

Zork I – The Underground Empire

(download the game at <http://www.infocom-if.org/downloads/downloads.html>)

This is one of the oldest text adventure games that is still around, but many people think it's still a lot of fun. You play the role of an adventurer and you have to find interesting and valuable things. Most of the things you will find underground, but first you have to get into the house.

How the game works: You tell the computer what you want the hero to do. The computer understands some English, but not everything. You can:

- go east (or north, west, south, northeast, northwest, southeast, southwest, up, down) – or just: e, n, w, s, ne, nw, se, sw, u, d
- take something or drop it, examine, push, pull, move, eat, open, close, unlock, lock, throw, read, tie, turn on or turn off something, or put something somewhere
- attack or talk to people, or give them something

The game understands many more words than those, but not all. Other important commands are:

- inventory (or just: i) tells you what you are carrying
- look tells you where you are and what there is to be seen
- save lets you save your game so you can continue playing at some other time (it's a good idea to do that before you try anything dangerous), restore lets you load a previously saved game
- quit when you have finished playing

Example of play:

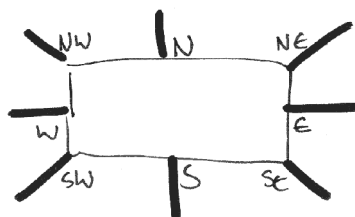
```
West of House                               Score: 0           Moves: 4
West of House
You are standing in an open field west of a white house, with a boarded front
door.
There is a small mailbox here.
>examine the mailbox
The small mailbox is closed.
>open it
Opening the small mailbox reveals a leaflet.
>take the leaflet
Taken.
>read the leaflet
"WELCOME TO ZORK!"
ZORK is a game of adventure, danger, and low cunning. In it you will explore
some of the most amazing territory ever seen by mortals. No computer should be
without one!"
>
```

The object of the game: Score points by finding items of treasure and by putting them inside your trophy case in the house. You also get points for solving puzzles and getting into places. To do all this, *you must read the text carefully! This is very important.*

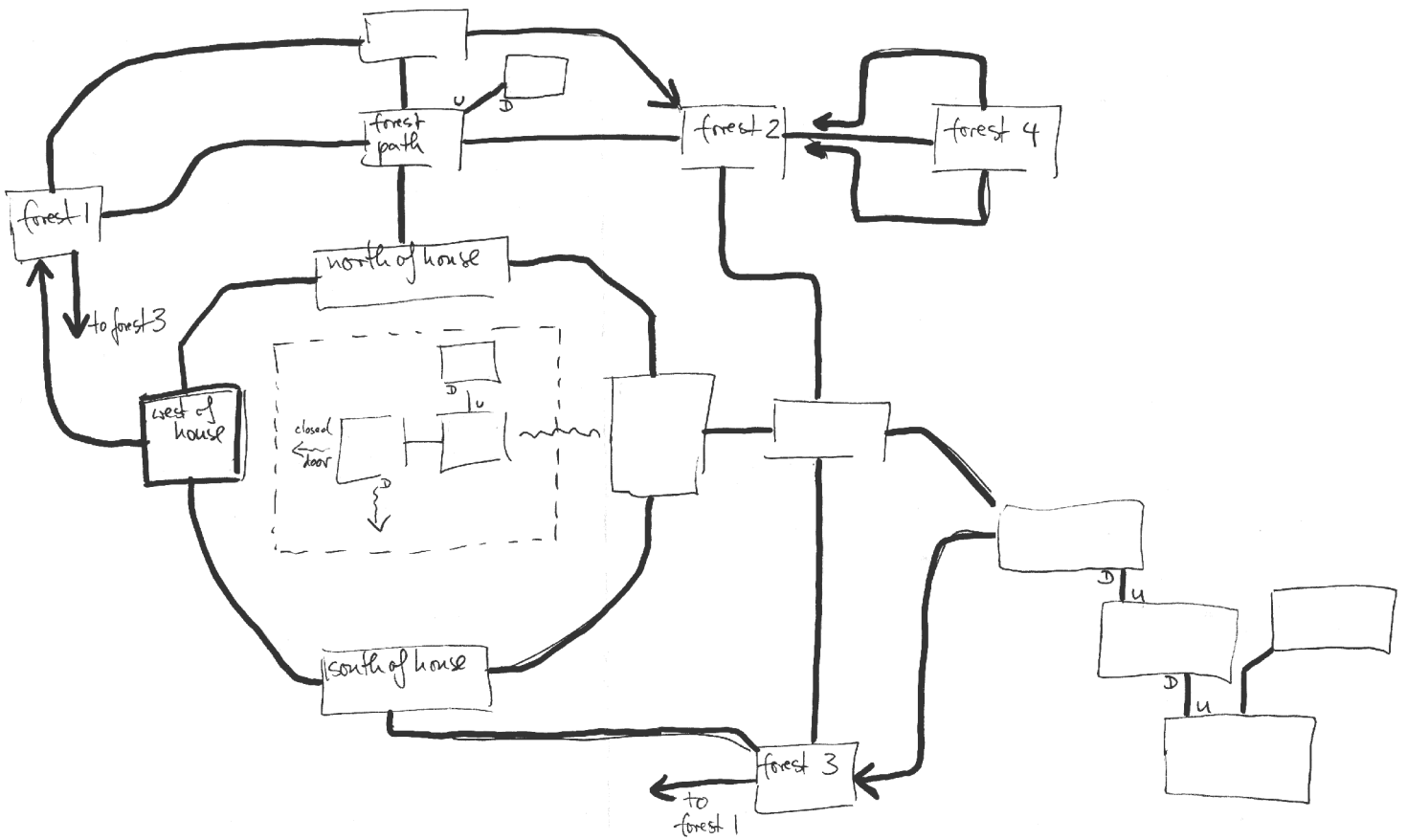
This is a list of all the treasure items that you can find or create or get through other means. Some of them you must also use in order to find others, so don't just put them away in your trophy case.

Jewel-encrusted egg • Clockwork canary • Beautiful painting • Platinum bar • Ivory torch • Gold coffin • Egyptian sceptre • Trunk of jewels • Crystal trident • Jade figurine • Sapphire bracelet • Huge diamond • Bag of coins • Crystal skull • Jeweled scarab • Large emerald • Silver chalice • Pot of gold • Brass bauble

It helps to draw a map. I have started one for you. Fill it in and make a map of your own for the underground area. Be careful: Sometimes you cannot go back the same way that you came – or it leads you to a different place.



I. Fill in the names of all locations. Make a map of your own for the underground area.



II. Answer the following questions:

- Where do people get their mail?
- What do you call a place in a forest where there are no trees?
- What's an area at the top of a house where you don't live, but store things?
- What lets you see in the dark?.....
- Where did you find the trap door?.....

III. What other new words did you learn? Make a list:

English word	Drawing or meaning or German word