Warranty Registration Card

Please complete this card so as to be eligible for technical support, product upgrades and information on new products.

Return your completed card to:

In the USA
INFOCOM
PO Box 67713
Los Angeles
CA 90067

In Australia
INFOCOM
c/- Activision P/L
PO Box 442
Qiadesville
NSW 2111

In Europe
INFOCOM
c/- Activision
Unit 10
Beaumont Business Centre
Beaumont Close
Banbury OXON OX16 7TN
Dear Sweptakes Winner,

ITEL'S VALLEY OF THE SPARROWS RESORT

CONGRATULATIONS!
You are the Grand Prize Winner in ITEL's Vacation Sweepstakes!

You have just been selected as one of the ten winners who will enjoy a free four day vacation in the fabulous Valley of the Sparrows! Visit the greatest archaeological discovery of our time—the newly discovered coves that prove the existence of the Great Underground Empire of Zork, all at no cost to you! This terrific prize package includes four days and three nights accommodations at the scenic West Shambur Vacation Village Resort located on the impossibly beautiful Road to the South and just a stone’s throw from the Northern River Houseboat. There’s more! In the next few days you will receive a special delivery package with three bonus gifts to help you make the most of your upcoming trip. Your gifts will include a Photoblate Instant Camera so you can take all the pictures you want, a Sony tape recorder for your personal listening pleasure, and our latest invention, the Tele-Oh! from which you can call your favorite person. We are sure you will be in love with the Wizard Teleport, which will provide useful commentary during your travels through the valley.

Rest of all, by participating in this wonderful vacation you are eligible to receive a one year free membership in our soon to be completed Great Underground TimeShare Resort. This is no ordinary offer. There are no strings attached! Just come to the scenic Valley of the Sparrows, claim your vacation prize package and attend a low-key no-nonsense presentation. The rest of your stay in the Valley of the Sparrows is yours to enjoy.

Take advantage of all the fun-filled activities offered in the captivating Valley of the Sparrows: Boating, on the scenic Northern River that runs through East and West Zork; Sightseeing, at the historic Temple at Bel Naire; Exploring, in the ruins of the Great Underground Empire; Night Life—Enter the joker writing contest at Cliff’s Comedy Club.

Be one of the first to walk amid the ruins of the lost Underground Empire of Zork. See for yourself! We have indubitable evidence that proves the existence of the legendary subterranean world of Zork, whose vast array of coves was hidden away during the Great Difference over 4,000 years ago.

Finally, upon arrival in the Valley of the Sparrows, as a special welcome bonus, we would like to invite you to drop in our gift shop located inside West Shambur’s historic Pawn Shop. To choose three free gifts from our wide selection of nonsensical wonders, gadgets, memorabilia, and other great items.

Remember, all you have to do is attend the ITEL Group’s low-key, no nonsense orientation that I will personally host—then, spend the rest of your vacation in the Valley of the Sparrows enjoying the activities of your choice.

See you soon!

Sincerely,

E. Ralph Roper
Executive Vice President
Hollywood, Transatlantic Enterprises, Inc.

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HOW TO PLAY RETURN TO ZORK

Infocom has invented an adventure game interface like no other! Return to Zork enhances your game playing experience by providing the interface right where you want it. Use your mouse to journey through a magical mix of live action and cinematic quality computer graphics and you’ll discover a maximum of unexpected interactions with just a minimum of clicks.

Navigating through the Empire of Zork

Your cursor will appear on your screen as a Hand icon. Use your mouse to move the Hand icon around your screen and let Navigation Arrows lead you to your next magical destination. Don’t be so quick to leave a location, you may find a Zoom In icon which takes you in for a closer look and gives you access to information that could change your travel plans!

Moving to the next scene:

Move your cursor around your screen until it changes to the Navigation Arrow of your choice. Then click the LEFT button to travel in the direction of the arrow.

Looking for a change in scenery? The U-Turn Arrow allows you to turn around and face the opposite direction from your same location.

Back-Up Arrows let you move to the location directly behind you. Use these arrows to back-track and select a different route or to just make sure you didn’t pass anything up!

Zooming in for a closer look:

Move your cursor around your screen; if you find a Zoom In icon, click the LEFT button. To zoom out and return to the previous scene, move your cursor around your screen until it becomes the Zoom Out icon and just click the LEFT button again. Remember, a Zoom In icon may give you access to information that may not make sense until later in your journey.

The Zoom In icon takes you in for a closer look.

The Zoom Out icon takes you back to the previous scene.

Navigating with a Joystick

If you do not have a mouse connected to your system, you can use a joystick to venture through the unknown lands you’re sure to happen upon during your adventure through the Lost Empire of Zork.

Move the cursor around your screen with your joystick to find the Navigation Arrow of your choice. Then press Fire Button 1 to travel in the direction of the arrow. Use your joystick in this same way to zoom in or out of a scene with the Zoom In or Zoom Out icons.

Note: Use Fire button 1 on the joystick in place of all references to the LEFT button on a mouse, and Fire button 2 for all references to the RIGHT button.
Navigating with your Keyboard
If you do not have a mouse or joystick connected to your system (or even if you do) you can use your keyboard to navigate through the Lost Empire of Zork.

Use either the **Cursor Arrows** or the **Numeric Keypad** on your keyboard to move your cursor around the screen. Make your cursor move even faster by holding down a directional key.

**Note:** Use the + key on your keyboard's numeric keypad in place of all references to the LEFT button on a mouse and the - key for all references to the RIGHT button.

Using your Inventory
The **RIGHT** button on your mouse allows you to display the contents of your inventory at any time. If you decide not to use your inventory, simply click anywhere else on the screen and your inventory display will disappear. As you move your cursor

over the different items in your inventory, a description of the item will appear on your screen. To select an item from your inventory, just place your cursor over it and click with your LEFT button. Most items will be displayed in your inventory over a split background. Click your LEFT button on the upper left portion of the square to carry the item, or click on the lower right portion of the square to use the item.

Your cursor changes to the **Hand** icon whenever you decide to move around empty-handed; when you pick up an item, the **Hand** icon will change to the form of the item that you have picked up (until you come to a **Navigation** arrow). If you pick up an item, you are not required to place it in your inventory in order to proceed. Carry the item around as long as you'd like— you are now a daring adventurer, capable of doing more than one thing at a time!

You have been provided with a few permanent items in your inventory. Use these items regularly during your excursion. You'll want to keep them in mind during encounters with characters— they make great conversation pieces! These items will appear over a solid background on your inventory display:

- **Map:** Plots the path you have taken in your travels on two full screens. A blinking red dot marks your current location.
- **Camera:** Allows you to take unlimited pictures and keep mementos of scenery you'd like to remember. Simply click your **LEFT** button to reveal if the person, object or location is a photogenic one. If it is, your camera will take a picture for you.
Photo Album—Lets you take a look at all the photographs you've taken during your journey.

Tape recorder—Lets you rewind, fast-forward and play back important conversations that are automatically recorded during your travels. Use the buttons of the upper right-hand side to scroll through the characters you have on tape.

You will come across many other items that you can pick up and store in your inventory during your great underground adventure. To store an object in your inventory, click your RIGHT button to display your inventory, then click your LEFT button over an empty square.

If you lose an item, don’t despair! In most cases you’ll be able to find the item by logically considering the action you took to misplace it. However, some actions are irreversible, in those cases, do despair.

Interaction between Inventory Items
You can use an item from your inventory with another item in your inventory to perform ingenious tasks. Remember the least likely combination of items may produce the most effective results.

1. Click your RIGHT button to display the contents of your inventory.

2. Select an object and click your LEFT button on the upper left portion of the square to carry it, e.g. Matches.

3. Click your RIGHT button to display your inventory again.

4. Place your cursor over the lower right corner of another item, e.g. the Tickets. "Use Matches with Tickets" will appear at the top of the inventory display.

5. Click your LEFT button to reveal all possible interactions between the two items, such as "Burn Tickets".

6. Don’t try this this example at home. Only trained professionals can win after this particular interaction.

Action Interface
As you navigate through each scene, your cursor will appear as a Navigation Arrow, a hand, or the inventory item you are carrying. When you point to an item or person which you can interact with, the name of that item or person will appear over the cursor.

Interacting with an Item in a Scene
Your travels will take you through endless adventure-filled scenes that contain many items you can interact with. Click the LEFT button to display all action
interface options for the item you are pointing to.

The animating icons will "act out" all possible interactions for the item you selected. Move your cursor over each icon to reveal a written description of the interaction each icon represents. Click the LEFT button over the action interface option you would like to perform. If you decide not to perform any of the interactions available, simply click your LEFT button in the middle of the diamond, or anywhere else on the screen.

**Interacting with the Item you are Carrying**

You may decide to use an item you are carrying without interacting with another, e.g. drop it, eat it, etc. To do this, simply click anywhere on the screen where you won't interact with another item or travel with a Navigation Arrow. In other words, if the item is visible as your cursor and no text indicating interaction with an object or person is displayed, you can click to display the action interface for the item you are carrying.

**Interacting with Characters**

You can interact with most characters (those who care to talk to you), in two special ways. The first way is by engaging a character in conversation, and the second is by playing Question and Answer.

**Conversations**

Conversations with characters may provide you with clues that may (or may not) help you in your journey through the Underground Empire. To have a conversation with a character, select the Talk To icon from the Action Interface display. Once you select the Talk To icon and engage a character in conversation, you will see a column of icons on one side of the screen.

Click on these icons with your LEFT button to attempt to direct the tone of the conversation with your body language. Move your cursor over these icons to reveal a written description of each icon over your cursor. You'll discover that it's easier to strike a nerve with some characters than with others.

**Q&A**

After having a conversation with a character or selecting the Ask About icon from the Action Interface, a column of icons will appear on your screen. These icons allow you to ask questions in a variety of ways. You can ask a character about items in your inventory, locations on the map, photographs from your photo album, or recordings of other characters.

**Using the Zork System Menu**

You can access the Zork System Menu in the upper left-hand corner of your screen at any point in the game. Just move your cursor to the upper left-hand corner of your screen until your cursor changes to the Zork Disk icon, and then click the LEFT button.

You can then click anywhere off of the Zork System Menu to continue your game or click "Quit" to end the game. Click "SAVE" on the Zork System Menu at any point in the game to save your current game. Your game will be saved from your most recent adventure experience. We suggest you save your games
Your Zork System Menu also lets you give up (in case West Shanbar's got you walking in circles) and start a new game from the beginning—just click on the RESTART option. You can click "SOUND", "EFFECTS", "TEXT", or "MUSIC" to turn each of these options ON or OFF.

If you are playing a CD ROM version of Return to Zork, your Zork System Menu will include an additional setting for CD ROM Effects. You may have already noticed that your navigation is sometimes interrupted by animated transitions between locations called "Walk Through Movies." You can turn Movies ON or OFF. To change this setting, click the Movies button on the Zork System Menu.

The Zork System Menu also lets you check your current game score. Your score is the number directly preceding the total possible points. Although points are accumulated for performing any action or task that furthers your progress in the game, you don't have to score all possible points to win.
Taking Short Cuts
You can use the function keys on your keyboard to help you speed your adventure through the Great Underground Empire of Zork.

Note: The following short cuts refer to the IBM versions of Return to Zork only.

F1- This key displays your Zork System Menu and lets you take a look at your score, quit, restart, save and load games, or change your current game settings.

F2- This function key gives you a quick way to save your game when you anticipate a quick death. Just press F2 and the Save Game display will appear immediately on your screen.

F3- Use this key to load a previous game instantly! Press F3 as early as the opening title sequence that follows the Infocom logo to display the Load Game screen and continue a game right away.

F4- Not feeling like your usual keen-eyed adventurer today? Press F4 to repeat the last message printed on your screen.

GUIDELINES FOR THE FIRST TIME ADVENTURER
The adventure game is among the oldest and most popular genres of computer games. In order to receive maximum enjoyment from playing adventure games, you must first understand the main concepts in the adventure game format: exploration, meeting interesting characters, scavenger hunting, puzzle solving, and the gradual revelation of a compelling story in which you play the central character. While each adventure tells a unique story and has a different role for you to play, they all share the same simple guidelines to becoming a true adventurer!

Explore! Navigate every inch of the vast unknown world. Go everywhere you can possibly go, and look at, listen to, and read everything that is presented to you. But don't stop there—what you thought was obvious may not be obvious at all. Examine everything! The odds are good that there's a clue, hint, or hidden message in everything you see, hear and read on your computer screen, as well as in the documentation included in the package! Don't get lost—venturing through distant lands does you little good if you don't know where you are or how you got there. Plot your path and log your travels as you go. If the game doesn't provide a map for you, it's wise to make your own.

Prepare to die! Fear of death is often a motivating factor in many adventure games: you may die or be killed as a result of a misstep, losing a fight or battle, or entering a strange land unprepared. For this reason, adventure games allow you to save and load games in progress. It is a very good idea to save your adventure often, in case you suddenly die, (or you decide to break for a midnight snack on a stormy evening and the power goes out). You can also use this technique whenever you want to explore unknown territory or confront an intimidating opponent, but you're not in the bravest of moods: save your game and try some off-the-wall tactics. If they don't pan out, load your saved game and try something else.
Puzzle it out. Most adventure games add excitement and suspense to your playing experience by incorporating puzzles and mazes that you must solve in order to continue towards your ultimate goal. These puzzles are often interwoven so that you could find the solution to one puzzle while attempting to solve another, or be forced to solve a second puzzle before continuing the first. Adventure game puzzles vary in level of difficulty—from the simple find-the-key-to-the-door puzzles, to the more complicated, cross-solution puzzles which may involve locating various items and gaining specific knowledge to attain the defeat of an evil enemy. Inevitably, you'll be stumped by a particular puzzle; it's then best to concentrate your efforts on solving other puzzles, or on finding the Hint Line phone number or the Hint Book (available at your local computer retailer or from Activision).

What's the point? Most adventure games help you keep track of your progress in two ways: (1) unveiling the story which gradually helps you understand your ultimate goal and what you must do to achieve it, and (2) awarding you points each time you successfully solve a step in a puzzle. (These points are determined by the importance or difficulty of the step.)

It's yours for the taking! As a rule, you should accumulate all the possessions you can during your adventure. Conspicuous consumption is highly recommendable! If you see something, take it—you never know when the most peculiar object will come in handy. Of course, some games take a moral stance on stealing, so you may have to pay or trade to get an object, or at least get permission to take it. All of your possessions are kept in a magical place called your "Inventory". In most games, you can store an array of items, including those that are quite large and heavy, while in other games a more realistic approach is taken and the size of your inventory is limited.

Show and tell. Once you have amassed a wide selection of inventory items to choose from, you must figure out what to do with them. If an object isn't an obvious part of a master plan or mind-bending puzzle, you can usually gain some insight on why the game designer included this distraction in your adventure by: (1) examining or looking at the object closely (often an option from your inventory's "menu"), (2) showing it to characters you meet, (3) asking about it, (4) trying to use it in logical combinations with other items in your inventory, or (5) doing something silly with it.

Get the message? Even if your attempts to do the simplest of things seem to backfire, pay close attention to the result messages you receive. These appear on your screen as one line descriptions of what just happened and are often full of subtle hints and very bad puns.

A logical conclusion. As your adventure unfolds, you will become intimately familiar with the type of logic that was followed in the design of the puzzles in your adventure. You will also notice patterns in the references that may help you understand this convoluted logic; it might be nursery rhymes, Greek mythology, numerology, recent cultural events, etc. If you're having difficulty solving a puzzle, it's often useful to try to stretch your imagination and think of all the possible logical links that may be involved. Don't rule out free association as a type of logic!

Use your friends. Adventure games can be even more fun and exciting when played with a friend or a group of friends! Share your adventure experiences with your friends and you may find that putting your findings and logic together uncovers the solution to yet another puzzle. You know what they say—two adventurers are better than one!
If you need assistance, or would just like to pass on your comments, contact the Zork Hint Lines or customer service centres detailed below:

**In the U.S.:**
INFOCOM  
P.O. Box 67 5713  
Los Angeles, CA 90067  
USA  
(310) 207-4500

**In Europe:**
INFOCOM  
c/o Activision  
Unit 10 Beaumont Business Centre  
Beaumont Close  
Banbury, OXON  
OX17 7TN, United Kingdom  
(44) 296 252 524

**In Australia:**
INFOCOM  
c/o Activision  
PO Box 442  
Gladesville NSW 2111  
Australia

---

**EXCERTPTS FROM**

**ENCYCLOPEDIA**

**FROBOZZICA**

Postal Code, Section 115: The GUE Postal Service must preserve and protect the security of all mail from unauthorized opening, inspection, or reading of contents. Any person committing any of these unauthorized acts is subject to penalty. Willful or flagrant disregard for privacy may be dealt with by the Guardian at an unexpected moment during your game at his discretion and may result in the forfeiture of all or some of your possessions. If you are reading this, we sincerely hope you have saved the game.

**The Calendar**

A year in the world of the Great Underground Empire typically has 365 days. This period is divided into twelve months. Each month has two different names, and a specific number of days in it, as is seen in this list:

<table>
<thead>
<tr>
<th>Month</th>
<th>January</th>
<th>February</th>
<th>March</th>
<th>April</th>
<th>May</th>
<th>June</th>
<th>July</th>
<th>August</th>
</tr>
</thead>
<tbody>
<tr>
<td>Estuary</td>
<td>31</td>
<td>28</td>
<td>31</td>
<td>30</td>
<td>31</td>
<td>30</td>
<td>31</td>
<td>31</td>
</tr>
</tbody>
</table>
Suspendur  September  30
October     October    31
Mumberbur  November   30
Dismember  December   31

It is believed that the breakdown of the year into these months might be, in some vague way, related to the lunar cycle, but since the size, shape, and position of the moon is so wildly unpredictable, it is useless to speculate. However, we can with (only a little) more certainty state that the month names on the left were names for a specific Quendoran dialect, whereas the names on the right are the names commonly used by the populous. The Estuary through Dismember system is found on only royal publications such as the Flathead Calendar, whereas the diaries of those less noble, carefully studied for historical reference, bear the January through December system.

In any case, the average month has a little over four weeks in it. Each week has seven days, known as:

Sand Day
Mud Day
Grues Day
Wands Day
Birthday
Frob Day
Star Day

CD-ROM INSTALLATION

1. Insert the Return to Zork CD-ROM into your CD drive. (For these instructions, we will assume that your CD drive is drive D.)

2. At the DOS prompt, type:

   INSTALL  <ENTER>

3. Follow the on-screen instructions carefully. First, the installer will install a small portion Return to Zork onto your hard drive, then it will ask you some questions about your computer system.

   - The installer will give you the option of copying the project file to your hard drive. This will significantly speed up the performance of Return to Zork. You will need at least 42 MBytes of free space on your hard drive to take advantage of this option.

   - The installer will attempt to auto-detect the sound card you have installed in your computer. The installer will correctly identify Sound Blaster and compatible sound cards and their current settings. It is not possible to auto-detect other digital audio sound cards. If you have changed your sound card settings from the factory defaults, please be ready to identify your changes.

   - Your computer system configuration can include a different sound device for your music and digital sound settings. The installer will allow you to select an option for each. If your music card is capable of MT32 emulation, we recommend that you set up your sound card for that mode before playing Return to Zork.

   - You will be asked whether you prefer "sound smoothing". We recommend using this special feature with most sound cards except the Disney SoundSource™ and the AdLib Gold. If you are using a LifeSize Sound Enhancer™, sound smoothing may slow down the game.

   - You will be asked if you would like Return to Zork to take advantage of XMS/EMS memory. Selecting this option can greatly improve the performance of the game.

   - If you have XMS/EMS memory in your computer, you will be asked if you would like to load your digital sound driver high. Selecting this option will improve the performance of the game and reduce the amount of free conventional RAM required to run Return to Zork.
Finally, you will be asked if you want to be able to start Return to Zork from Windows. We do not recommend you select this option unless you are using Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum, or any other digital audio card that supports DMA.

Even though installation is very brief, this is a good time to read your Sweepstakes letter and become familiar with the enclosed interface instructions. If you are an inexperienced adventure game player, please read the section for First Time Adventurers.

If you want to listen to the Return to Zork orchestral music, place your Return to Zork CD in any CD music player and play tracks 2 through 26.

When installation is complete, you will find yourself in the directory in which Return to Zork was installed. To begin your adventure, type:

RTZ <ENTER>

NOTE: This version of Return to Zork can only be played when operated by CD-ROM.

You can run Return to Zork from any directory on any drive on your system. For example, if you have installed Return to Zork on your C: drive, in the IRTZ directory, you would simply type:

C:\RTZ\RTZ <ENTER>

If you need to re-configure Return to Zork to better suit your computer system, run the INSTALL program, located on your hard drive. For example, if you install Return to Zork in the IRTZ directory on your C: drive, type:

C: <ENTER>
CD IRTZ <ENTER>
INSTALL <ENTER>

If you have already played the game, reconfiguration will not affect any previously saved games.

We have provided an Advanced Users section and a Troubleshooting Guide in the next few pages for your reference.
The command-line parameters for MADE are:


where:

-<filename> is the name of the script file RTZ.

-X turns on XMS/EMS memory usage. MADE first attempts to use extended memory (XMS); if there is no extended memory driver, MADE attempts to use expanded memory (EMS). Return to Zork will run better when using XMS. Therefore it is recommended that you reconfigure your system for as much XMS memory as possible.

-O turns on sound smoothing based on over-sampling techniques. For most sound cards, this option greatly enhances the quality of digital audio playback. This option should not be used with the Disney SoundSource or the AdLib Gold.

-M<music driver filename> turns on music and specifies the type of music card to use. For a list of supported music cards types:

DIR DRIVERS\.*.ADV

If your music card is listed, use the filename, minus the .ADV extension, after the -M switch. If your music card is not listed, you might have to set your card to Roland MT32 emulation or AdLib emulation and then use -M:DRIVERS\MT32MPU or -M:DRIVERS\ADLIB.

Return to Zork supports the Miles AIL Music Driver system. If you own a music board not currently supported by Return to Zork, please contact the manufacturer of your board to see if they can provide you with an AIL compatible driver.

-P tells MADECD which drive is your CD ROM drive.

-F is used to signal that the project file has been copied to the same directory where you installed Return to Zork. This option requires about 42 MBytes of free space on your hard drive and significantly increases performance.

TROUBLESHOOTING GUIDE

Optimizing Performance:

- Set up your system to have as much free conventional RAM as possible.
- Use the XMS/EMS option. If you have XMS, set up as much XMS memory as possible.
- Often SMARTDrive or other hard disk caching software programs can increase performance.
- For CD ROM owners, disc caching software is strongly recommended.
- For CD ROM owners with lots of hard disk space, it is strongly recommended to choose the option to copy the project file to your hard disk.
- If you are considering upgrading your system with a CD ROM drive, we suggest that you purchase a double speed drive capable of sustaining transfers of 300K/second. Please consult your local retailer for more details.
- We don't recommend launching Return to Zork from Windows as sound quality may be greatly diminished. However, Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum, and other cards that support DMA should work sufficiently when the program is started from Windows.
- We do not recommend using disk compression software with Return to Zork. These utilities may be incompatible with Return to Zork's program and data compression causing unreliable performance.

The install program sets the window PIF file for 580k of DOS memory. This may be incorrect and it may be necessary to increase the value to 650k after the installation (this can be done using the PIF editor which is included in your licenced copy of Windows).

If the user wants to remove the "Return to Zork" icon from Windows an error message will be displayed when deleting the icon. Ignore this message and restart Windows.
Symptom | Possible Cause | Solution
---|---|---
Not enough disk space for installation | Installing to compressed disk | Delete any previously installed copies of Return to Zork.
Or, if you want to install to the same directory, select Try to Install Anyway to overwrite the older copy.

Disk compression products cannot predict exact disk space; they can only estimate. The Return to Zork files may not compress as much as your disk compressor expects. We recommend against using disk compression utilities.

Return to Zork needs between 580K and 800K of free conventional RAM. If you do not have enough free memory, Return to Zork will show you how much more RAM is required. Remember that any memory-resident programs not loaded high will use this area of memory. These programs, are normally called from the CONFIG.SYS or AUTOEXEC.BAT files which are run every time you restart your computer. Refer to your DOS manual for more information on loading programs into high memory.

One easy way to get more free memory is to create a "boot disk." To do this, insert a floppy disk into your A: drive and, at the DOS prompt, type:

```
FORMAT A:/S<ENTER>
```

Then create a CONFIG.SYS file by typing:

```
EDIT A:CONFIG.SYS<ENTER>
```

This will bring up your DOS editor. Type the following lines:

```
DEVICE = C:\DOS\HIMEM.SYS
DEVICE = C:\DOS\EMM386.EXE NOEMS
DOS = HIGH LUMB
FILES = 10
BUFFERS = 10
DEVICEHIGH = C: \MOUSE\MOUSE.SYS
```

When you are finished, press the <ALT> F to pull down the file menu. Press X to exit. Press <ENTER> to save your file and return to the DOS prompt.

When you are back at the DOS prompt, type

```
EDIT A: AUTOEXEC.BAT<ENTER>
```

This will bring up your DOS editor. Type the following lines:

```
@ECHO OFF
PATH = C:\DOS
PROMPT $p$g
C:
CD: \RTZ
```

When you are finished, press the <ALT> F to pull down the file menu. Press X to exit. Press <ENTER> to save your file and return to the DOS prompt.

Leave this floppy disk in your A: drive and restart your computer.

Certain combinations of music and sound equipment take up more of your RAM. If the above "boot disk" method does not give you enough RAM, you may need to play Return to Zork without music. To do this, run the Install program again and select NONE from the list of music board options.

A sound card must be installed in your system to play Return to Zork. Purchase and install any of the supported sound cards (see the system sticker on the box) or call 1(800) 477-3650 in the U.S.A. to order your LifeSize Sound Enhancer from Activision.

If your sound card's default settings were changed, the auto-detect feature may not work. Determine the settings for your card (I/O port address, interrupt/IRQ number, and DMA channel, if any) and run INSTALL again.
Some digital audio sound cards require software drivers to be loaded through the CONFIGSYS or AUTOEXEC.BAT files. Please consult your manual to determine if you need to install these drivers for your card.

Select the correct sound smoothing setting

Select the sound smoothing option from the installer. If you did select this option, and the sound quality did not improve, turn it off. If you have a Pro Audio Spectrum, be sure that the PAS.EXE program is accessible (either in your path or in the Return to Zork directory) and that the RTZ.BAT file invokes the volume control: pas set vol to 60.

AdLib Gold

Please contact AdLib for support.

Pro Audio Spectrum

Some Pro Audio cards support DMA channels higher than 3. Return to Zork only recognizes DMA channels below 4. Please consult your MediaVision manual to learn how to set your DMA channel to 3 or lower. Return to Zork also supports Pro Audio Spectrum cards directly. If you have selected to use Sound Blaster emulation, we recommend that you that you use the Pro Audio drivers we have provided instead of Sound Blaster emulation.

If your music card was not listed on the installer’s list, you will need to set up your sound card to emulate either the AdLib or the Roland MT32 (MPU), and run the installer again.

You ejected your CD or your hard drive has errors

If you ejected the CD, simply put it back in. If you are experiencing a hard drive error, you should reboot your computer and run a diagnostics program on your hard drive. If there is a problem you may have to reinstall Return to Zork.

Joystick problems

If you do not have correctly installed mouse and mouse driver, then Return to Zork will attempt to use your joystick. This will work with most joystick interface cards. If it doesn’t, try installing a mouse and its associated software. If you don’t have a mouse, disconnect your joystick and use the keyboard to control the cursor.

Consult the manufacturer’s manual. Many CD ROM drives come with software that allows you to select the volume from your keyboard. If this is the case, select 80-90% of the maximum volume.

CD audio output not connected

If your CD ROM doesn’t internally connect to your sound card, you may need to attach speakers to the jack located on the front panel of your CD drive.

Slow CPU or Slow drive

Return to Zork attempts to play movies as fast as your computer is capable. If you find some of the movies are too slow, please read the Optimization section above. If this doesn’t work, you may need to turn movies off from the System Menu.

CD ROM Movies run too slow

See the Optimization section above. If this does not work, then it is likely that your CD drive is not capable of 150K/Second sustained transfer rate. This capability is required for Return to Zork to perform at its best.

CD ROM Movie audio echoes or breaks up

Slow VGA card

Screen flashes while navigating through the Dwarfen Mines and during other special effects

Turn off Effects from the Zork System Menu. This is most useful during the navigation of the Dwarfen Mines; turn off Effects before going into the Mines, then turn them back on when you arrive at your destination.

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It was once believed that evil magic had been defeated and cast from the lands forever... that a once great underground empire had collapsed, never to rise again. This was foolish, wishful thinking... prayers of the innocent and naive.

Evil magic can not die... it waits. Waits for the precise moment in time to regroup and return to claim its dominance.

In the dark recesses of every shadow...
In the heart of every terrifying nightmare...
In the echo of every painful shriek...
These are the way stations for the dark elements!
And now is the moment of their return...

RETURN TO ZORK

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