices)	in	(moot)	(moot)	instant JES-UP

✓ Rabbit	→	Ball of fur	X
✓ Rooster	→	weather Vane	X
✓ Scallop	→	Fan	X
✓ Flamingo	→	Lawn Ornament	✓
✓ Lobster	→	Nutcracker	✓
✓ starfish	→	Star	✓
✓ Snake	→	Ropes	X
✓ Worm	→	Piece of Rubber	X
✓ Camel	→	Merry-Go-Round fixtures	✓
✓ Fox	→	stole	X

- (2) witches
- Executioner
- Otto
- Jester
- yourself

## WATER

Upper Ledge  
Lower Ledge

Flathead Fjord (local-global)  
"

Delta-1

Swamp (local-global)

Delta-2

"

Delta-3

"

Delta-4

"

Delta-5

"

Delta-6

"

Delta-7

"

Edge of Bog

"

Cliff Bottom

"

Marsh  
Precipice

"

River's End

Frigid River

Ocean's Edge

Flathead Ocean

Coast Road

"

Precipices

"

Quillbozza Beach

"

Sandbar

"

Port Fuzzle

"

West Shore

Flathead Lakes

North Shores

"

South Shores

"

East Shores

"

Lake Flathead

"

Underwater

"

Lake Bottom

"

Great Underground Mountain

"

Stream

"

Stream

Stream

Parlor

Fish Tank

# SIZES of all takeable objects

6/16/88

1  
scrap of parch.  
Zorkmid bill  
Zorkmid coin  
large fly  
larger fly  
even larger fly  
largest fly  
walnut  
walnut shell  
worm  
ticket  
pellet  
ring  
drinking straw

2  
funny paper  
clown nose  
scroll  
blueprint  
poster  
memo  
proclamation  
stock cert.  
notice  
steel key  
iron key  
rusty key  
bag  
unopened walnut

3  
hex. block  
sapphire  
ruby  
small vial  
harmonica  
quill pen  
calendar  
bar of food  
wand  
glove  
instr. book  
box

5  
fan  
scepter  
metronome  
crown  
diploma  
spyglass  
silk tie  
manuscript  
screwdriver  
flask  
seaman's cap  
t-square  
landscape  
slate  
pit bomb  
cup  
hard hat  
amulet  
flower  
robe  
saucepan  
notebook  
lobster  
starfish  
snake

gravel  
more gravel  
even more gravel  
milky orb  
fiery orb  
glittery orb  
smoky orb  
flickering torch  
bickering torch  
guttering torch  
muttering torch  
platter  
linen  
roo teriyaki  
cake  
keg of wire  
package  
pigeon  
perch  
large vial  
candle  
cloak  
goggles  
earwax

10  
easel  
club  
broom  
rooster  
violin  
lance  
flamingo

15  
hammer (16)  
saddle  
fox  
lamp

20  
ladder  
scale model  
shovel  
toboggan

25  
treasure chest  
n-s-passage  
nw-se-passage

50  
cannonball

110 objects  
average weight:  
7.6

80  
crate

99  
dumbbell

2.25  
2.22  
3  
5.1e

~~4 5 6 7 8 9 10 11 12 13 14 15~~

4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

1. A      2. B

4

✓  
3. C

5

4. D      5. E

6

✓      ✓      ✓  
6. F      7. G      8. H

7

✓      ✓      ✓      ✓  
9. I      10. J      11. K      12. L

8

✓      ✓      ✓      ✓      ✓      ✓      ✓  
13. M      14. N      15. O      16. P      17. Q      18. R      19. S

9

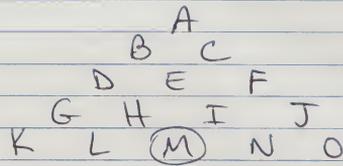
20. T      21. U

10

# Pegglebox winning moves

- 1) Q → G
- 2) S → Q
- 3) H → R
- 4) U → L
- 5) I → K
- 6) T → I
- 7) E → J
- 8) O → G
- 9) A → E
- 10) F → N
- 11) M → O
- 12) L → J
- 13) P → F
- 14) F → C
- 15) B → D
- 16) D → K
- 17) Q → G
- 18) E → J
- 19) O → G

# Peggleboz alternate board



K → M

N → L

D → M

L → N

O → M

J → H

M → D

~~B → I~~

G → B

A → D

C → J

J → H

D → M

# ASCII

A	65
B	66
C	67
D	68
E	69
F	70
G	71
H	72
I	73
J	74
K	75
L	76
M	77
N	78
O	79
P	80
Q	81
R	82
S	83
T	84
U	85
V	86
W	87
X	88
Y	89
Z	90

## Sources

### Vicious Circles and Infinity: An Anthology of Paradoxes

Patrick Hughes and George Brecht

~~Simon Books~~ Doubleday & Company, Inc. 1975

reprinted by Penguin Books 1979

(Inquisition puzzle)

→ a footnote about this problem refers to

### Mathematics and the Imagination

Edward Kasner and James Newman

Harmondsworth 1968 pg. 187

### Classic Puzzles

Gyles Brandreth

Harper & Row, 1985

reprinted by Perennial Library, 1986

(Wishyfoe/Prevarican/Veritassi puzzle)

### Entertaining Mathematical Puzzles

Martin Gardner

Thomas Y. Crowell Co., 1961

reprinted by Dover, 1986

(Band Riddle)

(~~Twins~~ Twins/Triplets Riddle)

### Mathematical Recreations and Essays

W.W. Rouse Ball and H.S.M. Coxeter

Dover, 1987

(Nim)

Segment "Joirts"

Entrance Hall <---> Outer Bailey

Throne Room <---> Secret Passage

Chapel <---> Crypt

FrobozzCo Basement <---> Frobozz Philharmonic Hall

Great Hall <---> Lower Hall

Exit <---> Crossroads

Royal Zoo <---> West Store

Grotto ---> Lowest Hall

Oracle ---> Crag/Glacier/Delta/Foot of Statue/Mine Entrance

west wing <---> Dirigible Hangar

(rub arulet) ---> Great Underground Mountain

(anywhere) ---> (hints)

### Kob on Double Fanucci

Let's look at the following situation:

**Teams:** North & Up, Southwest & East

**Warm Diplomatic Relations:** North & Up

**Strengths:** Yugoslavia, Bulgaria, Up, Rumania

**Handicaps:** NORTH: 43; UP: 976.4; SOUTHWEST: [Classified];

EAST: 4

**NORTH (vulnerable)**

- ♠ -4, -2
- ♣ Water Molecule, Bromide
- ♣ multiples of 11
- ♠ 4, 8, K
- ♠ Red, Red, GunMetal-Gray
- ♠ Bocce, K, Teapot
- ♣ 3, 3, 3, 3, 2

**UP (dealing 1st, 3rd\*)**

- ♠ 6, 8, 84
- ♣ [none]
- ♣ even, except multiples of 11
- ♠ J, 9, Rook
- ♠ 3, 11, Off-White, Beet-Red
- ♠ 3, Law School
- ♣ 77, 3, 3, 3, 10

**SOUTHWEST (dealing across table)**

- ♠ 1097, 2
- ♣ [none]
- ♣ opposite
- ♠ 2, 4, Bishop, K
- ♠ Blue-Gray
- ♠ Melon, 5, Granola
- ♣ 3, 3, 3, 3, Q

**EAST (dealing 2nd, 3rd\*)**

- ♠ 2, A, K, Alan
- ♣ Bromium, J
- ♣ points within the shaded area
- ♠ 3, K, H, N
- ♠ Tangerine-Orange, Black, Q
- ♠ Cottage, 9, Chaise
- ♣ 2, 3, 3

\*Note the co-deal Up and East!



### Cartoon Flow Unabated

The poor, wretched cartoon editor continues to suffer from the incessant barrage of nearly fifty cartoons per week. You haven't broken his spirit yet, so keep 'em coming! If you'd like to submit a cartoon for publication, send it to *The Status Line* Cartoons, Infocom, Inc., 125 CambridgePark Drive, Cambridge, MA 02140.

All cartoons must be in black

on white, unlined paper. Please don't fold your cartoon! All submissions become property of Infocom. If we print your cartoon, we'll send you a free game of your choice. Don't forget to include your name, address, phone number, the title of the game you'd like to win, and the computer system you'd like the game to run on.

This set-up occurred in 904, at the annual Championships at Borphée. Veldran of Aragain and BoBo the Somewhat Misguided played [respectively] North and Up, challenging Hobart the Unmerciful and Snuffie [playing Southwest and East]. Since the SW-E team controlled "Alan," they were able to make a decision. Southwest arcwelded his Q and K to his partner's Q and K for a Simpleton. Jazzing, East formed the word "ANKH" from various

letters in his possession, to gain control of the gauntlet for three turns. North, hoping for Manhattan, signalled for a ♠ switch, and exchanged his ♠-2 for his partner's 84, a difference of 86. BoBo factored an 11 out of his 77 of ♣, and formed a straight, which he traded in for an option on the movie rights. North, monopolizing on a distraction in the bleachers, seized his misplaced cards and incorporated them into his hand — the

Hydronium Ion of ♣ and the 4 of ♣. As North restored himself to his seat, East dealt a round of cards (out of turn).

Turn two began, and the players revolved. Snuffie, drawing a Red of ♠, mixed it with the Tangerine-Orange and Black of ♠, as well as his partner's Blue-Gray, in order to produce a ghastly shade of brown. After a brief pause, the judges raised their placards — a 9.8, a 9.77 and a "nice job." A new championship record! Southwest drew another trebled fromp, therefore controlling more 3's than any other player, and thus was allowed to roll again. Rolling a four, Hobart declared "Argyle!" for which he received ten points and a chance at the trip for two to Arulis Maptar. Poker-faced, Veldran bluffed, claiming that he had, in fact, won the game several turns ago. Unconvinced, team SW-E challenged, winning the judges' favor. To conserve pride, Veldran ionized his Hydronium Ion and his Water Molecule of ♣, to form a strong acid. Some cards were accidentally dissolved in the

resulting confusion. Up passed, to cuddle his ♠s.

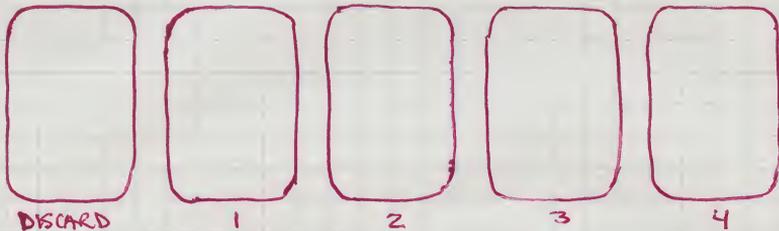
Things looked grim for N-U, their combined score so tiny that it was immeasurable since the microscope hadn't yet been invented. But, as is customary in tournament play, luck saw to it that the underdog wasn't trampled. As Southwest dealt across the table, Snuffie fell over backwards clutching his hamstring. The medical crew, rushing onto the field, confirmed that he was suffering from a broken wrist, and dragged him to the sidelines. Southwest tossed his cards into the air and unleashed a long string of expletives about elks. After much consultation, both teams agreed to end the game in a draw and order out for pizza, making this the 72nd year in a row that the tournament closed without a confirmed winner. Nevertheless, the fans swept onto the field and ate the goalposts — a true Double Fanucci tradition.

[Reprinted with permission from the Borphée Digest, vol. MMCXXI, p. 879]



JBSTER'S SCORE: 1318

YOUR SCORE: 107



- ✓ TRUMP
- ✓ OVERTRUMP
- ✓ DISCARD
- ✓ DRAW
- ✓ DISPLAY
- ✓ MUTTONATE
- ✓ SINGLE-PLAY
- ✓ DOUBLE-PLAY
- ✓ PASS
- ✓ COMBINE
- ✓ IONIZE
- ✓ REVERSE
- ✓ DIVIDE
- ✓ ARC-WELD
- ✓ RESIGN
- ✓ CHEAT

- ✓ LUKE-WARM PORRIDGE VARIATION
- ✓ ODDZIO GAMBIT
- ✓ BALSAWOOD CONVENTION
- ✓ EGRETH CONVENTION
- ✓ ~~FOO~~ FUBLIAN GAMBIT
- ✓ FORBORN CHISEL
- ✓ BLOODWORM DEFENSE
- ✓ ZIBBLE'S PLOY
- ✓ ANTHARIAN ATTACK
- ✓ ZILBO ~~STANDARD~~
- ✓ FROTZ FACTOR
- ✓ FESTERON FEIGNT
- ✓ A CARDI VARIATION

- ✓ A brilliant
- ✓ A well-timed
- ✓ A poorly-timed
- ✓ The old
- ✓ A classic
- ✓ An obvious
- ✓ The dependable
- ✓ A spectacular
- ✓ An unusual
- ✓ A typical
- ✓ A well-executed
- ✓ A poorly-executed
- ✓ Ah, yes! The

- ✓ gutsy play
- ✓ daring move
- ✓ weak response
- ✓ skillful fesses!
- ✓ amateurish blunder
- ✓ transparent maneuver
- ✓ stroke of genius
- ✓ sign of panic
- ✓ lucky stroke
- ✓ ~~mystifying maneuver~~
- ✓ ~~regular fanucci Meister~~
- ✓ if people didn't make mistakes... pencil errors
- ✓ Now I've seen everything
- ✓ Nice Guys finish last

29

You can't do that...  
 during Mumberbar  
 during a ~~foo~~ moon  
 when foo is on the discard pile  
 on your N<sup>th</sup> turn  
 N turns after Xing  
 in a 2-person game  
 under ~~foo~~ Mizenian rules  
 without first playing a volley of plingers



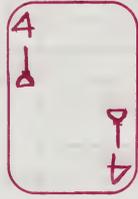
## Double Fanucci

Jester's Score: 828

Your Score: 315



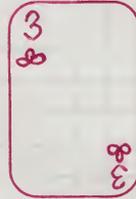
DISCARD



1



2



3



4

DRAW

DISCARD

>REVERSE

DISPLAY

TRUMP

OVERTRUMP

COMBINE

DIVIDE

SINGLE-PLAY

DOUBLE-PLAY

IONIZE

ARC-WELD

MUTTONATE

CHEAT

PASS

RESIGN

[Use the mouse, or type a number from 1 to 4, to select the card you want to reverse.]

4

You successfully reverses the 2 of Lamps into a Granola of Books. The jester scoffs. "A poorly-timed Accardi Gambit."

The jester discards an 8 of Bugs, adding 55 points to his score.

[Select a move from the menu, using the mouse or arrow keys.]

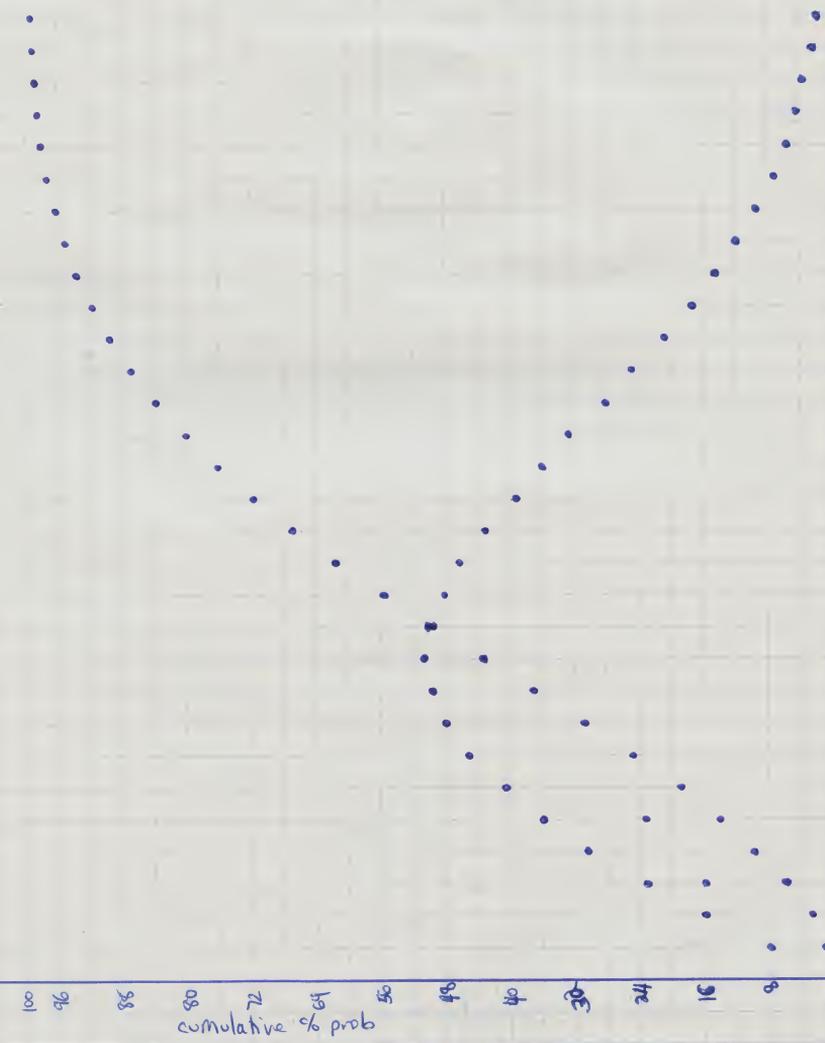
[Select the card you want to muttonate.]

The jester is indignant. "You can't muttonate a trebled frop during a Hungry Moon in Mumberbar!"

# PROBABILITY OF THE JESTER APPEARING

<u># of turns since last appearance</u>	<u>prob this turn</u>	<u>cumulative prob</u>
1	0%	0%
2	0%	0%
3	0%	0%
4	0%	0%
5	0%	0%
6	0%	0%
7	0%	0%
8	0%	0%
9	0%	0%
10	0%	0%
11	0%	0%
12	0%	0%
13	1%	1%
14	2%	3%
15	3%	5.9%
16	4%	9.7%
17	5%	14.2%
18	6%	19.3%
19	7%	25.0%
20	8%	31.0%
21	9%	37.2%
22	10%	43.5%
23	11%	49.7%
24	12%	55.7%
25	13%	61.5%
26	14%	66.9%
27	15%	71.8%
28	16%	76.3%
29	17%	80.4%
30	18%	83.9%
31	19%	87.0%
32	20%	89.6%
33	21%	91.8%
34	22%	93.6%
35	23%	95.1%
36	24%	96.3%

total prob



% prob increase

1  
2  
3  
4  
5  
6  
7  
8

prob increase

1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16  
17  
18  
19  
20  
21  
22  
23  
24  
25  
26  
27  
28  
29  
30

% prob this turn

100  
96  
88  
80  
72  
64  
56  
48  
40  
32  
24  
16  
8

cumulative % prob

## HINTS DONE

including red-herrings and for-your-amusement  
please read all hints  
hint-system bugs → Stu  
try everything in the for-amusement section

## MAPS

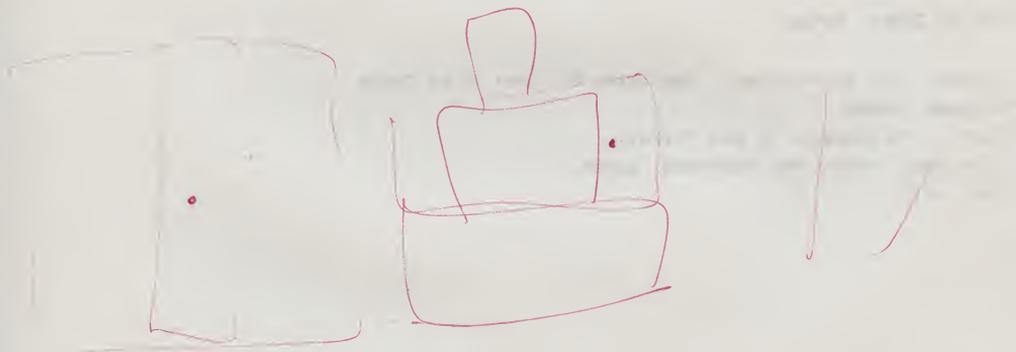
- there are 13 of them
- unless you #debug, only rooms you've been in should appear on map
- you can move around a map by clicking on a neighboring room or by clicking on the compass rose
- if you click on an undisplayed neighboring room, you should leave the map, go to that new room, & get a description.
- if you click on the compass rose and it sends you to a room you've never been in, you should leave the map & get a description
- if you click on the rose & it sends you to a room on an adjoining map, that new map should appear over the old map
- when you move from one room to another on the same map, the rose should update to reflect the new exits AFTER A WAIT OF 2 SECONDS. If you move before those 2 seconds are up, counter should begin timing all over again.
- after moving on, then leaving, a map UNDO should return you to the map.

## Hints for Snarfem:

- 1) Have you ever played Nim? Snarfem is just like Nim.
  - 2) You must make the correct move every turn, or the jester will win.
  - 3) The flowers tell you what the correct move is.
  - 4) You'll know that you've made the wrong move if any of the flowers are open when the jester is moving.
  - 5) Here's what the flowers do: the flowers on the right...
  - 6) ...tellyou how many pebbles you should pick up...
  - 7) ...and the flowers on the left...
  - 8) ...show you what pile to take them from.
- [That's all.]

## Hints on Double Fanucci:

- 1) Consult your documentation, specifically the "Lives of the Twelve Flatheads" booklet.
  - 2) Look at the biography of Babe Flathead.
  - 3) You must perform the indefensible gambit.
- [That's all.]



## Zork O Hints

## That Pesky Bedbug:

- Re-read the jester's comment; there's a clue in it.
- You need to put the bedbug to sleep.
- How do you get someone else to go to sleep? Like a child, for instance....
- Try singing a lullaby or...
- Try sleeping.

## That Darn Squid:

- You need the ruby elsewhere in the game.
- But you can't get the ruby until you get rid of the squid.
- Don't go on until you've explored Port Foozle. Namely, the inquisition. (See those hints.)
- Once you have the squid repellent, you need to get it into the proper area of the lake.
- That waldo on the bathysphere could be handy. (See those hints.)
- Drop the pellet by the bathysphere. Use the waldo to pick up the pellet. Go to the lake bottom. Drop the pellet. Get the ruby.

## Returning from the Oracle:

- There are a couple of ways of doing it.
- You can use something from the lake area.
- Don't go on until you've found the amulet. (See Oracle hints.)
- Try touching it.
- What does one do with an amulet?
- Try wearing it.
- Then touch it. You'll be teleported back from beyond the oracle to the Great Underground Mountain.
- The second method involves the pigeon and perch.
- Don't go on until you know how they work. (See those hints.)
- Leave the perch outside the oracle. Take the pigeon with you through the oracle. Teleport back to the perch.

## Goal of the Game:

- The key to stopping the curse is on the scrap of parchment in Megaboz's pocket. (Enclosed in your game package.) Read it carefully.
- Some letters are missing or cut-off; they are as follows:  
The curse c; except; to ea; \*, by tossin; \*, th.
- Good luck, Blackbeard.

#### Winning Double Fannucci:

- There are consistent rules to the game. So, anytime you make a particular play, the resulting score will be the same.
- Anytime you try an illegal move, that move remains illegal. For instance, if you try to ionize the grue and the jester tells you that you can't do that unless it's the first Grues Day following a half moon, you'll have to wait for that particular Grues Day to make that play.
- There are, however, far too many rules for you to ever learn them all.
- You can cheat to your heart's content.
- To win, though, you need an indefensible gambit.
- Sound familiar?
- Read your calendar.
- Specifically the Babe Flathead bio.
- Now that you know an indefensible gambit, wait for your opening and play it!

#### Snarfem:

- It's a math puzzle.
- The number of pebbles in each pile should be translated to a numeric value: 1=1; 2=10; 3=11; 4=100; 5=101; 6=110; 7=111; 8=1000; 9=1001 (Math nerds: convert to base 2). Then add the resulting designated numbers (Math nerds: add as for base 10). The total number then needs to be adjusted so that each digit is an even number. Examining the designated values, determine which value can be altered so that totaling the numbers will provide that each digit of the total is an even digit. Next, determine the number of pebbles you need to take in order to convert the desired designated value to its new value. Then take that number of pebbles from the appropriate pile. Repeat this process each time your turn comes around. If you do it correctly, you'll win.

- Here's an example: Pile 1 contains three pebbles; Pile 2 contains five pebbles; Pile 3 contains eight pebbles; and Pile 4 contains six pebbles. So, you convert them as follows:  $3=11$ ;  $5=101$ ;  $8=1000$ ; and  $6=110$ . Now you add them and get 1222. The one is the only odd number. Looking at the designated numbers, you can see that removing all the pebbles in the third pile will change its designation from 1000 to 0. If you do that, the resulting number would be 222, all even digits. After the jester takes his turn, you would repeat the process again and again until you win.
- If all else fails and this numeric stuff boggles your mind, look at the screen carefully. There's a clue there.
- Specifically, in the flowers.
- On the left side, there are four flowers; on the right there are nine flowers. They bloom differently every turn.
- The number of blossoms on the left tells you which pile to take from and the number of blossoms on the right tells you how many to take.

drawbridge. It lies at the tip of a peninsula into the moat; the rest of the peninsula is to the southeast. A drawbridge to the northwest is open, and a ladder leads to the upper levels.

>G

#### Causeway

You are on a peninsula of dirt and gravel which extends into the moat from the southeast. A tall barbican towers over the end of the causeway, to the northwest.

>G

#### Inner Bailey

You are on a narrow grassy strip between the castle (which can be entered to the south) and the moat. A young elm grows by the side of the moat. A causeway leads out into the moat to the northwest.

>S

#### Entrance Hall

This is where visitors enter the castle proper, through the wide doorway to the north. Oddly, there is a doorbell on the inside of the doorway. Other doorways lead east, west, and south.

>S

#### Great Hall

This is the huge central chamber of Dimwit's castle. The ceiling was lowered at some point in the past, which helped reduce the frequency of storm clouds forming in the upper regions of the hall. Arched openings lead off in the four cardinal directions. A wide stair leads up to the balcony, and an equally wide but ominously dark stair leads downward.

A proclamation hangs on the wall.

You can see a jewel, an amulet, a brass lantern, a walnut, a box, a glittery orb, a smoky orb, a fiery orb, a milky orb, a walnut shell, a poster of Ursula Flathead, a package, a wand, a bag, a cloak, a drinking straw and a scrap of parchment here. It seems that the bag contains a bar of food.

>>>> CHEST. GET CROWN, JEWEL, AMULET, ALL ORBS, WALNUT, POSTER, WAND  
Dropped.

[Please be patient.]

gaudy crown: You pick up the gaudy crown.

jewel: You pick up the jewel.

amulet: You pick up the amulet.

glittery orb: You pick up the glittery orb.

smoky orb: You pick up the smoky orb.

fiery orb: You pick up the fiery orb.

milky orb: You pick up the milky orb.

walnut: You pick up the walnut.

poster of Ursula Flathead: You pick up the poster of Ursula Flathead.

wand: You're already juggling as many items as you could possibly carry.

>I

You are carrying a poster of Ursula Flathead, a walnut, a milky orb, a fiery

LIZ

>L  
Time passes...

>Z  
Time passes...

>ANSWER "COUSIN"  
LI don't know the word "cousin."]

>ANSWER "RIDDLE"  
LI don't know the word "riddle."]

>ANSWER "GEMINI"  
LI don't know the word "gemini."]

>ANSWER "WHOTHEFUCKKNOWS"  
LI don't know the word "whothefuckknows."]

>ANSWER "GETMEITHEFUCKOUTOFHEREANDJAMYOURRIDDLE"  
LI don't know the word "getmethefuckoutofhereandjamyourriddle."]

>RESTORE  
From file (PS:<LIZ>OUB.Z): OUB.Z.10kay, restored.

Oubliette  
You're trapped in a prison cell accessible only by the unreachable hole in the ceiling.  
The last prisoner in the oubliette must have been a sailor; an old seaman's cap lies discarded in the corner.

>L AT CAP  
Totally ordinary looking seaman's cap.

>L IN CAP  
You can't look inside a seaman's cap!  
The jester appears.

"Don't scream or shout, I'll get you out! But first my thirst for a riddle must be twiddled!" The jester coughs lightly and begins. "I look just like my brother; we have the same father and mother! We're identical in every way; we were born on the very same day. I'm younger by seconds, but as everyone reckons, I'm not a twin, and never have been. What am I?"

>GET CAP  
You pick up the seaman's cap.

>ANSWER "MY BROTHER'S BROTHER"  
LI don't know the word "brother's."]

>ANSWER "MY BROTHER"  
LI don't know the word "brother."]

>RESTOSRE  
LI don't know the word "restosre."]

>RESTORE  
From file (PS:<LIZ>OUB.Z): SIGH.Z.10kay, restored.

Great Hall  
This is the huge central chamber of Dimwit's castle. The ceiling was lowered

Tyler, 2/26/88

>W

An invisible hand seems to stop you.

The jester addresses:

"Here you pass to the west, you must first pass this test! Show me something which no one has ever seen before, and which no one will ever see again!"

>PULL DOWN PANTS

[I don't know the word "pants."]

>NE

You can't go that way.

>E

West Hall

The castle's newest wing can be found beyond the huge oak door which lies open to the west. The only other exit is northeast.

>NE

Formal Garden

Dimwit designed this garden to match a fairy tale he enjoyed as a child, and subsequent kings added their own touches, creating a hugely confusing maze of flowers and shrubbery and statuary and trees and fountains and pools and bridges and gazebos. Now somewhat overgrown, the garden is seemingly endless, but you recall that the primary exits lie to the north, east, and southwest.

You spot a flash of pink amongst the flora. It's a flamingo!

>E

Great Hall

This is the huge central chamber of Dimwit's castle. The ceiling was lowered at some point in the past, which helped reduce the frequency of storm clouds forming in the upper regions of the hall. Arched openings lead off in the four cardinal directions. A wide stair leads up to the balcony, and an equally wide but ominously dark stair leads downward.

You can see a scrap of parchment here.

>E

Courtyard

This open area is paved with marble and surrounded by imposing stone walls. Dimwit would occasionally order carnivals be set up in this court, on totally cloudless days. At the distant edges of the courtyard, you can see exits to the north, west, and southeast.

>SE

East Hall

The castle's east wing lies through a massive door to the east, which is closed. The only other exit from the hall is northwest.

>UNLOCK DOOR WITH KEY

Unfortunately, the steel key doesn't unlock the door.

>NW

Courtyard

This open area is paved with marble and surrounded by imposing stone walls. Dimwit would occasionally order carnivals be set up in this court, on totally cloudless days. At the distant edges of the courtyard, you can see exits to the north, west, and southeast.

>W

Great Hall

for all the fish!" Odd. You've never given the jester any fish.

>U

Lower Hall

This large hall, barely illuminated by your light, has seen its better days. Based on the dust and debris, the lower levels of the castle probably haven't been maintained since Druitt's death. Stairs lead up and down; the latter stair looks particularly forbidding. Passages head off to the north, south, southeast, and southwest.

>W

You can't go that way.

>KURT VONNEGUT

[I don't know the word "kurt."]

>W

You can't go that way.

>SW

Great Underground Highway

This is the northern terminus of one of the branches of the Great Underground Highway system, one of the ambitious construction projects conceived by King Duncanthrax and executed by the Frobezz Magic Cave Company. The tunnel leads northeast.

>S

Exit

You are somewhere along a wide underground road which runs north and south. There's an eye-catching sign next to a tunnel leading west.

>S

Crossroads

You stand at the junction of two underground highways, one north-south and the other east-west. A sign hangs in the center of the junction.

>S

Toll Plaza

You have reached one of the numerous Great Underground Highway system tolls. A closed toll gate spans the road. The toll booth seems to be unoccupied, although the sign next to the gate seems to indicate an "exact change" option.

>S

Fissure's Edge

To the south, the road is rent by a wide fissure, the reminder of a recent earthquake. Judging by the footprints in the dust, many travellers have reached this point, only to turn around and head back to the north. The earthquake has also opened a narrow crack in the eastern wall of the tunnel; you might just be able to squeeze into it.

>E

Tight Squeeze

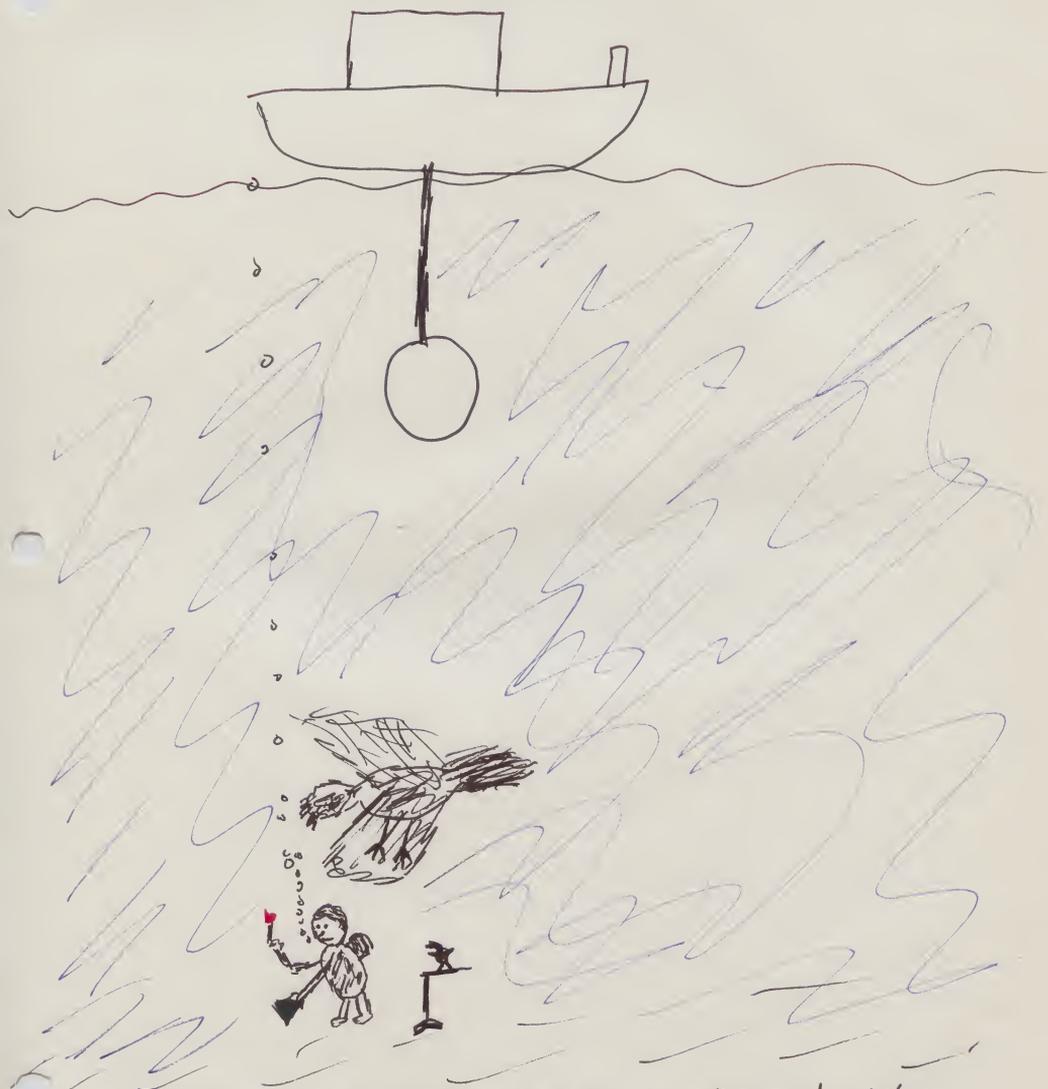
You are in a narrow fissure which widens to the west. A cool breeze seems to blow upon you from below.

>U

Drb Room

The air is chilly, and the walls of this room are covered with ice. Piled high on the floor of the room are many crystal spheres of varying sizes and colors; most seem to be chipped or shattered. Your light reveals no visible

# TRUE TALES OF TESTING



Intrepid adventure abducted by bat under Lake Flathead while  
recovering Jewel. (Good thing, too - his girl was running out.)

la passione di Roma



F

A

This ad, which I love,  
always reminds me of Zilbeetha.

(You should see the TV version!) Amy

2 pour WATER INTO 4-gallop VINI  
 0 K.V. H-Sloop ①  
 soups. Pour-Sloop  
 (Estimate: pour water into ② vinyl)  
 Clean next holiday water. ③  
 water in 7-gallop steel. Fin. lid




THE LIVING DEAD DON'T  
 NEED TO FIX GARY  
 BUGS



NIERZEN

2 pour WATER INTO 4-gallop VINI  
 0 K.V. H-Sloop ①  
 soups. Pour-Sloop  
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 Clean next holiday water. ③  
 water in 7-gallop steel. Fin. lid



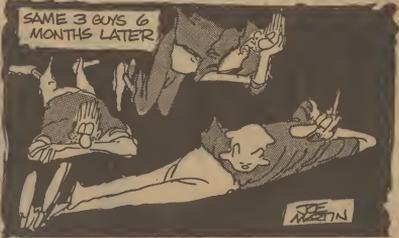

THE LIVING DEAD DON'T  
 NEED TO FIX GARY  
 BUGS



NIERZEN

**MISTER BOFFO** by Joe Martin

1/28/89



ZORK ZERO IN PENNANT DRIVE  
Magic Number Now at Nine

As the 1988 implementing season dwindles to a close, Zork Zero's magic number is reduced to 9. This means that any combination of winning features and defeated bugs totalling nine days will allow Zork Zero to clinch the division.

"However," says the team's recently-hired General Manager, Joe Ybarra, "there are still numerous obstacles to overcome. We're facing a difficult road series against the Outside Testers, who are always tough at this stage of the season."

Fans, who are flocking in record numbers to watch the team at their Cambridge Park facility, are wondering whether some of the young players will handle the pressure. For example, two young Batterers, Kurt "Hard Drive" Boutin and "Hamburger" Patti Pizer, have been with the team for less than half a season, and have never been through a pennant race before.

Compounding that problem is the recent free-agency of such key players as Jon "Buck" Palace and Gary "Hyphen-Swatter" Brennan, and the surprise unconditional release of veteran Liz Jones, which left holes at several important positions. And although Ybarra remains optimistic, there seems to be little chance of signing any players before the end of the season.

Should the team overcome this hurdles and pop the champagne by September 30, it faces a difficult post-season battle against the Apple II Interpreters, who are weak at the Graphics and Disk Capacity positions, but whose league-leading Installed Base has gotten them this far.

One other obstacle to be overcome is the looming personality of team owner Bruce Davis. After throwing a tantrum following a recent delay, Davis send several players to the minor league club and threatened to hire Billy Martin as Manager for the stretch run.

# PROCLAMATION

The one who can fix  
the bugs of Zork Zero,  
and save the schedule  
from destruction, shall  
be rewarded with half  
the wealth of the Empire.

Wurb Flathead  
King of Quendor

5/9/85

The title screen The Day Strings Got Weird:

[Imagine this as a stunning graphic.]

bubbling and churning  
bubbling, churning, and beginning to smoke  
churning actively and emitting puffs of smoke  
violently churning and emitting huge puffs of smoke

- ✓ Finish hardhat puzzle
- ✓ finish glop puzzle
- ✓ encyclopedia entries
- RF spice up end-scene (cauldron → perimeter wall)

- ✓ dirigible puzzle?
- ✓ toboggan puzzle?
- ✓ more jester games
- ✓ revise LIVES OF 12 FLATHEADS
- ✓ something in Megaboz's hut.
- ✓ rooms toward the port & beaches
- ✓ more syntaxes for answering riddles
- ✓ booth puzzle

### ✓ Scoring

- ✓ handle syntaxes for "standing at" trees
- handle walls/non-knights in construction
- mutable stump-jump directions

✓ "verb noun twice"

"verb noun two times"

handle Inquisition requests more logically. < Possible List ?  
Impossible List ?

jester ask-abouts

- ✓ better handling of plurals?
- ✓ talk-to-plants potion
- ✓ talking fungus → earwax

### ✓ new parser

- graphics
- Beyond Zork interface
- Package elements
- In-line hints

✓ Double Fanucci puzzle?

use straw to snorkel

X Mayor's office

✓ finger on end of straw as alternative elixir solution

New jester - exit:

✓ "...same bat-time, same bat channel!"  
Deranged bat FWEELS down and deposits you somewhere.  
New room: Bat's Lair?

✓ Spice up the end-game. JIGS-UP if you don't get out of the castle within N turns of saying the Sacred Word.

✓ Fox-and-Rooster-across-the-lake puzzle? Fox turns into a stole if you Zapnerf it.

Novice-nudging stuff in parser; "help mode" in prologue

X Riddle about doctor & son. (doctor is a woman)

✓ Riddle about men sitting down to play. (they're a band)

Riddle about the ages of the three sisters.

✓ Nim?

Appointment in Samaria?

✓ The Bookkeeper riddle.

Fishing puzzle? Worm turns into a piece of rubber.

✓ If previous, a new jester exit:  
"so long and thanks for all the fish."

Theme Song?

✓ Tower of Buzbar: 7 → 6 weights, 2 exits

X Jigglass to read cypher on mountainside?

Scenes of the Empire / Screening Room (thief as aristocrat)

OVER

X Reward for returning knight to "Real World"

other jester goodbyes:

"See you in a while, honey chil"

"Bye bye birdie"

"It's been real"

"Parting is such sweet sorrow."

Sit vs. stand vehicles (i.e. throne vs. booth)  
(some both, i.e. stump)

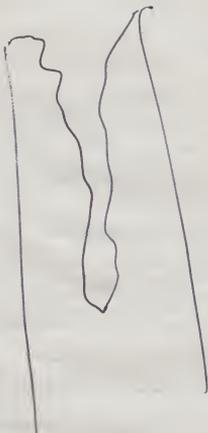
- ✓ CALENDAR
- ✓ ON-LINE HINTS
- ✓ MANUAL
- ✓ FANUCCI
- ✓ REBUS ANIMALS
- ✓ FUNCTION KEYS
- ✓ Y-ZIP CONVERSION
- ✓ CHESS BUGS
- PARSER FRIENDLINESS FEATURES
- MUSIC?
- ✓ ON-SCREEN MAPPING
- ✓ ENC. ENTRY LIST
- ✓ VOCAB. LIST
- ✓ CROSSING STREAM PUZZLE
- ✓ NEW METHOD OF READING ENC.
- ✓ ~~XXXXXXXXXXXXXXXXXXXX~~ SYNS & ADJS for rooms

PRE-LOAD SHRINKAGE

- ✓ HANDLE INQUISITION BETTE
- ✓ MUTABLE STUMP JUMPS
- JESTER ASK ABOUTS
- MORE RIDDLES - <sup>3 sisters</sup> ~~just 2~~
- ✓ SPICE-UP END GAME
- HANDLE SIT BETTER
- ~~XXXXXXXXXXXXXXXXXXXX~~

?  
 Apt. in Samania  
 Fishing Puzzle  
 Screening Room  
 Fishing Puzzle

~~Manual~~  
~~Mouse Stuff~~  
~~Blw Mac Fix~~  
~~Beta~~  
~~Shrinkig~~  
~~Game Bugs~~  
~~Function Keys~~  
~~Finish Hints~~  
~~Color?~~  
~~Music~~  
~~Ency. Entries~~  
~~Parser friendliness~~  
~~Vocab List~~  
~~Keylebox Move List~~  
~~Credits~~  
~~Le du Maps~~  
~~Mode command~~  
~~Convert games to non-scrolling text~~  
~~restore long-words~~  
~~PICSET command for thinking~~  
~~For Your Amusement~~  
~~Clicking on new hot spots~~  
~~" " compass rose (map)~~  
~~port folio print outs~~  
~~HINT SCREEN~~  
~~going directly from one map to another?~~  
~~HINT USE CHASTISE FEATURE?~~  
~~UP/DOWN SE. SPOTS?~~



- ✓ new vocab
- ✓ gboops
- ✓ pigeon/perch
- ✓ function keys
- ✓ mouse/maps
- ✓ mouse/games
- ✓ answering riddles
- ✓ manual-related commands
- ✓ all hints/ for your music.
- ✓ compass updating
- ~~XXXXXXXXXX~~
- ✓ \$SKIP gone
- ✓ color?

180  
 120  
 ———  
 0

18  
 17  
 36  
 17  
 27600  
 15  
 1050  
 216  
 ———  
 324000

# Entries for Encyclopedia

Flathead Fjord  
Flathead Mountains  
Gray Mountains  
Frigid River  
Flathead Ocean / Great Sea  
Far Fantastic Flies of Farnathria  
Fublio Valley  
Anthania / Athar  
Granola / Granola Mines  
Flathead Stadium  
Jester(s)  
Double Farnucci  
Lake Flathead  
Great Underground Mountain  
" " Desert  
" " Savannah  
" " Highway  
" " Empire  
" " Woods

Quendor  
Frobozz Co (International)  
" Building / World HQ

(12 Flatheads)  
Port Fizzle  
Quilbozza Beach  
Gumboz  
Korboz  
Zorbel Pass  
Belboz  
Battle of Diablo  
Frobozz  
Aragain Falls  
FCD #3

Wands  
Flatheadia  
Duncan Thrax  
Gurth City  
Polar Gumbf Beast  
Minx

Frobs  
Lord Freepress

Zork  
Meretzky  
Infocom  
Frobozz Philharmonic Orchestra  
" " Hall

Wurb Flathead  
Frigid River Valley  
Mithican Chameleon  
Egnoth  
Mumbo III  
Bozbo IV  
WinCAT  
Battle of Ragweed Gulch  
Dawmar

(calendar saints)  
Barbell of Gurth } enchanter cards  
Berknip  
Barsap  
Mumberthrax

Phloid  
Oliver Wendell Flathead  
Gorphee  
Miznia  
Accardi  
Michael Flathead

Implementers  
Pheber  
Otto

Enchanters Guild  
Fenshike  
Endless Fire  
Zilbo III  
Boswell Barnwell  
Belwit the Flat  
Curse Day  
Eastlands  
Westlands  
Michael Flathead  
Frobo Park

WORD(S)	LOCATION(S)	STATUS
TOWER	Roof	CSAH
TREES	Village Gates	DKW
PITS	Pits	DKW
FUNGUS	Outer Bailey	DKW
CAGES	Zoo	DKW
(Mud) HOLE(S)	Upper Barbican	CSAH
MOAT	Drawbridges, Outer Bailey	DKW
(giant) SPIDER(S)	Cell	DKW
BED	Dimwit's Room	CSAH
HERD	G.U. Savannah	DKW
UNICORN(S)	"	DKW
REMAINS	Crypt	DKW
BODIES	"	DKW
SCABS	"	DKW
(Purple) STAINS	Wine Cellar	DKW
FISH	Lake Bottom	CSAH
SPENSEWEED	Lake Bottom	CSAH
STATUE	Fublio Valley, View of Statue	CSAH
BANNER(S)	Balcony	DKW
PENNANT(S)	Balcony	DKW
RAILING	Balcony	DKW
BARBICAN	Barbican, Upper Barbican	DKW
FUNGUS	Outer Bailey	<del>DKW</del> CSAH
ARCH	Natural Arch, Marsh, Village Gate,	DKW
LITTER	Shady Park	DKW
SEAT(S)	Philharmonic Hall	DKW
WAVE	Quilbozza Beach	CU WFT
HOLE(S)	Parapet	CSAH
CARPET	Audience Chamber	DKW
NEST	Aerie	DKW
CRYPT	Crypt	DKW
PITS	Pits	DKW
GRANOLA	(Granola Mines)	CSAH
TOAD	Village Center	CSAH
CANOPY	Dimwit's Room	DKW
STOPPER	(flask)	DKW
TORTURE	(verb)	DKW
ROBE(S)	(white King) (black King)	CSAH/DKW
CROWN	(white King) (black King), Dimwit in prologue	CSAH

<u>WORDS</u>	<u>LOCATION</u>	<u>STATUS</u>
ROOTS	Under the World, Hanging From Roots, outer Bailey	DKW
LAIR	Bat's Lair	DKW
GUANO	Bat's Lair	DKW
CUSHIONED SEAT	Solar	DKW/DKW
PIT	Pits, etc.	CSAH
BOARDS / SHUTTERS	Rest stop	DKW/DKW
SNOW	(minor lake region)	DKW
CHALET	Chalet	DKW
SHOP	Magic Shop	DKW
STALL(S)	Stable	DKWs
WELL	Top of well	DKW
FISH	Lake Bottom	CSAH
SAUNA	Gym, <del>Steam</del> Steam Bath	DKW
WOODS	G.U. Woods	DKW
RUBBLE	Ruined Hall	DKW
FISSURE	Fissure's Edge	DKW
POTHOLES	Potholes	DKW
SLIME	Dracle, Icky Cave, Crypt	DKW
MINE	(Granola Mines, Iron Mines)	CUWTW
GRANOLA	" "	CSAH
TOAD	Village Center	CSAH
TREE	View of Statue, G.U. Woods	CSAH
SPENSECED	Lake Bottom	CSAH
BEND	(Verbs for drinking straw)	DKW
PINCH	(" " " " )	DKW
HOLE	Oublette (ceiling)	CSAH
BUILDING	fishing Village	CSAH
HUT	outside Hut	DKW
SHADOW	Quarry	CSAH
POOL(S)	Steam Bath	CSAH/DKW
MASSAGE TABLE(S)	Steam Bath	DKW/CSAH
VILLAGE	(local-global)	DKW
GATE	Village Gate	CSAH
CACTUS/CACTI	Cactus Patch	DKW
FISSURE	Fissure's Edge	DKW
ICE	Orb Room	CSAH
DISPENSER	Inquisition	DKW

64	Inserting	ZORKOFREQ.XZAP.4	(628 bytes)
692	Inserting	ZORKODAT.ZAP.1	(53430 bytes)
54122	Inserting	ZORKOPUR.ZAP.1	(6732 bytes)
60854	Inserting	PSTACK.ZAP.1	(36 bytes)
60890	Inserting	PMEM.ZAP.1	(104 bytes)
60994	Inserting	DEFS2.ZAP.1	(19 bytes)
61013	Inserting	PARSER.ZAP.1	(4286 bytes)
65299	Inserting	FIND.ZAP.1	(1913 bytes)
67212	Inserting	RECS.ZAP.1	(5792 bytes)
73004	Inserting	TOP.ZAP.1	(2319 bytes)
75323	Inserting	PRARE.ZAP.1	(4325 bytes)
79648	Inserting	MISC.ZAP.1	(1478 bytes)
81126	Inserting	INPUT.ZAP.1	(2001 bytes)
83127	Inserting	VERBS.ZAP.1	(26577 bytes)
109704	Inserting	GLCBALS.ZAP.1	(11851 bytes)
121555	Inserting	PIC.ZAP.1	(340 bytes)
121895	Inserting	PRCLOGUE.ZAP.1	(9197 bytes)
131092	Inserting	CASTLE.ZAP.1	(19808 bytes)
150900	Inserting	LIERARY.ZAP.1	(1732 bytes)
152632	Inserting	VILLAGE.ZAP.1	(4667 bytes)
157299	Inserting	LAKE.ZAP.1	(10299 bytes)
167598	Inserting	HIGHWAY.ZAP.1	(9990 bytes)
177588	Inserting	CRACLE.ZAP.1	(15047 bytes)
192635	Inserting	CHESS.ZAP.1	(3763 bytes)
196398	Inserting	JESTER.ZAP.1	(11750 bytes)
208148	Inserting	FENSHIRE.ZAP.1	(6094 bytes)
214242	Inserting	CLUES.ZAP.1	(1892 bytes)
216134	Inserting	ZORKOSTR.ZAP.1	(77898 bytes)

603 objects.  
226 globals.  
1619 word vocabulary.

294032 bytes (288K).  
54122 bytes cf preload.  
32128 bytes cf impure.

# Time trials for ZORK ZERO

Amiga 1000  
(single disk drive)

vs.

Apple IIe  
(two drives/5 1/4 disks)

The five fastest Amiga 1000 moves (of the 37 tested) compared to the Apple IIe

	Amiga	Apple IIe
1. >get up (from under kings table) =	2	13
2. >north (from start of game(after megaboz)) =	3	17
3. >take all (at start of game (after megaboz)) =	2.5	16
4. >take earthworm =	4	4.5
5. >turn wheel (upper barbican) =	3	6

The five slowest Amiga 1000 moves (of the 37 tested) compared to the Apple IIe

	Amiga	Apple IIe
1. >open the south door (in jesters quarters) =	33	60
2. >take calendar and then read calendar =	15	38
3. >map (to display map) =	18	28
4. >north (from castle entryway to outside) =	14	34
5. >drop memo,package,poster,scrap and calendar= (Apple IIe version did not include the calendar)	8.5	26.5

The average time per move on the Amiga (including a few graphic puzzle moves): 8.9 seconds

The average time per move on the Apple IIe (for the same exact move performed on the Amiga 1000): 21.25 seconds.

\* All above shown times are in seconds. This number was calculated by starting the stop watch as soon as return was pressed and stopping the stop watch as soon as the prompt reappeared.

3/7/89

TO: TAA, Wood

cc: PDL, SEM, Duncan, Rob

From: Jon

### CLARIFICATION

Speaking for Marketing, Rob does not care whether the COLORS command is in or not.\* It is much more important that the games ship within the next 10 days or so.

Therefore, if at any time in the days ahead you can save yourselves some effort by killing the COLORS command, please notify the relevant world (at least the people listed above) so the right thing happens.

---

\*It is of course a time-honored tradition to make the back-package photos inaccurate. Even recent screen shots are misleading: the Battletech package show 4 mechs in the screen shot, yet one can't get 4 mechs at once. Besides, as Rob points out, anybody who buys the games solely for the COLORS option is a moron.

## **AMIGA PRIORITIES, 3/20/89**

### **TOP PRIORITIES**

- SCRIPTING (all games)
- Color in SAVE box makes filename invisible (all games) -- Duncan already fixed?
- Reinstall missing pictures (Journey) -- Duncan already fixed?
- Status line needs to be reversed (Shogun) -- PDL can do something about this if Duncan is too busy

### **MIDDLE PRIORITIES -- not to be addressed until above are fixed**

- Flashing (for Shogun)

### **LOW PRIORITIES -- not to be addressed until above are fixed**

- Disable UNDO (and tell user about it) if there's not much memory left (all games)

### **LOWEST PRIORITIES-- not to be address until above are fixed**

- There's a blotch in the status line when playing in text mode (Zork Zero)

Graphics & Music

## Graphics ideas

- \* illuminated text (flowery letters to start major sections)
- \* illuminated text (small illustrations within the text of the story)
- \* illustrate encyclopedia entries
- \* one or more mini-maps, or one large map
- \* illustrate a scene, especially as a reward for solving a puzzle
- \* something double Fannucci-related -
- \* collect "scraps" of a large illustration which, once assembled, form... a map? a rebus?
- \* compass rose
- \* illustrating the Peggleboz board
- \* " " Tower of Bozbar
- \* " " Snartem (piles of pebbles)
- \* screen border or side columns

RE: STATE OF THE ARTISTS

From: Jon Palace

Date 2/1/88

Brian Cody: He's shown us a cartoony style (like he used in Fooblitzky) which uses bold primary colors. He's also shown us a much more "photographic" or realistic style. We've also seen a woodcut-style illustration (made up of lots of cross-hatching), and, as we requested, he drew a fantasy illustration in this woodcut style. (I have a copy.) If he did work for us, he would do it here at Infocom, which has its disadvantages (we'd have to provide him with space and a machine) but also has its advantages (we'd probably have more "control" over the final art since we'd see the work-in-progress). He has not worked on an Amiga before, but he has worked with other color paint programs. He would be willing to do both "original" art and "cleanup work" (post-transfer bit-twiddling). He's asking \$50/hour, and estimates original art on the Amiga would take him 7 to 10 hours per image.

Jim Shook: I met Jim at the BCS Amiga Users Group. When he visited Infocom, he showed us a dozen or more images he's drawn on the Amiga. He's skilled at creating textures: smooth and rough rocks, cracked and peeling paint, wrinkled and aging paper, etc. He also creates and uses type effectively: a "Dream Kitchen" logo that was reminiscent of early-60s AmanaRange or FrigidAire logos, and a "Merry Melodies" title screen that reminded me of the "Loony Tunes" opening. He's clearly capable on the Amiga, and knows how to dither, alias, shadow, and otherwise use the Amiga features. When we mentioned that we were porting images to other machines, he had a good idea: namely, draw the "essential" information (the clue you need to see, say) to the least-common-denominator machine, but on the Amiga version, "max out" the inessential graphics (the background or highlights or whatever). The images Jim showed us were either super-functional (a pie chart for a business application), near-photographic (he frequently incorporates digitized images in his art), or surreal (again incorporating digitized images). Jim prefers to be paid on a per-job basis, but also likes the fee to be based somewhat on the amount of time he puts into it. He estimates he would do 20 images for between \$2000 and \$3000.

Glen Johnson: Glen digitizes art, and then frequently tweaks and plays with the colors to achieve interesting results. He believes that drawing original art on the Amiga will be prohibitively expensive. Glen seems pretty new to the Amiga, but like Donald Langosy, he's coming at it from an art background rather than a computer background, so his work is very different and interesting. He suggests buying the rights to use stock

photos or images and digitizing those. I don't know what his fee is.

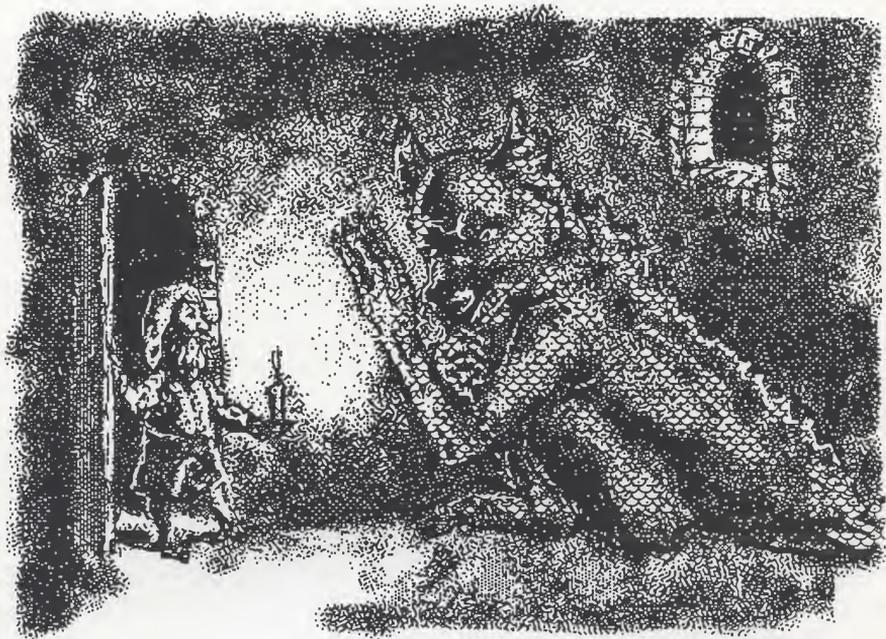
Donald Langosy: Donald is an artist who can do excellent Japanese-style paintings on paper. We gave him a Mac to play with, and he did well. He has spent a few hours at Infocom trying to learn Deluxe Paint on the Amiga, but he needs some instruction. (The manual isn't great.) Donald is the clear choice for Shogun, but he can only work at home, which means that we would have to loan him one of our Amigas. He's asking \$500/drawing; this is for original art on the Amiga only, so we'd have an additional clean-up expense for the ports. (This "additional expense" will be incurred for all projects, not just Shogun, no matter who the original artists are.)

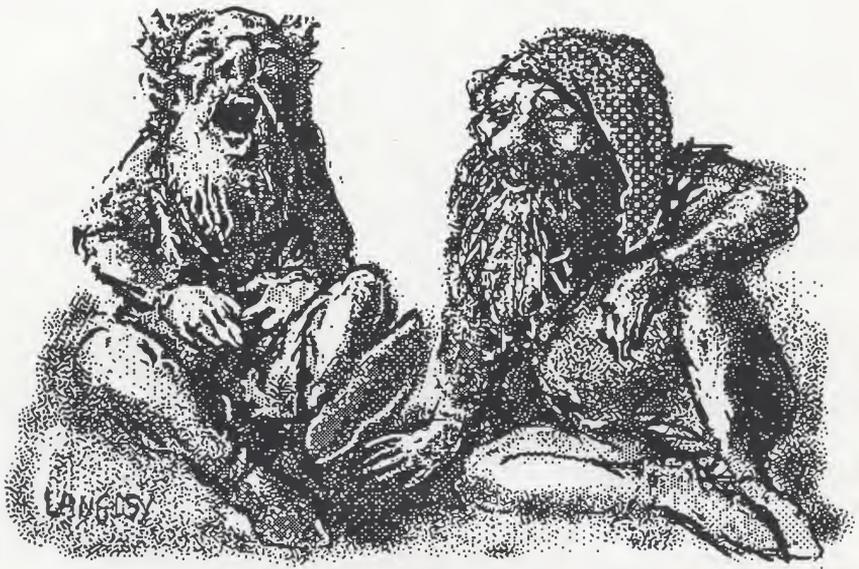
Mike Goldberg: Mike's "best friend" is president of the BCS Amiga Users Group, which is how he heard that we were looking for computer artists. Mike works at a video production studio, and his portfolio includes several videotapes of computer-generated TV animation: logos for local shows or stations, graphic-and-text images for "coming attractions," etc. Mike was an art director (I think) at Parker Brothers, and he showed us some finished products he designed (the VCR Clue game) and some pencil sketches of new or aborted projects. (I have a copy of some of these.) Mike has worked with many paint programs, and he says he's worked with Deluxe Paint. He does not have an Amiga, and would like us to loan him one of ours. (He did not think it would be practical for him to borrow his friend's computer.) Mike's style tends toward the cartoony, though he showed us some nice things. He's asking \$35/hour, and estimates each image would take him 3 to 5 hours to draw.

RECOMMENDATIONS: To come.



Donald Langosy  
1/88









Brian Cody  
2/88







2/5/88

TO: Amy, Carl, Chris, Dave L., Elizabeth, Gayle, Joel, Liz, <sup>Steve</sup> Stella, and Tim

FROM: Jon

INFOCOMICS

1. Amy will be the liaison in my absence.
2. The Lane plan: IBM disks were given to Peter this afternoon. Peter will make some minor changes (some requested by Steve) and send the IBM disks to Len (TSP's systems person) on Monday via overnight mail. Len will make an Apple version of Lane and send it to TSP. By Wednesday or Thursday, we should have an Apple Lane. This should be tested for crashes. If there are no crashes, this is the final disk. (Current plan: send the final Apple and IBM disks to XEMAG or whoever on Tuesday, Feb. 16). If there are crashes, we must notify TSP immediately so Len can fix the crashes immediately.
3. The Pit plan: We have scenes 1 through 40 (or so) here. Amy is working on these. We should have the remaining scenes (fewer than 20) by Monday or Tuesday. By Wednesday afternoon, Amy hopes to give IBM disks to TSP, which they might look at quickly and make minor changes. (Amy & Liz: The IBM version should be thoroughly tested for crashes and typos, and any other bugs we can fix, before it goes to TSP.) TSP will then send the IBM disks to Len, who will make Apple disks. We probably won't get the Apple version before I return, but if we do, test it for crashes.

[Notes to Liz: (1) You can expect Apple Lane late in the week, to be tested for crashes. Check with Amy late in the week to see when to expect Apple Pit. (2) Please DO copy the Apple Pit disk that I bookmarked, crashed, and munged, and see what happens, and get the results to Peter, either directly or through Amy. (3) Try pressing the S key on both the most recent Apple and most recent IBM disks and see if the sound turns off for good. Get the results to Peter and Gayle and Stella.]

[Note to Amy: Remember to put in the new, improved, and Marketing-approved instructions. They can be copied directly from Lane into Pit.]

[Notes to Gayle & Stella: (1) Please give a copy of the reference card to Peter, who claims not to have a copy. (2) Peter thinks the S key works -- i.e., turns the sound off and on for good. I don't think it does. Liz will tell you for sure. If it DOESN'T work, and you have time to correct the reference card, then make no mention of the S key. It MAY be fixed at a later date, but not now. (3) Peter claims that a joystick can be used with

Infocomics, to fast forward (push the stick forward), rewind (push it back), and jump (press the button). Peter would REALLY like to document this feature if that's possible. Personally, I think we shouldn't document it if we can't test it, and CERTAINLY we can't test it on the C-64 version since it doesn't exist yet. Your move.]

## ARTISTS

1. I have called Brian Cody and Mike Goldberg and told them that we have chosen other artists for the current projects. I told them why others were chosen (for Brian it was price, for Mike it was style) but told them I'd be in touch in the future.

2. Joel claims that Activision claims that the standard rate for computer artists is \$25/hour, and a full-screen picture takes anywhere from 13 to 20 hours.

3. Given #2 above, Joel is hesitant to give the go-ahead to Donald Langosy, who's asking \$500/image. (When I said that Donald may agree to less than \$500/image, Joel was still hesitant.) Joel believes that we could spend a lot of money very quickly, and we had better well be damn sure we know what we want. I believe that Donald's asking price was regardless of the size of the image. (This should be checked -- PDL? Eliz?) If that's true, then maybe we'd get more impact with 20 full-screen images than a mix of full-screen, half-screen, and quarter-screen images. (Of course, there will be space considerations.) If we're going to have quarter-screen images, Joel believes we need many more than 20 to be impressive.

4. Given #3 above, we should define exactly what we want as best we can: how many quarter-screen images, how many half-screen images, etc., and decide if they "need" to be all the same style and/or level of detail. (Chris mentioned how some books have both fancy illustrations and line-drawing-style illustrations.) This should be done by PDL; feel free to solicit advice (from Liz? Amy?). Once we've defined what we want, we can go back to Donald to discuss price. (If we want less-detailed drawings, or "many more" than 20 illustrations, this will affect the price we're willing to pay.)

5. We still don't know whether images should be drawn in low-res, medium-res, interlace, or high-res mode on the Amiga in Deluxe Paint. Joel claims Tim should know. [Tim, do you know?] It's probably one of the questions that Joel will have to ask Anita when he calls her to get info about graphics compression techniques.

6. We've decided that Jim Shook will be the artist for Zork Zero. I called Steve to find out when would be convenient for Jim and Steve to spend a couple of hours looking at the game and discussing graphics ideas. Steve said anytime next week,

preferably in the afternoon. I've called Jim and left a message on his answering machine.

7. Joel and Chris suggested that we may want any given artist to draw a least-common-denominator image on the Amiga first, which we would use for the ports, and then have the artist go back and max out the image on the Amiga. In other words, instead of spending lots of time cleaning up transferred images, spend more time Amigafying AFTER the port.

[Notes to PDL: (1) Here's my two cents: Despite the two styles of art seen in some books, I'd like to see one style in Shogun. I'd like it to be what we've been discussing all along -- detailed, authentic-looking, and colorful. (I was surprised at how colorful the real McCoy-san is.) And I'd like a mix of sizes -- I think it adds variety. Certainly if Donald really charges the same for large images as small images, I'd prefer large images. However, I'm skeptical about graphics compression allowing us to "run wild," and as I say, the variety in sizes is interesting. I'd recommend a third-screen or half-screen image for each chapter opener, and a full-screen image at the climax or resolution of each chapter, plus a full-screen title/boot screen and maybe a full-screen "congratulations-you-won" screen. (2) Joel will call Anita and find out (I hope) about low res vs. med res vs. hi res etc. Pass on any useful information to Donald. (3) Reaction to #7 above? If you think it's a good idea, mention it to Donald. Tell SEM what you think too.]

[Note to Tim: Read #5 above and talk to Joel. If you know whether our artists should be drawing in hi res, or low res, or whatever, please also tell PDL.]

[Note to Joel: Call Anita and find out whether she knows whether our artists should be using low res or hi res or whatever with Deluxe Paint. If you get the answer, tell PDL.]

[Notes to SEM: (1) Call Jim Shook at 354-1779. Set up a time when you and he can discuss Zork Zero and graphics ideas. (2) Reaction to #7 above? If you think it's a good idea, mention it to Jim. Tell PDL what you think too.]

[Notes to Eliz: (1) Please apologize to Donald for me. I'm hoping that a lot of the issues will be resolved very soon. (2) Can we have the Mac back if we don't have it already? (3) Please tell Donald to feel free to call PDL to see if anything's new.]

to Jim Shook 2/29/88

Steve  
Infocom  
Home

492-6000  
275-7012

Snarfem - nine piles of pebbles  
possibly a background (greenhouse)

Letter A - golden age  
" Y - age of decay  
both letters in a box  
medieval style  
letters should be ~ 4 text lines tall

Tower of Buzbar: 7 weights to 6 weights

Peggleboz - board smaller  
letters part of board, not floating

encyclopedia - more illustrations  
keep solarized effect to make it look "printed"

Compass rose - ~~height?~~  
~~highlighting the current exits?~~

centered, part of banner  
four text lines tall?  
the banner on either side should have  
room for 2 lines of text:  
2 versions -- highlighted & unhighlighted exits (N, NE, E, etc.)



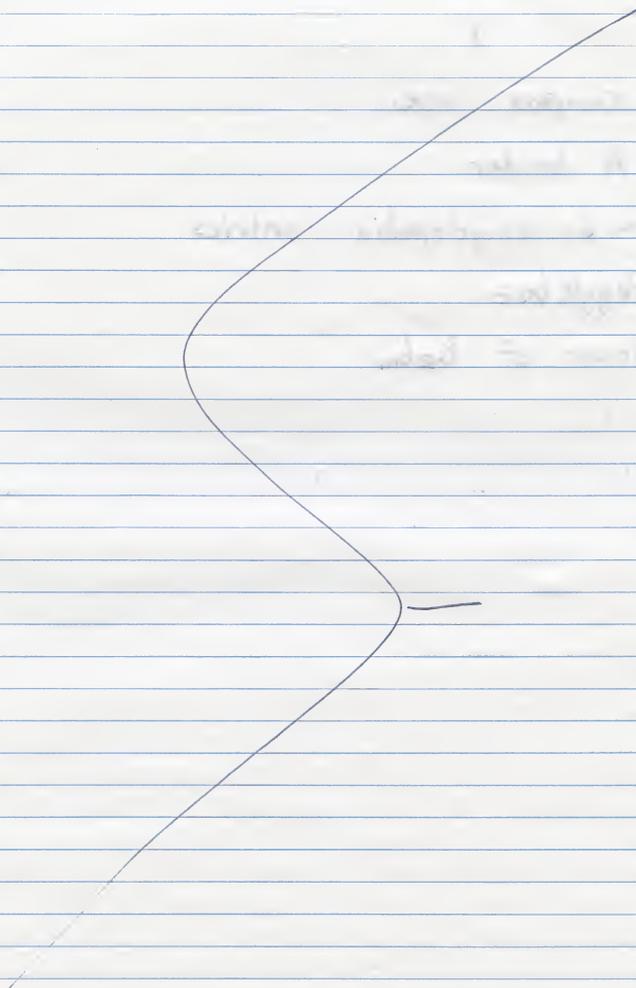
Borders: outdoor (trees/wood/vines?)  
indoor (stonework)  
jester games (striped, w/ banner for game name)  
encyclopedia  
→ cave walls border for underground?

to Jim Shook 2/12/88

1. illuminated "A"
2. " " "Y"
3. Compass rose
4. A border
5. ~ 6 encyclopedia entries
6. Peggleboz
7. Tower of Buzbar

~~8.~~

Handwritten title at the top of the page, possibly "The Great Wall" or similar.



to Jim Shook 3/7/88

ZORK ZERO  
The Revenge of Megaboz

---

redoing peggleboz - letters on board

---

larger text area for game screens

---

toughing up logs on outside border

---

another "A" with the outside pallet

---

highlighted compass rose

---

4 snarfem piles

---

Handwritten text at the top of the page, possibly a title or header.

Handwritten text on the right side of the page.

Handwritten text in the middle section of the page.

Handwritten text, possibly a date or a specific note.

Handwritten text, possibly a name or a subject.

Handwritten text at the bottom of the page.

to Jim Shook 3/28/88

Add →

to "arrive via teleport" rooms

Crag

Mine Entrance

Glacier

Foot of Statue

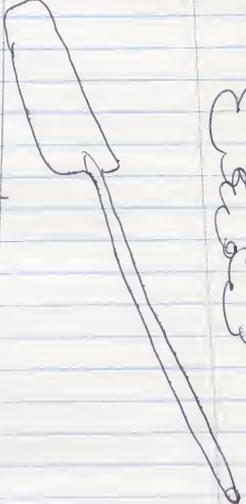
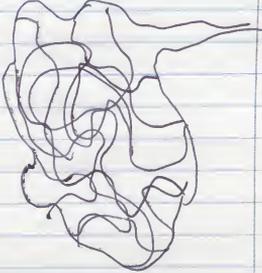
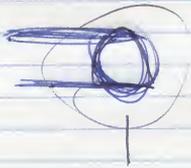
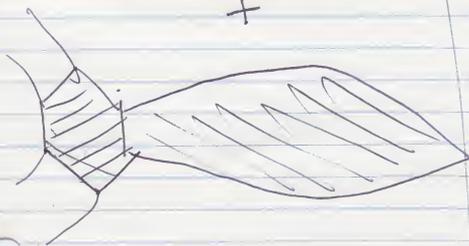
Delta (i)

---

— Brogmoid (flat world)

— new text for jester background

— floral corners for Snarfem  
(up to 9 blossoms)



W +



# REBUS ANIMALS

SERPENT

INSECT (Scorpion, spider...)

LIZARD / GATOR / CROC

FISH

GOOSE

BAT

AMEBOID / SLIME

HALF MAN / HALF WHATEVER

~~OWL~~ OWL

LOBSTER

CAMEL

MERMAID

ELF

· MOUSE

TOAD

Zork\_Zero contains the graphics and graphic elements to be used in the game

	file	bytes*
Zork_Zero:		
Games/	✓ Peggleboz/Border (1)	11,742
	✓ Pegs (2)	1,958
	✓ restore.bg (21)	3,360
✓ Tower_of_Bozbar/	Border (1)	11,044
	✓ game_pieces (7)	8,304
✓ Double_Fanucci/	Border (1)	6,604
	✓ Cards (20+20+20+20+11+11+11+2)	20,932
	✓ Facecards (9+8+8+8+8)	19,088
✓ Snarfem/	Border (1)	17,070
	✓ Flowers.right (9)	23,836
	✓ Flowers.left (9)	23,464
	✓ game_pieces (9)(+4)	11,898
✓ Rebus/	Rebus (1)	20,222
	✓ mouse (1)	3,582
	✓ slime (1)	4,784
	✓ snake (1)	5,764
	✓ camel (1)	4,862
	✓ goose (1)	4,800
	✓ fish (1)	4,400
*Maps/	compasses	9,792
	Border	6,398
	Delta	16,050
	Port.Foozle	15,792
	Secret.Wing	14,588
	Desert	12,076
	Gray.Mountains	14,204
	Lake.Area	15,634
	Fublio.Valley	14,374
	Main.Floor	16,950
	Lower.Levels	15,180
	Summer.Castle	13,968
	Village.Area	16,504
	Fjord	13,146

Encyclopedia/	✓border (i)	7,682
	✓Brogmoidism (i)	12,690
	✓Megaboz (i)	11,754
	✓Jester (i)	11,246
	✓Flatheadia (i)	11,490
	✓Zilbeetha (i)	7,258
	✓FrobozzCo (i)	10,442
	✓Dimwit.Flathead (i)	10,514
	✓Four.Flies (i)	12,868
Borders/	✓compasses (17)	9,612
	✓Castle/Border (i)	13,286
	✓Outdoor/Border (i)	13,416
	✓Underground/Border (i)	11,960
TitleScreen/	✓TitleScreen (i)	21,890
Letters/	✓Y (i)	2,982
	✓A2.outside (i)	2,734
	✓A (i)	2,986
		-----
	total	547,420

\*the byte counts for the maps are based on full bitmaps--if a "costruction set" approach is taken, the size of the maps will be much smaller

Zork\_ZeroA contains support graphics, grids, screen samples and the like

file

Zork\_ZeroA:

```

Games/                games_grid640x200
Peggleboz/sample

Tower_of_Bozbar/grid640x200
sample

Double_Fanucci/CardSamples

Snarfem/sample
grid640x200

Rebus/sample1
sample2
sample.mirror

```

Photos/

Megaboz.photo  
Fanucci.Photo  
Tower\_of\_Bozbar.Photo  
Outdoor.A.Photo

Encyclopedia/

grid640x200  
Brogmoidism.sam  
Megaboz.sam  
Jester.sam  
Flatheadia.sam  
Zilbeetha.sam  
FrobozzCo.sam  
Dimwit.Flathead.sam  
Four.Flies.sam

Borders/

grid640x200

Castle/sample640x200

Outdoor/sample640x200

Underground/sample640x200

Letters/

Y.sample  
A2.outside.sample  
A.sample

# COLOR

10480-MASTER-02

title screen  
borders  
compasses  
aligning the letters  
encyclopedia  
rebus  
tower of bozbar  
peggleboz  
snarfem

10480-MASTER-01

double fanucci  
dialog boxes

10480-MASTER-03

map icons

10480-MASTER-04

all other map stuff

## Mac B&W

A: encyclopedia  
rebus  
bozbar  
peggleboz  
snarfem  
double fanucci

B: borders  
letters  
title screen  
map stuff  
compasses  
dialog boxes

Key to Palletes:

- A - Title Screen
- B - Castle Border and T associated letters
- C - Outside Border and I associated letter
- D - Underground Border
- E - Encyclopedia
- F - Fetus
- G - Top of border
- H - Fuzziness
- I - Smarter
- J - Lowly Fuzzies
- K - On border side
- L - First Border

PALLET	WICH	WOTH	WOST	PICTURE NAME
		(full screen)		A-TITLE
	1	41	34	PROLOGUE-LETTER
	2	41	34	MAIN-LETTER
	3	41	34	EPITOME-LETTER
	4	(full screen)		CASTLE-BORDER
	5	(full screen)		OUTSIDE-BORDER
	6	(full screen)		UNDERGROUND-BORDER
	7	(full screen)		FINT-BORDER
	8	44	42	N-HIGHLIGHTED
	9	44	42	NE-HIGHLIGHTED
	10	44	42	E-HIGHLIGHTED
	11	44	42	SE-HIGHLIGHTED
	12	44	42	SW-HIGHLIGHTED
	13	44	42	S-HIGHLIGHTED
	14	44	42	SH-HIGHLIGHTED
	15	44	42	W-HIGHLIGHTED
	16	44	42	NW-HIGHLIGHTED
	17	44	42	NW-UNHIGHLIGHTED
	18	44	42	NE-UNHIGHLIGHTED
	19	44	42	E-UNHIGHLIGHTED
	20	44	42	SE-UNHIGHLIGHTED
	21	44	42	S-UNHIGHLIGHTED
	22	44	42	SW-UNHIGHLIGHTED
	23	44	42	W-UNHIGHLIGHTED
	24	44	42	NW-UNHIGHLIGHTED
	25	(full screen)		ENCYCLOPEDIA-BORDER
	26	144	144	TITLESTH-ILL
	27	144	144	SAFETY-ILL
	28	144	144	LIMIT-ILL
	29	144	144	WORLD-ILL
	30	144	144	HEALTH-ILL
	31	144	144	ELECTRACIA-ILL
	32	144	144	PROG-ILL
	33	144	144	FOUR-ILL
	34	(full screen)		FETUS-0
	35	(full screen)		FETUS-1
	36	(full screen)		FETUS-2
	37	(full screen)		FETUS-3
	38	(full screen)		FETUS-4
	39	(full screen)		FETUS-5
	40	(full screen)		FETUS-6
	41	(full screen)		FOSSIL-RESTORE
	42	00	10	FOSSIL-RESTORE-PRG

6/6/88

G	43	1A	10	917888-1-WEIGHT
G	44	3F	10	917888-2-WEIGHT
G	45	3E	10	917888-3-WEIGHT
G	46	3F	10	917888-4-WEIGHT
G	47	3E	10	917888-5-WEIGHT
G	48	3E	10	917888-6-WEIGHT
<hr/>				
H	49	(Full screen)		917888-7-WEIGHT
H	50	3	9	BACKGROUND-ASC
H	51	3	9	HIGHLIGHTS0-ASC
H	52	3	9	BACKGROUND-A
H	53	3	9	BACKGROUND-B
H	54	3	9	BACKGROUND-C
H	55	3	9	BACKGROUND-D
H	56	3	9	BACKGROUND-E
H	57	3	9	BACKGROUND-F
H	58	3	9	BACKGROUND-G
H	59	3	9	BACKGROUND-H
H	60	3	9	BACKGROUND-I
H	61	3	9	BACKGROUND-J
H	62	3	9	BACKGROUND-K
H	63	3	9	BACKGROUND-L
H	64	3	9	BACKGROUND-M
H	65	3	9	BACKGROUND-N
H	66	3	9	BACKGROUND-O
H	67	3	9	BACKGROUND-P
H	68	3	9	BACKGROUND-Q
H	69	3	9	BACKGROUND-R
H	70	3	9	BACKGROUND-S
H	71	3	9	BACKGROUND-T
H	72	3	9	BACKGROUND-U
<hr/>				
I	73	(Full screen)		SMARTFEM-CP000
I	74	36	35	SMARTFEM-FILE-CP-0
I	75	39	38	SMARTFEM-FILE-CP-1
I	76	42	41	SMARTFEM-FILE-CP-2
I	77	44	43	SMARTFEM-FILE-CP-3
I	78	47	46	SMARTFEM-FILE-CP-4
I	79	49	48	SMARTFEM-FILE-CP-5
I	80	52	51	SMARTFEM-FILE-CP-6
I	81	54	53	SMARTFEM-FILE-CP-7
I	82	57	56	SMARTFEM-FILE-CP-8
I	83	59	58	SMARTFEM-FILE-CP-9
I	84	62	61	3-FLOWERS-0
I	85	65	64	3-FLOWERS-1
I	86	67	66	3-FLOWERS-2
I	87	69	68	3-FLOWERS-3
I	88	71	70	3-FLOWERS-4
I	89	73	72	3-FLOWERS-5
I	90	75	74	3-FLOWERS-6
I	91	77	76	3-FLOWERS-7
I	92	79	78	3-FLOWERS-8
I	93	81	80	3-FLOWERS-9
I	94	83	82	L-FLOWERS-0
I	95	85	84	L-FLOWERS-1
I	96	87	86	L-FLOWERS-2
I	97	89	88	L-FLOWERS-3
I	98	91	90	L-FLOWERS-4
<hr/>				
J	99	(Full screen)		FRUUCT-CP000
J	100	47	46	FRUUCT-CARD-PACK
J	101	49	48	FRUUCT-CARD
J	102	51	50	FRUUCT-INKLETS

J	103	12	21	FANUCCT-PLUNGERS
J	104	12	21	FANUCCT-RUGS
J	105	12	21	FANUCCT-TURPS
J	106	12	21	FANUCCT-BARS
J	107	12	21	FANUCCT-TOPS
J	108	12	21	FANUCCT-PAIR
J	109	12	21	FANUCCT-HIVES
J	110	12	21	FANUCCT-PACBS
J	111	12	21	FANUCCT-MAZES
J	112	12	21	FANUCCT-LAMPS
J	113	12	21	FANUCCT-TIME
J	114	12	21	FANUCCT-BOOFS
J	115	12	21	FANUCCT-SCYTHES
J	116	12	21	FANUCCT-PRDMS
J	117	12	21	FANUCCT-RV-TNKSLDTS
J	118	12	21	FANUCCT-RV-PLUNGERS
J	119	12	21	FANUCCT-RV-BLES
J	120	12	21	FANUCCT-RV-TURPS
J	121	12	21	FANUCCT-RV-BARS
J	122	12	21	FANUCCT-RV-TOPS
J	123	12	21	FANUCCT-RV-PAIR
J	124	12	21	FANUCCT-RV-HIVES
J	125	12	21	FANUCCT-RV-PACBS
J	126	12	21	FANUCCT-RV-MAZES
J	127	12	21	FANUCCT-RV-LAMPS
J	128	12	21	FANUCCT-RV-TIME
J	129	12	21	FANUCCT-RV-BOOFS
J	130	12	21	FANUCCT-RV-SCYTHES
J	131	12	21	FANUCCT-RV-FREMS
J	132	17	20	FANUCCT-0
J	133	17	20	FANUCCT-1
J	134	17	20	FANUCCT-2
J	135	17	20	FANUCCT-3
J	136	17	20	FANUCCT-4
J	137	17	20	FANUCCT-5
J	138	17	20	FANUCCT-6
J	139	17	20	FANUCCT-7
J	140	17	20	FANUCCT-8
J	141	17	20	FANUCCT-9
J	142	17	20	FANUCCT-INFINITY
J	143	17	20	FANUCCT-RV-0
J	144	17	20	FANUCCT-RV-1
J	145	17	20	FANUCCT-RV-2
J	146	17	20	FANUCCT-RV-3
J	147	17	20	FANUCCT-RV-4
J	148	17	20	FANUCCT-RV-5
J	149	17	20	FANUCCT-RV-6
J	150	17	20	FANUCCT-RV-7
J	151	17	20	FANUCCT-RV-8
J	152	17	20	FANUCCT-RV-9
J	153	17	20	FANUCCT-RV-INFINITY
J	154	47	63	FANUCCT-GRANOLA
J	155	47	63	FANUCCT-LORSTER
J	156	47	63	FANUCCT-SNAIL
J	157	47	63	FANUCCT-JESTER
J	158	47	63	FANUCCT-PEUPLOSE
J	159	47	63	FANUCCT-LIGHT
J	160	47	63	FANUCCT-BEAUTY
J	161	47	63	FANUCCT-DEATH
J	162	47	63	FANUCCT-GRUE

K	143		(FULL-screen)	MAP-CROSS
K	144	144	50	MAP-BLOCK-TITLE
K	145	144	50	SECTION-WING-TITLE
K	146	90	70	VILLAGE-AREA-TITLE
K	147	70	70	LOWER-LEVEL-TITLE
K	148	110	80	LAYER-LEVEL-TITLE
K	149	140	80	DESIGN-TITLE
K	150	70	10	PORT-COORDS-TITLE
K	151	171	40	FAN-TITLE
K	152	101	40	PICTURE-TITLE
K	153	115	41	GRAY-MTS-TITLE
K	154	117	47	DELTA-TITLE
K	155	70	10	PUBLIC-VALLEY-TITLE
K	156	105	10	ANTHARIA-TITLE
K	157	101	10	PORT-COORDS-MAP-ILL
K	158	101	10	FENSHIRE-MAP-ILL
K	159	101	10	FIJORD-MAP-ILL
K	160	147	70	GRAY-MTS-MAP-ILL
K	161	104	40	DELTA-MAP-TLL
K	162	50	10	ANTHARIA-MAP-ILL
K	163	100	40	HORIZONTAL-LEGEND
K	164	83	14	VERTICAL-LEGEND
K	165	10	8	N-S-CONNECTION
K	166	10	10	E-W-CONNECTION
K	167	6	8	NE-SW-CONNECTION
K	168	4	8	NA-SE-CONNECTION
K	169	10	8	DOWN-NORTH-SYMBOL
K	170	10	8	DOWN-SOUTH-SYMBOL
K	171	8	10	DOWN-EAST-SYMBOL
K	172	8	10	DOWN-WEST-SYMBOL
K	173	8	8	DOWN-NE-SYMBOL
K	174	8	8	DOWN-NW-SYMBOL
K	175	8	8	DOWN-SW-SYMBOL
K	176	8	8	DOWN-SE-SYMBOL
K	177	10	10	TELEPORT-ARROW
K	178	10	10	CY-TURBOPORT-ARROW
K	179	14	14	ARCH-N-CONNECTOR
K	180	14	14	ARCH-S-CONNECTOR
K	181	17	17	PUBLIC-NW-CONNECTOR
K	182	17	17	PUBLIC-SE-CONNECTOR
K	183	10	10	COMMONS-HORN-ROY
K	184	10	10	YEN-ROD-HERE-SYMBOL

BCDN	201	10	10	MINI-E-ICON
BCDN	202	10	10	REG-ROCK-ICON
BCDN	203	10	10	WEST-WING-ICON
BCDN	204	10	10	GYM-ICON
BCDN	205	10	10	TORCH-ROBY-ICON
BCDN	206	10	10	PCRF-ICON
BCDN	207	10	10	PUBLIC-ICON
BCDN	208	10	10	FORMAL-GARDEN-ICON
BCDN	209	10	10	HALCONY-ICON
BCDN	210	10	10	GALLERY-ICON
BCDN	211	10	10	THONS-ROCK-ICON
BCDN	212	10	10	SANDUST-HALL-ICON
BCDN	213	10	10	KITCHEN-ICON
BCDN	214	10	10	WINE-CELLAR-ICON
BCDN	215	10	10	LIBRARY-ICON
BCDN	216	10	10	EAST-WING-ICON
BCDN	217	10	10	CHAPEL-ICON
BCDN	218	10	10	JEOPHA-QUARTER-ICON

BOOK	223	20	20	CYRANOID-ROOM-ICCN
BOOK	224	20	20	CONCRETE-ROOM-ICCN
BOOK	225	20	20	MAGIC-CLOSET-ICCN
BOOK	226	20	20	PARAPET-ICCN
BOOK	227	20	20	EASTERN-ICCN
BOOK	228	20	20	SECRET-PASSAGE-ICCN
BOOK	229	20	20	TOP-ICCN
BOOK	230	20	20	TOP-OF-STAIR-ICCN
BOOK	231	20	20	FOTTOM-OF-STAIR-ICCN
BOOK	232	20	20	CRADLE-ICCN
BOOK	233	20	20	DUNGEON-ICCN
BOOK	234	20	20	CELL-ICCN
BOOK	235	20	20	PERIMETER-WALL-ICCN
BOOK	236	20	20	BARRISON-ICCN
BOOK	237	20	20	OUTER-SAILEY-ICCN
BOOK	238	20	20	ORANGEBLOSS-ICCN
BOOK	239	20	20	PARTICAN-ICCN
BOOK	240	20	20	UPPER-BARRICAN-ICCN
BOOK	241	20	20	CAUSEWAY-ICCN
BOOK	242	20	20	INNER-SAILEY-ICCN
BOOK	243	20	20	UPS-TFFICE-ICCN
BOOK	244	20	20	SHADY-PARK-ICCN
BOOK	245	20	20	CHURCH-ICCN
BOOK	246	20	20	COURTROOM-ICCN
BOOK	247	20	20	POST-OFFICE-ICCN
BOOK	248	20	20	PROBRIETY-HQ-ICCN
BOOK	249	20	20	MAGIC-SHOP-ICCN
BOOK	250	20	20	BACK-ALLBY-ICCN
BOOK	251	20	20	OFFICES-ICCN
BOOK	252	20	20	PENTHOUSE-ICCN
BOOK	253	20	20	ROOMS-ICCN
BOOK	254	20	20	EAT-ICCN
BOOK	255	20	20	MOUTH-OF-CAVE-ICCN
BOOK	256	20	20	LEGG-IN-FST-ICCN
BOOK	257	20	20	PASSAGE-STORAGE-ICCN
BOOK	258	20	20	WALL-ICCN
BOOK	259	20	20	SHU-HIGHWAY-ICCN
BOOK	260	20	20	EXIT-ICCN
BOOK	261	20	20	KEYHOLE-ICCN
BOOK	262	20	20	REYAL-TOO-ICCN
BOOK	263	20	20	LABORATORY-ICCN
BOOK	264	20	20	HOLD-ICCN
BOOK	265	20	20	UNDERWATER-ICCN
BOOK	266	20	20	LARK-FOTTOM-ICCN
BOOK	267	20	20	EAST-SHORE-ICCN
BOOK	268	20	20	WEST-SHORE-ICCN
BOOK	269	20	20	NORTH-SHORE-ICCN
BOOK	270	20	20	SOUTH-SHORE-ICCN
BOOK	271	20	20	LAKE-FLAT-FAC-ICCN
BOOK	272	20	20	FING-OF-DUNES-ICCN
BOOK	273	20	20	G-U-SAVANNAH-ICCN
BOOK	274	20	20	BATS-LAIR-ICCN
BOOK	275	20	20	FACE-OF-MT-ICCN
BOOK	276	20	20	G-U-MOUNTAIN-ICCN
BOOK	277	20	20	STAIR-ICCN
BOOK	278	20	20	SHRINE-ICCN
BOOK	279	20	20	CACTUS-PATCH-ICCN
BOOK	280	20	20	TALL-DUNES-ICCN
BOOK	281	20	20	G-U-LAPIS-ICCN
BOOK	282	20	20	WARR-ICCN

ECOK	283	20	20	FISHING-VILLAGE-ICDN
ECOK	284	20	20	GUTA PIZZA-ARCH-ICDN
ECOK	285	20	20	WARNING-ROOM-ICDN
ECOK	286	20	20	FISHY-DDBP-ICDN
ECOK	287	20	20	ECOM-GRAB-DICRS-ICDN
ECOK	288	20	20	FCRN-ICDN
ECOK	289	20	20	WISHYFRO-ICDN
ECOK	290	20	20	REST-STOP-ICDN
ECOK	291	20	20	CROSSROADS-ICDN
ECOK	292	20	20	TOLL-FLARE-ICDN
ECOK	293	20	20	RESURFS-EDGE-ICDN
ECOK	294	20	20	FRS-ROOM-ICDN
ECOK	295	20	20	PUTNBO-HALL-ICDN
ECOK	296	20	20	SECRET-ROOM-ICDN
ECOK	297	20	20	HATHOUSE-ICDN
ECOK	298	20	20	MARSH-ICDN
ECOK	299	20	20	FRAC-ICDN
ECOK	300	20	20	UPPER-LEGG-ICDN
ECOK	301	20	20	LOWER-LEGG-ICDN
ECOK	302	20	20	TRDN-MTR-ICDN
ECOK	303	20	20	NATURAL-ARCH-ICDN
ECOK	304	20	20	SACRANTFD-CAVE-ICDN
ECOK	305	20	20	MIRROR-LAKT-ICDN
ECOK	306	20	20	CHALET-ICDN
ECOK	307	20	20	RIVERS-ENC-ICDN
ECOK	308	20	20	ROTANS-EDGE-ICDN
ECOK	309	20	20	DELTA-ICDN
ECOK	310	20	20	IN-TOE-GR-WORLD-ICDN
ECOK	311	20	20	AMONGST-CLOUDS-ICDN
ECOK	312	20	20	TIMETALING-ICDN
ECOK	313	20	20	SYLANCHR-ICDN
ECOK	314	20	20	ICEFL-PASS-ICDN
ECOK	315	20	20	PAGE-OP-MTS-ICDN
ECOK	316	20	20	RECT-FF-STATUS-ICDN
ECOK	317	20	20	OUTSIDE-PLT-ICDN
ECOK	318	20	20	ATTIC-ICDN
ECOK	319	20	20	CWIRN-ICDN
ECOK	320	20	20	CLARYS-EDGE-ICDN
ECOK	321	20	20	CLARFY-ICDN
ECOK	322	20	20	STADIUM-ICDN
ECOK	323	20	20	COAST-ROAD-ICDN
ECOK	324	20	20	MINF-ENTRANCEP-ICDN
ECOK	325	20	20	DEAD-END-ICDN
ECOK	326	20	20	CLIFF-BOTTOM-ICDN
ECOK	327	20	20	PROFICCS-ICDN
ECOK	328	20	20	ARTIF-ICDN
ECOK	329	20	20	ICKY-CAVE-ICDN
X	330	42	42	MAP-N-HIGHLIGHTED
X	331	42	42	MAP-N-HIGHLIGHTED
X	332	42	42	MAP-E-HIGHLIGHTED
X	333	42	42	MAP-SB-HIGHLIGHTED
X	334	42	42	MAP-C-HIGHLIGHTED
X	335	42	42	MAP-SW-HIGHLIGHTED
X	336	42	42	MAP-W-HIGHLIGHTED
X	337	42	42	MAP-NW-HIGHLIGHTED
X	338	42	42	MAP-N-UNHIGHLIGHTED
X	339	42	42	MAP-NE-UNHIGHLIGHTED
X	340	42	42	MAP-E-UNHIGHLIGHTED
X	341	42	42	MAP-SE-UNHIGHLIGHTED
X	342	42	42	MAP-S-UNHIGHLIGHTED

W	343	42	47	MIDASW-UN-HIGH-LIGHTED
A	344	46	47	MID-A-UN-HIGH-LIGHTED
K	345	48	47	MID-MW-UN-HIGH-LIGHTED
W	346	54	51	LURBY-ORRICE-CON
K	347	56	54	PERICE-RENTHOUSE-CON
K	348	58	57	LOW-HALL-CON
K	349	59	58	WICHYARD-FORK-CON
K	350	76	58	GLACTER-MISSOR-CON
K	351	48	58	DELTA-4-7-CON
K	352	49	48	DELTA-1-2-CON
K	353	17	48	DELTA-5-6-CON
K	354	14	34	DELTA-2-3-CON
K	355	48	48	DELTA-1-4-CON
K	356	17	37	DELTA-3-5-CON
-	357	14	45	SNAPPEN-PILE-1-PTC-LCC
-	358	86	45	SNAPPEN-PILE-2-PTC-LCC
-	359	141	45	SNAPPEN-PILE-3-PTC-LCC
-	360	208	45	SNAPPEN-PILE-4-PTC-LCC
-	361	0	0	L-FLOWERS-PTC-LCC
-	362	230	0	E-TLOWERS-PTC-LCC
-	363	26	40	FOZBAR-1-L-PTC-LCC
-	364	100	50	FOZBAR-8-C-PTC-LCC
-	365	204	50	FOZBAR-8-F-PTC-LCC
-	366	0	70	FOZBAR-4-PTC-LCC
-	367	0	40	FOZBAR-8-PTC-LCC
-	368	0	50	FOZBAR-8-PTC-LCC
-	369	20	38	FANUCCI-1-SCAR-PTC-LCC
-	370	52	38	FANUCCI-1-PTC-LCC
-	371	140	38	FANUCCI-2-PTC-LCC
-	372	244	38	FANUCCI-3-PTC-LCC
-	373	248	38	FANUCCI-4-PTC-LCC
-	374	1	12	FANUCCI-RANK-PTC-LCC ;"relative"
-	375	20	41	FANUCCI-REV-RANK-PTC-LCC ;"relative"
-	376	0	1	FANUCCI-SUIT-PTC-LCC ;"relative"
-	377	32	51	FANUCCI-REV-SUIT-PTC-LCC ;"relative"
-	378	43	39	ENCYCLOPEDIA-PTC-LCC
-	379	193	22	ENCYCLOPEDIA-TXT-LCC
-	380	112	170	ENCYCLOPEDIA-TXT-WINDOW-SIZE ;"relative"
-	381	198	0	COMPASS-PTC-LCC
-	382	29	5	MAPS-LCC
-	383	244	5	REGION-LCC
-	384	20	117	FANUCCI-MENU-LCC
-	385	20	20	JFATER-SCORE-LCC
-	386	141	50	YOUR-SCORE-LCC
-	387	40	40	TEXT-WINDOW-PTC-LCC
-	388	183	40	REGGLE02-H-LCC
-	389	128	40	REGGLE02-I-LCC
-	390	143	40	REGGLE02-J-LCC
-	391	103	40	REGGLE02-K-LCC
-	392	200	40	REGGLE02-L-LCC
-	393	74	70	REGGLE02-M-LCC
-	394	103	40	REGGLE02-N-LCC
-	395	123	40	REGGLE02-O-LCC
-	396	158	40	REGGLE02-P-LCC
-	397	188	40	REGGLE02-Q-LCC
-	398	218	40	REGGLE02-R-LCC
-	399	243	70	REGGLE02-S-LCC
-	400	87	75	REGGLE02-T-LCC
-	401	228	75	REGGLE02-U-LCC

-	401	19	318	FERRIS901-SPLIT
-	402	20	319	NAP-TOP-LEFT-LDC
-	403	20	320	NAP-CASIO-ELT-SIZE : "relative"
-	404	21	321	NAP-BOX-SIZE : "relative"
-	405	7	322	NAP-SPACE-SIZE : "relative"
-	406	0	323	GENCOCLA-AT-PLATEADIS-LDC
-	407	0	324	5-FURGE : "relative"
-	408	0	325	GENCOCLA-AT-PEMSHIRE-LDC
-	409	0	326	APCW-N-CONNECTOR-SIZE : "relative"
-	410	17	327	SURPLS-CONNECTOR-SIZE : "relative"
-	411	15	0	3-3-CONNECTOR-SIZE : "relative"
-	412	16	0	3-5-CONNECTOR-SIZE : "relative"
-	413	19	0	3-4-CONNECTOR-SIZE : "relative"
-	414	20	0	4-7-CONNECTOR-SIZE : "relative"
-	415	0	328	TELEPORT-APCW-SIZE : "relative"
-	416	0	329	WISHY870-TOEN-LDC
-	417	24	0	RAP-TOEN-LDC
-	418	37	330	FANUCCI-CISCARD-LDC
-	419	118	331	FANUCCI-C990-1-LDC
-	420	50	0	FANUCCI-CARC-TRACE
-	421	13	332	FANUCCI-SPLIT
-	422	10	4	FANUCCI-BORDER-BOTTOM : "relative"
-	423	10	3	FEGLBR901-BORDER-BOTTOM : "relative"
-	424	11	3	SHARPEM-BORDER-BOTTOM : "relative"
-	425	19	3	SHARPEM-BORDER-BOTTOM : "relative"
-	426	18	313	SHARPEM-SPLIT
-	427	13	314	TELEPORT-SPLIT
-	428	118	0	USR-TOEN-LDC
-	429	111	0	OPMTR901N-TOEN-LDC
-	430	130	127	MAIN-PLDOP-TITLE-LDC
-	431	144	30	FEGLBR907-A-LDC
-	432	170	30	FEGLBR902-A-LDC
-	433	158	31	FEGLBR902-C-LDC
-	434	164	24	FEGLBR902-C-LDC
-	435	170	24	FEGLBR902-B-LDC
-	436	131	22	FEGLBR902-F-LDC
-	437	158	30	FEGLBR902-B-LDC
-	438	195	73	LAXF-AREA-TITLE-LDC
-	439	41	34	TELEPORT-LETTR
-	440	0	35	TELEPORT-WING-TITLE-LDC
-	441	53	35	NAP-SPACE-BACKGROUND
-	442	186	0	NAP-SPACE-LDC
-	443	135	0	NAP-COMPASS-PIG-LDC

<CONSTANT FANUCCI-CARD-1-LOC 420>  
<CONSTANT FANUCCI-CARD-SPACE 421>  
<CONSTANT FANUCCI-SPLIT 422>  
<CONSTANT FANUCCI-BORDER-BOTTOM 423>  
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<CONSTANT BQZBAR-BORDER-BOTTOM 426>  
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<CONSTANT TOWER-UNDO-BOX-LOC 475>  
<CONSTANT TOWER-EXIT-BOX-LOC 476>  
<CONSTANT EXPAND-HOT-SPOT 477>  
<CONSTANT ICCN-OFFSET 478>

			Pic # and name
			-----
File <u>title-screen</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	1 P-TITLE
File <u>letters</u>	TopL(w,h) <u>29,28</u>	BotR(w,h) <u>88,77</u>	2 PROLOGUE-LETTER
File <u>letters</u>	TopL(w,h) <u>119,86</u>	BotR(w,h) <u>178,135</u>	3 MAIN-LETTER
File <u>letters</u>	TopL(w,h) <u>29,28</u>	BotR(w,h) <u>88,77</u>	4 EPILOGUE-LETTER
File <u>castle-border</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	5 CASTLE-BORDER
File <u>outside-border</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	6 OUTSIDE-BORDER
File <u>underground-border</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	7 UNDERGROUND-BORDER
File <u>hint-border</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	8 HINT-BORDER
File <u>compasses</u>	TopL(w,h) <u>36,89</u>	BotR(w,h) <u>96,147</u>	9 N-HL
File <u>"</u>	TopL(w,h) <u>103,89</u>	BotR(w,h) <u>163,147</u>	10 NE-HL
File <u>"</u>	TopL(w,h) <u>170,89</u>	BotR(w,h) <u>230,147</u>	11 E-HL
File <u>"</u>	TopL(w,h) <u>36,154</u>	BotR(w,h) <u>96,212</u>	12 SE-HL
File <u>"</u>	TopL(w,h) <u>103,154</u>	BotR(w,h) <u>163,212</u>	13 S-HL
File <u>"</u>	TopL(w,h) <u>170,154</u>	BotR(w,h) <u>230,212</u>	14 SW-HL
File <u>"</u>	TopL(w,h) <u>36,219</u>	BotR(w,h) <u>96,277</u>	15 W-HL
File <u>"</u>	TopL(w,h) <u>103,219</u>	BotR(w,h) <u>163,277</u>	16 NW-HL
File <u>"</u>	TopL(w,h) <u>250,87</u>	BotR(w,h) <u>310,145</u>	17 N-UNHL
File <u>"</u>	TopL(w,h) <u>317,87</u>	BotR(w,h) <u>377,145</u>	18 NE-UNHL
File <u>"</u>	TopL(w,h) <u>384,87</u>	BotR(w,h) <u>444,145</u>	19 E-UNHL
File <u>"</u>	TopL(w,h) <u>250,154</u>	BotR(w,h) <u>310,212</u>	20 SE-UNHL
File <u>"</u>	TopL(w,h) <u>317,154</u>	BotR(w,h) <u>377,212</u>	21 S-UNHL
File <u>"</u>	TopL(w,h) <u>384,154</u>	BotR(w,h) <u>444,212</u>	22 SW-UNHL
File <u>"</u>	TopL(w,h) <u>250,220</u>	BotR(w,h) <u>310,278</u>	23 W-UNHL
File <u>"</u>	TopL(w,h) <u>317,220</u>	BotR(w,h) <u>377,278</u>	24 NW-UNHL
File <u>encyclopedia-border</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	25 ENC-BORDER
File <u>zilbeetha-ill</u>	TopL(w,h) <u>231,63</u>	BotR(w,h) <u>453,279</u>	26 ZILBEETHA-ILL
File <u>brogmoidism-ill</u>	TopL(w,h) <u>277,64</u>	BotR(w,h) <u>498,283</u>	27 BROGMOIDISM-ILL

File <u>dimwit-ill</u>	TopL(w,h) <u>62,53</u>	BotR(w,h) <u>283,283</u>	28	DIMWIT-ILL
File <u>megaboz-ill</u>	TopL(w,h) <u>218,45</u>	BotR(w,h) <u>437,261</u>	29	MEGABOZ-ILL
File <u>jester-ill</u>	TopL(w,h) <u>238,130</u>	BotR(w,h) <u>460,379</u>	30	J-ILL
File <u>flatheadia-ill</u>	TopL(w,h) <u>310,95</u>	BotR(w,h) <u>532,313</u>	31	FLATHEADIA-ILL
File <u>frobozzco-ill</u>	TopL(w,h) <u>224,146</u>	BotR(w,h) <u>446,365</u>	32	FROBOZZCO-ILL
File <u>four-flies-ill</u>	TopL(w,h) <u>9,47</u>	BotR(w,h) <u>237,281</u>	33	FOUR-FLIES-ILL
File <u>rebus-0</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	34	REBUS-0
File <u>rebus-1</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	35	REBUS-1
File <u>rebus-2</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	36	REBUS-2
File <u>rebus-3</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	37	REBUS-3
File <u>rebus-4</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	38	REBUS-4
File <u>rebus-5</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	39	REBUS-5
File <u>rebus-6</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	40	REBUS-6
File <u>bozbar-border</u>	TopL(w,h) <u>0,0</u>	BotR(w,h) <u>479,299</u>	41	BOZBAR-BORDER
File <u>bozbar-pieces</u>	TopL(w,h) <u>214,284</u>	BotR(w,h) <u>338,298</u>	42	BOZBAR-RESTORE-PEG
File <u>"</u>	TopL(w,h) <u>46,183</u>	BotR(w,h) <u>170,197</u>	43	BOZBAR-1-WEIGHT
File <u>"</u>	TopL(w,h) <u>46,198</u>	BotR(w,h) <u>170,212</u>	44	BOZBAR-2-WEIGHT
File <u>"</u>	TopL(w,h) <u>46,213</u>	BotR(w,h) <u>170,227</u>	45	BOZBAR-3-WEIGHT
File <u>"</u>	TopL(w,h) <u>46,228</u>	BotR(w,h) <u>170,242</u>	46	BOZBAR-4-WEIGHT
File <u>"</u>	TopL(w,h) <u>46,243</u>	BotR(w,h) <u>170,257</u>	47	BOZBAR-5-WEIGHT
File <u>"</u>	TopL(w,h) <u>46,258</u>	BotR(w,h) <u>170,272</u>	48	BOZBAR-6-WEIGHT
File <u>peggleboz-border</u>	TopL(w,h) <u>1,1</u>	BotR(w,h) <u>479,299</u>	49	PEGGLEBOZ-BORDER
File <u>peggleboz-pegs</u>	TopL(w,h) <u>164,236</u>	BotR(w,h) <u>168,257</u>	50	LNHL-PEG
File <u>"</u>	TopL(w,h) <u>140,236</u>	BotR(w,h) <u>144,257</u>	51	HL-PEG
File <u>"</u>	TopL(w,h) <u>152,236</u>	BotR(w,h) <u>157,257</u>	52	EG-A
File <u>"</u>	TopL(w,h) <u>152,236</u>	BotR(w,h) <u>157,257</u>	53	EG-B
File <u>"</u>	TopL(w,h) <u>152,236</u>	BotR(w,h) <u>157,257</u>	54	EG-C
File <u>"</u>	TopL(w,h) <u>152,236</u>	BotR(w,h) <u>157,257</u>	55	EG-D
File <u>"</u>	TopL(w,h) <u>152,236</u>	BotR(w,h) <u>157,257</u>	56	EG-E
File <u>"</u>	TopL(w,h) <u>152,236</u>	BotR(w,h) <u>157,257</u>	57	EG-F

File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	58	EG-G
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	59	EG-H
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	60	EG-I
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	61	EG-J
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	62	EG-K
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	63	EG-L
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	64	EG-M
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	65	EG-N
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	66	EG-O
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	67	EG-P
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	68	EG-Q
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	69	EG-R
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	70	EG-S
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	71	EG-T
File	"	TopL(w,h)	<u>152,236</u>	BotR(w,h)	<u>157,257</u>	72	EG-U
File	snarfem-border	TopL(w,h)	<u>0,0</u>	BotR(w,h)	<u>479,299</u>	73	SN-BORDER
File	snarfem-pebbles	TopL(w,h)	<u>346,224</u>	BotR(w,h)	<u>448,261</u>	74	FILE-DF-0
File	"	TopL(w,h)	<u>16,183</u>	BotR(w,h)	<u>118,220</u>	75	FILE-DF-1
File	"	TopL(w,h)	<u>16,224</u>	BotR(w,h)	<u>118,261</u>	76	FILE-DF-2
File	"	TopL(w,h)	<u>16,265</u>	BotR(w,h)	<u>118,302</u>	77	FILE-DF-3
File	"	TopL(w,h)	<u>126,183</u>	BotR(w,h)	<u>228,220</u>	78	FILE-DF-4
File	"	TopL(w,h)	<u>126,224</u>	BotR(w,h)	<u>228,261</u>	79	FILE-DF-5
File	"	TopL(w,h)	<u>126,265</u>	BotR(w,h)	<u>228,302</u>	80	FILE-DF-6
File	"	TopL(w,h)	<u>236,183</u>	BotR(w,h)	<u>338,220</u>	81	FILE-DF-7
File	"	TopL(w,h)	<u>236,224</u>	BotR(w,h)	<u>338,261</u>	82	FILE-DF-8
File	"	TopL(w,h)	<u>236,265</u>	BotR(w,h)	<u>338,302</u>	83	FILE-DF-9
File	snarfem-left	TopL(w,h)	<u>19,134</u>	BotR(w,h)	<u>199,254</u>	84	R-FLCWERS-0
File	snarfem-right	TopL(w,h)	<u>399,18</u>	BotR(w,h)	<u>579,138</u>	85	R-FLCWERS-1
File	"	TopL(w,h)	<u>399,142</u>	BotR(w,h)	<u>579,262</u>	86	R-FLCWERS-2
File	"	TopL(w,h)	<u>399,266</u>	BotR(w,h)	<u>579,386</u>	87	R-FLCWERS-3

File	"	TopL(w,h)	<u>215, 18</u>	BotR(w,h)	<u>395, 138</u>	88	R-FLOWERS-4
File	"	TopL(w,h)	<u>215, 142</u>	BotR(w,h)	<u>395, 262</u>	89	R-FLOWERS-5
File	"	TopL(w,h)	<u>215, 266</u>	BotR(w,h)	<u>395, 386</u>	90	R-FLOWERS-6
File	"	TopL(w,h)	<u>31, 18</u>	BotR(w,h)	<u>211, 138</u>	91	R-FLOWERS-7
File	"	TopL(w,h)	<u>31, 142</u>	BotR(w,h)	<u>211, 262</u>	92	R-FLOWERS-8
File	"	TopL(w,h)	<u>31, 266</u>	BotR(w,h)	<u>211, 386</u>	93	R-FLOWERS-9
File	<u>snarfem-left</u>	TopL(w,h)	<u>401, 15</u>	BotR(w,h)	<u>583, 135</u>	94	L-FLOWERS-0
File	"	TopL(w,h)	<u>401, 139</u>	BotR(w,h)	<u>583, 259</u>	95	L-FLOWERS-1
File	"	TopL(w,h)	<u>401, 263</u>	BotR(w,h)	<u>583, 383</u>	96	L-FLOWERS-2
File	"	TopL(w,h)	<u>214, 15</u>	BotR(w,h)	<u>396, 135</u>	97	L-FLOWERS-3
File	"	TopL(w,h)	<u>214, 139</u>	BotR(w,h)	<u>396, 259</u>	98	L-FLOWERS-4
File	<u>fanucci-border</u>	TopL(w,h)	<u>1, 1</u>	BotR(w,h)	<u>480, 300</u>	99	F-BORDER
File	<u>fanucci-cards</u>	TopL(w,h)	<u>104, 6</u>	BotR(w,h)	<u>175, 102</u>	100	F-CARD-BACK
File	"	TopL(w,h)	<u>104, 106</u>	BotR(w,h)	<u>175, 202</u>	101	F-CARD
File	"	TopL(w,h)	<u>276, 93</u>	BotR(w,h)	<u>292, 107</u>	102	F-INKBLOTS
File	"	TopL(w,h)	<u>232, 93</u>	BotR(w,h)	<u>248, 107</u>	103	F-PLUNGERS
File	"	TopL(w,h)	<u>254, 53</u>	BotR(w,h)	<u>270, 67</u>	104	F-BUGS
File	"	TopL(w,h)	<u>298, 33</u>	BotR(w,h)	<u>314, 47</u>	105	F-ZURFS
File	"	TopL(w,h)	<u>298, 93</u>	BotR(w,h)	<u>314, 107</u>	106	F-EARS
File	"	TopL(w,h)	<u>276, 73</u>	BotR(w,h)	<u>292, 87</u>	107	F-TOPS
File	"	TopL(w,h)	<u>276, 53</u>	BotR(w,h)	<u>292, 67</u>	108	F-RAIN
File	"	TopL(w,h)	<u>298, 73</u>	BotR(w,h)	<u>314, 87</u>	109	F-HIVES
File	"	TopL(w,h)	<u>232, 73</u>	BotR(w,h)	<u>248, 87</u>	110	F-FACES
File	"	TopL(w,h)	<u>210, 73</u>	BotR(w,h)	<u>226, 87</u>	111	F-MAZES
File	"	TopL(w,h)	<u>298, 53</u>	BotR(w,h)	<u>314, 67</u>	112	F-LAMPS
File	"	TopL(w,h)	<u>254, 73</u>	BotR(w,h)	<u>270, 87</u>	113	F-TIME
File	"	TopL(w,h)	<u>232, 33</u>	BotR(w,h)	<u>248, 47</u>	114	F-BOOKS
File	"	TopL(w,h)	<u>210, 33</u>	BotR(w,h)	<u>226, 47</u>	115	F-SCYTHES
File	"	TopL(w,h)	<u>232, 53</u>	BotR(w,h)	<u>248, 67</u>	116	F-FROMPS
File	"	TopL(w,h)	<u>411, 33</u>	BotR(w,h)	<u>427, 47</u>	117	F-RV-INKBLOTS

File	11	TopL(w,h)	<u>455,33</u>	BotR(w,h)	<u>471,47</u>	118	F-RV-PLUNGERS
File	11	TopL(w,h)	<u>433,73</u>	BotR(w,h)	<u>449,87</u>	119	F-RV-BUGS
File	11	TopL(w,h)	<u>389,93</u>	BotR(w,h)	<u>405,107</u>	120	F-RV-ZURFS
File	11	TopL(w,h)	<u>389,33</u>	BotR(w,h)	<u>405,47</u>	121	F-RV-EARS
File	11	TopL(w,h)	<u>411,53</u>	BotR(w,h)	<u>427,67</u>	122	F-RV-TDPS
File	11	TopL(w,h)	<u>411,73</u>	BotR(w,h)	<u>427,87</u>	123	F-RV-RAIN
File	11	TopL(w,h)	<u>389,53</u>	BotR(w,h)	<u>405,67</u>	124	F-RV-HIVES
File	11	TopL(w,h)	<u>455,53</u>	BotR(w,h)	<u>471,67</u>	125	F-RV-FACES
File	11	TopL(w,h)	<u>477,53</u>	BotR(w,h)	<u>493,67</u>	126	F-RV-MAZES
File	11	TopL(w,h)	<u>389,73</u>	BotR(w,h)	<u>405,87</u>	127	F-RV-LAMPFS
File	11	TopL(w,h)	<u>433,53</u>	BotR(w,h)	<u>449,67</u>	128	F-RV-TIME
File	11	TopL(w,h)	<u>455,93</u>	BotR(w,h)	<u>471,107</u>	129	F-RV-BOOKS
File	11	TopL(w,h)	<u>477,93</u>	BotR(w,h)	<u>493,107</u>	130	F-RV-SCYTHES
File	11	TopL(w,h)	<u>455,73</u>	BotR(w,h)	<u>471,87</u>	131	F-RV-FROMPS
File	11	TopL(w,h)	<u>305,222</u>	BotR(w,h)	<u>326,233</u>	132	F-0
File	11	TopL(w,h)	<u>305,239</u>	BotR(w,h)	<u>326,250</u>	133	F-1
File	11	TopL(w,h)	<u>332,239</u>	BotR(w,h)	<u>353,250</u>	134	F-2
File	11	TopL(w,h)	<u>359,239</u>	BotR(w,h)	<u>380,250</u>	135	F-3
File	11	TopL(w,h)	<u>305,256</u>	BotR(w,h)	<u>326,267</u>	136	F-4
File	11	TopL(w,h)	<u>332,256</u>	BotR(w,h)	<u>353,267</u>	137	F-5
File	11	TopL(w,h)	<u>359,256</u>	BotR(w,h)	<u>380,267</u>	138	F-6
File	11	TopL(w,h)	<u>305,273</u>	BotR(w,h)	<u>326,284</u>	139	F-7
File	11	TopL(w,h)	<u>332,273</u>	BotR(w,h)	<u>353,284</u>	140	F-8
File	11	TopL(w,h)	<u>359,273</u>	BotR(w,h)	<u>380,284</u>	141	F-9
File	11	TopL(w,h)	<u>332,222</u>	BotR(w,h)	<u>353,233</u>	142	F-INFINITY
File	11	TopL(w,h)	<u>448,290</u>	BotR(w,h)	<u>469,301</u>	143	F-RV-0
File	11	TopL(w,h)	<u>448,273</u>	BotR(w,h)	<u>469,284</u>	144	F-RV-1
File	11	TopL(w,h)	<u>421,273</u>	BotR(w,h)	<u>442,284</u>	145	F-RV-2
File	11	TopL(w,h)	<u>394,273</u>	BotR(w,h)	<u>415,284</u>	146	F-RV-3
File	11	TopL(w,h)	<u>448,256</u>	BotR(w,h)	<u>469,267</u>	147	F-RV-4

File	"	TopL(w,h)	<u>421,256</u>	BotR(w,h)	<u>442,267</u>	148	F-RV-5
File	"	TopL(w,h)	<u>394,256</u>	BotR(w,h)	<u>415,267</u>	149	F-RV-6
File	"	TopL(w,h)	<u>448,239</u>	BotR(w,h)	<u>469,250</u>	150	F-RV-7
File	"	TopL(w,h)	<u>421,239</u>	BotR(w,h)	<u>442,250</u>	151	F-RV-8
File	"	TopL(w,h)	<u>394,239</u>	BotR(w,h)	<u>415,250</u>	152	F-RV-9
File	"	TopL(w,h)	<u>421,290</u>	BotR(w,h)	<u>442,301</u>	153	F-RV-INFINITY
File	fanucci-facecards	TopL(w,h)	<u>82,3</u>	BotR(w,h)	<u>153,99</u>	154	F-GRANDLA
File	"	TopL(w,h)	<u>82,101</u>	BotR(w,h)	<u>153,197</u>	155	F-LOBSTER
File	"	TopL(w,h)	<u>315,3</u>	BotR(w,h)	<u>386,99</u>	156	F-SNAIL
File	"	TopL(w,h)	<u>237,101</u>	BotR(w,h)	<u>308,197</u>	157	F-JESTER
File	"	TopL(w,h)	<u>159,3</u>	BotR(w,h)	<u>230,99</u>	158	F-HOURLASS
File	"	TopL(w,h)	<u>4,3</u>	BotR(w,h)	<u>75,99</u>	159	F-LIGHT
File	"	TopL(w,h)	<u>237,3</u>	BotR(w,h)	<u>308,99</u>	160	F-BEAUTY
File	"	TopL(w,h)	<u>159,101</u>	BotR(w,h)	<u>230,197</u>	161	F-DEATH
File	"	TopL(w,h)	<u>4,101</u>	BotR(w,h)	<u>75,197</u>	162	F-GRUE
File	map-border	TopL(w,h)	<u>62,51</u>	BotR(w,h)	<u>540,350</u>	163	MAP-BORDER
File	main-floor-map	TopL(w,h)	<u>63,301</u>	BotR(w,h)	<u>278,386</u>	164	MAIN-FLOOR-TITLE
File	secret-wing-map	TopL(w,h)	<u>366,193</u>	BotR(w,h)	<u>562,281</u>	165	SECRET-WING-TITLE
File	village-area-map	TopL(w,h)	<u>485,9</u>	BotR(w,h)	<u>624,122</u>	166	VILLAGE-TITLE
File	lower-levels-map	TopL(w,h)	<u>441,164</u>	BotR(w,h)	<u>552,268</u>	167	LOWER-LEVEL-TITLE
File	lower-levels-map	TopL(w,h)	<u>54,256</u>	BotR(w,h)	<u>235,334</u>	168	LAKE-TITLE
File	lower-levels-map	TopL(w,h)	<u>359,231</u>	BotR(w,h)	<u>574,364</u>	169	DESERT-TITLE
File	foozle-fenshire-map	TopL(w,h)	<u>449,229</u>	BotR(w,h)	<u>539,274</u>	170	PORT-FOOZLE-TITLE
File	foozle-fenshire-map	TopL(w,h)	<u>49,182</u>	BotR(w,h)	<u>305,247</u>	171	FENSHIRE-TITLE
File	misc-maps	TopL(w,h)	<u>399,182</u>	BotR(w,h)	<u>552,255</u>	172	FJORD-TITLE
File	misc-maps	TopL(w,h)	<u>162,301</u>	BotR(w,h)	<u>334,363</u>	173	GRAY-MTS-TITLE
File	misc-maps	TopL(w,h)	<u>11,17</u>	BotR(w,h)	<u>219,86</u>	174	DELTA-TITLE
File	public-antharia-map	TopL(w,h)	<u>362,11</u>	BotR(w,h)	<u>470,94</u>	175	PUBLIC-VALLEY-TITLE
File	public-antharia-map	TopL(w,h)	<u>21,18</u>	BotR(w,h)	<u>181,42</u>	176	ANTHARIA-TITLE
File	foozle-fenshire-map	TopL(w,h)	<u>391,303</u>	BotR(w,h)	<u>552,377</u>	177	PORT-FOOZLE-MAP-ILL

File <u>foote-fenshire-map</u>	TopL(w,h) <u>114,269</u>	BotR(w,h) <u>306,367</u>	178	FENSFIRE-MAP-ILL
File <u>misc-maps</u>	TopL(w,h) <u>359,115</u>	BotR(w,h) <u>571,168</u>	179	FJORD-MAP-ILL
File <u>misc-maps</u>	TopL(w,h) <u>345,275</u>	BotR(w,h) <u>579,385</u>	180	GRAY-MTS-MAP-ILL
File <u>misc-maps</u>	TopL(w,h) <u>18,110</u>	BotR(w,h) <u>203,182</u>	181	DELTA-MAP-ILL
File <u>publo-antharia-map</u>	TopL(w,h) <u>32,241</u>	BotR(w,h) <u>180,370</u>	182	ANTHARIA-MAP-ILL
File <u>main-floor-map</u>	TopL(w,h) <u>311,315</u>	BotR(w,h) <u>461,389</u>	183	HORIZONTAL-LEGEND
File <u>main-floor-map</u>	TopL(w,h) <u>485,47</u>	BotR(w,h) <u>559,160</u>	184	VERTICAL-LEGEND
File <u>map-symbols</u>	TopL(w,h) <u>238,157</u>	BotR(w,h) <u>268,166</u>	185	N-S-CON
File <u>"</u>	TopL(w,h) <u>187,44</u>	BotR(w,h) <u>196,74</u>	186	E-W-CON
File <u>"</u>	TopL(w,h) <u>187,157</u>	BotR(w,h) <u>196,166</u>	187	NE-SW-CON
File <u>"</u>	TopL(w,h) <u>228,157</u>	BotR(w,h) <u>237,166</u>	188	NW-SE-CON
File <u>"</u>	TopL(w,h) <u>320,157</u>	BotR(w,h) <u>350,166</u>	189	DOWN-NORTH-SYMBOL
File <u>"</u>	TopL(w,h) <u>279,157</u>	BotR(w,h) <u>309,166</u>	190	DOWN-SOUTH-SYMBOL
File <u>"</u>	TopL(w,h) <u>310,126</u>	BotR(w,h) <u>319,156</u>	191	DOWN-EAST-SYMBOL
File <u>"</u>	TopL(w,h) <u>433,331</u>	BotR(w,h) <u>442,361</u>	192	DOWN-WEST-SYMBOL
File <u>"</u>	TopL(w,h) <u>267,196</u>	BotR(w,h) <u>280,209</u>	193	DOWN-NE-SYMBOL
File <u>"</u>	TopL(w,h) <u>308,196</u>	BotR(w,h) <u>321,209</u>	194	DOWN-NW-SYMBOL
File <u>"</u>	TopL(w,h) <u>226,196</u>	BotR(w,h) <u>239,209</u>	195	DOWN-SW-SYMBOL
File <u>"</u>	TopL(w,h) <u>185,196</u>	BotR(w,h) <u>198,209</u>	196	DOWN-SE-SYMBOL
File <u>"</u>	TopL(w,h) <u>320,95</u>	BotR(w,h) <u>350,125</u>	197	TELEPORT-ARROW
File <u>"</u>	TopL(w,h) <u>320,239</u>	BotR(w,h) <u>350,269</u>	198	RV-TELEPORT-ARROW
File <u>"</u>	TopL(w,h) <u>228,275</u>	BotR(w,h) <u>278,290</u>	199	ARCH-N-CON
File <u>"</u>	TopL(w,h) <u>187,238</u>	BotR(w,h) <u>237,253</u>	200	ARCH-S-CON
File <u>"</u>	TopL(w,h) <u>88,182</u>	BotR(w,h) <u>114,207</u>	201	RUBBLE-NW-CON
File <u>"</u>	TopL(w,h) <u>105,198</u>	BotR(w,h) <u>145,238</u>	202	RUBBLE-SE-CON
File <u>"</u>	TopL(w,h) <u>404,136</u>	BotR(w,h) <u>434,166</u>	203	ICONLESS-ROOM-BOX
File <u>"</u>	TopL(w,h) <u>462,136</u>	BotR(w,h) <u>492,166</u>	204	YOU-ARE-HERE-SYMBOL
File <u>main-floor-map</u>	TopL(w,h) <u>217,130</u>	BotR(w,h) <u>247,160</u>	205	GCNDOLA-ICON
File <u>"</u>	TopL(w,h) <u>91,130</u>	BotR(w,h) <u>121,160</u>	206	PEG-ROOM-ICON
File <u>"</u>	TopL(w,h) <u>218,88</u>	BotR(w,h) <u>248,118</u>	207	WEST-WING-ICON

File	"	TopL(w,h)	<u>135,44</u>	BotR(w,h)	<u>165,74</u>	208	GYM-ICDN
File	"	TopL(w,h)	<u>91,88</u>	BotR(w,h)	<u>121,118</u>	209	TERCH-ROOM-ICDN
File	"	TopL(w,h)	<u>178,44</u>	BotR(w,h)	<u>208,74</u>	210	ROOF-ICDN
File	"	TopL(w,h)	<u>134,88</u>	BotR(w,h)	<u>164,118</u>	211	PARLOR-ICDN
File	"	TopL(w,h)	<u>176,88</u>	BotR(w,h)	<u>206,118</u>	212	FORMAL-GARDEN-ICDN
File	"	TopL(w,h)	<u>92,44</u>	BotR(w,h)	<u>122,74</u>	213	BALCONY-ICDN
File	"	TopL(w,h)	<u>261,176</u>	BotR(w,h)	<u>291,206</u>	214	GALLERY-ICDN
File	"	TopL(w,h)	<u>203,174</u>	BotR(w,h)	<u>233,204</u>	215	THRONE-ROOM-ICDN
File	"	TopL(w,h)	<u>134,130</u>	BotR(w,h)	<u>164,160</u>	216	BANQUET-HALL-ICDN
File	"	TopL(w,h)	<u>29,127</u>	BotR(w,h)	<u>59,157</u>	217	KITCHEN-ICDN
File	"	TopL(w,h)	<u>33,182</u>	BotR(w,h)	<u>63,212</u>	218	WINE-CELLAR-ICDN
File	"	TopL(w,h)	<u>31,83</u>	BotR(w,h)	<u>61,113</u>	219	LIBRARY-ICDN
File	"	TopL(w,h)	<u>259,88</u>	BotR(w,h)	<u>289,118</u>	220	EAST-WING-ICDN
File	"	TopL(w,h)	<u>31,42</u>	BotR(w,h)	<u>61,72</u>	221	CHAPEL-ICDN
File	"	TopL(w,h)	<u>89,184</u>	BotR(w,h)	<u>119,214</u>	222	J-QUARTER-ICDN
File	"	TopL(w,h)	<u>137,184</u>	BotR(w,h)	<u>167,214</u>	223	PYRAMID-ROOM-ICDN
File	secret-wing-map	TopL(w,h)	<u>467,146</u>	BotR(w,h)	<u>497,176</u>	224	DIMWITS-ROOM-ICDN
File	"	TopL(w,h)	<u>417,53</u>	BotR(w,h)	<u>447,83</u>	225	MAGIC-CLOSET-ICDN
File	"	TopL(w,h)	<u>517,55</u>	BotR(w,h)	<u>547,85</u>	226	PAPAPET-ICDN
File	"	TopL(w,h)	<u>516,102</u>	BotR(w,h)	<u>546,132</u>	227	BASTION-ICDN
File	"	TopL(w,h)	<u>459,98</u>	BotR(w,h)	<u>489,128</u>	228	SECRET-PASSAGE-ICDN
File	"	TopL(w,h)	<u>462,55</u>	BotR(w,h)	<u>492,85</u>	229	TEE-ICDN
File	"	TopL(w,h)	<u>361,152</u>	BotR(w,h)	<u>391,182</u>	230	TCP-OF-STAIR-ICDN
File	"	TopL(w,h)	<u>365,104</u>	BotR(w,h)	<u>395,134</u>	231	BCT-OF-STAIR-ICDN
File	"	TopL(w,h)	<u>368,53</u>	BotR(w,h)	<u>398,83</u>	232	CRACLE-ICDN
File	"	TopL(w,h)	<u>416,100</u>	BotR(w,h)	<u>446,130</u>	233	DUNGEDN-ICDN
File	"	TopL(w,h)	<u>413,148</u>	BotR(w,h)	<u>443,178</u>	234	CELL-ICDN
File	village-area-map	TopL(w,h)	<u>211,285</u>	BotR(w,h)	<u>241,315</u>	235	PERIMETER-WALL-ICDN
File	"	TopL(w,h)	<u>260,239</u>	BotR(w,h)	<u>290,269</u>	236	GARRISON-ICDN
File	"	TopL(w,h)	<u>207,241</u>	BotR(w,h)	<u>237,271</u>	237	CUTER-BAILEY-ICDN

File	"	TopL(w,h)	<u>312,241</u>	BotR(w,h)	<u>342,271</u>	238	CRAWERIDGE-ICCN
File	"	TopL(w,h)	<u>318,341</u>	BotR(w,h)	<u>348,371</u>	239	BAREICAN-ICCN
File	"	TopL(w,h)	<u>317,287</u>	BotR(w,h)	<u>347,317</u>	240	UPPER-BARBICAN-ICCN
File	"	TopL(w,h)	<u>264,340</u>	BotR(w,h)	<u>294,370</u>	241	CAUSEWAY-ICCN
File	"	TopL(w,h)	<u>264,285</u>	BotR(w,h)	<u>294,315</u>	242	INNER-BAILEY-ICCN
File	"	TopL(w,h)	<u>54,283</u>	BotR(w,h)	<u>84,313</u>	243	URS-OFFICE-ICCN
File	"	TopL(w,h)	<u>48,329</u>	BotR(w,h)	<u>78,359</u>	244	SHADY-PARK-ICCN
File	"	TopL(w,h)	<u>154,333</u>	BotR(w,h)	<u>184,363</u>	245	CHURCH-ICCN
File	"	TopL(w,h)	<u>101,239</u>	BotR(w,h)	<u>131,269</u>	246	COURTROOM-ICCN
File	"	TopL(w,h)	<u>52,239</u>	BotR(w,h)	<u>82,269</u>	247	PCST-OFFICE-ICCN
File	"	TopL(w,h)	<u>154,241</u>	BotR(w,h)	<u>184,271</u>	248	FROBZZCC-HQ-ICCN
File	"	TopL(w,h)	<u>209,334</u>	BotR(w,h)	<u>239,364</u>	249	MAGIC-SHEP-ICCN
File	"	TopL(w,h)	<u>156,283</u>	BotR(w,h)	<u>186,313</u>	250	BACK-ALLEY-ICCN
File	"	TopL(w,h)	<u>106,282</u>	BotR(w,h)	<u>136,312</u>	251	OFFICES-ICCN
File	"	TopL(w,h)	<u>104,330</u>	BotR(w,h)	<u>134,360</u>	252	PENTHOUSE-ICCN
File	lower-levels-map	TopL(w,h)	<u>514,115</u>	BotR(w,h)	<u>544,145</u>	253	ROOTS-ICCN
File	"	TopL(w,h)	<u>513,62</u>	BotR(w,h)	<u>543,92</u>	254	EAR-ICCN
File	"	TopL(w,h)	<u>553,24</u>	BotR(w,h)	<u>583,54</u>	255	MONTH-OF-CAVE-ICCN
File	"	TopL(w,h)	<u>555,63</u>	BotR(w,h)	<u>585,93</u>	256	LEDGE-IN-PIT-ICCN
File	"	TopL(w,h)	<u>510,24</u>	BotR(w,h)	<u>540,54</u>	257	PASSAGE-STOR-ICCN
File	"	TopL(w,h)	<u>469,59</u>	BotR(w,h)	<u>499,89</u>	258	VAULT-ICCN
File	"	TopL(w,h)	<u>463,116</u>	BotR(w,h)	<u>498,146</u>	259	G-U-HIGHWAY-ICCN
File	"	TopL(w,h)	<u>416,116</u>	BotR(w,h)	<u>446,146</u>	260	EXIT-ICCN
File	"	TopL(w,h)	<u>424,60</u>	BotR(w,h)	<u>454,90</u>	261	KENNELS-ICCN
File	"	TopL(w,h)	<u>422,21</u>	BotR(w,h)	<u>452,51</u>	262	ROYAL-ZOC-ICCN
File	"	TopL(w,h)	<u>466,23</u>	BotR(w,h)	<u>496,53</u>	263	LABORATORY-ICCN
File	"	TopL(w,h)	<u>69,113</u>	BotR(w,h)	<u>99,143</u>	264	HELD-ICCN
File	"	TopL(w,h)	<u>124,111</u>	BotR(w,h)	<u>154,141</u>	265	UNDERWATER-ICCN
File	"	TopL(w,h)	<u>177,111</u>	BotR(w,h)	<u>207,141</u>	266	LAKE-BOTTOM-ICCN
File	"	TopL(w,h)	<u>62,65</u>	BotR(w,h)	<u>92,95</u>	267	EAST-SHORE-ICCN

File	"	TopL(w,h)	<u>115,66</u>	BotR(w,h)	<u>145,96</u>	268	WEST-SHORE-ICDN
File	"	TopL(w,h)	<u>180,69</u>	BotR(w,h)	<u>210,99</u>	269	NORTH-SHORE-ICDN
File	"	TopL(w,h)	<u>12,67</u>	BotR(w,h)	<u>42,97</u>	270	SOUTH-SHORE-ICDN
File	"	TopL(w,h)	<u>223,109</u>	BotR(w,h)	<u>253,139</u>	271	LAKE-FLATHEAD-ICDN
File	"	TopL(w,h)	<u>64,23</u>	BotR(w,h)	<u>94,53</u>	272	RING-OF-DUNES-ICDN
File	"	TopL(w,h)	<u>17,22</u>	BotR(w,h)	<u>47,52</u>	273	G-U-SAVANNAH-ICDN
File	"	TopL(w,h)	<u>174,25</u>	BotR(w,h)	<u>204,55</u>	274	BATS-LAIR-ICDN
File	"	TopL(w,h)	<u>226,25</u>	BotR(w,h)	<u>256,55</u>	275	BASE-OF-MT-ICDN
File	"	TopL(w,h)	<u>228,67</u>	BotR(w,h)	<u>258,97</u>	276	G-U-MOUNTAIN-ICDN
File	"	TopL(w,h)	<u>116,25</u>	BotR(w,h)	<u>146,55</u>	277	STABLE-ICDN
File	"	TopL(w,h)	<u>14,111</u>	BotR(w,h)	<u>44,141</u>	278	SHRINE-ICDN
File	"	TopL(w,h)	<u>320,23</u>	BotR(w,h)	<u>350,53</u>	279	CACTUS-PATCH-ICDN
File	"	TopL(w,h)	<u>321,106</u>	BotR(w,h)	<u>351,136</u>	280	TALL-DUNES-ICDN
File	"	TopL(w,h)	<u>320,62</u>	BotR(w,h)	<u>350,92</u>	281	G-U-DASIS-ICDN
File	<i>foote-fenshire-map</i>	TopL(w,h)	<u>489,70</u>	BotR(w,h)	<u>519,100</u>	282	WHARF-ICDN
File	"	TopL(w,h)	<u>496,118</u>	BotR(w,h)	<u>526,148</u>	283	FISH-VILLAGE-ICDN
File	"	TopL(w,h)	<u>442,159</u>	BotR(w,h)	<u>472,189</u>	284	BEACH-ICDN
File	"	TopL(w,h)	<u>499,160</u>	BotR(w,h)	<u>530,190</u>	285	WARNING-ROOM-ICDN
File	"	TopL(w,h)	<u>487,27</u>	BotR(w,h)	<u>517,57</u>	286	FISHY-DOOR-ICDN
File	"	TopL(w,h)	<u>541,28</u>	BotR(w,h)	<u>571,58</u>	287	3-DOORS-ICDN
File	"	TopL(w,h)	<u>442,115</u>	BotR(w,h)	<u>472,145</u>	288	FCRK-ICDN
File	"	TopL(w,h)	<u>440,71</u>	BotR(w,h)	<u>470,101</u>	289	WISHYFOOD-ICDN
File	"	TopL(w,h)	<u>440,28</u>	BotR(w,h)	<u>470,58</u>	290	REST-STOP-ICDN
File	"	TopL(w,h)	<u>388,159</u>	BotR(w,h)	<u>418,189</u>	291	CROSSROADS-ICDN
File	"	TopL(w,h)	<u>394,117</u>	BotR(w,h)	<u>424,147</u>	292	TCELL-PLAZA-ICDN
File	"	TopL(w,h)	<u>395,73</u>	BotR(w,h)	<u>425,103</u>	293	FISSURES-EDGE-ICDN
File	"	TopL(w,h)	<u>396,27</u>	BotR(w,h)	<u>426,57</u>	294	CRB-ROOM-ICDN
File	"	TopL(w,h)	<u>37,33</u>	BotR(w,h)	<u>67,63</u>	295	RUINED-HALL-ICDN
File	"	TopL(w,h)	<u>40,77</u>	BotR(w,h)	<u>70,107</u>	296	SECRET-ROOM-ICDN
File	"	TopL(w,h)	<u>101,33</u>	BotR(w,h)	<u>131,63</u>	297	HOTHOUSE-ICDN

File	<u>11</u>	TopL(w,h)	<u>101,78</u>	BotR(w,h)	<u>131,108</u>	298	MARSH-ICCN
File	<u>misc-maps</u>	TopL(w,h)	<u>536,73</u>	BotR(w,h)	<u>566,103</u>	299	CRAG-ICCN
File	<u>"</u>	TopL(w,h)	<u>536,27</u>	BotR(w,h)	<u>566,57</u>	300	UPPER-LEDGE-ICCN
File	<u>"</u>	TopL(w,h)	<u>490,69</u>	BotR(w,h)	<u>520,99</u>	301	LOWER-LEDGE-ICCN
File	<u>"</u>	TopL(w,h)	<u>486,27</u>	BotR(w,h)	<u>516,57</u>	302	IRON-MINE-ICCN
File	<u>"</u>	TopL(w,h)	<u>446,26</u>	BotR(w,h)	<u>476,56</u>	303	NATURAL-ARCH-ICCN
File	<u>"</u>	TopL(w,h)	<u>448,71</u>	BotR(w,h)	<u>478,101</u>	304	ENCHANTED-CAVE-ICCN
File	<u>"</u>	TopL(w,h)	<u>122,320</u>	BotR(w,h)	<u>152,350</u>	305	MIRROR-LAKE-ICCN
File	<u>"</u>	TopL(w,h)	<u>60,320</u>	BotR(w,h)	<u>90,350</u>	306	CHALET-ICCN
File	<u>"</u>	TopL(w,h)	<u>136,199</u>	BotR(w,h)	<u>166,229</u>	307	RIVERS-END-ICCN
File	<u>"</u>	TopL(w,h)	<u>94,199</u>	BotR(w,h)	<u>124,229</u>	308	OCEANS-EDGE-ICCN
File	<u>"</u>	TopL(w,h)	<u>176,199</u>	BotR(w,h)	<u>206,229</u>	309	DELTA-ICCN
File	<u>subic-antonia-map</u>	TopL(w,h)	<u>424,191</u>	BotR(w,h)	<u>454,221</u>	310	TCP-OF-WORLD-ICCN
File	<u>"</u>	TopL(w,h)	<u>473,107</u>	BotR(w,h)	<u>503,137</u>	311	AMONGST-CLOUDS-ICCN
File	<u>"</u>	TopL(w,h)	<u>524,105</u>	BotR(w,h)	<u>554,135</u>	312	TIMBERLINE-ICCN
File	<u>"</u>	TopL(w,h)	<u>477,151</u>	BotR(w,h)	<u>507,181</u>	313	AVALANCHE-ICCN
File	<u>"</u>	TopL(w,h)	<u>528,152</u>	BotR(w,h)	<u>558,182</u>	314	ZORBEL-PASS-ICCN
File	<u>"</u>	TopL(w,h)	<u>532,197</u>	BotR(w,h)	<u>562,227</u>	315	BASE-OF-MTS-ICCN
File	<u>"</u>	TopL(w,h)	<u>476,193</u>	BotR(w,h)	<u>506,223</u>	316	FOOT-OF-STATUE-ICCN
File	<u>"</u>	TopL(w,h)	<u>421,105</u>	BotR(w,h)	<u>451,135</u>	317	OUTSIDE-HUT-ICCN
File	<u>"</u>	TopL(w,h)	<u>424,146</u>	BotR(w,h)	<u>454,176</u>	318	ATTIC-ICCN
File	<u>"</u>	TopL(w,h)	<u>368,193</u>	BotR(w,h)	<u>398,223</u>	319	CAIRN-ICCN
File	<u>"</u>	TopL(w,h)	<u>369,103</u>	BotR(w,h)	<u>399,133</u>	320	QUARRYS-EDGE-ICCN
File	<u>"</u>	TopL(w,h)	<u>372,147</u>	BotR(w,h)	<u>402,177</u>	321	QUARRY-ICCN
File	<u>"</u>	TopL(w,h)	<u>131,67</u>	BotR(w,h)	<u>161,97</u>	322	STADIUM-ICCN
File	<u>"</u>	TopL(w,h)	<u>134,109</u>	BotR(w,h)	<u>164,139</u>	323	COAST-ROAD-ICCN
File	<u>"</u>	TopL(w,h)	<u>80,108</u>	BotR(w,h)	<u>110,138</u>	324	MINE-ENTRANCE-ICCN
File	<u>"</u>	TopL(w,h)	<u>79,65</u>	BotR(w,h)	<u>109,95</u>	325	DEAD-END-ICCN
File	<u>"</u>	TopL(w,h)	<u>136,160</u>	BotR(w,h)	<u>166,190</u>	326	CLIFF-BOTTOM-ICCN
File	<u>"</u>	TopL(w,h)	<u>191,66</u>	BotR(w,h)	<u>221,96</u>	327	PRECIPICE-ICCN

File	"	TopL(w,h)	<u>81,158</u>	BotR(w,h)	<u>111,183</u>	328	AERIE-ICCN
File	"	TopL(w,h)	<u>193,160</u>	BotR(w,h)	<u>223,190</u>	329	ICKY-CAVE-ICCN
File	<u>Compasses</u>	TopL(w,h)	<u>36,89</u>	BotR(w,h)	<u>96,147</u>	330	MAP-N-HL
File	"	TopL(w,h)	<u>103,89</u>	BotR(w,h)	<u>163,147</u>	331	MAP-NE-HL
File	"	TopL(w,h)	<u>170,89</u>	BotR(w,h)	<u>230,147</u>	332	MAP-E-HL
File	"	TopL(w,h)	<u>36,154</u>	BotR(w,h)	<u>96,212</u>	333	MAP-SE-HL
File	"	TopL(w,h)	<u>103,154</u>	BotR(w,h)	<u>163,212</u>	334	MAP-S-HL
File	"	TopL(w,h)	<u>170,154</u>	BotR(w,h)	<u>230,212</u>	335	MAP-SW-HL
File	"	TopL(w,h)	<u>36,219</u>	BotR(w,h)	<u>96,277</u>	336	MAP-W-HL
File	"	TopL(w,h)	<u>103,219</u>	BotR(w,h)	<u>163,277</u>	337	MAP-NW-HL
File	"	TopL(w,h)	<u>250,87</u>	BotR(w,h)	<u>310,145</u>	338	MAP-N-UNFL
File	"	TopL(w,h)	<u>317,87</u>	BotR(w,h)	<u>377,145</u>	339	MAP-NE-UNHL
File	"	TopL(w,h)	<u>384,87</u>	BotR(w,h)	<u>444,145</u>	340	MAP-E-UNFL
File	"	TopL(w,h)	<u>250,154</u>	BotR(w,h)	<u>310,212</u>	341	MAP-SE-UNFL
File	"	TopL(w,h)	<u>317,154</u>	BotR(w,h)	<u>377,212</u>	342	MAP-S-UNFL
File	"	TopL(w,h)	<u>384,154</u>	BotR(w,h)	<u>444,212</u>	343	MAP-SW-UNFL
File	"	TopL(w,h)	<u>250,220</u>	BotR(w,h)	<u>310,278</u>	344	MAP-W-UNFL
File	"	TopL(w,h)	<u>317,220</u>	BotR(w,h)	<u>377,278</u>	345	MAP-NW-UNHL
File	<u>map-symbols</u>	TopL(w,h)	<u>103,278</u>	BotR(w,h)	<u>158,333</u>	346	LCBBY-OFFICE-CON
File	"	TopL(w,h)	<u>390,278</u>	BotR(w,h)	<u>444,333</u>	347	PENTHOUSE-CON
File	"	TopL(w,h)	<u>187,331</u>	BotR(w,h)	<u>237,361</u>	348	LOW-HALL-CON
File	"	TopL(w,h)	<u>484,280</u>	BotR(w,h)	<u>514,299</u>	349	WISHYFOO-FORK-CON
File	"	TopL(w,h)	<u>267,319</u>	BotR(w,h)	<u>322,373</u>	350	GLACIER-MIRROR-CON
File	"	TopL(w,h)	<u>6,85</u>	BotR(w,h)	<u>73,141</u>	351	DELTA-6-7-CON
File	"	TopL(w,h)	<u>351,182</u>	BotR(w,h)	<u>418,248</u>	352	DELTA-1-3-CON
File	"	TopL(w,h)	<u>89,34</u>	BotR(w,h)	<u>115,125</u>	353	DELTA-5-6-CON
File	"	TopL(w,h)	<u>59,239</u>	BotR(w,h)	<u>74,289</u>	354	DELTA-2-3-CON
File	"	TopL(w,h)	<u>228,3</u>	BotR(w,h)	<u>294,126</u>	355	DELTA-1-4-CON
File	"	TopL(w,h)	<u>130,115</u>	BotR(w,h)	<u>156,141</u>	356	DELTA-3-5-CON
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(w, h)	<u>2, 3</u>	478	ICCN-OFFSET
(w, h)	<u>184, 26</u>	482	U-BOX-LOC
(w, h)	<u>280, 26</u>	483	C-BOX-LOC

# Rebus -

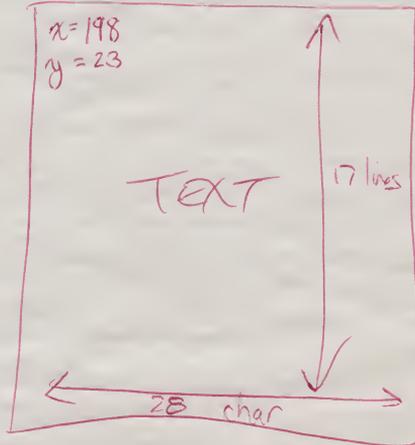
Border	@	,	
camel	@	y = 91,	x = 129 ✓
mouse	@	y = 105,	x = 68 ✓
slime	@	y = 15,	x = 161 ✓
goose	@	y = 25,	x = 53 ✓
fish	@	y = 38	x = 33 ✓
snake	@	y = 52	x = 178 ✓

$$\begin{array}{r} 5 \\ 48 \\ \hline 7 \\ 336 \end{array}$$

# encyclopedia

$$\begin{array}{l} x = 43 \\ y = 22 \end{array}$$

text must be  
color #17 on  
background of  
color #1



T of BOZBAR

$x = 27$

$x = 116$

$x = 205$

$y = 41$



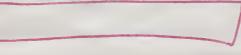
$y = 51$



$y = 61$



$y = 71$



$y = 81$



$y = 91$

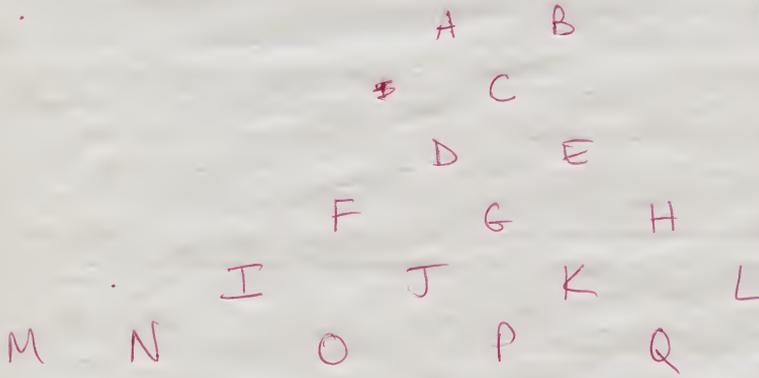


adjusted  
to 1,1  
lower left

corner  
subtract  
10 from y

Peggleboz

~~Y~~

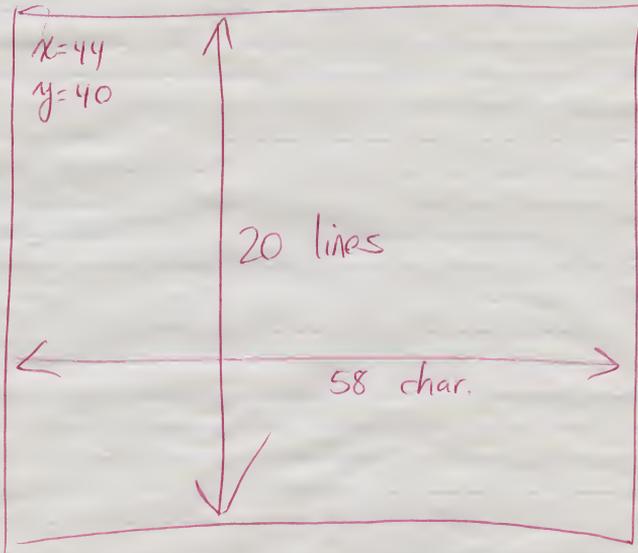
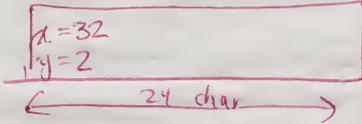


	<u>y</u>	<u>x</u>
A	36	147
B	30	171
C	37	159
D	44	147
E	44	171
F	52	132
G	52	159
H	52	186
I	60	117
J	60	144
K	60	174
L	60	201
M	70	75
N	68	103
O	68	129
P	68	158
Q	68	189
R	68	216
S	70	243
T	76	88
U	76	230

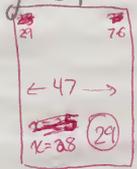
T

U

normal "border" screen



$N=28$   
 $y=39$



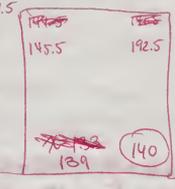
D.

$N=93$



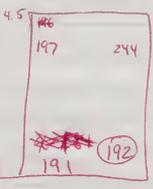
1

$N=144.5$



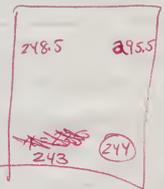
2

$N=196$



3

$N=247.5$



4

jesters score:

$x = 24.5$   
 $y = 29$

your score:  $x = 235$   
 $y = 29$

$$\begin{array}{r} 3 \\ 47 \\ \hline 5 \\ 235 \end{array}$$

$\frac{35}{47}$   
 $\frac{47}{82}$

$x=4$

$\frac{82}{51}$   
 $\frac{51}{133}$

$\frac{235}{47}$   
 $\frac{47}{282}$

38

DISCARD

$x = 38$   
 $y = 104$

$$\begin{array}{r} 320 \\ -235 \\ \hline 85 \\ \frac{32}{53} \\ 6 \end{array}$$

$\frac{28}{12}$   
 $\frac{47}{87}$

$\frac{87}{52}$   
 $\frac{52}{139}$

$\frac{243}{47}$   
 $\frac{47}{290}$

1  $x = 116$

PLAYS - LINE 1

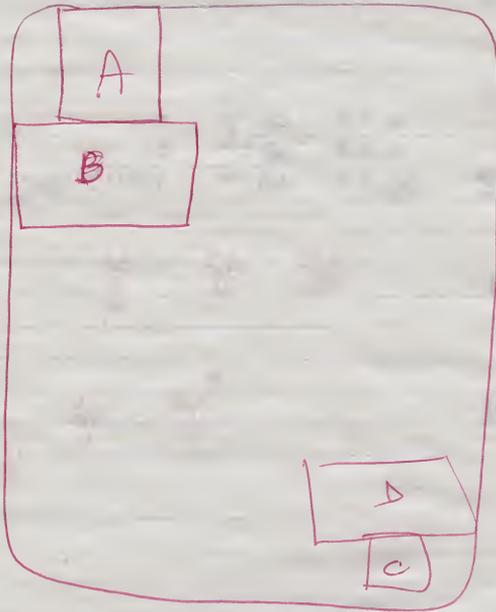
$y = 121$   
 $y = 129$   
 $y = 137$

$x = 74$   
 $x = "$   
 $x = "$

2  $x = 168$

3  $x = 220.5$

4  $x = 276.5$



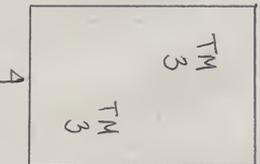
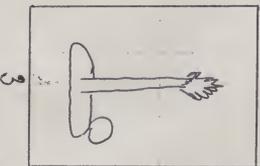
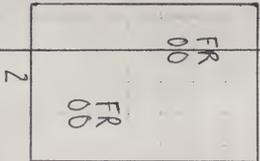
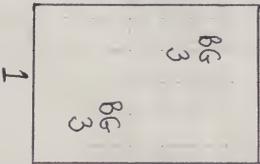
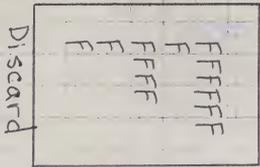
if card is @  $x, y$

- |    |              |        |          |        |
|----|--------------|--------|----------|--------|
| A) | suit         | goes @ | $x+B$ ,  | $y+1$  |
| B) | rank         | goes @ | $x+1$ ,  | $y+12$ |
| C) | reverse-suit | goes @ | $x+32$ , | $y+51$ |
| D) | reverse-rank | goes @ | $x+29$ , | $y+41$ |

Jester Score: 000

Double Fanucci

Your Score: 000



12  
DRAW  
DISCARD  
DIVIDE

23  
REVERSE  
TRUMP  
UNDERTRUMP

37  
COMBINE  
PASS  
OVERPASS

49  
SINGLE-PLAY  
DOUBLE-PLAY  
AUTONATE

64  
IONIZE  
CHEAT  
RESIGN

split

Peggleboz

•A •B  
•C  
•D •E  
•F •G •H  
•I •J •K •L  
•M •N •O •P •Q •R •S  
•T •U

RESTART

SHOW MOVES

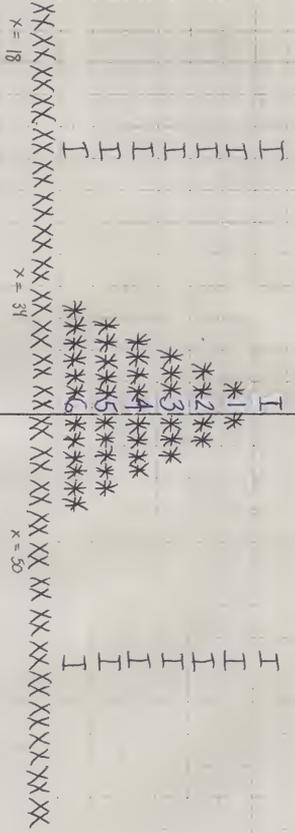
EXIT

quit

UNDO

EXIT

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12



split

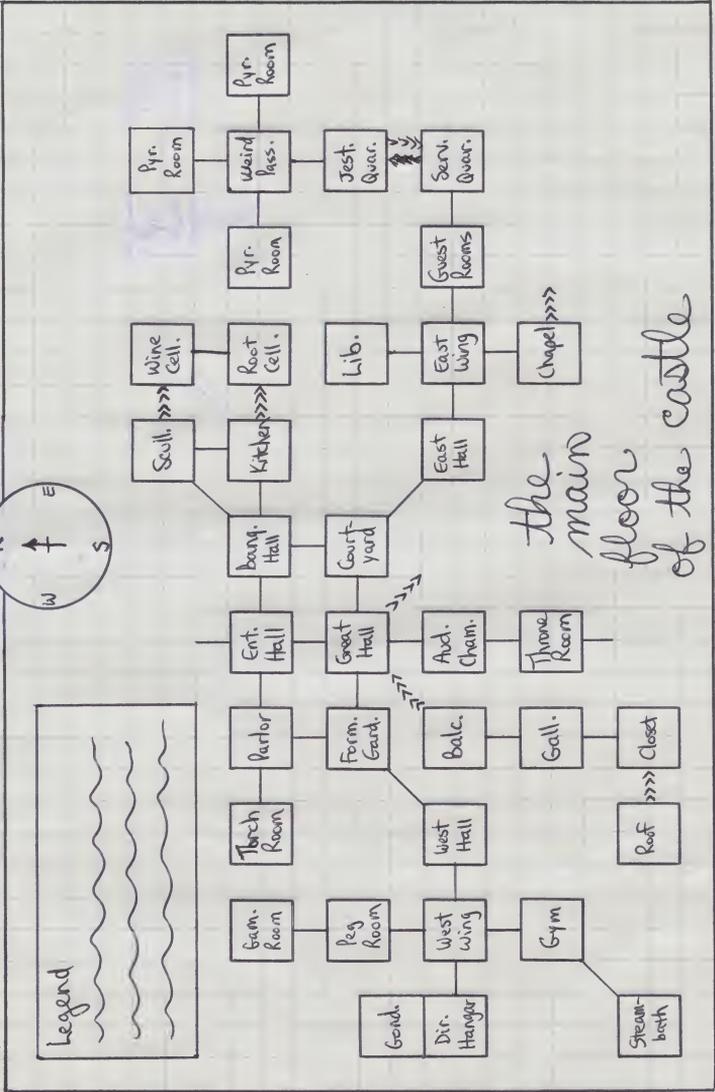
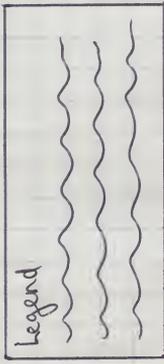
\* \* \*  
\* \* \*  
\* \* \*

o o o  
o o o 1  
o o o  
o o o  
o o o 2  
o o o  
o o o  
o o o 3  
o o o  
o o o 4  
o o o

\* \* \*  
\* \* \*  
\* \* \*

split

9 15 21 27 33 45 51 57 63 69



the main floor of the castle

2

4

6

8

10

12

14

16

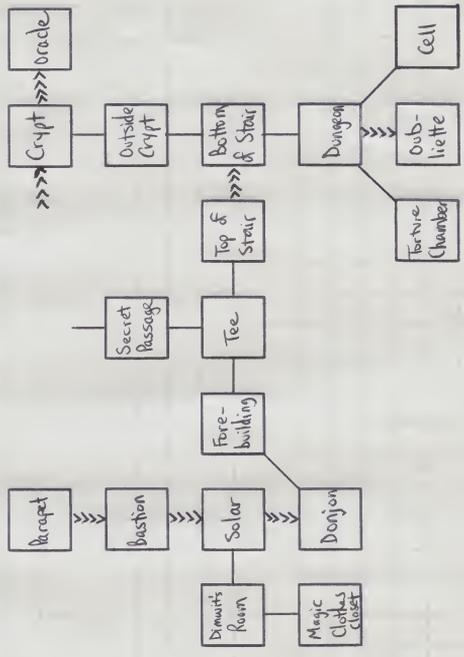
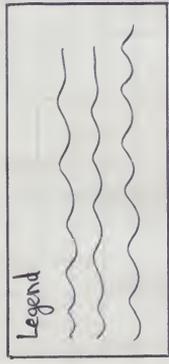
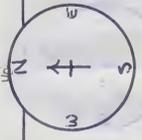
18

20

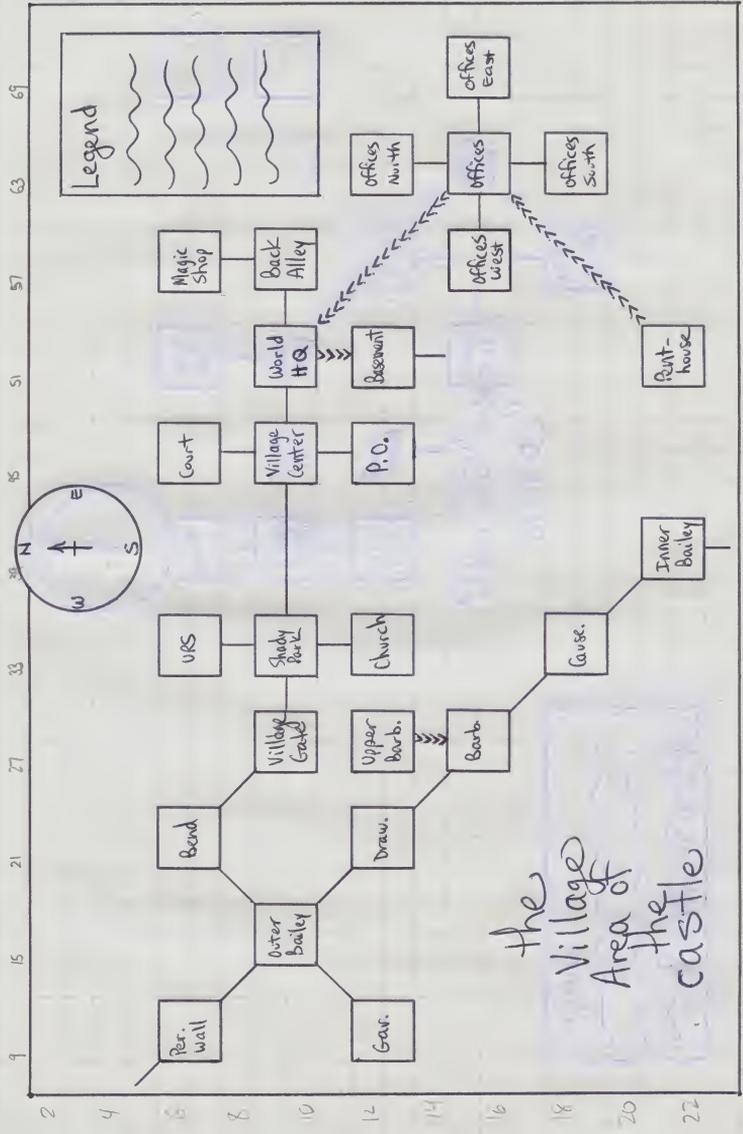
22

7 10 20 30 50 60 70 74

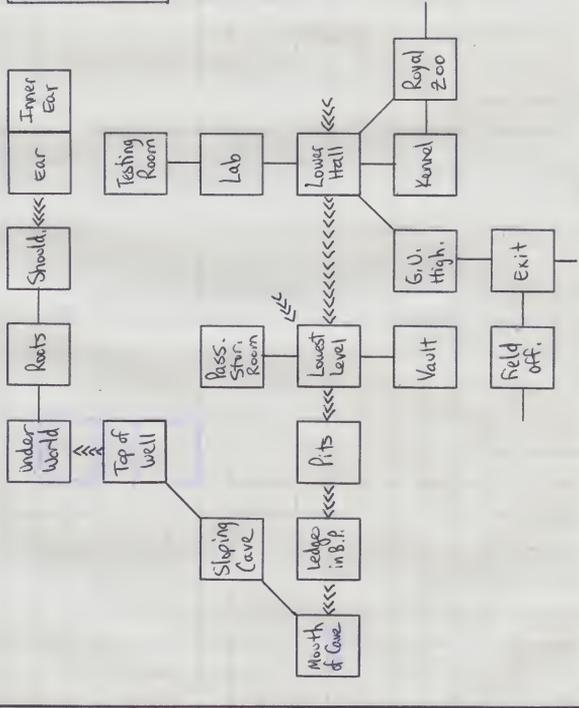
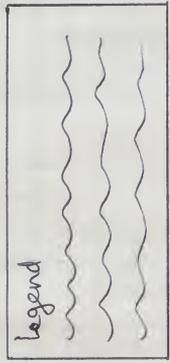
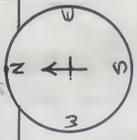
# the Secret Wing of the castle



2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23

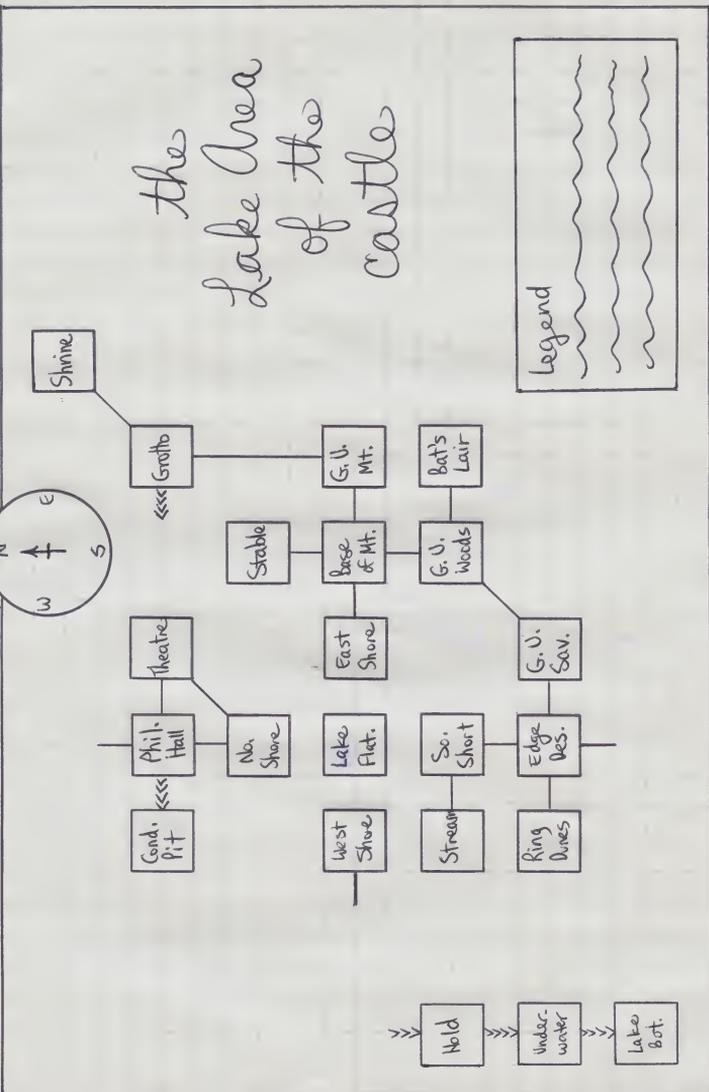


2 4 6 8 10 12 14 16 18 20 22  
A 15 21 33 45 51 57 63 69



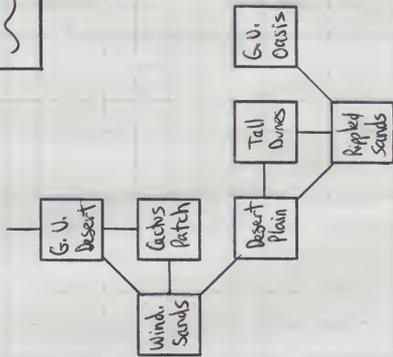
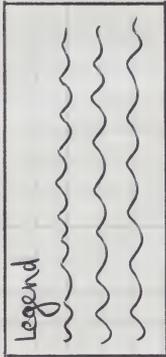
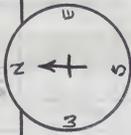
the Lower Levels of the Castle

9 15 21 27 33 39 45 51 57 63 69

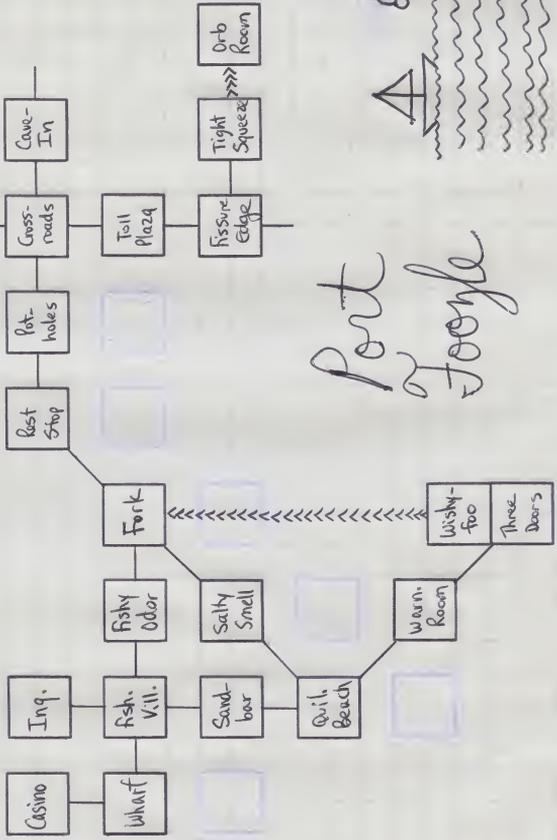
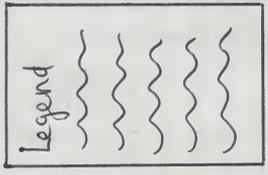
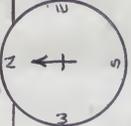


2 4 6 8 10 12 14 16 18 20 22

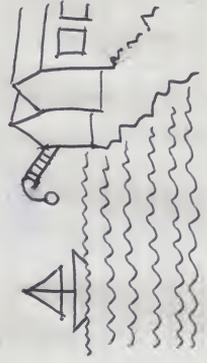
# the Great Underground Desert



9 15 21 27 33 39 45 51 57 63 69

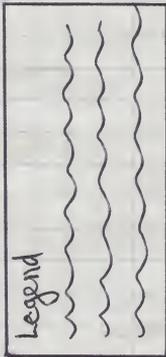
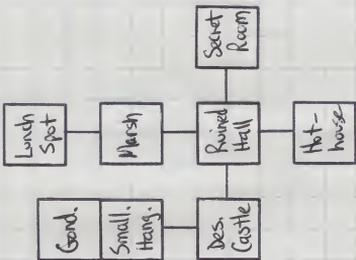
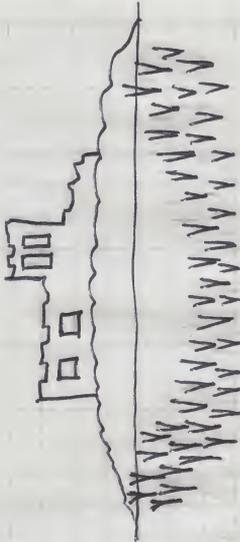
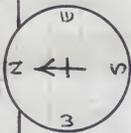


Port Jankle

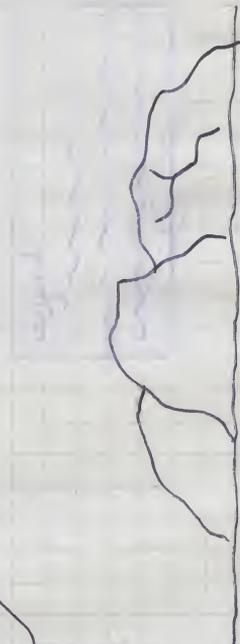
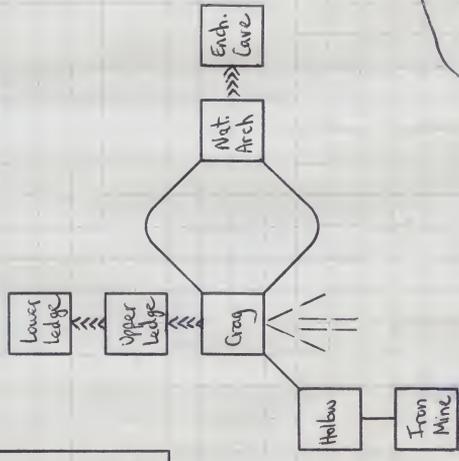
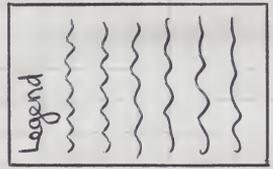
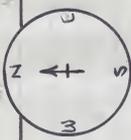


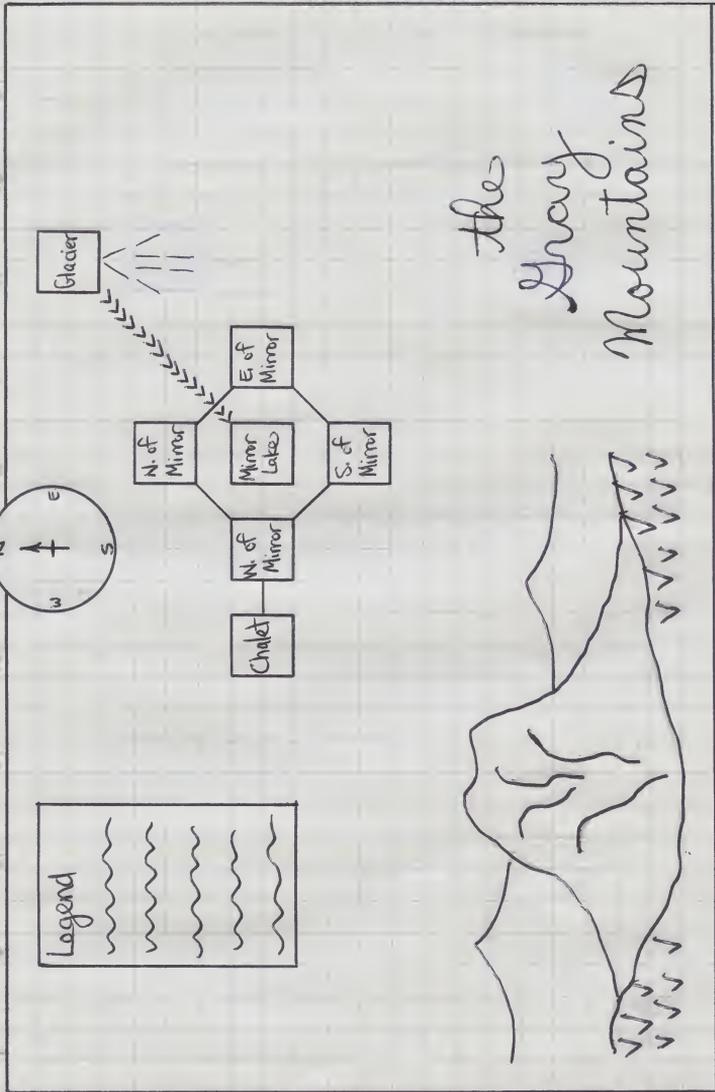
2 4 6 8 10 12 14 16 18 20 22

# the Summer Castle at Fenshire

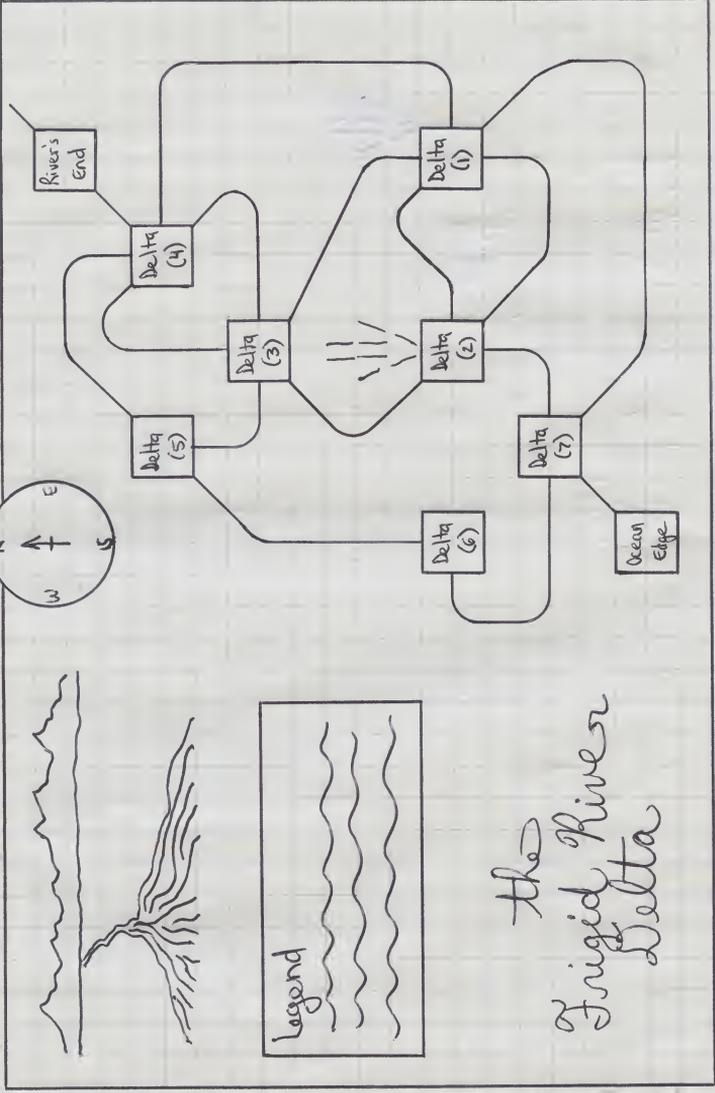


# the Flathead Fjord

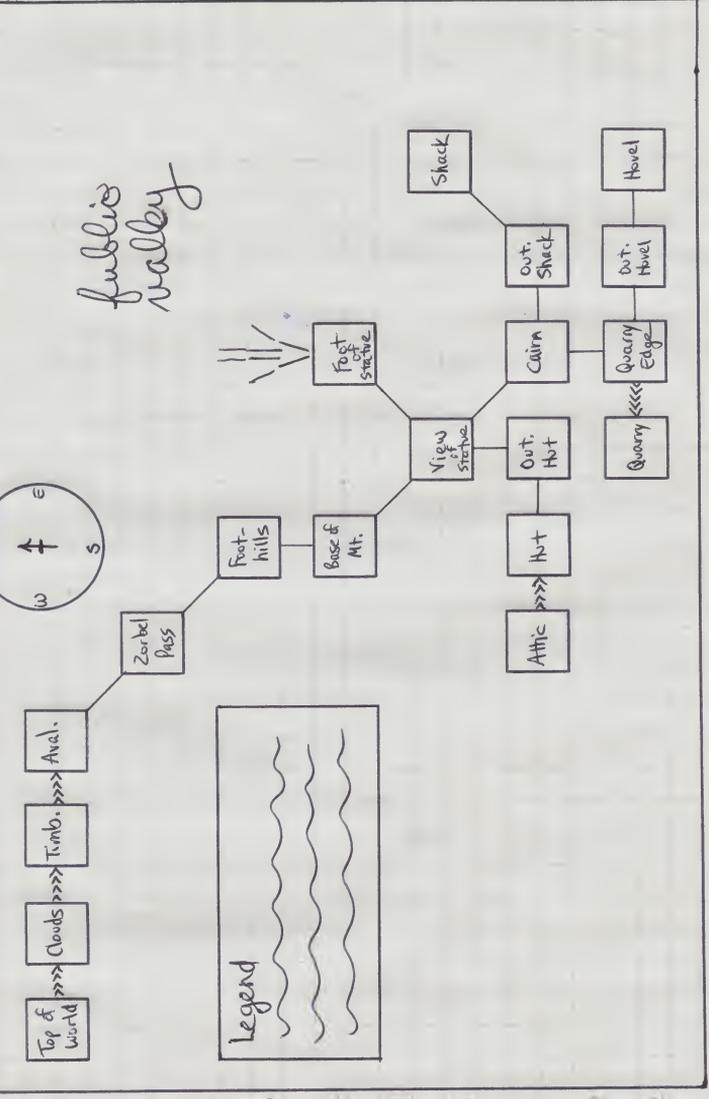




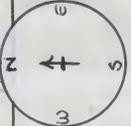
the  
Gray  
Mountains



9 15 21 27 33 39 45 51 57 63 69



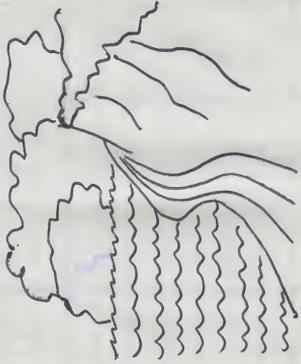
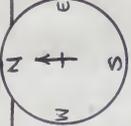
Fublie's valley



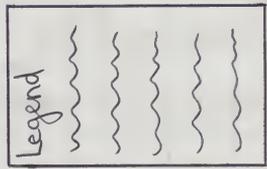
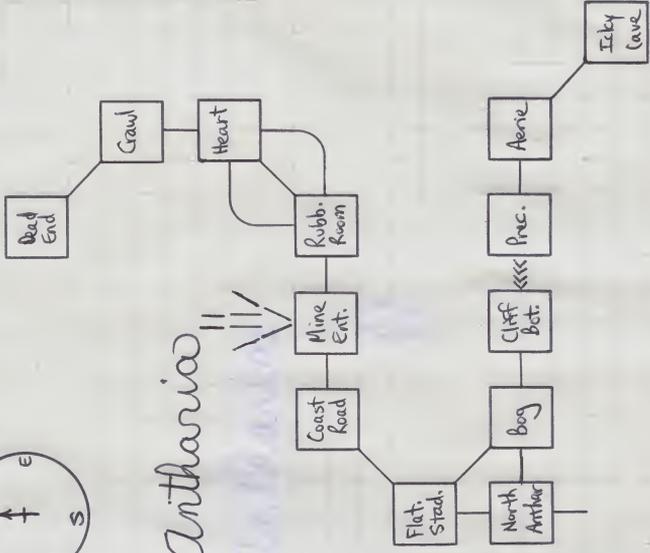
12 14 16 18 20 22

2 4 6 8 10 12 14 16 18 20 22

9 15 21 27 33 39 45 51 57 63 69



*Anthracia*



# INFOCOM™

June 8, 1988

TO: Russell Lieblich

FROM: Jon Palace (via Christopher Erhardt)

RE: Music for Zork Zero

The game has a feeling of classicism and antiquity (it takes place long ago, in a castle, where wizards and mythical beasts are common) but it also has a feeling of wit and playfulness (a rhyming court jester poses riddles, for instance). Ideally, we'd like the music to be both classical and witty or playful.

The game starts with drama and grandeur (the Empire is collapsing, a King has died, a mighty curse has befallen the lands, and the end of dynasty approaches). Thus we'd like to open with a big, dramatic fanfare -- nothing subtle or delicate, but something grandiloquent. (The opening fanfare of Bach's Preludium, or the opening of Grieg's Piano Concerto, or the opening of Tchaikovsky's Piano Concerto #1, are almost cliches now, but they are dramatic. These fanfares are on side B of the Maxell tape.)

After the opening, the melody should be recognizably classical and maybe even familiar. Again, nothing dainty or slow, but something like the main theme in the First Movement of Beethoven's Seventh. There's a moment, about 3 or 4 minutes into the first movement, which is ideally dramatic, starting with a fine crescendo and continuing into the main theme. (In fact, we'd be happy to have your orchestration or re-creation of that theme. This music can be found on the labelled side of the Infocom/Cornerstone tape.)

The disk contains the title screen graphic of Zork Zero, which is what the player will see when the music starts. The graphic can be seen on an Amiga with Deluxe Paint.

Please feel free to call me or Steve Meretzky (the author of Zork Zero) if you'd like to discuss these or other ideas. Thanks!

cc: Sherry Whitely, Christopher Erhardt, Steve Meretzky

## HOW TO TRANSFER PICTURES FILES FROM THE AMIGA TO FRED:

---

Boot the Amiga with the Workbench CLI disk in the internal drive (drive 0). Put the Kermit disk in the external drive (drive 1). (The CLI disk will give you a screen which looks like a conventional computer screen, rather than a window/400" type screen.) Make sure a line from Fred is plugged into the Amiga.

```
1) bc dfl: <return>
```

```
1) skermi: <return>
```

```
C-Kermit> set speed 7500 <return>
```

```
C-Kermit> connect <return>
```

You are now connected to Fred. Type ^C and log in.

```
F cc <TAA.PAVINAME-PIGS> <return>
```

```
F Kermit <return>
```

```
Kermit-10> get file type B <return>
```

```
Kermit-10> dirver <return>
```

Now hit ctrl-break/ctrl followed by a "q" to return to the Amiga. Put the disk with the picture(s) on it in the internal drive.

```
C-Kermit> csc 240: <return>
```

```
C-Kermit> set file type binary <return>
```

```
C-Kermit> send PICTURI-NAME (or "send *") to send all files on disk <return>
```

A series of periods will print on the screen while the file is transferring. After it's complete...

```
C-Kermit> connect <return>
```

You're back at Fred. ^C to get a B-prompt, and log off. Hit ^\-C to get back to the Amiga.

```
C-Kermit> b <return>
```

You're now done with the Amiga, so feel free to kick it or toss it off some convenient balcony.

	<u>Border</u>	<u>Brog</u>	<u>Dim</u>	<u>flat</u>	<u>Flies</u>	<u>Frob</u>	<u>Jest</u>	<u>Meg</u>	<u>Zil</u>
0	*6-2-0	*15-0-0	*15-0-0	*15-0-0	*6-6-6	*15-0-0	*6-2-0	*6-2-0	*6-2-0
1	*14-12-10	*14-12-10	*14-12-10	*14-12-10	*14-12-10	*14-12-10	*14-12-10	*14-12-10	*14-12-10
2	14-12-8	14-12-8	*14-12-8	*14-12-8	*14-12-8	14-12-8	14-12-8	14-12-8	*14-12-8
3	12-10-6	12-10-6	*12-10-6	*12-10-6	*12-10-6	12-10-6	12-10-6	12-10-6	*12-10-6
4	12-8-4	12-8-4	*12-8-4	*12-8-4	*12-8-4	12-8-4	12-8-4	12-8-4	12-8-4
5	10-6-2	10-6-2	*10-6-2	10-6-2	10-6-2	10-6-2	10-6-2	10-6-2	10-6-2
6	8-4-0	8-4-0	8-4-0	*8-4-0	8-4-0	8-4-0	8-4-0	8-4-0	8-4-0
7	6-2-0	6-2-0	6-2-0	6-2-0	6-2-0	6-2-0	6-2-0	6-2-0	6-2-0
8	14-12-10	14-12-10	14-12-10	*14-12-10	14-12-10	*14-12-10	14-12-10	*14-12-10	14-12-10
9	*0-0-0	14-14-12	10-6-6	12-12-14	8-0-0	*0-0-0	12-4-4	4-0-4	6-8-10
10	*0-0-0	14-14-14	6-2-2	10-12-12	12-10-10	*0-0-0	10-2-2	6-4-6	6-10-14
11	*0-0-0	12-10-8	14-10-10	10-10-10	10-8-8	*0-0-0	8-0-0	8-6-8	10-12-14
12	*0-0-0	10-8-6	12-8-0	8-8-8	8-6-6	*0-0-0	6-0-0	10-8-10	8-8-0
13	*0-0-0	8-6-4	12-8-8	8-6-6	6-4-4	*0-0-0	4-0-0	12-10-12	8-0-0
14	*0-0-0	6-4-2	8-4-4	6-4-4	4-2-2	*0-0-0	12-8-10	14-12-14	10-2-2
15	*0-0-0	4-2-0	*14-12-12	4-2-2	6-0-0	*0-0-0	0-0-6	14-8-0	12-4-4
				✘	✘			✘	✘

\* not used in picture.

NEW ZØ PICS

3/21/89

<u>Q#</u>	<u>PIC NAME</u>	<u>SEGMENT</u>	<u>CO-ORD</u>
486	CASTLE-SEGMENT-PIC	CASTLE	0,0
487	VILLAGE-SEGMENT-PIC	VILLAGE	0,0
488	SECRET-SEGMENT-PIC	SECRET	0,0
489	EAST-SEGMENT-AC	EAST	0,0
490	WEST-SEGMENT-PIC	WEST	0,0
491	LOWER-SEGMENT-PIC	LOWER	0,0
492	FOOZLE-SEGMENT-PIC	FOOZLE	0,0
493	LAKE-SEGMENT-PIC	LAKE	0,0
494	FENSHIRE-SEGMENT-PIC	FENSHIRE	0,0
495	ORACLE-SEGMENT-PIC	ORACLE	0,0

Packaging

CREATIVE FOCUS FOR ZORK ZERO

DISTRIBUTION:

Curtis  
Joel  
Chris  
Gabby  
Liz  
Steve  
Jon  
Hollywood  
Angela  
Elizabeth  
Carl  
Cynthia  
Stuart  
Mike

## CREATIVE FOCUS FOR ZORK ZERO

### DESCRIPTION:

Zork Zero, prequel to the Zork Trilogy, is an interactive fiction story enhanced with on-screen hints and GRAPHICS -- illuminated letters, visual puzzles, and illustrations.

During the story's prologue set in 789 GUE, you play a servant in the court of Lord Dimwit Flathead the Excessive. During a large banquet, an angered wizard named Megaboz appears and casts a curse on the Twelve Flatheads (Dimwit and his siblings) and on the Great Underground Empire. Megaboz departs, leaving a large, ominously-bubbling cauldron.

Dimwit's court magicians study the curse and succeed in casting a counter-curse which delays the collapse of the Empire for 94 years. However, they are unable to stop the curse against the individual Flatheads, and the prologue ends with Dimwit expiring, face down in his plate of food.

Following the title screen, we jump 94 years later to the final days of the Empire. The current king, Wurb Flathead, has offered a huge reward to anyone who can stop Megaboz's curse. The Empire's capital, Flatheadia, fills up with every crackpot treasure-hunter in the kingdom, all hoping to break the spell and get those piles of zorkmids.

You play one such treasure-hunting peasant, except you've got an advantage. An ancestor of yours (the person you played in the prologue) was present when the curse was cast and learned a valuable bit of information: the curse can only be stopped by finding an item belonging to each of the Twelve Flatheads and throwing all 12 items into the mighty cauldron which still churns in Dimwit's banquet hall.

As the main body of the game opens, you wake up in the castle on what is believed to be the last day before the curse falls. Everyone with half a brain has fled the Eastlands. The only people around are you, the court jester, and a few Inquisition-like religious fanatics.

You now must explore the castle and environs, searching for artifacts from each of the Twelve Flatheads: the quill pen of Ralph Waldo Flathead, the wooden baseball bat of Babe Flathead, and so forth. There are the usual Zorkian obstacles and puzzles: locked doors, strange creatures, magic, logic, and whimsy. Some of the puzzles include piloting the royal dirigible to the summer castle, using a long-hidden oracle to teleport to distant corners of the Empire, and obtaining water for a pair of witches from the Great Underground Oasis.

The main "other character" in the story is the jester, who will alternately help and hinder you in your quest. He will supply you with many useful items and bits of information, but usually only after you solve a riddle or win a game of some kind. He hinders you by playing little tricks, which can range from a slightly annoying to life-threatening.

There are currently around 200 rooms, and more puzzles than in any previous game. It wouldn't be too much of an exaggeration to think of Zork Zero as roughly equivalent to the entire Zork Trilogy in terms of numbers of locations and puzzles.

Once you have succeeded in finding all twelve items and throwing them into the cauldron, the castle begins to collapse around you. If you make it to the gate of the castle in time, you witness the entire castle shrinking...changing... until you find yourself "West of House," the opening location of Zork I.

Megaboz, long thought to be dead, appears and commends you for saving the Empire. He tells you that the white house will stand as a reminder to the future rulers about the excesses of the Flatheads, and appoints you to be Dungeon Master, to watch over the kingdom after Megaboz passes onto a new plane of existence, which he proceeds to do immediately.

To summarize, Zork Zero is rich in the Zorkian tradition. In fact, it offers answers to many of the questions that weigh heavily on the minds of all Zork fans (ie. Where do grues come from? How did the Great Underground Empire collapse? What is the white house in the clearing?). Zork Zero also has the same type of puzzles and the "treasure-hunt" format that made Zork I so popular. But Zork Zero adds visual puzzles (like the Bozbar Tower, where you move stone weights from one peg to another, following certain guidelines) and riddles (which the jester doles out to you).

Most of these puzzles and riddles are whimsical and humorous in a very Steve-Meretzky-ish sorta way. Steve's unique humor is also carried over into the descriptions/explanations of objects, locations, and characters. The result is a highly entertaining story with a character (the jester) who's every bit as enjoyable and memorable as Floyd of Planetfall fame. And, as if all this weren't enough, Zork Zero has got a mouse interface (enabling the player to move via compass rose), on-screen hints, a new parser (to help novices), and pretty pictures that will knock your socks off!!

## MARKETING STRATEGY:

**Current Situation** -- Infocom's interactive fiction is failing to draw new members to its audience. But judging by the success of our competitors' "storytelling" products, the potential is still there. The major roadblocks with our past titles seem to be their difficulty and their lack of snazzy graphics or other enhancements. In the three cases where we made the stories easier to play by adding on-screen hints, we seemed to fail to communicate to or convince people that those particular products were different, easier, and worth another look.

Our current audience has dwindled greatly too. But given that Beyond Zork was relatively successful in comparison to Plundered Hearts or Nord and Bert, we can make some educated guesses as to why. First, subject matter that is more traditionally Infocom (ie. Zork, fantasy, traditional puzzles) is apparently preferred to more experimental subject matter (ie. romance, word play). On the other hand, a new, less traditional format (ie. mouse interface, graphic enhancements, on-screen mapping) seems to be more attractive than the standard, all-text format.\* Research from warranty cards and TSL reader polls seems to back up these points. Although the research indicates that many of our loyal customers have bought into the graphics-should-be-stuck-where-the-sun-don't-shine theory, the majority of our customers seem to accept graphics (if not welcome them) if:

1. They are good.
2. They work as part of the story.
3. The size and richness of the story isn't sacrificed due to any memory constraints the graphics may impose.

**Target Audience** -- Males and females of all ages who own or have access to a computer with disk drive. Primarily those who are not Infocom fans; either they have never tried interactive fiction or they have lost interest in Infocom. Secondarily, those who currently are Infocom fans. (The packaging should be targeted primarily at non-Infocom fans because that's the hardest sell. Infocom fans will probably buy this product on its name alone, no matter what the package looks like.)

---

\*For what it's worth, I have a theory that curiosity is a big factor in the purchasing decision. If someone goes into a store planning to buy one game, s/he wants to check out the latest innovations and enhancements and will buy the one that promises the most along those lines. When they consider Infocom, it isn't so much that they don't like it as much as they know exactly what to expect. Other than Beyond Zork, our products haven't offered anything new and different enough to have piqued people's curiosity.

**Fact** -- Zork Zero takes Infocom's best and adds graphics, a new parser, and on-screen hints, thereby increasing its appeal and accessibility to the market in general.

**Claim** -- Zork Zero is the beginning of something old (the Zork Trilogy) and something new (new format with graphics). You've got to take a look at it.

**Strategy** -- Promote as a new and improved Zork and make it believable; back it up by clearly communicating the differences - graphics, on-screen hints, humor, easy to use.

**Additional Supportive --**

\* It's a Zork. In fact, it's the premier Zork; it's where it all began; it's the history of the Great Underground Empire.

\* It's got graphics. The graphics work as part of the game in the form of graphic puzzles. The size and richness of the story are in no way lessened by the presence of the graphics.

\* It's big. Even with graphics, it's our biggest game yet; roughly equivalent to Zork I, II, and III combined.

\* It's easy to use. The on-screen hints (and hopefully on-screen mapping?!) help you through the rough spots without spoiling the story. The new parser helps the novice communicate with the computer. (I don't think we should mention the parser by name. Its effect on general play is subtle, and I think we should avoid lingo that isn't familiar to the average computer owner.)

\* It's got a mouse interface so you can move by pointing at a compass rose.

\* It's got humor. (Don't let the brevity of these three points mislead you. I think it's these final four aspects that make this product my new favorite!)

\* It's got the jester.

\* It's got riddles.

\* It's written by Steve Meretzky, author of so many sensational, witty, entertaining works of interactive fiction that I don't know where to begin.... So I won't.

**Character/Tone** -- Fun, light-hearted, fresh, new-lease-on-life feel. And of course, this product like all its predecessors should be portrayed as being superior quality, state of the art, highly entertaining.

**PACKAGE EXECUTION:**

\* Zork Zero is the final title, not just the working title. And it's "Zork Zero" as opposed to "Zork 0."

\* Package cover art, logo, AND SPINE (unfortunately our products are too often displayed spine out) should be "impactful" and stand out on a crowded store shelf to grab the consumer's attention.

\* The package as a whole (cover art, internal and external copy) should reflect the marketing strategy and convey the subject matter of the story.

\* The package should clearly communicate that Infocom has taken a new direction. Therefore, we need to break away even further from our current line look (ie. pinstripes, white back with 3 columns of copy and photo, etc.). The new look should be far less restrictive than our past designs. We will need flexibility when marketing future products that have all sorts of new and different features. (If we do another no-graphics interactive fiction game, as we're planning with "Restaurant," then I'd argue for putting it in the pinstripe design.)

\* The package will be of the same construction as our current packages.

\* A tag line is needed that conveys the marketing strategy.

\* Space must be allowed for compatibility labels and ISBN/UPC stickers.

\* Screen shots are needed on the back.

\* There will be no photo of the feelies on the package.

\* Steve's name should be on the cover.

\* "On-screen hints" (and "mapping," if we have it) should be prominently displayed on cover.

\* The Infocom logo should be on the cover, the back, and the spine.

\* When talking about the graphics, let's be sure to play it up as a *big*, *BIG* positive and not make excuses to our fans who are anti-graphics. But be sure to make it clear that the graphics are integrated into the puzzles and the richness and size of the story has not been sacrificed.

\* We've learned that messing too much with the established Zork logo is "messing with the Bible," to use Carl's analogy. But let's mess with it enough to let everyone know this product is different. I would like to look into a photographic treatment for this package (and for future packages, too). Our strongest packages have photographic covers. And how about some reference to the jester on the cover? I think that would say it's different, it's humorous, and bring some new interest/curiosity to an old subject.

\* Internal package elements are needed. Currently some proposed feelies are:

- Scrap of paper left by Megaboz when casting curse.
- Pack of Double Fannucci cards.
- Copy of "GUE News and Dungeon Report."
- A blueprint of Rockville Estates (anti-piracy).
- A copy of "The Lives of the Twelve Flatheads" with illustrations of the Flatheads. (This piece has all sort of necessary information. Anti-piracy.)

Of course, cost will not allow us to do all of these. Creative, inexpensive solutions for providing the necessary information is what we should be striving for. Also, the kind of feelies that people and press talk about (ie. Scratch 'n Sniff card, peril-sensitive sunglasses) are a big plus.

# Zork Zero Creative Focus Revision:

This page replaces page 3

## MARKETING STRATEGY:

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2. They work as part of the story.
3. The size and richness of the story isn't sacrificed due to any memory constraints the graphics may impose.

**Target Audience** -- Males and females of all ages who own or have access to a computer with disk drive. Primarily those who are familiar with Zork but they have lost interest in Infocom. Secondly, those who familiar with interactive fiction, but have never tried Infocom interactive fiction because of its difficulty and/or lack of graphics. (The packaging should be targeted at these non-Infocom fans because that's the hardest sell. Infocom fans will probably buy this product on its name alone, no matter what the package looks like.)

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comments on  
Zork Zero Creative Focus

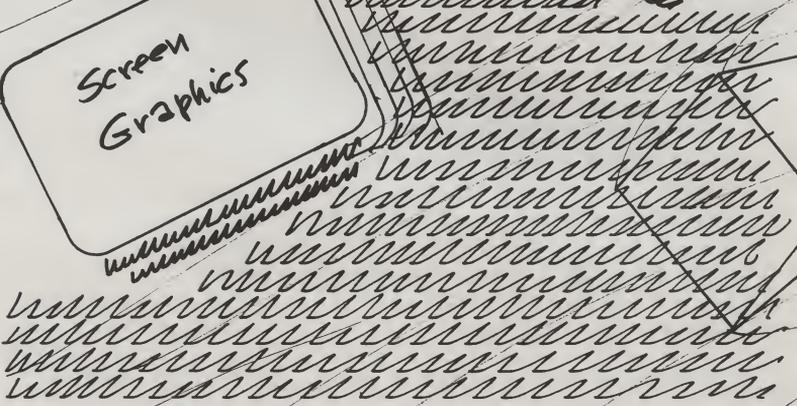
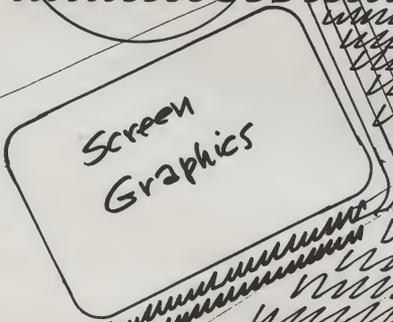
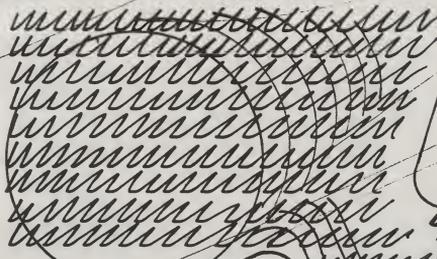
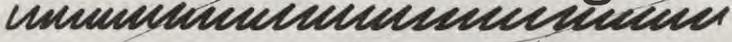
SEM -- 2/5/88

- \* I think we should make an effort to avoid the term "graphics," and instead use the term "illustrations." I think it has less negative connotations, especially among our fans who've been raised on our anti-graphics propaganda, and it sounds classier.
- \* It's "Tower of Bozbar," not "Bozbar Tower."
- \* Riddles aren't unique to Zork Zero: there have been riddles in numerous games, including Zork II.
- \* I definitely wouldn't put the jester in the same class with Floyd as a character. He isn't present nearly as much of the time, he doesn't have as much of a developed personality, and he isn't particularly endearing. (At the risk of ruining the ending for you, I should point out that at the end of the game you discover that the jester is Megaboz in disguise. Don't mention this to any testers, please.)
- \* I'd put the mouse/compass rose feature in the category of highly probable rather than definite.
- \* Rather than saying that Zork Zero is about "the history of the Great Underground Empire," I'd say that it's about "the history of the fall of the Great Underground Empire."
- \* I don't think it's bad to mention the new parser by name: I think enough people have heard the term over the years; you'll attract more people than you'll turn off. I wouldn't make a big deal about it, though, since that would raise expectations.
- \* Although the title is set, the issue of a subtitle is still up in the air. I lean toward having a subtitle, in order to have more continuity with Zorks I - III. A good subtitle, one that sounds exciting and says "fantasy", would make a tag line unnecessary.
- \* No photo of feelies! How do you know what's inside?
- \* I'm a little worried that we might make too big a deal of the illustrations. There probably won't be that many of them; 90% of the time the screen will look exactly like one of our "old fashioned" all-text games.
- \* Changing the logo (and package look) to tell people "this product is different" might be a mistake. Even with the illustrations, Zork Zero is much closer to the Zork Trilogy than Beyond Zork, and it should look it. Because of Beyond Zork (RPG elements, new screen appearance, more a sequel to Spellbreaker than anything else) many will expect less of a Zork Zero/Zork Trilogy relation. Zork Zero is a close relative of the trilogy in style, in geography, and in story chronology. Ergo, if the Zork Zero logo/cover looks less like the Zork Trilogy than even Beyond Zork, it will send the wrong message!!!
- \* I think you should point out somewhere that Zork Zero can be played without any knowledge from/experience with the other Zorks. In fact, with the illustrations, on-line hints, friendlier parser, and easy early puzzles, it should be THE entry game for novices! (A role once

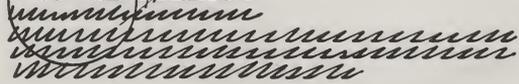
played by Lork I, and now played perhaps by Wishbringer, or perhaps  
by nothing.)

3/4/88

# Now see where it all began!



## INFOCOM



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 AND SPECTACULAR  
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 HINTS

SOFTWARE FOR YOUR  
 APPLE II SERIES  
 (IBM, PC, DOS)

SPECTACULAR  
 GRAPHICS

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ZORK ZERO -- front cover tag lines -- 3/3/88

A whole new way of looking at interactive fiction.

New from the ground up.

You've never seen anything like it.

Going underground was never like this.

A new look, a new challenge, a new style.

Zork Zero back package copy -- first draft -- 3/4/88

NOW SEE WHERE IT ALL BEGAN!

The Great Underground Empire is in its heyday. Upscale condos crowd the massive caverns. Vast underground highways speed travelers from Aragain to the Publio Valley. And no adventurer has yet set foot in the open field west of the white house.

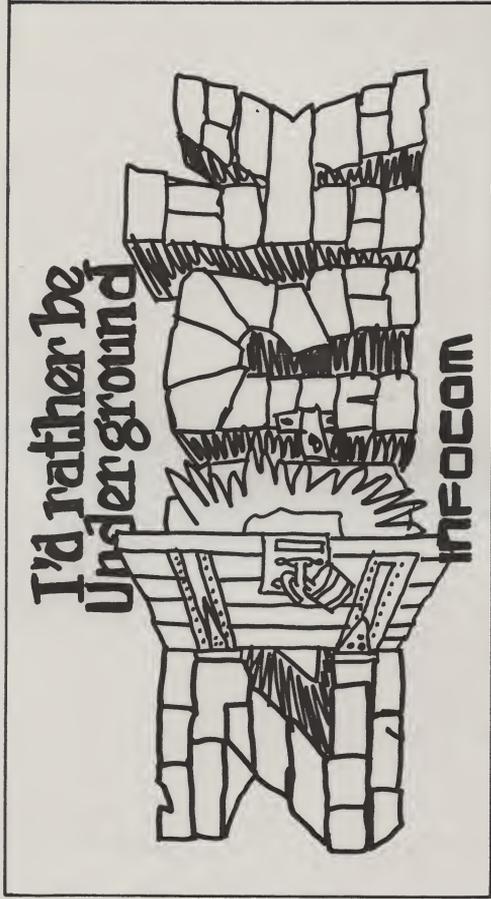
But all this is about to crumble. A wizard's curse has already disposed of the royal Flathead family. Now it threatens to destroy the entire kingdom -- unless you can stop it.

You'll need to collect a variety of objects ranging from the absurd to the sublime, and learn how to use them. The quixotic jester will test you with games, riddles, and tricks. And the immense Flathead palace and its environs offer a multitude of surprises. QUIZZICAL?

Zork Zero combines the best of the legendary Zorkian universe with the latest technology in interactive storytelling. Communicating with the story is easier than ever, with a new parser, mouse interface, and on-screen hints at your disposal. Author Steve Meretzky, whose award-winning stories include Sorcerer, The Hitchhiker's Guide to the Galaxy, and Leather Goddesses of Phobos, lends his characteristic whimsy to the tale.

photo caption: Breath-taking graphics complement and enhance the story.

photo caption: You'll find clues to the puzzles in many of Zork Zero's vivid illustrations.



Bumper sticker idea

3/4/88

"Now See where it All Began" makes it sound like we're encouraging the person to take another long at an old but historically interesting product. In other words, cruffy and boring except to aficionados. Sort of like the phrase that might go along with a re-release of the 1901 "Great Train Robbery" or a reprinting of "Tom Jones." How about "Go Back to Before the Beginning"? It sounds intriguing, and it has a good illiteration.

The G.U.E. certainly isn't in it's heyday; it's at the end of a hundred-year decline on the brink of collapse.

Your descriptions of the highways make them sound mechanical -- like the moving walkways in large airport terminals.

The opening paragraph is relatively dull; all the exciting stuff is in the second paragraph (Wizard's curse, end of the kingdom) and the third paragraph (the jester). I think the excitement should be right up there in the first sentence.

I don't like the description of the Flathead items ("absurd to sublime"); it sounds too much like our description of your LGD mission. In fact, I don't think we ought to mention them at all, since that's one of the anti-piracy missions of the scrap of parchment.

Change "new parser" to "new friendlier parser."

Is mentioning "mouse interface" a good idea? won't people who don't own a mouse think, "Eh, I can't play this game, oh well, I'll buy this other game instead, sigh."

If we add on-screen mapping, when is the latest date to get that info into this paragraph?

I assume you included Sorcerer since it's my only other fantasy, but it just doesn't seem like it has much name recognition these days. Maybe I'm wrong, but I'd just leave it out, or substitute Planetfall.

The photo captions are a little overboard. There aren't really any graphics that provide puzzle clues. And "breath-taking" is pretty hype-ish. How about "Graphical touches enhance the richness of the story" and "Integrating puzzles and graphics gives an exciting new dimension to Zork I/II."

to Eliz. 3/7/88

3/20/87

TO: Carl, Wayne, Jon, Mike, Stalls, Steve

FROM: Elizabeth

Attached is revised copy for the Land Land package, incorporating your comments (which, I must say, were often conflicting). The tag line for the cover will be the same as the heading for the back of the package.

Please comment by the end of the day, Wednesday, 3/30.

## A NEW LOOK, A NEW CHALLENGE, A NEW BEGINNING

The Great Underground Empire is nearing the end of its long and lavish career. Upscale condos crowd the massive caverns. Subterranean highways stretch from Aragon to the Public Valley. And no adventurer has yet set foot in the open field west of the White House.

But this is all on the verge of collapse. A wizard's curse has already disposed of the royal Flathead family. Now it threatens to destroy the entire kingdom -- unless you can avert it.

You'll seek out objects ranging from the absurd to the sublime, and learn how to use traps. The wily jester will test you with games, riddles, and tricks. And the immense Flathead palace and its environs offer a multitude of surprises.

York Line combines the best of the legendary Lorkian Universe with the latest technology in interactive storytelling. It has all the richness and depth you expect from Infocom interactive fiction, including such intriguing packaging elements as a wizard's secret spell, a cryptic map, and a "Lives of the Twelve Flatheads" calendar. Communicating with the story is easier than ever, with all the features you've been asking for:

- \* a new friendlier parser
- \* optional mouse interface
- \* on-screen hints and mapping

Author Steve Meretzky, whose award-winning stories include Planetfall, The Hitchhiker's Guide to the Galaxy, and Leather Goddesses of Phobos, lends his characteristic whiz to the tale.

## PHOTO CAPTIONS

ENCYCLOPEDIA -- Vivid illustrations enhance the richness of the story.

BROWSE -- Interactive fiction has never looked so good.

MAP -- Beautiful maps: one of many friendly new features.

GAME -- Graphic puzzles add an exciting dimension to Jack Info.

-----  
The Lives of the Twelve Flatheads  
(package element for Zork Zero)  
first draft  
9/30/87  
comments to SEM  
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THE LIVES OF THE TWELVE FLATHEADS  
by Boswell Barwell

The Flathead dynasty had already ruled the land of Frobozz for a century when Mumberthrax Flathead, son of Phloid, ascended the throne of Quendor. Like almost all the members of the Flathead dynasty, Mumberthrax was a king of little accomplishment. In fact, he did only two things of any significance during his fifteen-year reign.

The first of these was his decree that made Double Fanucci the National Sport of Quendor. Legends say that Double Fanucci was invented by Zilbo III, the exiled king who was the last member of the Entharion dynasty which was displaced by the Flatheads. Double Fanucci Championships had been an annual event since 691 GUE, and Mumberthrax's Proclamation of 757 simply gave the sport official royal approval.

Mumberthrax's second, and more significant place in history, was in the one area where the Flatheads tended to excel: procreation. He sired twelve amazing children; twelve offspring who would transform the kingdom. As these siblings grew in notoriety, they became known as The Twelve Flatheads. These are their stories.

DIMWIT FLATHEAD  
excessive ruler of the empire  
(723 - 789)

Dimwit, as Mumberthrax's firstborn, grew up as heir apparent to the throne of Quendor. A notoriously spoiled brat, little Dimwit was fond of torturing his nannies in the castle dungeon, and also enjoyed commandeering vehicles from the Frobozz Magic Bulldozer Company and razing neighboring castles.

Dimwit spent most of his late youth and early adulthood vacationing (along with four hundred thousand attendants) in the newly-discovered eastlands on the other side of the Great Sea. Dimwit despised the outdoors\* and was enthralled by the eastlands, which lay mostly in underground tunnels and caverns.

When, to the unspoken horror of the populace, Dimwit became king in 770 GUE, he immediately moved the capital of Quendor to the eastlands, to a small village called Aragain, which he renamed Flatheadia. He also decreed that Quendor be called "The Great Underground Empire" and that the Great Sea be henceforth known as "The Flathead Ocean." (Nowadays, all these names are used interchangeably.)

His outlandish coronation ceremony (which lasted one-and-a-half years and consumed over ten times the kingdom's annual GNP), quickly earned him the nickname Lord Dimwit Flathead the Excessive.

Dimwit's grandiosity knew no bounds. On a whim, in 783, he ordered the construction of Flood Control Dam #3, a massive underground project whose uselessness was exceeded only by its cost. He ordered that volcanoes be hollowed out for his own amusement, and had enormous granola smelters built near the Antharian Granola Mines, despite a kingdomwide aversion to granola.

One of Dimwit's biggest follies was his castle, which covered 8600 square bloits, and which housed, at one time, over ninety percent of the empire's population. One legend hints that the castle was even larger, with a vast hidden section that Dimwit would enter by mounting one of his thrones and snapping his fingers.

Dimwit's last great project was the erection of a nine-bloit tall statue of himself in the Fublio Valley, which necessitated the deforestation of nearly half a million acres. At the time of his death, there were reports that Dimwit was planning his most grandiose scheme ever: the construction of a new continent in the center of the Flathead Ocean; a continent whose contours would have been a vast reproduction of his own features.

Dimwit's death, in 789, has always been shrouded in mystery.

\*Dimwit hated the open sky because he mistrusted umbrellas and was deathly afraid of rain, which would puddle embarrassingly on his level pate. This gave rise to rumors that his head was not merely flat, but even slightly concave.

[A portrait shows <sup>5</sup>Dimwit sitting on a golden throne, completely dwarfed by its immense size. He is holding a jeweled sceptre and wearing a gaudy crown. The crown rests in the center of his plateau-like head.]

J. PIERPOINT FLATHEAD  
ruthless barker and financier  
(725 - 789)

As a child, J. Pierpoint demonstrated both the flair for capitalism and the ruthlessness which would make him the most successful banker in all of Quendor. He opened a lemonade stand in the center of Flatheadia and used the royal militia to force citizens to buy lemonade. At spearpoint, most people were willing to pay even J. Pierpoint's exorbitant price of 300 zorkmids per glass. (Ice was extra).

He used the militia to stamp out every other lemonade stand in the city, and later to shut off all other beverage sources as well. As the prices at his lemonade stand soared into quadruple digits, J. Pierpoint quickly realized the benefits of monopolies.

In 744, at the age of 19, J. Pierpoint became a clerk at the Bank of Zork. Six weeks later, following a rash of unexplained disappearances by his successive bosses, J. Pierpoint became the Chairman of the Board.

As Chairman, he used his royal connections to eliminate all competing banks, increasing the Bank of Zork's market share from 99.2% to 100%. (He was later able to increase this number to 131% by requiring many customers to deposit their money several times.)

He also supervised the installation of the latest magic-based security techniques to guard the bank's famous vault and security deposit box areas. For unknown reasons, J. Pierpoint exclusively hired gnomes to fill all his teller positions.

J. Pierpoint Flathead served as Chairman of the Board until his odd disappearance in 789 GUE, when he entered one of the bank's vaults and never re-emerged. Although gone, he is not forgotten: reproductions of his portrait still hang in every branch of the Bank of Zork.

[A portrait shows the flat-topped banker, nattily dressed in a silk pin-striped suit and tie. He sits behind a gleaming desk, empty except for a pen, a rubber stamp which reads -- in mirror image, of course -- "foreclose," and a VERY tall stack of crisp zorkmid bills.]

JOHANN SEBASTIAN FLATHEAD  
musical genius  
(728 - 789)

In 732 GUE, the Frobozz Philharmonic Orchestra was formed. Because of the woeful lack of orchestral music in existence, the FPO usually settled for playing baroque versions of old folk tunes and popular dance numbers.

Seven years later, the FPO performed their first symphony. Though the piece was not musically excellent, it was notable because of the age of its author, a precocious 11-year-old name Johann Sebastian Flathead.

As he matured, Johann's symphonies did not increase in quality, but they certainly increased in length. His Symphony #981, the so-called Infinite Symphony, contained over sixty-thousand movements; over the course of its only performance, several members of the orchestra retired and were replaced by their children or grandchildren.

Dimwit recognized a kindred spirit in his younger brother, and appointed him official court composer in 771. He spent his latter years composing music for ever more grandiose instruments, such as his Concerto for Woodwinds and Waterfalls.

Johann was killed in 789 when a mishap occurred during a rehearsal of his Minuet for Violin and Volcano.

[Johann is portrayed wearing a curly wig of white hair, which does absolutely nothing to conceal the fact that his head lacks the slightest curvature. He is standing a music stand overflowing with sheets of music. Next to the stand is a quillpen in an inkwell. Johann is holding a handsome violin. In the background, understated, are three elephants and a volcano.]

↑  
In front of  
?  
behind  
?

JOHN D. FLATHEAD  
captain of industry  
(730 - 789)

King Duncanthrax formed the Frobozz Magic Construction Company in 567 GUE to enlarge the underground caverns of the Eastlands. Affiliated companies, such as the Frobozz Magic Dirt Disposal Company, and the Frobozz Magic Underground Sewer Installation Company, soon followed. The next year, FrobozzCo International was formed as a parent company for the burgeoning subsidiaries.

By 748, there were more than twelve thousand subsidiaries in FrobozzCo. That same year, a young entrepreneur named John D. Flathead graduated from the venerable Borphee Business School.

By the age of twenty-two, John D. was owner and president of Flathead Industries, a company with an annual income of thirty million zorkmids. FI's business was inventing other companies, which it would then sell to FrobozzCo. Eventually, the conglomerate decided to buy FI, turning it into the Frobozz Magic Company Company. John D. became one of FrobozzCo's thirty-two thousand vice-presidents.

It didn't take John D. long to parlay his business acumen and royal connections into the chairmanship of FrobozzCo. Years of heady growth followed. When John D.'s older brother Dimwit became king, FrobozzCo received every contract for Dimwit's incredible projects. Hundreds of new subsidiaries were formed daily; in 781 a huge 400-story headquarters opened in Flatheadia.

John D.'s long time goal was for FrobozzCo to control every single dollar of commerce in the Great Underground Empire. The lone holdout, a small rutabaga farm in Mithicus, finally sold out to FrobozzCo in 789. John D. never heard the news, however. He disappeared, along with a huge entourage, while touring the factories of the Frobozz Magic Snowmaking Equipment Company in the Gray Mountains.

[John D. is portrayed seated at the head of a long, gleaming table of the sort that a corporate board might meet around. He is chewing on a cigar, and clutching a stock certificate in his hand. Behind him are one or more charts showing jagged profit lines moving dramatically upwards.]

THOMAS ALVA FLATHEAD  
inventor extraordinaire  
(730 - 789)

Many have mastered the magical arts; few applied the magic arts for the creation of practical devices as masterfully as the great inventor Thomas Alva Flathead.

Thomas Alva, the sixth son in his family, was being constantly tormented by his siblings. No sooner would he get a toy to play with, than some older brother would snatch it away. Thomas Alva quickly remedied the situation by inventing powerful steel traps which, at first glance, looked exactly like toy boats or stuffed dornbeasts.

As an adult, Thomas Alva produced a seemingly endless stream of inventions from his laboratory, Froblo Park. His most famous inventions include the magic room spinner and the magic compressor, but he is probably most well-known as the inventor of the battery-powered brass lantern.

All of these inventions were marketed by FrobozzCo International, and Thomas Alva received generous royalties, but he spurned wealth, living in a small room behind his laboratory and sleeping on an unfinished wooden board. Thomas Alva died in 789 GUE from a severe case of splinters.

[In his portrait, Thomas Alva is poring over a workbench, wearing a smock, a pencil behind his ear. On the workbench are a mouse, a candle, a battery-powered brass lantern, a screwdriver, and a thick book opened to a table of figures.]

LEONARDO FLATHEAD  
artist and scientist  
(731 - 789)

Little notice was taken of Leonardo as a child. He was shy and quiet, and quite overshadowed by his aggressive older brothers. It wasn't until his arrival at Galepath University that his genius blossomed and the world began to take notice.

While at the University, Leonardo wrote several major treatises which revolutionized scientific thought. The most famous of these treatises disproved the hoary myth that the world sits on the back of a giant turtle, proving instead that the world actually rests on the head of an enormous troll.

After his University days were over, Leonardo turned from science to art. He became the most famous painter in the land, and noblemen would come from every province to implore Leonardo to paint their portraits. His most famous work, reproduced for this volume, were the twelve portraits of himself and his siblings, painted over a seventeen year span beginning in 766 GUE.

During his later years, Leonardo became quite sterile, and his painting style deteriorated. He took to flinging paint at his canvasses in much the same way that a Borphee baker would fling bits of dough into a hot oven to make Frobolli Cakes. His studio became caked with layer upon layer of splattered paint. It was during this period that his famous incomplete work, "Obstructed View of Fjord," was lost.

Leonardo made a final, feeble attempt to recapture his former greatness by moving into other media beside paint, but these efforts led to his tragic end. In 789, while working on a large statue to rise above the harbor of Antharia, he plunged into a vat of molten granola.

[Leonardo's self-portrait shows what is obviously a mirror. In the mirror, we see the back of an easel. A canvas, blank on the side facing the mirror, rests on the easel. Leonardo, holding a ping-pong-paddle-sized spatula in his hand, is peering -- with difficulty -- around the corner of the canvas.]

LUCREZIA FLATHEAD  
criminal mastermind  
(735 - 789)

With none of the other Flatheads is it more difficult to separate history from legend than with Lucrezia. The only sister to eleven aggressive brothers, even here defenders would admit that Lucrezia was more than slightly warped.

At the tender age of sixteen, Lucrezia married a very rich but very old nobleman from Gurth, Marcus Bzart-Foodle. Fact: Ten and a half-months later, he died in bed with his bride. Not confirmed: Bzart-Foodle's doctor had warned Lucrezia that, due to her husband's weak heart, she should avoid "exciting" him in any way.

Lucrezia's second husband, a wealthy land baron from Mareilon named Oddzoe Glorb III, was found dead just five weeks after the wedding, his body mangled by hellhounds. Not confirmed: A week later, a librarian reports that the widowed Lucrezia returned a multi-volume hellhound training manual.

Just three months later, Lucrezia married a third time, this time to the Governor of Antharia, Hiram Mumbleton. Fact: Three days later, Antharia was without a governor. Hiram was discovered in his office, smothered under a ton of raw granola. Not confirmed: Lucrezia was her school's all-time champion granola shoveler.

Several of Lucrezia's uncles and cousins all died in mysterious ways, always with some connection to Lucrezia. Her growing notoriety was an embarrassment to the royal family. After Lucrezia's next fifteen husbands all died on their wedding nights, her elder brother Dimwit was finally forced into action, throwing her into a cell in the dungeon where she languished for the remaining fifteen years of her life. During this period, some 1800 prison guards were mysteriously poisoned. Some legends say that her own death, in 789, was self-induced.

[The accompanying picture of Lucrezia should show a beautiful but darkly evil woman, her head as flat as any of her brothers. She is holding a fan in one hand and a flask of vaporous liquid in the other. The flask should be marked with a skull and crossbones. A knife, a cobra, and a large spider should be partially concealed on her person. Other murder implements should be visible in the background.]

8

RALPH WALDO FLATHEAD  
the poet of the empire  
(737 - 789)

An unspoken Flathead family motto was "quantity over quality," and no one demonstrated that tenet better than Ralph Waldo. During his forty-plus years of putting pen to parchment, he wrote nine hundred and twelve novels, four thousand short stories, and an incredible eighty-seven thousand sonnets.

Ralph Waldo spend eleven years at Antharia University, collecting a chestful of degrees, including three doctorates: Doctor of Idyllic Poetry, Doctor of Excellent Elegies, and Doctor of Octameter Odes. He was very proud of his academic accomplishments, and would always sign his name "Ralph Waldo Flathead, D.I.P., D.E.E., D.O.D."

Ralph Waldo wrote a whole bunch of neat stuff, to be described in more detail eventually.

Later in life, he developed a tendency to get stuck in ruts. Witness his last four sonnets, discovered next to his death bed:

Sonnet #87,177 "Ode to a Tiny Moist Avocado Pit"

Sonnet #87,178 "Ode to a Another Tiny Moist Avocado Pit"

Sonnet #87,179 "Ode to Two Tiny Moist Avocado Pits"

Sonnet #87,180 "Ode to Two Still-Tiny-But-Less-Moist Avocado Pits"

Ralph Waldo died in 789 GUE. An autopsy revealed that the cause of death was an overdose of avocados.

[Ralph Waldo's portrait shows him sitting at a wooden writing desk, pages from a manuscript spread before him. He is dipping a quill pen in an inkwell. A black crow is perched on his shoulder and a globe -- picturing the lands of Quendor, not Earth -- sits on a pedestal next to him.]

head r,

JOHN PAUL FLATHEAD  
seaman and explorer  
(738 - 799)

All the Flathead aunts and uncles guessed early on that John Paul would find his destiny at sea. He loved boats; he ordered the royal capenters to produce a flotilla of fourteen hundred vessels for his bathtub. (His bathtub had to be consequently enlarged; a large inland sea resulted.)

As an adventuring adult, John Paul's feats ranged from courageous (he was the first person to traverse the Great Sea in a one-man ship) to the trivial (he set a new record for most circumnavigations of Anthria on a raft towed by groupers). ↗

In 766 GUE, at the age of 28, John Paul joined the royal navy; by 771, he was the ranking admiral; by 773, every ship in the navy had been sunk or lost at sea. John Paul retired shortly thereafter.

He spent his latter days touring the worlds oceans, collecting curios and unusual pets from every corner of the world. Among the most interesting: a large blue toad named "Ditto" who was known for his extraordinary appetite and his curmudgeonly personality.

John Paul died during a vacation in Grubbo-by-the-Sea, when his old nemesis, the great white jellyfish, finally caught up with him.

[John Paul's portrait depicts him on the bridge of a wooden sailing ship, one hand on a typical ship's steering wheel, the other holding a nautical spyglass. He is wearing a button which reads "Hello, Sailor". A suckered tentacle is undulated across the deck toward him.]

FRANK LLOYD FLATHEAD  
royal architect  
(741 - 789)

All the Flathead siblings, as children, adored playing with blocks. (Many even had teams of slaves whose exclusive job it was to move the larger blocks.) However, only Frank Lloyd would draw plans before buidling.

Frank Lloyd got his big break at the tender age of 17, when his father, King Mumberthrax, commissioned him to design a new wing for Castle Egreth. The resulting wing was breathtakingly impressive. As Frank Lloyd himself wrote, "the conjunction of space and time seems to interface in a pre-subjected instantiation of the underrepresented whole." Frank Lloyd became, overnight, the hottest architect in the Kingdom. (The fact that the new wing of Egreth collapsed two years later, killing over four thousand royal guests, never seemed to dim Frank Lloyd's reputation.)

His reputation established, Frank Lloyd designed virtually every important Quendorian building during his three decades as Official Court Architect. Although his buildings ranged from vacation chalets in the Gray Mountains to the Great Meeting Hall of the Enchanters Guild in Borphee, Frank Lloyd is best known for his most ambitious work: the four-hundred story FrobozzCo Internation World Headquarters in Flatheadia.

Despite <sup>a</sup>exagerations such as "on a clear day you can see the FrobozzCo Building from anywhere in the world," it was the most ambitious building designed before or since the era of Frank Lloyd Flathead. An office address in the FrobozzCo Building was most prestigious, and Frank Lloyd took a penthouse office, until a slight case of acrophobia forced him to relocate to the nineteenth story.

The carcinogenic chemicals that were used in the eighth century to create blueprints finally caught up with Frank Lloyd, and he died in 789 GUE.

[The portrait of Frank Lloyd shows him sitting at a drafting table. An ornate I-square hangs from a hook at the side of the table. Frank Lloyd is holding a pencil and template. The template, of translucent green plastic, has several ordinary symbols -- a circle, a compass rose, a toilet bowl -- and several completely bizarre symbols as well. Behind him are several models of castles.]

BABE FLATHEAD  
athletic superstar  
(748 - 789)

Often called the flattest of the Flatheads, the youngest of the twelve was born with an aptitude for sport. He demonstrated his dexterity and coordination early by throwing baby blocks at his older siblings with impressive speed and accuracy.

As a youth, he was always captain of the Little League teams, thanks in part to pressure applied by his uncle, Mayor Fiorello Flathead. Even as a teenager, he was something of a ladies man and a party animal, and his older brother Dimwit would frequently have to bail the Babe out of jail following one infraction or another. By all accounts, Babe and Dimwit, despite their 25 year age difference, were the closest of all the Flathead siblings.

When he reached college age, Babe selected Mithicus Province University from amongst many eager suitors. At MPU, Babe was a forty-three letter man, leading his team to championships in every existing college sport and several non-existent ones as well. (Many experts feel that Babe's teams would have won these championships even if every competing school had NOT had their FCAA memberships revoked.)

Throughout the Babe's professional sports career, he excelled in everything he tried: bocce, team tag kayaking, full-court furbish. There was only one exception. Try as hard as he could, Babe could not master Double Fannucci. Even the unexplained disappearances of three hundred and thirty-nine leading Double Fannucci players failed to get Babe into the championships.

By 782 GUE, the Babe was such a phenomenal drawing card that Dimwit constructed the kingdom's largest sporting arena, Flathead Stadium, in his honor. It was there that the youngest of the Twelve Flatheads met his end, during the shark-wrestling semi-finals in 789 GUE.

[The Babe is shown wearing a bizarre combination basketball shorts, football shoulder pads, and a racing car helmet (flat-topped, of course). He is carrying a baseball bat, a tennis racket, a soccer ball, and several other pieces of completely fantastical sporting goods.]

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The Lives of the Twelve Flatheads  
(package element for Lork Zero)  
second draft  
2/24/88  
comments to SEM  
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THE LIVES OF THE TWELVE FLATHEADS  
by Boswell Barwell

Quendor had already known the benevolent rule of the noble Flatheads for a century, when Mumberthrax Flathead, son of Phloid, ascended the throne. Like most of the kings of the Flathead dynasty, Mumberthrax was a ruler of little accomplishment. In fact, he did only two things of significance during his fifteen-year reign.

The first of these was his decree that made Double Fannucci the National Sport of Quendor. Legends say that Double Fannucci was invented by Zilbo III, the last king of the Entharion dynasty. Double Fannucci Championships had been an annual event since 691 GUE, and Mumberthrax's Proclamation of 757 simply gave the sport official royal approval.

Mumberthrax's second (and more significant) place in history was in the one area where the Flatheads tended to excel: procreation. He sired twelve amazing children; twelve offspring who would transform the kingdom. As these magnificent siblings grew in notoriety, as their vast achievements became legendary, they became known as The Twelve Flatheads. These are their stories.

DIMWIT FLATHEAD  
excessive ruler of the empire  
(723 - 789)

Dimwit, as Mumberthrex's firstborn, grew up as heir apparent to the throne of Quendor. A tad spoiled, little Dimmie was fond of torturing his nannies in the castle dungeon, and also enjoyed commandeering vehicles from the Frobozz Magic Bulldozer Company and razing neighboring castles.

Dimwit spent most of his late youth and early adulthood vacationing (along with four hundred thousand attendants) in the newly-discovered eastlands across the Great Sea. Dimwit, who despised the outdoors\*, was enthralled by the underground tunnels and caverns of the eastlands.

When King Mumberthrex at last felt the touch of death's icy hand, in 770 GUE, Dimwit began his always-vibrant reign. He immediately moved the capital of Quendor from Egretin, in the westlands, to Aragain, in the eastlands. Aragain, up to that time a small village, was transformed and renamed Flatheadia. Dimwit also decreed that Quendor be called "The Great Underground Empire" and that the Great Sea be henceforth known as "The Flathead Ocean." (Nowadays, all these names are used interchangeably.)

His wondrous coronation ceremony (which lasted one-and-a-half years and consumed over ten times the kingdom's annual GNP), quickly earned him the nickname Lord Dimwit Flathead the Excessive.

Dimwit's grandiosity knew no bounds. On a whim, in 783, he ordered the construction of Flood Control Dam #3, a massive underground project whose uselessness and extreme cost could not conceal its magnificence. He ordered that volcanoes be hollowed out for his own amusement, and had enormous granola smelters built near the Antherian Granola Mines, courageously ignoring the kingdomwide aversion to granola.

Some bitter, unappreciative chroniclers have described Dimwit's castle as his biggest folly. It covered 8600 square bloits, and housed, at one time, over ninety percent of the empire's population. One legend hints that the castle was even larger: that Dimwit could make a secret passage to a hidden wing appear, by mounting one of his thrones and snapping his fingers.

Dimwit's last great project was the erection of a huge statue of himself in the Public Valley. Nine bloits tall, it necessitated the deforestation of nearly fourteen hundred square bloits. During this period, it was rumored that that Dimwit was planning the construction of a new continent in the center of the Flathead Ocean: a continent whose contours would have been a vast reproduction of his own features.

Sadly, Dimwit's passed away in 789 before he could realize this incomparable goal. His death has always been shrouded in mystery.

\*Dimwit hated open sky because he was deathly afraid of rain, which would puddle embarrassingly on his level pate. This gave rise to rumors that his head was not merely flat, but in fact slightly concave.

[A portrait shows Dimwit sitting on a golden throne, completely dwarfed by its immense size. He is holding a jeweled sceptre and wearing a gaudy crown. The crown rests in the center of his plateau-like head.]

J. PIERPOINT FLATHEAD  
ruthless banker and financier  
(725 - 729)

As a child, J. Pierpoint demonstrated both the flair for capitalism and the ruthlessness which would make him the most successful banker in all of Quendor. He opened a lemonade stand in the center of Flatheadia and used the royal militia to force citizens to buy lemonade. At spearpoint, most people were willing to pay even J. Pierpoint's exorbitant price of 300 zorkmids per glass. (Ice was extra).

He used the militia to quash the other lemonade stands in the city, and later to shut off all other beverage sources as well. As the prices at his lemonade stand soared into quadruple digits, J. Pierpoint quickly realized the benefits of monopolies.

In 744, at the age of 19, J. Pierpoint became a clerk at the Bank of Zork. Six weeks later, following a rash of disappearances by his successive bosses, J. Pierpoint became the youngest Chairman of the Board in the bank's history, a testament to his financial acumen.

As Chairman, he used his royal connections to eliminate all competing banks, increasing the Bank of Zork's market share from 99.2% to 100%. (He was later able to increase this number to 131% by encouraging customers to deposit their money several times.)

He also supervised the installation of the latest magic-based security techniques to guard the bank's vault and deposit box areas. For unknown reasons, J. Pierpoint exclusively hired gnomes to fill all his teller and security positions.

J. Pierpoint Flathead served as Chairman of the Board until his odd disappearance in 729 GUE, when he entered one of the bank's vaults and never re-emerged. Although gone, he is not forgotten: reproductions of his portrait still hang in every branch of the Bank of Zork.

[A portrait shows the flat-topped banker, nattily dressed in a silk pin-striped suit and tie. The tie is gray, with little green zorkmid ("zm") signs. He sits behind a gleaming desk, empty except for a pen, a rubber stamp which reads -- in mirror image, of course -- "foreclose," and a VERY tall stack of crisp zorkmid bills.]

STONEWALL FLATHEAD  
military hero  
(726 - 789)

T. J. "Stonewall" Flathead received his celebrated nickname while serving as a Squire in the Royal Army during the famous Battle of The Stonewall in 747 GUE.

The Stonewall was a strategically vital locale, commanding the two most important caverns of the eastlands. When reports came in that rebellious natives had captured The Storewall, T. J. Flathead and his garrison were assigned the mission of retaking it.

After a battle lasting seven weeks, during which T.J.'s men suffered a casualty rate of nearly 75%, the garrison stormed The Stonewall. Once in command of it, they discovered that the reports had been erroneous: The Stonewall was completely undefended, and the supposedly rebellious natives were actually all vacationing in the Gray Mountains. Nevertheless, T.J.'s tactics and strategies during the battle were brilliant, and he would henceforth be known as Stonewall Flathead.

Stonewall performed equally well in subsequent engagements, usually astride his prized unicorn, Wilma. He rose quickly through the ranks, and in 755 GUE he became General of the Royal Army.

During his 34 years in command, he squelched three provincial rebellions and over twelve thousand tax riots. Fortunately, his unlimited conscription powers helped mitigate the 98% casualty rates his army suffered during these difficult battles.

Stonewall died in 789 GUE when he was shot by one of his own men during a battle, possibly accidentally.

[In his portrait, Stonewall is depicted astride a muscular unicorn, carrying a pointy lance. The unicorn's saddle is marked "Wilma." He is wearing a suit of gray armor; although his head is hidden within the armor's helmet, the top of the helmet is flat as a board. On the shoulders of his armor are epaulets like a Latin dictator; pinned to the chest of the armor is a medal consisting of a metal "Z" dangling from a ribbon.]

THOMAS ALVA FLATHEAD  
inventor extraordinaire  
(730 - 789)

Many have mastered the magical arts; few applied the magic arts for the creation of practical devices as masterfully as the great inventor Thomas Alva Flathead.

Thomas Alva, the sixth son in his family, was being constantly tormented by his siblings. No sooner would he get a toy to play with, than some older brother would snatch it away. Thomas Alva quickly remedied the situation by inventing powerful steel traps which, at first glance, looked exactly like toy boats or stuffed donbeests.

As an adult, Thomas Alva produced a seemingly endless stream of inventions from his laboratory, Froclo Park. His most famous inventions include the magic room spinner and the magic compressor, but he is probably most well-known as the inventor of the battery-powered brass lantern.

Thomas Alva also made a number of breakthroughs in the area of personally-ingested magic. His most famous invention in this area was a yellowish-green potion which allowed humans to talk to plants.

All of these inventions were marketed by FrobozzCo International, and Thomas Alva received generous royalties, but he spurned wealth, living in a small room behind his laboratory and sleeping on an unfinished wooden board. Thomas Alva died in 789 GUE from a severe case of splinters.

[In his portrait, Thomas Alva is poring over a workbench, wearing a stock, a pencil behind his ear. On the workbench are a mouse, a candle, a battery-powered brass lantern, a screwdriver, and a thick book opened to a table of figures.]

LEONARDO FLATHEAD  
artist and scientist  
(731 - 789)

Little notice was taken of Leonardo as a child. He was shy and quiet, and quite overshadowed by his aggressive older brothers. It wasn't until his arrival at Galepath University that his genius blossomed and the world began to take notice.

While at the University, Leonardo wrote several major treatises which revolutionized scientific thought. The most famous of these treatises disproved the hoary myth that the world sits on the back of a giant turtle, proving instead that the world actually rests on the head of an enormous troll.

After his University days were over, Leonardo turned from science to art. He became the most famous painter in the land, and noblemen would come from every province to implore Leonardo to paint their portraits. His most famous work, reproduced for this volume, were the twelve portraits of himself and his siblings, painted over a seventeen year span beginning in 766 SUE.

During his later years, Leonardo became quite senile, and his painting style deteriorated. He took to flinging paint at his canvasses in much the same way that a Borphee baker would fling bits of dough into a hot oven to make Frobolli Cakes. His studio became caked with layer upon layer of splattered paint. It was during this period that his famous incomplete work, "Obstructed View of Fjord," was lost.

Leonardo made a final, feeble attempt to recapture his former greatness by moving into other media beside paint, but these efforts led to his tragic end. In 789, while working on a large statue to rise above the harbor of Antharia, he plunged into a vat of molten granola.

[Leonardo's self-portrait shows what is obviously a mirror. In the mirror, we see the back of an easel. A canvas, blank on the side facing the mirror, rests on the easel. Leonardo, holding a ping-pong-paddle-sized spatula in his hand, is peering -- with difficulty -- around the corner of the canvas.]

LUCREZIA FLATHEAD  
criminal mastermind  
(735 - 799)

Of all the Twelve Flatheads, it is most difficult to separate history from legend when studying Lucrezia. The only sister to eleven aggressive brothers, detractors have cruelly tried to claim that Lucrezia had a warped mind.

At the tender age of sixteen, Lucrezia married a very rich but very old nobleman from Gurth, Marcus Szart-Foodle. Ten and a half-months later, he died in bed with his bride. Afterward, Szart-Foodle's doctor could not recall whether he had warned Lucrezia to avoid over-exciting her husband's weak heart.

Lucrezia's second husband, a wealthy land baron from Marsilon named Oddze Glorb III, was found dead just five weeks after the wedding, his body mangled by hellhounds. It was quite understandable that Lucrezia had her multi-volume hellhound training manual removed from the house at once; the sight of it must have brought back tragic memories.

Just five days later, Lucrezia married a third time, to the Governor of Antheria, Mirax Mumbleton. Two days later, Antheria was without a governor. Mirax was discovered in his office, smothered under a ton of raw granola. A sobbing widow immediately, and understandably, cancelled delivery of her daily truckloads of granola, in order to avoid any similar tragedies.

After her next fifteen husbands, all wealthy lords, died on their wedding nights, elder brother Cirwit was finally forced into action. He had her put into a cell in the dungeon. Presumably, she was so distraught by her tragic string of bad luck that she was becoming dangerously suicidal, and had to be locked up for her own safety. She languished in that cell for the remaining fifteen years of her life. During this period, some 1300 prison guards were mysteriously poisoned. Some legends say that her own death, in 789, was self-incited.

[The accompanying picture of Lucrezia shows a beautiful but darkly evil woman, her head as flat as any of her brothers. She is holding a delicate paper fan. A flask of voracious liquid (marked with a skull and crossbones), a knife, a cobra, and a large spider should all be partially concealed on her person. Other murder implements should be visible in the background.]

RALPH WALDO FLATHEAD  
the poet of the empire  
(737 - 799)

An unspoken Flathead family motto was "quantity over quality," and no one demonstrated that tenet better than Ralph Waldo. During his forty-plus years of putting pen to parchment, he wrote nine hundred and twelve novels, four thousand short stories, and an incredible eighty-seven thousand sonnets. His essays have never been successfully counted.

Ralph Waldo spent eleven years at Antharia University, collecting a chestful of degrees, including three doctorates: Doctor of Idyllic Poetry, Doctor of Excellent Elegies, and Doctor of Catameter Odes. He was very proud of his academic accomplishments, and would always sign his name "Ralph Waldo Flathead, D.I.P., D.E.E., D.D.D."

Fresh out of college and flush with the enthusiasm of youth, Ralph Waldo wrote a series of lengthy essays which he hoped would uplift the human spirit. Sadly and inexplicably, these essays lifted little other than the profits of the Frobozz Magic Writing Paper Company. The essays from this period include "On the Benefits of Keeping Ears Clean" and "Why Doorknobs are Necessary." Also during this period, he wrote "On the Discoloration of Roadside Slush," but the manuscript was lost before it could be published, leaving Ralph Waldo disconsolate for years.

During his middle years, Ralph Waldo spent nearly half a decade living in the granola mines of Antharia. It was during this period that he wrote his longest work, a sixty-thousand verse epic about the varieties of moss that one finds in granola mines.

Later in life, he developed a tendency to get stuck in ruts. Witness his last four sonnets, discovered next to his death bed:

Sonnet #87,177 "Ode to a Tiny Moist Avocado Pit"

Sonnet #87,178 "Ode to a Another Tiny Moist Avocado Pit"

Sonnet #87,179 "Ode to Two Tiny Moist Avocado Pits"

Sonnet #87,180 "Ode to Two Still-Tiny-But-Less-Moist Avocado Pits"

Ralph Waldo died in 789 CUE. An autopsy revealed that the cause of death was an overdose of avocados.

[Ralph Waldo's portrait shows him sitting at a wooden writing desk, pages from a manuscript spread before him. He is dipping a quill pen in an inkwell. A black crow is perched on his shoulder and a globe -- picturing the lands of Quendor, not Earth -- sits on a pedestal next to him. Or perhaps it should be a bromoid holding up a flat map?]

JOHN PAUL FLATHEAD  
seaman and explorer  
(1728 - 1799)

All the Flathead aunts and uncles guessed early on that John Paul would find his destiny at sea. He loved boats; he ordered the royal carpenters to produce a flotilla of fourteen hundred vessels for his bathtub. (His bathtub had to be consequently enlarged: a large inland sea resulted.)

From an early age, John Paul suffered from an inferiority complex derived from being the second "John" sibling among the Flathead children. (In his biography, Mumberthrax explains that when he named John Paul he "simply forgot about John D.") This complex made John Paul determined to become a world famous seafaring adventurer.

At sea, his feats ranged from courageous (he was the first person to traverse the Great Sea in a one-man ship) to the trivial (he set a new record for most circumnavigations of Antheria on a raft towed by groupers).

In 1766 GUE, at the age of 25, John Paul joined the royal navy; by 1771, he was the ranking admiral; by 1772, every ship in the navy had been sunk or lost at sea. John Paul retired shortly thereafter.

He spent his latter days touring the worlds oceans, collecting curios and unusual pets from every corner of the world. Among the most interesting: a large blue toad named "Ttic" who was known for his extraordinary appetite and his curmudgeonly personality.

John Paul died during a vacation in Grubbo-by-the-Sea, when his old nemesis, the great white jellyfish, finally caught up with him.

[John Paul's portrait depicts him on the bridge of a wooden sailing ship, one hand on a typical ship's steering wheel, the other holding a nautical spyglass. He is wearing a seaman's cap and a button which reads "Hello, Sailor". A suckered tentacle is undulated across the deck toward him.]

FRANK LLOYD FLATHEAD  
royal architect  
(741 - 799)

All the Flathead siblings, as children, adored playing with blocks. (Many even had teams of slaves whose exclusive job it was to move the larger blocks.) However, only Frank Lloyd would draw plans before building.

Frank Lloyd got his big break at the tender age of 17, when his father, King Numberthrax, commissioned him to design a new wing for Castle Egreth. The resulting wing was breathtakingly impressive. As Frank Lloyd himself wrote, "the conjunction of space and time seems to interface in a pre-subjected instantiation of the underrepresented whole." Frank Lloyd became, overnight, the hottest architect in the Kingdom. (The fact that the new wing of Egreth collapsed two years later, killing over four thousand royal guests, never seemed to dim Frank Lloyd's reputation.)

His reputation established, Frank Lloyd designed virtually every important Quendorian building during his three decades as Official Court Architect. His designs ranged from his vacation chalet in the Gray Mountains to the Great Meeting Hall of the Enchanters Guild in Borchae, but Frank Lloyd is best known for his most ambitious work: the 400-story FrobozzCo Building in Flatheadia.

Overlooking exaggerations such as "on a clear day you can see the FrobozzCo Building from anywhere in the world," it was still the most ambitious building ever designed or built. A FrobozzCo Building address was most prestigious, and Frank Lloyd took a penthouse office, until a slight case of acrophobia forced him to relocate to a nineteenth story office with a pleasant southern exposure.

The carcinogenic chemicals that were used in the eighth century to create blueprints finally caught up with Frank Lloyd, and he died in 799 GUE.

[The portrait of Frank Lloyd shows him sitting at a drafting table. An ornate T-square hangs from a hook at the side of the table. Frank Lloyd is holding a pencil and template. The template, of translucent green plastic, has several ordinary symbols -- a circle, a compass rose, a toilet bowl -- and several completely bizarre symbols as well. Behind him are several models of castles and skyscrapers.]

BABE FLATHEAD  
athletic superstar  
(748 - 799)

Often called the flattest of the Flatheads, the youngest of the twelve was born with an aptitude for sport. He demonstrated his dexterity and coordination early by throwing baby blocks at his older siblings with impressive speed and accuracy.

As a youth, he was always captain of the Little League teams, thanks in part to pressure applied by his uncle, Mayor Fionello Flathead. Even as a teenager, he was something of a ladies man and a party animal, and his older brother Dimwit would frequently have to bail the Babe out of jail following one infraction or another. By all accounts, Babe and Dimwit, despite their 25 year age difference, were the closest of all the Flathead siblings.

When he reached college age, Babe selected Mithicus Province University from amongst many eager suitors. At MPU, Babe was a forty-three letter man, leading his team to championships in every existing college sport and several non-existent ones as well. (Many experts feel that Babe's teams would have won these championships even if every competing school had NOT had their FCAA memberships revoked.)

Throughout the Babe's professional sports career, he excelled in everything he tried: bocce, team tag kayaking, full-court furbish. There was only one exception. Try as hard as he could, Babe could not master Double Fannucci. Ever the unexplained disappearances of three hundred and thirty-nine leading Double Fannucci players failed to get Babe into the championships.

By 792 GUE, the Babe was such a phenomenal drawing card that Dimwit constructed the kingdom's largest sporting arena, Flathead Stadium, in his honor. It was there that the youngest of the Twelve Flatheads met his end, during the shark-wrestling semi-finals in 799 GUE.

[The babe is shown wearing a bizarre combination of basketball shorts, football shoulder pads, and a racing car helmet (flat-topped, of course). He is carrying a baseball bat, a tennis racket, a soccer ball, a set of weights, and several other pieces of completely fantastical sporting goods.]

FINAL COPY  
4/19/88

[cover]

LIVES OF THE TWELVE FLATHEADS CALENDAR

883 GUE

[introduction]

## THE TWELVE FLATHEADS

As every student of history knows, the Twelve Flatheads were the greater part of the Thirteen Significant Accomplishments of King Mumberthrax the Insignificant.\*

In the immortal words of Boswell Barwell, the royal biographer:

Mumberthrax's place in history was secured by the one thing at which the Flatheads tended to excel: procreation. He sired twelve amazing children; twelve offspring who would transform the kingdom. As these magnificent siblings grew in notoriety, as their vast achievements became legendary, they became known as The Twelve Flatheads.\*\*

In 783 GUE, the coronation of Lord Dimwit Flathead the Excessive, Mumberthrax's firstborn, began at Flatheadia. This calendar, brought to you under the auspices of the Flatheadia Chamber of Commerce and the Frobozz Magic Calendar Company, celebrates the centennial of that memorable occasion.

Reproduced for this calendar are Leonardo Flathead's famous portraits of the Twelve Flatheads.\*\*\* Leonardo brilliantly captured the varied personalities of the siblings on canvas over a span of seventeen years, starting with his own self-portrait in 766 GUE (see Jelly) and finishing with his Coronation Portrait of King Dimwit in 783 GUE (see Estuary).

We are grateful for permission to reprint the accompanying excerpts from Boswell Barwell's exhaustive biography, "The Lives of the Twelve Flatheads."\*\*\*\*

\*The thirteenth accomplishment was a decree that made Double Fanucci the National Sport of Quendor. Legends say that Double Fanucci was invented by Zilbo III, the last king of the Entharion dynasty. Double Fanucci Championships had been an annual event since 691 GUE, and Mumberthrax's Proclamation of 757 simply gave the sport official royal approval.

\*\*From the introduction to "The Lives of the Twelve Flatheads."

\*\*\*The originals can be seen in the gallery at Flatheadia Castle. Acknowledgement is gratefully made to Winifred Booblort of the Flatheadia Castle Preservation Society for her invaluable help.

\*\*\*\*Copyright 804 GUE, Frobozz Magic Biography Publishing Company.

[calendar pages]

## DIMWIT FLATHEAD

Excessive Ruler of the Empire

(723 - 789)

Dimwit, as Mumberthrax's firstborn, grew up as heir apparent to the throne of Quendor. A tad spoiled, little Dimmie was fond of torturing his nannies in the castle dungeon. He also enjoyed commandeering vehicles from the Frobozz Magic Bulldozer Company and razing neighboring castles.

Dimwit spent most of his late youth and early adulthood vacationing (along with 400,000 attendants) in the still mostly unpopulated Eastlands across the Great Sea. Dimwit, who despised the outdoors\*, was enthralled by the underground tunnels and caverns there.

When King Mumberthrax at last felt the touch of death's icy hand, in 770 GUE, Dimwit began his always-vibrant reign. He immediately moved the capital of Quendor from Egreth, in the Westlands, to Aragain, in the Eastlands. Aragain, up to that time a small village, was transformed and renamed Flatheadia. Dimwit also decreed that Quendor be called "The Great Underground Empire" and that the Great Sea be henceforth known as "The Flathead Ocean."\*\*

His wondrous coronation ceremony\*\*\* quickly earned him the nickname Lord Dimwit Flathead the Excessive.

Dimwit's grandiosity knew no bounds. On a whim, in 783, he ordered the construction of Flood Control Dam #3, a massive underground project whose uselessness and extreme cost could not conceal its magnificence. He commanded that volcanoes be hollowed out for his own amusement, and had enormous granola smelters built near the Antharian Granola Mines, courageously ignoring the kingdomwide aversion to granola.

Some bitter, unappreciative chroniclers have described Dimwit's castle as his biggest folly. It covered 8,600 square bloits, and housed, at one time, over 90 percent of the empire's population.

Dimwit's last great project was the erection of a huge statue of himself in the Fublio Valley. Nine bloits tall, it necessitated the deforestation of nearly 1,400 square bloits. During this period, it was rumored that Dimwit was planning the construction of a new continent in the center of the Flathead Ocean; a continent whose contours would have been a vast reproduction of his own features.

Sadly, Dimwit passed away in 789 before he could realize this incomparable goal. His death has always been shrouded in mystery.

\*Dimwit hated open sky because he was deathly afraid of rain, which would puddle embarrassingly on his level pate. This gave rise to rumors that his head was not merely flat, but in fact slightly concave.

\*\*Nowadays, these names are used interchangeably.

\*\*\*The ceremony, which took thirteen years to prepare and lasted eighteen fun-filled months, consumed over ten times the Kingdom's annual GNP.

JOHN D. FLATHEAD

Captain of Industry

(725- 789)

King Duncanthrax formed the Frobozz Magic Construction Company in 667 GUE to enlarge the underground caverns of the Eastlands. Affiliated companies, such as the Frobozz Magic Dirt Disposal Company, and the Frobozz Magic Underground Sewer Installation Company, soon followed. The next year, FrobozzCo International was formed as a parent company for the burgeoning subsidiaries.

By 743, there were more than 17,000 subsidiaries of FrobozzCo. That same year, a young entrepreneur named John D. Flathead graduated from the venerable Borphee Business School.

At age 22, John D. founded Flathead Industries. FI's business was inventing other companies, which it would then sell to FrobozzCo. Within three years, FI had an annual income of 80,000,000 zorkmids. Eventually, the conglomerate decided to buy FI, renaming it the Frobozz Magic Company Company. John D. became one of FrobozzCo's 39,000 vice-presidents.

It didn't take John D. long to parlay his business acumen and royal connections into the chairmanship of FrobozzCo. Years of heady growth followed. When John D.'s older brother Dimwit became king, FrobozzCo received every contract for Dimwit's incredible projects. Hundreds of new subsidiaries were formed daily; in 781 a huge 400-story headquarters opened in Flatheadia.

John D.'s long-time goal was for FrobozzCo to control every single dollar of commerce in the Great Underground Empire. The lone holdout, a small rutabaga farm in Mithicus, finally sold out to FrobozzCo in 789. John D. never heard the news, however. He disappeared, along with a huge entourage, while touring the factories of the Frobozz Magic Snowmaking Equipment Company in the Gray Mountains.

## STONEWALL FLATHEAD

Military Hero

(726 - 789)

T. J. "Stonewall" Flathead received his celebrated nickname while serving as a Squire in the Royal Army during the famous Battle of The Stonewall in 747 GUE.

The Stonewall was a strategically vital locale, commanding the two most important caverns of the Eastlands. When reports arrived that rebellious natives had captured The Stonewall, T. J. Flathead and his garrison were assigned the mission of retaking it.

After a battle lasting seven weeks, during which T.J.'s men suffered a casualty rate of nearly 75%, the garrison stormed The Stonewall. Once in command of it, they discovered that the reports had been erroneous: The Stonewall was completely undefended, and the supposedly rebellious natives were actually all vacationing in the Gray Mountains. Nevertheless, T.J.'s tactics and strategies during the battle were brilliant, and he would henceforth be known as Stonewall Flathead.

Stonewall rose quickly through the ranks, and in 755 GUE he became General of the Royal Army.

During his 34 years in command, he squelched three provincial rebellions and over 12,000 tax riots. Fortunately, his unlimited conscription powers helped mitigate the 98% casualty rates his army suffered during these difficult battles.

Stonewall died in 789 GUE during the Battle of Ragweed Gulch, when he was accidentally shot by one of his own men.

JOHANN SEBASTIAN FLATHEAD

Musical Genius

(728 - 789)

In 732 GUE, the Frobozz Philharmonic Orchestra was formed. Because of the woeful lack of orchestral music in existence, the FPO usually settled for playing baroque versions of old folk tunes and popular dance numbers.

Seven years later, the FPO performed their first symphony. The piece was notable because of the age of its author, a precocious eleven-year-old named Johann Sebastian Flathead.

As he matured, Johann's symphonies increased in length, while his audiences mysteriously decreased in size.\* His Symphony #981, the so-called Infinite Symphony, contained over 60,000 movements; over the course of its only performance, several members of the orchestra retired and were replaced by their children or grandchildren.

Dimwit recognized a kindred spirit in his younger brother, and appointed him official court composer in 771. Later that year, he wrote his famous "Flatheadia Overture for Rack and Pendulum" to celebrate the dedication of Dimwit's new dungeon.

He spent his latter years composing music for ever more grandiose instruments, such as his Concerto for Woodwinds and Waterfalls. Johann was killed in 789 when a mishap occurred during a rehearsal of his Minuet for Violin and Volcano.

\*No reasonable postulation has been made to explain Johann's lack of popularity. It is the belief of this author that the short attention span of the general public precluded it from sitting still for the whole of one of his symphonies.

J. PIERPOINT FLATHEAD

Dauntless Banker and Financier

(730 - 789)

As a child, J. Pierpoint demonstrated both the flair for capitalism and the resourcefulness which would make him the most successful banker in all of Quendor. The enterprising eight-year-old opened a lemonade stand in the center of Egreth Village, using the royal militia to force citizens to buy lemonade. At spearpoint, most people were willing to pay little J. Pierpoint's exorbitant price of 300 zorkmids per glass.\*

He also used the militia to quash the other lemonade stands in the city, and later to shut off all other beverage sources as well. As the prices at his lemonade stand soared into quadruple digits, J. Pierpoint quickly realized the benefits of monopolies.

In 749, at the age of nineteen, J. Pierpoint became a clerk at the Bank of Zork. Six weeks later, following a rash of disappearances of his successive bosses, J. Pierpoint became the youngest Chairman of the Board in the bank's history, a testament to his financial acumen.

As Chairman, he used his royal connections to eliminate all competing banks, increasing the Bank of Zork's market share from 99.2% to 100%.\*\* He also supervised the installation of the latest magic-based security techniques to guard the bank's vault and deposit box areas. For unknown reasons, J. Pierpoint hired exclusively gnomes to fill his teller and security positions.

J. Pierpoint Flathead served as Chairman of the Board until his odd disappearance in 789 GUE, when he entered one of the bank's vaults and never re-emerged. Although gone, he is not forgotten; reproductions of his portrait still hang in every branch of the Bank of Zork.

\*Ice was extra.

\*\*He was later able to increase this number to 131% by encouraging customers to deposit their money several times.

THOMAS ALVA FLATHEAD

Inventor Extraordinaire

(730 - 789)

Many have mastered the magical arts; few applied them to the creation of practical devices as masterfully as the great inventor Thomas Alva Flathead.

His brilliance was evident even in childhood. Thomas Alva, the sixth son in his family, was constantly tormented by his siblings: no sooner would he get a toy to play with than some older brother would snatch it away. Thomas Alva quickly remedied the situation by inventing powerful steel traps which, at first glance, looked exactly like toy boats or stuffed dornbeasts.

As an adult, Thomas Alva produced a seemingly endless stream of inventions from his laboratory, Froblo Park. His most useful inventions include the magic room spinner and the magic compressor, but he is probably best-known as the inventor of the battery-powered brass lantern.

Thomas Alva also made a number of breakthroughs in the area of personally-ingested magic. His most famous invention in this area was a yellowish-green potion which allowed humans to talk to plants.

All of these inventions were marketed by FrobozzCo International, providing Thomas Alva with generous royalties. But he spurned wealth, living in a small room behind his laboratory and sleeping on an unfinished wooden board. Thomas Alva died in 789 GUE from a severe case of splinters.

## LEONARDO FLATHEAD

Artist and Scientist

(731 - 789)

Little notice was taken of Leonardo Flathead as a child. He was shy and quiet, and quite overshadowed by his aggressive older brothers. It wasn't until his arrival at Galepath University that his genius blossomed and the world began to take notice.

While at the University, Leonardo wrote several major treatises which revolutionized scientific thought. The most famous of these disproved the hoary myth that the world sits on the back of a giant turtle, proving instead that the world actually rests on the head of an enormous troll.

After his University days were over, Leonardo turned from science to art. He became the most famous painter in the land: noblemen from every province were escorted to his studio by Dimwit's personal militia to have their portraits painted.

Unfortunately, during his later years Leonardo became quite senile, and his painting style deteriorated. He took to flinging paint at his canvasses in much the same way that a Borphee baker flings bits of dough into a hot oven to make Frobolli Cakes. His studio became caked with layer upon layer of splattered paint. It was during this period that his famous incomplete work, "Obstructed View of Fjord," was lost.

Leonardo made a final, feeble attempt to recapture his former greatness by moving into other media beside paint, but these efforts led to his tragic end. In 789, while working on a large statue intended for the harbor of Antharia, he suffered a fatal plunge into a vat of molten granola.

## LUCREZIA FLATHEAD

### Legendary Murderess or Innocent Widow?

(735 - 789)

Of all the Twelve Flatheads, it is most difficult to separate history from legend when studying Lucrezia, the only sister to eleven aggressive brothers. Showing a total lack of understanding for her delicate position, detractors have cruelly tried to claim that Lucrezia had a warped mind.

At the tender age of sixteen, Lucrezia married a very rich but very old nobleman from Gurth, Marcus Bzart-Foodle. Ten-and-a-half months later, he died in bed with his bride. Afterward, Bzart-Foodle's doctor could not recall whether he had warned Lucrezia to avoid over-exciting her husband's weak heart.

Lucrezia's second husband, a wealthy land baron from Mareilon named Oddzoe Glorb III, was found dead just five weeks after the wedding, his body mangled by hellhounds. It was quite understandable that Lucrezia had her multi-volume hellhound training manual removed from the house at once; the sight of it must have brought back tragic memories.

Five days later, Lucrezia sought consolation in a third marriage, to the Governor of Antharia, Hirax Mumbleton. Only two days after that, Antharia was without a governor. Hirax had been discovered in his office, smothered under a ton of raw granola. His sobbing widow immediately cancelled delivery of her daily truckloads of granola, in order to avoid any similar tragedies.

After her next fifteen husbands, all wealthy lords, died on their wedding nights, royal insiders reported that she was so distraught by her tragic string of bad luck that she was becoming dangerously suicidal. Elder brother Dimwit was finally forced into action, and had her locked up in a cell in the dungeon for her own safety. She languished in that cell for the remaining fifteen years of her life. During this period, some 1,800 prison guards were mysteriously poisoned. Some legends say that her own death, in 789, was self-induced.

RALPH WALDO FLATHEAD

The Poet of the Empire

(737 - 789)

An unspoken Flathead family motto was "quantity over quality," and no one demonstrated that tenet better than Ralph Waldo. During his 40-plus years of putting pen to parchment, he wrote 912 novels, 4,000 short stories, and an incredible 87,000 sonnets. His essays have never been successfully counted.

Ralph Waldo spent eleven years at Antharia University, collecting a chestful of degrees, including three doctorates: Doctor of Idyllic Poetry, Doctor of Excellent Elegies, and Doctor of Octameter Odes. He was very proud of his academic accomplishments, and always signed his name "Ralph Waldo Flathead, D.I.P., D.E.E., D.O.O."

Fresh out of college and flush with the enthusiasm of youth, Ralph Waldo wrote a series of lengthy essays which he hoped would uplift the human spirit. Sadly and inexplicably, these essays lifted little more than the profits of the Frobozz Magic Writing Paper Company. The essays from this period include "On the Benefits of Keeping Ears Clean" and "Why Doorknobs are Necessary." Also during this period, he wrote "On the Discoloration of Roadside Slush," but the manuscript was lost before it could be published, leaving Ralph Waldo disconsolate for years.

During his middle years, Ralph Waldo spent nearly half a decade living in the granola mines of Antharia. It was during this period that he wrote his longest work, a 60,000-verse epic about the varieties of moss that one finds in granola mines.

Toward the end of his life, Ralph Waldo specialized in exploring related themes, as brilliantly demonstrated by the four sonnets found by his deathbed:

- Sonnet #87,177 "Ode to a Tiny Moist Avocado Pit"
- Sonnet #87,178 "Ode to a Another Tiny Moist Avocado Pit"
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Ralph Waldo died in 789 GUE. An autopsy revealed that the cause of death was an overdose of avocados.

JOHN PAUL FLATHEAD

Seaman and Explorer

(738 - 789)

All the Flathead aunts and uncles predicted early on that John Paul would find his destiny at sea. He loved boats so much that the royal carpenters were ordered to produce a flotilla of 1,400 vessels for his bathtub.\*

From an early age, John Paul suffered from an inferiority complex derived from being the second "John" among the Flathead children.\*\* This complex made John Paul determined to become a world-famous seafaring adventurer.

At sea, his feats ranged from the courageous (he was the first person to traverse the Great Sea in a one-man ship) to the curious (he set a new record for the most circumnavigations of Antharia on a raft towed by groupers).

In 766 GUE, at the age of 28, John Paul joined the royal navy; by 771, he was the ranking admiral; by 773, every ship in the navy had been sunk or lost at sea. John Paul retired shortly thereafter.

He spent his latter days touring the Flathead Ocean, collecting curios and unusual pets from all corners of the world. Among the most interesting: a large blue toad named "Otto" who was known for his extraordinary appetite and his curmudgeonly personality.

John Paul died during a vacation in Grubbo-by-the-Sea, when his old nemesis, the great white jellyfish, finally caught up with him.

\*His bathtub had to be consequently enlarged; a large inland sea resulted.

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Royal Architect

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Overlooking exaggerations such as "on a clear day you can see the FrobozzCo Building from anywhere in the world," it is still the most ambitious building ever designed or built. A FrobozzCo Building address is most prestigious, and Frank Lloyd himself had a penthouse office, until a slight case of acrophobia forced him to relocate to a nineteenth-story office with a pleasant southern exposure.

The carcinogenic chemicals used in the eighth century to create blueprints finally took their toll on Frank Lloyd, and he died in 789 GUE.

\*Nanny Beeble, governess to the children, recalls that many had teams of slaves whose exclusive job it was to move the larger blocks.

\*\*The fact that the new wing of Egreth collapsed two years later, killing over 4,000 royal guests, was credited to a miscalculation on the stonemason's part. He was summarily executed.

## BABE FLATHEAD

### Athletic Superstar

(748 - 789)

Often called the flattest of the Flatheads, Babe, the youngest of the twelve, was born with an aptitude for sport. He demonstrated his dexterity and coordination early on, throwing baby blocks at his older siblings with impressive speed and accuracy.

As a youth, he was always captain of the Little League teams, thanks in part to pressure applied by his uncle, Mayor Fiorello Flathead. Even as a teenager, he was something of a lady's man and a party animal, and his older brother Dimwit would frequently have to bail the Babe out of jail following one infraction or another. By all accounts, Babe and Dimwit, despite their 25-year age difference, were the closest of all the Flathead siblings.

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Throughout the Babe's professional sports career, he excelled in everything he tried: bocce, tag-team kayaking, full-court furbish. There was only one exception. Try as he might, Babe could not master Double Fanucci. Even the unexplained disappearances of the 339 leading Double Fanucci players failed to get Babe into the championships. Fanucci experts believe that Babe's difficulty with the game could be traced to one weakness: his failure to remember that three undertrumps after an opponent's discard of a Trebled Fromp is an indefensible gambit.

By 782 GUE, the Babe was such a phenomenal drawing card that Dimwit constructed the kingdom's largest sporting arena, Flathead Stadium, in his honor. It was there, during the shark-wrestling semi-finals in 789 GUE, that the youngest of the Twelve Flatheads met his end.

\*Many experts feel that Babe's teams would have won these championships even if every competing school had NOT had their FCAA memberships revoked.

DIMWIT FLATHEAD

Excessive Ruler of the Empire

(723 - 789)

Dimwit, as Mumberthrax's firstborn, grew up as heir to the throne of Quendor. A tad spoiled, little Dimmie was fond of torturing his nannies in the castle dungeon.

Dimwit spent most his early adulthood vacationing (with 40,000 attendants) in the sparsely populated Eastlands across the Great Sea. Dimwit, who despised the outdoors\*, was enthralled by the underground caverns there.

When Mumberthrax felt death's icy hand in 770 GUE, Dimwit began his vibrant reign. He immediately moved the capital of Quendor from Egreth, in the Westlands, to Aragain, in the Eastlands. Aragain, a small village, was transformed and renamed Flatheadia. Dimwit also decreed that Quendor be called "The Great Underground Empire."\*\*

Dimwit's grandiosity knew no bounds. His wondrous coronation ceremony\*\*\* quickly earned him the nickname Lord Dimwit Flathead the Excessive. On a whim, in 783, he ordered the erection of Flood Control Dam #3, an underground project whose uselessness and cost did not diminish its magnificence. He also had huge granola smelters built near the Antharian Granola Mines.

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\*Dimwit was petrified of rain, which puddled embarrassingly on his level pate.

\*\*Nowadays, these names are used interchangeably.

\*\*\*The ceremony took thirteen years to plan and lasted eighteen fun-filled months.

SEM'S COMMENTS ON ILLUSTRATIONS - 3/11/88

I definitely think that there should be other items pictured besides the "right" ones, and that the "right" ones should be any more emphasized than the "wrong" ones. I would say that four or five distinct items (2 "right" and 2 or 3 "wrong") in each illustration would be good.

In "Lives," I have sometimes listed just the two "right" items, and sometimes I have included some "wrong" items as well. Feel free to make up "wrong" items where needed, but clear them with me before giving them to the illustrator. For example, we couldn't include a hammer, because there IS a hammer in the game but it isn't a Flathead Item, and that would confuse people.

Here are the 24 Flathead Items:

Dimwit: sceptre and crown

Babe: dumbbell and baseball bat

Lucrezia: flask of poison and hand-held fan

Frank Lloyd: t-square and scale model of the FrobozzCo Building

John Paul: seaman's cap and spyglass

Stonewall: lance and saddle

Ralph Waldo: quill pen and manuscript

Leonardo: painting and easel

Thomas Alva: brass lantern and screwdriver

Johann Sebastian: violin and metronome

John D: stock certificate and diploma

J. Pierpoint: zorkmid bill and silk tie

comments of Lives of the Twelve Flatheads pencil sketches:

IMWIT: He could look stupider, less noble.

JOHANN: The metronome MUST be pictured!

LEONARDO: Please emphasize the easel a little bit more.

JOHN D: Change "1 share" to "...000,000 shares"

STONEWALL: It's not really clear enough that the saddle is a saddle. (The word "Wilma" can be left out, if that helps.)

FRANK LLOYD: I think that the right-hand wing of his scale model looks a bit too modern.

BABE: The bat shouldn't have a hole. The hockey club could have the hole, if you like.

THOMAS ALVA: The lamp is wrong. I talked to about a dozen people (the lamp has been in every Zork game) and everyone has a mental image of the lamp that's sort of like this (with the battery concealed internally):



~~Icebor battle~~

~~Reign of Antharia~~ Entharia starts (Year X)

~~Dimwit's Bday~~

~~Dimwit's Bday~~

St. Foolus -

Leap Week

(fly) more st.



Fun facts

659 - Duncanthax overthrew Zilbo III - end of Entharion Dynasty

Hoon - fading in and out  
Phases of wheat

formation Frobozco 668 (666)

691 - First D. Faucci, Champion ~~that~~

Movement from Egreth to Platheadia 771

Coronation Day - 783 - 100<sup>th</sup> anniversary

Granola Riots  
Wurb - 881

Snowbrowsing Finds  
(Gray Mrs. S)

Gurth City Crofts fair  
opens

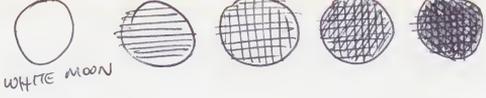
Marble Pageant begins  
(Antharia)

Zuchini Festival  
weird  
weird  
weird

Time travel spells - 927

Anniversary of curse (Death of Twelve Flatheads) (Go to Flatheadia)

July 4<sup>th</sup> -



2 blank pages: - ad from sponsoring company

Monday - Mud Day Muddy  
 Tuesday - Grove's Day Gulesday  
 Wednesday Wands Day ~~Woods Day~~ Wandsday  
 Thursday Birth Day Birthday  
 Friday Frobs Day ~~Frobsday~~ Frobs Day  
 Saturday Stairday  
 Sunday Sand Day Sandy

Doris

Jan. Estuary Langley  
 Feb. Frobruary TM  
 Mar. Arch Starch Marsh  
 April UnVeil Vale Anthill Ape Ampule Opera Oracle  
 May Mage  
 June Jam  
 July Jelly  
 Aug. August  
 Sept. Suspender  
 Nov. Mumber ber  
 Dec. Dismember  
 Octo. October

Aug. August  
 Sept. Suspender  
 Oct. October  
 Nov. Mumberber  
 Dec. Dismember

Suspender  
 October  
 October  
 Mumberber  
 Dismember

Estuary

This Calendar is excerpted from - - -  
 contained within are the portraits  
 of his family by Leonardo

Windsday

Entharion

ROTGRUB DAY-

comes out from under rock-- it  
 it sees its shadow, month ends  
 that day.

$$\frac{11}{8} \cdot \frac{7}{1} = \frac{77}{8} = 9 \frac{5}{8}$$

6.25

XV/XII/

St. Zorbak's Day,  
 we think.

Cencyc. says "patron saint of  
 people who aren't  
 sure of things"

| Sand Day | Mud Day | Graves Day | Wands Day | Bir-thday                     | Frob Day™ | Star Day |
|----------|---------|------------|-----------|-------------------------------|-----------|----------|
|          |         |            |           | Dimwit's Birthday<br>Observed |           |          |
|          |         |            |           | Dimwit's Birthday<br>Observed |           |          |
|          |         |            |           | Dimwit's Birthday<br>Observed |           |          |
|          |         |            |           | Dimwit's Birthday<br>Observed |           |          |
|          |         |            |           | Dimwit's Birthday<br>Observed |           |          |

Frob Day is a trademark of the Frobazz Magic Day Company

3/17/88

THIS IS A ROUGH FIRST DRAFT  
OF THE CALENDAR PORTION OF  
THE "LIVES OF THE TWELVE FLATHEADS"  
THAT WILL BE IN THE WORK ZERO  
PACKAGE.

NOTE THAT THE FINAL CALENDAR  
WILL BE ABOUT HALF THIS SIZE.

PLEASE GIVE YOUR COMMENTS TO  
STEVE.

SUGGESTIONS FOR ADDITIONAL HOLIDAYS  
& ANNIVERSARIES ARE WELCOME, AS  
ARE ANY OTHER IDEAS.

# ESTUARY 883

|                                                                                               |                            |                                                                                   |                                                                                                                                                                                               |                               |           |          |
|-----------------------------------------------------------------------------------------------|----------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|-----------|----------|
| Sand Day                                                                                      | Mud Day                    | Grave's Day                                                                       | Wands Day                                                                                                                                                                                     | Birthday                      | Frob Day™ | Star Day |
| 1                                                                                             | 2                          | 3                                                                                 | 4                                                                                                                                                                                             | 5                             | 6         | 7        |
| Exhaustion Day                                                                                |                            | Martin's<br>Birthday                                                              |                                                                                                                                                                                               | Dimwit's Birthday<br>Observed |           |          |
| 8                                                                                             | 9                          | 10                                                                                | 11                                                                                                                                                                                            | 12                            | 13        | 14       |
|                                                                                               |                            |                                                                                   |                                                                                                                                                                                               | Dimwit's Birthday<br>Observed |           |          |
| 15                                                                                            | 16                         | 17                                                                                | 18                                                                                                                                                                                            | 19                            | 20        | 21       |
|                                                                                               | Granola Riots<br>(865 GUE) |                                                                                   |                                                                                                                                                                                               | Dimwit's Birthday<br>Observed |           |          |
| 22                                                                                            | 23                         | 24                                                                                | 25                                                                                                                                                                                            | 26                            | 27        | 28       |
| <br>NEW MOON |                            |                                                                                   |                                                                                                                                                                                               | Dimwit's Birthday<br>Observed |           |          |
| 29                                                                                            | 30                         | 31                                                                                | <p><u>DID U KNOW?</u> Dimwit's Birthday, now associated with big sales at U-Mart and J.C. Zorkmid's, was once a day when everyone in the kingdom was required to give the King a present.</p> |                               |           |          |
|                                                                                               |                            |  |                                                                                                                                                                                               |                               |           |          |

Frob Day is a trademark of the Fuzzle Magic Day Company

# ARCH 883

| Sand Day                                                     | Mud Day | Grue's Day                                                                                      | Wands Day | Birth day | Frob Day™ | Star Day |
|--------------------------------------------------------------|---------|-------------------------------------------------------------------------------------------------|-----------|-----------|-----------|----------|
| <u>KRAZY KWOTES</u><br>"why pay less?"<br>-- Dimwit Flathead |         |                                                                                                 | 1         | 2         | 3         | 4        |
| 5                                                            | 6       | 7                                                                                               | 8         | 9         | 10        | 11       |
| 12                                                           | 13      | 14                                                                                              | 15        | 16        | 17        | 18       |
| 19                                                           | 20      | 21                                                                                              | 22        | 23        | 24        | 25       |
| Frobbz Magic Cave<br>Co. Founded (GG8)                       |         | <br>EMPTY MOON | 29        | 30        | 31        |          |
| 26                                                           | 27      | 28                                                                                              | 29        | 30        | 31        |          |

Frob Day is a trademark of the Frobbz Magic Day Company

Dimwit's Birthday Observed

Dimwit's Birthday Observed

Dimwit's Birthday Observed

Dimwit's Birthday Observed

St. Balhu's Day

# ORACLE 883

Sand Day Mud Day Grue's Day Wands Day Birth Day Frob Day™ Star Day

TID BITZ: This year is the 100<sup>th</sup> anniversary of the original Coronation Day. Since Dimwit's coronation, all subsequent kings have been crowned on February 25<sup>th</sup>.

|    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|
| 2  | 3  | 4  | 5  | 6  | 7  | 8  |
| 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| 30 |    |    |    |    |    |    |



King Wurb's  
Birthday



St. Frobus' Day

Dimwit's Birthday  
Observed

Dimwit's Birthday  
Observed

Dimwit's Birthday  
Observed

Coronation Day



Dimwit's Birthday  
Observed

dinner at  
the Berber's

# MAGE 883

|          |          |            |           |                                                                     |           |                             |
|----------|----------|------------|-----------|---------------------------------------------------------------------|-----------|-----------------------------|
| Sand Day | Mud Day  | Grue's Day | Wards Day | Bir-Thursday                                                        | Frob Day™ | Star Day                    |
|          | 1        | 2          | 3         | 4                                                                   | 5         | 6                           |
|          | Mage Day |            |           | Dimwit's Birthday<br>Observed                                       |           | Antharian Marble<br>Pageant |
| 7        | 8        | 9          | 10        | 11                                                                  | 12        | 13                          |
|          |          |            |           | Dimwit's Birthday<br>Observed                                       |           |                             |
| 14       | 15       | 16         | 17        | 18                                                                  | 19        | 20                          |
|          |          |            |           | Dimwit's Birthday<br>Observed                                       |           |                             |
| 21       | 22       | 23         | 24        | 25                                                                  | 26        | 27                          |
|          |          |            |           | Dimwit's Birthday<br>Observed                                       |           |                             |
| 28       | 29       | 30         | 31        | <p>QUICKIE QUIZ Who was the first King in the Flathead Dynasty?</p> |           |                             |
|          |          |            |           | <p>Scrolling up: xaxuxuxuxux: xaxuxuxux</p>                         |           |                             |

Frob Day is a trademark of the Frobuzz Mage Day Company

# JAM 883

| Sand Day                                                                                           | Mud Day | Gravel Day | Wanda's Day                       | Birthday                                                                                                                      | Frob Day™                                                                           | Star Day                                                                            |
|----------------------------------------------------------------------------------------------------|---------|------------|-----------------------------------|-------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| <u>KRAZY KWOTES</u><br>"A good lawyer is much better than a good husband."<br>-- Lucrezia Flathead |         |            |                                   | 1                                                                                                                             | 2                                                                                   | 3                                                                                   |
| 4                                                                                                  | 5       | 6          | 7                                 | 8                                                                                                                             | 9                                                                                   | 10                                                                                  |
| <br>FAST MICH     |         |            |                                   | <br>EATEN MICH<br>Dimiut's Birthday Observed |  |  |
| 11                                                                                                 | 12      | 13         | 14                                | 15                                                                                                                            | 16                                                                                  | 17                                                                                  |
|                   |         |            | Capital Moved to Ft. Kaadua (771) | Dimiut's Birthday Observed                                                                                                    |                                                                                     |                                                                                     |
| 18                                                                                                 | 19      | 20         | 21                                | 22                                                                                                                            | 23                                                                                  | 24                                                                                  |
|                   |         |            |                                   | Dimiut's Birthday Observed                                                                                                    |                                                                                     |                                                                                     |
| 25                                                                                                 | 26      | 27         | 28                                | 29                                                                                                                            | 30                                                                                  |                                                                                     |
|                   |         |            |                                   | Dimiut's Birthday Observed                                                                                                    |                                                                                     |                                                                                     |

Frob Day is a trademark of the Frobbezz Magic Day Company

# JELLY 883

| Sand Day                                                                                             | Mud Day                                                                                                                            | Grue's Day                                                                                            | Wands Day                                                                               | Birth day                                                                                                             | Frob Day™ | Star Day |
|------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|-----------|----------|
| -5<br>              | <u>TID BITZ</u><br>spent six years of his life as a zucchini farmer, but was allergic to zucchinis and could not eat them himself! | The great Thaumaturgist, Davmar,                                                                      |                                                                                         |                                                                                                                       |           | 1        |
| 2<br><br>WHITE MOON | 3<br>Double Fannucci became National Spout of Gushler (Feb)                                                                        | 4                                                                                                     | 5                                                                                       | 6<br>Dimwit's Birthday Observed                                                                                       | 7         | 8        |
| 9                                                                                                    | 10<br>                                            | 11<br><br>SOBEN MOON | 12                                                                                      | 13<br>Dimwit's Birthday Observed                                                                                      | 14        | 15       |
| 16                                                                                                   | 17                                                                                                                                 | 18                                                                                                    | 19<br> | 20<br>Dimwit's Birthday Observed                                                                                      | 21        | 22       |
| 23                                                                                                   | 24                                                                                                                                 | 25<br>?                                                                                               | 26                                                                                      | 27<br><br>Dimwit's Birthday Observed | 28        | 29       |
| 30                                                                                                   | 31                                                                                                                                 | St. Quakko's Day                                                                                      |                                                                                         | Dimwit's Birthday Observed                                                                                            |           |          |

Frob Day is a trademark of the Frobazz Magic Day Company

# AUGUR 883

| Sand Day                                                                                                       | Mud Day                                                                              | Grave's Day                                                                          | Wands Day                                                                            | Birth-day                                                                            | Fob Day                                                                                    | Star Day |
|----------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|----------|
| <p>QUICKIE QUIZ What is the busiest seaport in the Eastlands?</p> <p>ANSWER: <sup>7</sup>12001</p>             |                                                                                      | 1                                                                                    | 2                                                                                    | 3                                                                                    | 4                                                                                          | 5        |
| <p>6 </p> <p>St Bovus' Day</p> | 7                                                                                    | 8                                                                                    | 9                                                                                    | 10  | 11                                                                                         | 12       |
| 13                                                                                                             | 14                                                                                   | 15<br><i>banquet 1:50</i>                                                            | 16  | 17<br>Dinnitt's Birthday Observed                                                    | 18                                                                                         | 19       |
| 20                                                                                                             | 21                                                                                   | 22  | 23                                                                                   | 24<br>Dinnitt's Birthday Observed                                                    | 25                                                                                         | 26       |
| 27                                                                                                             | 28  | 29                                                                                   | 30                                                                                   | 31<br>Dinnitt's Birthday Observed                                                    | <p><u>FUN FAX</u> Bottomless pits are the second-leading cause of death in Flatheadia.</p> |          |

# SUSPENDUR 883

| Sand Day | Mud Day                                | Grave's Day                                                                                           | Wands Day                      | Birthday                            | Fob Day™           | Star Day                                 |
|----------|----------------------------------------|-------------------------------------------------------------------------------------------------------|--------------------------------|-------------------------------------|--------------------|------------------------------------------|
|          |                                        |                                                                                                       |                                |                                     |                    |                                          |
| 3        | 4<br>●●<br>TWO MOONS                   | 5                                                                                                     | 6<br>●●<br>ONE & A HALF MOONS  | 7<br>Dimwit's Birthday<br>Observed  | 8                  | 9<br>Time Travel Spell<br>inverted (127) |
| 10       | 11<br>Leisure Day                      | 12                                                                                                    | 13<br>●●<br>ONE & A HALF MOONS | 14<br>Dimwit's Birthday<br>Observed | 15                 | 16                                       |
| 17       | 18<br>Double Fannucci<br>Championships | 19                                                                                                    | 20                             | 21<br>Dimwit's Birthday<br>Observed | 22<br>MISSING MOON | 23                                       |
| 24       | 25                                     | 26<br>WEIRD MOON<br> | 27                             | 28<br>Dimwit's Birthday<br>Observed | 29                 | 30                                       |

FUN FAX Some experts claim that Dimwit Flathead could access a secret wing of his castle by sitting on his favorite throne and snapping his fingers.

Fob Day is a trademark of the Faberz Magic Day Company

# OTTOBUR 883

|                                                                                               |                                                                                                |                                                                                   |                                                                                                                    |                                                                                                                    |                                                                                                       |          |
|-----------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|----------|
| Sand Day                                                                                      | Mud Day                                                                                        | Grave's Day                                                                       | Wanda's Day                                                                                                        | Birth day                                                                                                          | Feb Day™                                                                                              | Star Day |
| 1                                                                                             | 2                                                                                              | 3                                                                                 | 4                                                                                                                  | 5                                                                                                                  | 6                                                                                                     | 7        |
|                                                                                               | <br>FULL MOON |                                                                                   |                                                                                                                    | <br>Dimwit's Birthday<br>observed | <br>St. Wiskus' Day |          |
| 8                                                                                             | 9                                                                                              | 10                                                                                | 11                                                                                                                 | 12                                                                                                                 | 13                                                                                                    | 14       |
|                                                                                               |                                                                                                |                                                                                   |                                                                                                                    | <br>Dimwit's Birthday<br>observed |                                                                                                       |          |
| 15                                                                                            | 16                                                                                             | 17                                                                                | 18                                                                                                                 | 19                                                                                                                 | 20                                                                                                    | 21       |
| <br>FULL SUN |                                                                                                |                                                                                   | <br>Dimwit's Birthday<br>observed | <br>Dimwit's Birthday<br>observed |                                                                                                       |          |
| 22                                                                                            | 23                                                                                             | 24                                                                                | 25                                                                                                                 | 26                                                                                                                 | 27                                                                                                    | 28       |
|                                                                                               |               |                                                                                   |                                                                                                                    |                                                                                                                    |                                                                                                       |          |
| 29                                                                                            | 30                                                                                             | 31                                                                                | <p><u>TID BITZ</u> Anthanian cave-dwelling witches can sometimes be summoned by coughing.</p>                      |                                                                                                                    |                                                                                                       |          |
|                                                                                               |                                                                                                |  |                                                                                                                    |                                                                                                                    |                                                                                                       |          |

Feb Day is a trademark of the Febuzz Magic Day Company

# NUMBERBUR 883

| Sand Day                                                                                                           | Mud Day                                                                           | Grave's Day | Wands Day                                                                                       | Bir-<br>thday                                                                                | Frob Day™                                                                               | Star Day                                                                            |
|--------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-------------|-------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| <p><u>DID U KNOW?</u> Some silly people actually believe that the Empire will collapse on Curse Day this year.</p> |                                                                                   |             |                                                                                                 |                                                                                              |                                                                                         |                                                                                     |
| 5                                                                                                                  | 6                                                                                 | 7           | 8                                                                                               | 9                                                                                            | 10                                                                                      | 11                                                                                  |
|                                                                                                                    |                                                                                   |             |                | <br>NEW SUN |                                                                                         |  |
| 12                                                                                                                 | 13                                                                                | 14          | 15                                                                                              | 16                                                                                           | 17                                                                                      | 18                                                                                  |
| Leave for Flathead in                                                                                              |                                                                                   |             |                                                                                                 | <br>NEW SUN |                                                                                         |                                                                                     |
| 19                                                                                                                 | 20                                                                                | 21          | 22                                                                                              | 23                                                                                           | 24                                                                                      | 25                                                                                  |
|                                   |                                                                                   | Curse Day   | <br>FULL FLAKE | <br>NEW SUN |      |                                                                                     |
| 26                                                                                                                 | 27                                                                                | 28          | 29                                                                                              | 30                                                                                           | <p><u>KRAZY KWOTES</u><br/>"I ain't nothing but a hellhound."<br/>-- Elvis Flathead</p> |                                                                                     |
|                                                                                                                    |  |             |                                                                                                 | Dimwit's Birthday observed                                                                   |                                                                                         |                                                                                     |
|                                                                                                                    |                                                                                   |             |                                                                                                 | Dimwit's Birthday observed                                                                   |                                                                                         |                                                                                     |
|                                                                                                                    |                                                                                   |             |                                                                                                 | Dimwit's Birthday observed                                                                   |                                                                                         |                                                                                     |

Frob Day is a trademark of the Frobozz Magic Day Company



4/22/88

Here's the revised calendar. The basic differences:

① all "trademarks" have been changed to "trade names"

② all "TM" have been changed to "TR"

③ approx. 10 more holidays & historic anniversaries have been added.

—SEM

# ESTUARY 883

| Sand Day                                                                                        | Mud Day                                                                                                           | Graves Day                                                                        | Wands Day                                                                         | Birthday                      | Frob Day <sup>TR</sup>                                                            | Star Day |
|-------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------|-----------------------------------------------------------------------------------|----------|
| 1                                                                                               | 2                                                                                                                 | 3                                                                                 | 4                                                                                 | 5                             | 6                                                                                 | 7        |
| Entharion Day                                                                                   |                                                                                                                   | Musim's<br>birthday                                                               |  | Dimwit's Birthday<br>Observed |                                                                                   |          |
| 8                                                                                               | 9                                                                                                                 | 10                                                                                | 11                                                                                | 12                            | 13                                                                                | 14       |
|                                                                                                 |                                                                                                                   |                                                                                   |                                                                                   | Dimwit's Birthday<br>Observed |  |          |
| 15                                                                                              | 16                                                                                                                | 17                                                                                | 18                                                                                | 19                            | 20                                                                                | 21       |
|                                                                                                 | <br>Granola Riots<br>(865 GUE) |                                                                                   |                                                                                   | Dimwit's Birthday<br>Observed |                                                                                   |          |
| 22                                                                                              | 23                                                                                                                | 24                                                                                | 25                                                                                | 26                            | 27                                                                                | 28       |
| <br>NEW MOON |                                                                                                                   |                                                                                   | Endless fire started<br>(773 GUE)                                                 | Dimwit's Birthday<br>Observed |                                                                                   |          |
| 29                                                                                              | 30                                                                                                                | 31                                                                                |                                                                                   | Dimwit's Birthday<br>Observed |                                                                                   |          |
|                                                                                                 | Flood Control Dam #3<br>dedicated (783 GUE)                                                                       |  |                                                                                   |                               |                                                                                   |          |

DID U KNOW? Dimwit's Birthday, now associated with big sales at U-Mart and J.C. Zerkmids, was once a day when everyone in the kingdom was required to give the King a present.

Frob Day is a trademark of the Frobazz Magic Toy Company

# FROBUARY<sup>TR</sup> 883

| Sand Day                                                                                                                               | Mud Day                                                                                         | Grave's Day | Wards Day                                                                            | Birthday                                                                            | Frob Day <sup>TR</sup>  | Star Day                                                                             |
|----------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|-------------|--------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------|--------------------------------------------------------------------------------------|
| FUN FAX Frobuary <sup>TR</sup> was originally called Fidooshiary until it was purchased by the Frobazz Magic Month Company in 817 GUE. |                                                                                                 |             | 1                                                                                    | 2  | 3                       | 4                                                                                    |
| 5                                                                                                                                      | 6                                                                                               | 7           | 8                                                                                    | 9 Dimwit's Birthday Observed                                                        | 10 Undergroundhog's Day | 11  |
| 12                                                                                                                                     | 13                                                                                              | 14          | 15                                                                                   | 16 Dimwit's Birthday Observed                                                       | 17                      | 18                                                                                   |
| 19                                                                                                                                     | 20  FULL MOON | 21          | 22                                                                                   | 23 Dimwit's Birthday Observed                                                       | 24                      | 25                                                                                   |
| 26                                                                                                                                     | 27                                                                                              | 28          | 29  | 30 Dimwit's Birthday Observed                                                       | 31                      | 32                                                                                   |
| 33                                                                                                                                     | 34                                                                                              | 35          | Start of Leap Week (Antharia only)                                                   | Dimwit's Birthday Observed                                                          |                         |                                                                                      |

Frob Day is a trademark of the Frobazz Magic Day Company.  
 Frobuary is a trademark of the Frobazz Magic Month Company.

# ARCH 883

| Sand Day                                                                               | Mud Day | Gruv's Day                                                                                        | Wands Day | Birthday                                  | Frob Day <sup>TR</sup>                                                               | Star Day                                                                                                  |
|----------------------------------------------------------------------------------------|---------|---------------------------------------------------------------------------------------------------|-----------|-------------------------------------------|--------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| <u>KRAZY KWOTES</u><br>"Why pay less?"<br>-- Dimwit Flathead                           |         |                                                                                                   | 1         | 2                                         | 3   | 4                                                                                                         |
| 5                                                                                      | 6       | 7                                                                                                 | 8         | 9<br>Dimwit's Birthday Observed           | 10                                                                                   | 11                                                                                                        |
| 12  | 13      | 14                                                                                                | 15        | 16<br>Dimwit's Birthday Observed          | 17                                                                                   | 18<br><br>St. Bath's Day |
| 19                                                                                     | 20      | 21 <br>EMPTY HON | 22        | 23<br>Dimwit's Birthday Observed          | 24                                                                                   | 25                                                                                                        |
| Frobazz Magic (ave.<br>Co. Founded (668)                                               | 26      | 27                                                                                                | 28        | 29<br>Royal Museum dedicated<br>(777 GUE) | 30  | 31                                                                                                        |
|                                                                                        |         |                                                                                                   |           | Dimwit's Birthday Observed                |                                                                                      |                                                                                                           |

Frob Day is a trademark of the Frobazz Magic Day Company

# ORACLE 883

| Sand Day                                                                                                                                                                                            | Mud Day                                                                            | Grue's Day                                                                                        | Wands Day                                                                                  | Birthday                   | Frob Day <sup>TR</sup> | Star Day                                                                          |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|----------------------------|------------------------|-----------------------------------------------------------------------------------|
| <p><u>TID BITZ</u> This year is the 100<sup>th</sup> anniversary of the original Coronation Day. Since Dimwit's coronation, all subsequent Kings have been crowned on February 25<sup>th</sup>.</p> |                                                                                    |                                                                                                   |                                                                                            |                            |                        |                                                                                   |
| 2                                                                                                                                                                                                   | 3                                                                                  | 4                                                                                                 | 5                                                                                          | 6                          | 7                      | 8                                                                                 |
|                                                                                                                                                                                                     | King World's Birthday                                                              |  Sr. Feobus' Day |                                                                                            | Dimwit's Birthday Observed |                        |  |
| 9                                                                                                                                                                                                   | 10                                                                                 | 11                                                                                                | 12                                                                                         | 13                         | 14                     | 15                                                                                |
|                                                                                                                                                                                                     |                                                                                    |                                                                                                   |                                                                                            | Dimwit's Birthday Observed |                        |                                                                                   |
| 16                                                                                                                                                                                                  | 17                                                                                 | 18                                                                                                | 19                                                                                         | 20                         | 21                     | 22                                                                                |
|                                                                                                                                                                                                     |  |                                                                                                   |                                                                                            | Dimwit's Birthday Observed |                        |  |
| 23                                                                                                                                                                                                  | 24                                                                                 | 25                                                                                                | 26                                                                                         | 27                         | 28                     | 29                                                                                |
|                                                                                                                                                                                                     |                                                                                    |                                                                                                   |  OLD MOON | Dimwit's Birthday Observed |                        | Coronation Day                                                                    |
| 30                                                                                                                                                                                                  |                                                                                    |                                                                                                   |                                                                                            | Dimwit's Birthday Observed |                        | dinner at the Begob's                                                             |

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# MAGE 883

| Sand Day | Mud Day                                                                                | Grue's Day                                                                          | Wands Day                                                                            | Birth Day                                                                                               | Frob Day <sup>TR</sup>                                                               | Star Day                                                                            |
|----------|----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 0        | 1                                                                                      | 2  | 3                                                                                    | 4                                                                                                       | 5                                                                                    | 6                                                                                   |
| Zero Day | Mage Day                                                                               |                                                                                     |                                                                                      | Dimwit's Birthday Observed                                                                              |                                                                                      | Antharian Marble Pageant                                                            |
| 7        | 8    | 9                                                                                   | 10                                                                                   | 11                                                                                                      | 12                                                                                   | 13                                                                                  |
|          |                                                                                        |                                                                                     |                                                                                      | Dimwit's Birthday Observed                                                                              |                                                                                      |                                                                                     |
| 14       | 15  | 16                                                                                  | 17                                                                                   | 18                                                                                                      | 19                                                                                   | 20  |
|          |                                                                                        |                                                                                     |                                                                                      | Dimwit's Birthday Observed                                                                              |                                                                                      |                                                                                     |
| 21       | 22                                                                                     | 23                                                                                  | 24                                                                                   | 25                                                                                                      | 26  | 27                                                                                  |
|          |                                                                                        |                                                                                     |                                                                                      | Dimwit's Birthday Observed                                                                              |                                                                                      |                                                                                     |
| 28       | 29                                                                                     | 30                                                                                  | 31  | <u>QUICKIE QUIZ</u> Who was the first king in the Flathead Dynasty?<br>Answer: Duncanthrax the Bellcose |                                                                                      |                                                                                     |
|          |                                                                                        |                                                                                     | St. Honko's Day                                                                      |                                                                                                         |                                                                                      |                                                                                     |

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| Sand Day                                                                                                                  | Mud Day                       | Grue's Day | Wands Day                            | Birthday                      | Frob Day <sup>TR</sup> | Star Day |
|---------------------------------------------------------------------------------------------------------------------------|-------------------------------|------------|--------------------------------------|-------------------------------|------------------------|----------|
| <p><u>KRAZY KWOTES</u></p> <p>"A good lawyer is much better than a good husband."<br/>           -- Lucrezia Flathead</p> |                               |            |                                      |                               |                        |          |
| 4                                                                                                                         | 5                             | 6          | 7                                    | 8                             | 9                      | 10       |
| <br>FAST MOON                          | Treaty of Znuorg<br>(4TH GUE) |            |                                      | Dimwit's Birthday<br>Observed |                        |          |
| 11                                                                                                                        | 12                            | 13         | 14                                   | 15                            | 16                     | 17       |
|                                        |                               |            | Capital Moved to<br>Flatheadia (771) | Dimwit's Birthday<br>Observed |                        |          |
| 18                                                                                                                        | 19                            | 20         | 21                                   | 22                            | 23                     | 24       |
|                                        |                               |            |                                      | Dimwit's Birthday<br>Observed |                        |          |
| 25                                                                                                                        | 26                            | 27         | 28                                   | 29                            | 30                     |          |
|                                        |                               |            |                                      | Dimwit's Birthday<br>Observed |                        |          |

Frob Day is a Traderule of the Frobezz Magic Day Company

# JELLY 883

| Sand Day                                                                                               | Mud Day                                                                                                                                                       | Grue's Day                                         | Wands Day                                                            | Birthday                                                                                                          | Frob Day <sup>TR</sup>                             | Star Day                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          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| -5<br>              | TID BLITZ<br>The great Thaumaturgist, Davmar, spent six years of his life as a zucchini farmer, but was allergic to zucchinis and could not eat them himself! |                                                    |                                                                      |                                                                                                                   |                                                    | 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 2<br><br>WHITE MOON | 3<br>4<br>Double Fanoeci became National Sport of Quabber (76)                                                                                                | 5<br>6<br>Fifre Day                                | 7<br>8<br>Dimwit's Birthday Observed                                 | 9<br>10<br>11<br><br>SUNREN MOON | 12<br>13<br>14<br>15<br>Dimwit's Birthday Observed | 16<br>17<br>18<br>19<br>20<br>21<br>22<br>Dimwit's Birthday Observed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 9                                                                                                      | 10<br>11<br>                                                                | 12<br>13<br>14<br>15<br>Dimwit's Birthday Observed | 16<br>17<br>18<br>19<br>20<br>21<br>22<br>Dimwit's Birthday Observed | 23<br>24<br>25<br>26<br>27<br>28<br>29<br>Dimwit's Birthday Observed                                              | 30<br>31<br>?                                      | 32<br>33<br>34<br>35<br>36<br>37<br>38<br>39<br>40<br>41<br>42<br>43<br>44<br>45<br>46<br>47<br>48<br>49<br>50<br>51<br>52<br>53<br>54<br>55<br>56<br>57<br>58<br>59<br>60<br>61<br>62<br>63<br>64<br>65<br>66<br>67<br>68<br>69<br>70<br>71<br>72<br>73<br>74<br>75<br>76<br>77<br>78<br>79<br>80<br>81<br>82<br>83<br>84<br>85<br>86<br>87<br>88<br>89<br>90<br>91<br>92<br>93<br>94<br>95<br>96<br>97<br>98<br>99<br>100<br>101<br>102<br>103<br>104<br>105<br>106<br>107<br>108<br>109<br>110<br>111<br>112<br>113<br>114<br>115<br>116<br>117<br>118<br>119<br>120<br>121<br>122<br>123<br>124<br>125<br>126<br>127<br>128<br>129<br>130<br>131<br>132<br>133<br>134<br>135<br>136<br>137<br>138<br>139<br>140<br>141<br>142<br>143<br>144<br>145<br>146<br>147<br>148<br>149<br>150<br>151<br>152<br>153<br>154<br>155<br>156<br>157<br>158<br>159<br>160<br>161<br>162<br>163<br>164<br>165<br>166<br>167<br>168<br>169<br>170<br>171<br>172<br>173<br>174<br>175<br>176<br>177<br>178<br>179<br>180<br>181<br>182<br>183<br>184<br>185<br>186<br>187<br>188<br>189<br>190<br>191<br>192<br>193<br>194<br>195<br>196<br>197<br>198<br>199<br>200<br>201<br>202<br>203<br>204<br>205<br>206<br>207<br>208<br>209<br>210<br>211<br>212<br>213<br>214<br>215<br>216<br>217<br>218<br>219<br>220<br>221<br>222<br>223<br>224<br>225<br>226<br>227<br>228<br>229<br>230<br>231<br>232<br>233<br>234<br>235<br>236<br>237<br>238<br>239<br>240<br>241<br>242<br>243<br>244<br>245<br>246<br>247<br>248<br>249<br>250<br>251<br>252<br>253<br>254<br>255<br>256<br>257<br>258<br>259<br>260<br>261<br>262<br>263<br>264<br>265<br>266<br>267<br>268<br>269<br>270<br>271<br>272<br>273<br>274<br>275<br>276<br>277<br>278<br>279<br>280<br>281<br>282<br>283<br>284<br>285<br>286<br>287<br>288<br>289<br>290<br>291<br>292<br>293<br>294<br>295<br>296<br>297<br>298<br>299<br>300<br>301<br>302<br>303<br>304<br>305<br>306<br>307<br>308<br>309<br>310<br>311<br>312<br>313<br>314<br>315<br>316<br>317<br>318<br>319<br>320<br>321<br>322<br>323<br>324<br>325<br>326<br>327<br>328<br>329<br>330<br>331<br>332<br>333<br>334<br>335<br>336<br>337<br>338<br>339<br>340<br>341<br>342<br>343<br>344<br>345<br>346<br>347<br>348<br>349<br>350<br>351<br>352<br>353<br>354<br>355<br>356<br>357<br>358<br>359<br>360<br>361<br>362<br>363<br>364<br>365<br>366<br>367<br>368<br>369<br>370<br>371<br>372<br>373<br>374<br>375<br>376<br>377<br>378<br>379<br>380<br>381<br>382<br>383<br>384<br>385<br>386<br>387<br>388<br>389<br>390<br>391<br>392<br>393<br>394<br>395<br>396<br>397<br>398<br>399<br>400<br>401<br>402<br>403<br>404<br>405<br>406<br>407<br>408<br>409<br>410<br>411<br>412<br>413<br>414<br>415<br>416<br>417<br>418<br>419<br>420<br>421<br>422<br>423<br>424<br>425<br>426<br>427<br>428<br>429<br>430<br>431<br>432<br>433<br>434<br>435<br>436<br>437<br>438<br>439<br>440<br>441<br>442<br>443<br>444<br>445<br>446<br>447<br>448<br>449<br>450<br>451<br>452<br>453<br>454<br>455<br>456<br>457<br>458<br>459<br>460<br>461<br>462<br>463<br>464<br>465<br>466<br>467<br>468<br>469<br>470<br>471<br>472<br>473<br>474<br>475<br>476<br>477<br>478<br>479<br>480<br>481<br>482<br>483<br>484<br>485<br>486<br>487<br>488<br>489<br>490<br>491<br>492<br>493<br>494<br>495<br>496<br>497<br>498<br>499<br>500<br>501<br>502<br>503<br>504<br>505<br>506<br>507<br>508<br>509<br>510<br>511<br>512<br>513<br>514<br>515<br>516<br>517<br>518<br>519<br>520<br>521<br>522<br>523<br>524<br>525<br>526<br>527<br>528<br>529<br>530<br>531<br>532<br>533<br>534<br>535<br>536<br>537<br>538<br>539<br>540<br>541<br>542<br>543<br>544<br>545<br>546<br>547<br>548<br>549<br>550<br>551<br>552<br>553<br>554<br>555<br>556<br>557<br>558<br>559<br>560<br>561<br>562<br>563<br>564<br>565<br>566<br>567<br>568<br>569<br>570<br>571<br>572<br>573<br>574<br>575<br>576<br>577<br>578<br>579<br>580<br>581<br>582<br>583<br>584<br>585<br>586<br>587<br>588<br>589<br>590<br>591<br>592<br>593<br>594<br>595<br>596<br>597<br>598<br>599<br>600<br>601<br>602<br>603<br>604<br>605<br>606<br>607<br>608<br>609<br>610<br>611<br>612<br>613<br>614<br>615<br>616<br>617<br>618<br>619<br>620<br>621<br>622<br>623<br>624<br>625<br>626<br>627<br>628<br>629<br>630<br>631<br>632<br>633<br>634<br>635<br>636<br>637<br>638<br>639<br>640<br>641<br>642<br>643<br>644<br>645<br>646<br>647<br>648<br>649<br>650<br>651<br>652<br>653<br>654<br>655<br>656<br>657<br>658<br>659<br>660<br>661<br>662<br>663<br>664<br>665<br>666<br>667<br>668<br>669<br>670<br>671<br>672<br>673<br>674<br>675<br>676<br>677<br>678<br>679<br>680<br>681<br>682<br>683<br>684<br>685<br>686<br>687<br>688<br>689<br>690<br>691<br>692<br>693<br>694<br>695<br>696<br>697<br>698<br>699<br>700<br>701<br>702<br>703<br>704<br>705<br>706<br>707<br>708<br>709<br>710<br>711<br>712<br>713<br>714<br>715<br>716<br>717<br>718<br>719<br>720<br>721<br>722<br>723<br>724<br>725<br>726<br>727<br>728<br>729<br>730<br>731<br>732<br>733<br>734<br>735<br>736<br>737<br>738<br>739<br>740<br>741<br>742<br>743<br>744<br>745<br>746<br>747<br>748<br>749<br>750<br>751<br>752<br>753<br>754<br>755<br>756<br>757<br>758<br>759<br>760<br>761<br>762<br>763<br>764<br>765<br>766<br>767<br>768<br>769<br>770<br>771<br>772<br>773<br>774<br>775<br>776<br>777<br>778<br>779<br>780<br>781<br>782<br>783<br>784<br>785<br>786<br>787<br>788<br>789<br>790<br>791<br>792<br>793<br>794<br>795<br>796<br>797<br>798<br>799<br>800<br>801<br>802<br>803<br>804<br>805<br>806<br>807<br>808<br>809<br>810<br>811<br>812<br>813<br>814<br>815<br>816<br>817<br>818<br>819<br>820<br>821<br>822<br>823<br>824<br>825<br>826<br>827<br>828<br>829<br>830<br>831<br>832<br>833<br>834<br>835<br>836<br>837<br>838<br>839<br>840<br>841<br>842<br>843<br>844<br>845<br>846<br>847<br>848<br>849<br>850<br>851<br>852<br>853<br>854<br>855<br>856<br>857<br>858<br>859<br>860<br>861<br>862<br>863<br>864<br>865<br>866<br>867<br>868<br>869<br>870<br>871<br>872<br>873<br>874<br>875<br>876<br>877<br>878<br>879<br>880<br>881<br>882<br>883<br>884<br>885<br>886<br>887<br>888<br>889<br>890<br>891<br>892<br>893<br>894<br>895<br>896<br>897<br>898<br>899<br>900<br>901<br>902<br>903<br>904<br>905<br>906<br>907<br>908<br>909<br>910<br>911<br>912<br>913<br>914<br>915<br>916<br>917<br>918<br>919<br>920<br>921<br>922<br>923<br>924<br>925<br>926<br>927<br>928<br>929<br>930<br>931<br>932<br>933<br>934<br>935<br>936<br>937<br>938<br>939<br>940<br>941<br>942<br>943<br>944<br>945<br>946<br>947<br>948<br>949<br>950<br>951<br>952<br>953<br>954<br>955<br>956<br>957<br>958<br>959<br>960<br>961<br>962<br>963<br>964<br>965<br>966<br>967<br>968<br>969<br>970<br>971<br>972<br>973<br>974<br>975<br>976<br>977<br>978<br>979<br>980<br>981<br>982<br>983<br>984<br>985<br>986<br>987<br>988<br>989<br>990<br>991<br>992<br>993<br>994<br>995<br>996<br>997<br>998<br>999<br>1000 |

Frob Day is a trademark of the Frobozz Magic Day Company

# AUGUR 883

| Sand Day                                                                                                  | Mud Day                                | Grue's Day          | Wands Day                             | Birthday                          | Frob Day <sup>TR</sup>                                                                     | Star Day                                                                          |
|-----------------------------------------------------------------------------------------------------------|----------------------------------------|---------------------|---------------------------------------|-----------------------------------|--------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|
| <p><u>QUICKIE QUIZ</u> What is the busiest seaport in the Eastlands?</p> <p>ANSWER: Fort Fozzie</p>       | 1                                      | 2                   | 3                                     | 4                                 | 5                                                                                          |  |
| 6                                                                                                         | 7                                      | 8                   | 9                                     | 10                                | 11                                                                                         | 12                                                                                |
| <p>St. Bovus' Day</p>  | <p>gnusto spell invented (769 GUE)</p> | 15                  | 16                                    | 17                                | 18                                                                                         | 19                                                                                |
| 13                                                                                                        | 14                                     | <p>dantist 1:50</p> | <p>First Zorkmid minted (699 GUE)</p> | <p>Dimwit's Birthday observed</p> | 25                                                                                         | 26                                                                                |
| 20                                                                                                        | 21                                     | 22                  | 23                                    | 24                                | 25                                                                                         | 26                                                                                |
| 27                                                                                                        | 28                                     | 29                  | 30                                    | 31                                | <p>FUN FAX</p> <p>Bottomless pits are the second-leading cause of death in Flatheadia.</p> | <p>Bottomless pits are the second-leading cause of death in Flatheadia.</p>       |

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# SUSPENDUR 883

| Sand Day                                                                                                                                                           | Mud Day                                                                                         | Grave's Day                                                                                     | Wands Day                                                                                               | Birthday                   | Frob Day <sup>TR</sup> | Star Day |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|----------------------------|------------------------|----------|
|                                                                                                                                                                    |                                                                                                 |                                                                                                 |                                                                                                         |                            | 1                      | 2        |
| <p><u>FUN FAX</u> Some experts claim that Dimwit Flathead could access a secret wing of his castle by sitting on his favorite throne and snapping his fingers.</p> |                                                                                                 |                                                                                                 |                                                                                                         |                            |                        |          |
| 3                                                                                                                                                                  | 4                                                                                               | 5                                                                                               | 6                                                                                                       | 7                          | 8                      | 9        |
|                                                                                                                                                                    | <br>TWO MOONS |                                                                                                 |                                                                                                         | Dimwit's Birthday Observed |                        |          |
| 10                                                                                                                                                                 | 11                                                                                              | 12                                                                                              | 13                                                                                                      | 14                         | 15                     | 16       |
|                                                                                                                                                                    | Leisure Day                                                                                     |                                                                                                 | <br>ONE & A HALF MOONS | Dimwit's Birthday Observed |                        |          |
| 17                                                                                                                                                                 | 18                                                                                              | 19                                                                                              | 20                                                                                                      | 21                         | 22                     | 23       |
|                                                                                                                                                                    | Double Fannucci Championships                                                                   |                                                                                                 |                                                                                                         | Dimwit's Birthday Observed | MISSING MOON           |          |
| 24                                                                                                                                                                 | 25                                                                                              | 26                                                                                              | 27                                                                                                      | 28                         | 29                     | 30       |
|                                                                                                                                                                    |                                                                                                 | <br>WEIRD MOON |                                                                                                         | Dimwit's Birthday Observed |                        |          |

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# OTTOBUR 883

| Sand Day                                                                                        | Mud Day                                                                                        | Grave's Day                                                                          | Wands Day                                                                            | Birthday                                                                             | Frob Day™                                                                                           | Star Day |
|-------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|----------|
| 1                                                                                               | 2  FULL MOON | 3                                                                                    | 4                                                                                    | 5<br>Dimwit's Birthday Observed                                                      | 6  ST. WISKUS' DAY | 7        |
| 8                                                                                               | 9                                                                                              | 10  | 11                                                                                   | 12<br>Dimwit's Birthday Observed                                                     | 13                                                                                                  | 14       |
| 15  FULL SUN | 16                                                                                             | 17                                                                                   | 18  | 19<br>Dimwit's Birthday Observed                                                     | 20                                                                                                  | 21       |
| 22                                                                                              | 23           | 24                                                                                   | 25                                                                                   | 26  | 27                                                                                                  | 28       |
| 29                                                                                              | 30                                                                                             | 31  | TID BITZ Anthanian cave-dwelling witches can sometimes be summoned by coughing.      |                                                                                      |                                                                                                     |          |

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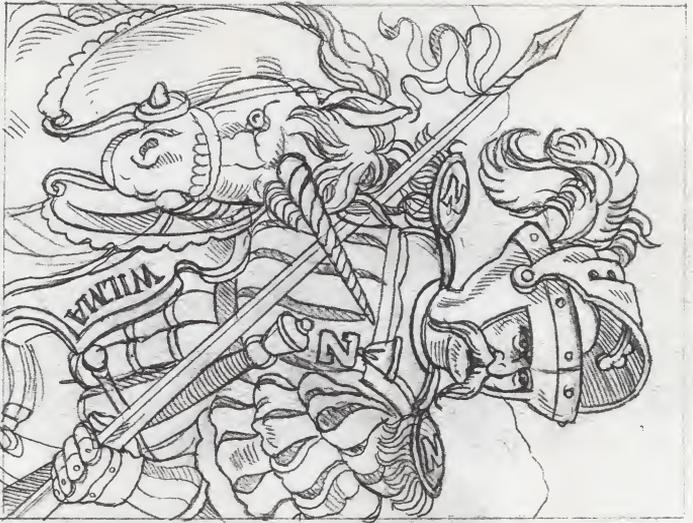
# NUMBER BUR 883

| Sand Day                                                                                                    | Mud Day                                                                                              | Grue's Day      | Wands Day                                                                                             | Birthday                                                                                                                         | Frob Day <sup>TR</sup>                                                                             | Star Day                                                                                                     |
|-------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|-----------------|-------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| <u>DID U Know?</u> Some silly people actually believe that the Empire will collapse on Curse Day this year. |                                                                                                      |                 | 1                                                                                                     | 2<br>Dimwit's Birthday Observed                                                                                                  | 3<br><br>NEW MOON | 4                                                                                                            |
| 5                                                                                                           | 6                                                                                                    | 7               | 8<br>                | 9<br>Dimwit's Birthday Observed                                                                                                  | 10                                                                                                 | 11<br><br>Veterinarian's Day |
| 12<br>Spore-<br>Efectoria                                                                                   | 13                                                                                                   | 14<br>Curse Day | 15                                                                                                    | 16<br><br>NEW SUN<br>Dimwit's Birthday Observed | 17                                                                                                 | 18                                                                                                           |
| 19<br>                   | 20                                                                                                   | 21              | 22<br><br>FULL FLAKE | 23<br>Dimwit's Birthday Observed                                                                                                 | 24<br>            | 25                                                                                                           |
| 26                                                                                                          | 27<br><br>BAD MOON | 28              | 29                                                                                                    | 30<br>Dimwit's Birthday Observed                                                                                                 | KRAZY KWOTES<br>"I aint nothing but a hellhound."<br>-- Elvis Flathead                             |                                                                                                              |

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# DISMEMBUR 883

| Sand Day                                                                                                                                         | Mud Day                                                                                                     | Grave's Day                                                                                    | Wands Day                                                                                    | Birthday                                                                                    | Frob Day <sup>TR</sup>                                                                       | Star Day                                                                                     |
|--------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|
| <p><u>QUICKIE QUIZ</u> who said "A home that's cut in half usually falls over."?</p> <p style="text-align: center;">ANSWER: Abraham Flathead</p> |                                                                                                             |                                                                                                |                                                                                              |                                                                                             |                                                                                              |                                                                                              |
| 3                                                                                                                                                | 4                                                                                                           | 5                                                                                              | 6                                                                                            | 7                                                                                           | 8                                                                                            | 9                                                                                            |
|                                                                                                                                                  |  SEMI FLAKE               |  BULL MOON    |  HAPPY MOON | Dimwit's Birthday Observed                                                                  |                                                                                              | Unnatural Acts (GITZ GUE)                                                                    |
| 10                                                                                                                                               | 11                                                                                                          | 12                                                                                             | 13                                                                                           | 14                                                                                          | 15                                                                                           | 16                                                                                           |
|                                                               |                                                                                                             |                                                                                                |                                                                                              |  BLUE MOON |                                                                                              |  DARK FLAKE  |
| 17                                                                                                                                               | 18                                                                                                          | 19                                                                                             | 20                                                                                           | 21                                                                                          | 22                                                                                           | 23                                                                                           |
|                                                                                                                                                  |                           |                                                                                                |                                                                                              | Dimwit's Birthday Observed                                                                  |                                                                                              |                                                                                              |
| 24                                                                                                                                               | 25                                                                                                          | 26                                                                                             | 27                                                                                           | 28                                                                                          | 29                                                                                           | 30                                                                                           |
|                                                                                                                                                  |                                                                                                             |  HALF-BOE SUN |                                                                                              | Dimwit's Birthday Observed                                                                  |  GRAVE MOON |  ZIKKO FLAKE |
| 31                                                                                                                                               | <p>Beginnings of Flathead Dynasty (GSD)</p> <p>Frob Day is a trademark of the Frobozz Magic Day Company</p> |                                                                                                |                                                                                              |                                                                                             |                                                                                              |                                                                                              |



Frank Lloyd Wright

*Juicyin Flathead*



*Babe Flathead*



Behind Math class.



Behind Paul's class.





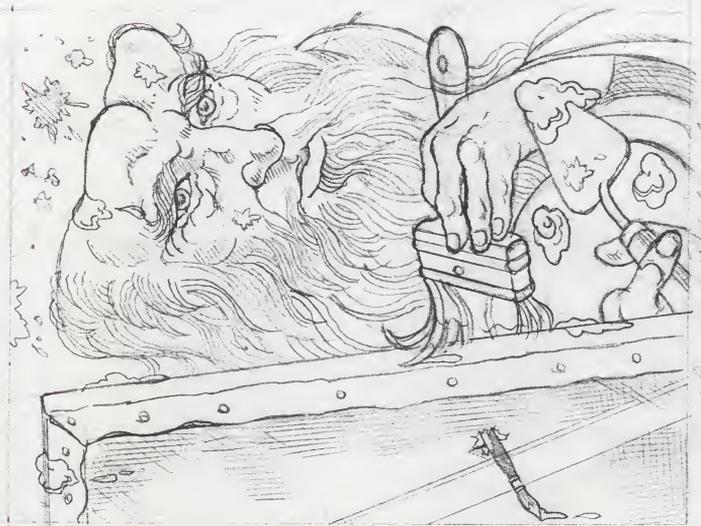
*G. S. Depoint Flathead*



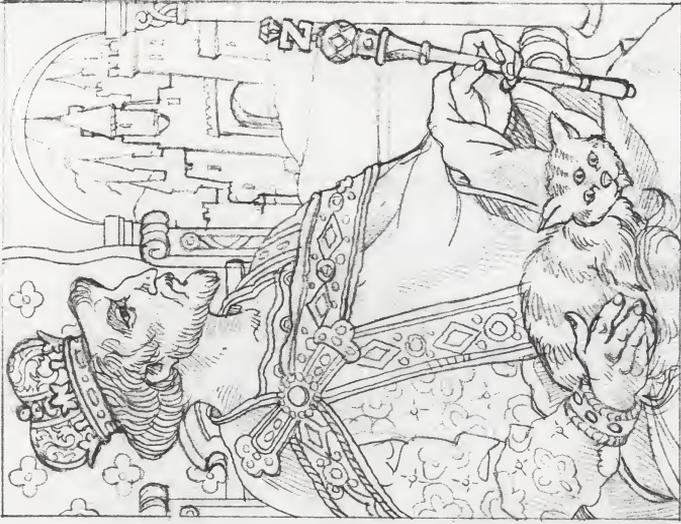
*Thomas A Flathead*



Robert Walpole's Feast



Walpole's Window



Danish Festival.



Johann Sebastian

Steve, check these  
 Please put out!  
 cc.

WRIGHTSON TYPOGRAPHERS • W72870  
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 MAY 2, 1988

PHOTOTYPESET FOR QUALITY

| Sand Day                  | Mud Day                                               | Grues Day | Wands Day                                                                                                                                                                      | Birthday                                | Frob Day <sup>TM</sup> | Star Day |
|---------------------------|-------------------------------------------------------|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------|------------------------|----------|
| 1<br><i>Entharion Day</i> | 2                                                     | 3         | 4                                                                                                                                                                              | 5<br><i>Dimwit's Birthday Observed</i>  | 6                      | 7        |
| 8                         | 9                                                     | 10        | 11                                                                                                                                                                             | 12<br><i>Dimwit's Birthday Observed</i> | 13                     | 14       |
| 15                        | 16<br><i>Granola Riots (805 GUE)</i>                  | 17        | 18<br><i>cup F<br/>Endless fire started (773 GUE)</i>                                                                                                                          | 19<br><i>Dimwit's Birthday Observed</i> | 20                     | 21       |
| 22<br>NEW MOON            | 23                                                    | 24        | 25                                                                                                                                                                             | 26<br><i>Dimwit's Birthday Observed</i> | 27                     | 28       |
| 29                        | 30<br><i>Flood Control Dam #3 dedicated (783 GUE)</i> | 31        | DID U KNOW? Dimwit's Birthday, now associated with big sales at U-Mart and J.C. Zorkmids, was once a day when everyone in the kingdom was required to give the king a present. |                                         |                        |          |

Frob Day is a trademark of the Frobozz Magic Day Company.

Handwritten notes

PHOTOTYPESET  FOR QUALITY

| Sand Day                                                                                                                                | Mud Day | Grues Day | Wands Day | Birthday | Frob Day <sup>TM</sup> | Star Day |
|-----------------------------------------------------------------------------------------------------------------------------------------|---------|-----------|-----------|----------|------------------------|----------|
| FUN FAX Frobruary <sup>TM</sup> was originally called Fidooshnary until it was purchased by the Frobozz Magic Month Company in 817 GUE. |         |           |           |          |                        |          |
| 5                                                                                                                                       | 6       | 7         | 8         | 9        | 10                     | 11       |
| 12                                                                                                                                      | 13      | 14        | 15        | 16       | 17                     | 18       |
| 19                                                                                                                                      | 20      | 21        | 22        | 23       | 24                     | 25       |
| 26                                                                                                                                      | 27      | 28        | 29        | 30       | 31                     | 32       |
| 33                                                                                                                                      | 34      | 35        |           |          |                        |          |

Frob Day is a trademark of the Frobozz Magic Day Company.  
 Frobruary is a trademark of the Frobozz Magic Month Company.

atc  
 "Antharia"

PHOTOTYPESET  FOR QUALITY

| Sand Day                                             | Mud Day | Grues Day        | Wands Day | Birthday                                       | Frob Day <sup>TM</sup> | Star Day |
|------------------------------------------------------|---------|------------------|-----------|------------------------------------------------|------------------------|----------|
| KRAZY KWOTES<br>"Why pay less?"<br>- Dimwit Flathead | 1       | 2                | 3         | 4                                              |                        |          |
| 5                                                    | 6       | 7                | 8         | 9<br><i>Dimwit's Birthday Observed</i>         | 10                     | 11       |
| 12                                                   | 13      | 14               | 15        | 16<br><i>Dimwit's Birthday Observed</i>        | 17                     | 18       |
| 19                                                   | 20      | 21<br>EMPTY MOON | 22        | 23<br><i>Dimwit's Birthday Observed</i>        | 24                     | 25       |
| Frobozz Magic Case<br>Co. founded (606)              | 26      | 27               | 28        | 29<br><i>Royal Museum dedicated (1777 GUE)</i> | 30                     | 31       |
|                                                      |         |                  |           | 30<br><i>Dimwit's Birthday Observed</i>        | 31                     |          |

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add GUE, if mem permits

PHOTOTYPESET  FOR QUALITY

| Sand Day                                                                                                                                                                                                                      | Mud Day                 | Grues Day       | Wands Day | Birthday                      | Frob Day <sup>re</sup> | Star Day                 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|-----------------|-----------|-------------------------------|------------------------|--------------------------|
| <p><b>TID BITZ</b> This year is the 100th anniversary of the original Coronation Day. Since Dimwit's coronation, all subsequent kings have been crowned on February 25th.</p> <p style="text-align: right;">Oracle ZZZud.</p> |                         |                 |           |                               |                        |                          |
| 2                                                                                                                                                                                                                             | 3                       | 4               | 5         | 6                             | 7                      | 8                        |
|                                                                                                                                                                                                                               | King Ward's<br>Birthday | St. Frobuz' Day |           | Dimwit's Birthday<br>Observed |                        |                          |
| 9                                                                                                                                                                                                                             | 10                      | 11              | 12        | 13                            | 14                     | 15                       |
|                                                                                                                                                                                                                               |                         |                 |           | Dimwit's Birthday<br>Observed |                        |                          |
| 16                                                                                                                                                                                                                            | 17                      | 18              | 19        | 20                            | 21                     | 22                       |
|                                                                                                                                                                                                                               |                         |                 |           | Dimwit's Birthday<br>Observed |                        | Coronation Day<br>↓<br>↓ |
| 23                                                                                                                                                                                                                            | 24                      | 25              | 26        | 27                            | 28                     | 29                       |
|                                                                                                                                                                                                                               |                         |                 | OLD MOON  | Dimwit's Birthday<br>Observed |                        |                          |
| 30                                                                                                                                                                                                                            |                         |                 |           |                               |                        |                          |

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PHOTOTYPESET  FOR QUALITY

| Sand Day | Mud Day  | Grues Day | Wands Day       | Birthday                                                     | Frob Day <sup>TM</sup> | Star Day               |
|----------|----------|-----------|-----------------|--------------------------------------------------------------|------------------------|------------------------|
| 0        | 1        | 2         | 3               | 4                                                            | 5                      | 6                      |
| Zero Day | Mage Day |           |                 | Dimmit's Birthday Observed                                   |                        | Andigdan Noble Pageant |
| 7        | 8        | 9         | 10              | 11                                                           | 12                     | 13                     |
|          |          |           |                 | Dimmit's Birthday Observed                                   |                        |                        |
| 14       | 15       | 16        | 17              | 18                                                           | 19                     | 20                     |
|          |          |           |                 | Dimmit's Birthday Observed                                   |                        |                        |
| 21       | 22       | 23        | 24              | 25                                                           | 26                     | 27                     |
|          |          |           |                 | Dimmit's Birthday Observed                                   | PAC MOON               |                        |
| 28       | 29       | 30        | 31              | QUICKIE QUIZ Who was the first king in the Flathead Dynasty? |                        |                        |
|          |          |           | St. Honko's Day |                                                              |                        |                        |

Frob Day is a trademark of the Frobozz Magic Day Company.

ANSWER: Duncanthrax the Bellicose  
 answer should be at bottom of box, upside down

PHOTOTYPESET FOR QUALITY

| Sand Day                                                                                          | Mud Day | Grues Day | Wands Day | BirthDay | Frob Day <sup>FR</sup> | Star Day |
|---------------------------------------------------------------------------------------------------|---------|-----------|-----------|----------|------------------------|----------|
| <b>KRAZY KWOTES</b><br>"A good lawyer is much better than a good husband."<br>- Lucrezia Flathead |         |           |           |          |                        |          |
| 4                                                                                                 | 5       | 6         | 7         | 8        | 9                      | 10       |
| 11                                                                                                | 12      | 13        | 14        | 15       | 16                     | 17       |
| 18                                                                                                | 19      | 20        | 21        | 22       | 23                     | 24       |
| 25                                                                                                | 26      | 27        | 28        | 29       | 30                     |          |

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PHOTOTYPESET  FOR QUALITY

| Sand Day | Mud Day                                                                                                                                                   | Grues Day                        | Wands Day | Birthday                         | Frob Day <sup>ns</sup> | Star Day |
|----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|-----------|----------------------------------|------------------------|----------|
| -5       | TID BITZ The great Thaumaturgist, Davmar, spent six years of his life as a zucchini farmer, but was allergic to zucchinis and could not eat them himself! |                                  |           |                                  |                        |          |
| 2        | 3<br>WHITE MOON                                                                                                                                           | 4                                | 5         | 6<br>Dimwit's Birthday Observed  | 7                      | 8        |
| 9        | 10<br>Doubt's Prince becomes National Sport of Cuzcuz (1961)<br>add 60s it said                                                                           | 11<br>Fiftee Day<br>SUIDDER MOON | 12        | 13<br>Dimwit's Birthday Observed | 14                     | 15       |
| 16       | 17                                                                                                                                                        | 18                               | 19        | 20<br>Dimwit's Birthday Observed | 21                     | 22       |
| 23       | 24                                                                                                                                                        | 25                               | 26        | 27<br>Dimwit's Birthday Observed | 28                     | 29       |
| 30       | 31                                                                                                                                                        | ?<br>St. Quakko's Day (maybe)    |           |                                  |                        |          |

Frob Day is a trademark of the Frobozz Magic Day Company.

move " ? " to above text (where other graphics will go)

PHOTOTYPESET  FOR QUALITY

| Sand Day | Mud Day | Grues Day | Wands Day | Birthday | Frob Day <sup>™</sup>                                                        | Star Day |
|----------|---------|-----------|-----------|----------|------------------------------------------------------------------------------|----------|
|          | 1       | 2         | 3         | 4        | 5                                                                            |          |
| 6        | 7       | 8         | 9         | 10       | 11                                                                           | 12       |
| 13       | 14      | 15        | 16        | 17       | 18                                                                           | 19       |
| 20       | 21      | 22        | 23        | 24       | 25                                                                           | 26       |
| 27       | 28      | 29        | 30        | 31       | FUN FAX Bottomless pits are the second-leading cause of death in Flatheadia. |          |

Frob Day is a trademark of the Probozz Magic Day Company.

Answer: Port Fozzle  
 ↑ upside down in  
 Quickie Quiz box

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 MAY 4, 1988

PHOTOTYPESET  FOR QUALITY

| Sand Day                                                                                                                                                    | Mud Day                        | Gruess Day | Wands Day          | Birthday                      | Frob Day <sup>TM</sup> | Star Day                             |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|------------|--------------------|-------------------------------|------------------------|--------------------------------------|
| <p>FUN FAX Some experts claim that Dimwit Flathead could access a secret wing of his castle by sitting on his favorite throne and snapping his fingers.</p> |                                |            |                    |                               |                        |                                      |
| 3                                                                                                                                                           | 4                              | 5          | 6                  | 7                             | 8                      | 9                                    |
|                                                                                                                                                             | TWO MOONS<br>Leisure Day       |            |                    | Dimwit's Birthday<br>Observed |                        | Time Tested Spell<br>Invented (1927) |
| 10                                                                                                                                                          | 11                             | 12         | 13                 | 14                            | 15                     | 16                                   |
|                                                                                                                                                             | Double Fanned<br>Championships |            | ONE & A HALF MOONS | Dimwit's Birthday<br>Observed |                        |                                      |
| 17                                                                                                                                                          | 18                             | 19         | 20                 | 21                            | 22                     | 23                                   |
|                                                                                                                                                             |                                |            |                    | Dimwit's Birthday<br>Observed | MISSING MOON           |                                      |
| 24                                                                                                                                                          | 25                             | 26         | 27                 | 28                            | 29                     | 30                                   |
|                                                                                                                                                             |                                | WEIRD MOON |                    | Dimwit's Birthday<br>Observed |                        |                                      |

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17 1968

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 DFD 0504 r2 DIK B085 HPD1 MAY 4, 1988

PHOTOTYPESET  FOR QUALITY

| Sand Day | Mud Day   | Grues Day | Wands Day                                                                       | Birthday                          | Frob Day <sup>™</sup>  | Star Day |
|----------|-----------|-----------|---------------------------------------------------------------------------------|-----------------------------------|------------------------|----------|
| 1        | 2         | 3         | 4                                                                               | 5                                 | 6                      | 7        |
|          | FULL MOON |           |                                                                                 | <i>Dimwit's Birthday Observed</i> | <i>St. Wishear Day</i> |          |
| 8        | 9         | 10        | 11                                                                              | 12                                | 13                     | 14       |
|          |           |           |                                                                                 | <i>Dimwit's Birthday Observed</i> |                        |          |
| 15       | 16        | 17        | 18                                                                              | 19                                | 20                     | 21       |
| FULL SUN |           |           |                                                                                 | <i>Dimwit's Birthday Observed</i> |                        |          |
| 22       | 23        | 24        | 25                                                                              | 26                                | 27                     | 28       |
|          |           |           |                                                                                 | <i>Dimwit's Birthday Observed</i> |                        |          |
| 29       | 30        | 31        | TID BITZ Antharian cave-dwelling witches can sometimes be summoned by coughing. |                                   |                        |          |

(ri) "Antharian"

*Frob Day is a trademark of the Frobuzz Magic Day Company.*

PHOTOTYPESET  FOR QUALITY

| Sand Day                                                                                                    | Mud Day                 | Grues Day        | Wands Day                 | Birthday                          | Frob Day <sup>TM</sup>                                                        | Star Day                  |
|-------------------------------------------------------------------------------------------------------------|-------------------------|------------------|---------------------------|-----------------------------------|-------------------------------------------------------------------------------|---------------------------|
|                                                                                                             |                         | <b>1</b>         | <b>2</b>                  | <b>3</b>                          | <b>4</b>                                                                      |                           |
| <b>DID U KNOW?</b> Some silly people actually believe that the Empire will collapse on Curse Day this year. |                         |                  |                           |                                   |                                                                               |                           |
| <b>5</b>                                                                                                    | <b>6</b>                | <b>7</b>         | <b>8</b>                  | <b>9</b>                          | <b>10</b>                                                                     | <b>11</b>                 |
|                                                                                                             |                         |                  |                           | <i>Dimwit's Birthday Observed</i> | <small>NEW MOON</small>                                                       | <i>Veterinarian's Day</i> |
| <b>12</b>                                                                                                   | <b>13</b>               | <b>14</b>        | <b>15</b>                 | <b>16</b>                         | <b>17</b>                                                                     | <b>18</b>                 |
|                                                                                                             |                         | <i>Curse Day</i> |                           | <i>Dimwit's Birthday Observed</i> |                                                                               |                           |
| <b>19</b>                                                                                                   | <b>20</b>               | <b>21</b>        | <b>22</b>                 | <b>23</b>                         | <b>24</b>                                                                     | <b>25</b>                 |
|                                                                                                             |                         |                  | <small>FULL FLAKE</small> | <i>Dimwit's Birthday Observed</i> |                                                                               |                           |
| <b>26</b>                                                                                                   | <b>27</b>               | <b>28</b>        | <b>29</b>                 | <b>30</b>                         | <b>KRAZY KWOTES</b><br>"I ain't nothing but a hellhound."<br>— Elvis Flathead |                           |
|                                                                                                             | <small>OLD MOON</small> |                  |                           | <i>Dimwit's Birthday Observed</i> |                                                                               |                           |

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R "RAD"

You

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 WRIGHTSON TYPOGRAPHERS • W72870 GALLEY 12 • PROOF 1  
 DFD 0504 R5 DIK B085 HPD1 MAY 4, 1988

PHOTOTYPESET FOR QUALITY

| Sand Day                                                              | Mud Day                             | Grues Day    | Wands Day  | Birthday                                | Frob Day <sup>TR</sup> | Star Day                 |
|-----------------------------------------------------------------------|-------------------------------------|--------------|------------|-----------------------------------------|------------------------|--------------------------|
| QUICKIE QUIZ Who said "A home that's cut in half usually falls over?" |                                     |              |            |                                         |                        |                          |
| 3                                                                     | 4                                   | 5            | 6          | 7                                       | 8                      | 9                        |
|                                                                       | SEMIFLAK                            | BULL MOON    |            | Dimwit's Birthday Observed              |                        | Unnatural Acts (GIZ GUE) |
| 10                                                                    | 11                                  | 12           | 13         | 14                                      | 15                     | 16                       |
|                                                                       |                                     |              | HAPPY MOON | Dimwit's Birthday Observed              |                        | DARK FLAKE               |
| 17                                                                    | 18                                  | 19           | 20         | 21                                      | 22                     | 23                       |
|                                                                       |                                     |              |            | BLUE MOON<br>Dimwit's Birthday Observed |                        |                          |
| 24                                                                    | 25                                  | 26           | 27         | 28                                      | 29                     | 30                       |
|                                                                       |                                     | HALF-BOZ SUN |            | Dimwit's Birthday Observed              | GRUE MOON              | ZIKKI FLAKE              |
| 31                                                                    | Beginning of Flathead Dynasty (659) |              |            |                                         |                        |                          |

Frob Day is a trademark of the Frobozz Magic Day Company.

GUE, if you

Answer: Abraham Flathead  
 Upside down in Quickie Quiz box

**ESTUARY 883 FR**

**ORACLE 883 MAGE 8**

**AUGUR 883 SUSPE**

**MUMBERBUR 88**



**TUARY 883 FROBUARY<sup>TR</sup> 883**

**LE 883 MAGE 883 JAM 883**

**GUR 883 SUSPENDUR 883 0**

**UMBERBUR 883 DISMEMB**

FOR ADDITIONS OR ALTERATIONS  
TO THIS ORDER  
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ORIGINAL SPECIFICATIONS ON FILE  
TO ASSURE PERFECT MATCH

**0BUARY<sup>TR</sup> 883**

**ARCH 883**

**83**

**JAM 883**

**JELLY 883**

**NDUR 883**

**OTTOBUR 883**

**3**

**DISMEMBUR 883**

MAY 4

ADDITIONS OR ALTERATIONS  
TO THIS ORDER  
PLEASE REFER TO

ORIGINAL SPECIFICATIONS ON FILE  
TO ASSURE PERFECT MATCH

*The Flathead  
& Calendar*



883



## THE TWELVE FLATHEADS

*As every student of history knows, the Twelve Flatheads were the greater part of the Thirteen Significant Accomplishments of King Mumberthrax the Insignificant.\**

*In the immortal words of Boswell Barwell, the royal biographer:*

Mumberthrax's place in history was secured by the one thing at which the Flatheads tended to excel: procreation. He sired twelve amazing children; twelve offspring who would transform the kingdom. As these magnificent siblings grew in notoriety, as their vast achievements became legendary, they became known as The Twelve Flatheads.\*\*

*In 783 GUE, the coronation of Lord Dimwit Flathead the Excessive, Mumberthrax's firstborn, began at Flatheadia. This calendar, brought to you under the auspices of the Flatheadia Chamber of Commerce and the Frobozz Magic Calendar Company, celebrates the centennial of that memorable occasion.*

*Reproduced for this calendar are Leonardo Flathead's famous portraits of the Twelve Flatheads.\*\*\* Leonardo brilliantly captured the varied personalities of the siblings on canvas over a span of seventeen years, starting with his own self-portrait in 766 GUE (see Jelly) and finishing with his Coronation Portrait of King Dimwit in 783 GUE (see Estuary).*

*We are grateful for permission to reprint the accompanying excerpts from Boswell Barwell's exhaustive biography, "The Lives of the Twelve Flatheads."\*\*\*\**

\*The thirteenth accomplishment was a decree that made Double Fanucci the National Sport of Quendor. Legends say that Double Fanucci was invented by Zilbo III, the last king of the Entharion dynasty. Double Fanucci Championships had been an annual event since 691 GUE, and Mumberthrax's Proclamation of 757 simply gave the sport official royal approval.

\*\*From the introduction to "The Lives of the Twelve Flatheads."

\*\*\*The originals can be seen in the gallery at Flatheadia Castle. Acknowledgement is gratefully made to Winifred Booblort of the Flatheadia Castle Preservation Society for her invaluable help.

\*\*\*\*Copied right in 804 GUE by the Frobozz Magic Biography Publishing Company.

## DIMWIT FLATHEAD

### Excessive Ruler of the Empire (723-789)

Dimwit, as Mumberthrax's firstborn, grew up as heir to the throne of Quendor. A tad spoiled, little Dimmie was fond of torturing his nannies in the castle dungeon.

Dimwit spent most of his early adulthood vacationing (with 40,000 attendants) in the sparsely populated Eastlands across the Great Sea. Dimwit, who despised the outdoors,\* was enthralled by the underground caverns there.

When Mumberthrax felt death's icy hand in 770 GUE, Dimwit began his vibrant reign. He immediately moved the capital of Quendor from Egreth, in the Westlands, to Aragain, in the Eastlands. Aragain, a small village, was transformed and renamed Flatheadia. Dimwit also decreed that Quendor be called "The Great Underground Empire."\*\*\*

Dimwit's grandiosity knew no bounds. His wondrous coronation ceremony\*\* quickly earned him the nickname Lord Dimwit Flathead the Excessive. On a whim, in 783, he ordered the erection of Flood Control Dam #3, an underground project whose uselessness and cost did not diminish its magnificence. He also had huge granola smelters built near the Antharian Granola Mines.

Some bitter, unappreciative chroniclers have described Dimwit's castle as his biggest folly. It covered 8,600 square bloits, and housed, at one time, over 90% of the empire's population.

Dimwit's last great project was the erection of a huge statue of himself in the Public Valley. Nine bloits tall, it necessitated the deforestation of 1,400 square bloits.

It was rumored that Dimwit was planning the construction of a new continent in the Flathead Ocean; a continent whose contours would have resembled his own features. Sadly, Dimwit passed away in 789 before he could realize this incomparable goal. His death has always been shrouded in mystery.



\*Dimwit was petrified of rain, which puddled embarrassingly on his level pate.

\*\*Nowadays, these names are used interchangeably.

\*\*\*The ceremony took thirteen years to plan and lasted eighteen fun-filled months.

# ESTUARY 883

| Sand Day                  | Mud Day                                                                                                                     | Grues Day                  | Wands Day                                                                                                                                                                             | Birthday                                | Frob Day <sup>TR</sup> | Star Day |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------|------------------------|----------|
| 1<br><i>Entharion Day</i> | 2                                                                                                                           | 3<br><i>Mom's Birthday</i> | 4 ☾                                                                                                                                                                                   | 5<br><i>Dimwit's Birthday Observed</i>  | 6                      | 7        |
| 8                         | 9                                                                                                                           | 10                         | 11                                                                                                                                                                                    | 12<br><i>Dimwit's Birthday Observed</i> | 13 ☉                   | 14       |
| 15                        | 16<br><br><i>Granola Riots (865 GUE)</i> | 17                         | 18<br><i>Endless Fire started (773 GUE)</i>                                                                                                                                           | 19<br><i>Dimwit's Birthday Observed</i> | 20                     | 21       |
| 22<br>☉<br>NEW MOON       | 23                                                                                                                          | 24                         | 25                                                                                                                                                                                    | 26<br><i>Dimwit's Birthday Observed</i> | 27                     | 28       |
| 29                        | 30<br><i>Flood Control Dam #3 dedicated (783 GUE)</i>                                                                       | 31 ☉                       | <b>DID U KNOW?</b> Dimwit's Birthday, now associated with big sales at U-Mart and J.C. Zorkmids, was once a day when everyone in the kingdom was required to give the king a present. |                                         |                        |          |



## JOHN D. FLATHEAD

Captain of Industry  
(725-789)

King Duncanthrax formed the Frobozz Magic Construction Company in 667 GUE to enlarge the underground caverns of the Eastlands. Affiliated companies, such as the Frobozz Magic Dirt Disposal Company, and the Frobozz Magic Underground Sewer Installation Company, soon followed. The next year, FrobozzCo International was formed as a parent company for the burgeoning subsidiaries.

By 743, there were more than 17,000 subsidiaries of FrobozzCo. That same year, a young entrepreneur named John D. Flathead graduated from the venerable Borphee Business School.

At age 22, John D. founded Flathead Industries. FI's business was inventing other companies, which it would then sell to FrobozzCo. Within three years, FI had an annual income of 80,000,000 zorkmids. Eventually, the conglomerate decided to buy FI, renaming it the Frobozz Magic Company. John D. became one of FrobozzCo's 39,000 vice-presidents.

It didn't take John D. long to parlay his business acumen and royal connections into the chairmanship of FrobozzCo. Years of heady growth followed. When John D.'s older brother Dimwit became king, FrobozzCo received every contract for Dimwit's incredible projects. Hundreds of new subsidiaries were formed daily; in 781 a huge 400-story headquarters opened in Flatheadia.

John D.'s long-time goal was for FrobozzCo to control every single zorkmid of commerce in the Great Underground Empire. The lone holdout, a small rutabaga farm in Mithicus, finally sold out to FrobozzCo in 789. John D. never heard the news, however. He disappeared, along with a huge entourage, while touring the factories of the Frobozz Magic Snowmaking Equipment Company in the Gray Mountains.

# FROBUARY<sup>TR</sup> 883

| Sand Day                                                                                                                                | Mud Day                                                                                             | Grues Day | Wands Day                                                                              | Birthday                                                                                                                    | Frob Day <sup>TR</sup>                                                                                             | Star Day                                                                                 |
|-----------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|-----------|----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|
| FUN FAX Frobruary <sup>TR</sup> was originally called Fidooshiary until it was purchased by the Frobozz Magic Month Company in 817 GUE. |                                                                                                     |           | 1                                                                                      | 2 <br><i>Dimwit's Birthday Observed</i>    | 3 <br><i>Undergroundhog's Day</i> | 4     |
| 5                                                                                                                                       | 6                                                                                                   | 7         | 8                                                                                      | 9 <br><i>Dimwit's Birthday Observed</i>  | 10                                                                                                                 | 11  |
| 12                                                                                                                                      | 13                                                                                                  | 14        | 15                                                                                     | 16 <br><i>Dimwit's Birthday Observed</i> | 17                                                                                                                 | 18                                                                                       |
| 19                                                                                                                                      | 20 <br>FULL MOON | 21        | 22                                                                                     | 23 <br><i>Dimwit's Birthday Observed</i> | 24                                                                                                                 | 25                                                                                       |
| 26                                                                                                                                      | 27                                                                                                  | 28        | 29  | 30 <br><i>Dimwit's Birthday Observed</i> | 31                                                                                                                 | 32                                                                                       |
| 33                                                                                                                                      | 34                                                                                                  | 35        | <i>Start of Leap Week (29th day)</i>                                                   |                                                                                                                             |                                                                                                                    |                                                                                          |

Frob Day is a trademark of the Frobozz Magic Day Company.

## STONEWALL FLATHEAD

Military Hero  
(726-789)

T.J. "Stonewall" Flathead received his celebrated nickname while serving as a Squire in the Royal Army during the famous Battle of The Stonewall in 747 GUE.

The Stonewall was a strategically vital locale, commanding the two most important caverns of the Eastlands. When reports arrived that rebellious natives had captured The Stonewall, T.J. Flathead and his garrison were assigned the mission of retaking it.

After a battle lasting seven weeks, during which T.J.'s men suffered a casualty rate of nearly 75%, the garrison stormed The Stonewall. Once in command of it, they discovered that the reports had been erroneous: The Stonewall was completely undefended, and the supposedly rebellious natives were actually all vacationing in the Gray Mountains. Nevertheless, T.J.'s tactics and strategies during the battle were brilliant, and he would henceforth be known as Stonewall Flathead.

Stonewall rose quickly through the ranks, and in 755 GUE he became General of the Royal Army.

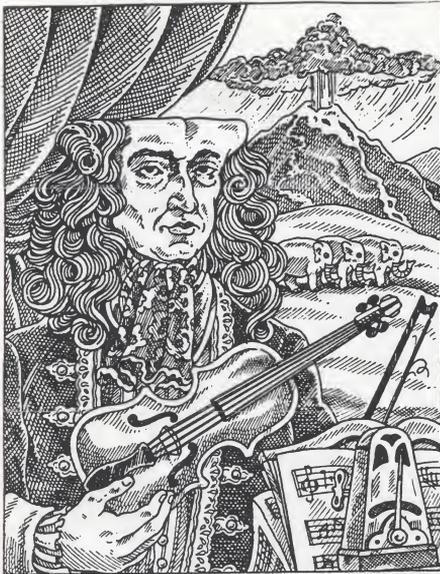
During his 34 years in command, he squelched three provincial rebellions and over 12,000 tax riots. Fortunately, his unlimited conscription powers helped mitigate the 98% casualty rates his army suffered during these difficult battles.

Stonewall died in 789 GUE during the Battle of Ragweed Gulch, when he was accidentally shot by one of his own men.



# ARCH 883

| Sand Day                                                                               | Mud Day | Grues Day                                                                                            | Wands Day                                     | Birthday                                                                                                                    | Frob Day <sup>TR</sup>                                                              | Star Day                                                                                                             |
|----------------------------------------------------------------------------------------|---------|------------------------------------------------------------------------------------------------------|-----------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| KRAZY KWOTES<br>"Why pay less?"<br>-Dimwit Flathead                                    |         |                                                                                                      | 1                                             | 2<br><i>Dimwit's Birthday Observed</i>                                                                                      | 3  | 4                                                                                                                    |
| 5                                                                                      | 6       | 7                                                                                                    | 8                                             | 9<br><i>Dimwit's Birthday Observed</i>                                                                                      | 10                                                                                  | 11<br><br><i>St. Balhu's Day</i> |
| 12  | 13      | 14                                                                                                   | 15                                            | 16<br><i>Dimwit's Birthday Observed</i>                                                                                     | 17                                                                                  | 18                                                                                                                   |
| 19<br><i>Frobazz Magic Cave Co. Founded (668 GUE)</i>                                  | 20      | 21 <br>EMPTY MOON | 22<br><i>Royal Museum dedicated (777 GUE)</i> | 23<br><i>Dimwit's Birthday Observed</i>                                                                                     | 24                                                                                  | 25                                                                                                                   |
| 26                                                                                     | 27      | 28                                                                                                   | 29                                            | 30 <br><i>Dimwit's Birthday Observed</i> | 31                                                                                  |                                                                                                                      |



## JOHANN SEBASTIAN FLATHEAD

**Musical Genius**  
(728-789)

In 732 GUE, the Frobozz Philharmonic Orchestra was formed. Because of the woeful lack of orchestral music in existence, the FPO usually settled for playing baroque versions of old folk tunes and popular dance numbers.

Seven years later, the FPO performed their first symphony. The piece was notable because of the age of its author, a precocious eleven-year-old named Johann Sebastian Flathead.

As he matured, Johann's symphonies increased in length, while his audiences mysteriously decreased in size. His Symphony #981, the so-called Infinite Symphony, contained over 60,000 movements; over the course of its only performance, several members of the orchestra retired and were replaced by their children or grandchildren.

Dimwit recognized a kindred spirit in his younger brother, and appointed him official court composer in 771. Later that year, he wrote his famous "Flatheadia Overture for Rack and Pendulum" to celebrate the dedication of Dimwit's new dungeon.

He spent his latter years composing music for ever more grandiose instruments, such as his Concerto for Woodwinds and Waterfalls. Johann was killed in 789 when a mishap occurred during a rehearsal of his Minuet for Violin and Volcano.

*\*No reasonable postulation has been made to explain Johann's lack of popularity. It is the belief of this author that the short attention span of the general public precluded it from sitting still for the whole of one of his symphonies.*

# ORACLE 883

| Sand Day                                                                                                                                                             | Mud Day                                                                                | Grues Day                                                                                                         | Wands Day                                                                                          | Birthday                                | Frob Day <sup>TR</sup> | Star Day                                                                                                     |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|-----------------------------------------|------------------------|--------------------------------------------------------------------------------------------------------------|
| <b>TID BITZ</b> This year is the 100th anniversary of the original Coronation Day. Since Dimwit's coronation, all subsequent kings have been crowned on Oracle 22nd. |                                                                                        |                                                                                                                   |                                                                                                    |                                         |                        | 1                                                                                                            |
| 2                                                                                                                                                                    | 3<br><i>King Wurfb's Birthday</i>                                                      | 4<br><br><i>St. Foobus' Day</i> | 5                                                                                                  | 6<br><i>Dimwit's Birthday Observed</i>  | 7                      | 8                          |
| 9                                                                                                                                                                    | 10                                                                                     | 11                                                                                                                | 12                                                                                                 | 13<br><i>Dimwit's Birthday Observed</i> | 14                     | 15                                                                                                           |
| 16                                                                                                                                                                   | 17  | 18                                                                                                                | 19                                                                                                 | 20<br><i>Dimwit's Birthday Observed</i> | 21                     | 22<br><br>Coronation Day |
| 23                                                                                                                                                                   | 24                                                                                     | 25                                                                                                                | 26 <br>OLD MOON | 27<br><i>Dimwit's Birthday Observed</i> | 28                     | 29<br><i>Dinner at the Bozbo's</i>                                                                           |
| 30                                                                                                                                                                   |                                                                                        |                                                                                                                   |                                                                                                    |                                         |                        |                                                                                                              |

**J. PIERPONT FLATHEAD**  
**Dauntless Banker and Financier**  
 (730-789)

As a child, J. Pierpont demonstrated both the flair for capitalism and the resourcefulness which would make him the most successful banker in all of Quendor. The enterprising eight-year-old opened a lemonade stand in the center of Egreth Village, using the royal militia to force citizens to buy lemonade. At spearpoint, most people were willing to pay little J. Pierpont's exorbitant price of 300 zorkmids per glass.\*

He also used the militia to quash the other lemonade stands in the city, and later to shut off all other beverage sources as well. As the prices at his lemonade stand soared into quadruple digits, J. Pierpont quickly realized the benefits of monopolies.

In 749, at the age of nineteen, J. Pierpont became a clerk at the Bank of Zork. Six weeks later, following a rash of disappearances of his successive bosses, J. Pierpont became the youngest Chairman of the Board in the bank's history, a testament to his financial acumen.

As Chairman, he used his royal connections to eliminate all competing banks, increasing the Bank of Zork's market share from 99.2% to 100%.\*\* He also supervised the installation of the latest magic-based security techniques to guard the bank's vault and deposit box areas. For unknown reasons, J. Pierpont hired exclusively gnomes to fill his teller and security positions.

J. Pierpont Flathead served as Chairman of the Board until his odd disappearance in 789 GUE, when he entered one of the bank's vaults and never re-emerged. Although gone, he is not forgotten; reproductions of his portrait still hang in every branch of the Bank of Zork.



\*Ice was extra.

\*\*He was later able to increase this number to 131% by encouraging customers to deposit their money several times.

# MAGE 883

| Sand Day             | Mud Day              | Grues Day | Wands Day                 | Birthday                                                                                               | Frob Day <sup>TR</sup> | Star Day                             |
|----------------------|----------------------|-----------|---------------------------|--------------------------------------------------------------------------------------------------------|------------------------|--------------------------------------|
| 0<br><i>Zero Day</i> | 1<br><i>Mage Day</i> | 2         | 3                         | 4<br><i>Dimwit's Birthday Observed</i>                                                                 | 5                      | 6<br><i>Antharion Marble Pageant</i> |
| 7                    | 8                    | 9         | 10                        | 11<br><i>Dimwit's Birthday Observed</i>                                                                | 12                     | 13                                   |
| 14                   | 15                   | 16        | 17                        | 18<br><i>Dimwit's Birthday Observed</i>                                                                | 19                     | 20                                   |
| 21                   | 22                   | 23        | 24                        | 25<br><i>Dimwit's Birthday Observed</i>                                                                | 26                     | 27<br>PAC MOON                       |
| 28                   | 29                   | 30        | 31<br><br>St. Honko's Day | <b>QUICKIE QUIZ</b> Who was the first king in the Flathead Dynasty?<br>ANSWER: Duncantrax the Bellcose |                        |                                      |



## THOMAS ALVA FLATHEAD

Inventor Extraordinaire

(730-789)

Many have mastered the magical arts; few applied them to the creation of practical devices as masterfully as the great inventor Thomas Alva Flathead.

His brilliance was evident even in childhood. Thomas Alva, the sixth son in his family, was constantly tormented by his siblings: no sooner would he get a toy to play with than some older brother would snatch it away. Thomas Alva quickly remedied the situation by inventing powerful steel traps which, at first glance, looked exactly like toy boats or stuffed dornbeasts.

As an adult, Thomas Alva produced a seemingly endless stream of inventions from his laboratory, Froblo Park. His most useful inventions include the magic room spinner and the magic compressor, but he is probably best-known as the inventor of the battery-powered brass lantern.

Thomas Alva also made a number of breakthroughs in the area of personally-ingested magic. His most famous invention in this area was a yellowish-green potion which allowed humans to talk to plants.

All of these inventions were marketed by FrobozzCo International, providing Thomas Alva with generous royalties. But he spurned wealth, living in a small room behind his laboratory and sleeping on an unfinished wooden board. Thomas Alva died in 789 GUE from a severe case of splinters.

# JAM 883

| Sand Day                                                                                                        | Mud Day                               | Grues Day | Wands Day                                                  | Birthday                                                                                                                                              | Frob Day <sup>TM</sup>                                                              | Star Day                                                                             |
|-----------------------------------------------------------------------------------------------------------------|---------------------------------------|-----------|------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| <b>KRAZY KWOTES</b><br>"A good lawyer is much better than a good husband."<br>-Lucrezia Flathead                |                                       |           |                                                            | 1 <br><small>EATEN MOON</small><br><i>Dimwit's Birthday Observed</i> | 2  | 3  |
| 4 <br><small>FAST MOON</small> | 5<br><i>Treaty of Znuag (474 GUE)</i> | 6         | 7                                                          | 8<br><i>Dimwit's Birthday Observed</i>                                                                                                                | 9                                                                                   | 10                                                                                   |
| 11                           | 12                                    | 13        | 14<br><small>Capital moved to Flatheadia (771 GUE)</small> | 15<br><i>Dimwit's Birthday Observed</i>                                                                                                               | 16                                                                                  | 17                                                                                   |
| 18                           | 19                                    | 20        | 21                                                         | 22<br><i>Dimwit's Birthday Observed</i>                                                                                                               | 23                                                                                  | 24                                                                                   |
| 25                           | 26                                    | 27        | 28                                                         | 29<br><i>Dimwit's Birthday Observed</i>                                                                                                               | 30                                                                                  |                                                                                      |

## LEONARDO FLATHEAD

Artist and Scientist  
(731-789)

Little notice was taken of Leonardo Flathead as a child. He was shy and quiet, and quite overshadowed by his aggressive older brothers. It wasn't until his arrival at Galepath University that his genius blossomed and the world began to take notice.

While at the University, Leonardo wrote several major treatises which revolutionized scientific thought. The most famous of these disproved the hoary myth that the world sits on the back of a giant turtle, proving instead that the world actually rests on the head of an enormous troll.

After his University days were over, Leonardo turned from science to art. He became the most famous painter in the land: noblemen from every province were escorted to his studio by Dimwit's personal militia to have their portraits painted.

Unfortunately, during his later years Leonardo became quite senile, and his painting style deteriorated. He took to flinging paint at his canvasses in much the same way that a Bophee baker flings bits of dough into a hot oven to make Frobolli Cakes. His studio became caked with layer upon layer of splattered paint. It was during this period that his famous incomplete work, "Obstructed View of Fjord," was lost.

Leonardo made a final, feeble attempt to recapture his former greatness by moving into other media beside paint, but these efforts led to his tragic end. In 789, while working on a large statue intended for the harbor of Antharia, he suffered a fatal plunge into a vat of molten granola.



# JELLY 883

| Sand Day                                                                                          | Mud Day                                                                                                                                                   | Grues Day                                                                                             | Wands Day                                                                              | Birthday                                                                               | Frob Day <sup>TR</sup> | Star Day |
|---------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|------------------------|----------|
| -5               | TID BITZ The great Thaumaturgist, Davmar, spent six years of his life as a zucchini farmer, but was allergic to zucchinis and could not eat them himself! |                                                                                                       |                                                                                        |                                                                                        |                        | 1        |
| 2 <br>WHITE MOON | 3 <i>Double Fanucci became National Sport of Quendor (761 GUE)</i>                                                                                        | 4 <i>Filfre Day</i>                                                                                   | 5                                                                                      | 6 <i>Dimwit's Birthday Observed</i>                                                    | 7                      | 8        |
| 9                                                                                                 | 10                                                                     | 11 <br>SUDDEN MOON | 12                                                                                     | 13 <i>Dimwit's Birthday Observed</i>                                                   | 14                     | 15       |
| 16                                                                                                | 17                                                                                                                                                        | 18                                                                                                    | 19  | 20 <i>Dimwit's Birthday Observed</i>                                                   | 21                     | 22       |
| 23                                                                                                | 24                                                                                                                                                        | 25 ?                                                                                                  | 26                                                                                     | 27  | 28                     | 29       |
| 30                                                                                                | 31                                                                                                                                                        | <i>St. Quakko's Day (maybe)</i>                                                                       |                                                                                        | <i>Dimwit's Birthday Observed</i>                                                      |                        |          |

Frob Day is a tradename of the Frobozz Magic Day Company.



## LUCREZIA FLATHEAD Legendary Murderess or Innocent Widow? (735-789)

Of all the Twelve Flatheads, it is most difficult to separate history from legend when studying Lucrezia, the only sister to eleven aggressive brothers. Showing a total lack of understanding for her delicate position, detractors have cruelly tried to claim that Lucrezia had a warped mind.

At the tender age of sixteen, Lucrezia married a very rich but very old nobleman from Gurth, Marcus Bzart-Foodle. Ten-and-a-half months later, he died in bed with his bride. Afterward, Bzart-Foodle's doctor could not recall whether he had warned Lucrezia to avoid over-exciting her husband's weak heart.

Lucrezia's second husband, a wealthy land baron from Mareilon named Oddzoe Glorb III, was found dead just five weeks after the wedding, his body mangled by hellhounds. It was quite understandable that Lucrezia had her multi-volume hellhound training manual removed from the house at once; the sight of it must have brought back tragic memories.

Five days later, Lucrezia sought consolation in a third marriage, to the Governor of Antharia, Hirax Mumbleton. Only two days after that, Antharia was without a governor. Hirax had been discovered in his office, smothered under a ton of raw granola. His sobbing widow immediately cancelled delivery of her daily truckloads of granola, in order to avoid any similar tragedies.

After her next fifteen husbands, all wealthy lords, died on their wedding nights, royal insiders reported that she was so distraught by her tragic string of bad luck that she was becoming dangerously suicidal. Elder brother Dimwit was finally forced into action, and had her locked up in a cell in the dungeon for her own safety. She languished in that cell for the remaining fifteen years of her life. During this period, some 1,800 prison guards were mysteriously poisoned. Some legends say that her own death, in 789, was self-induced.

# AUGUR 883

| Sand Day                                                                                                                | Mud Day                                                                                                                | Grues Day                                                                                 | Wands Day                                                                                                                                  | Birthday                                                                                                                             | Frob Day <sup>TR</sup>                                                       | Star Day |
|-------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|----------|
| QUICKIE QUIZ What is the busiest seaport in the Eastlands?<br><small>Answer: Port Fozzle</small>                        |                                                                                                                        | 1                                                                                         | 2                                                                                                                                          | 3<br><small>Dimwit's Birthday Observed</small>                                                                                       | 4<br><small>SMALL MOON</small>                                               | 5        |
| 6<br><br><small>St. Bovus' Day</small> | 7<br><small>Grusto spell invented (769 GUE)</small>                                                                    | 8                                                                                         | 9                                                                                                                                          | 10<br><br><small>Dimwit's Birthday Observed</small> | 11                                                                           | 12       |
| 13                                                                                                                      | 14                                                                                                                     | 15<br><i>dentist 1:50</i>                                                                 | 16<br><br><small>First Zorkmid minted (699 GUE)</small> | 17<br><small>Dimwit's Birthday Observed</small>                                                                                      | 18                                                                           | 19       |
| 20                                                                                                                      | 21                                                                                                                     | 22<br> | 23                                                                                                                                         | 24<br><small>Dimwit's Birthday Observed</small>                                                                                      | 25                                                                           | 26       |
| 27                                                                                                                      | 28<br><br><small>LARGE MOON</small> | 29                                                                                        | 30                                                                                                                                         | 31<br><small>Dimwit's Birthday Observed</small>                                                                                      | FUN FAX Bottomless pits are the second-leading cause of death in Flatheadia. |          |

# RALPH WALDO FLATHEAD

The Poet of the Empire  
(737-789)

An unspoken Flathead family motto was "quantity over quality," and no one demonstrated that tenet better than Ralph Waldo. During his 40-plus years of putting pen to parchment, he wrote 912 novels, 4,000 short stories, and an incredible 87,000 sonnets. His essays have never been successfully counted.

Ralph Waldo spent eleven years at Antharia University, collecting a chestful of degrees, including three doctorates: Doctor of Idyllic Poetry, Doctor of Excellent Elegies, and Doctor of Octameter Odes. He was very proud of his academic accomplishments, and always signed his name "Ralph Waldo Flathead, D.I.P., D.E.E., D.O.O."

Fresh out of college and flush with the enthusiasm of youth, Ralph Waldo wrote a series of lengthy essays which he hoped would uplift the human spirit. Sadly and inexplicably, these essays lifted little more than the profits of the Frobozz Magic Writing Paper Company. The essays from this period include "On the Benefits of Keeping Ears Clean" and "Why Doorknobs are Necessary." Also during this period, he wrote "On the Discoloration of Roadside Slush," but the manuscript was lost before it could be published, leaving Ralph Waldo disconsolate for years.

During his middle years, Ralph Waldo spent nearly half a decade living in the granola mines of Antharia. It was during this period that he wrote his longest work, a 60,000-verse epic about the varieties of moss that one finds in granola mines.

Toward the end of his life, Ralph Waldo specialized in exploring related themes, as brilliantly demonstrated by the four sonnets found by his deathbed:

Sonnet #87177 "Ode to a Tiny Moist Avocado Pit"

Sonnet #87178 "Ode to Another Tiny Moist Avocado Pit"

Sonnet #87179 "Ode to Two Tiny Moist Avocado Pits"

Sonnet #87180 "Ode to Two Still-Tiny-But-Less-Moist Avocado Pits"

Ralph Waldo died in 789 GUE. An autopsy revealed that the cause of death was an overdose of avocados.



## SUSPENDUR 883

| Sand Day                                                                                                                                                    | Mud Day                                   | Grues Day          | Wands Day                   | Birthday                                | Frob Day <sup>TM</sup> | Star Day |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|--------------------|-----------------------------|-----------------------------------------|------------------------|----------|
| <b>FUN FAX</b> Some experts claim that Dimwit Flathead could access a secret wing of his castle by sitting on his favorite throne and snapping his fingers. |                                           |                    |                             |                                         | 1                      | 2        |
| 3                                                                                                                                                           | 4 ●●<br>TWO MOONS<br><i>Leisure Day</i>   | 5                  | 6                           | 7<br><i>Dimwit's Birthday Observed</i>  | 8                      | 9        |
| 10                                                                                                                                                          | 11<br><i>Double Fanucci Championships</i> | 12                 | 13 ●◐<br>ONE & A HALF MOONS | 14<br><i>Dimwit's Birthday Observed</i> | 15                     | 16       |
| 17                                                                                                                                                          | 18                                        | 19                 | 20                          | 21<br><i>Dimwit's Birthday Observed</i> | 22<br>MISSING MOON     | 23       |
| 24                                                                                                                                                          | 25                                        | 26 ☁<br>WEIRD MOON | 27                          | 28<br><i>Dimwit's Birthday Observed</i> | 29                     | 30       |



## JOHN PAUL FLATHEAD

Seaman and Explorer  
(738-789)

All the Flathead aunts and uncles predicted early on that John Paul would find his destiny at sea. He loved boats so much that the royal carpenters were ordered to produce a flotilla of 1,400 vessels for his bathtub.\*

From an early age, John Paul suffered from an inferiority complex derived from being the second "John" among the Flathead children.\*\* This complex made John Paul determined to become a world-famous seafaring adventurer.

At sea, his feats ranged from the courageous (he was the first person to traverse the Great Sea in a one-man ship) to the curious (he set a new record for the most circumnavigations of Antheria on a raft towed by groupers).

In 766 GUE, at the age of 28, John Paul joined the royal navy; by 771, he was the ranking admiral; by 773, every ship in the navy had been sunk or lost at sea. John Paul retired shortly thereafter.

He spent his latter days touring the Flathead Ocean, collecting curios and unusual pets from all corners of the world. Among the most interesting: a large blue toad named "Otto" who was known for his extraordinary appetite and his curmudgeonly personality.

John Paul died in 789 GUE, during a vacation in Grubbo-by-the-Sea, when his old nemesis, the great white jellyfish, finally caught up with him.

\*His bathtub had to be consequently enlarged; a large inland sea resulted.

\*\*In his autobiography, Mumberthrax explains that when he named John Paul he "simply forgot about John D."

# OTTOBUR 883

| Sand Day                                                                                           | Mud Day                                                                                          | Grues Day                                                                              | Wands Day                                                                              | Birthday                                                                                                                    | Frob Day <sup>TR</sup>                                                                                        | Star |
|----------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|------|
| 1                                                                                                  | 2 <br>FULL MOON | 3                                                                                      | 4                                                                                      | 5<br><i>Dimwit's Birthday Observed</i>                                                                                      | 6 <br><i>St. Wiskus' Day</i> | 7    |
| 8                                                                                                  | 9                                                                                                | 10    | 11                                                                                     | 12<br><i>Dimwit's Birthday Observed</i>                                                                                     | 13                                                                                                            | 14   |
| 15 <br>FULL SUN | 16                                                                                               | 17                                                                                     | 18  | 19<br><i>Dimwit's Birthday Observed</i>                                                                                     | 20                                                                                                            | 21   |
| 22                                                                                                 | 23            | 24                                                                                     | 25                                                                                     | 26 <br><i>Dimwit's Birthday Observed</i> | 27                                                                                                            | 28   |
| 29                                                                                                 | 30                                                                                               | 31  | TID BITZ Antherian cave-dwelling witches can sometimes be summoned by coughing.        |                                                                                                                             |                                                                                                               |      |

## FRANK LLOYD FLATHEAD

Royal Architect  
(741-789)

As children, all the Flathead siblings adored playing with blocks.\* However, only Frank Lloyd drew plans before building.

Frank Lloyd got his big break at the tender age of 17, when his father, King Nummerthrax, commissioned him to design a new wing for Castle Egreth. The resulting wing was breathtakingly impressive. As Frank Lloyd himself wrote, "the conjunction of space and time seems to interface in a pre-subjected instantiation of the underrepresented whole." Frank Lloyd became, overnight, the hottest architect in the Kingdom.\*\*

His reputation established, Frank Lloyd designed virtually every important Quendorian building during his three decades as Official Court Architect. His designs ranged from his vacation chalet in the Gray Mountains to the Great Meeting Hall of the Enchanters' Guild in Borphee, but Frank Lloyd is best known for his most ambitious work: the 400-story FrobozzCo Building in Flatheadia.

Overlooking exaggerations such as "on a clear day you can see the FrobozzCo Building from anywhere in the world," it is still the most ambitious building ever designed or built. A FrobozzCo Building address is most prestigious, and Frank Lloyd himself had a penthouse office, until a slight case of acrophobia forced him to relocate to a nineteenth-story office with a pleasant southern exposure.

The carcinogenic chemicals used in the eighth century to create blueprints finally took their toll on Frank Lloyd, and he died in 789 GUE.



\*Nanny Beeble, governess to the children, recalls that many had teams of slaves whose exclusive job it was to move the larger blocks.

\*\*The fact that the new wing of Egreth collapsed two years later, killing over 4,000 royal guests, was credited to a miscalculation on the stonemason's part. He was summarily executed.

# NUMBERBUR 883

| Sand Day                                                                                             | Mud Day                                                                                            | Grues Day       | Wands Day                                                                                                                          | Birthday                                                                                                                        | Frob Day <sup>TM</sup>                                                                          | Star Day                                                                                                     |
|------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|-----------------|------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| DID U KNOW? Some silly people actually believe that the Empire will collapse on Curse Day this year. |                                                                                                    |                 | 1                                                                                                                                  | 2                                                                                                                               | 3 <br>NEW MOON | 4                                                                                                            |
| 5                                                                                                    | 6                                                                                                  | 7               | 8                                                | 9 <br>Dimwit's Birthday Observed             | 10                                                                                              | 11 <br>Veterinarian's Day |
| 12 <i>leave for Flatheadia</i>                                                                       | 13                                                                                                 | 14<br>Curse Day | 15                                                                                                                                 | 16 <br>NEW SUN<br>Dimwit's Birthday Observed | 17                                                                                              | 18                                                                                                           |
| 19                | 20                                                                                                 | 21              | 22 <br>FULL FLAKE<br>Dimwit's Birthday Observed | 23                                                                                                                              | 24           | 25                                                                                                           |
| 26                                                                                                   | 27 <br>RAD MOON | 28              | 29                                                                                                                                 | 30<br>Dimwit's Birthday Observed                                                                                                | KRAZY KWOTES<br>"You ain't nothing but a hellhound."<br>— Elvis Flathead                        |                                                                                                              |

## BABE FLATHEAD Athletic Superstar (748-789)



Often called the flattest of the Flatheads, Babe, the youngest of the twelve, was born with an aptitude for sport. He demonstrated his dexterity and coordination early on, throwing baby blocks at his older siblings with impressive speed and accuracy.

As a youth, he was always captain of the Little League teams, thanks in part to pressure applied by his uncle, Mayor Fiorello Flathead. Even as a teenager, he was something of a lady's man and a party animal, and his older brother Dimwit would frequently have to bail the Babe out of jail following one infraction or another. By all accounts, Babe and Dimwit, despite their 25-year age difference, were closest of all the Flathead siblings.

When he reached college age, Babe selected Mithicus Province University from amongst many eager suitors. At MPU, Babe was a 43-letter man, leading his team to championships in every existing college sport and several non-existent ones as well.\*

Throughout the Babe's professional sports career, he excelled in everything he tried: bocce, tag-team kayaking, full-court furbish. There was only one exception. Try as he might, Babe could not master Double Fanucci. Even the unexplained disappearances of the 339 leading Double Fanucci players failed to get Babe into the championships. Fanucci experts believe that Babe's difficulty with the game could be traced to one weakness: his failure to remember that three undertrumps after an opponent's discard of a Trebled Fromp is an indefensible gambit.

By 782 GUE, the Babe was such a phenomenal drawing card that Dimwit constructed the kingdom's largest sporting arena, Flathead Stadium, in his honor. It was there, during the shark-wrestling semi-finals in 789 GUE, that the youngest of the Twelve Flatheads met his end.

*\*Many experts feel that Babe's teams would have won these championships even if every competing school had NOT had their QCAA memberships revoked.*

# DISMEMBUR 883

| Sand Day                                                                               | Mud Day                                                                                           | Grues Day                                                                                              | Wands Day                                                                                            | Birthday                                                                                                                                 | Frob Day <sup>TM</sup>                                                                              | Star Day                                                                                                |
|----------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|
| QUICKIE QUIZ Who said "A home that's cut in half usually falls over?"                  |                                                                                                   |                                                                                                        |                                                                                                      |                                                                                                                                          | 1                                                                                                   | 2                    |
| Answer: Abraham Flathead                                                               |                                                                                                   |                                                                                                        |                                                                                                      |                                                                                                                                          |                                                                                                     |                                                                                                         |
| 3                                                                                      | 4 <br>SEMI-FLAKE | 5 <br>BULL MOON       | 6                                                                                                    | 7<br><i>Dimwit's Birthday Observed</i>                                                                                                   | 8                                                                                                   | 9<br><i>Unnatural Acts (672 GUE)</i>                                                                    |
| 10  | 11                                                                                                | 12                                                                                                     | 13 <br>HAPPY MOON | 14<br><i>Dimwit's Birthday Observed</i>                                                                                                  | 15                                                                                                  | 16 <br>DARK FLAKE  |
| 17                                                                                     | 18             | 19                                                                                                     | 20                                                                                                   | 21 <br>BLUE MOON<br><i>Dimwit's Birthday Observed</i> | 22                                                                                                  | 23                                                                                                      |
| 24                                                                                     | 25                                                                                                | 26 <br>HALF-BOZ SUN | 27                                                                                                   | 28<br><i>Dimwit's Birthday Observed</i>                                                                                                  | 29 <br>GRUE MOON | 30 <br>ZIKKO FLAKE |
| 31 <i>Beginning of Flathead Dynasty (659 GUE)</i>                                      |                                                                                                   |                                                                                                        |                                                                                                      |                                                                                                                                          |                                                                                                     |                                                                                                         |

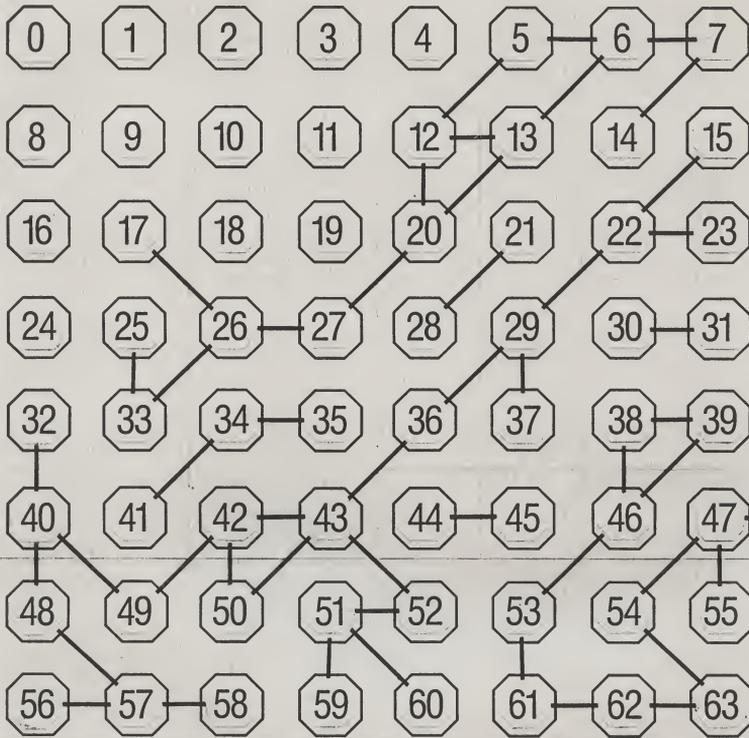
Frob Day is a trademark of the Frobozz Magic Day Company.

GOBBAR-  
I LEFT MY HARDHAT  
OUT IN LOT 0.  
PLEASE PICK IT UP  
THE NEXT TIME YOU'RE  
OUT THERE.  
THANKS,  
QUIZED.

Frobazz Magic Notepad Company

GOBBAR-  
I LEFT MY HARDHAT  
OUT IN LOT 0.  
PLEASE PICK IT UP  
THE NEXT TIME YOU'RE  
OUT THERE.  
THANKS,  
QUIZED.

Frobazz Magic Company © 1997



To  
GUH-95

Work still to be performed in Phase Two:

- Removal of temporary passages
- Installation of emergency exits
- Installation of sprinkler system
- Construction of Concierge apartment

|                                    |        |
|------------------------------------|--------|
| Frobazz Magic Construction Company | 1 of 1 |
|------------------------------------|--------|

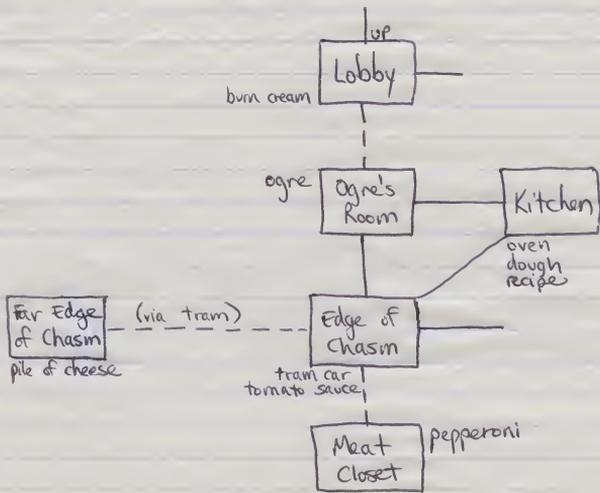
## Rockville Estates

Phase Two, showing all work  
completed through 29-Mum-880

Scale 1:1440

drawn by S. Fzortbar





This is the first draft of  
the sample transcript for the  
ZORK ZERO manual.

Please give me any comments  
by April 25<sup>th</sup>.

Especially worth thinking about: are  
there any unusual syntaxes, interactions,  
or features in ZORK ZERO which  
should be included in the transcript  
but which aren't?

SEM  
4/19/88

>WALK WEST

Edge of Chasm

You are standing at the precipice of a gaping chasm, which is spanned by a tramway. The tramway hangs from the cavern roof above the chasm. Tunnels lead north, northeast, and east. On the south wall in an unlabelled black button.

You can see a tram car and a jar of tomato sauce here.

>EXAMINE THE TRAM CAR

There's no one in the tram car.

>TAKE ALL

tram car: You've got to be kidding!

jar of tomato sauce: Taken.

>PUSH THE BLACK BUTTON

A smiling Dungeon Imp appears. "Hear ye the Riddle of the Chasm! Answer incorrectly, and the Chasm shall collect your bones! Here goes..."

"A boy was hurt and brought, unconscious, to a hospital. The doctor on duty, Doctor Manson, said "Oh, my! This is my son!" and proceeded to treat the boy.

"Later, the boy awoke and Nurse Lanolin bustled to his side. It was her first day at the hospital, and she was trying hard to do everything right. She glanced at his medical chart, which included a message from Doctor Manson to "take good care of my son!" Nurse Lanolin told the boy, "Your father, Doctor Manson, treated you himself!" The boy looked puzzled. "Doctor Manson isn't my father!"

"Assuming that neither the boy nor the doctor are lying, who is Doctor Manson?"

>ANSWER "HIS MOTHER"

The Dungeon Imp looks disappointed. "Correct. The chasm isn't going to be happy, that's for sure. Maybe we can fool it with some hellhound bones..." Mumbling to itself, the Imp vanishes, and a passage opens to the south!

>SOUTH

Meat Closet

This is a chilly room for the storage of meat and meat by-products. The only exit is north.

A pepperoni is hanging here.

>NORTH

Edge of Chasm

>NORTH

Dare's Room

This is a large and ugly room, most of which is taken up by a large and ugly ogre. The ogre sits next to a tunnel to the north. Other passages lead east and south.

>INVENTORY

You are carrying a rusty lamp (providing light), a guidebook, and a jar of tomato sauce. You are wearing a magic shawl.

>EXAMINE THE GUIDEBOOK

This is a field guide to the wonders and dangers of the underground province of Gruntburg.

>READ ABOUT OGRES IN THE GUIDEBOOK

"Dares are strong, ill-tempered, and stubborn. They range in size up

to 25 feet tall, have hair over most of their bodies, and adore pepperoni pizza."

>NORTH

The oare stops you with a flick of his little finger. "I'm hungry. And nobody passes by me when I'm hungry. Nobody."

>EAST

Kitchen

This is a tiny kitchen equipped with a small brick oven. Waves of heat come from the oven. There are doors to the west and southwest. Sitting on the counter is some dough.

>PUT THE TOMATO SAUCE ON THE DOUGH

You'll have to open the jar first.

>OPEN THE JAR. PUT THE TOMATO SAUCE ON THE DOUGH

Opened.

You spread the tomato sauce over the surface of the dough.

>PUT CHEESE ON DOUGH

[You can't see any cheese right here.]

>SOUTHWEST

Edge of Chasm

You can see a tram car here.

>GET IN THE TRAM

You are now in the tram car. There are some simple controls that you should probably examine.

>LOOK AT THE CONTROLS

[I don't know the word "controls."]

>OOPS CONTROLS

The controls consist of a large red lever which can be push to the east or west.

>PUSH LEVER WEST

The tram car moves along its track in a graceful arc, reaching the middle of of the chasm.

>WAIT

Time passes...

The tram car descends, reaching the far side of the chasm.

Far Edge of Chasm, in the tram car

The western side of the chasm is almost identical to the eastern side, making you wonder why anyone went through the trouble of building the tramway.

You can see a pile of cheese here.

>TAKE THE CHEESE

You can't reach the cheese from the tram car.

>GET OUT OF THE CAR. PICK UP THE CHEESE. GET IN

You get out of the tram car.

Taken.

You are now in the tram car.

>PUSH LEVER WEST  
Nothing happens.

>PUSH LEVER EAST  
The tram car moves along its track in a graceful arc, reaching the middle of of the chasm.

>GET OUT OF THE TRAM CAR  
You step into thin air, plunging down into the rock-filled chasm.

\*\*\*\* You have died. \*\*\*\*

Do you wish to RESTART, RESTORE, UNDO or QUIT? >UNDO

[Undone.]

>WAIT  
The tram car descends, returning you to the eastern side of the chasm.

Edge of Chasm, in the tram car

>GET OUT OF CAR  
You get out of the tram car.

>SOUTH  
Meat Closet  
A pepperoni is hanging here.

>TAKE  
[the pepperoni]  
Taken.  
The rusty lamp appears to be getting dimmer.

>INVENTORY  
You are carrying a rusty lamp (providing light), a guidebook, an empty jar, a pile of cheese and a pepperoni. You are wearing a magic shawl.

>NORTH.NORTHEAST.PUT THE CHEESE ON THE PIZZA  
Edge of Chasm

Kitchen  
Sitting on the counter is some dough. Sitting on the dough is a jarful of tomato sauce.

You sprinkle the cheese across the dough.

>PUT THE PEPPERONI ON THE PIZZA  
You slice the pepperoni into pieces and scatter them across the surface.

>TAKE THE PIZZA  
Taken.

>WEST  
Dare's Room

>GIVE THE PIZZA TO THE DGRE

The ogre looks disgusted. "This pizza's uncooked!" He looks hungrily at you, as though considering you as a pizza alternative, but ultimately restrains himself (with apparent difficulty).

>EAST.OPEN THE OVEN.PUT THE PIZZA IN THE OVEN.CLOSE IT  
Kitchen

Oopened.

The pizza is now in the oven.

You can't close a pizza!

>CLOSE THE OVEN  
Closed.

>WAIT  
Time passes...

>OPEN THE OVEN  
Opening the oven reveals a bubbling pepperoni pizza.

>TAKE PIZZA  
Ouch! You pick up the pizza, but burn your fingers in the process.

>EAST  
Ogre's Room  
The ogre smells the pizza and begins slobbering.

>GIVE THE PIZZA TO THE OGRE  
He swallows the pizza in a single gulp, and begins dozing.

>NORTH  
Lobby

You are in on the ground floor of the building which house the National Ogre Institute, a public relations and governmental lobbying group. A stair leads up, there are exits to the south and east.

You can see a tube of burn cream here.

This is the first draft of  
the sample transcript for the  
ZORK ZERO manual.

Please give me any comments  
by April 25<sup>th</sup>.

Especially worth thinking about: are  
there any unusual syntaxes, interactions,  
or features in ZORK ZERO which  
should be included in the transcript  
but which aren't?

SEM  
4/19/88

What about the syntaxes needed for  
the brogmaid's ear and fungus puzzle -  
for talking to them?

Syntaxes for the vials - (9-gloop) - I had  
problems with FILL, POUR OUT, EMPTY, etc.  
That's not a hard concept, however.

Planetfall 7415  
LGOP 7863

PREFACE TO THE STORY  
(for Zork Zero manual)

(first draft -- 4/27/88)  
(comments to SEM)

[If you've played Zork Zero, please let me know if this intro is faithful, and if it leaves out anything important. If you haven't played Zork Zero, please let me know if there's any part of this intro you found confusing, and whether or not it makes you want to play the game. Thanks.]

93 years have passed since the great wizard Megaboz cast the Curse which destroyed Lord Dimwit Flathead the Excessive along with the other members of the ruling family, the Twelve Flatheads. Now, the Curse threatens now to bring down the Great Underground Empire itself!

Wurb Flathead, the current occupant of the throne, has sent a clarion call to the remotest corners of the Empire: half the Empire's riches to the person who can allay the curse. From every province of Quendor, courageous adventurers, scheming charlatans, and wild-eyed crackpots have streamed into the Imperial Capital of Flatheadia.

You, a peasant from an unheard-of village in an obscure province, are one such treasure-seeker. However, you have an important advantage: An ancestor of yours was a servant in Dimwit's court, witnessed Megaboz casting the curse, and obtained a small scrap of wizardly parchment from the mage's pocket.

This parchment scrap has been passed down from generation to generation, and is now in your possession. Thanks to it, you know something that none of the other would-be cursebusters knows: To stop the curse, you must find items that once belonged to each of the Twelve Flatheads, and throw them into Megaboz's cauldron!

You arrive in Flatheadia to discover that most of the population, including all figures of authority, have already fled to distant provinces. And when you awake on the hard floor of the castle on Curse Day, you find that even the looters and the most

persistent adventurers have departed.

In fact, as you begin your desperate quest to find the relics of the Twelve Flatheads, your only company is the court iester, who spins rhymes for your amusement. Always appearing when you least expect him, the jester will confront you with riddles and games, spring some deadly tricks, and give you helpful nudges in the right direction. And throughout, he seems to be laughing at some tremendous joke which you can't begin to fathom...

Zork Zero is the sequel to the Zork Trilogy, among the best-loved computer games ever written. Zork Zero takes to back to the age of the Flatheads, and allows you to glimpse the Great Underground Empire during its heyday, and to witness its monumental fall.

In fact, as you begin your desperate quest to [find the relics of the Empire you need to] stop the Curse, your only company is the court jester, who spins rhymes for your amusement. Always appearing when you least expect him, the jester will confront you with riddles and games, spring some deadly tricks, and give you helpful nudges in the right direction. And throughout, he seems to be laughing at some tremendous joke which you can't begin to fathom...

← Do you  
up  
the  
figur  
parc  
detc  
a h  
re for

Zork Zero is the prequel to the Zork Trilogy, one of the most popular, best-loved computer games ever written. Zork Zero takes you back to the age of the Flatheads, where you can glimpse the Great Underground Empire during its heyday, and witness its monumental fall.

Very  
low  
copy

\*\*xttt Although I know the game and this makes  
I wonder if someone unfamiliar with it w  
by the tens of people screaming into the  
then suddenly everyone gone. I think you  
at this point saying something like "A  
down toward Curse Day, even the most s  
and wildest-eyed crackpots begin to doubt  
will be stopped. Along with the village  
of state, they begin to leave the capit  
then in droves. By the time you arrive in  
most of the population..."  
Then the fact that you're basically  
makes more sense.

In your desperate quest to [find the  
ed to] stop the Curse, your only company  
ins rhymes for your amusement. Always  
ect him, the jester will confront you  
ng some deadly tricks, and give you  
direction. And throughout, he seems  
endous joke which you can't begin to

equal to the Zork Trilogy, one of the  
computer games ever written. Zork Zero  
of the Flatheads, where you can glimpse  
e during its heyday, and witness its

← Do you want to tell them  
up front that this is what  
they must do - or let them  
figure it out from the  
parchment? I vote for the  
detective method, esp. since  
already made a tantalizing  
reference to the parchment

Very nicely put. This should  
have been on the package  
copy.

I know the game and this makes sense to me,  
if someone unfamiliar with it would be confused  
ms of people streaming into the ~~provinciale~~ capital,  
only everyone gone. I think you need another #  
point saying something like "As the days count  
and Curse Day, even the most scheming Chaldeans  
est-eyed crackpots begin to doubt that the ~~curse~~ holocaust  
stopped. Along with the villagers and heads  
they begin to leave the capital, one by one,  
drives. By the time you arrive in Flatheadie,  
the population...."  
Then the fact that you're basically alone  
more sense.

← Do you want to tell them  
up front that this is what  
they must do - or let them  
figure it out from the  
parchment? I vote for the  
detective method, esp. since you  
already made a tantalizing  
reference to the parchment.

Very nicely put, this should  
have been on the package  
copy.

this makes sense to me,  
with it would be confused  
into the ~~probable~~ capital,  
think you need another #  
like "As the days count  
the most scheming Chaldeans  
to doubt that the ~~whole~~ holocaust / cataclysm  
the villagers and heads  
the capital, one by one,  
you arrive in Fletheodic,

wire basically alone

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### *Section II:* *About Infocom's Interactive Fiction*

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This briefly describes the most important things to know about interactive fiction.

## SECTION I: ABOUT ZORK ZERO

### Preface to the Story

More than 90 years have passed since the great wizard Megaboz cast the Curse which destroyed Lord Dimwit Flathead the Excessive along with the other members of the ruling family, the Twelve Flatheads. Now, the Curse threatens to bring down the Great Underground Empire itself!

Wurb Flathead, the current occupant of the throne, has sent a clarion call to the remotest corners of the Empire: half the riches of the kingdom to the person who can ally the Curse. From every province of Quendor, courageous adventurers, scheming charlatans, and wild-eyed crackpots have streamed into the Imperial Capital of Flatheadia.

You are one such treasure-seeker, a peasant from an unheard-of village in an obscure province. However, you have an important advantage: an ancestor of yours, a servant in Dimwit's court (who you'll "play" during a brief prologue), witnessed Megaboz casting the Curse, and obtained a small scrap of wizardly parchment from the mage's pocket.

This parchment scrap has been passed down from generation to generation, and is now in your possession. Thanks to it, you know what none of the other would-be Cursebusters know, you alone know what must be done to stop the Curse!

By the time of your arrival at Flatheadia, most of the treasure-seekers have given up and returned to their homelands. In fact, you discover that most of the population, including all figures of authority, have fled to distant provinces. And when you awake on the hard floor of the castle on Curse Day, you find that even the looters and the most persistent adventurers have departed.

In fact, as you begin your desperate quest to find the relics of the Empire, you need to stop the Curse, your only company is the court jester, who spins rhymes for your amusement. Always appearing when you least expect him, the jester will confront you with riddles and games, spring some deadly tricks, and give you helpful nudges in the right direction. And throughout, he seems to be laughing at some tremendous joke which you can't begin to fathom...

*Zork Zero* is the prequel to the *Zork Trilogy*, one of the most popular, best-loved computer games ever written. *Zork Zero* takes you back to the age of the Flatheads, where you can glimpse the Great Underground Empire during its heyday, and witness its monumental fall.

### Hints

*Zork Zero* contains on-line hints! If you ever get stuck, just type HINT and follow the instructions on your screen. The hints generally progress from a gentle nudge to a complete answer.

Don't let the presence or absence of hints on a particular subject affect your thinking. In fact, fake hints have been included to discourage this.

We strongly recommend that you look at only one hint at a time. Avoid the temptation to use the hints too often — this inevitably spoils, or at least lessens, the fun of solving a puzzle.

If you have no will power, and can't stop yourself from looking at the hints too often, you can type HINTS OFF. This will deactivate the on-line hints (unless you RESTART or RESTORE to an earlier point).

## Mapping

*Zork Zero* contains an on-screen mapping feature. When you want to see the map, type MAP. The map will show only those locations which you've already visited. Locations will be identified by the icons which appear the first time you visit a room (or when you type LOOK).

The map shows only your general vicinity, not the entire geography of *Zork Zero*. On the map, your current location will blink. If you have a mouse, you can move around the geography by clicking on an adjacent room. If anything interesting happens while you are moving around in this way, you will be automatically returned to the story.

You may still want to draw your own map to keep track of where objects are found, and to be able to look at the entire *Zork Zero* geography at once.

To remove the map from the screen and return to the story, simply hit any key.

## Graphical Puzzles

There are a number of graphical puzzles in *Zork Zero*. The interface for them is different from the full sentence input elsewhere in *Zork Zero*. Instructions will accompany each of these graphical puzzles in the story.

Other puzzles include full-screen illustrations. Once you have viewed these, simply hit any key to continue the story.

## If You Have a Mouse

If you have an Apple IIgs or Macintosh, an Amiga, an Atari ST, or an IBM PC with a Microsoft-compatible mouse, you can take advantage of several *Zork Zero* features. You can use the on-screen compass rose (which appears in the center of the status line at the top of your screen) to move from location to location. Just click on the appropriate point of the compass rose.

In addition, you can use your mouse to move around while using the on-screen mapping feature, and for solving many of the graphical puzzles. (See "Mapping" and "Graphical Puzzles" above.)

## Special Commands

Below are explanations for a number of useful one-word commands. Most of these commands appear in all Infocom games, but those that are starred (\*) are new. In many cases, these will not count as a turn. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

**AGAIN** - This will repeat your previous action. For instance, typing HIT THE CROQUET BALL WITH THE FLAMINGO then typing AGAIN would be like hitting the croquet ball twice in a row. You can abbreviate AGAIN to G.

**BRIEF** - This command tells *Zork Zero* to fully describe a location only the first time you enter it. On subsequent visits, *Zork Zero* will tell you only the name of the location and any objects present. *Zork Zero* will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands. SUPERBRIEF tells *Zork Zero* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Zork Zero* will not even mention which objects are present. Of

course, you can always get a full description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns and the icons in room descriptions will be eliminated. This mode is meant for players who are already familiar with the geography. The VERBOSE command tells *Zork Zero* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

**\*COLOR** - This allows you to customize the foreground and background colors of the text portion of *Zork Zero*.

**\*CREDITS** - You will get a complete list of credits and acknowledgements for all those who worked on *Zork Zero*.

**\*DEFINE** - This command allows you to change the settings of the function keys. See the "Function Keys" section on page 4.

**DIAGNOSE** - *Zork Zero* will give you a report of your physical condition.

**\*HINT** - If you have difficulty while playing the story, and you can't figure out what to do, just type HINT. Then follow the directions at the top of your screen to read the hint of your choice.

**INVENTORY** - *Zork Zero* will list what you are carrying and wearing. You can abbreviate INVENTORY to I.

**LOOK** - This will give you a full description of your location, and the room's icon (if it has one). You can shorten LOOK to L.

**\*MAP** - This will show you the on-screen map which contains your current location. See "Mapping" on page 4.

**\*MODE** - If you desire to turn off the decorative border to speed up game play, you can do so by typing MODE. You can restore these graphics at any time by typing MODE a second time.

**\*NOTIFY** - Normally in *Zork Zero*, the game will notify you whenever your score changes. You can turn off this notification feature by using the NOTIFY command. Typing NOTIFY a second time turns the feature back on.

**OOPS** - If you mistype a word, such that *Zork Zero* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed HAND THE CHAINSAW TO GARNDMA and were told "I don't know the word 'garndma'" you could type OOPS GRAMDMA rather than resyping the entire sentence. You can abbreviate OOPS to O.

**QUIT** - This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page 11. You can abbreviate QUIT to Q.

**\*REFRESH** - This command clears your screen and redraws the display.

**RESTART** - This stops the story and starts it over from the beginning.

**RESTORE** - This restores a previously saved position. See "Starting and Stopping" on page 11 for more details.

**SAVE** - This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 11 for more details.

**SCRIPT** - This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary, and will work only on certain computers. Read your Reference Card for details.

**SCORE** - This command will show your current score and a ranking which is based on that score.

**SUPERBRIEF** - This command tells *Zork Zero* to give you the sparsest level of description. See BRIEF above.

**\*UNDO** - You can use this command to "back up" one move. Suppose, for example, that you found a package but didn't know what was in it. You might type OPEN THE PACKAGE and be told "The package explodes as you open it, destroying all your possessions." You could then type UNDO, and you would "back up" one move. Your possessions would be intact, and you could try giving the package to an enemy, or leaving it alone, or something else. Note that the UNDO command works only on certain computers with enough memory.

**UNSCRIPT** - This tells your printer to stop making a transcript.

**VERBOSE** - This command tells *Zork Zero* to give you the wordiest level of description. See BRIEF above.

**VERSION** - *Zork Zero* responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

**WAIT** - Causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a bath, go for a jog, slip into a coma, and then return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met a wizard, you might WAIT to see if he will say anything; if you were aboard a flying carpet, you might WAIT to see where it goes. You can abbreviate WAIT to Z.

## Sample Transcript and Map

This transcript is not from *Zork Zero*, but will give you a good feeling for how Infocom's interactive fiction works. It contains some simple puzzles and their solutions. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.

>PUSH THE BLACK BUTTO.

A smiling Dungeon Imp appears. "Hear ye the Riddle of the Chasm! Answer incorrely, and the Chasm shall collect your bones! Here goes..."

"A boy was hurt and brought, unconscious, to a hospital. The doctor on duty, Doctor Manson, said 'Oh, my! This is my son!' and proceeded to treat the boy.

"Later, the boy awoke and Nurse Lanolin bustled to his side. It was her first day at the hospital, and she was trying hard to do everything right. She glanced at his medical chart, which included a message from Doctor Manson to 'take good care of my son!' Nurse Lanolin told the boy, 'Your father, Doctor Manson, treated you himself! The boy looked puzzled. 'Doctor Manson isn't my father!'"

"Assuming that neither the boy nor the doctor is lying, who is Doctor Manson?"

>ANSWER "HIS MOTHER"

The Dungeon Imp looks disappointed.

"Correct. The chasm isn't going to be happy, that's for sure. Maybe we can fool it with some hellhound bones..." Mumbling to itself, the Imp vanishes, and a passage opens to the south!

>SOUTH

Meat Closet

This is a chilly room for the storage of meat and meat by-products. The only exit is north.

A pepperoni is hanging here.

>NORTH

Edge of Chasm

>NORTH

Ogre's Room

This is a large and ugly room, most of which is taken up by a large and ugly ogre. The ogre sits next to a tunnel to the north. Other passages lead east and south.

>WALK WEST

Edge of Chasm

You are standing at the precipice of a gaping chasm, which is spanned by a tramway. The tramway hangs from the cavern roof above the chasm. Tunnels lead north, northeast, and east. On the south wall is an unlabeled black button. You can see a tram car and a jar here. It seems that the jar is full of tomato sauce.

>EXAMINE THE TRAM CAR

There's no one in the tram car.

>TAKE ALL

tram car: You've got to be kidding!  
jar: Taken.

- >INVENTORY  
You are carrying a rusty lamp (providing light), an elvish sword, a guidebook, and a jar. It seems that the jar is full of tomato sauce. You are wearing a magic shawl.
- >EXAMINE THE GUIDEBOOK  
This is a field guide to the wonders and dangers of the underground province of Gruntburg.
- >READ ABOUT OGRES IN THE GUIDEBOOK  
"Ogres are strong, ill-tempered, and stubborn. They range in size up to 25 feet tall, have hair over most of their bodies, and adore pepperoni pizza."
- >NORTH  
The ogre stops you with a flick of his little finger. "I'm hungry. And nobody passes by me when I'm hungry. Nobody."
- >EAST  
Kitchen  
This is a tiny kitchen equipped with a small brick oven. Waves of heat come from the oven. There are doors to the west and southwest.  
Tacked up on the wall is a faded recipe. Sitting on the counter is some dough.
- >READ THE RECIPE  
"Momma Ogre's Pepperoni Pizza Recipe  
— put 4 gloops of tomato sauce on dough  
— generously sprinkle with cheese  
— slice pepperoni over the cheese  
— bake in pre-heated oven for 3 minutes"
- >EXAMINE THE TOMATO SAUCE  
The jar is closed and filled with scrumptious-looking sauce. It bears a label.
- >READ THE LABEL  
"Frobu (tr) Tomato Sauce — 8 gloops"
- >OPEN THE JAR  
Opened.
- >PUT THE SAUCE ON THE DOUGH  
You pour the entire jar of tomato sauce over the dough, totally smothering it and making a considerable mess.
- >PICK UP THE WAND  
You take the wand from the flat-topped rock.
- >READ THE ENGRAVED WRITING  
"Behold the Wand of Widgeefluss."
- >READ ABOUT WIDGEEFFLUSS IN THE GUIDEBOOK  
"The Wand of Widgeefluss was lost in ancient times. Its powers have probably been exaggerated over the centuries. Some have even claimed that it could turn flat-topped rocks into cheese."
- >POINT THE WAND AT THE FLAT-TOPPED ROCK  
A bolt of magic strikes the flat-topped rock, leaving a pile of cheese in its place.
- >LOOK  
Far Edge of Chasm  
The western side of the chasm is almost identical to the eastern side, making you wonder why anyone went through the trouble of building the tramway.  
You can see a pile of cheese here.
- >TAKE THE CHEESE. GET IN. PUSH LEVER WEST  
Taken.  
You are now in the tram car.  
Nothing happens.
- >PUSH LEVER EAST  
The tram car moves along its track in a graceful arc, reaching the middle of the chasm.
- >GET OUT OF THE TRAM CAR  
You step into thin air, plunging down into the rock-filled chasm.  
\*\*\*\* You have died. \*\*\*\*  
Do you wish to RESTART, RESTORE, UNDO or QUIT? >UNDO  
[Undone.]
- >WAIT  
The tram car descends, returning you to the eastern side of the chasm.
- Edge of Chasm, in the tram car
- >GET OUT OF CAR  
You get out of the tram car.
- >SOUTH  
Meat Closet  
A pepperoni is hanging here.
- >TAKE  
[the pepperoni]  
Taken.  
The rusty lamp appears to be getting dimmer.
- >INVENTORY  
You are carrying a rusty lamp (providing light), an elvish sword, a guidebook, a jar, a pile of cheese, and a pepperoni. It seems that the jar is half-full of tomato sauce. You are wearing a magic shawl.
- >NORTH.NORTHEAST.PUT THE CHEESE ON THE PIZZA  
Edge of Chasm  
Kitchen  
Sitting on the counter is some dough.  
Sitting on the dough is four gloops of tomato sauce.
- You sprinkle the cheese across the dough.
- >PUT THE PEPPERONI ON THE PIZZA  
Using your sword as a knife, you slice the pepperoni into pieces and scatter them across the surface.
- >TAKE THE PIZZA  
Taken.
- >WEST  
Ogre's Room

You should now have a feel for interacting with the story. You decide what to do next.

*Saving and restoring:* It will probably take you many days to complete *Zork Zero*. Using the SAVE feature, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. Even if you aren't ABE before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place, type SAVE at the prompt (>), and then press RETURN (or ENTER). Then follow the instructions for saving and restoring on your Reference Card. Some computers require a blank SAVE disk, initialized and formatted. Using a disk with data on it (other than *Zork Zero* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

Any time you want to return to a saved position, just type RESTORE at the prompt (>), and hit RETURN (or ENTER). Then follow the instructions on your Reference Card. You can then continue the story from your save. You can type LOOK for a description of where you are.

*Quitting and restarting:* If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than rebooting.) *Zork Zero* will ask you to confirm this command.

If you want to stop entirely, type QUIT and press RETURN (or ENTER). Once again, *Zork Zero* will ask to make sure this is really what you want to do.

Remember, when you RESTART or QUIT, you must SAVE if you ever want to return to your current point in the story.

## SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

### An Overview:

**What is interactive fiction?** Interactive fiction is a story in which you are the main character. Each interactive story, such as *Zork Zero*, presents you with a series of locations, items, characters, and events. You can affect the direction of the story by moving from place to place, using the objects you find, and interacting with the other characters.

An important element of interactive fiction is puzzle-solving. Think of a locked door or a treacherous beast not as a permanent obstacle, but merely as a puzzle to be tackled. (Find the key that unlocks the door, or figure out what tune will charm and tame that beast.)

In *Zork Zero*, time passes only in response to your input. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

*Zork Zero* measures your progress by giving you a score. You'll get points for solving puzzles and for reaching new locations. A perfect score of 1000 is your goal; making sure you have fun getting there is ours.

### Starting and Stopping

*Starting the story:* To load *Zork Zero*, follow the instructions on the Reference Card in your package.

On your screen, you will see a description of the opening location of the story, Banquet Hall, followed by the prompt (>), indicating that *Zork Zero* is waiting for your first input.

Here are a few inpus for you to try at the first several prompts. After typing each input, don't forget to hit the RETURN (or ENTER) key.

>INVENTORY  
>DROP THE PLATTER  
>GO NORTHEAST

### About the Author

Steve Meretzky (1957- ) was born and raised in Yonkers, NY, and still returns there if he feels like a good pizza.

Although Meretzky emerged from MIT grasping a degree in Construction Management, the convergence of forces beyond his comprehension propelled him into a career as an author of interactive fiction.

Some students of interactive fiction believe that Meretzky's early writing is a metaphor for the uncontrolled turmoil of modern life. Others think it to be a plea for not adding lights to Wrigley Field. Most people don't think about it at all.

*Zork Zero* is Meretzky's seventh work of interactive fiction. Many have won awards, but probably no awards you've ever heard of. Along with Infocom's Dave Lebling, Meretzky is the first person admitted to the Science Fiction Writers of America for authoring interactive fiction. Steve and his wife Betty recently passed two milestones in their modern American suburban yuppie lifestyle: the acquisition of a CD player and the birth of their first child, Daniel. Danny arrived in January of 1988, but didn't complete *Spellbreaker* until March.

A lifelong Mets fan, Meretzky has solemnly dedicated his life to riding baseball of the triple evils of artificial turf, the designated hitter, and George Steinbrenner.

Other works of interactive fiction by

Steve Meretzky:  
*Planefall* (1983)  
*Sorcerer* (1984)  
*The Hitchhiker's Guide to the Galaxy* (1984) (with Douglas Adams)  
*A Mind Forever Voyaging* (1985)  
*Leather Goddesses of Phobos* (1986)  
*Stationfall* (1987)

>GIVE THE PIZZA TO THE OGRE  
The ogre looks disgusted. "This pizza's uncooked!" He looks hungrily at you, as though considering you as a pizza alternative, but restrains himself with apparent difficulty.

>EAST.OPEN THE OVEN.PUT THE PIZZA IN THE OVEN.CLOSE OVEN  
Kitchen

Opened.

The pizza is now in the oven.

Closed.

>WAIT

Time passes...

>OPEN THE OVEN

Opening the oven reveals a bubbling pepperoni pizza.

>TAKE PIZZA

Ouch! You pick up the pizza, but burn your fingers in the process.

>EAST

Ogre's Room  
The ogre smells the pizza and begins slobbering.

>GIVE THE PIZZA TO THE OGRE  
He swallows the pizza in a single gulp and begins drooling.

>NORTH

Lobby  
You are on the ground floor of the building which houses the National Ogre Institute, a public relations and governmental lobbying group. A stair leads up, and there are exits to the south and east.  
You can see a tube of burn cream here.

## Communicating with Infocom's Interactive Fiction

In *Zork Zero*, you type your commands in plain English each time you see the prompt (>). Most of the sentences that *Zork Zero* will understand are imperative sentences. See the examples below.

When you have finished typing your input, press the RETURN (or ENTER) key. *Zork Zero* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

*Zork Zero* recognizes your words by their first nine letters, and all subsequent letters are ignored. For example, *Zork Zero* would not be able to distinguish between DEMONSTRATION, DEMONSTRATIVE, and DEMONSTRATION.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D. IN and OUT will also work in certain places.

If you have a mouse, you can use the on-screen compass rose to move to adjacent rooms. Just point to the compass rose and click on the direction you wish to move.

*Zork Zero* understands many different kinds of sentences. Here are examples, using objects and characters that don't actually appear in *Zork Zero*:

- >WALK TO THE NORTH
- >WEST
- >DOWN
- >TAKE BIRDCAGE
- >OPEN THE PANEL
- >READ ABOUT DIMWIT FLATHEAD
- >EXAMINE THE SHINY COIN
- >LOOK UP MORGIA PLANT IN THE ENCYCLOPEDIA
- >LOOK UNDER THE BILLIARD TABLE
- >LIE DOWN ON THE PINK SOFA
- >PUT THE RUSTY KEY IN THE CARDBOARD BOX
- >SHOW MY BOWTIE TO THE BOUNCER
- >HIT THE CRAWLING CRAB WITH THE GIANT NUTCRACKER
- >ASK THE COWARDLY KING ABOUT THE CROWN JEWELS

You may use capital letters and words like A and THE if you wish. *Zork Zero* doesn't care one way or the other.

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

- >TAKE THE BOOK AND THE FROG
- >DROP THE JAR OF PEANUT BUTTER, THE SPOON, AND THE LEMMING FOOD
- >PUT EGG AND PENCIL IN CABINET

You can include several inputs on one line if you separate them by the word THEN or by a period. Each input will be handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

- >TURN ON THE LIGHT, TAKE THE BOOK THEN READ ABOUT THE JESTER IN THE BOOK

If *Zork Zero* doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

The words IT and ALL can be very useful. For example:

- >EXAMINE THE APPLE. TAKE IT. EAT IT
- >CLOSE THE HEAVY METAL DOOR.
- >LOCK IT
- >PICK UP THE GREEN BOOT. SMELL IT.
- >PUT IT ON.
- >TAKE ALL
- >TAKE ALL THE TOOLS
- >DROP ALL TOOLS EXCEPT WRENCH AND MINIATURE HAMMER
- >TAKE ALL FROM THE CARTON
- >PUT ALL IN THE SACK
- >GIVE ALL BUT THE RUBY SLIPPERS TO THE WICKED WITCH

When you meet intelligent creatures in *Zork Zero*, you can talk to them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

- >JESTER, HELLO
- >GUSTAR WOOMAX, TELL ME ABOUT THE COCONUT
- >UNCLE OTTO, GIVE ME YOUR WALLET
- >HORSE, TROT NORTH
- >BOY, RUN HOME THEN CALL THE POLICE
- >MIGHTY WIZARD, TAKE THIS POISONED APPLE. EAT IT

Notice that in the last two examples, you are giving the character more than one command on the same input line. Keep in mind, however, that many creatures don't care for idle chatter; your actions will speak louder than your words.

*Zork Zero* tries to intelligently guess your intention when you give it incomplete information. When it makes a guess, it will tell you. For example:

- >UNLOCK THE DOOR [with the key]
- The door is now unlocked.

If your command is ambiguous, *Zork Zero* will ask you to clarify. You can answer these questions simply by supplying the missing information at the very next prompt. For example:

- >SHOW THE CLOTHESPIN Who do you want to show the clothespin to?
- >THE SKUNK The skunk takes one look at the clothespin, has an acute attack of depression, and runs off in search of a travel agent.

or

- >GIVE THE MELON TO THE HELLHOUND Which melon do you mean, the sweet honeydew melon or the moldy casaba melon?

The hellhound devours the moldy casaba melon before it realizes its mistake. Soon it is lying on the ground, moaning.

## Tips for Novices

1. Draw a map. It should include each location, the connections to adjoining locations, and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 7.) Remember, there are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story.

3. TAKE as many things as you can carry. Most objects that you find are important for solving the puzzles that you'll run into.

4. SAVE your place often, so that if you mess up or get "killed," you won't have to start over from the beginning. See page 11 for instructions.

5. READ the story and documentation carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of — even strange or dangerous actions are fun and may provide clues; you can always save your position first. Here's a silly example:

>DROP THE BASKETBALL TO THE LION  
The lion takes an experimental bite out of the basketball but spits it out. It continues to gnaw on your leg.

Thus, you discover that maybe giving something more edible to the lion (that slab of raw meat?) might save your leg.

7. There are many possible routes to the end of *Zork Zero*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. Play *Zork Zero* with a friend! Different people may find different puzzles easy and can often complement each other.

9. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the instructions at the top of your screen to see the hint of your choice.) You don't need to use the hints to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript on page 7 to get a feel for how interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to make a wish, you could type in any of the following:

>DROP THE COIN DOWN THE WISHING WELL  
>TOSS THE COIN INTO THE WELL  
>PUT COIN IN WELL

If you type a sentence that *Zork Zero* doesn't understand, try rephrasing it or using synonyms. If *Zork Zero* still doesn't understand, you're probably trying something that isn't important for completing the story.

## Common Complaints

*Zork Zero* will complain if your input confuses it completely. *Zork Zero* would then ignore any further sentences on your input line. (Certain events will also cause *Zork Zero* to ignore any additional sentences on your input line, since the event may have changed your situation drastically.) Here are some of *Zork Zero*'s complaints:

**I don't know the word** \_\_\_\_\_ That word is not in the story's vocabulary. It may help to use a synonym or rephrasing; more likely, you're just barking up the wrong tree. *Zork Zero* recognizes over 1500 words, all that you need to use and most that you're likely to use. However, *Zork Zero* uses many words in its descriptions that it will not recognize in your inputs. So, you might read, "The moon casts violet shadows across the crater," but discover that *Zork Zero* doesn't know the words MOON or SHADOW or CRATER in your input. When this happens, you can assume that you don't need to refer to those things to complete the story; they are there only to create a more vivid image of your location.

**I think there's a verb missing in that sentence!** Unless you are answering a question or using one of the special commands, each sentence must have a verb. Among the most important verbs that *Zork Zero* understands are TAKE, DROP, PUT, GIVE, LOOK, READ, EXAMINE, OPEN, CLOSE, ENTER, EXIT, EAT and WEAR. There are many more. Remember, you can use a variety of prepositions with your verbs. (For example, LOOK can become LOOK AT, LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, and so on.)

I can't understand that r...y nouns with, but it can't understand so many noun "phrases" with it. For example, *Zork Zero* recognizes SKIP but not SKIP THIS PART.

You can't see any \_\_\_\_\_ right here! The object that you referred to is not visible. It may be somewhere else, or it may be present but in a closed container.

You can't use more than one object at a time with \_\_\_\_\_ . You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs, such as TAKE, DROP, and PUT. For example, EXAMINE will not work with multiple objects; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

There isn't anything to \_\_\_\_\_ ! You used the word ALL, but there aren't any appropriate objects visible.

Sorry, but I don't understand. Please say that another way, or try something else.

The syntax (sentence structure) you used is not among the hundreds of syntaxes that *Zork Zero* recognizes. For example, SIT UNDER THE TREE and SKIP AROUND THE MAYPOLE are syntaxes that *Zork Zero* wouldn't recognize. There's a limited amount of space in the program, so syntaxes that are less common or not useful aren't included. Try rephrasing the sentence.

I beg your pardon? You pressed the RETURN (or ENTER) key without typing anything.

3. After typing your input, you must press the RETURN (or ENTER) key before Zork Zero will respond.

4. Your screen display includes a status line which tells you your current location, your score, and the number of turns you've taken.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE TUBE OF JELLY, you will then be carrying it. Type INVENTORY to see what items you have.

6. When you want to stop, save your place in the story, or start over, read "Starting and Stopping" on page 11.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

## Quick Reference Guide

1. To start the story ("boot up"), see the separate Reference Card in your Zork Zero package.

2. When you see the prompt (>) on your screen, Zork Zero is waiting for your input. There are four kinds of sentences or commands that Zork Zero understands:

A. Directions: To move from place to place, just type the direction you want to go: NORTH, SOUTH, WEST, WEST-NORTHWEST, NORTHWEST, UP, DOWN, IN, or OUT. You can use the on-screen compass rose and your mouse to move to adjacent rooms if you have an Apple IIGs or Macintosh, an Amiga, an Atari ST, or an IBM PC with a Microsoft-compatible mouse.

B. Actions: Just type what you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. More complex sentences are described in "Communicating with Infocom's Interactive Fiction" on page 12.

C. Commands to other characters: Talk to characters in the story by typing their name, then a comma, then what you want to say to them. For example: FRED, HI or OLD MAN, GIVE ME THE THROBONE.

D. Special commands: These give you information, such as INVENTORY, or affect the state of the program, such as VERBOSE. A list appears in the "Special Commands" section on page 5.

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We're Never Satisfied here at Infocom, we were constantly trying to push back the envelope" and explore the possibilities of this fledgling medium. Your input is important. If you liked or disliked the story, or some section of it, or if you found a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

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Attn: Megaboz

## If You Have Technical Problems

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I N S T R U C T I O N M A N U A L

INFOCOM  
Proof of Purchase  
Zork Zero

G-129-03

To: JD  
Mike  
Tom  
Curtis  
Steve ✓  
Steve  
From: Stella  
Date: November 1, 1988  
Re: Zork Zero Apple II disk labels

Please return this with comments/changes by Thursday, November 3.

# Zork Zero Disk Labels

## Zork<sup>(R)</sup> Zero

Apple (R) II Series

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**Side 1**

**Other side is side 2**

TD-IZ9-1-O4

## Zork<sup>(R)</sup> Zero

Apple (R) II Series

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**Side 3**

**Other side is side 4**

TD-IZ9-2-O4

To: JD  
Tom  
Mike  
Curtis  
Steve ✓  
Steve

From: Stella  
Date: November 3, 1988  
Re: Zork Zero Apple II System Sticker  
**Rev 2--Please disregard previous version.**

Please return this with changes and corrections to me today or to Hollywood by Monday, November 7. Thank you.

# Zork Zero Apple II System Sticker

WITH  
ON-SCREEN  
**HINTS**  
AND SPECTACULAR  
**GRAPHICS**

Software for your  
**APPLE II SERIES**  
**Ile, Iic, Iic+, IIGs**(in Ile mode)  
(Contains 5.25 inch disks; requires 128K of memory.  
Requires 2 5.25 inch disk drives, 1 3.5 inch disk drive,  
or 1 disk drive and any large capacity storage device.)

TD-844-46

**APPLE II SERIES**

Current bugs

Outside Testing

(all all 1974's and about 300)

2



3

Number of games Tested: 3

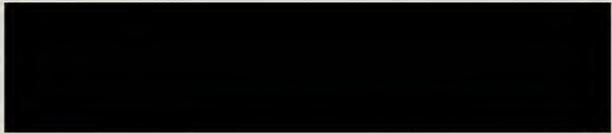
3



1

Number of games Tested: 0

4



3

Number of games Tested: 4

5



1

Number of games Tested: 2

6



3

Number of games Tested: 4

Number of games tested: 0

DATA DISK 101 INTERPRET UNIT SHOW  
QUOTATION MARKS ON-GE  
US HINTS READY

Number of games Tested: 0

Word like - report ridie comment

Number of games Tested: 0

Number of games Tested: 0

11



0

Number of games Tested: 0

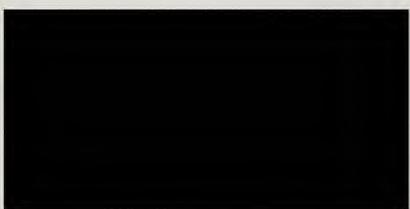
12



1

Number of games Tested: 0

13



1

Number of games Tested: 0

9/1/88

Here's a version of Zork Zero in which strings are untangled (pardon the pun). In particular, hints should be easier to read now.

As Joe mentioned on the phone, use >ANSWER WHATEVER, without quotes, to answer a riddle.

Sorry about those bugs in v.242!

*Steve*

Tester : ██████████  
Product: **Zork Zero**

Date: 9/19/88  
Release: 243

Phew!

That exclamation from an ardent and long-time fan carries with it a double meaning: it most obviously is an understated reaction to the deliciously massive scope of this game, but more significantly it represents a sigh of relief. Just when I was beginning to think that my "Info-tainment" had reached its nadir with an offering like Journey, along comes Zork Zero. Thank God for Steve Meretzky.

I haven't had this much fun since Zork II, and that's saying a lot considering the plethora of fine products you've put out over the intervening years. While I would normally have some nitpicking little criticisms of some kind with any game I play or test, there isn't a thing I can knock about Zork Zero. My only regret is now that the legend of the GUE has come so wonderfully full-circle, where can you possibly go from here?

I had the pleasure of playing part of Zork Zero on a Mac II at work. Wow! The graphics were a knockout, and I'm sure your black and white version will be almost as impressive. The way in which you utilized the graphics to frame and highlight the story (as opposed to letting the graphics dictate the limits of the story as in Journey's case) should silence the harshest of critics who claim graphics would just water down your games.

The use of visual puzzles was a particular delight, especially since most were familiar ones which weren't too demanding (the last time I tackled the "Towers of Hanoi" was on my old 8K Commodore PET!). I was also pleased by the liberal sprinkling of red-herring objects throughout the game... a welcome return to the "olden days" where you never knew what items might be useful in solving the game (I'm still trying to get that friggin helicopter started in Planetfall).

But it is the dogged faithfulness to the Zork legends that provide the most delight in Zork Zero. From the missing stamp on the package to the final explanation of the White House, Mr. Meretzky has concocted a Zork-lover's feast of delight, and has added numerous classic touches of his own to the legends of Quendar.

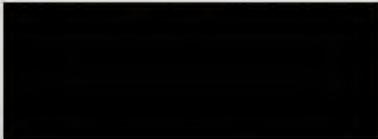
The puzzles were clever and well-crafted, yet none were overly taxing (I must admit, however, that the addition of on-line hints would probably make even Spellbreaker seem a breeze). Some were familiar puzzles packaged in a new and entertaining fashion (the Borphbelly Stew, for example). Others were wonderfully original with some real

head-scratching complications (the hardhat puzzle in particular). All, however, were worthy of the Zork moniker.

Most of my testing time was spent just finishing this epic, and therefore I didn't spend as many hours as I would have liked pounding away on it, looking for problems... so excuse the relatively few bug sheets. I did have reams of them until you sent out the recompiled version, then almost all of those disappeared.

In my testing report on Leather Goddesses Of Phobos, I mentioned to Steve Meretzky that here in Hollyweird we're always on the lookout for creatively warped talent such as his. If he's ever out west, my invitation to "do lunch" still stands. Maybe NBC is ready to follow up Cosby with "The Flatheads On Parade".

The best of luck with Zork Zero. Any reviewer giving this little gem anything less than five mice deserves a swift kick off Aragain Falls.



This is the best game of yours that I've tried. (2nd favorite would be Infidel).

It is also the most difficult one I've tried. I had the most trouble with the hardhat/chessman puzzle.

The graphics are a nice touch but not what most would consider Mac II quality.

One of the best features of this game is the mapping

Also writes:

Graphics seem very "chunky" (like IBM CGA).

Graphics on 2Bit B&W display as dithered colors.  
Much better than MacPlus/SE with same screen depth.

## Zork Zero

I had never played any Infocom game before so I did not know what to expect. The graphics I believe make the game more playable especially the special graphic puzzles - Double Fanucci, Snarfem, Tower of Bozbar. The title screen is also a nice surprise, once you get through the prologue.

I had problems with Double Fanucci, and could not figure it out after hours of play. I also encountered trouble with Snarfem. The game was hard for me since I did not know what to expect, but I feel it will be challenging to any one who has a mind for this kind of a game. The hints also come in very handy. I did not get as far as I would have liked because when I get frustrated with a game, I like to set in down for a few days. But because of the deadline I did not and became more frustrated. I also think that the wand should have one or two more uses in it.

I enjoyed the logical puzzles such as the room with three doors (it should be a special graphic puzzle showing each door and what each says), and the Inquisition. The riddles were also enjoyable and show what challenging. I also liked the large playing area, the many secret passages, transporting with the amulet, and the gondola ride. The ability to save, restore, and undo is also helpful. Enjoyed the joke about Michael Flathead and the Flathead five.

The first copy I received was full of bugs, but the second was very playable, and no problems with dialogue. I included on the trouble sheets some minor problems that I found. I enjoyed being a tester and hope that I have some help to you. I am looking forward to seeing your product in the store. If there is anyway I can help you out in the future, let me know. Thank you for the opportunity to test Zork Zero and I wish you good luck in marketing it.



September 19, 1988

The Zork Trilogy has always been my favorite Infocom games, and much of the flair of the first three exists also in Zork Zero. However, in creating such a large game, some of the impact of the original games has been diluted. It seemed there were fewer pitfalls, substituting puzzles instead. This eliminates much of the sense of danger which made the earlier games exciting. And some of the puzzles seemed tedious (such as obtaining the six gloops of water and especially the towers of Bozbar, which wasn't difficult, merely extremely tedious). I liked the hiding of important information in the calendar. I would have liked to see more disguising of objects or events in the story, though.

I played Zork Zero on the Mac Plus, and though I liked the idea of the maps, performance seemed to lag. The same holds true for the hints section and drawing new screens, as well as setting up the puzzles. Perhaps this can be optimized in the final release.

Unfortunately, due to time considerations, I needed to resort to the hints section more than I would have liked. There were two MAHINTS numbers that were displayed (and only two, no matter what I did), which were 12 and 20. Also, an interesting comment of "[Debugging info: PMEM 31 Left!]" appeared in the game. I assume you'll know what this means.

There were not a lot of bugs that I ran into, but I'm enclosing the ones I found. One thing that proved less than obvious to me was that the picture of the brain in the rebus meant "mind". This could merely be a deficiency on my part, however.

Favorite problems: getting little toe fungus, passing the inquisition, obtaining the elixir (I liked this, although the solution seemed obvious), zilbeetha, getting the hardhat, and getting the rusty key.

Promising problem (but not developed fully): Entering Wishyfoo territory (why couldn't we meet a Wishyfoo <ghost?> and learn information by talking with him?).

Least liked problems: Playing towers of Bozbar, getting the flies to Otto to obtain the spyglass.

In summary, I liked the storyline (but next story, include more danger and empower the player to battle his "nemesis"). The best fix you could do, in my opinion, would be to optimize the speed of some of the new features you have included in this game.

9-19-88

Zork Zero Testor

Tested on a Mac II with 5 meg memory, + ran from 40 meg hard drive. No caching, multitinder off (system series 5.0)

## Testing Summary

I was unable to solve double Fannucci, Svarfen, and how to get the Flamingo into the lab. Unfortunately, these were <sup>some of</sup> the few hints that were unavailable. (not written yet)

The hints, for the most part, were excellent and right on target. Some hints were very long and consequently "ran off the page." See the testing sheets. I tried to solve most of the puzzles without the hints by saving the game before the puzzle and restoring the game if I failed. This method worked a lot, but I still found myself going to the hints quite a bit to avoid frustration.

The best puzzle was the executioner (although I didn't finish the game and solve anything at the Delta or the "six floor in wine floor vial." Some of the puzzles were old but (Tower of Babel, Peggleboz, Fox rooster and worm.) but they were fun anyway. Double Fannucci would take too much time to solve, I really didn't try it. Svarfen may be beatable, but I never could beat anybody or thing at it. Personal wall I guess.

(over)

②

Overall, I was really impressed with this game. I didn't think I would like text adventure games, but this one got captivating. I'm also not a very good typist.

The only inconsistency that I found, and again I didn't finish (795/1000 pts.), was the correlation between the amulet's eyes and your destination upon entering the Oracle's mouth. (see Test report form + script for game 4.) Sometimes scripting didn't work until you gave it a direction, then it would list anything correctly. Screen refreshes should be automatic instead of having to type refresh after D/A's or Pyro! wipe out part or all of your screen. For some reason Border, Item Background, and selection colors created by the Kolor CDEV get changed by this game. Possibly it is because of the colors your screens use + the 256 color limit. All colors revert back to their original when you restart the machine.

Thanks for letting me play.

P.S. Send some hints on Swarfen, Double Fawucci, and the Flamingo. My wand stopped working. el

From:



To:

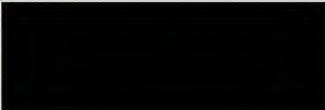
Infocom  
125 CambridgePark Drive  
Cambridge, MA 02140

Thank you for letting me test Zork Zero. I have a few comments I would like to make here which do not "fit into" the bug report form. First I would like to say that I am a little disappointed with the graphics of the game. I understand that the updating and so on are not supposed to be working in the version you sent me, but I thought that is why you needed people with Mac IIs. How can one test for Mac II compatibility if the updating in the program doesn't even work yet? Conflict checking against the palette manager, DAs, MultiFinder, etc., assume the application at least tries to update correctly. Anyway, I guess the game you sent me was just not in those stages of testing...I hope.

The beginning of Zork Zero was great. I really like the idea of an interactive introduction. (Excuse me for saying that if all your games begin the same way!)

Since I am not working for Infocom I really have not had as much time as I would liked to have had to play Zork Zero. The past couple of weeks were especially bad for me. In fact I think I can honestly say that I did not even come close to finishing the game (181 points in 617 turns). It's big! One suggestion to "solve" this "problem" would be to have saved games set up to send out on the test disk. This way everyone would get a chance to test the game in general but you could assign people to specifically concentrate on a particular section of the game. If they manage to get their on their own, fine, but if they cannot and time is running short they could open saved game X and go from there. What do want for nothing? A Rubbbberrrr biscuit?

Thank you again for letting me be a tester. I hope my comments and bug reports help you in some way along the road to perfection. I eagerly await the next challenge...



Oh yes, I almost forgot, MAXINTS went up to 24 but was usually 12 or 20.

REPORT : ZORK ZERO

MARINTOSH II

HAVING NEVER PLAYED ANY OF THE ZORK GAMES BEFORE, I HAVE TO SAY THAT I REALLY ENJOYED ZORK ZERO. IT WAS ALSO VERY DIFFICULT AS A WHOLE, DUE TO THE GENERAL SIZE OF THE GAME.

THE GRAPHICS PUZZLES, WITH ONE EXCEPTION, WERE JUST RIGHT. THE EXCEPTION WAS PEEGLBOZ. I'VE PLAYED A LIVE VERSION OF A SIMILAR BUT EASIER SCENARIO BEFORE AND STILL TAKEN FOREVER TO SOLVE IT. SO I WENT STRAIGHT TO THE HINT. AS IS, I DON'T THINK TOO MANY PEOPLE WOULD HAVE THE PATIENCE TO SOLVE IT.

THE BASTER WAS OK, BUT GOT OLD AROUND THE THIRSDAY TURN OR SO. TWO OR THREE NOSES IS FUNNY, MORE GETS ANNOYING. AND SPEAKING OF ANNOYING, I NEVER DID FIND ANY WAY TO DEEP SIX THE BEDBUG, OTHER THAN TO RESTORE. I REALLY HATED GOING UP 19 FLOORS IN THE PROBZ BLDG. AND GETTING BACK DOWN TO THE SECOND FLOOR AND THEN HAVING AN INSECT WIPER IT OUT.

THE ONE NON-GRAPHIC PUZZLE I THOUGHT WAS A LITTLE TOO HARD WAS THE FINAL STEP NEEDED TO GET THE HARDSHAT. I DIDN'T SEE ANY PARTICULARLY COMPELLING EVIDENCE TO SUGGEST A<sup>DIABET</sup> CONNECTION BETWEEN THE CROSS PLAIN AND THE CONSTRUCTION AREA. WHY SHOULD A KNIGHT JUMPING THROUGH NOTHING ON THE PLAIN BE ABLE TO JUMP THROUGH WALLS?

THE ONE SUGGESTION I'D MAKE TO IMPROVE THE GAME IS TO ADD A NOT-SO-SUBTLE HINT AS TO THE USEFULNESS OF THE ENCYCLOPEDIA. AFTER MY FIRST COUPLE OF TOPICS EITHER WEREN'T IN THERE OR WERE LESS THAN ENLIGHTENING, I SHUT UP GAME UP ON IT, MAKING SOME THINGS TOUGHER THAN THEY SHOULD HAVE BEEN. MAYBE ADD SOME DESCRIPTION TO THE CALENDAR, SINCE ITS AN OBVIOUS PLACE FOR CLUES.

TO THE GENERAL SIZE OF THE GAME.

THE GRAPHICS PUZZLES, WITH ONE EXCEPTION, WERE JUST RIGHT. THE EXCEPTION WAS PEGLEBOZ. I'VE PLAYED A LIVE VERSION OF A SIMILAR BUT EASIER SCENARIO BEFORE AND STILL TAKEN FOREVER TO SOLVE IT. SO I WENT STRAIGHT TO THE HINT. AS IS, I DON'T THINK TOO MANY PEOPLE WOULD HAVE THE PATIENCE TO SOLVE IT.

THE SESTER WAS OK, BUT GOT OLD AROUND THE THIRTHSITH TURN OR SO. TWO OR THREE NOSES IS FUNNY, MORE GETS ANNOYING. AND SPEAKING OF ANNOYING, I NEVER DID FIND ANY WAY TO DEEP SIX THE BEDBUG, OTHER THAN TO RESTORE. I REALLY HATED GOING UP 19 FLOORS IN THE FRABOZE BLDG. AND GETTING BACK DOWN TO THE SECOND FLOOR AND THEN HAVING AN INSECT WIPE IT OUT.

THE ONE NON-GRAPHIC PUZZLE I THOUGHT WAS A LITTLE TOO HARD WAS THE FINAL STEP NEEDED TO GET THE WARDMART. I DIDN'T SEE ANY PARTICULARLY COMPELLING EVIDENCE TO SUGGEST A <sup>DIRECT</sup> CONNECTION BETWEEN THE CHASS PLAIN AND THE CONSTRUCTION ARBA. WHY SHOULD A KNIGHT JUMPING THROUGH NOTHING ON THE PLAIN BE ABLE TO JUMP THROUGH WALLS?

THE ONE SUGGESTION I'D MAKE TO IMPROVE THE GAME IS TO ADD A NOT-SO-SUBTLE HINT AS TO THE USEFULNESS OF THE ENCYCLOPEDIA. AFTER MY FIRST COUPLE OF TOPICS EITHER WEREN'T IN THERE OR WERE LESS THAN ENLIGHTENING, I SORT OF GAVE UP ON IT, MAKING SOME THINGS TOUCHIER THAN THEY SHOULD HAVE BEEN. MAYBE ADD SOME DESCRIPTION TO THE CALENDAR, SINCE ITS AN OBVIOUS PLACE FOR CLUBS.

FINALLY, I COULDN'T INCLUDE A SCRIPT BECAUSE MY PRINTER WENT ON THE FRITZ. SORRY IF THAT IS A PROBLEM.

THANKS FOR LETTING ME HELP OUT.

Report on Zork Zero, Beta version

Overall impressions: This is a very successful game. It manages to keep the flavor of Zork while simultaneously having a more interesting and involving plot. It's very rich, and that adds a lot. And, of course, it's funny.

The graphics are OK, though I can't say I think they add much to the game. I also hate on-line hints - for the same reason you always advised people not to buy the InvisiClues books simultaneously with the games - but I realize that's a marketing decision. It's well enough implemented, but the interface could be better.

I finished the game in two nights and one day of intensive playing (and when I say intensive, I mean staying up till 4 in the morning). It's absorbing and challenging.

Now all we need is a game where you have to be one of Dimwit's courtiers...

Major problems: SCRIPTING does not work at all on my system (a Mac Plus with an original Imagewriter), which is why I have enclosed no transcripts with this report. When I turn SCRIPTING on, the printer responds, but nothing is ever printed, and I get no response when SCRIPTING goes off. Yes, I checked that I was using the right printer driver, and my printer is functioning fine.

I presume it's too late to do this with Zork Zero, but it would be nice if in addition to the compass rose there were some indication of the ability to go up and/or down.

As I mention on page 5 of my bug sheets, there's a problem with the graphics when you boot from a saved game.

The game slows down oddly at some points, particularly when you use a word it isn't sure it knows or it has to ask you a question. Also unfortunate is that after you look at a graphic screen (e.g. the rebus), when you come back to the game, all prior text is gone from the screen. In the future I would love to see this changed, or, even better, some scrolling back over previous text allowed.

Other notes and suggestions:

- The game of Snarfem really needs its interface improved. Often, I accidentally hit the wrong number key when choosing a pile, and there's no way to cancel that choice and hit the right key. There also ought to be a way out of the game if you don't want to play it at the moment.

- It would be a good idea to put some subtle indication in the game that the wand has a limited number of charges, in its encyclopedia entry or something. I used mine up once, testing to see what the wand did and zapping the bedbug, and when it ran out, I had to go back and replay hours worth of work. That was one of the most frustrating aspects of Hitchhiker's Guide, and I hated to see it reappear here.

- The games are of widely varying challenge and interest. The Towers of Bozbar (or whatever it was) is, of course, an old game, and while there's some interest in doing it once, even if you know the solution, having to do it two, or more likely three times (if you do it before going through the other door in the room), gets very tedious.

Snarfem, also an old game, gave me a lot more trouble. I was stuck there, frustrated as hell, for a long time. My husband finally worked out a system for me, but I discovered later that the pattern of distribution of the stones changes radically.

I always hated Hi-Q, so of course I hated the peg game. After a couple of desultory attempts, I just called up the hints and imitated the moves. (That's why I don't like on-line hints, of course.)

Double Fanucci, on the other hand, was very clever, though it took me an embarrassingly long time to figure out the trick (it had been a while since I'd read the calendar bios). The jester's statements and actions are hilarious, and there are enough different ones that it doesn't get too tedious.

- Another spot that stuck me was the Mirror Lake - getting off it, that is. I had to have recourse to the hints, and probably shouldn't have, since I took physics at MIT. I suspect lots of people will get stuck there.

- The memo in the FrobozzCo building mentioning teleportation tokens is an annoying red herring (unless there really is a token in the game and I just missed finding it). I wasted a lot of time searching for one before deciding that it didn't exist.

- Another red herring is the birch (I think) tree outside the mine where you find the sapphire. It's described in such detail, and described anew each time you enter that room (even in BRIEF mode), that I presumed it must have some importance, but I couldn't find a single use for it. If there is one, it's too well-hidden.

- One place where there aren't enough red herrings is in the clues. I realize the clues are only partly done, but there should be plenty of fake headings and long, useless answers like in the clue booklets.

- You asked testers to report MAXINTS values. I'm not sure what you meant by its maximum value, but I got the values 12, 16, and 20, depending on how high my score was when I quit or got killed. I never got anything lower than 12 or higher than 20.

- I love the comfy chair.

- I loved the problem of the chess pieces. It's clever and well implemented, not terribly easy but quite amenable to logic. The one thing I regret is that you can't watch a piece destroy another piece whose space it lands on (since it gets there before you do).

- The ending is funny and satisfying. I also like the touch that if you get caught in the castle when it collapses you turn into the rug in the living room. Delightful.

Howdy! Here's the report for Zork Zero, Beta Release, Versions 242/243  
from [REDACTED] (A.K.A. "Soooper Geeeeenius")

(Warning: this report is disjointed, poorly written and just plain silly.)

This has got to be one of the best games I've played in a helluva long time (if not my new favorite Infocom). The map's enormity played a big part in that, but the main reason for my mega-enjoyment is the puzzles. The mix of adventure type puzzles with more traditional problems (ie, Tower of Bozbar, Peggleboz, riddles, stew) is fantastic.

I don't know how hard you intended to make this game, but just to give you an idea of how hard I found it, I'll give you my gaming stats. I first received this game on Wednesday, August 31. By Friday I had about 650 points without using any hints. I finished on Tuesday, September 6 (and barely played at all for 2 days). Overall I needed hints for 3 puzzles. My max MAXINTS was 24.

The hunger spell had me stuck. Then I came exceedingly close to solving the Rockville puzzle, but I didn't come up with bringing the knight into the construction site. I kept trying to mirror moves or something along those lines. The last hint I used was finding the tie. I had no idea where it was. In fact, that is my only real solid puzzle complaint. I don't like it's discovery. It's too hit or miss. If you get it, great, but if you go through that room and miss it, due to the BRIEF feature, you'll probably never find it. Maybe if you see the nest each time you walk through even in BRIEF mode. — new text

My only other problem with puzzles is that maybe the Rockville puzzle seemed a bit thin. I came close, but (and maybe it's me) I *never*

considered bringing the pieces down to Flatheadia. (By the way, I did see the stuff about that puzzle in the encyclopedia.)

Well, as long as we're talking about puzzles, I may as well critique puzzles right and left. I really liked some of the riddles. They weren't hard, but it was good to see a new cleverness in your games. The hardest one had to be the musician one. Still, it didn't take too long to solve. I didn't like not being able to cross the stream afterward, however. I could have sworn there was something besides the diploma over there.

The Inquisition was great! The stew was good. The fungus was great.

Snarferm could have smaller flowers. I got it too quickly. To be honest, I didn't want the answer to be given away. I enjoy working out the puzzles and, although Joe tells me it took him 3 hrs, I would almost rather have an easier puzzle that you solve instead of just figure the trick to.

The whole damn game was really good. Not too hard but significantly harder in its second half than the first. That fact really allows you to run through what looks like an easy game just to be faced with some really tough problems. Nice. The oracle areas were much harder than running around the castle. One really good thing about the puzzles was that they weren't all in order. You could pretty much do it all in whatever order you wanted. That's important. It lets you get into the geography in whatever order you want. I didn't feel confined by an order in which to solve the game. One thing about getting the candle though: once I got it, there was so much territory to cover I didn't have time to do it in one sitting. A LARGE portion of the game revolves around the candle - the candle accessible only with the packaging. I like it.

Next is the rapid fire random stuff that makes these reports such a pain to read (enjoy!):

The cursor is present in all the graphic screens, and it detracts from the picture. That damn little vertical line kept grabbing my attention. Also, the mouse pointer wouldn't go away if the mouse was unused. For instance, I would use the mouse for restoring my game and then have to shove it off the screen so I could read again.

sigh

I noticed in the reference card that no system folder would be provided with the sale copy. The finder I used had only the fonts that came with my computer. Bluntly, the text for the status line and the hints looked awful; I did not have the 14 point Geneva you used installed on my system disk. And I don't think that many people do. Will people who have just gotten a Mac or who don't know how to use it's utilities be able to find/install/use this font size? Are you planning to include this font with the game? It would be a mistake not to. While instructions as to how to install a particular font would be helpful, by not including the font itself you are going to make the game ugly. Misproportioned fonts are not fun to look at.

to  
Don can

I love encyclopedias in games. I tinkered with the Sorcerer one forever, and Z-Zero's one didn't impress me as being as big. It didn't have words like "guano," "Mumberthrax," "Zilbo," "Fenshire," "Granola" (although it did have "granola riots"), the month names, "Zorkmid," any of Lucrezia's husbands, "guano," etc. Also you can look up "ear fungus" but not "toe fungus."

I'm not even going to mention the black and white graphics. You know it, I know it, my dog knows it. The graphics aren't, ahem, good. Yes, I know they aren't finished yet, but, woo, do you have a ways to go. The icons are nice, functional, simple and clean. (Although the back alley icon in the village takes a while to focus properly on. I thought it was a weird

vase at first.) The maps and the encyclopedia entries and the game scenes, however, need some serious work. I took Joe's advice one day and went down to a local Mac dealer to see what the completed color graphics look like and I am impressed. Though the resolution wasn't what I expected (at all), the drawings themselves were very good. And speaking of the resolution, is it so low on the Mac II because of disk storage limitations? The disk is already pretty full and it looks like you only used a fourth of the graphics potential of the II. Just wondering, because you might end up with some disappointed II owners out there.

Though it would be neat to impress my friends with, you should probably removed the "\$skip" command. (Ask Liz how I knew about that!) Also, don't forget to remove the "parser notes" at the end of each game.

I don't know if you care about this or not, but when restoring the game Z-Zero also accepts saves from the following games: AMFV, Enchanter, Sorcerer, Infidel, Seastalker, and possibly more. They all of course cause a system error if loaded.

Why do the "LOOK" and "INVENTORY" commands take a turn? They never have before and I hope they don't in the release version.

One problem I had was one I had with another application. I have Pyro 1.0 (a screen saver) installed on many of my disks, and it gave me a problem. (When playing an Infocom they come in handy when I walk around the room to think.) Well, Pyro kicked in and when I turned it off, I was rewarded with a totally blank screen. I blindly typed REFRESH and that worked fine. But come on, it was a blank screen. Very sloppy.

How about a secondary solution to getting off the mirror in the Gray Mountains? You could drop the gravel on the mirror and stand on it for traction.

While checking the dates of everything I could find looking for mistakes, I noticed that no work has been done on Rockville Estates for 3 years. The dam was built in only 1 year; just thought I'd point it out.

One thing I'm not crazy about in the hints was that after you see a hint, it stays on the screen. For some reason it just doesn't appeal to me. I would rather "uncover" them each time. Also, how will the player see the first hints in a long list that scrolls off the bottom?

I noticed the fanucci hint hasn't been written yet. You could write something like the clues to answer Belboz in the Spellbreaker Invisiclues. They were well done and applicable here.

The hints concerning the jester shell game say that you shouldn't read on unless you have been in the Secret Wing. The goggles are in the East Wing but the key to the East Wing is in the Secret Wing. I didn't know which you were referring to. Was that intentional? AF

Did you guys notice that even though you are walking around a HUGE castle with rooms so big you have to rest half way across, climbing mountains, crossing deserts, and ballooning that this game all takes place in 1 morning. I spent nearly 3000 moves one game just to find it was the same day.

I don't know if this problem is still relevant or not, but in version 242 I typed the word "shit" on two different occasions and was rewarded both times with file errors. This was not the case in v. 243.

The docks are really annoying. "Get on dock. Get on boat" and "Get off.get off" are a pain and I don't really see the use.

While playing with the mirror I found a few items without interesting reflections that I thought should have some. They were the ring, the scrap of parchment, and both passages. OK

When you don the cloak, should the world continue around you? I got in the balloon and, while flying, put on the cloak. When I removed it several moves later, the balloon hadn't moved. I don't know if that was intentional or not.

AF

Could you add a description of some sort when you put on the glove. I had no idea it made me more dexterous until I tried to get a fly and the description mentioned it. Also, by the time I was ready to try to open the vault, I had been wearing the glove for so long, I forgot I had it on. I takes no room to store, so I just left it on and forgot about it. In other words, the vault puzzle is a little silly. The light source to get to the vault is in the secret wing, the glove is in the secret wing. Of course the player will have the glove when they are ready for the vault.

X

While playing with the perch I found the following: "Drop perch out of dirigible" works fine, but "Drop perch out of gondola" doesn't. "Throw perch" does the same thing as "Drop perch" even if you are in the gondola, and zapping to the perch after dropping the perch from the gondola gives a pretty boring description. It could be much more colorful depending on where you drop it.

OK

I like the death when you point the wand at yourself. Getting buried under tons of shit is a great way to go.

Once or twice in version 242 the jester would appear in the West Wing before I tried to pass him to tell me I couldn't go west. I didn't see it in 243 but I thought I should mention it in case it was by chance.

Before I realized Otto's name I typed "Toad, tell me about name." He responded with something like "I'm not ugly." Was that because he is paranoid or because the game though I typed "Ugly toad, tell me ..." If it was a joke, it was wasted on me. I thought it was a bug until I noticed the

?

ugly reference in the encyclopedia; then I just got confused.

What is the deal with the word "object?" At the Outer Bailey I typed "X root" and it said I didn't see any "root object" there. There were other "object" references about the game. Very computerized sounding. Not smooth.

If you drink the potion twice in rapid succession, your ears tingle after the first and then, a few moves later, your ears tingle again. Why the delay? It's totally unwarranted. They should tingle, then tingle again right away and start the countdown of hearing anew as soon as the second drink is taken.

OK

P.R.

During the nine years since Zork I first appeared on home computers, the Zork Trilogy has become the best-selling, and best-loved, series of interactive stories. Since then, countless fans have begged for Zork IV.\* Now, Infocom's Steve Meretzky, by doing exactly the opposite, gives you something even better, taking you back to the before beginning. Nearly 18 months in the making, Infocom is proud to reveal it's most ambitious project ever: Zork Zero!

Epic in both size and scope, this prequel covers a century of time and explores the collapse of the Great Underground Empire. Straining our new "Y" system to the limit, Zork Zero is our largest game ever, with more than 200 locations, and as many puzzles as all three games of the Zork Trilogy combined! To top it off, Zork Zero shatters one of computerdom's most sacred barriers by featuring the first true graphical enhancements to an Infocom story!

Our diehard fans are probably mourning the passing of an era; but take heart at the words of author Meretzky: "Zork Zero has everything you've come to expect from Infocom: lots of descriptive prose, a ton of puzzles, depth and attention to detail, a well-tested and polished product, and all served up in a fun, handsome package! The graphics simply add one more level of excellence. I tried to use them in different way; rather than illustrate locations, the graphics are integrated into the puzzles themselves. I'm really pleased with the result."

Those graphics, by computer artist James Shock (see separate story), made possible such graphical puzzles as Peggleboz, Snarfem, the Tower of Bozbar, and Double Fanucci.

Subtitled "The Revenge of Megaboz," Zork Zero takes you back to the last days of the Empire. A wizard's curse has destroyed the ruling Flathead family, and has threatened the kingdom itself. Although you are but one of many fortune hunters who have flooded the capital city of Flatheadia to try and claim the huge reward for stemming the curse, a carefully guarded family secret gives you a big advantage!

As you begin your quest, you'll meet the court jester, whose rhymes will leave you laughing, whose tricks will leave you cursing, and whose rebuses and riddles will leave you scratching your head. You'll travel to every corner of the kingdom, visiting exotic locales from the glaciers of the Gray Mountains to the swamps of Fenshire, from the placid shores of Lake Flathead to the searing heat of the Great Underground Desert, from the defoliated Publio Valley to the granola mines of Antharia.

Zork Zero answers many of the questions that have tormented Zorkers for ages: What was Dimwit Flathead's castle like? What is it like to play Double Fanucci? How did the Great Underground Empire collapse? Where did grues come from? And finally, most compelling of all, what is the origin of the White House where Zork I begins?

But wait -- there's more! Zork Zero abounds with exciting new features! It marks the introduction of Infocom's newest generation parser (the part of the program that "digests" your input). This is our friendliest parser ever, making it easier for a novice to get started, but providing more power for the experienced player.

Zork Zero continues our recent and very popular trend of incorporating on-line hints. However, in a development made possible by our new graphical system, Zork Zero also includes complete on-line mapping! The puzzles themselves range from simple to boggling, but with on-line

hints, no one need ever pound their heads on a wall again! Finally, Zork Zero is laced with that famous Maratky humor -- the special brand of zsniness that you loved so much in Planetfall, Hitchhiker's Guide, and Leather Goddesses of Phobos.

The packaging lives up to the usual Infocom standards. You'll start with a scrap of parchment containing a spell from the secret notebooks of the great magician Magaboz. Then, add a construction blueprint from Rockville Estates, the cave-pound condo complex that's targeted for Young Underground Professionals. And top it off with a handsome calendar, featuring excerpts from "The Lives of the Twelve Flatheads" and illustrations by the great painter, Leonardo Flathead. This calendar is from the year 883 GUE, but (by an incredible coincidence) it is also perfectly usable as a 1988 AD calendar!

From the exciting prologue, where you'll come face to face with Lord Dimwit Flathead the Excessive, to the climactic epilogue, where you'll meet the most powerful wizard to ever set foot on the soil of QUENDOR, Zork Zero has something for everyone, and promises to be the best offering yet from the master story tellers at Infocom!

\* Of course, many Infocom aficionados consider "Enchanter" to be "Zork IV."

## New York Press Conference Agenda

Tuesday, July 19, 1988

Although we are slated to begin at 7:00 pm, we will probably have to wait until 7:10 or 7:15 to allow for latecomers.

### I. Introduction by Joel

This will be a very important part of the press conference. Joel will introduce each product and explain how the "Tamara" theme fits in with our presentation. Joel will then talk about how each game represents a new direction for us. It is crucial that Joel explain why we are adding graphics and entering other categories in a manner that does not sound defensive (i.e., we're catching up to the rest of the market). This will be important for Dave, Marc, Steve and Christopher to remember as well when presenting each game. We should go with the idea that we simply have been waiting for the right time to include graphics in a way that would work most effectively in our games. As for getting into role-playing games, we should stress the fact that we will not be abandoning the level of quality that is found in our interactive fiction (similar to what Elizabeth's talked about in the Status Line article).

**Question:** Do we want to talk about the new development system in Joel's introduction?

II. Presentation of new titles by Steve, Marc, Dave, and Christopher. Each presentation should be about 7 minutes. A computer screen of each game will appear as each person is speaking.

At this meeting, we should establish:

- 1) A "theme" common to each presentation that ties in what Joel has just talked about with what each game is about -- i.e., each game should be an indication of which direction Infocom as a company is going. We should stress how each graphic is used differently in each title.
- 2) In which order we want to present each game.

III. Wrap-up by Mike, who will cover packaging aspects as well as how all of these revolutionary and radically new things are leading us into all sorts of strange and wonderful directions. This should include an explanation to

some extent of what these directions are and then a general discourse on what the future holds for Infocom. Mike will then invite everyone to look at the demos.

IV. Demos of each game. Four computers will be set up. Steve, Marc, Dave, and Christopher will man each computer and talk about each game in more detail.

V. Play begins at 8:00 pm. The buffet is served at 9:10.

## San Francisco Press Conference Agenda

Thursday, July 2~~1~~, 1988

We will begin the press conference at 6:30. The actual press conference will take place in a theater inside the exploratorium. Steve will be working on a skit (explained below) that we will rehearse a few times here. I would like to be able to get into the theater on Wednesday, July 21, to run by the skit a couple of times. I have not received word yet as to how early we will be able to get in. We should all plan on arriving in San Francisco on Wednesday in the event that we will be able to rehearse. I will let everyone know as soon as I receive word.

The idea for the skit is as follows:

The entire press conference will be a news broadcast, with Jon Palace as the anchorman. It will begin by Jon saying, "welcome to the 7:00 news," and then highlighting the top stories, which will be brief descriptions of each game. We will have backdrops to set the scene for each game, in front of which Dave, Marc, Steve and Christopher will "report on" each game in a news-like manner. Each backdrop will be spotlighted as each "reporter" speaks.

After the last presentation, Joel and Mike will talk as outlined in the NY Press Conference Agenda.

Four demos will be set up in the theater.

At this meeting, we need to:

- 1) Brainstorm on ideas as to how the skit will take shape.
- 2) Determine when we will run the computer-projected video display (during Joel or Mike's presentation?)

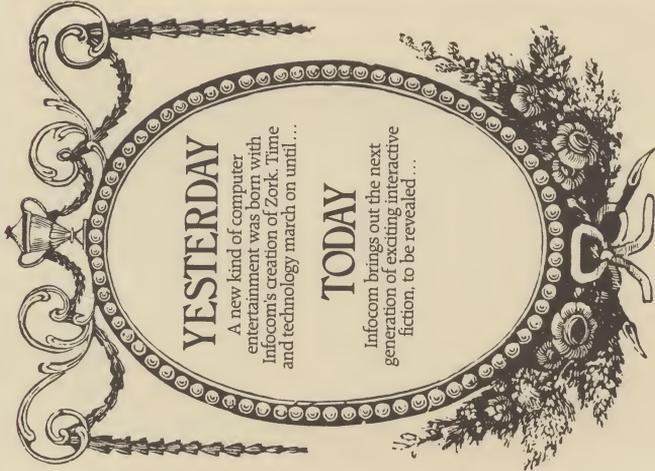
At approximately 7:15, a buffet will be served in the mezzanine of the Exploratorium.

### Expected Press Questions

- 1) Is interactive fiction a dying art? Will Infocom put out another interactive fiction title ever again?
- 2) Do your graphics really take the place of the imagination?
- 3) How many more role-playing games will you be coming out with?
- 4) Do you think you "sold out" to a) Mediagenic or b) market demand by adding graphics?
- 5) How much of a role did Mediagenic's acquisition of Infocom play in Infocom's decision to enter all of these new categories?
- 6) Will you be targeting all of your future products to a more mass-market audience?
- 7) Do you have any CDI plans in the future for any of these titles?
- 8) How do you plan to compete with other role-playing software publishers?

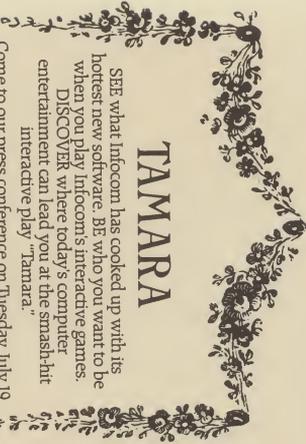
What We Have  
To Say  
On July 21st  
Will Rivet You  
To Your Seat

← Cancelled



**YESTERDAY**  
A new kind of computer  
entertainment was born with  
Infocom's creation of Zork. Time  
and technology march on until...

**TODAY**  
Infocom brings out the next  
generation of exciting interactive  
fiction. to be revealed...



## TAMARA

SEE what Infocom has cooked up with its hottest new software. Be who you want to be when you play Infocom's interactive games.

DISCOVER where today's computer entertainment can lead you at the smash-hit interactive play "Tamara."

Come to our press conference on Tuesday, July 19, 1988, at 7:00 p.m. at the Seventh Regiment Armory at 643 Park Avenue, New York, and at the same time, experience a most unique evening of theater. In "Tamara," you choose which characters to follow as events happen simultaneously throughout the 12 rooms, stairways and passages.

A sumptuous Buffet By Le Cirque, New York's legendary 4-star restaurant, will be served during intermission.

Bring intense curiosity. Bring a discriminating appetite. Bring comfortable shoes.

RSVP: Eileen Milauskas

(617) 492-6000

**INFOCOM**

What Will  
To S  
On Ju  
Will R  
To You

Infocom's new interactive fiction and role-playing games are taking off in exciting directions. Infocom will reveal its dynamic new entertainment software with revelry, repartee, and a ravishing repast.

Be who you want to be in fantasy role-playing games. See what added graphics can do for computer fiction. Find out what the future holds on Thursday, July 21, at 6:30 p.m., at The Exploratorium, 3601 Lyon Street, San Francisco.

RSVP Eileen Milaustas  
(617) 492-6000

**INFOCOM**



← Cancelled

Steve Neretky

To: All Going to Press Conference

From: Nancy

Re: Travel Itineraries

Please look at the attached itinerary to make sure that I have not made any mistakes. If you see any changes that need to be made, please come see me A.S.A.P. Thanks!

Cancelled!



Outline for San Fran. Press Conf. "Newscast" Idea

[Stage darkened.]

[Spotlight on an anchor desk, stage center. Jon sits at anchor desk. Slide, projected on screen behind Jon, shows a picture of marceator projection lines in the shape of a globe over an Infocom logo. Teletype sound effect in background.]

JON: Good evening, and welcome to the Infocom Evening News. I'm Jon Palace, and here are tonight's top stories: [slide of elf] A band of travellers is set to leave the coastal village of Lendros to stem the Great Evil which has blighted the land. [slide of samurai warrior] In Japan.... [slide of mageboz] And, in Flatheadia, thousands flee as the Great Underground Empire seems on the verge of collapse. But first, this message.

[Spotlight off Jon. Light on Christopher, stage right. Christopher, wearing uniform, does a minute long commercial for some Battletech-related piece of equipment. Light off Christopher. Light on Jon.]

JON: Steve Maratzky is standing by at the Flathead castle with the latest news on the imminent collapse of the Great Underground Empire. Steve?

[Light off Jon. Light on Steve, stage left, in front of a simple backdrop of a crumbling castle.]

STEVE: Jon, there's a full-scale panic here in Flatheadia, as just about everyone who isn't locked away in the castle dungeons is in the midst of fleeing to the westlands. As you know, the curse of the great wizard Mageboz is scheduled to take effect tomorrow, reducing the Empire to rubble and bringing unisthombable death and chaos in its wake. Although King Wurb Flathead has offered half the wealth of the kingdom to anyone who can stem the curse, it is expected that by daybreak tomorrow, this province will be completely deserted -- except for a handful of brave or foolish fortune seekers.

[Light off Steve. Light on Jon.]

JON: Travellers fleeing the Great Underground Empire are warned that all ship routes across the Flathead Ocean are completely blocked; authorities are advising Flatheadians not to leave home without confirmed travel plans.

[Jon turns a page on the desk in front of him.]

JON: In medieval Japan...

[Light off Jon. Light on Dave, stage right. Dave is in front of a simple background with a Japanese theme, such as a Japanese archway.]

DAVE: All of Kyoto is buzzing...

[Light off Dave. Light on Jon.]

JON: In an unrelated story, a California company has announced that it has developed a process for making chocolate-coated sushi.

[Jon turns a page.]

JON: On the Jovian satellite Ganymede, a spokesman for Scent-O-Mart reports that continued brisk sales of Infocom's LEATHER GODDESSES OF PHOENIX, which comes with a scratch 'n' sniff card, is causing system-wide shortages of several popular aromas.

[Jon turns a page.]

JON: Our roving report Marc Blank is in the tiny coastal town of Lendros, where a Great Evil has been ravaging the land. But now, apparently, the townspeople are doing something about it. Mark?

[Light off Jon. Light on Marc, stage left. Marc stands before a simple backdrop of a cluster of huts and a cluster of elves. One of the elves is waving at the "camera." Another is, perhaps, holding a sign which reads "Hi, Mom!"]

MARC: In a desperate attempt to locate the Evil One and halt the Great Evil which has ravaged this strange and beautiful countryside, the town of Lendros has sent forth a party of four brave companions: a wizard, a doctor, a carpenter, and a food merchant. This party hopes to cross the hazardous lands between Lendros and Sunrise Mountain, in order to consult the great wise hermit, Astrix. The hope is that Astrix will show these able-bodied heroes a way to fight the Great Evil. But does the enigmatic Astrix really possess this knowledge? Only time will tell.

[Light stays on Marc, and comes on Jon.]

JON: Marc, can you hear me?

MARC: [touching his ear as though pressing in an earpiece] Jon, yes.

JON: Marc, how are the townspeople holding up under the yoke of the Great Evil?

MARC: It's affected almost everyone, Jon. The crops are blighted, the water is contaminated... in the caverns, the orcs have been stirred into a near-frenzy... and almost everyone here has a friend or relative in the town of Zan, which is now completely in thrall to the Evil One.

JON: Well, it sounds pretty serious there Marc.

[Marc nods. Light off Marc.]

JON: We'll be back with an exciting live interview, but first, this.

[Light off Jon. Light on Christopher, stage right. Christopher does another commercial for a different piece of Battletech equipment. Light off Christopher. Light on Jon.]

JON: Now here's "Crazy Boris" Bolinsky with a review of the latest Infocomic, Zorkquest II. Boris?

[Spotlight shifts to the left, where Boris is seated at a chair, wearing a funny hat. Who will play Boris? Hmm...]

BORIS: I just loooooove these Infocomics, Jon. And this one is the best one yet! As you know, these are the new line of interactive comic books...

the most fun I've ever had without wearing a rubber suit... the only thing better than playing an Infocomic is playing an Infocomic and skydiving at the same time... three melons... a sheep...

[Spotlight shifts back to Jon.]

JON: That was Crazy Boris with a review of Zorkquest II, the newest Infocomic.

[Jon turns a page.]

JON: We have as a guest in our studios Joel Berez, the president of Infocom, an award-winning entertainment software company located in Cambridge, MA. [Spotlight enlarges to show Joel sitting at the desk to Jon's right.] Joel, welcome.

JOEL: Thank you, Jon.

JON: Joel, Infocom has always been known for a very specific type of computer entertainment, isn't that so?

JOEL: Why yes, Jon. Over the years, Infocom's name has become almost synonymous with all-text interactive fiction.

JON: And now...

JOEL: Well, Jon, we're planning to continue our stranglehold on that genre while branching off into a whole plethora of computerized story-telling categories.

JON: Could you give me an example?

JOEL: Sure. Take a look at Journey, our new Interactive Electronic Role-Playing Fantasy Story-Telling Game. [Monitor lights up behind Joel and Jon, showing Journey ready to be demoed.] This is a totally new genre which blends the best of IF and role-playing games. And, as you can see, it's stunningly illustrated with state-of-the-art graphics. [Several moves of Journey demoed. Screen goes dark.]

JON: This looks like it'll be another big winner for Infocom! But will we ever see interactive fiction again?

JOEL: Certainly! Our next product, scheduled for release in late September, is IF. In fact, it's a prequel to our first and most popular work of interactive fiction.

JON: You're talking about Zork Zero, right?

JOEL: Yes, and it's the biggest and best Zork game ever!

JON: Could we see some of it?

JOEL: My pleasure! [Monitor comes on, etc.]

[Joel talks about Shogun and Battletech.]

JON: Now a word from Infocom's Creative Services Department -- the people who do the best packages in the software industry!

[Light off Jon and Joel. Light on Mikey, stage left.]

MIKE: If you liked our zorkoids and sundials and glowing rocks and 3-0 comics, you'll love the packages that'll be coming your way this fall! Starting with Zork Zero, you'll get this profusely illustrated calendar with dates of the Great Underground Empire and biographies for every member of the Flathead family...

[Light off Mike. Light on Jon.]

JON: In sports, the Flatheadia Dungeon Masters were sliced to ribbons by the Tokyo Samurai in this morning's Double Fenucci semi-finals. Judges are still poring over the rules book, looking for anything that covers this eventuality.

[Jon turns page.]

JON: Well, that's the news for today. Stay tuned to this channel for ASK THE AUTHORS, where the audience gets to ask questions of its favorite computer game writers and storytellers. Tonight's guests are Dave Lebling, Steve Meretzky, and Marc Blank.

[Lights out, theme music, etc.]

# INFOCOM<sup>®</sup>

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(617) 492-6000

## News Release

**Contact: Eileen Milauskas  
(617) 492-6000**

### **ZORK ZERO: A New Beginning**

(New York, NY -- July 19, 1988) -- In the beginning, there was ZORK, history's best-selling entertainment software product which sold nearly one million copies. But wait! Was ZORK really the beginning? This is a question that has been weighing heavily on the minds of all ZORK fans since the year 1 GUE.

Well, ZORK fans, your wait is over. Infocom has finally spilled the magic Frobozz beans. Steve Meretzky, the hilarious author of the famed LEATHER GODDESSES OF PHOBOS, has finally brought you back to before the beginning. ZORK ZERO, the prequel to the ZORK TRILOGY, tells all (well, almost all) in truly uproarious Meretzkian style, but with several new twists.

Epic in both size and scope, this prequel covers a century of time and explores the collapse of the Great Underground Empire. Straining our new development system to the limit, ZORK ZERO is our largest game ever, with more than 200 locations, and as many puzzles as all three games of the ZORK TRILOGY combined! To top it off, while ZORK ZERO has everything you've come to expect from Infocom, it also features the first graphical puzzles to appear in an Infocom title!

In ZORK ZERO you will slowly uncover the history of the empire. Here is your chance to learn the answers to many of the questions that have tormented Zorkers for ages: What was Dimwit Flathead's castle like? What is it like to play Double Fanucci? How did the Great Underground Empire collapse? Where did grues come from? And finally, most compelling of all, what is the origin of the White House where Zork I begins?

Subtitled "The Revenge of Megaboz," ZORK ZERO takes you back to the last days of the empire. Megaboz, an evil wizard, has cast a spell that has destroyed the ruling Flathead family, and has threatened the kingdom itself. Although you are but one of the many fortune hunters who have flooded the capital city of Flatheadia to try to claim the huge reward for stemming the curse, a carefully guarded family secret gives you a big advantage !

When the main body of the game opens, the Flathead family has already been destroyed. Your challenge is to save the rest of the kingdom from the fated curse that Megaboz has cast. And, there is only one way to stop the curse. . .

As you begin your quest, you'll meet the court jester, whose rhymes will leave you laughing, whose tricks will leave you cursing, and whose rebuses and riddles will leave you scratching your head. You'll travel to every corner of the kingdom, visiting exotic locales from the glaciers of the Gray Mountains to the swamps of Fenshire, from the placid shores of Lake Flathead to the searing heat of the Great Underground Desert, from the defoliated Fublio Valley to the granola mines of Antharia.

But wait -- there's more ! ZORK ZERO abounds with exciting features ! In addition to all of the traditional Zorkian puzzles and obstacles, you will come across some new graphical "games within games" that will absolutely knock your socks off. Try your hand at such brain teasers as Peggleboz, Snarfem, the Tower of Bozbar, and Double Fanucci. Plus, ZORK ZERO marks the introduction of

Infocom's newest generation parser, a mouse interface, and on-screen hints as well as an on-screen map.

By combining the best of the legendary Zorkian universe with the latest technology in interactive storytelling, ZORK ZERO has taken the best of ZORK and made it even better. ZORK ZERO gives the game player MORE; more puzzles, more graphics, more game, and...MORE FUN. From the exciting prologue, where you will come face to face with Lord Dimwit Flathead the Excessive, to the climactic epilogue, where you'll meet the most powerful wizard ever to set foot on the soil of Quendor, ZORK ZERO has something for everyone, and promises to be the best offering yet from the Master Story Tellers!

ZORK ZERO will be available in mid-October for the Macintosh and Apple II-compatible versions. Apple IIgs and IBM versions will be available in November. Atari ST and Amiga-compatible versions will be available in early 1989, Commodore 128 versions in the spring of 1989. The suggested retail price is \$49.95 for all systems.

\*\*\*\*\*

• GOOD OMEN!

• CONVENED ORIGINAL IMPS - CHINESE REST.

WHY: PREQUEL?

- MOST POPULAR TITLE EVER, ALMOST 1 MILLION
- PREQUEL WOULD BE WELCOMED BY RABID FANS
- BUT ALSO-- PERFECT FOR NEW COMERS  
DISCOVERING I. F. FOR FIRST TIME
- CAREFUL TO MAKE ZORK ZERO SUITABLE  
FOR INFO COM-NOVICE AND HARD CORE  
ZORKAHOLIC

You are about to plan  
a great adventure.

FEATURES?

- IN ZORK TRADITION, FANTASY STORY  
WITH EMPHASIS ON PURPLE PROSE & PUZZLES
- Tying together the ZORK & ENCHANTER  
UNIVERSE, Zork Zero takes you BACK  
TO THE DAYS BEFORE THE COLLAPSE  
OF THE G. U. E. & LETS YOU  
WITNESS THAT COLLAPSE FIRST HAND.
- THE MOST HUMONGOUS I. F. EVER  
WRITTEN, IT HAS AS MANY  
LOCATIONS & PUZZLES AS ~~THE~~  
ALL THE GAMES OF ZORK TRILOGY COMBINED!
- NEW, FRIENDLIER PARSER, ON-LINE HINTS,  
ON-SCREEN MAPPING MEAN EVEN  
MOST INEXPERIENCED PLAYER WON'T  
GET FRUSTRATED
- BUT STILL PLENTY OF TOUGH  
PUZZLES FOR FANATICS
- FINALLY, AS JOEL ALLUDED TO,  
A MAJOR DEPARTURE FOR INFO COM--  
THE INTRODUCTION OF GRAPHICS.

USE OF GRAPHICS

- IN A WAY THEY'VE NEVER  
BEEN USED IN I. F. BEFORE

- ADD TO STORY & PUZZLES,  
NOT DISTRACT

- ~~INTEGRATED~~<sup>WOVEN</sup> INTO THE FABRIC  
OF THE PUZZLES, NOT JUST  
SURFACE GLOSS.

RESULT, I THINK, IS THAT ZØ  
CONTAINS EVERYTHING YOU'VE COME TO  
EXPECT IN AN INFOCOM GAME -- AND  
THEN SOME. LET ME SHOW YOU

SEE 2 THINGS --

- STILL PRIMARILY A TEXT-BASED STORY
- BUT GRAPHICAL ENHANCEMENTS

- ILLUMINATED LETTER
- DECORATIVE BORDER & STATUS LINE
- COMPASS ROSE
  - SHOWS EXITS
  - MOVE AROUND USING MOUSE
- ICON TO IDENTIFY ROOMS

MIKE IS RUNNING THROUGH PROLOGUE,  
WHICH IS SET...

BY THE TIME YOU FINISH THIS  
PROLOGUE, A MERE 7 TURNS INTO  
ZORK ZERO, YOU REALIZE THAT A  
WHOLE NEW DIMENSION HAS BEEN  
ADDED, AND THAT INTERACTIVE FICTION  
WILL NEVER BE THE SAME.

⋮  
WHY ZØ IS A BREAKTHRU GAME FOR  
INFOCOM & I.F. - INTRODUCE LEBS

start game by double-clicking on the "Z-Taro" icon.

>NS

>S

>W

>WAIT

>WAIT

>DIVE UNDER THE TABLE

>STAND UP

>TAKE SCARF

[Hit any key] --> title screen --> [Hit any key]

[May need to hit one more key, due to a "MORSE"]

>NORTH

>RING BELL

>TIME

>WAIT --> screen will change

>RESTORE (double-click on) SAVE.SNARFEM

>SOUTH --> [Hit any key to begin Snarfem]

[Follow flower clues to win, hit any key]

>RESTORE (double-click on) SAVE.PANUCCI

>BIT DORA --> [Hit any key to begin Scarfam]

Use arrow keys, etc. to play a few turns, resign, hit any key]

>RESTORE (double-click on) SAVE.REBUS

>LOOK AT REBUS

[Hit any key]

>SKIP REBUS

>LOOK AT REBUS

[Hit any key]

>WIN

[Hit any key]

>QUIT

# The Stage: 'Tamara'

By MEL GUSSOW

AS a play, "Tamara" exists on three levels — upstairs, downstairs and in Gabriele d'Annunzio's chamber. Opening last night at the Seventh Regiment Armory, it is an entertaining party game and murder mystery theme park. Whatever it is — and "Tamara" is self-defining — it is unlike any other show currently in New York. It is a shot of adrenalin for sedentary theatergoers who are accustomed to sitting in the dark and watching actors do all the work.

For almost three hours, "Tamara" keeps us on our feet and on the alert — looking, thinking (trying to piece together the devious plot) and rushing from room to room. Ostensibly, this environmental escapade deals with d'Annunzio — poet, playwright, politician and legendary lover — and with Tamara de Lempicka, the Polish artist who has come to d'Annunzio's villa to paint his portrait. But around them swirls a story filled with intrigue and good-natured decadence.

Events occur in a dozen rooms, on several staircases and in various passages of the armory, part of which has been redesigned for the occasion. Scenes are performed simultaneously, which means that theatergoers choose what they think they want to see. One can follow a single character or proceed tag-style from character to character. Periodically, plots collide. Return visits to the play are encouraged, but it is possible to

## Art on the Run

TAMARA, a living movie from Moses Znaimer, written by John Krizanc; conceived by Richard Rose and Mr. Krizanc; directed by Mr. Rose; associate director, Phil Killian; production design, Robert Checchi; choreography-flight direction, Gary Mascairo; costumes, Gianfranco Ferré, assistant director, Georg Rondo; associate costume designer, Diana Eden; production stage manager, Bruce Kugel; lighting designer, Brian Bailey; hair design, Bobby H. Grayson. Presented by Mr. Znaimer, Lawrence Dykun and Barrie Wexler, Al. Seventh Regiment Armory, 643 Park Avenue, at 66th Street.

Tamara de Lempicka..... Sara Botsford.  
Luisa Baccara..... Lally Cadeau  
Carlotta Barra..... Cynthia Dale  
Emilia Pavese..... Roma Downey  
Gian Francesco de Spiga..... Patrick Horgan  
Aelis Mazoyer..... Marilyn Lightstone  
Dante Fenzo..... Leland Murray  
Gabriele d'Annunzio..... Frederick Rolf  
Aldo Finzi..... August Schellenberg  
Mario Pagnuoli..... Jack Wetherall

the dialogue, which is often thunderstruck, as in Mr. Wetherall's exclamation, "No one is innocent in Italia!"

To their credit, the actors are underterred by the fact that they are surrounded by a gaggle of theatergoers. They act to each other and to thin air. For the production, the director, Richard Rose, has assembled a spirited company with a teamlike sense of community. As for d'Annunzio, his mind always seems to be on romantic conquest, although occasionally his appetite wanders. Stopping by the kitchen, I overheard him demand, "Aelis, get me some zucchini." The line could be regarded as foreshadow

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 ... and Barrie ... Al. Seventh  
 ... Armory, 643 Park Avenue, at  
 66th Street.

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 ... Luisa Baccara ... Cynthia Dale  
 ... Carlotta Barra ... Roma Downey  
 ... Emilia Pavese ... Patrick Horgan  
 ... Gian Francesco de Spiga ... Marilyn Lightstone  
 ... Aelis Mazoyer ... Leland Murray  
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 ing. Shortly thereafter, the action  
 stops and the audience has a buffet  
 supper in d'Annunzio's elegant dining  
 room. Food and champagne are in-  
 cluded in the price of admission  
 (from \$65 for matinees to \$135 Satur-  
 day evening) — and there is no stint-  
 ing in quality.

The audience is almost as much a  
 show as the play itself, as couples try  
 hard to follow separate tracks of the  
 story and, to their surprise, find  
 themselves in the same boudoir or  
 ballroom. Sometimes theatergoers  
 talk back to the actors and, at inter-  
 mission, the actors willingly respond  
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The play is intended as a commen-  
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 mands an openness on the part of the  
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The nimble actors run from floor to  
 floor with the audience in hot pursuit.  
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 prima ballerina is feverishly dancing,  
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John Krizanc's play must be 10  
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support and the audience has a buffet supper in d'Annunzio's elegant dining room. Food and champagne are included in the price of admission (from \$85 for matinees to \$135 Saturday evening) — and there is no stinking in quality.

The audience is almost as much a show as the play itself, as couples try hard to follow separate tracks of the story and, to their surprise, find themselves in the same boudoir or ballroom. Sometimes theatergoers talk back to the actors and, at intermission, the actors willingly respond in kind.

The play is intended as a commentary on the rise of Fascism in Italy in the 1920's and, in the chauffeur's words, on the conflict between "love and duty." There are references to politics and also to art of the period, but "Tamara" is not to be taken too seriously. It is basically a clever, diverting whodunit.

It comes to New York from Los Angeles, where it is still running after more than three years. Though the true "Tamara" could probably only be presented on location in Italy, Mr. Rose and Robert Checchi, as production designer, have made a stylish approximation, with enough burnished wood and brass to remind one that the army also plays host to antique shows. Gianfranco Ferré's costumes are a lavish enhancement, making it easy to separate the actors from the theatergoers, who are, in fact, encouraged to dress up (and should, as advised, wear comfortable shoes).

The show ends precipitately with a gunshot, leaving several plot strands unknitted — enough for "Tamara Two." Again, the audience gathers to compare notes. "Tamara" is, and will be, a stimulating conversation piece.

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The nimble actors run from floor to floor with the audience in hot pursuit. One of the rules of the game is that when a door is closed, we do not attempt to open it. Think of that as no dead end; around the corner, something else is happening. A would-be prima ballerina is feverishly dancing, a pretty maid is hiding a revolver in the chauffeur's basement bedroom, d'Annunzio is chasing Tamara, who appears to be the only woman in his villa who has not yet succumbed to his charm.

John Krizanc's play must be 10 times longer than the one we see. No scenes are repeated, although many overlap. "Tamara" is labeled "a living movie," but it is a movie in which each theatergoer does the editing without ever seeing the rushes. Eye-witness accounts differ. As a guide to prospective theatergoers, it should be said that neither d'Annunzio (a bald, swaggering Frederick Rolf) nor Tamara (a tempestuous Sara Botsford) is really the principal character. That role may well belong to Mario, the mysterious chauffeur. The play might more appropriately be called "Mario," but then some people might confuse it with a more recent political cliffhanger ("Waiting for Mario" in Doonesbury).

Mario is far more than a chauffeur, and, as played by Jack Wetherall, he is the fastest runner in the villa. He and his fellow performers (who also include, notably, Roma Downey, Leland Murray and Patrick Horgan) have all mastered the art of high intensity acting. This is in keeping with

# 'Tamara' From the Ground Floor Up

By EILEEN BLUMENTHAL

**I**'M DEVELOPING A NEW THEORY of 'Tamara,'" says the 31-year-old Canadian playwright John Krizanc. "It's all about the second law of thermodynamics — it's about entropy." Riding his metaphor, he continues: "It's a high-entropy situation — there's an apparent randomness, apparent chaos. We're used to theater where there's a tremendous amount of order. Of course, there's an order to 'Tamara' as well. It's a question of perception."

"Tamara," which opens Wednesday at the Seventh Regiment Armory on Park Avenue, is a multi-track environmental work about decadence and the dawn of Italian Fascism. Conceived by Mr. Krizanc and the director Richard Rose, it combines elements of a satin-and-cocaine whodunit with the spirit of an amusement-park haunted house, all infused with strong political undertones. The action is freely based on 1927 diary entries of the housekeeper at Il Vittoriale, the villa of Gabriele D'Annunzio not far from Milan. Renowned as a poet, novelist, womanizer, nationalistic adventurer and general loose cannon, Italy's narcissistic Italian cultural hero was under high-style house arrest by Mussolini at the time. The diary's characters, and the play's, include Il Commandante D'Annunzio plus several of his discarded, current and potential mistresses, among them Tamara de Lempicka, the glamorous Art Deco painter, who had been invited to Il Vittoriale supposedly to paint her host's portrait.

What makes this show unique is that events occur simultaneously all over a re-created Il Vittoriale — as many as nine scenes at a time, in 13 rooms and hallways on three floors of the Armory. Each spectator chooses which character to follow, and so sees only a fraction of the play's hundred-plus episodes. Since viewers can switch their subjects whenever two characters meet, there are, in principle, several hundred thousand possible plays to see.

All the permutations are facets of a single story — which Mr. Krizanc describes as a

*Eileen Blumenthal teaches theater at Rutgers University and is the author of "Joseph Chaikin: Exploring at the Boundaries of Theater" (Cambridge University Press).*

**The audience, too,  
goes upstairs and  
down in a play at the  
Seventh Regiment  
Armory set in  
Mussolini's Italy.**

"tale about the mass psychology of Fascist sexual and political impotence." The unorthodox form of "Tamara," he says, supports the theme: "Fascism is a desperate attempt to bring about order. Our premise was that the best way to write a critique of Fascism was to give people more freedom than they've ever had in the theater." The structure of "Tamara" also allows the audience to experience the paranoia the characters feel living in a police state, where no one knows who might be an informer. "The very nature of it is, 'What the hell's going on in the room?' D'Annunzio tried to seal himself in a vacuum and deny the politics around him which you can't do."

The simultaneity and hiddenness of events reflect not only direct political danger but also a general, escalating apprehension and uncertainty. Playing again with the physics analogy, Mr. Krizanc says, "There are these parallel worlds happening — but since we have only one body, we can only experience one. We have an inkling that the other are there — well, it's more than an inkling in the play, because we can hear people screaming all over the house."

"Tamara" is about responses to uncertainty, to the loss of control. "John and I kept referring to [the psychologist] Wilhelm Reich," Mr. Rose says, "to people discovering their own impotence and trying to find power in the face of it." Following various characters, he explains, spectators "see the same themes from different points of view in the society." Upstairs, Mr. Krizanc quips, "it's all art and madness" while the servants downstairs have more directly political concerns. But he quickly corrects this overschematic description: After all, one aristocrat in the play "doesn't go mad and has

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Sara Botsford as Tamara de Lempicka and Frederick R...

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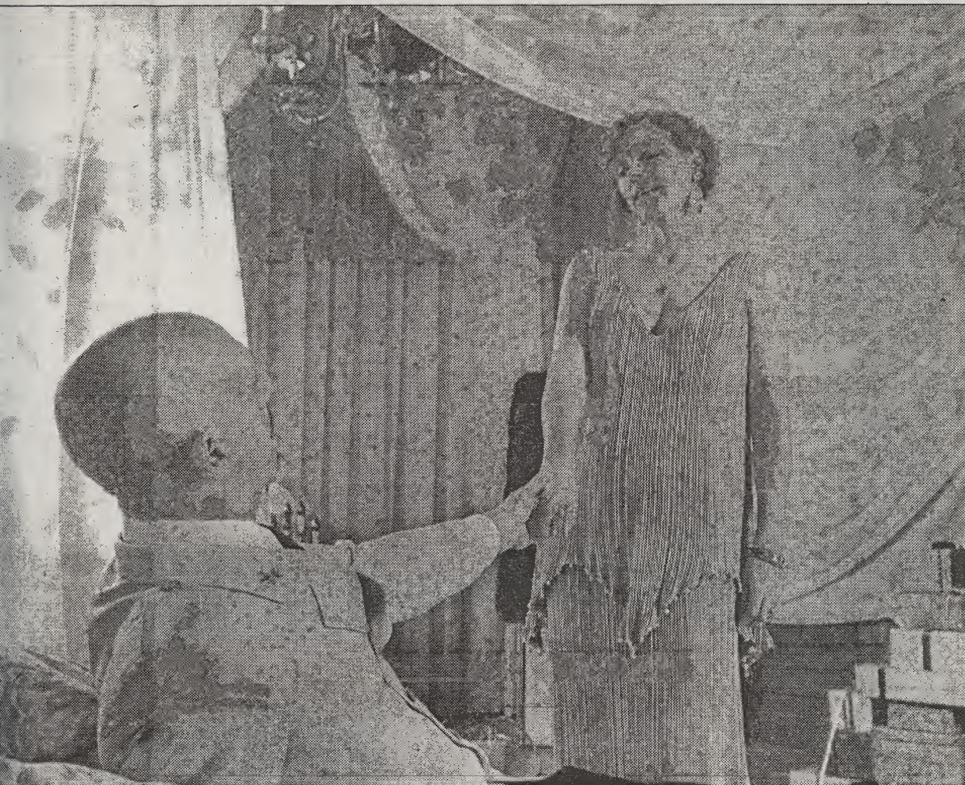
Even after several viewings a spectator will not know all the strands of "Tamara." (At productions in Toronto and Los Angeles, about 20 percent of the show's business have been returnees.) But, Mr. Krizanc says, "you can follow anyone and have a sense of a complete story. On a proscenium stage, you can explore your protagonist in depth, but there will always have to be secondary characters. Here, each actor is the star of his own story."

Directing several interlocking stories at once has its complications. Mr. Rose describes various "traveling techniques" he uses to keep viewers from getting lost during the movement between rooms and to hold their attention while their fellow spectators

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## THEATER



The New York Times/Peter Freed

Sara Botsford as Tamara de Lempicka and Frederick Rolf as Gabriele D'Annunzio in "Tamara," opening Wednesday

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are catching up. For example, "before turning a corner, a character stops and says something or turns to the audience. When you turn a corner you can really lose them." Sometimes the audience has all it can do just to keep pace. "Mario [the chauffeur] has the longest cross," Mr. Krizanc says. "He goes from Tamara's bedroom to Finzi's office, which is 25 feet or something, then upstairs to D'Annunzio's bedroom — the stairs are a killer, especially when you're running, and he's always running — then he goes all the way down three flights of stairs to his bedroom in the servants' quarters, and then he goes right into the kitchen, which is the farthest point from his bedroom on the servants' floor."

"Jack [Weatherall, who plays Mario] said, 'Shouldn't you put it in the program that only athletes should follow me?' He always has a

core audience of healthy types." The reverse of this problem, Mr. Rose says, is signaling viewers to consider staying in a room when some characters are going out but others will remain behind: "We start the new action before the other characters have left. We show the audience that something's going to happen."

Sometimes dozens of spectators clamber after one or two people, while other characters — heading for equally interesting encounters — have only a couple of people trailing them, or even no one at all. "It's often true," Mr. Rose says, that the audience thinks, "I've got to follow the masters of the household." In a Chekhov play, you don't follow Dunyasha. But when people discover that there's equally as much intrigue — and sex — downstairs, the servants get followed too."

And as sections of the audience get wind of

Continued on Page 32

# Tamara' From the Ground Floor Up

THE NEW YORK TIMES, SUNDAY, NOVEMBER 29, 1987



Roma Downey and Leland Murray in a kitchen scene in "Tamara"

Alexis Carrington up to her bedroom — it's like *Dynasty*. It was never about those kinds of things. We did it very seriously."

Meanwhile, Mr. Rose has been developing increasingly elaborate projects using nontraditional staging. He recently created "Newhouse," in which actors wearing microphones broadcast on a radio frequency to spectators equipped with earphones. The audience follows a Don Juan character "on his journey through a sex plague," that resembles the AIDS epidemic; they actually travel through the city on foot and by bus. "It's downtown," says Mr. Rose, "and though visually you're in the middle of crowds, you isolate the auditory."

"The director is also working on an 'interactive video-laser' play in which the audience is divided into groups of 10, each group collectively playing a government minister of a fictional country during a crisis. 'It's very similar to a computer game. But I want phones to ring, and maybe live actors to come in and give messages and reports. The audience becomes a character.' This, he says, 'takes a

'Tamara' the next step."

It is a process that both artists clearly enjoy. "It's fun to work with a friend," Mr. Krizanc says. "Richard and I together are just two guys hanging out saying, 'Maybe we can do this.' There's still a lot of excitement. If not for his collaboration with Mr. Rose, he says, "I would be doing something practical — like writing novels."

In fact, Mr. Krizanc has written three other plays, all touching on questions of politics and perception. His most recent, "Prague," which Mr. Rose directed in Toronto in 1984 and in Montreal last year, addresses some of the same issues as "Tamara." It deals again with artists and society, set in this case in a Communist country. It also deals with ways of seeing — that there isn't one way to see the world. But "Prague" is a one-track, nonenvironmental piece. Working within a more conventional structure, Mr. Krizanc says, was partly his way of rebounding from "Tamara," whose unusual form has sometimes overshadowed the very content. It was meant to underscore; I've had to acknowledge that a lot of people are there just to have a good time running around the house. So

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continued from Page 7

schemes, they begin to different characters: "These are out little by little," says "light supper (catered by half-hour intermission that clues." During "inter- audiences have lingered for the show, over coffee. The plots with one another members who join them. "Tamara" for the To- House, an empty turn-of- mansion. For 9 Los An- tion — still running after a half years — they con- did American Legion hall to

York staging has been the most complex. It took to find suitable space. Ar- to put "Tamara" into the took 20 months of negotia- tion for \$250,000 in structural — and an extraordinarily process. In addition to the "Tamara" uses the build- a large shelter for the presentation, a tennis club, a National Guard head- of the Seventh Regiment Ver- really matured as Richard and I have really matured as Richard and I have really matured as Richard and I have really matured as Richard and I have

During the course of seven years and three productions, "Tamara" has undergone substantial change. The show, Mr. Krizanc says, "has really matured as Richard and I have really matured as Richard and I have really matured as Richard and I have really matured as Richard and I have

First of all, they have had to adjust the dialogue and action to the various playing spaces; certain scenes, for in- stance, were lengthened to suit the scale of the Army, which re- quires more travel time from one scene to the next. Mainly, though, they have worked at refining the con- tent. "The movement from room to room is largely the same," says Mr. Krizanc. "What's different is why the characters do what they do. In Toron- to, Tamara just spoke French and tried to do a Greta Garbo imitation human being." Mr. Rose feels that the revisions have fleshed out a num- ber of characters. "making them

more elaborate opera- tions filtering down from the revisions have fleshed out a num- ber of characters. "making them

more elaborate opera- tions filtering down from the revisions have fleshed out a num- ber of characters. "making them

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more elaborate opera- tions filtering down from the revisions have fleshed out a num- ber of characters. "making them

more elaborate opera- tions filtering down from the revisions have fleshed out a num- ber of characters. "making them



# TAMARA

A true story you follow from room to room

By staging our play in a large house, we allow you to physically pursue the characters and interactions that interest you most. You become an individual observer instead of part of a mass. In this house, you move as if invisible. Choices surrendered to traditional theatre are returned. If events in the music room do not intrigue, follow Emilia to her kitchen; catch Mario in the bathroom or pursue d'Annunzio and Tamara upstairs to the bedroom. As in real life, many scenes take place simultaneously; and not everything is neatly resolved! There is no correct story. No blind alley. Every choice is valid. Every whim or dedication will be rewarded in its own way. It is up to you to choose the play you wish to see.

#### Performance Times

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Saturday 5:00 & 9:00 PM

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Wednesday Matinee 2:00 PM (schedule subject to change)

#### Reservations and Information

Continental Guest Services

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(212) 944-8910.

#### Group Bookings

Discounts are available to groups of 20 or more. Additionally, an entire performance of TAMARA may be purchased for private parties, charitable functions, and corporate presentations at special prices. For further information, contact GROUP SALES BOX OFFICE (212) 398-8383.

#### Press Representative

JEFFREY RICHARDS ASSOCIATES (212) 489-6745.

#### Location

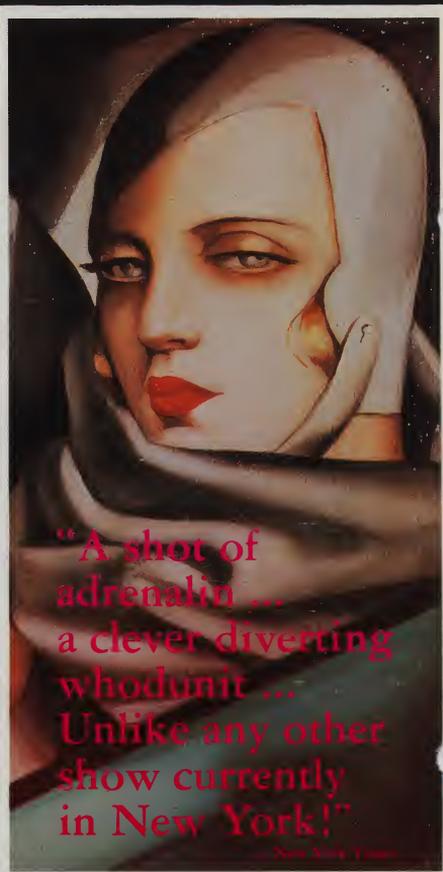
The Park Avenue Armory

643 Park Avenue at 66th Street, New York, New York 10021

PHOTO: W. CARROLL

# TAMARA

A true story you follow from room to room



"A shot of  
adrenalin ...  
a clever diverting  
whodunit ...  
Unlike any other  
show currently  
in New York!"

—New York Times

# TAMARA

**The Time:** 1927

**The Place:** Il Vittoriale degli Italiani (The Shrine to Italian Victories): an extravagant country villa in Northern Italy.

**The Story:** A lovely young Polish painter, Tamara de Lempicka, visits the house of an eloquent and lascivious poet in war uniform. He's Gabriele d'Annunzio, the celebrated writer / patriot / politician / soldier. She thinks she's there to paint a great man's portrait. He, however, can think only of her seduction.

Such is daily life in Il Comandante's preposterous villa cum brothel cum mausoleum.

Outside, Mussolini's Fascists are developing strength. Were he to test it, d'Annunzio would find himself under house arrest. Tamara's arrival amid the political and sexual intrigues of this complex household has explosive results.

# TAMARA

**"A Living Movie™":** A walk-through soap opera, a voyeur's dream come true.

**The Best 'Seat' In The House:**

Only 170 guests are privileged to spend 3 hours in the tumultuous household of Gabriele d'Annunzio. You play voyeur and co-conspirator with the cast who conduct dangerous liaisons in and out of the Palazzo's many rooms.

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(\*except matinee performances)

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**Visits:** Come again and follow different characters for a different story. 25% off 2nd visit, 3rd 35%, 4th 45%, 5th 50%. After your fifth visit, return as often as you wish at a charge of \$50.00\*.

(\*All prices subject to change without notice. Some restrictions may apply.)

**"A Spectacle That Leaves Theatregoers Gasping!"**... People Magazine

**"Brilliant! An event no theatre lover should miss!"**... UPI

**"Sizzling! Stylish fun!"**... U.S.A. Today

V 1133

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PAGABILI A VISTA AL PORTATORE

IL GOVERNATORE

IL CASSIERE



7 43

V 1133



MEMO

TO: Steve, Dave, Mike, Stuart  
FROM: Eileen  
RE: Monday, August 15 editorial interviews  
DATE: August 12

---

The following is the address and phone number for the Westin Plaza Hotel:

The Plaza Hotel  
5th Avenue at 59th Street  
(212) 759-3000

We will be in the White and Gold Room C.

Stuart, Steve, Dave and I will be at the Marriott Hotel at Laguardia Airport on Sunday night. We will meet Mike at the Plaza Hotel on Monday morning. *Marriott hotel #: 718-565-8900*

One Mac II and one IBM will be set up to demo all five games. Stuart will demo BattleTech and Quarterstaff; Dave, Shogun; Steve, Zork Zero; and Mike, Journey. I will help out with demos as much as possible.

The following is the schedule for one-on-one interviews:

9:00 am Paul Carroll - Wall Street Journal  
10:00 am Arnie Katz, Joyce Worley  
11:30 am Marshal Rosenthal - Amiga World (lunch)  
1:00 pm Scott Marley, Bert Hochberg - Games Magazine  
2:00 pm Mike Davila, David Allikas - Ahoy!  
3:00 pm SCORPIA!!!  
3:30 pm Bill Barol, John Schwartz - Newsweek  
4:00 pm Matthew Costello, Isaas Asimov's Science Fiction Magazine

See y'all there and thank you for your support.

CALL  
BETRY  
early

CALL  
GEN  
late

November, 1988

# INFOCOM™

## New graphics. New directions.

Two new first-rate stories from Infocom.

### BATTLETECH®

**BATTLETECH®: THE CRESCENT HAWK'S INCEPTION™** is the ultimate RPG. Set in the 31st century in a universe at war, the player battles for his life. Wars are fought in BattleMechs, 30-foot tall robots that weigh 20 tons and are operated by a MechWarrior inside.

As Jason Youngblood, son of a famed MechWarrior, the player gains skill as a MechWarrior when he fights other 'Mechs of various shapes, speed, and firepower. At the heart of this game is a quest to find Jason's father and a means to flee this besieged planet. Chock-full of tactical combat, intriguing characters, and a wide array of weaponry, **BATTLETECH** requires both skill and strategy to complete.

#### Action Outtakes

The animated game sequences are in the style of Japanese "Monga" graphics.

#### The Arena

The Arena is a gladiatorial combat module for honing skills and winning money.

#### 3 Combat Modes

The player can choose computer-controlled, computer-guided, or player-controlled combat.

#### 4 Million Locations

**BATTLETECH** has the largest RPG universe ever created.

### ZORK® ZERO

The game that started it all has a new beginning! **ZORK ZERO** is the graphic interactive prequel to the **ZORK TRILOGY**, the best-selling entertainment software product of all time.

Over 90 years have passed since the great wizard Megaboz cast the Curse, which now threatens to bring down the Great Underground Empire. It's up to the player, who's become privy to Cursebusting information, to squelch it. All throughout the game, a curious jester offers puzzles, paradoxes, and plenty of fun as objects ranging from the absurd to the sublime are sought. Zork lovers will get to glimpse the Great Underground Empire during its heyday and finish up "west of a little white house".

#### Graphic Puzzles

Graphic puzzles, integral to game solution, are included along with interactive fiction puzzles to make **ZORK ZERO** a breakthrough game.

#### More Graphics

Illustrated mapping and an illustrated Zorkian encyclopedia make **ZORK ZERO** visually appealing. And the color on the Mac II is dazzling!

#### Enhanced User Interface

An even-friendlier parser, on-screen hints, programmable function keys, and mouse option add to game-play.

---

## Marketing Support

- 2 million copies** of our prominent four-color, eight-page foldout ad featuring BATTLETECH and ZORK ZERO will be carried by major industry consumer magazines in holiday and winter issues.
  - Enclosed is the latest issue of our newsletter, which features ZORK ZERO and BATTLETECH and is now being mailed to **over 200,000 active Infocom fans**.
  - Two self-running demos (BATTLETECH IBM/Tandy and ZORK ZERO Macintosh, which also allows some player interaction) are now being mailed to **over 2,200 active dealers** nationwide. These demo disks are being made available to distributors and retailers through MEDIAGENIC.
  - Scheduled exhibition of ZORK ZERO and BATTLETECH at upcoming consumer shows will allow end-users to experience the games hands-on.
  - All key publications have received press releases announcing BATTLETECH and ZORK ZERO.
- 

## Special BattleTech Marketing Support and Cross-Sell Information

- A product-launch promotion features a custom-designed Crescent Hawk cloisonne pin in the first 10,000 copies of BATTLETECH shipped.
- A bounce-back consumer promotion features a custom-designed Ral Partha lead miniature 'Mech from the game.
- "The Battle Beast" BATTLETECH video is a professionally produced piece that features game action against high-powered music. It will continue to be run at consumer shows and conventions.
- A full-page ad has been printed in the latest BATTLETECH novel published in September. This ad will also run in two more novels to be released this month and in February.
- BATTLETECH is licensed from FASA, the creators of the BATTLETECH universe, who have sold over 300,000 copies of the basic BATTLETECH board game.
- There are over 40 different SKUs in the BATTLETECH line, sales of which total over 1 million units.
- Ral Partha, a premium lead miniature manufacturer, currently sells over one hundred different lead miniatures from the BATTLETECH universe for use in BATTLETECH games.
- Six paperback novels to date have been published from the BATTLETECH universe and two more are on their way.

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### BATTLETECH®

### ZORK® ZERO

|                  |                |         |                |         |
|------------------|----------------|---------|----------------|---------|
| Macintosh        | N/A            |         | AVAILABLE NOW! | \$59.95 |
| IBM/Tandy        | AVAILABLE NOW! | \$49.95 | Ships February | \$59.95 |
| Commodore 64/128 | Ships January  | \$39.95 | N/A            |         |
| Apple II series  | Ships April    | \$49.95 | Ships January  | \$49.95 |
| Amiga            | Ships May      | \$49.95 | Ships May      | \$59.95 |
| Atari ST         | Ships August   | \$49.95 | N/A            |         |

Contact your MEDIAGENIC Sales Representative for Infocom product and product information.

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Articles/Reviews

# MacReview

February 1989  
Volume I, Number 1

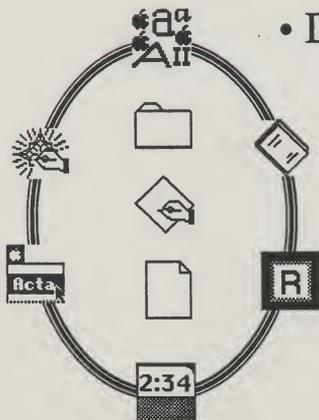
\$2.50

The Monthly Magazine of Third Floor Technologies

# 1988

*The Year In Review*

The Best and Worst



- Dave Mitchell on Mac Journalism
  - *Suitcase II*
  - *Zork Zero*
- What is *HyperCard* Good For?
  - *Acta Advantage*
  - *P-51 Mustang*
- Shareware of the Month

### Richard Brandow Remains Unincarcerated

The guy who started all this? Richard Brandow, publisher of the Canadian MacMag magazine, with his "message of world peace" virus. That touched off a snowball effect: once it made the news, others were spurred to spread their own viruses, which created yet more publicity. Happy New Year, Richard.

### Memory Gets Short

The DRAM shortage of 1988 caused prices of RAM upgrades to go up and availability to go down—especially bad when combined with our next item.

### Applications Get Greedy...

As programs got more feature-laden, they began to require more and more memory, both disk space and RAM. A megabyte was barely enough for programs like *FullWrite Professional* and *Illustrator 88*, and with *MultiFinder* this was even more of a glaring problem.

### ...And Apple Follows Suit

We were under the impression that as new technology was created, prices on the old technology were supposed to go down, but Apple had other ideas. The Cupertino gang decided, a few months ago, to raise the price of the Mac SE, II, and various other machines and peripherals. Even more perplexing were the seemingly random particulars of these price hikes.

### The System Gets an Upgrade... and Another... and Another...

Apple's idea was to eliminate the confusion caused by different versions of the System and

Finder by uniting them into one package, which would have its own version number. The new System software release was to be 6.0. After a lengthy wait, it was released. Unfortunately, it had a lot of bugs, so Apple hastily upgraded to 6.0.1. Unfortunately, it had a lot of bugs, so Apple hastily upgraded to 6.0.2. This was all within the space of a few weeks. There were still some incompatibilities, but it was up to third-party software companies to fix their own products. Time will tell how many more minor updates we'll see, but hopefully it won't be too many.

### And the NeXT?

We debated at length about whether to mention the new NeXT computer, the brainchild of former Apple persona Steve Jobs, under "Best" or "Worst" of 1988. The dilemma is this: The NeXT has been heralded as an incredible advance in technology, which will revolutionize the computer industry as much as the Mac did. If this were true, it would certainly be in our "Best" section. Unfortunately, it isn't. While the NeXT has some definite advantages over the Macintosh, and may even be a better workstation than the Mac II, the hype far exceeds the reality. It's still a 68000-based, mouse-driven, black-and-white machine; while the Mac was a quantum leap above what had come before it, the NeXT is quite Mac-like in general operation. Furthermore, it's not yet available to anyone but educational institutions, and it is rather expensive, although the price includes a lot of extra peripherals and software, such as the excellent *Mathematica* and *WriteNow*. To be on the safe side, we're sticking it here, in neither the "Best" nor "Worst" sections. We'll just have to wait and see.

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## The Editors' Picks: The Best Macintosh Software of 1988

Here are our selections for the best software released in 1988.

---

**Best New Word Processor:** *FullWrite Professional*  
Although it took forever to be released, hasn't immediately garnered the popularity it was expected to, and requires a lot of memory to run, one thing is hard to deny: *FullWrite* has all the power you could ever want.

**Best New Flat-File Database:** *FileMaker II (née 4)*  
The old standby, after a lot of improvements, is still the best.

**Best New Relational Database:** *4th Dimension*  
Despite speed problems, a comprehensive, flexible, and expandable program.

**Best New Business/Math Program:** *Mathematica*  
Number-crunching with an incredible array of capabilities.

**Honorable Mention, Business/Word Processing/Database:** *WordPerfect Macintosh, FoxBase+/Mac, Quicken*

**Best New Desktop Publishing Program:** *PageMaker 3.0*

While other programs have more flash and more features, *PageMaker* just keeps getting better, more powerful, and more reliable, without losing its ease of use.

**Best New Color Painting Program:** *Modern Artist*  
You name it, *Modern Artist* does it—a must for Mac II owners who are artistically inclined.

**Best New Black-and-White Painting Program:** *Cricket Paint*

*Cricket Paint* has everything any of its predecessors

had—and quite a bit more.

**Best New PostScript Graphics Program:** *FreeHand*  
*FreeHand* combines *Illustrator* with *Cricket Draw* and comes out a winner.

**Best New Graphics Program, Other:** *Super 3D*  
Finally, ease and power combine in a 3D graphics program.

**Honorable Mention, Graphics:** *MacDraw II*, *Digital Darkroom*, *ImageStudio*, *DeskPaint 2.0*/  
*DeskDraw*

**Best New Utility:** *Symantec Utilities for the Macintosh*

*SUM* is a necessity for anyone who cares about their data.

**Honorable Mention, Utilities:** *StuffIt*, *Suitcase II*, *On Cue*, *SuperClock*, *QuickKeys*

**Best New Strategy Game:** *Tetris*

A simple yet unbelievably addictive game from the Soviet Union.

**Best New Action Game:** *Beyond Dark Castle*

It was hard to believe they could top the original, but they did it.

**Best New Sports Simulation:** *World Class Leaderboard*

Golfers and non-golfers alike should love this one, which blows *MacGolf* out of the water.

**Best New Simulation:** *PT-109*

A PT boat is a perfect thing to translate to a computer, and it's done very well here.

**Best New Adventure Game:** *Zork Zero*

A late entry from Infocom, the latest in the series makes use of color and graphics.

**Best New Game, Other:** *The Fool's Errand*

A unique and enjoyable set of graphic and logic puzzles with a fantasy storyline.

**Honorable Mention, Games:** *Shufflepuck Cafe*, *Arkanoid*, *Fire Brigade*, *Continuum*, *Moebius*, *Crystal Quest*/*CriterEditor*

**Best Music/Sound Program:** *MacRecorder*

This audio digitizer and its *SoundEdit* software makes it seem easy.

**Honorable Mention, Music/Sound:** *Jam Session*, *M*



## Suitcase II

By Ben Dollar

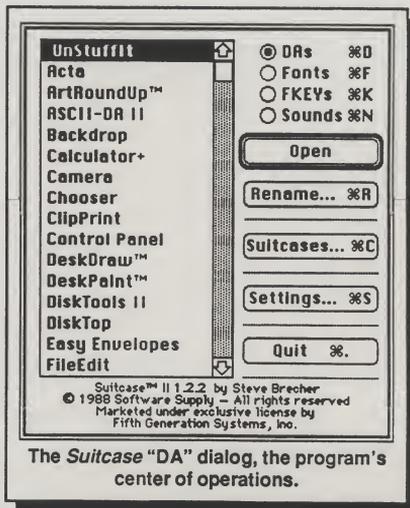
If you're a user of *Suitcase*, you know how much more convenient it makes using different fonts and desk accessories. Once you start using it, you wonder how you ever lived without it. Now *Suitcase II* (the latest version is 1.2.2) gives you access to uninstalled fonts, DAs, and FKEYs more conveniently than ever. It also lets you display names in a Font menu in the corresponding fonts, offers control over sounds, and includes utilities for compressing fonts and sounds and "harmonizing" font files.

*Suitcase II*, like the original version, is based on an INIT startup file that loads when you start your Macintosh, opening certain font and DA "suitcase" files. Until you reboot, you can use the fonts and DAs in these files just as if they were installed in the System.

*Suitcase* automatically opened files in certain folders within the System Folder. *Suitcase II* doesn't do this; rather, you have to open each file once, but it will be re-opened every time you restart, regardless of what folder it's in. This is ultimately more convenient. There's also a check box that lets you open files temporarily, if you don't want them automatically opened every time you start up.

The way you control *Suitcase* is through a "DA"—it's not actually a DA, but the INIT installs an item in the Apple menu, so it seems like one. The

DA displays a list of all the items of a certain type that are currently available—DAs, fonts, FKEYs, or sounds. In the DA list, you can open a DA; in the font list, you can display a font in various sizes and styles, typing sample text to test the font. Sounds



The *Suitcase* "DA" dialog, the program's center of operations.

# Zork Zero

By Frank Antonopolis

Hold on to your hats, adventure gamers: Infocom, the premier maker of computer adventure games, has released a whole new line of adventure and role-playing games, which feature graphics, color, sounds, and a host of other advances. In this issue we review *Zork Zero*, the "prequel" to the series that started it all. Look for reviews of the other new Infocom games in coming MacReview issues.

First there was *Zork*, the fantasy adventure game that spawned an entire genre. Then came the sequels *Zork II* and *Zork III*, and another series, *Enchanter*, *Sorcerer*, and *Spellbreaker*. All of these took place in the same strange magical world, half surreal and half medieval. They were followed, more recently, by *Beyond Zork*, a role-playing adventure that was the first Infocom game with any sort of graphics (albeit only maps).

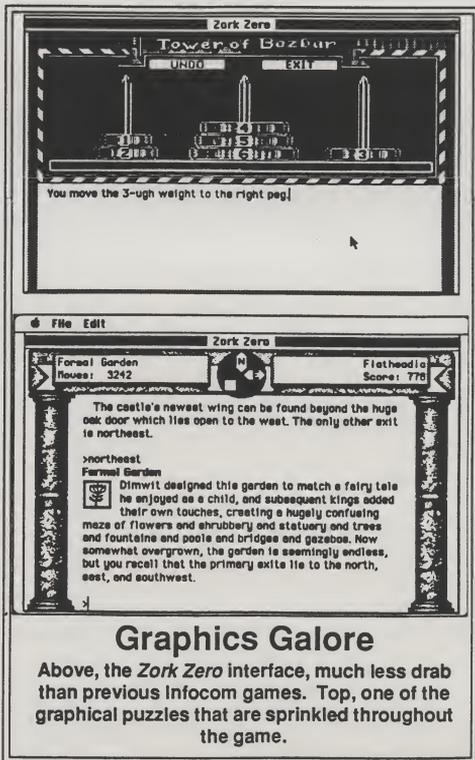
Now comes *Zork Zero*, which is set hundreds of years before the *Zork Trilogy*—in the time of the Flathead Dynasty. The time-release curse cast by the wizard Megaboz 94 years ago, which killed Lord Dimwit Flathead the Excessive and his family, is about to take effect and destroy the entire empire—unless you can stop it. As you awake at the beginning of the game (after a short prologue in which Megaboz casts his curse), you find that you are the sole human inhabitant of the kingdom, everyone else having fled. You have to wander the deserted castle and its environs, and find the relics of the Twelve Flatheads which will stop the curse. A sardonic court jester is your chronic companion, at times helping you, at times turning you into an alligator, and at times being in charge of the puzzles and games you have to contend with in order to complete your task.

The look of *Zork Zero* is completely different from other Infocom text adventures. The text area is surrounded by a decorative border, which reflects what type of terrain you're currently in—columns for indoor locations, foliage for outdoor locations, etc. At the top of the screen, along with your status (moves, score, the current room), is a compass rose. You can move around by clicking on one of the directions on this compass, or on "up" and "down" arrows. The directions in which there are no exits from the room you're in are greyed out on the compass. Beside each room's name in the text is an icon that represents that room.

At certain points in the game, you will

encounter actual puzzles that have to be solved. The screen becomes a display of that puzzle, and you can use the mouse to solve it. For instance, there's a "Towers of Hanoi" puzzle, where you have to move a stack of blocks, one by one, from one place to another. There's a strange card game called Double Fanucci, and a game called Peggleboz where the object is to eliminate pegs on a board. If it weren't for the graphics, these puzzles would certainly not have been in the game; a Towers of Hanoi puzzle that had to be solved by entering text commands would be impossibly tedious and confusing. The graphical puzzles also serve as a nice change of pace from the rest of the game.

Graphics also come into play at a few other points: there's an Encyclopidia Frobozzica where



## Graphics Galore

Above, the *Zork Zero* interface, much less drab than previous Infocom games. Top, one of the graphical puzzles that are sprinkled throughout the game.

you can look up various things, some of which have graphical entries; and a rebus that you need to solve, which is displayed on the screen. However, graphics by no means dominate *Zork Zero*; for the most part, it's a text adventure.

Another graphical feature is the on-screen map: type "map" and you'll see a map of the immediate area (only the places you've been, of course), with each room represented by its icon and the current room's icon blinking, to signify where you are. The graphics are in color on a Mac II, which should greatly enhance the experience for those gamers who have a II and a color monitor. The color pictures are not just "colorized" versions of the regular ones; they're very nice full-color drawings. You can customize the text and background color, too, and with a black-and-white Mac you can choose from black on a white background or white on a black background.

*Zork Zero* is huge. There are hundreds of locations and scores of puzzles. There are quite a few logic puzzles, including the aforementioned graphic puzzles. You'll encounter some riddles, and several logic puzzles you may or may not have seen before, such as one where you have a 9-unit vial and a 4-unit vial, and need to obtain 6 units of water; and the one about the executioner who will hang you if he can grant your last wish, and behead you if he can't. These puzzles are implemented in subtle ways, so that even if you're familiar with them you might not realize the connection until you've thought about it for a while.

As far as the more conventional adventure-game puzzles go, they range from the fairly easy to the hopelessly obscure. However, there are on-line hints, which is a good thing, since with the sheer number of things that need to be done to solve *Zork Zero*, even the most expert and clever gamer will probably need to resort to at least a few hints. The hints are very well-organized, always giving you a clue before an outright answer.

The package includes an elaborate calendar for the year 883 GUE, with each month containing a picture and bio of one of the Twelve Flatheads. Several puzzles involve finding facts from the calendar and applying the information. Also included are a blueprint and a scrap of parchment (obtained by your ancestor on the day Megaboz cast his curse) with clues as to the goal of the game.

One problem with the large size of *Zork Zero* is that getting around becomes a challenge in itself. There are several modes of transportation, including a yacht, a dirigible, and a homing pigeon that will teleport you from place to place; if you "strand" the yacht or the dirigible by using the homing pigeon to get back to the castle, you're in trouble. Also, with a game this big, it can be a nightmare to realize that you've done something wrong and have to start from a previous saved game. Once you do a few things to open access routes to certain areas, the game is very open-ended and can be overwhelming. Some of the puzzles, as I said, are pretty bizarre; many of them don't relate to the plot in any way, and this detracts from the game.

Despite these problems, and an anticlimactic ending, Infocom fans should definitely play *Zork Zero*. It's not for beginners, although the on-line hints can help less experienced players. Infocom's usual excellent parser and prose are present, with an incredible range of humorous or appropriate responses to unusual situations you might get into. The graphics, the mouse-driven interface, and the on-line hints make the game more fun and easier to play. Even if the scenario doesn't hold your interest (a common complaint with the *Zork* games), the puzzles will.

*Zork Zero*, \$49.95  
Infocom, Inc.  
125 CambridgePark Dr.  
Cambridge, MA 02140



## Crystal Quest with CritterEditor

By Kevin Shay

*Crystal Quest* is one of the best action games for the Mac. Its huge number of whimsical sounds and characters, and its indefinable addictiveness, make for hours upon hours of fun. What more could you ask for? Well, now you can customize every aspect of the game, with the *Crystal Quest CritterEditor* from Greene Inc.

The *CritterEditor* works on copies of *Crystal Quest*. It stores all the customizations you program

into a copy of the application, and when you run that copy, your changes will be present. It can also use "parameter files," files that cannot be accessed by *Crystal Quest* but store all the editing information. They take up less room on disk, and if you want to use one you can simply load it into *Crystal Quest* using the *CritterEditor*. Parameter files can also be upgraded legally to bulletin board systems, whereas copies of *Crystal Quest* cannot be.



# When Is A Zero Not A Zero?

## Infocom's "Zork Zero"

by Dave Ameson

**M**ore than 90 years have passed since the great wizard Megaboz cast the curse which destroyed Lord Dimwit Flathead "The Excessive" along with the ruling family, the Twelve Flatheads. Now, the curse threatens to bring down the Great Underground Empire itself!

Wurb Flathead, the current occupant of the throne, has sent a clarion call to the most remote corners of the Empire: half the riches of the kingdom to the person who can ally the curse. From every province of Quendor, courageous adventurers, scheming charlatans, and wild-eyed crackpots have streamed into the Imperial Capitol of Flatheadia.

In *Zork Zero*, the player's character is a peasant from One Hut Village in Nowhere Province. He is special. In times past, an ancestor, who happened to have been a servant in the castle, observed Megaboz casting the curse. This ancestor "just happened" to obtain a scrap of wizardly parchment from the mage's pocket during the creating of the curse. Passed down through the generations, it conveniently contains the clue needed to end the curse.

Be forewarned, however, that upon your character's arrival in Flatheadia, the other treasure hunters will have gone home. Those in authority, as well as the population in general, have departed for parts unknown. Now, the quest begins. All have left and the player's character is practically alone in the castle on CURSE DAY. (Insert evil sounding music here).

Only King Wurb's court jester accompanies the character. The jester is, unfortunately, as full of deadly tricks as he is of riddles and games. Players should watch out for him as he gives helpful nudges in the right direction and pops in and out of the quest at his own whim.

### Getting Zorked

So, you don't like text games and don't like puzzles? I don't either. I like watching the critters bash each other. Puzzles I can't figure out become humiliating when the "All too obvious" solution is revealed. Well, *Zork Zero* might just change all that for you, just like it has for me.

This game is well thought out, thorough, and covers a large area. *Really large!* It is not only fun to play, but is also neither too difficult nor a piece of cake.

*Zork Zero* has no animation. The few pictures are all static pictures. Hence, it is strictly a text game with only a few graphics. The manual is very complete and does a good job of presenting the vocabulary used in the game. This is impor-

tant because the game uses a large library of words. Even better news, though, is that when a command is refused, the program explains *why* it does not like the command. This reduces guessing quite a bit.

In addition, the game comes complete with two "clues" and a calendar. The first clue is a parchment piece which is necessary for solving the last puzzle and the other is a blueprint that is vital for the later stages of the game. The calendar is a compendium of clues. The illustrations of the twelve Flatheads contain, at least, one good hint on each page and players will find themselves consulting it on several occasions during the game.

The game program contains almost twenty screens of hints. These are quite useful in keeping the game moving. This is quite helpful when one considers that there are over twenty items that must be found and returned to their proper places in order to complete the quest. For those that have trouble, the game's extensive on-line hints will provide a list of the items, including a designation indicating which of the Twelve Flatheads originally owned it and where the item can now be found in the game. For example, a listing might read, "Silk Tie (J. Pierpont) in the nest in the Aerie." The tie is the same one being worn by Pierpont in his picture on the calendar for the month of "Mage."

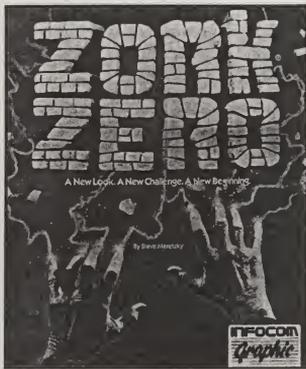
Points are scored in several ways. The list of points in the on-line hints section comes in four parts. The hints tell players what actions will increase their scores and the number of points to be received. For example, a player can earn twelve points for finding a Flathead item and five more points when that item is placed in the right place. Five points can be lost if the player puts the wrong item in a given location.

As one would expect, problem solving also scores points. For example, solving the "walnut riddle" nets twenty points for a player while simply winning the game only nets thirty points. There is certainly more to the game than simply "winning," since there are one thousand possible points to be earned and one can win with less.

A turn plays quite easily! Players who are familiar with text games will have no problems with *Zork Zero*. Even inexperienced players will be swept right into the flow of the game via the opening sequence. One of the extremely nice features of this text game is that players can have their computers print out a "script" of their adventure. This provides not only a nice reference, but it can also be used to impress friends or compare notes.

### To Map or Not to Map

The mapping system in *Zork Zero* is easy to use and well illustrated. Each location has its own special icon to show



|            |                                |
|------------|--------------------------------|
| TITLE:     | Zork Zero                      |
| SYSTEM:    | Macintosh                      |
| # PLAYERS: | 1                              |
| PRICE:     | \$59.95                        |
| DESIGNER:  | Steve Meretzky                 |
| PUBLISHER: | Infocom, Inc.<br>Cambridge, MA |



Leonardo Flathead



Lucrezia Flathead



Stonewall Flathead

where characters have been and where they can go. The map can be called up at any time and may keep the player from getting repeatedly lost. (Note: If the game is not saved prior to calling up the map, any information currently on the screen can be lost.)

### Hints or Hindrance?

For denser players, such as myself, there is a useful system of hints. Because of the hierarchical nature of the hint system, the first hint does not automatically reveal all information. In fact, there may be as many as a dozen hints for a given situation. Not that I would ever need to use hints! ha! Since the player only gets the information needed to help him solve the puzzle, players can utilize some of the hints and still have the satisfaction of solving a puzzle themselves. It is also possible for those players with absolutely no willpower to toggle off the game's hint feature so that it is unavailable unless one restarts or restores.

### Itemized Deductions (Strategy Notes)

Players should not be too quick to discard items they find or too eager to utilize an item's magic. The temptation, for example, is to throw the "Lobster" away or not even take it in the first place. Keep it! It's necessary! Again, the "Magic Wand" is found early in the game, but needs to be used judiciously since it is needed to open areas of the maze during the latter portions of the game.

There is much to do in the game and there are, of course, a few red herrings. Players should keep that final goal in mind and success will follow. It is fun, however, to do some silly things as well. Since the game is both non-linear and has no time limit, there is no reason not to save the game and go nosing about having a good time.

### Puzzled Looks

Some of the puzzles are good. Some are strange. Some are dumb!

In the strange category, one finds the rebus puzzle. This shows six "flattened" animals on it. It is one of the few pictures encountered in the game. (Warning: Hint to follow) Players solve it by figuring out that pressing the button that makes strange animal noises is the key to the puzzle. Until the animals are removed, the puzzle cannot be read.

Another weird puzzle is reading the writing on the "magic" glove. (Hint follows:) We found a way to "Read Glove on Glove," but that seems extremely odd.

On the "dumb" side is the puzzle about the stack of six disks. Some of it seems obvious, but part of it will make players thankful for

the hints. On the "plus" side, the card game is rather neat.

One recurring problem is that the hints often make references to the rulebook when they actually mean the calendar. Failure to provide the correct response will result in the game insulting the players and calling them pirates.

### Jester Closer Walk (Problems)

The continuous presence of Pester, the court jester, is a nuisance! He can be a helpful companion, but there are many times when players will have the urge to "Dispense with his services." Players are urged to restrain themselves because his presence is ultimately useful to the quest and it is impossible to get rid of him permanently, anyway. Admittedly, the puzzle where the player's character is transformed into an alligator (and must eat a worm as the antidote) only costs time and does no harm to the final quest, but really! This is a matter of personal taste, but I must protest that the court jester seems simply *too much* at times.

Of more significance is the fact that the program only requires one megabyte of memory on the Macintosh. However, players who only have 1 MB of RAM in their computers need to realize that the game plays much slower than on 2 MB machines. Those who use the slower machines won't have time to get a cup of coffee while waiting for a move to be processed, but there is plenty of time to reflect.

Another nagging detail is that the game is set up to use only a half-screen window with no provision for anything else. This is odd, since the manual refers to full-screen illustrations. All of mine came up on partial screens. Hopefully, other versions will use larger windows since a partial screen on the average Macintosh is pretty small.

### What Do You Really Think?

*Zork Zero* is a very well documented and user friendly game. Overall, it is a worthy addition to the *Zork* series and is, by far, the best one to date. Players who like text games will *definitely* love this game. Even those who don't usually like text games or are "not sure" about them will probably be pleasantly surprised with *Zork Zero*.

Frankly, *Zork Zero* is probably the best text adventure out there. It is a lot better than many animated ones. Few animated games have *Zork Zero*'s size and depth.

"When is a zero not a zero?" asks the jester.

"When it is *Zork Zero*!" you answer.

"Right!" says the jester as he turns you into a rutabaga.

# GAMES FOR YOUR AMIGA

## PREVIEWS

### ZORK ZERO, SHOGUN, JOURNEY

Infocom  
125 Cambridge Park Drive  
Cambridge, MA 02140  
617-492-1031

My first hands-on experience with a computer was playing the original *Zork*. Since then, I've seen more software than I even like to contemplate without ever finding another title that held as much appeal for me. *Beyond Zork* tried hard, but somehow didn't have quite the same flavor as the original series. With *Zork Zero*, I've come full circle. All the wit, charm, and delight are back, along with the delicious snottiness and cheerful rudeness.

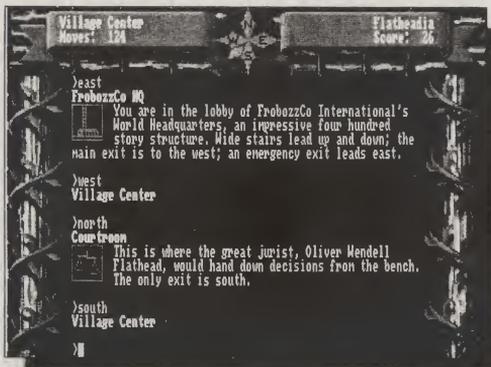
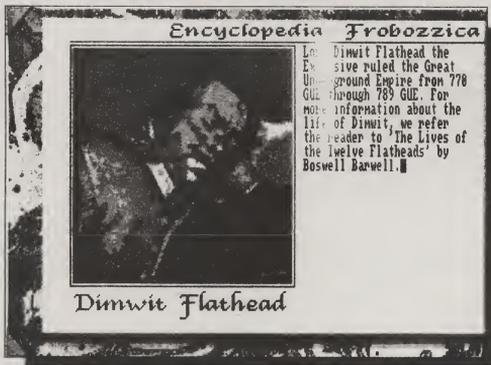
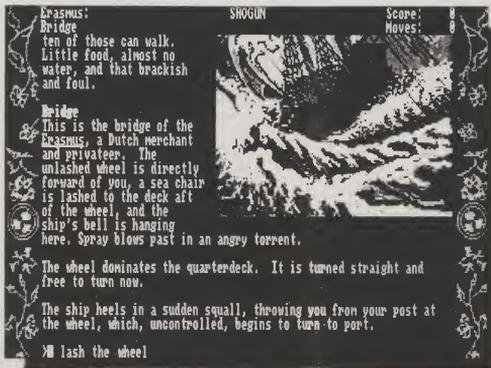
Steve Meretzky, *Zork's* author, has done a superlative job of elaborating on areas of the Great Underground Empire we've not yet explored. And that's the strongest point of the game: it connects and intertwines perfectly with what has gone before, while adding graphics, other modern conveniences, and letting us in on more of the lunatic history of the realm of Lord Dimwit Flathead and the fall of the Empire. What graphics are present are unobtrusive, consisting mainly of beautifully drawn borders around the text, illustrated entries in the *Encyclopedia Frobozzica*, and some nicely done versions of classic board games (like the Tower of Hanoi and a peg-jump game). Thankfully, there are no actual pictures of the locations; I think everyone who has played *Zork* has his own personal view of the landscape and I, for one, would rather not see someone else's idea of what is so clearly drawn in my own imagination.

With *Shogun*, I have a slight philosophical difference of opinion. James Clavell's book and the miniseries made from it are among my favorites, and for that reason, I have some doubts about the ultimate satisfaction of the game. Since I already know where the plot, which is set in feudal Japan, is going, getting to that end seems to me something of an exercise in anti-climax. On the other hand, I find that I do enjoy playing it and interacting with the characters I know so well. It's rather like meeting old friends again. The look of the game is considerably different from previous Infocom games, with illustrations appearing along with the text. The same look is found in *Journey*, a new fantasy adventure which uses graphics in the same manner as *Shogun*.

Don't let the pretty faces of these new games fool you. The parser is still the best in the business, and the addition of online hints make playing less frustrating and time-consuming than it used to be.

I feel, somehow, that this is a wonderful, unexpected gift, a serendipitous surprise for all of us who thought we'd already played the last of a classic series. With *Zork Zero*, we now have the absolute pleasure of another one.

- Tom Malcom



## The Revenge of Megaboz

# Zork Zero

By Steven Payne

*Zork Zero? Let me see...wasn't he the masked vandal who used to ride around Old Mexico carving his initial everywhere and harassing Sergeant Garcia? Or was it that recent novelfilm of drugged-out yuppie angst, starring Joe McCarthy and Morton Downey, Jr.?*

No, my foolish friend! *Zork Zero* is the latest creation of Steve Meretzky's fertile (and slightly fevered) brain, a "prequel" to Infocom's all-time classic adventures, the *Zork Trilogy*. This entry seems bigger (and for my money better) than all the other *Zorks* put together, though it's probably too daunting for most novice players.

Picture this: Flatheadia, 789 G.U.E. You begin as a lowly servant in the court of Lord Dimwit the Excessive, waiting tables at one of his regular budget-busting 369-course banquets. Suddenly the wizard Megaboz appears, angered that his favorite grove of shade trees has been demolished to make way for a colossal statue of His Lordship. Megaboz invokes a dreadful curse on Dimwit's life, family and castle, then disappears.

The court magicians quickly gather around the churning cauldron left in Megaboz's wake and announce they have managed to postpone the curse's effects on Castle Flatheadia (though not on the Royal Person) for 94 years. As the smoke clears and Dimwit expires before your eyes, you are able to retrieve a precious scrap of parchment that falls from the wizard's cloak and proves crucial to lifting the curse. All of this is merely prologue, in the first dozen moves!

### 94 Years Later...

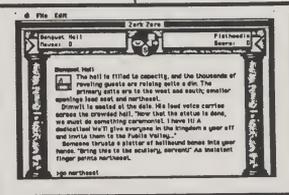
Then the game really begins. Ninety-four years later to the day, you awake as a young descendant of the servant in the prologue and find yourself alone in the thoroughly looted castle. Everyone in Flatheadia has fled in fear of the encroaching doom. Well, not quite everyone! You soon encounter the current royal jester, who reappears throughout the game and poses riddles, puzzles, clues and a variety of tricks to alternately encourage and annoy you. As you begin

to explore the surroundings, you find a kingdom of gigantic proportions (Castle Flatheadia at one time housed 90% of the local population—they didn't call its ruler "The Excessive" for nothing!), a land literally littered with various objects.

The most important items are those that once belonged to Dimwit and his siblings, the famous "Twelve Flatheads"

(no, not Dopey, Sneezey, Doc and the others, but Lucrezia Flathead, Babe Flathead, Johann Sebastian Flathead, Leonardo Flathead, and so on—all outstanding figures in culture, sports, science, business, the military and the arts). Guided

by clues from a parchment scrap (inherited from your ancestor and included in your game package), you must collect these items and perform the secret rites necessary to lift the curse. Doing so will kick you into an endgame that brings you to...well, I shouldn't reveal any secrets, but if you know *Zork I* you can probably guess where you end up!



In fact, there is much here that will remind *Zork* fans of the earlier (or should I say later?) installments in the series. Like the other *Zorks*, not much changes, and there is little

plot or character development. Basically, you have to explore, discover and collect a lot of objects, then place them in the right container, as in *Zork I*.

The only reason the game takes so long to complete is that the terrain is vast, and some of the two dozen items you're after are often hard to find! My one bit of advice here is to master the use of the homing pigeon early on to save yourself a lot of wasted travel time. The jester fills much the same function the Thief from *Zork I* and the Wizard of the "f-words" in *Zork II*. Along the way you'll encounter several semi-mazes, visit the famous Granola Mines of Antharia and play a mean hand of Double Fanucci.

### Graphics in a Zork?

What's different about this *Zork* is its use of graphics. The full-screen illustrations are few and far between, consisting mainly of pictures in the *Encyclopedia*

*Brozica* that look disappointing on the Mac (though probably better on machines with color). The text screen, though, is no longer an endless sea of words, for it includes a graphic border on the top and sides that changes as you move to different regions of the game. You can travel about by clicking on the compass rose at the top of the screen.

### Auto-mapping and On-line Hints

Room descriptions are often preceded by an appropriate icon representing that location on the automatic map, which you can toggle on and off.

And from time to time you come across self-contained strategy games embedded in the adventure, which are handled by using the familiar "point and click" method with your mouse. Finally, in keeping with Infocom's new policy, extensive on-line hints are available—though many are deliberately misleading, to keep you from relying on them too heavily.

The game package includes the usual documentation, the aforementioned scrap of parchment (fortunately not crumbling with age!), and an 883 G.U.E. *Calendar of the Twelve Flatheads*. The calendar is really crucial to the game: its pictures show the items you'll need to collect, and the text contains essential clues. This is the only copy protection scheme, since you would have a hard time finishing without knowing the right Double Fanucci strategy, for instance, or how to enter the secret hall.

My one complaint about the game is that some aspects of the plot and puzzles don't seem too well thought-out. Without help, I doubt I would ever have figured out the "chess piece" puzzle, or unlocked the safe, for example. And what are those flattened animals doing on the rebus? And if the jester knows so much, why doesn't he save the kingdom from Megaboz's curse? (Well, this question is answered, but only at the game's end.) The on-line hints make up for such problems, however, since they allow you to move quickly through puzzles that seem unfair. Conclusions: This is a historic game. *Zork I*, commercially released in 1980, was among the earliest all-text computer adventures and remains one of the most popular. *Zorks II* and *III* continued the saga with further refinements of style and

Continued on page thirteen

## The Twilight Zone

Continued from page 4

Bright notifications. It is supplied on five 5.25" diskettes that are not copy protected. Files can be easily transferred to a hard disk, increasing speed and eliminating repetitive disk changes.

**Conclusions:** This was not one of my favorite games of the year. It starts out well, but none of the middle game added anything to the overall plot. Less time should have been spent on randomly changing from scene to scene, more on the television show's unique oddness.

**Skill Level:** Intermediate

**Protection:** None

**Price:** \$29.95, C-64; \$39.95, others

**Company:** First Row

## Zork Zero

Continued from page 6

plot. More recently, *Beyond Zork* added some limited role-playing elements. Now Infocom brings the series full circle—back to the original “explore and collect” scenario, while at the same time stepping out in a new direction with graphic features they once ridiculed in their ads.

The mix is not altogether successful. Next screen borders are nice but purely decorative. The automatic mapping, while elegantly done, is rarely needed. All the clues in the *Encyclopedia Frobozica* are textual rather than visual. The three or four graphic puzzles seem like intrusions, old standards from the local novelty shop inserted randomly into the game; the “Towers of Bozbar,” for example, is just a souped-up version of the public domain program “Towers of Hanoi,” available on nearly any BBS. The only onscreen picture truly integral to *Zork Zero* is the rebus. Evidently, Infocom still needs practice perfecting the marriage of text and graphics. Still, the game stands on its own, with or without pictures, as an excellent addition to the series, and I really enjoyed it. And it is their largest one yet—over 200 locations and more puzzles than in all three *Zorks* combined. So, *Zork Zero* is just set for a treat! The only question is, where does the series go from here? *Zork Minus One*? *Zork Square Root of Minus One*? Maybe an imaginary number is the only appropriate sequel...

**Skill Level:** Advanced

**Protection:** In Packaging

**Price:** Apple, \$49.99; others, \$59.95

**Company:** Infocom/Activision

## No Parties at CES!

Continued from page 7

**Quest III: The Pirates of Pustulon**—revealing they had originally called it “Pirates of Pustulon,” but the title grossed out too many people at Sierra. As the inevitable Roger Wilco, you have to rescue the Two Guys themselves, who have been kidnapped by ScumSoft and forced to design mindless arcade games like *Avro Chicken*.

This was the first time I got to hear Sierra's new stereo music pumped through a Roland sound board and a pair of Bose speakers, and it was like being in a theater. Speaking of which, PR Maestro Kirk Greene then showed a video of those Two Guys, dressed as a very weird version of two well-known film critics.

Afterwards we all went to lunch, ate barbecued chicken pizza, drank wine that came in a bottle with a real cork in it and spent the afternoon recalling the funniest lines from *Spinal Tap*. (Duffy didn't know what he was missing.) Somewhere along the way, I must have accidentally hit the “record” button on my tape recorder, because upon returning to Tucson I discovered I had interviewed those Two Guys—look for it in a future issue of this very Journal.

### Origin's Game Plan

Back at the West Hall, I managed to tracked down Origin at the Broderbund booth, where *Tangled Tales* (Apple and C 64 now, IBM soon) was tangling tales on an IBM monitor. A novice level game offering a “lighthearted look at traditional fantasies,” it uses dual windows for display, menus for character interaction with over 50 people, excellent art and an icon interface. *Space Rogue* is due in the fall (Apple, C 64), and *Moebius II* is underway. Origin has also packaged Garriott's first three games as an *Ultima Trilogy* (\$59.95 for Apple, C 64, IBM).

Back at New World's booth, I was two steps away from solving *Might & Magic II* when Duffy stumbled in, knocked over the monitor and started raving about how he'd spent the past four days and nights looking for a party, only to find that not a single computer game company had thrown one. Duffy has always rated CES (and the status of the games industry) by the number of parties at the show and the size of the shrimp at the best party. (Electronic Arts won last year.) “On a scale of one to ten,” he summed up this year's Winter CES, “what we have here is zero—and I don't mean a *Zork Zero*.”

## Waiting for Duffy

Duffy climbing a pyramid at Chichén Itza, so write these people if you can help.

**Ultima 5:** How do I get through Dungeon Hythloth to Underworld? Where's the Sandalwood Box? How do I get out of first room in Shame? P. Gardner, 2038 New York Ave, Brooklyn, NY 11210. Same questions, plus will playing harpsichord help me? R. Loveland, 7721 Sundial Lane, Orlando, FL 32819

**Neuromancer:** Where is Commlink 4, what are passwords for Chiba Tactical Police and SEA? P. Meehan, 2555 Giant Oaks Dr, Pittsburgh, PA 15241

**ChronoQuest:** Help!!! T. Page, 96 Had-don Pl, Upper Montclair, NJ 07043

**M & M 2:** Can't get out of Dawn's Mist Bog Cavern with element orb! Where's “long one?” What's Molecular Chamber (Lux's Dungeon, lvl 2) good for. Beli-aeff's? Wizardry 5: What's the Playhouse Mystery Theatre about? Jigsaw Bank & Trust? Where's the Loom? S. Kunz, 211 E Ohio #610, Chicago, IL 60611

**King's Quest 4:** How do I get bridge for unicorn? Get out of whale? What to do after the five ghosts? About Oge? D Bartram Jr, Box 2398, APO NY 09009

**Wizardry 3:** Desperate help needed for level 6, especially the riddle. P. Tayco, 3569 Boston Ave, Oakland, CA 94602

**Original Adventure:** Need help in Plover Room, Mirror Canyon, window pit, green dragon, reservoir. Christopher Dox, 975 Laurel Ave, St Paul, MN 55104

**Fool's Errand:** How do I capture the flying question mark in the Three Ships section? M. Groff, 279 Topaz Way, San Francisco, CA 94131

**Emerald Mine:** How do I complete or get past level 4? Turn a diamond into a rock and you can't get past it. E. Gooch, 1703 E 10 Mile Rd, Madison Hts, MI 48071

**Bureaucracy:** How do I get past gate 3 houses south of my own? Do with weirdo in farmhouse? Norm Lowrey, 170 Stephenson Lane, Springfield, IL 62707

## ZORK ZERO

When ZORK was released in 1982, it enchanted and mystified us with its prose, puzzles, and sense of humor. As sequels (ZORK II and III) were dled out, Infocom found the game-playing public clamoring for more. Soer, the ENCHANTER trilogy -- a supposed continuation of the ZORK trilogy -- graced our computer screens as well. The last game in each of these trilogies attempted to end the magic we'd all come to love and expect from an Infocom offering.

Then came a hiatus when none of Infocom's games contained any fantasy. Instead, we received scenarios based on the future (STATIONFALL, MITCHMIKER'S GUIDE TO THE GALAXY, etc.). They were fun and enjoyable, but they all lacked the mystique of the ZORKs. In 1987, BEYOND ZORK was released, and we were once again romping through the Great Underground Empire in search of the enigmatic Cocorut of Quencor. But the joy of discovery seemed to be missing from this endeavor: Once more, the ZORK saga seemed destined to end. Another dry spell hit as Infocom placed its scenarios in the present and future.

Obviously, Infocom realized the public wanted more ZORK, but what would they call their latest effort? The only thing they could: ZORK ZERO!

Authored by Steve Meretzky (LEATHER GODDESSES OF PHEBOS), ZORK ZERO is the prequel to the ZORK trilogy. (This review is based on the Macintosh version.) You begin the game as a lowly scullery servant -- the arms, legs, and beast of burden of Lord Dimwit Flathead -- delivering napkins, wine, and food to one of his outrageously excessive banquets. Suddenly, the dreaded wizard Megaboz appears and levels a curse at Dimwit and all his successors (the Twelve Flatheads) for his having demolished Megaboz's private sanctuary for the construction of one of Dimwit's typically enormous projects. As the smoke clears, the only thing left behind by Megaboz is a bubbling cauldron and a scrap of parchment. Quickly tucking this piece of parchment into your jerkin, you return to your duties while all the court buzzes with alarm as Dimwit quietly dies. Time passes....

It's 90 years later, and you've come forth in response to a call from the current ruler of Flatheadia, Wurb Flathead, to try to lift the curse of Megaboz. The only thing you have to help you in your quest is a scrap of worn parchment handed down from an ancestor who was a scullery servant to the great Lord Dimwit Flathead. Thus begins ZORK ZERO.

This game is a delight for the eyes and senses. Though mostly text, there are graphic puzzles (a la FOOL'S ERRAND) which will frustrate and give you a sense of triumph when you've solved them. You'll play Double Fanucci, Fegggleboz, and The Tower of Bozbur to open hidden doors and gain valuable items and clues. Throughout the game, the Court Jester appears to pose riddles, cause you mischief, give you help, and spout poetry.

ZORK ZERO is huge! The score you're aiming toward is 1,000, and there are literally hundreds of locations, items, and treasures. The puzzles are reminiscent of the ones encountered in the original ZORKs -- tough, but fair. The game is totally non-linear, but this can lead to problems early on. I've gotten my score all the way up to 505 points, but now I have to restore the game back to a point where I have a measly 38 points due to a mistake I made at the beginning of the game. This doesn't bother me, though; I can play all these marvelous graphic games again!

ZORK ZERO comes packaged with an instruction manual, the piece of parchment, a blueprint of the Rockville Estates Construction site, the usual plethora of

order forms, a computer-specific reference card, and the terribly funny Flathead Calendar. Although the game isn't copy-protected, you won't be able to solve it unless you have all the items from the game package at hand. The Calendar is rife with clues and hints for playing and winning the various graphic games. It's also very cleverly "revised" (the months June and July are called Jam and Jelly), and has the histories of the Twelve Flatheads -- one for each month of the year. The blueprint is required for finding your way in Rockville Estates and to help you place some loose passages that weren't installed during the original construction process. The parchment is necessary to discover how to lift Megaboz's curse.

Infocom has expanded on its "on-screen mapping" idea by constructing on one of your game disks a map of the places you've been to. By typing MAP, the map is accessed and displayed on your screen. Each location is identified by an icon. The nice thing about this is that once you've been to a location, you can return to that location by simply bringing up the map, pointing to the icon you wish to return to, and clicking the mouse button. Zap! You're there!

I'm playing ZORK ZERO on a Macintosh 512K with a 400K disk drive, but the game comes on a single 800K diskette. In order to use the 400K drive, you'll have to find an 800K drive and copy the original diskette to 400K diskettes. If you're not able to get access to an 800K drive, Infocom will copy the disk for you for a charge of \$5.00. Although there are few 400K drives still out there, it would've saved both Infocom and us aggravation and money to have shipped the game on two 400K diskettes to begin with. I can just imagine the ill will this might generate.

Online hints are once again available in ZORK ZERO. While some people appreciate them, I resent their presence. Indeed, I've erased the hint file from my disk so that I won't be tempted to use it. In my opinion, it makes playing the game less of a challenge. I prefer agonizing over a puzzle; it's much more satisfying to solve it myself than to have the answer handed to me with the mere press of a key. No thanks, Infocom.

System requirements for the Macintosh version of ZORK ZERO are 512K and a system disk (or any disk on which you have a system folder) for booting purposes. The Mac II owner with a color monitor will be happy to learn that ZORK ZERO plays in glorious color. While I've not seen the game on a Mac II, the back of the game box has scenes from the Amiga version, and they're beautiful!

Steve Meretzky and Infocom should be proud of ZORK ZERO. It's a masterful, aggressive game well worth the price of admission. Bravo!

ZORK ZERO is published by Infocom, Inc. and distributed by Mediagenic.

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accuracy, full zoom capabilities, plus polygon editing tools. No cutting or pasting is required, since art can be added to your work by dragging it from a library window. And, **Drawing Table** comes with extensive clip-art libraries with building blocks for maps, landscaping, interiors, letter-heads and more.

Certainly if you're in the market for a good drawing program, **Drawing Table** is worth a serious look.

Movie lovers who enjoy watching Errol Flynn or Tyrone Power wield their swords in adventure epics like The Sea Hawk or The Black Swan, will be in computer game heaven when they play **The Ancient Art of War at Sea**.

Similar in approach to the ever-popular The Ancient Art of War, this new entry by Dave Murry and Barry Murry has you waging naval engagements against the likes of John Paul Jones and Blackbeard, the pirate. Each opponent has his own unique combat strategies. Commanding a fleet and giving orders to individual vessels, you'll chase your enemy's ships, fire cannon shots across their bows, then finally zoom in on the boarding parties for hand-to-hand combat.

Players can re-fight some of history's greatest naval battles, such as the Spanish Armada, changing such elements as wind and weather. Or, with the program's powerful game generator, you can create entirely new battles of your own. To help you achieve victory, the package includes a fascinating illustrated guide to naval strategy and tactics.

Recommended for all adventure lovers.

**HJC Software**  
P.O. Box 51816  
Durham, NC 27717  
(919) 490-1277

**Virex (\$99.95)**

Considering all the disturbing news about computer viruses that we've been reading lately, this is the piece of software that every Mac owner should own.

**Virex** detects and repairs the three known computer viruses with just the click of your mouse. It's that simple, and if you still get stuck, there's even on-line help. The program works on individual files, a single disk or on a hard disk. The manual is concise, easy to follow and informative.

Incidentally, we just finished checking our own hard disk with **Virex** and we're happy to report that it came through with a clean bill of health.

Strongly recommended.



"COME ON, HONEY.  
LET'S PLAY  
'ZORK ZERO'."

**INFOCOM, Inc.**

125 Cambridge Park Drive  
Cambridge, MA 02140  
(617) 492-6000

**1.) Quarterstaff (\$49.95)**

We reviewed **Quarterstaff** back in November of 1987 when it was first released by its developers, Simulated Environment Systems. At that time, we found it to be an intriguing new entry in the dungeons and dragons genre of role playing games: innovative in its sound effects, graphics and mapping capabilities, yet also a trifle verbose.

Recently acquired by INFOCOM, **Quarterstaff** has been greatly improved in its latest version. The text is less wordy, the play itself is smoother and there are now on-line hints should one get stuck. In other words, with this edition of **Quarterstaff**, buyers can now expect the same top quality product that has made INFOCOM the leader in text adventure games.

**2.) Zork Zero (\$59.95)**

The Zork Trilogy is probably its most popular series of text adventure games ever released by INFOCOM. Yet we've never reviewed them...primarily because, as we've often stated in these pages, dungeons and dragons is not our favorite kind of entertainment.

Recently, the friendly publicity people at INFOCOM talked us into taking a look at **Zork Zero**, the newest in this series. We're glad that they did, since we've found it to be a thoroughly engrossing diversion.

**Zork Zero** is, in fact, a "prequel" to the other Zork adventures. The narrative takes you back to the final days of the Great Underground Empire, and relates how a wizard's curse destroyed the ruling Flathead family, threatening the very kingdom itself. It's your job to travel the kingdom and stem the curse.

The game marks the introduction of a new generation parser from INFOCOM, and features graphic enhancements (including mapping) and on-screen hints.

A must for Zork aficionados.

**MICROSOFT CORPORATION**

16011 NE 36th Way  
Box 97017  
Redmond, WA 98073-9717  
(206) 882-8088

**File 2.0 (\$195.00)**

We've been working with File 1.0 ever since we purchased our first Mac...well over two-and-a-half years ago. It's served our particular needs well, even though we wished it was a little faster and that we didn't have to use a key disk every time we wanted to use it.

## New age for Zork, but not for games

Several years ago, computer game author Steve Meretzky went to a Chinese restaurant and opened a fortune cookie with the words "You are about to plan a great adventure" on it.

The result, *Zork Zero: The Revenge of Megaboz*, was introduced recently by Infocom, along with three other new games at a lavish press conference in New York. The bash was held at *Tamara*, an innovative play in which the audience follows the actors and actresses from room to room in a converted Italian villa.

Meretzky's *Zork Zero* is a prequel to *Zork*, the best-selling computer game of all time. The new adventure takes place 100 years earlier.

Zorkaholics will be pleased to learn that *Zero* is filled with as many rooms and puzzles as all the other *Zorks* combined. It also has something the other *Zorks* lack — pictures.

Infocom made its reputation and fortune by producing superior all-text "interactive fiction" games. Basically, participatory novels. Now, the novels are being illustrated.

"Everything you'll see from now on will have graphics," says Infocom president Joel Berez.

Adding graphics to interactive stories may open up Infocom's audience to new gamers who didn't want to plod through all-text games.

Here are other new games introduced by Infocom:



**DAN  
GUTMAN**  
COMPUTING

■ *Journey*: This is a fantasy in the tradition of J.R.R. Tolkien's *The Lord of the Rings*. The game is a combination of interactive fiction, role-playing and traditional fiction — what Infocom calls "role-play chronicles." The game was created by Mark Blank, author of many Infocom games. According to Blank, *Journey* is for people who like the idea of interactive fiction, but have never gotten into the games themselves. "I tried to take away all the frustration," he says. "You can virtually play for hours without coming to a dead end."

■ *Shogun*: Dave Lebling collaborated with James Clavell, whose novel of the same title sold over seven million copies. You play the role of sea pilot John Blackthorne as you guide your ship through the treacherous reefs of Japan while scurvy eats at your body. The graphics mimic traditional 16th Century Japanese style.

■ *BattleTech: The Crescent Hawk's Inception*: A role-playing game that boasts four million locations to explore. The designers have added "emotive outtakes" — reaction shots to significant events.

The new games will sell for \$50. They will be available in mid-October for Macintosh and Apple II, November for Apple IIGS and IBM, and early next year for Atari ST and Amiga.

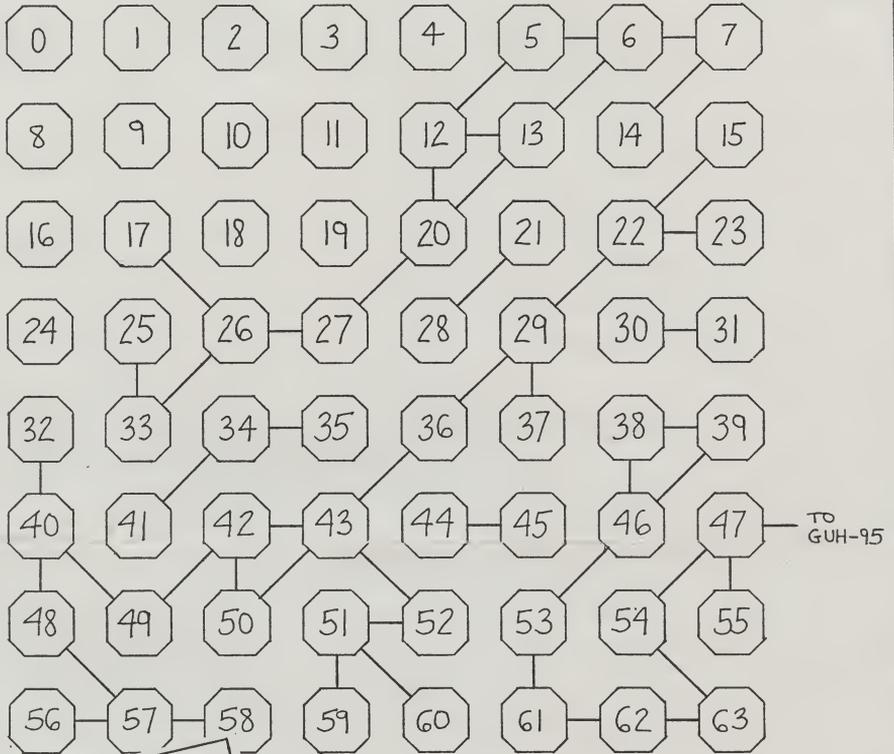
While the new games look good, they're still plain old computer games. I was expecting that Infocom would take advantage of the magic of *Tamara* to debut a new entertainment technology, such as the long awaited "compact-disk-interactive," which progressive software publishers are busily working on.

Manipulating realistic video images is the next natural step for interactive entertainment, and attending *Tamara* whet my appetite for it.

■ **Contest**: This time, Mindscape's new Power-Players joystick is up for grabs. It's a real slick stick, and will work with Atari, Commodore 64/128 and Amiga computers. To win, send a postcard with the word "JOY" on it to me at the address below.

You can send Dan Gutman electronic mail via CompuServe (70007,3263), GENie (D.GUTMAN), QuantumLink (DanGut) or the Source (PUB022), or write to him in care of The Miami Herald, Electronic Home, 1 Herald Plaza, Miami, Fla. 33132.





Goobar -  
 I left my hardhat  
 out in Lot  $\phi$ .  
 Please pick it up  
 the next time  
 you're out there.  
 Thanks,  
 Quizbo

FRODOZZ MAGIC CONSTRUCTION COMPANY  
 INTERPAD COMPANY

- TILL TO BE PERFORMED IN PHASE TWO:
- REMOVAL OF TEMPORARY PASSAGES
  - INSTALLATION OF EMERGENCY EXITS
  - INSTALLATION OF SPRINKLER SYSTEM
  - CONSTRUCTION OF CONCERGE APARTMENT

|                                                                                        |                      |
|----------------------------------------------------------------------------------------|----------------------|
| FRODOZZ MAGIC CONSTRUCTION Co.                                                         | 1 OF 1               |
| <b>ROCKVILLE ESTATES</b><br>Phase Two, showing all work<br>completed through 11/30/88. |                      |
| SCALE 1:1440                                                                           | DRAWN BY S. FZORTBAR |





East Wing  
Moves: 33Flatheadia  
Score: 58

This wide corridor runs the length of the east wing of the castle. The corridor ends at a large door to the west. There are openings to the north, south and east.

**[Your score has just gone up by 8.]**

The jester appears.

"I thought of no rhyme; my puzzle's on paper this time."  
He drops a scroll by your feet. The jester gives a cheerful wave of farewell and vanishes, saying, "So long, and thanks for all the fish!" Odd. You've never given the jester any fish.

>save  
SAVE completed.

>

## Encyclopedia Frobozzica



Megaboz

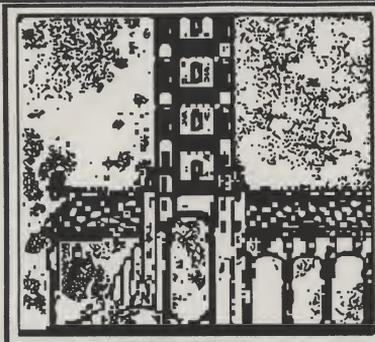
Megaboz was a mysterious wizard who lived a hermit's life in the Fublio Valley. Some say he cast a Curse which will someday destroy the Empire, but royal spokesmen have denied all such rumors. Megaboz vanished in 789 GUE; it is said that the effort of casting the Curse destroyed him.

## Encyclopedia Frobozzica

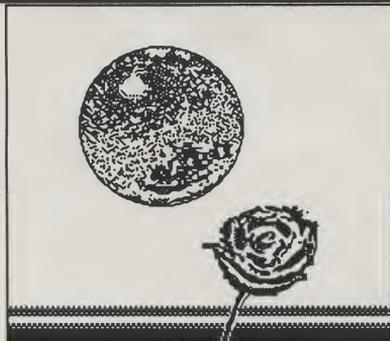


*Dimwit Flathead*

Lord Dimwit Flathead the Excessive ruled the Great Underground Empire from 770 GUE through 789 GUE. For more information about the life of Dimwit, we refer the reader to 'The Lives of the Twelve Flatheads' by Boswell Barwell.

*Encyclopedia Frobozzica**FrobozzCo Building*

The FrobozzCo Building in Flatheadia, designed by Frank Lloyd Flathead and built by the Frobozz Magic Construction Company in 781 GUE, is easily the tallest, most impressive building in all of Quendor.

*Encyclopedia Frobozzica***Zilbeetha**

This is one of the oldest and dearest legends in the annals of Quendor.

Zilbeetha, a beautiful maiden, somehow angered an evil mage, and was placed under enchantment and turned into a crystal orb on the very day that she was to be wed. The heartbroken groom, who is always depicted holding a fragile bloom, sought help from the wizard's goodly twin. The good wizard [MORE]

## Encyclopedia Frobozzica



Flatheadia

Flatheadia has been the capital of the Great Underground Empire since Dimwit built his castle there in 770 GUE. (The former seat of royal government was Egreth, in the Westlands.) Although still the largest population center in the Eastlands, Flatheadia has been in a steady decline since a Curse cast by Megaboz toward the end of the last century.]

## Encyclopedia Frobozzica

but twisted wizard became  
poisoned him to gain possession  
Jewel of Jerrimore. With his d  
evil curse upon the Jewel and

of his heirs took possession  
ly. mistrusting any who might  
with the greed and treachery  
came to early and horrible  
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versions say that the  
a male of

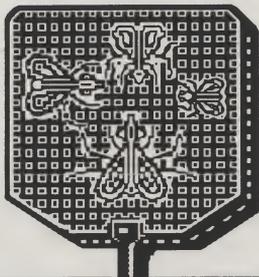
nop

Jester

"Jesters employ physical,  
verbal, and magical  
trickery for the  
entertainment of king and  
court. The most recent  
Royal Jester, the favorite  
of Lord Wurb Flathead, is  
named Barbazzo Sygovar  
Fernap."

*Encyclopedia Frobozzica*

**Ceremonial Object**  
ca. 671 G.U.E.



*Four Fantastic  
Flies of Famathria*

The Four Fantastic Flies of Famathria, each bigger and more succulent than the last, is a legend fabricated by a race of toad creatures who once lived somewhere beyond the oceans of the world. Seafarers report that these toads were ugly, cantankerous, and eternally hungry.

## Encyclopedia Frobozzica



Brogmoidism

Brogmoidists, followers of the tenets of Brogmoidism, believe that a Great Brogmoid supports the world upon his shoulders. The religion, which originated sometime during the fourth century, is commonly ridiculed nowadays, and has lost most of its adherents.

## Tower of Bozbar

RESTART

EXIT



Opening the door reveals a tiny nook containing a Tower of Bozbar: 3 pegs and 6 cylindrical weights ranging from a 1-ugh to a 6-ugh weight.

Type the number of the weight you want to move, followed by the peg you want to move it to: L, C, or R. You can Undo your move by typing U -- even if Undo doesn't normally work on your system! Type X to exit.

Fishing Uillage

Moves: 160



Part Foozle

Score: 197

[Your score has just gone up by 18.]

>get broom

You pick up the broom.

>get up

You get up from the card table.

>s

**Wharf**

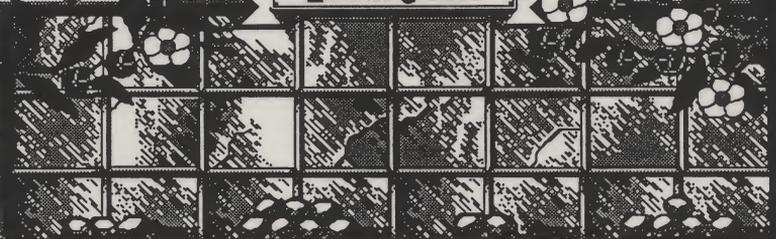
>e

**Fishing Village**

You can see a dusty slate here.

>

# Snarfem



1

2

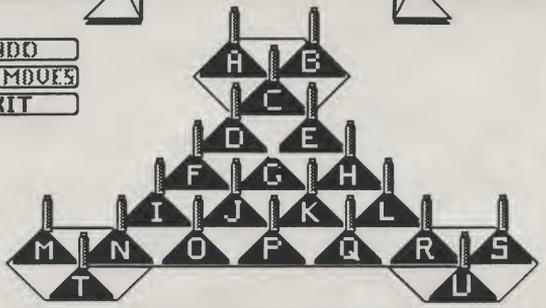
3

4

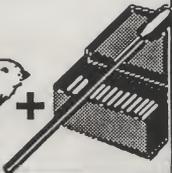
Type a number to select the pile from which you'd like to remove a pebble or pebbles.

# Peggleboz

- UNDO
- SHOW MOVES
- EXIT



Type the letter corresponding to the peg you'd like to move. Type X to exit Peggleboz, Y to display your moves so far, Z to reset the board.



FROBESIU8 FUBLIU8 (9-9)



FRÖBESIUŠ FUBLIUŠ (9-9)

Exit

Moves: 103

Flatheadia

Score: 130



we must do something ceremonial. I have it! A dedication! We'll give everyone in the kingdom a year off and invite them to the Fublio Valley..."

Someone thrusts a platter of hellhound bones into your hands. "Bring this to the scullery, servant!" An insistent finger points northeast.

>RESTORE

Okay, restored.

Exit

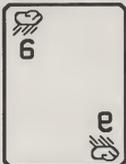
A wide underground road runs north and south. There's an eye-catching sign next to a tunnel leading west.

>

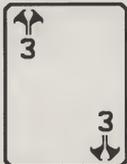
## Double Farucci

Jester's Score: 000

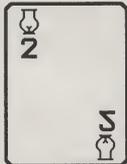
Your Score: 000



DISCARD



1



2



3



4

&gt;DRAW

REVERSE

COMBINE

SINGLE-PLAY

IONIZE

DISCARD

TRUMP

PASS

DOUBLE-PLAY

CHEAT

DIVIDE

UNDERTRUMP

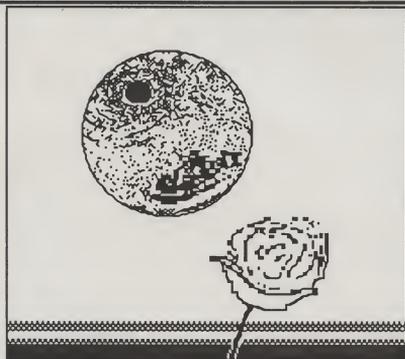
OVERPASS

MUTTONATE

RESIGN

Use the arrow keys -- or the U, D, L and R keys -- to highlight a play, then hit the RETURN/ENTER key. Or, if you have a mouse, you can use that to select your play.]

## Encyclopedia Frobozzica



Zilbeetha

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Zilbeetha, a beautiful maiden, somehow angered an evil mage, and was placed under enchantment and turned into a crystal orb on the very day that she was to be wed. The heartbroken groom, who is always depicted holding a fragile bloom, sought help from the wizard's goodly twin. The good wizard [MORE]

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and a make of **nop**

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trickery for the  
entertainment of king and  
court. The most recent  
Royal Jester, the favorite  
of Lord Wurb Flathead, is  
named Barbazzo Syovar  
Fernap."

# the Fublio valley

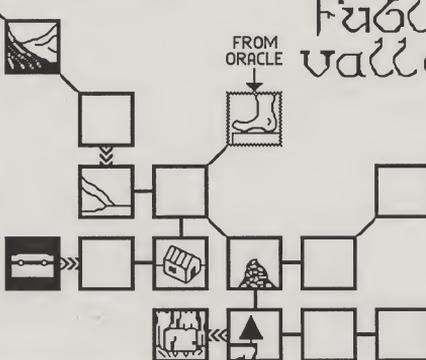
FROM ORACLE



**LEGEND**

NORMAL PASSAGE    -DOWN->

                         <-UP-

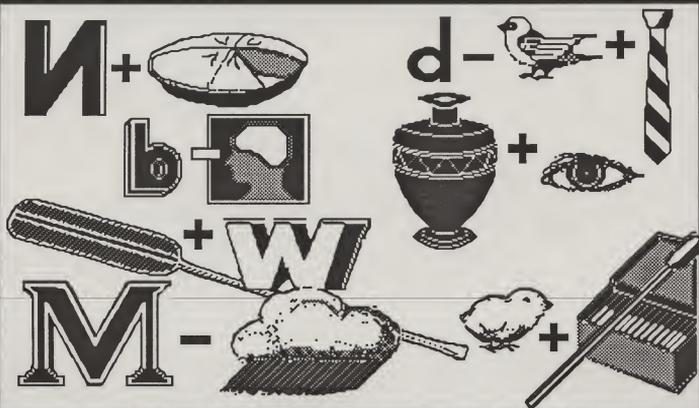


Z-Zero



FROBESIVS FUBLIVS (?-?)

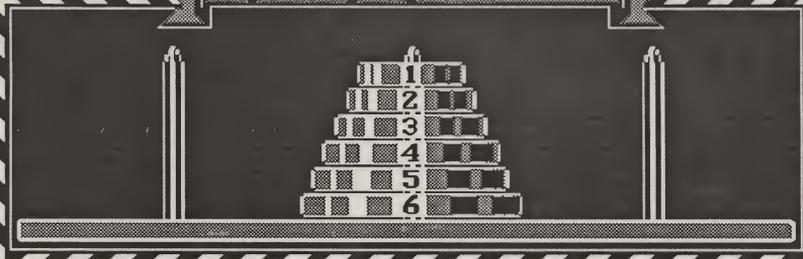
Z-Zero



FROBESIVS FUBLIVS (?-?)

Z-Zero

### Tower of Bozbar

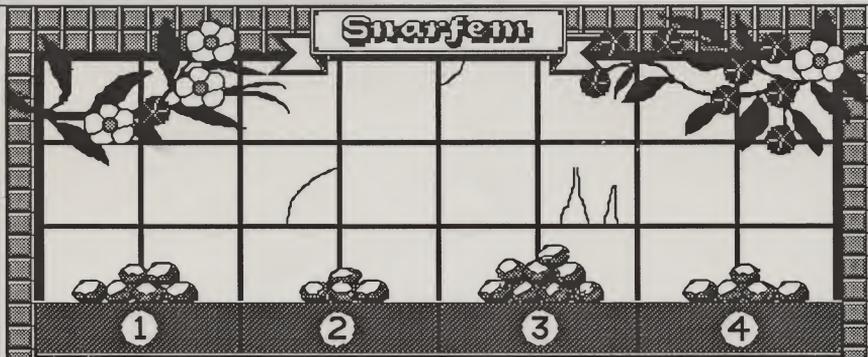


Opening the door reveals a tiny nook containing a Tower of Bozbar: 3 pegs and 6 cylindrical weights ranging from a 1-ugh to a 6-ugh weight.

Type the number of the weight you want to move, followed by the peg you want to move it to: L, C, or R. You can Undo your move by typing U -- even if Undo doesn't normally work on your system! Type X to exit.

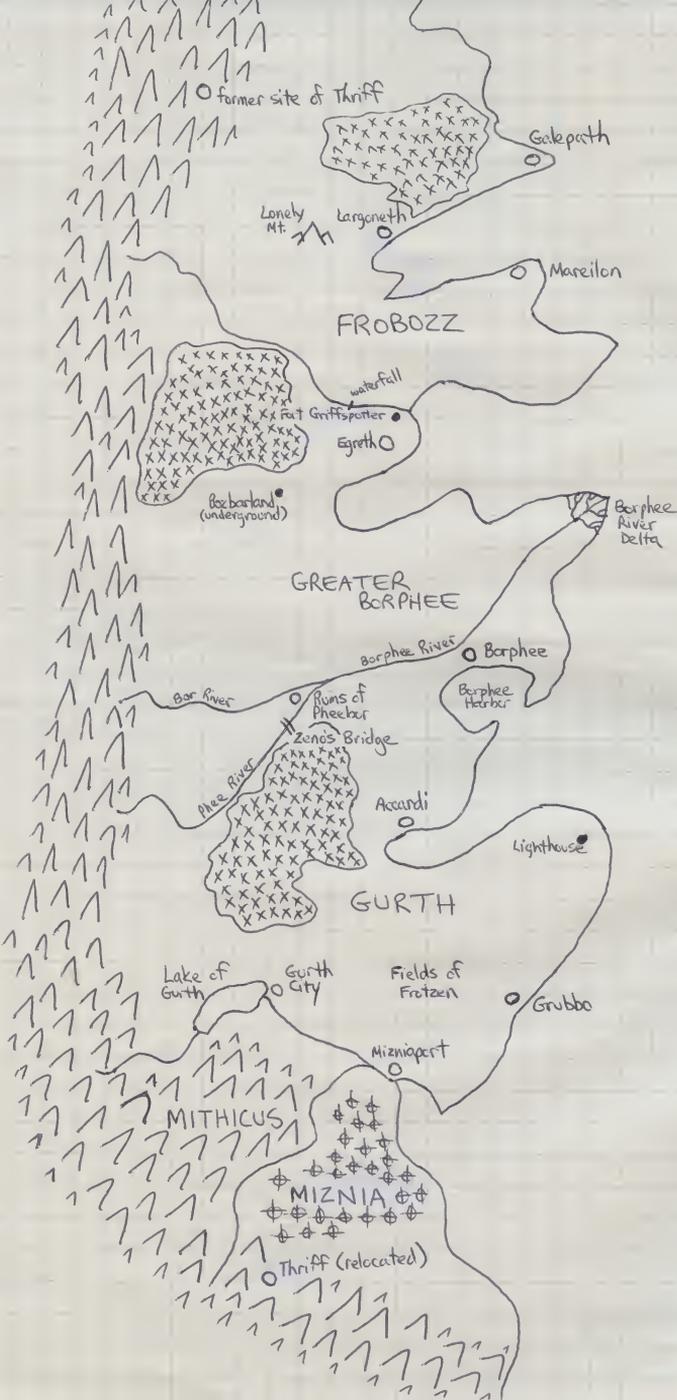
Z-Zero

### Snarfem



Type a number to select the pile from which you'd like to remove a pebble or pebbles.

Kovalli Desert



The Fl  
Oc

Also o  
The Gre

Legend

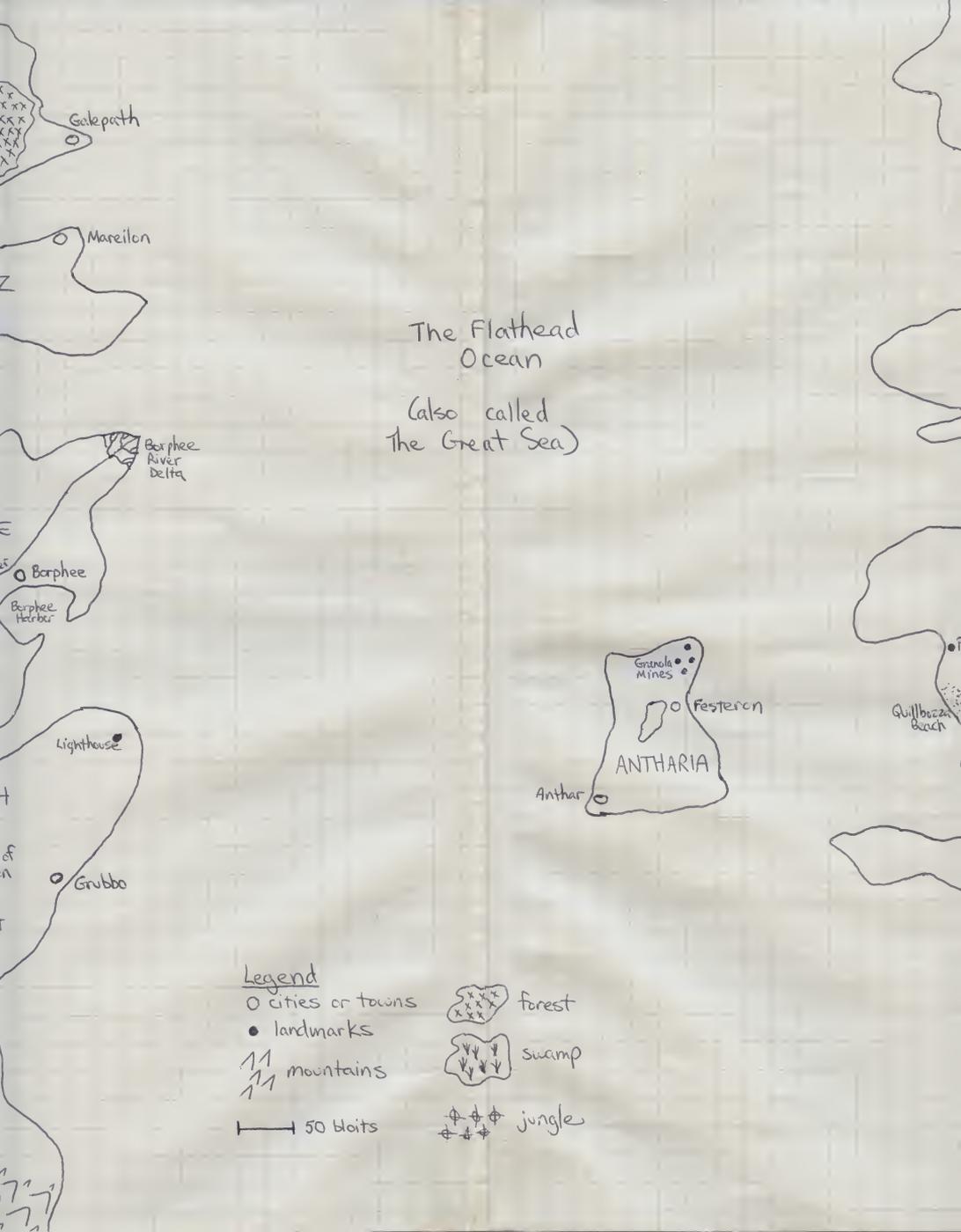
○ cities or towns

● landmarks

== mountains

— 50 bloits





Galepath

Mareilon

The Flathead Ocean  
(also called  
The Great Sea)

Borphee River  
Delta

Borphee

Borphee Harbor

Lighthouse

Grubbo

Granola Mines

Festeron

ANTHARIA

Anthar

Gullbezza Beach

Legend

○ cities or towns

● landmarks

^^ mountains

^^ mountains

— 50 bloits



forest



swamp



jungle

Flathead Ocean  
(called Great Sea)

THE GRAY MOUNTAINS

Flathead Fjord

to Summer castle



Port Fosse

Quillbozza Beach

Land of Shadow (underground)

Royal Museum (underground)

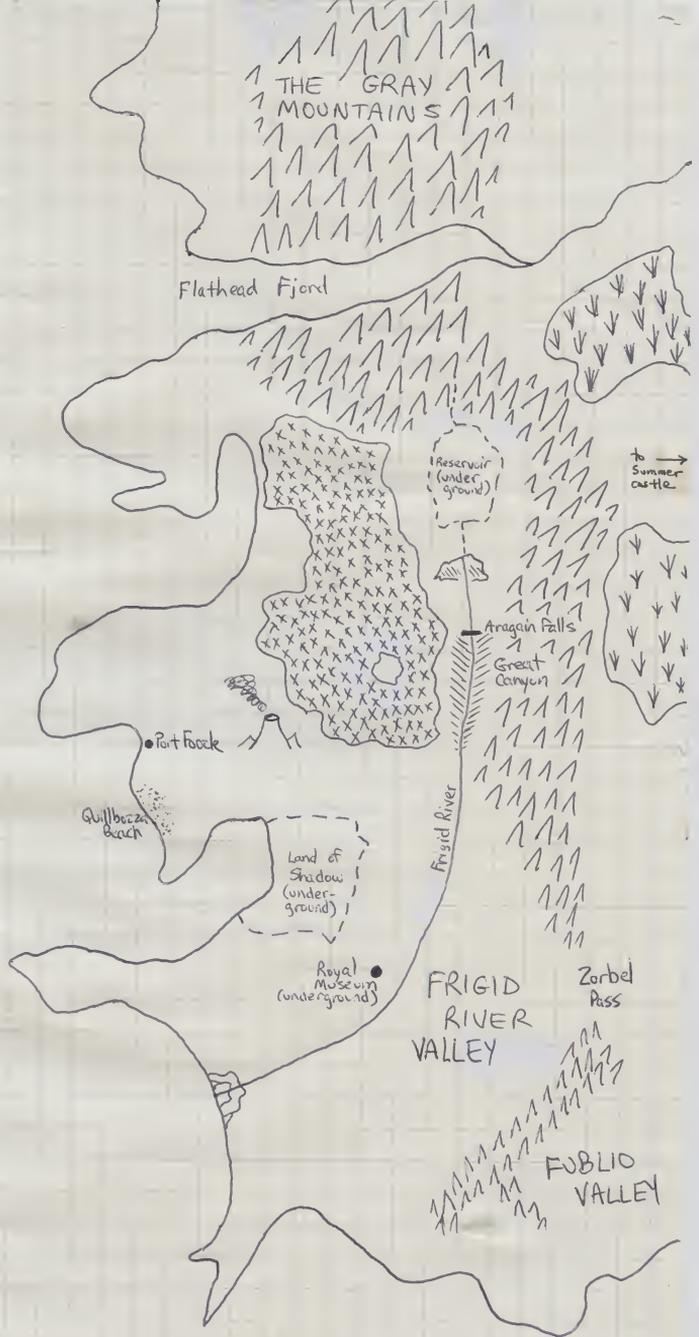
Frigid River

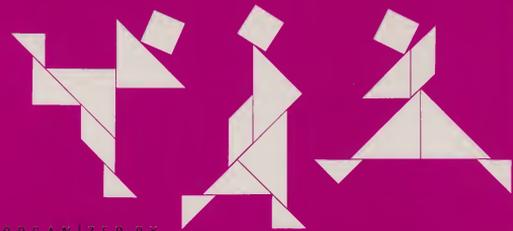
FRIGID RIVER VALLEY

Zorbel Pass

FUBLIO VALLEY

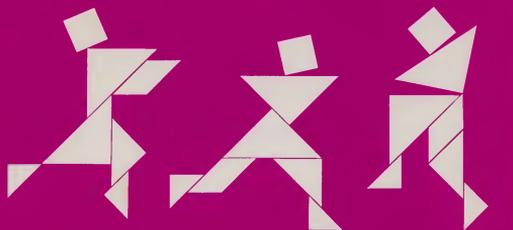
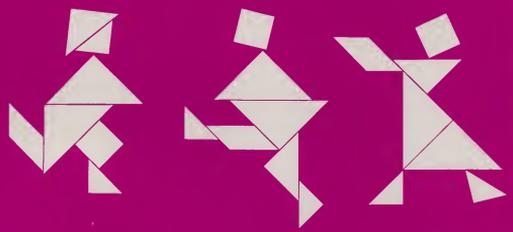
- forest
- swamp
- jungle





ORGANIZED BY

CRAFT & FOLK ART MUSEUM  
LOS ANGELES



# PUZZLES OLD AND NEW

Head Crackers, Patience Provers,  
and Other Tactile Teasers

This is the first exhibition to examine puzzles as they relate to a variety of disciplines including decorative arts, mathematics, psychology, and anthropology. Its aim is to explore the history, meanings, and design of mechanical puzzles.

PUZZLES OLD AND NEW is organized according to the types of mechanical problems the puzzles pose, or according to the *object* of the puzzle. The classification of puzzles is a complex and unresolved quandary itself, and some fall into more than one category. While the puzzles shown here are clearly physical objects, involving spatial as well as conceptual logic, puzzles in general can be defined to include picture, word, and mathematical problems, riddles, and dilemma tales such as the Uncle Remus stories. Puzzles can also be related to recreational objects such as games, toys, and magic tricks. The process of puzzling entails thought and imagination, play and serendipity, trial and error, knowledge and observation.

For the purposes of this exhibition, a *mechanical puzzle* is a device composed of one or more parts which involves a problem for one person to solve by manipulation, using some combination of logic, insight, luck, patience, and dexterity.

Display cases feature various mechanical puzzle types and offer some historical information. For example, puzzle jugs predate the Industrial Revolution by centuries, and the 1976 Rubik's Cube is shown with the many versions and new puzzles it inspired. We are often limited by the documentation available to us, for relatively few existing puzzle objects are known to be over 200 years old, and only a small number of types are known to have been invented before 1700. Most of the ones shown here were made after 1850. Some mechanical puzzles may be looked upon as adaptations of older mathematical, picture, or other problems. In some instances it can be assumed that similar ideas found in different locations at different times were the result of independent invention; in others, it is more likely that puzzles were distributed through cultural exchange. There is, however, more to history than the evolution of types. Just as the evolution of literacy cannot be reduced to the development of book-making and the printing press, so the history of puzzles is not limited to the appearance of various types, as important as these may be.

Puzzles are made to be handled and those exhibited here show signs of use. To avoid the frustration of having these provocative objects behind glass, touchable puzzles are provided. Each visitor is encouraged to experiment and experience the congenial, engaging world of puzzles, and to make new discoveries in the process.



## THE ART IN PUZZLES

Folk art, craft, and industrial design come together in puzzles. They are homemade, or skillfully handmade, or produced in quantities by machine. Traditional designs survive over centuries; surface decoration reflects cultural taste and symbolism. Form responds directly to puzzle ideas and may be visually striking even in the simplest versions.

Aside from the beauty of fine craftsmanship, puzzles frequently require careful fitting of parts or exact matching of dimensions. Some seem connected to workers in a particular craft: puzzle locks and the *impossible* joinery of wooden trick objects, for example. However, ingenious designs like those of Akio Kamei are highly valued for the combination of innovative ideas with careful construction, beautiful finish, and clever presentation.

Decoration and design serve to stimulate and engage people in the visual and tactile pleasures of working a puzzle. Decorative motifs, intricate carving or inlay, elegant materials, and intriguing shapes lend aesthetic value to these objects. Paper puzzles, puzzle boxes, and books of puzzle problems are beautifully printed with words and pictures, much as Chinese ivory puzzles are carved with scenes and symbols, giving lively narrative to abstract puzzle ideas. Puzzles manufactured of plastic or potmetal are made attractive with whimsical shapes or brilliant colors. Inscribed patterns conceal the true nature of turned ebony balls, making it more difficult to get inside, but also inviting touch and examination.

Puzzle enthusiasts have described a kind of aesthetic satisfaction derived from inventing or solving a demanding puzzle. There occurs an interaction between eye, hand, and mind in which sophisticated arrangements of shape and volume, patterns of movement, or logic systems are understood. Systems and patterns can be enlightening when they are unexpected or deviate from previous experience. Puzzle solving is a creative process with its own rewards.



*Secret-opening balls, ca. 1860-1890, England; turned ebony, one with inlaid ivory; 2, 2 1/2, and 3 inches in diameter; L. Edward Hordern collection*

## THE SOCIAL EXPERIENCE

A most puzzling feature of puzzles is precisely what makes them of such enduring fascination. Some, like the tangram, puzzle jugs, and Chinese rings, have traveled great distances and have been widely played for centuries. Indeed, there is not a society known to us which does not value the acts and arts of puzzling, whether these are associated with the practices of storytelling, magic, religion, or science.

Whereas in games people play against one another, and other players influence the outcome of the game, in mechanical puzzles one is face to face with the problem, pitted as an individual against these mechanical odds. When working on a puzzle, the player may imagine exploring the North Pole and battling the elements depicted there. But no other person is privy to this battle. An important dimension of interest in mechanical puzzles is the lure of privacy.

Puzzles do nonetheless enter into competitions, networks of communication, and group entertainment. There have been international contests among players trying to solve Rubik's Cube in the shortest amount of time (a matter of seconds at the highest levels). In 1889, American newspapers carried accounts of the latest sensation, Pigs in Clover, a simple dexterity puzzle. It obsessed everyone from Wall Street bankers to office boys, from ministers to *society belles*.

Puzzles are purchased, owned, used to gauge ingenuity or prowess, talked about by friends. Ancient Greek and Medieval European puzzle vessels were probably brought out by prankster hosts to mystify or embarrass guests. Selling puzzles in boxed groups, beginning with the Chinese-made *Sunday Boxes* and continuing today, reflects interest in group pastimes. Puzzles link up with social styles; like clothing, they are susceptible to vogues and irrational whims.

Puzzles have always been associated with folklore and storytelling. Some mechanical puzzles, such as The Goat and the Cabbage, depend on a story to pose the mechanical problem. Legends describe the origins of some puzzles. There are several stories about Chinese rings, for instance, in China and in Finland, where they were later introduced. According to legend, Napoleon invented peg solitaire during his imprisonment at Elba. In the late 19th century, puzzle designer and author of popular magazine articles, Sam Loyd, concocted an elaborate, pseudo-scholarly history of the tangram. His fake account succeeded in fooling many people for years, including another prominent puzzlist, H. E. Dudeney. Other puzzles simply were packaged with exotic or enticing stories to generate interest.



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*Secret-opening balls, ca. 1860-1890, England; turned ebony, one with inlaid ivory; 2 1/2, and 3 inches in diameter; L. Edward Hordern collection*

## THE SOCIAL EXPERIENCE

A most puzzling feature of puzzles is precisely what makes them of such enduring fascination. Some, like the tangram, puzzle jugs, and Chinese rings, have traveled great distances and have been widely played for centuries. Indeed, there is not a society known to us which does not value the acts and arts of puzzling, whether these are associated with the practices of storytelling, magic, religion, or science.

Whereas in games people play against one another, and other players influence the outcome of the game, in mechanical puzzles one is face to face with the problem, pitted as an individual against these mechanical odds. When working on a puzzle, the player may imagine exploring the North Pole and battling the elements depicted there. But no other person is privy to this battle. An important dimension of interest in mechanical puzzles is the lure of privacy.

Puzzles do nonetheless enter into competitions, networks of communication, and group entertainment. There have been international contests among players trying to solve Rubik's Cube in the shortest amount of time (a matter of seconds at the highest levels). In 1889, American newspapers carried accounts of the latest sensation, Pigs in Clover, a simple dexterity puzzle. It obsessed everyone from Wall Street bankers to office boys, from ministers to *society belles*.

Puzzles are purchased, owned, used to gauge ingenuity or prowess, talked about by friends. Ancient Greek and Medieval European puzzle vessels were probably brought out by prankster hosts to mystify or embarrass guests. Selling puzzles in boxed groups, beginning with the Chinese-made *Sunday Boxes* and continuing today, reflects interest in group pastimes. Puzzles link up with social styles; like clothing, they are susceptible to vogues and irrational whims.

Puzzles have always been associated with folklore and storytelling. Some mechanical puzzles, such as The Goat and the Cabbage, depend on a story to pose the mechanical problem. Legends describe the origins of some puzzles. There are several stories about Chinese rings, for instance, in China and in Finland, where they were later introduced. According to legend, Napoleon invented peg solitaire during his imprisonment at Elba. In the late 19th century, puzzle designer and author of popular magazine articles, Sam Loyd, concocted an elaborate, pseudo-scholarly history of the tangram. His fake account succeeded in fooling many people for years, including another prominent puzzlist, H. E. Dudeney. Other puzzles simply were packaged with exotic or enticing stories to generate interest.



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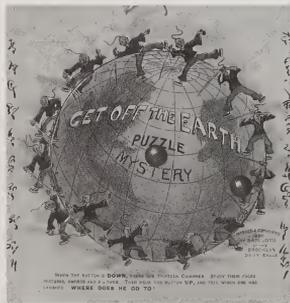
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## CULTURAL VALUES

Puzzles reflect what French historians have called the *mentalité* of their times. They show patriotism, cultural and racial prejudice, ideas about family life, and fascination with exotic places. Pick the Pickaninnies, for example, documents racial prejudice, both in title and design. The object is to fold the card so that all the white children are covered, leaving only the black children showing. As with other cultural manifestations, puzzles illustrate the world views of their makers and their audiences, whether pernicious stereotypes or high-minded ideals.

Especially since the end of the 19th century, puzzles have referred to historical events, political problems, and foreign affairs. The Panama Canal, World War I, Teddy Roosevelt's exploits in Africa, or the battle of Manila Bay are represented quite explicitly. One striking example of a political puzzle depicts a difficult situation in the cabinet: *Blocks of Five, or the Administration Puzzle. Blaine is in. How can (President) Harrison get him out?* The configuration of the pieces is conceived in terms of the real political dilemma, which everyone can work on because it takes the form of a puzzle. Other examples are the Franco-Russian Alliance Puzzle, subtitled *New Internal Predicament*, and the Capitol and Labor Puzzle of 1910 which demonstrates *How these great world forces can get over the River Trouble, continue their journey and do their work if guided by the skillful hand of Arbitration*. Puzzles help make political and cultural processes tangible by representing them as problems.



*Get Off the Earth, patented and copyrighted 1896, designer: Sam Loyd, publisher: Brooklyn Daily Eagle, New York, U.S.A.; printed paper; 6 3/4 x 6 3/4 inches; Jerry Slocum collection*

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*Curatorial team:*

Organizing curator: Sharon K. Emanuelli  
Research curator: Jerry Slocum  
Exhibition designer: Jack Botermans  
Researcher: Joan Benedetti  
Exhibition assistant: Ellen Ireland  
Consultants: Benjamin Kilborne  
Martin Gardner

Brochure text: Sharon K. Emanuelli and Benjamin Kilborne,  
with science section by Martin Gardner

The exhibition is accompanied by the book **PUZZLES OLD AND NEW: How to Make and Solve Them** by Jerry Slocum and Jack Botermans; published by Plenary Publications International bv, De Meern, The Netherlands, and ADM International bv, Amsterdam; and distributed in North America by University of Washington Press, Seattle.

*Lenders to the exhibition:*

|                             |                      |
|-----------------------------|----------------------|
| Allan Boardman              | Nobuyuki Yoshigahara |
| Lt. Cdr. Laurie Brokenshire | and                  |
| Stewart Coffin              | The Panhandle-Plains |
| Solomon W. Golomb           | Historical Museum,   |
| Richard Hess                | Canyon, Texas        |
| L. Edward Hordern           |                      |
| Sabu Oguro                  |                      |
| Eileen Scott                |                      |
| Jerry Slocum                |                      |

*Exhibition tour:*

Craft and Folk Art Museum, Los Angeles, California  
November 26, 1986 – February 22, 1987

The MIT Museum, Massachusetts Institute of Technology,  
Cambridge, October 20 – January 3, 1988

The Hudson River Museum, Yonkers, New York  
July 22 – September 27, 1987

The Ontario Science Center, Toronto  
January 25 – March 13, 1988

## PUZZLES IN THE INDUSTRIAL AGE

The modern history of puzzles parallels industrialization. The Industrial Revolution in Europe and the United States dates roughly from the late 1700s with the first machinery for spinning thread and weaving cloth, the invention of steam engines, and experiments in mass production. Lifestyles changed rapidly. Rural life and handwork were forsaken for the lure of growing cities and factory employment. World trade had been conducted by land and sea for centuries, but communication and trade were profoundly affected by the advent of the railroads that linked nations in Europe and helped unify the United States after the Civil War. Newspapers became highly profitable enterprises and their circulation grew many times over. With increased literacy, advertising boomed and the concept of *public opinion* emerged. The *Industrial Age* was celebrated in 1851 with the First Great International Exhibition at the Crystal Palace in London. Such international fairs signaled the existence of mass markets.

Individual accomplishment and invention dramatically affected the way things were done by many. Man's needs became problems to solve; discoveries of new solutions succeeded one another at increasingly rapid pace. The Eiffel Tower, built in 1889, symbolized the enormous potential of mechanical engineering, stimulating popular interest in construction. In the 19th century science became an increasingly prominent social force. Even within the 20th century, we have gone through several radical changes in our perception of the universe.

Although puzzles had intrigued people in ancient times, by 1800 Georg H. Bestelmeier, a German, was issuing catalogs of puzzles and toys for sale to a popular market. Most likely, Chinese puzzles first made their way to the West in significant numbers by ship in the late 1700s. By 1820, ivory and wood puzzles were handmade in China, packaged as sets in decorative lacquered boxes, and distributed in Europe and North America. There were numerous European and American puzzle companies with international markets by 1890. Japan was exporting quantities of wooden figure puzzles and secret-opening boxes by 1930.

Puzzle ideas increased in direct proportion to invention and scientific discovery. Puzzles also became popular means of advertising products and commemorating events, an indication that mass production, cheap technology, and newspaper cartoons had affected their packaging, distribution and, consequently, their popularity. Perhaps, too, since the rise of machines and the broader influence of science placed emphasis on discovery, analysis, and problem-solving, mechanical puzzles mirrored more of common experience than in previous times.



## PUZZLES IN EDUCATION

Also contributing to the proliferation of puzzles was a growing interest in education in Western countries. Inspired by such 18th century writers as John Locke and Jean Jacques Rousseau, educators sought to use children's natural curiosity and playfulness to teach both moral wisdom and practical knowledge. The first jigsaw puzzles, made around 1760, were maps glued to wood and cut apart. They were promoted as entertaining ways to learn geography and were related to a whole genre of Victorian board games with instructional intent. The mid-19th century kindergarten movement, begun by Friedrich Froebel in Germany, made use of educational toys with which small children could learn while they played. Years later, a friend of Froebel's convinced industrialist F. Adolph Richter to make better quality building blocks. His Anchor blocks and puzzles were sold internationally between 1882 and 1965.

In Italy, in the early 20th century, Maria Montessori made use of puzzles in nursery schools, stressing the importance of trial and error to learning. Teachers acted as guides to the youngsters' own investigation to encourage development of thinking skills as well as physical coordination and perception. More recently, Erno Rubik invented his rotating cube to give his architecture students more experience with three-dimensional objects. Puzzles are frequently associated with educational research and testing for stages of mental development. However, despite the commonly held idea that education is concerned with logic, clarity, and reason, puzzles remind us that equally important (some would say more so) is the mental activity of puzzling itself.



*Circular Puzzle (Anchor Puzzle No. 7), 1891-1899, F. Ad. Richter & Co., Rudolfstadt, Germany; kaolin clay, printed paper, cardboard; 5/8 x 3 1/2 x 3 1/2 inches; Jerry Sloucm collection*

## PUZZLES AND SCIENCE

It should not be surprising that many top mathematicians and scientists are fascinated by recreational puzzles. What is math if not the solving of abstract puzzles, or science, if not the solving of puzzles posed by nature? The challenge of the puzzle is, in fact, an important part of what drives the scientist on. A Nobel Prize-winning physicist, Richard Feynman, feels his great contributions to quantum mechanics are a result of a lifelong passion for puzzle solving. "During high school," he writes in his autobiography, "every puzzle that was known to man must have come to me. Every... crazy conundrum that people invented, I knew."

The great mathematician and philosopher, Gottfried Leibniz, who with Isaac Newton invented the calculus in the late 17th century, wrote about his pleasure in working on peg solitaire problems. Topology and graph theory had their origins in Leonhard Euler's 18th century analysis of a popular puzzle about traversing the seven bridges of Koenigsburg, Germany, without going over the same bridge twice. The marvelous textbooks of computer scientist Donald Knuth bristle with puzzle exercises. One could make a long list of eminent mathematicians whose work on seemingly trivial play problems led to some of their greatest discoveries.

Although puzzles are invented mainly to entertain, they also instruct. The concept of *parity*, dividing a mathematical structure into two parts that can be identified with odd and even numbers, is essential in both mathematics and physics. There may be no better way to teach it than to give a student Sam Loyd's famous 14/15 Puzzle. And there may be no better way to teach group theory, a branch of modern abstract algebra, than by way of Rubik's Cube; or the binary gray code, a basic computer notation, than by showing how neatly it solves the Tower of Hanoi and the Chinese Rings.

Puzzles of the sort you see in this display have another important use today. Experts in cognitive psychology, trying to understand how human minds work, and experts in artificial intelligence, trying to build computers that think like humans, have found traditional puzzles indispensable in their research on creative thinking.

Philosopher-logician Raymond Smullyan tells of a phone call from a friend whose son was enjoying one of Smullyan's puzzle books. "He loves your book," the friend said in a conspiratorial tone, "but when you speak to him, don't let him know he's doing math. He hates math!"



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## PUZZLE CLASSIFICATION

- 1. PUT-TOGETHER PUZZLES:** Putting the object together is the puzzle.
  - a) Two-dimensional assembly puzzles
  - b) Three-dimensional assembly puzzles
- 2. TAKE-APART PUZZLES:** Opening or taking the object apart is the puzzle.
- 3. INTERLOCKING SOLID PUZZLES:** Disassembly and assembly are required to solve the puzzle.
  - a) Figures
  - b) Geometric objects
  - c) Three-dimensional jigsaw puzzles
  - d) Burr puzzles
  - e) Keychain puzzles
- 4. DISENTANGLEMENT PUZZLES:** The puzzle is to disentangle and re-entangle the parts of the puzzle.
  - a) Cast iron and sheet metal puzzles
  - b) Wire puzzles
  - c) String puzzles
- 5. SEQUENTIAL MOVEMENT PUZZLES:** The puzzle is to move parts of the object to a goal.
  - a) Solitaire puzzles
  - b) Counter puzzles
  - c) Sliding block puzzles
  - d) Rotating cube puzzles
  - e) Maze and route puzzles
- 6. PUZZLE VESSELS:** Filling the vessels, or drinking or pouring a liquid without spilling, is the puzzle.
- 7. DEXTERITY PUZZLES:** Manual dexterity is required to solve the puzzle.
- 8. VANISH PUZZLES:** The puzzle is to explain a vanishing or changing image.
- 9. IMPOSSIBLE OBJECT PUZZLES:** The puzzle is to discover how the object is made.
- 10. FOLDING PUZZLES:** The puzzle is to achieve a specified goal by folding.

