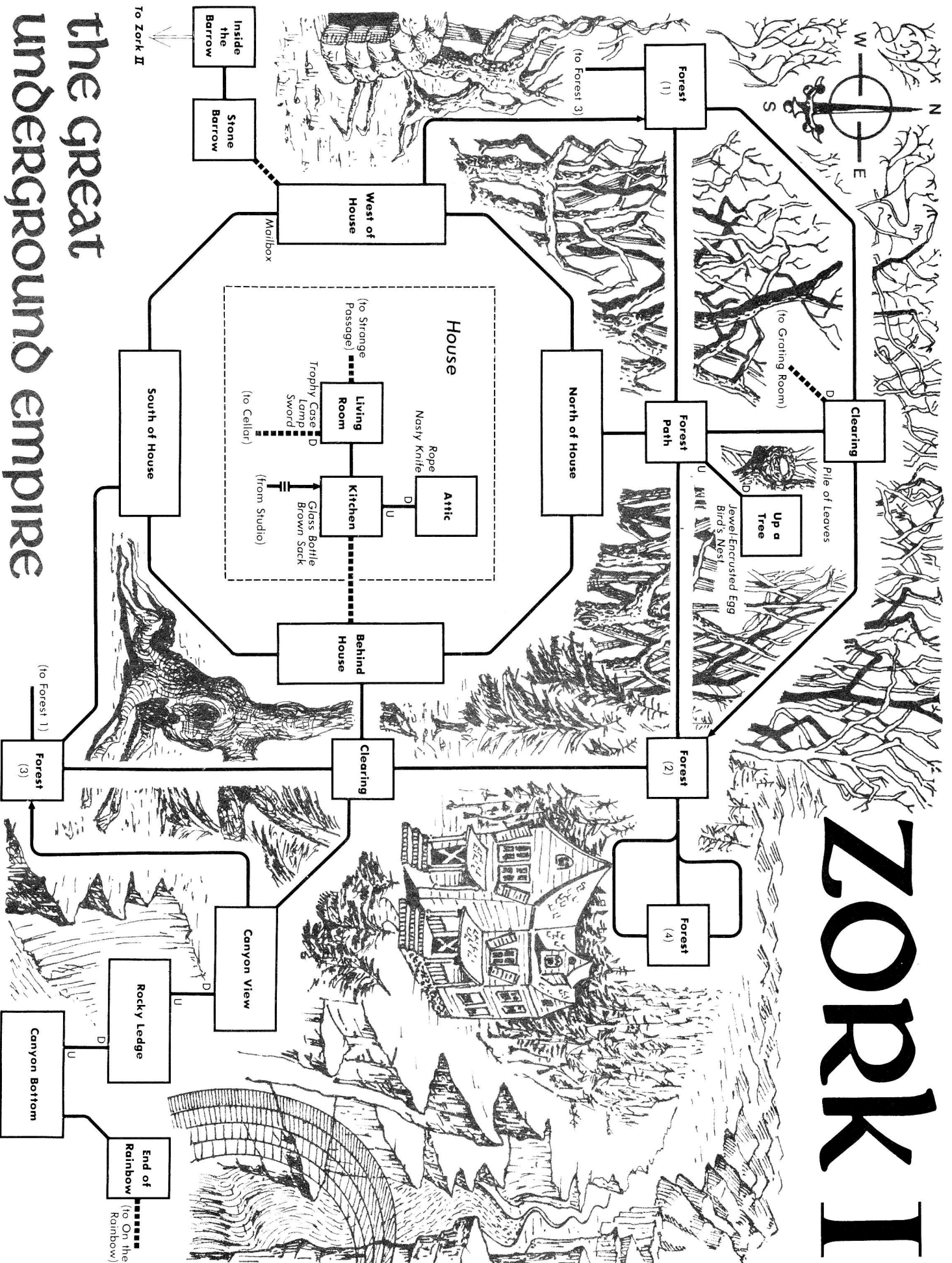


ZORK I



the great underground empire

To Zork II

Legend

- Normal passageway
- > One-way passageway
- Passageway requiring special equipment or problem-solving
- ||—— Narrow passageway (baggage limit)
- Passageway returning to room of origin

Notes: All horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN.

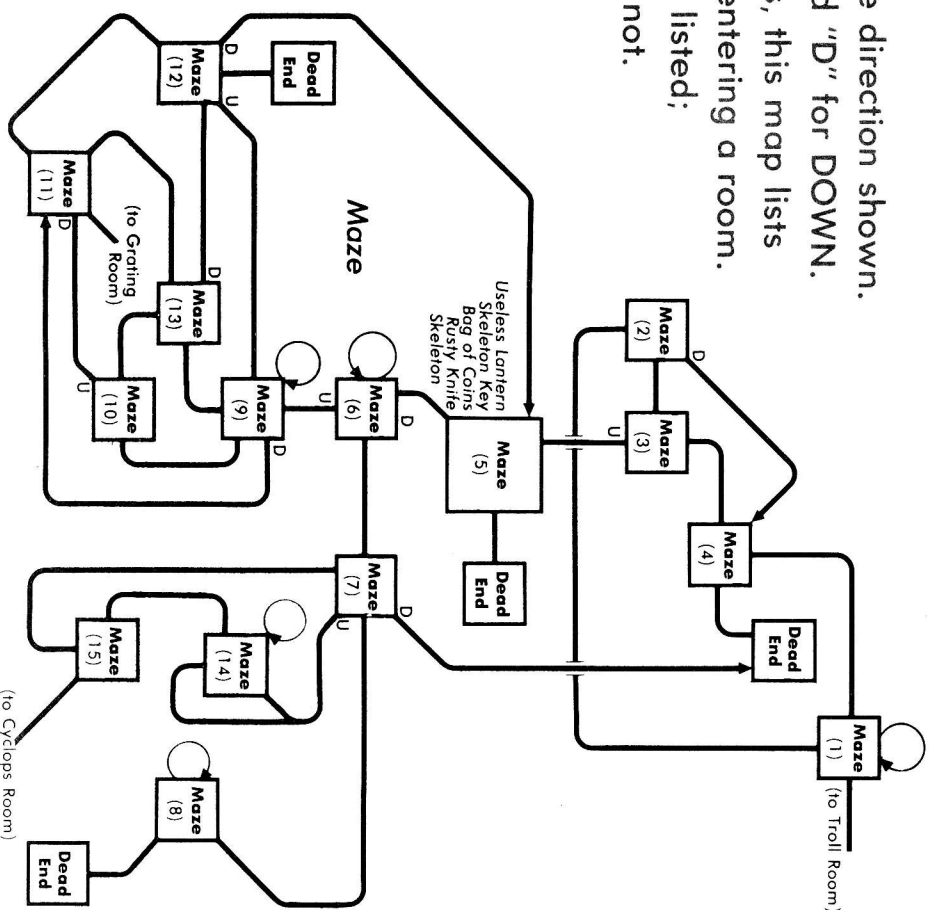
To avoid unnecessarily giving away problems, this map lists only those objects immediately visible upon entering a room. Only objects which can be taken or used are listed;

objects which are merely part of a room are not. Where more than one direction leads to the

same place, all are not necessarily shown.

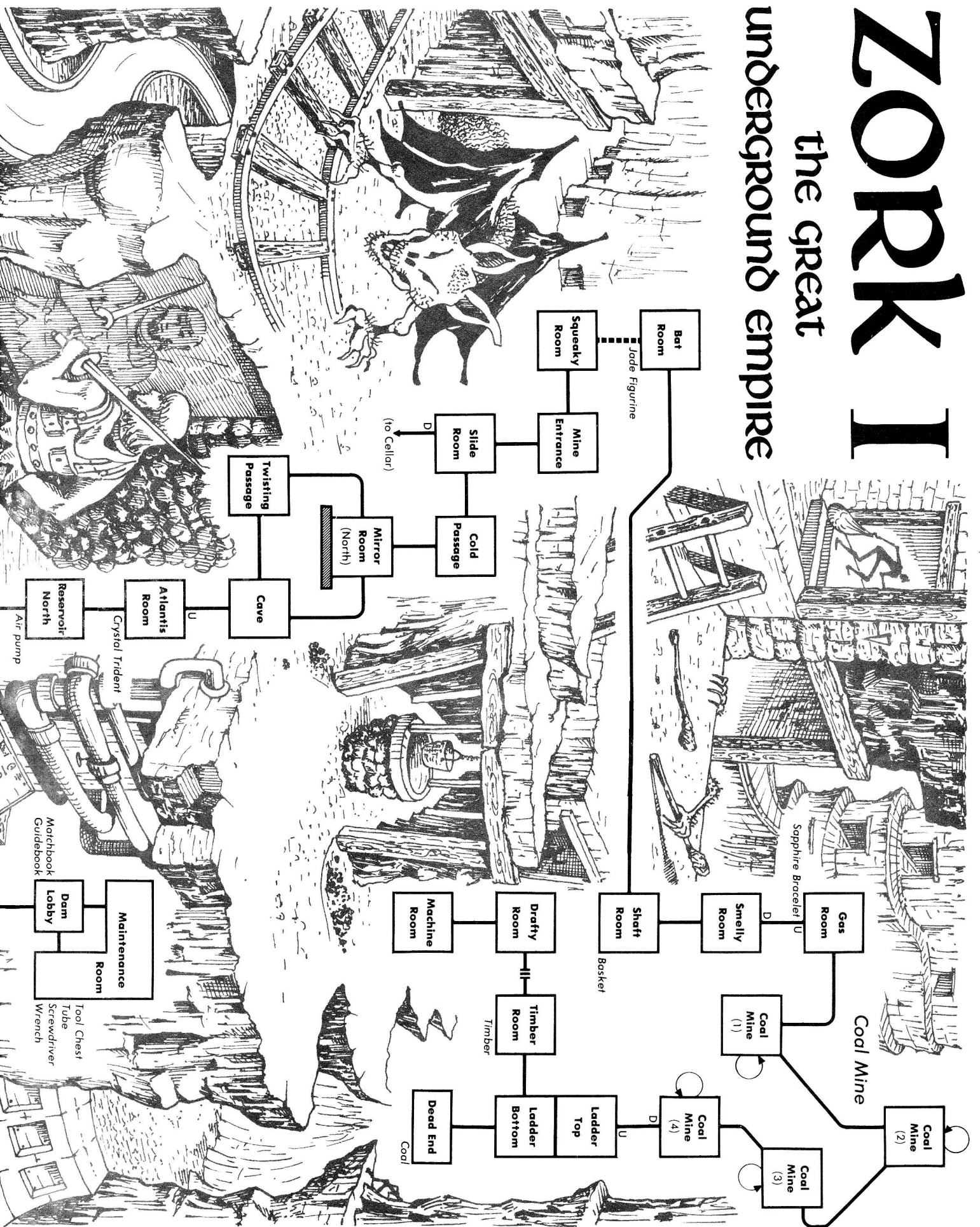
For information and price lists for other games and products write:

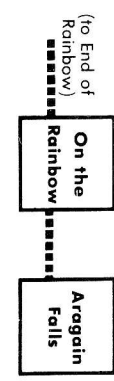
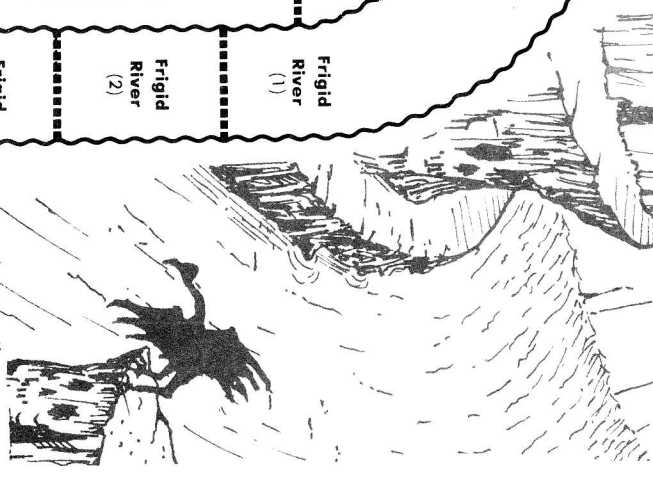
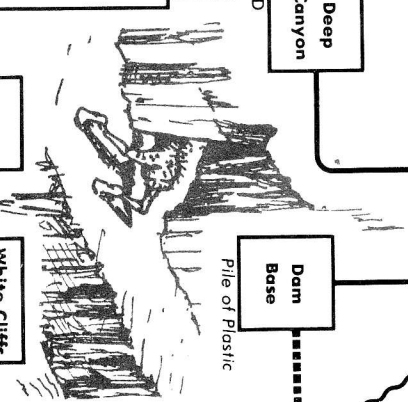
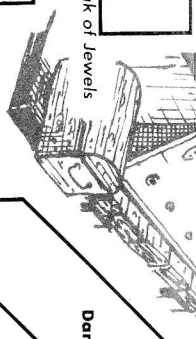
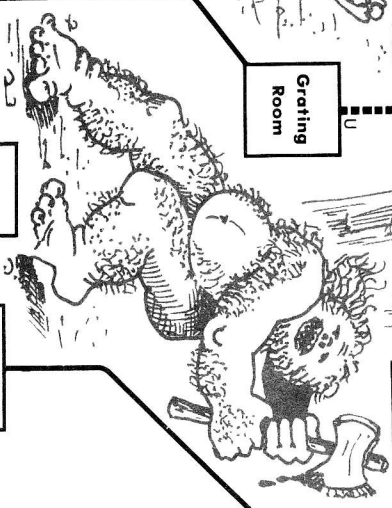
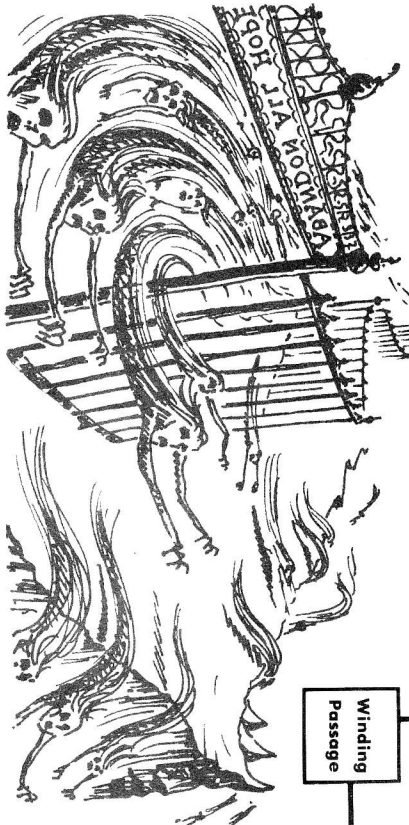
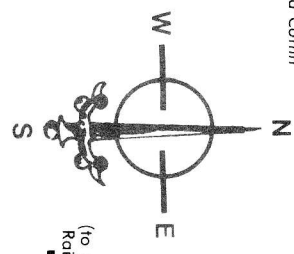
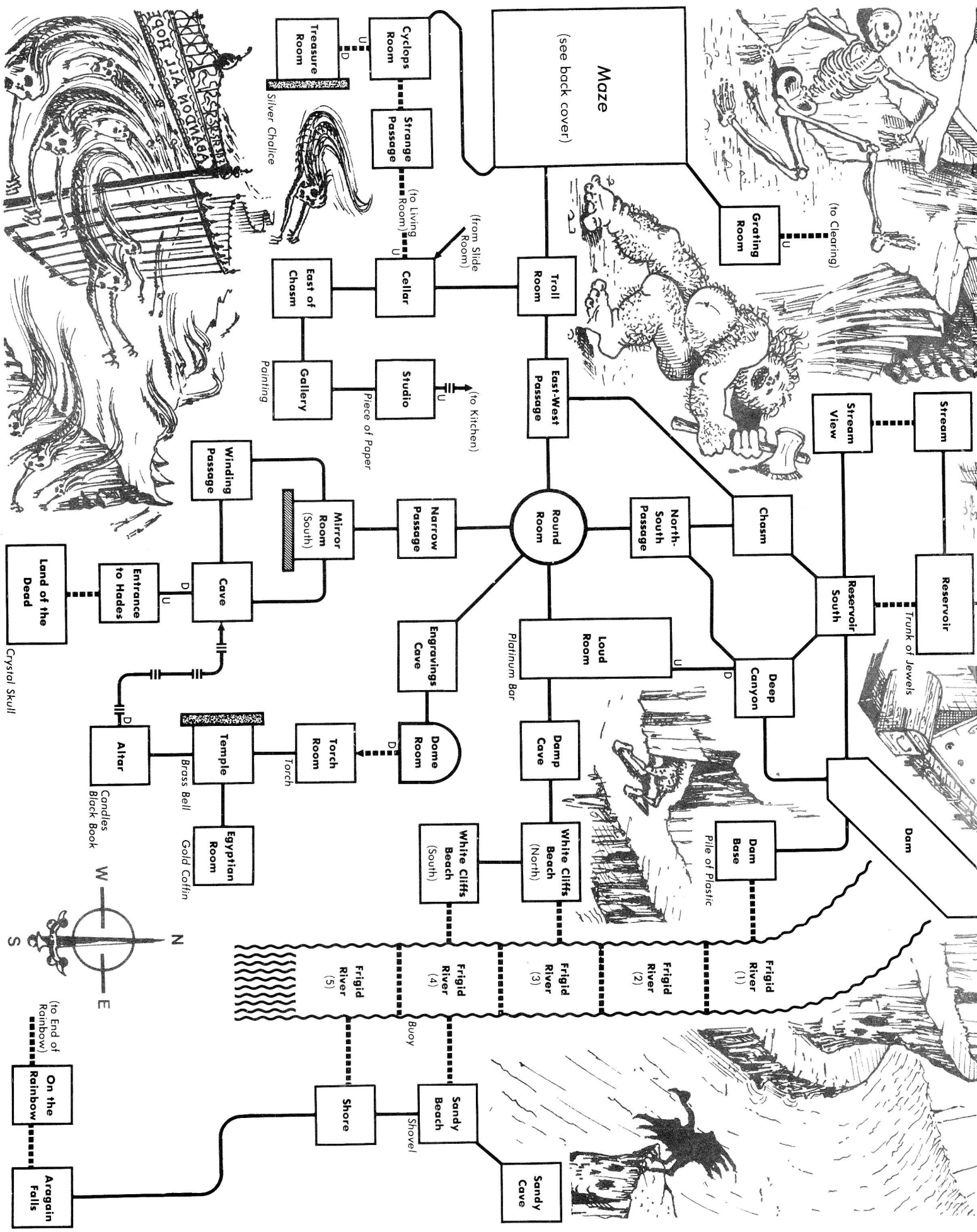
ZORK USERS GROUP
P.O. BOX 20923
MILWAUKEE, WI 53220-0923



ZORK I

the great
underground empire





Candle
Black Book

Entrance to Hades

Winding Passage

Gallery

Cellar

Troll Room

Land of the Dead

Crystal Skull

On the Rainbow

Aragain Falls

Temple

Cave

Mirror Room (South)

East of Chasm

Strange Passage

Cellar

Cyclops Room

Treasure Room

Egyptian Room

Alter

Dome Room

Engravings Cave

Loud Room

Reservoir South

Chasm

North-South Passage

White Cliffs Beach (South)

Damp Cave

White Cliffs Beach (North)

Platinum Bar

Deep Canyon

Reservoir

Trunk of Jewels

Dam

Frigid River (1)

Frigid River (2)

Frigid River (3)

Frigid River (4)

Frigid River (5)

Sandy Beach

Shore

Sandy Cave

Shovel

Bouy

Gold Coffin

Brass Bell

Candle

Black Book

Crystal Skull

Aragain Falls

On the Rainbow

To End of Rainbow

To Living Room

To Kitchen

To Clearing

To Slide Room

To Living Room

To Kitchen

Painting

Piece of Paper

Stream View

Stream

Grating Room

Maze

(see back cover)

Silver Choice