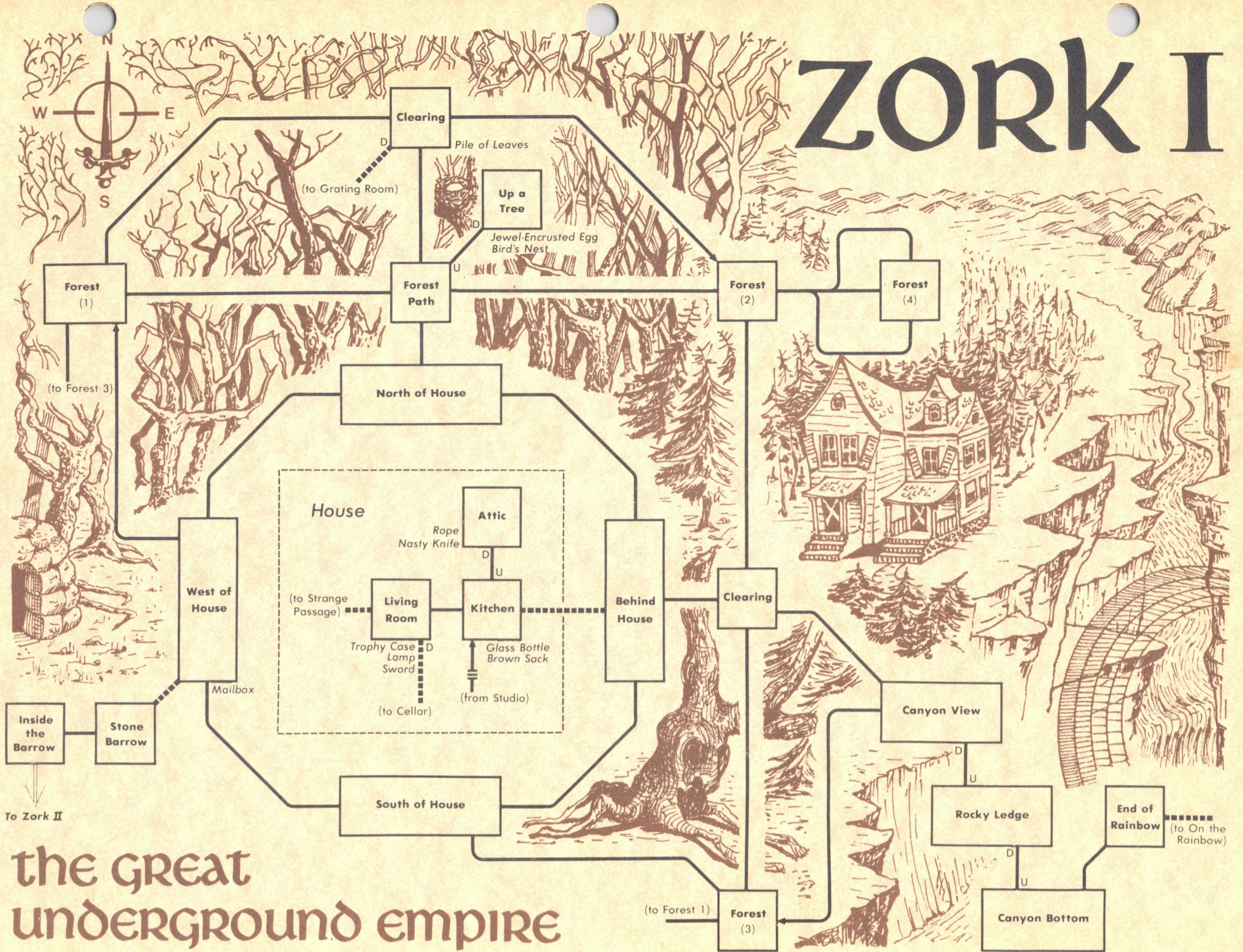


ZORK I



the GREAT UNDERGROUND empire

Map designed by D. Ardito and S. Meretzky
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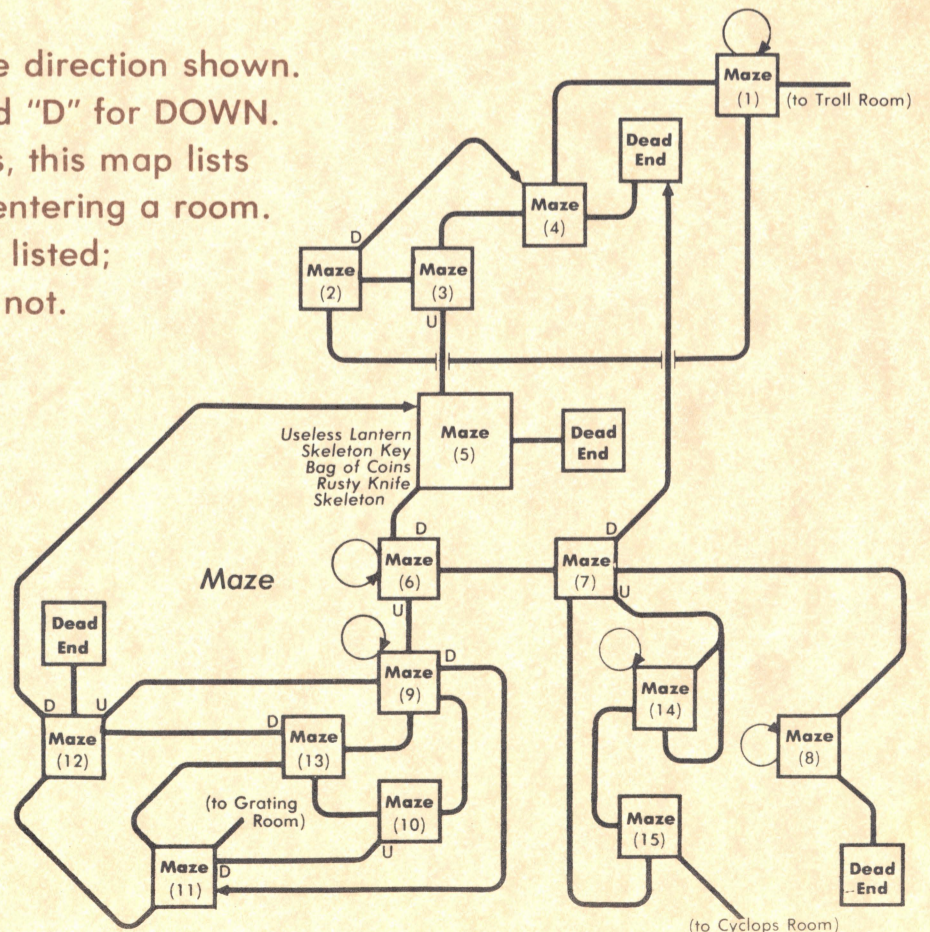
Legend

- 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.

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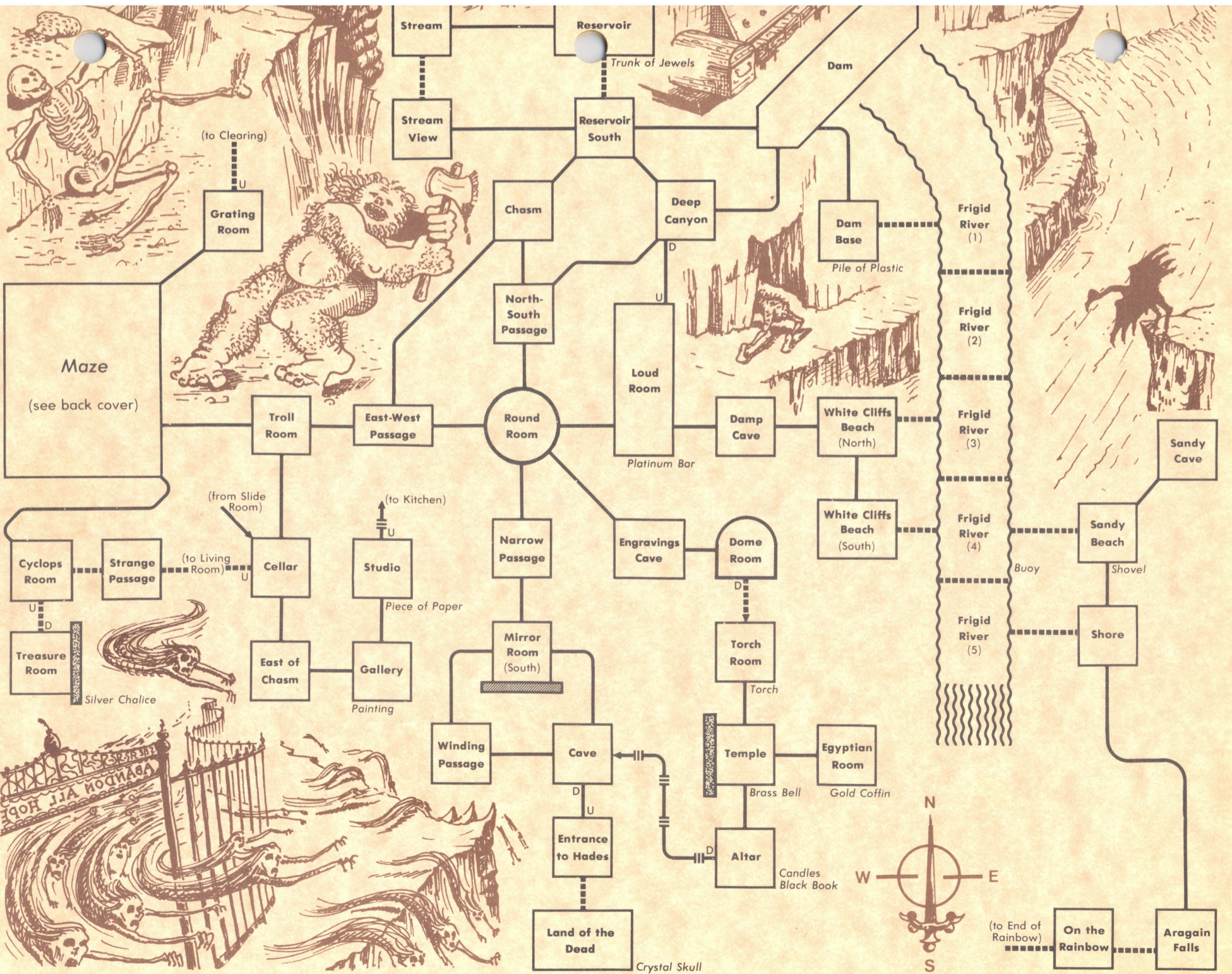
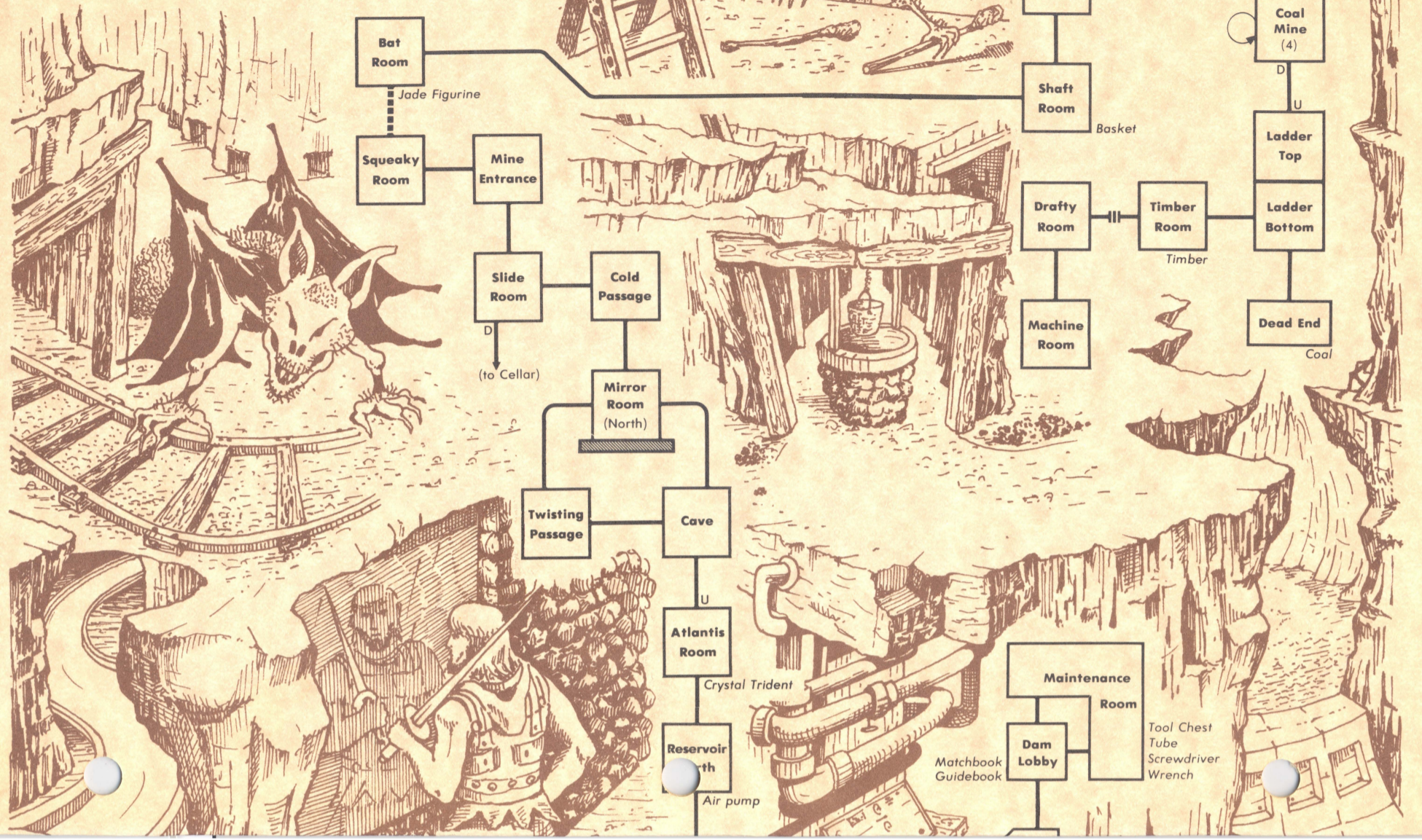
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ZORK I

the great UNDERGROUND empire





Legend

———— Normal passageway

————> One-way passageway

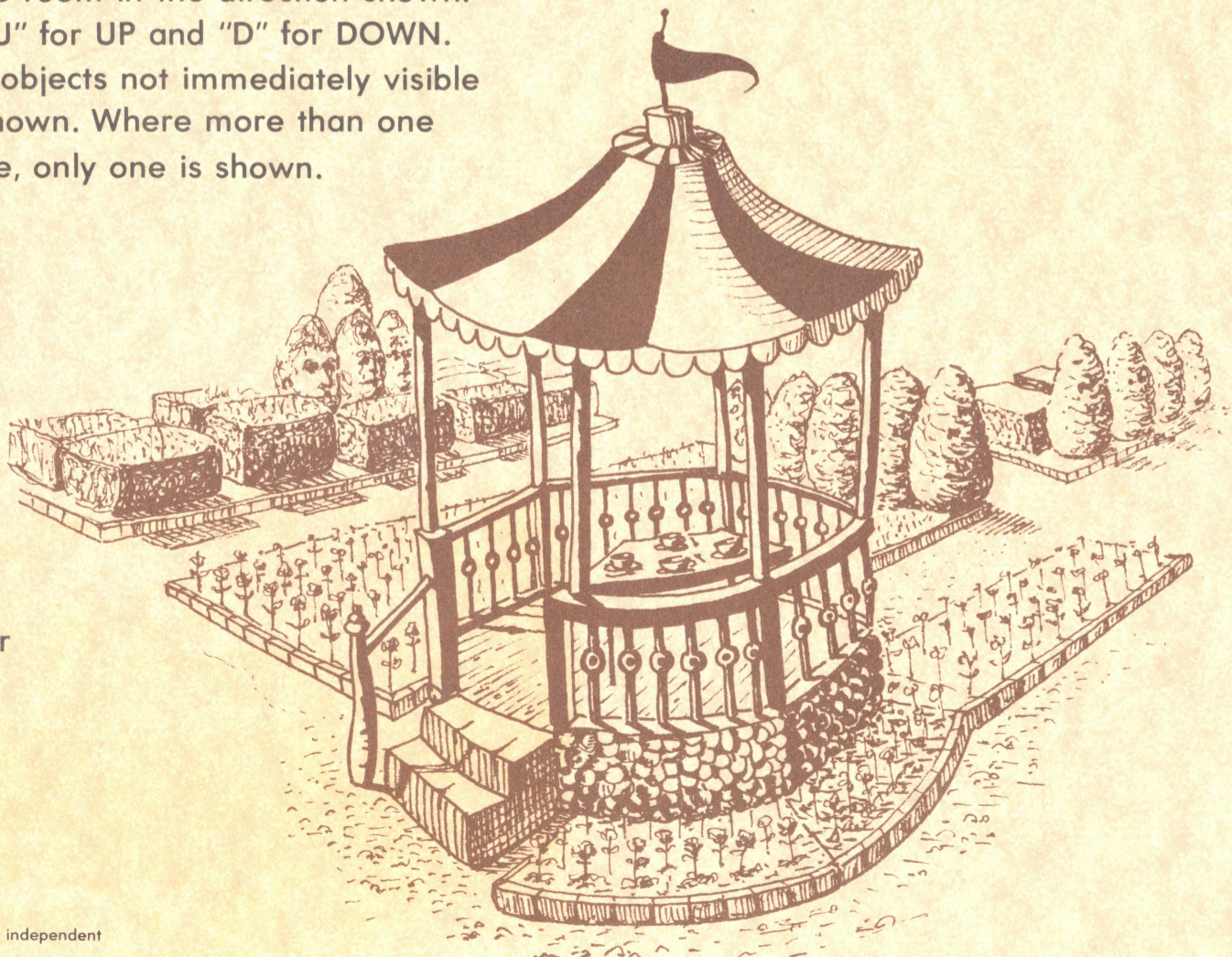
..... Passageway requiring special equipment or problem-solving

Notes:

All horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid giving away problems, objects not immediately visible upon entering a room are not shown. Where more than one direction leads to the same place, only one is shown.

Map designed by D. Ardito and S. Meretzky

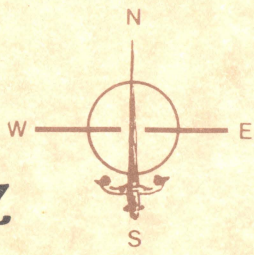
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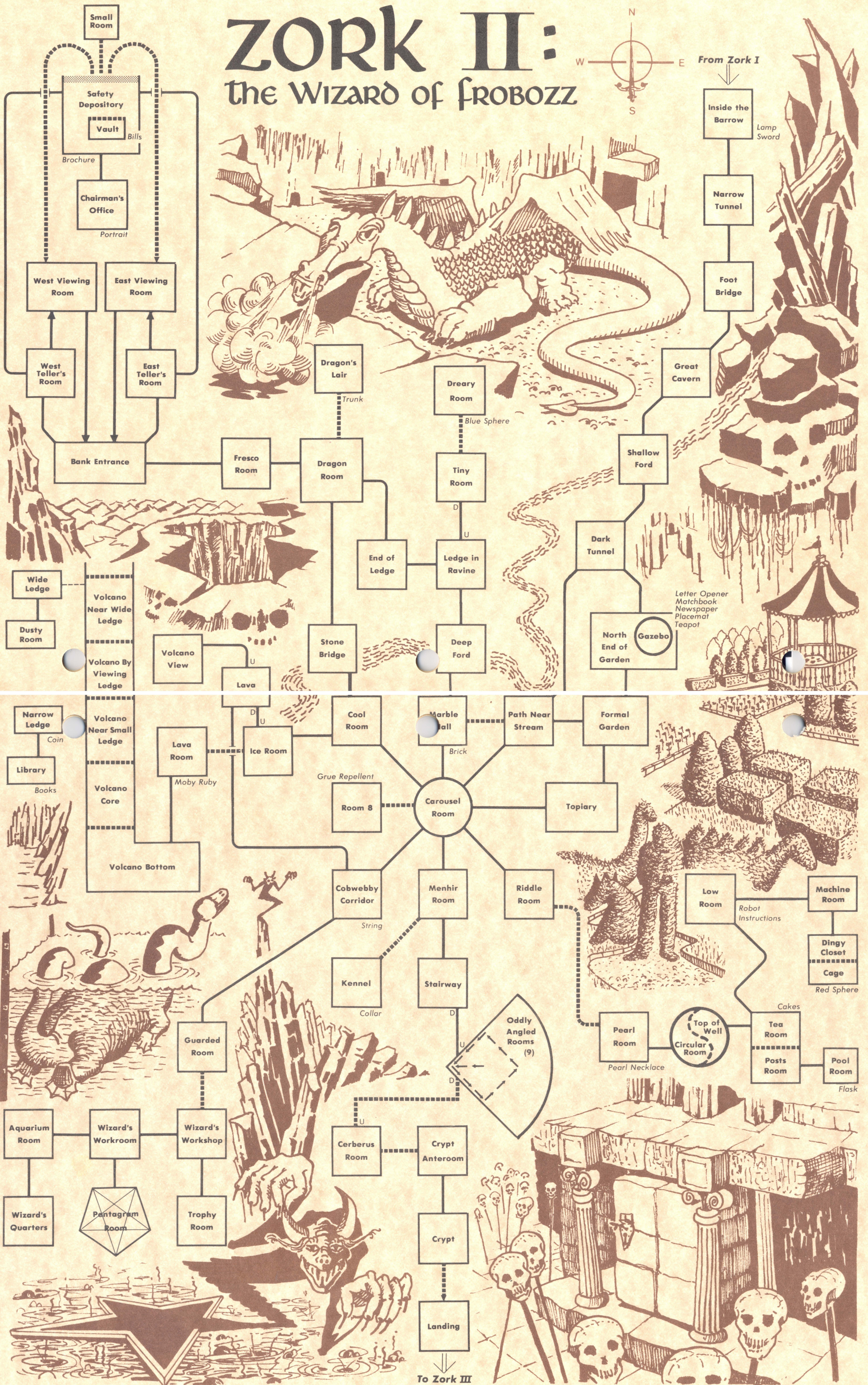
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ZORK II: The Wizard of Frobozz



From Zork I





ZORK III

Legend







- Normal passageway
- > One-way passageway
- Passageway requiring problem-solving
- ||—— Narrow passageway (baggage limit)
- }}..... Earthquake damage

Notes:

Horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid giving away problems, objects not immediately visible upon entering a room are not shown. Where more than one direction leads to the same place, only one is shown.

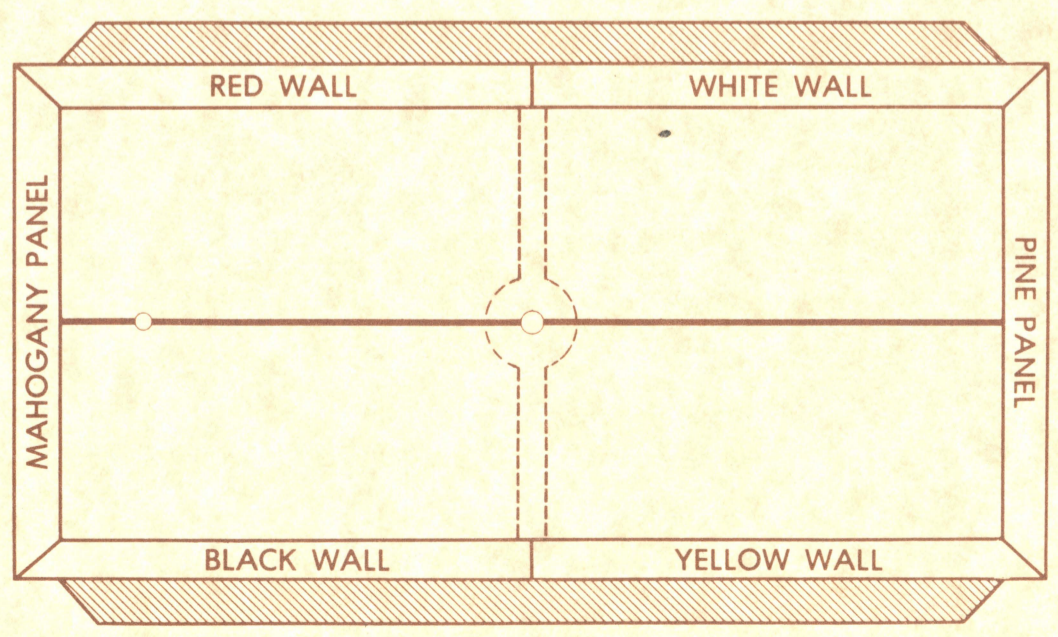
Map designed by D. Ardito and S. Meretzky
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Legend for Royal Puzzle

-  Marble wall
-  Sandstone wall
-  Ladders
-  Metal door
-  Hole in ceiling
-  Depression in floor

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The Mirror Box (original position)

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ZORK III: The Dungeon Master

