

ZORK I: The Great Underground Empire

SPEED RUN

***NOTE:** *If the Thief steals something from you, you will have to modify these steps and find that object later.*

1. Go north twice to a Forest Path location and climb tree. Get **egg** from the nest and go back down. Try to open the egg.
2. Go south and then east to Behind House. Open window and enter house.
3. Get sack and bottle. Open the sack and you will see it contains a lunch and a clove of garlic. Eat lunch.
4. Go west to the Living Room. Get sword and lamp. Move rug and open trap door. Light lamp. Go down into the *Great Underground Empire*.
5. Drop egg (here in the Cellar) so the Thief can find it and open it.
6. Go north. Attack troll with sword. Repeat until he dies. Drop sword. Go west to enter the Maze.
7. Go west, west, and up. Get (**bag of**) **coins** and (skeleton) key.
8. Go southwest, east, south, and southeast to the Cyclops Room. Say the word "Odysseus".
9. Go east twice and you'll be back in the Living Room.
10. Open (trophy) case and put coins in case. Drop key and bottle here.
11. Open trap door again and go down.
12. Go south, then east to the Gallery. Get **painting**, then go west, north, and up to the Living Room and put painting in case.
13. Go down, north, then east three times to the Loud Room. Type "echo". Get the (**platinum**) **bar**. Go west, west, west, south, and up to the Living Room and put bar in case.
14. Go down, north, east 3 times, up, east, and north to Dam Lobby. Get matchbook.
15. Go north or east to the Maintenance Room. Get wrench and screwdriver. Push yellow button.
16. Go south twice back to the Dam. Turn bolt with wrench. Drop wrench.
17. Go west to Reservoir South and wait two turns until the reservoir empties (Type "wait" twice).
18. Go north to Reservoir and get the (**trunk of**) **jewels**. Go south, southwest, southwest, west, south, up to the Living Room and put jewels in case.
19. Go down, north, east, north, northeast, and north. Go north again to Reservoir North and get (air) pump.
20. Go north to the Atlantis Room and get (**crystal**) **trident**. Go up, north, north, west, and then down from the Slide Room to the Cellar. Go up and put trident in case.
21. From the Living Room, go east to the Kitchen, then up to the Attic and get rope. Go back down, west, and down into the Cellar.

22. Go north, east, east, southeast, and east to the Dome Room. Tie rope to railing and go down to the Torch Room. Get **torch** and turn off lamp. Go south to the Temple and drop everything but torch.
23. Go east to the Egyptian Room and get **coffin**. Open coffin and take **sceptre**. Go west, then south to the Altar. Type the word, "Pray". You will be teleported to a Forest location.
24. Go east, south, east, and enter house then west to the Living Room. Put coffin and sceptre in case.
25. Go down, north, east, east, southeast, east, down, south to the Temple, where you dropped everything. Get matchbook and bell. Open matchbook.
26. Go south to the Altar. Get candles and black book. blow out candles.
27. Go down twice to Entrance to Hades. Ring bell. (bell and candles will fall to the ground). Get the candles, light a match, light candles, then read book. Blow out candles. Drop book.
28. Go south to the Land of the Dead. Get (**crystal**) **skull**. Go north, up, north three times, west, west, south, and up to the Living Room. Put skull in case. Get sceptre again while you are here.
29. Go down, north, east, east, southeast, east, down, south to the Temple and collect all your belongings again.
30. From the Temple, go south, down, north, north, north, east, up, east, east to Dam Base. Inflate plastic with pump. Drop pump. Put screwdriver and sceptre in sack.
31. Get in boat and type "launch". Wait four turns while the river carries you downstream on the Frigid River. When you see the red buoy, get buoy and go east to Sandy Beach to land. Leave boat. Open buoy, take **emerald**, and drop buoy. Get shovel.
32. Go northeast to the Sandy Cave and dig sand with dig sand with shovel four times. Drop the shovel and take **scarab**. Go southwest back to Sandy Beach.
33. Go south twice to Aragain Falls. Wave sceptre. Go west twice across the rainbow. Get **gold**. Go southwest, up, up, northwest, west to Behind House, enter house, and west to the Living Room. Put emerald, scarab, sceptre, and gold in case.
34. Take the garlic out of the sack and carry it normally. From the Living Room, go down, north, east twice, and south twice to the south Mirror Room. Touch mirror and you will be transported to the north Mirror Room.
35. Go north, west, north, west, and north to the Bat Room. Get (**jade**) **figurine**. Go east to the Shaft Room. Put candles and screwdriver in basket. Drop torch here and turn on lamp.
36. Go north, then down to the Gas Room. Get **bracelet**. Go east, northeast, southeast, southwest, and down twice to Ladder Bottom.
37. Go south and get the coal.
38. Go north, then up twice back into Coal Mine.
39. Go north, east, south, and north through the mine, then up and south to the Shaft Room. Put coal in basket. Get candles, light match, light candles, then put candles in basket. Lower basket.
40. Go north, down, east, northeast, southeast, southwest, down, down.

41. Go west to the Timber Room, drop everything, and then west again to the Drafty Room. Get coal, screwdriver, and candles (from basket).
42. Go south to the Machine Room. Open machine, put coal in machine, and close machine. Turn the switch with screwdriver. Open machine and get **diamond**. Drop screwdriver.
43. Go north and put candles and diamond in basket.
44. Go east, get all (of your items, not including the timber), and go east, up, up, north, east, south, north, up, south. Raise basket. Get diamond and candles. Blow out candles. Get the torch if it's still here.
45. Go west, south, east, and south, then down to the Cellar. Go up to the Living Room and put the torch (if you have it), diamond, bracelet, and figurine in the trophy case. You can drop the garlic.
46. Go east and up to the Attic and get (nasty looking) knife. Return down and west to the Living Room. Go west twice from the Living Room to the Cyclops Room. Go up. Attack Thief with knife. Repeat until he dies. Take (**silver**) **chalice**, egg (it now has a **canary**), and any treasures that he stole from you. You can leave the stiletto. (If you have number or weight problems with inventory, you may have to make multiple trips back to the Living Room.)
47. Go east twice to the Living Room. Get canary from egg. Put chalice and egg (and any other treasures you may have recovered) in case. Turn off the lamp.
48. Leave the house by going east twice to Behind House, and go north twice to a Forest Path location. Wind the canary. Get (**brass**) **bauble**. Return south and east to Behind House, enter house and go west to the Living Room. Put canary, torch, and bauble in case.
49. Once you have all the treasures look at the trophy case and you will find an "ancient parchment", a map, has appeared. Take it and look at it. Go east twice, then south and west to West of House. Go southwest down the "secret path" which has appeared, then enter the Stone Barrow to the west.

Congratulations! Your score should now be 350/350 if you found all treasures (and you can now play Zork II!)