

Round 1

```
West of House                               Score: 0/0

ZORK I: The Great Underground Empire
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Release 25 / Serial number 820515

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.

>■
```

{"description": "Game open screen showing 'ZORK I: The Great Underground Empire'. You are standing in an open field west of a white house with a boarded front door. There is a small mailbox here.", "action": {"type": "text", "output": "Open mailbox\n"}}

Round 2

```
West of House                               Score: 0/1

ZORK I: The Great Underground Empire
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Release 25 / Serial number 820515

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.

>open mailbox
Opening the mailbox reveals a leaflet
.

>■
```

{"description": "The player is at the starting location West of House in 'ZORK I: The Great Underground Empire'. The mailbox has been opened, revealing a leaflet.", "action": {"type": "text", "output": "Get leaflet\n"}}

Round 3

```
West of House                               Score: 0/2

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Release 25 / Serial number 820515

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.

>open mailbox
Opening the mailbox reveals a leaflet
.

>get leaflet
Taken.

>■
```

{"description": "The player has taken the leaflet from the mailbox. Location is West of House in 'ZORK I: The Great Underground Empire'.", "action": {"type": "text", "output": "Read leaflet\n"}}

Round 4

```

West of House                               Score: 0/3

>get leaflet
Taken.

>read 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
!
  Copyright 1982 by Infocom, Inc.
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.

>■

```

{"description":"The leaflet has been read. It welcomes the player to ZORK, describing it as a game of adventure, danger, and low cunning. It mentions exploring amazing territory.", "action": {"type":"text", "output":"Drop leaflet\n"}}

Round 5

```

West of House                               Score: 0/4

>read 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
!
  Copyright 1982 by Infocom, Inc.
  All rights reserved.
  ZORK is a trademark of Infocom, Inc
.

>drop leaflet
Dropped.

>■

```

{"description":"The leaflet has been dropped. You are standing in an open field west of a white house with a boarded front door. The mailbox is open and empty.", "action": {"type":"text", "output":"Go north\n"}}

Round 6

```

North of House                               Score: 0/5
!
  computer should be without one

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.

>drop leaflet
Dropped.

>go north
North of House
You are facing the north side of a white house. There is no door here, and
all the windows are boarded up. To the north a narrow path winds through the
trees.

>■

```

{"description":"You are now at 'North of House' facing the north side of a white house. No door is visible here; all windows are boarded up. A narrow path winds through the trees to the north.", "action":{"type":"text", "output":"Go north\n"}}

Round 7

```

Forest Path                               Score: 0/6
d.

>go north
North of House
You are facing the north side of a white house. There is no door here, and all the windows are boarded up. To the north a narrow path winds through the trees.

>go north
Forest Path
This is a path winding through a dimly lit forest. The path heads north-south here. One particularly large tree with some low branches stands at the edge of the path.

>■

```

{"description":"The player is at a 'Forest Path', a path winding through a dimly lit forest. The path heads north and south. There's a large tree with low branches at the edge of the path.","action":{"type":"text","output":"Climb tree\n"}}

Round 8

```

Up a Tree                               Score: 0/7
You are about 10 feet above the ground nestled among some large branches. The nearest branch above you is above your reach. Beside you on the branch is a small bird's nest. In the bird's nest is a large egg encrusted with precious jewels, apparently scavenged somewhere by a childless songbird. The egg is covered with fine gold inlay, and ornamented in lapis lazuli and mother-of-pearl. Unlike most eggs, this one is hinged and has a delicate looking clasp holding it closed. The egg appears extremely fragile.

>■

```

{"description":"You are about 10 feet above the ground in a tree. There is a bird's nest on the branch beside you. In the nest is a large egg encrusted with jewels and a delicate clasp.","action":{"type":"text","output":"Get egg\n"}}

Round 9

```

Up a Tree                               Score: 5/8
The nearest branch above you is above your reach. Beside you on the branch is a small bird's nest. In the bird's nest is a large egg encrusted with precious jewels, apparently scavenged somewhere by a childless songbird. The egg is covered with fine gold inlay, and ornamented in lapis lazuli and mother-of-pearl. Unlike most eggs, this one is hinged and has a delicate looking clasp holding it closed. The egg appears extremely fragile.

>get egg
Taken.

>■

```

{"description":"The player is still up in a tree. They have taken a large jeweled egg from a bird's nest. The egg appears fragile with a delicate clasp holding it closed.","action":{"type":"text","output":"Go down\n"}}

Round 10

```

Forest Path                               Score: 5/9
      nest.
In the bird's nest is a large egg encrusted with precious jewels, apparent
ly scavenged somewhere by a childless so
ngbird. The egg is covered with fine
gold inlay, and ornamented in lapis lazuli and mother-of-pearl. Unlike most egg
s, this one is hinged and has a delicate looking clasp holding it closed. The
egg appears extremely fragile.

>get egg
Taken.

>go down
Forest Path

>■

```

{"description":"The player is back on the Forest Path after climbing down a tree and taking a jeweled egg from a bird's nest. The path continues to the north and south.", "action": {"type":"text", "output":"Open egg\n"}}

Round 11

```

Forest Path                               Score: 5/1
0      ged somewhere by a childless so
ngbird. The egg is covered with fine
gold inlay, and ornamented in lapis lazuli and mother-of-pearl. Unlike most egg
s, this one is hinged and has a delicate looking clasp holding it closed. The
egg appears extremely fragile.

>get egg
Taken.

>go down
Forest Path

>open egg
You have neither the tools nor the ex
pertise.

>■

```

{"description":"The player is on the Forest Path after attempting to open a jeweled egg but lacks the tools and expertise to do so. The path continues north and south.", "action": {"type":"text", "output":"Go south\n"}}

Round 12

```

North of House                           Score: 5/1
1      and ornamented in lapis lazuli
and mother-of-pearl. Unlike most egg
s, this one is hinged and has a delicate looking clasp holding it closed. The
egg appears extremely fragile.

>get egg
Taken.

>go down
Forest Path

>open egg
You have neither the tools nor the ex
pertise.

>go south
North of House

>■

```

{"description":"The player is at North of House after trying to open a jeweled egg without success. The egg has a clasp but they lack tools or expertise. Pathways lead north and south.", "action": {"type":"text", "output":"Go south\n"}}

Round 13

```

North of House                               Score: 5/1
2       ne is hinged and has a delicate
looking clasp holding it closed. The
egg
appears extremely fragile.

>get egg
Taken.

>go down
Forest Path

>open egg
You have neither the tools nor the ex
pertise.

>go south
North of House

>go south
The windows are all boarded.

>■

```

{"description":"The player is still at North of House after moving south from the Forest Path. The windows here are all boarded.", "action":{"type":"text", "output":"Go east\n"}}

Round 14

```

Behind House                               Score: 5/1
3       mp
Forest Path

>open egg
You have neither the tools nor the ex
pertise.

>go south
North of House

>go south
The windows are all boarded.

>go east
Behind House
You are behind the white house. A pat
h leads into the forest to the east.
In
one corner of the house there is a sm
all window which is slightly ajar.

>■

```

{"description":"You are at 'Behind House'. A path leads into the forest to the east. There is a small window which is slightly ajar in one corner of the house.", "action":{"type":"text", "output":"Open window\n"}}

Round 15

```

Behind House                               Score: 5/1
4       ve neither the tools nor the ex
pertise.

>go south
North of House

>go south
The windows are all boarded.

>go east
Behind House
You are behind the white house. A pat
h leads into the forest to the east.
In
one corner of the house there is a sm
all window which is slightly ajar.

>open window
With great effort, you open the windo
u far enough to allow entry.

>■

```

{"description":"The player has opened the window at 'Behind House' far enough to allow entry. The location is east of a white house with a slightly ajar window.", "action":{"type":"text", "output":"Enter house\n"}}

Round 16

```

Kitchen                                     Score: 15/
15 rest effort, you open the window
    u far enough to allow entry.

>enter house
Kitchen
You are in the kitchen of the white h
ouse. A table seems to have been used
recently for the preparation of food.
    A passage leads to the west and a da
rk
staircase can be seen leading upward.
    A dark chimney leads down and to the
east
is a small window which is open.
On the table is an elongated brown sa
ck, smelling of hot peppers.
A bottle is sitting on the table.
The glass bottle contains:
    A quantity of water

>■

```

{"description": "You are in the Kitchen of a white house. There's a table with a sack and a bottle. The bottle contains water. A passage leads west, and a staircase goes up. A chimney leads down and to the east is the open window.", "action": {"type": "text", "output": "Get sack and bottle\n"}}

Round 17

```

Kitchen                                     Score: 15/
16 n
You are in the kitchen of the white h
ouse. A table seems to have been used
recently for the preparation of food.
    A passage leads to the west and a da
rk
staircase can be seen leading upward.
    A dark chimney leads down and to the
east
is a small window which is open.
On the table is an elongated brown sa
ck, smelling of hot peppers.
A bottle is sitting on the table.
The glass bottle contains:
    A quantity of water

>get sack and bottle
brown sack: Taken.
glass bottle: Taken.

>■

```

{"description": "The player is in the Kitchen of a white house, having taken a brown sack and a glass bottle containing water from the table. Passages lead west and up, while a chimney leads down and the open window is to the east.", "action": {"type": "text", "output": "Open sack\n"}}

Round 18

```

Kitchen                                     Score: 15/
17 lu for the preparation of food.
    A passage leads to the west and a da
rk
staircase can be seen leading upward.
    A dark chimney leads down and to the
east
is a small window which is open.
On the table is an elongated brown sa
ck, smelling of hot peppers.
A bottle is sitting on the table.
The glass bottle contains:
    A quantity of water

>get sack and bottle
brown sack: Taken.
glass bottle: Taken.

>open sack
Opening the brown sack reveals a lunc
h, and a clove of garlic.

>■

```

{"description": "In the Kitchen, the brown sack is open, revealing a lunch and a clove of garlic. There is a passage leading west, an upward staircase, and a dark chimney leading down. The window to the east is open.", "action": {"type": "text", "output": "Take garlic\n"}}

Round 19

```

Kitchen                                     Score: 15/
18     ase can be seen leading upward.
A dark chimney leads down and to the
east
is a small window which is open.
On the table is an elongated brown sa
ck, smelling of hot peppers.
A bottle is sitting on the table.
The glass bottle contains:
A quantity of water

>get sack and bottle
brown sack: Taken.
glass bottle: Taken.

>open sack
Opening the brown sack reveals a lunc
h, and a clove of garlic.

>take garlic
Taken.

>■

```

{"description":"The player is in the Kitchen. The brown sack is open, revealing a lunch and a clove of garlic. The player has taken the garlic. Passages lead west, an upward staircase and a dark chimney lead down. The window to the east is open.", "action":{"type":"text", "output":"Take lunch\n"}}

Round 20

```

Kitchen                                     Score: 15/
19     small window which is open.
On the table is an elongated brown sa
ck, smelling of hot peppers.
A bottle is sitting on the table.
The glass bottle contains:
A quantity of water

>get sack and bottle
brown sack: Taken.
glass bottle: Taken.

>open sack
Opening the brown sack reveals a lunc
h, and a clove of garlic.

>take garlic
Taken.

>take lunch
Taken.

>■

```

{"description":"The player is in the Kitchen of the white house. They've taken the brown sack, bottle, garlic, and lunch. The open window is to the east, and passages lead west and up. A dark chimney leads down.", "action":{"type":"text", "output":"Go west\n"}}

Round 21

```

Living Room                                Score: 15/
20     garlic
Taken.

>take lunch
Taken.

>go west
Living Room
You are in the living room. There is
a door to the east, a wooden door wit
h
strange gothic lettering to the west,
which appears to be nailed shut, a t
rophy
case, and a large oriental rug in the
center of the room.
Above the trophy case hangs an elvish
sword of great antiquity.
A battery-powered brass lantern is on
the trophy case.

>■

```

{"description":"You are in the living room. There is a door to the east, a wooden door with strange gothic lettering to the west, which appears to be nailed shut, a trophy case, and a large oriental rug in the center of the room. Above the trophy case hangs an elvish sword of great antiquity. A battery-powered brass lantern is on the trophy case. Your current score is 15.", "action":{"type":"text", "output":"Get sword and lantern\n"}}

Round 22

```

Living Room                               Score: 15/
21
>go west
Living Room
You are in the living room. There is
a door to the east, a wooden door with
h
strange gothic lettering to the west,
which appears to be nailed shut, a t
rophy
case, and a large oriental rug in the
center of the room.
Above the trophy case hangs an elvish
sword of great antiquity.
A battery-powered brass lantern is on
the trophy case.

>get sword and lantern
sword: Taken.
lamp: Taken.

>■

```

{"description":"The player is in the Living Room. They've taken the elvish sword and brass lantern. There's a door to the east, a wooden door with gothic lettering to the west (nailed shut), a trophy case, and an oriental rug in the center.","action":{"type":"text","output":"Move rug\n"}}

Round 23

```

Living Room                               Score: 15/
22     e gothic lettering to the west,
which appears to be nailed shut, a t
rophy
case, and a large oriental rug in the
center of the room.
Above the trophy case hangs an elvish
sword of great antiquity.
A battery-powered brass lantern is on
the trophy case.

>get sword and lantern
sword: Taken.
lamp: Taken.

>move rug
With a great effort, the rug is moved
to one side of the room. With the ru
g
moved, the dusty cover of a closed tr
ap-door appears.

>■

```

{"description":"In the Living Room, the player has moved the oriental rug, revealing the dusty cover of a closed trap door. There's a door to the east and a nailed wooden door to the west with letters. Above the trophy case hangs an elvish sword of great antiquity. A battery-powered brass lantern is on the trophy case. Current score is 15.","action":{"type":"text","output":"Open trap door\n"}}

Round 24

```

Living Room                               Score: 15/
23     the trophy case hangs an elvish
sword of great antiquity.
A battery-powered brass lantern is on
the trophy case.

>get sword and lantern
sword: Taken.
lamp: Taken.

>move rug
With a great effort, the rug is moved
to one side of the room. With the ru
g
moved, the dusty cover of a closed tr
ap-door appears.

>open trap door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.

>■

```

{"description":"The player is in the Living Room where they have opened a trap door, revealing a rickety staircase descending into darkness. Their current score is 15.","action":{"type":"text","output":"Turn on lantern\n"}}

Round 25

```

Living Room                               Score: 15/
24  rocky case.
>get sword and lantern
sword: Taken.
lamp: Taken.
>move rug
With a great effort, the rug is moved
to one side of the room. With the ru
g moved, the dusty cover of a closed tr
ap-door appears.
>open trap door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.
>turn on lantern
The lamp is now on.
>■

```

{"description":"In the Living Room, the trap door is open, revealing a descending staircase into darkness. The lamp is now on, providing light.","action":{"type":"text","output":"Go down\n"}}

Round 26

```

Cellar                               Score: 40/
25  or reluctantly opens to reveal
a rickety staircase descending into
darkness.
>turn on lantern
The lamp is now on.
>go down
The trap door crashes shut, and you h
ear someone barring it.
Cellar
You are in a dark and damp cellar wit
h a narrow passageway leading north,
and a
crawlway to the south. On the west is
the bottom of a steep metal ramp whi
ch is
unclimbable.
Your sword is glowing with a faint bl
ue glow.
>■

```

{"description":"The player is in a dark and damp cellar with a narrow passageway leading north and a crawlway to the south. A steep metal ramp to the west is unclimbable. The sword is glowing with a faint blue glow. Current score is 40.","action":{"type":"text","output":"Go north\n"}}

Round 27

```

The Troll Room                         Score: 40/
26  unclimbable.
Your sword is glowing with a faint bl
ue glow.
>go north
The Troll Room
This is a small room with passages to
the east and south and a forbidding
hole
leading west. Bloodstains and deep sc
ratches (perhaps made by an axe) mar
the
walls.
A nasty-looking troll, brandishing a
bloody axe, blocks all passages out o
f the
room.
Your sword has begun to glow very bri
ghtly.
>■

```

{"description":"The Troll Room: A nasty-looking troll blocks all passages out of the room with a bloody axe. The small room has passages to the east and south, with a forbidding hole to the west. Bloodstains and scratches mark the walls. The player's sword is glowing brightly. Current score is 40.","action":{"type":"text","output":"Attack troll with sword\n"}}

Round 28

```

The Troll Room                               Score: 40/
27 Troll Room
This is a small room with passages to
the east and south and a forbidding
hole leading west. Bloodstains and deep so
ratches (perhaps made by an axe) mar
the walls.
A nasty-looking troll, brandishing a
bloody axe, blocks all passages out o
f the
room.
Your sword has begun to glow very bri
ghtly.

>attack troll with sword
A good stroke, but it's too slow, the
troll dodges.
The troll swings, you parry, but the
force of his blow disarms you.

>■

```

{"description":"The Troll Room: It's a small room with passages to the east and south, and a forbidding hole to the west. A nasty-looking troll, brandishing a bloody axe, blocks all passages out of the room. The player's sword is glowing brightly. The player attempted to attack the troll with the sword but was disarmed by the troll's blow. Current score is 40.", "action":

{"type":"text", "output":"Attack troll with sword\n"}}

Round 29

```

The Troll Room                               Score: 40/
28 s (perhaps made by an axe) mar
the walls.
A nasty-looking troll, brandishing a
bloody axe, blocks all passages out o
f the
room.
Your sword has begun to glow very bri
ghtly.

>attack troll with sword
A good stroke, but it's too slow, the
troll dodges.
The troll swings, you parry, but the
force of his blow disarms you.

>attack troll with sword
You aren't even holding the sword.
The troll's axe barely misses your ea
r.

>■

```

{"description":"The Troll Room: A nasty-looking troll, wielding a bloody axe, is blocking all passages out of the small room. Your sword is glowing with a strong blue light. Attempts to attack the troll with the sword have been unsuccessful; on the last attempt, the player wasn't even holding the sword. The troll's axe swing barely missed.", "action":{"type":"text", "output":"Get sword\nAttack troll with sword\n"}}

Round 30

```

room.                                         Score: 40/
ghtly.

>attack troll with sword
A good stroke, but it's too slow, the
troll dodges.
The troll swings, you parry, but the
force of his blow disarms you.

>attack troll with sword
You aren't even holding the sword.
The troll's axe barely misses your ea
r.

>get sword
Taken.
The troll swings his axe, but it miss
es.

>attack troll with sword
The troll takes a final blow and slum
ps to the floor dead.
■

```

{"description":"The player is in the Troll Room. After retrieving the sword, they successfully attacked the troll, which now lies dead on the floor. There are passages to the east, south, and a forbidding hole to the west. Current score is 40.", "action":{"type":"text", "output":"Drop sword\nGo west\n"}}

Round 31

```

Maze                                     Score: 48/
32  oll swings his axe, but it miss
es.
>attack troll with sword
The troll takes a final blow and slum
ps to the floor dead.
Almost as soon as the troll breathes
his last breath, a cloud of sinister
black
fog envelops him, and when the fog li
fts, the carcass has disappeared.
Your sword is no longer glowing.

>drop sword
Dropped.

>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

{"description":"The player is in a Maze, part of a maze of twisty little passages, all alike. The current score is 40.","action":{"type":"text","output":"Go west\n"}}

Round 32

```

Maze                                     Score: 48/
33  the floor dead.
Almost as soon as the troll breathes
his last breath, a cloud of sinister
black
fog envelops him, and when the fog li
fts, the carcass has disappeared.
Your sword is no longer glowing.

>drop sword
Dropped.

>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.

>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

{"description":"The player is in the Maze, which is described as a part of a maze of twisty little passages, all alike. Current score is 40. The previous action involved going west twice.","action":{"type":"text","output":"Go west\n"}}

Round 33

```

Maze                                     Score: 48/
34  sages, all alike.

>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.

>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.
Someone carrying a large bag is casua
lly leaning against one of the walls
here.
He does not speak, but it is clear fr
om his aspect that the bag will be ta
ken
only over his dead body.
The butt of his stiletto cracks you o
n the skull, and you stagger back.

>■

```

{"description":"In the Maze, part of a maze of twisty little passages, all alike. Someone with a large bag is casually leaning against one of the walls here. He doesn't speak but indicates the bag will be taken over his dead body. The butt of his stiletto hits the player, who staggers back. Current score is 40.","action":{"type":"text","output":"Go east\n"}}

Round 34

```

Forest                                     Score: 30/
35 ief, who is essentially a pragm
atist, dispatches you as a threat to
his
livelihood.
It appears that that last blow was to
o much for you. I'm afraid you are de
ad.

**** You have died ****

Now, let's take a look here... Well,
you probably deserve another chance.
I
can't quite fix you up completely, bu
t you can't have everything.
Forest
This is a forest, with trees in all d
irections around you. To the east, th
ere
appears to be sunlight.

>■

```

{"description":"The screen shows a message indicating the player has died in the game 'ZORK I: The Great Underground Empire'. The score is 30. It mentions being dispatched as a threat and describes the forest with trees in all directions, and sunlight to the east.","action": {"type":"gameover","output":"lost"}}

Round 35

```

Forest                                     Score: 30/
35 ief, who is essentially a pragm
atist, dispatches you as a threat to
his
livelihood.
It appears that that last blow was to
o much for you. I'm afraid you are de
ad.

**** You have died ****

Now, let's take a look here... Well,
you probably deserve another chance.
I
can't quite fix you up completely, bu
t you can't have everything.
Forest
This is a forest, with trees in all d
irections around you. To the east, th
ere
appears to be sunlight.

>■

```

{"description":"The screen shows 'ZORK I: The Great Underground Empire'. The player has died with a score of 30. It describes a forest with trees all around and sunlight to the east. The message suggests the player was dispatched as a threat.","action":{"type":"gameover","output":"lost"}}

Round 36

```

Forest                                     Score: 30/
35 ief, who is essentially a pragm
atist, dispatches you as a threat to
his
livelihood.
It appears that that last blow was to
o much for you. I'm afraid you are de
ad.

**** You have died ****

Now, let's take a look here... Well,
you probably deserve another chance.
I
can't quite fix you up completely, bu
t you can't have everything.
Forest
This is a forest, with trees in all d
irections around you. To the east, th
ere
appears to be sunlight.

>■

```

{"description":"The screen shows a message indicating the player has died in the game 'ZORK I: The Great Underground Empire' with a score of 30. It includes a humorous message about the player being dispatched by someone who sees them as a threat. The forest is described with trees in all directions and sunlight to the east.","action":{"type":"gameover","output":"lost"}}