#### Round 1



West of HouseScore: 0.0ZORK I: The Great Underground EmpireCopyright 1982 by Infocom, Inc.All rights reserved.ZORK is a trademark of Infocom, Inc.Release 25 / Serial number 820515West of HouseYou are standing in an open field westof a white house, with a boarded frontdoor.There is a small mailbox here. {"type":"text","output":"Open mailbox\nGet leaflet\nRead leaflet\nDrop leaflet\n"}

## Round 2



West of HouseScore: 0/4>read leafletWELCOME TO ZORKZORK is a game of adventure, danger, and low cunning. In it you willexplore 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 leafletDropped.>{"type":"text","output":"North\nNorth\nClimb tree\nGet egg\n"}

### Round 3



Up a Tree Score: 5/8To reach branch above you is above youBeside 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 eggTaken.{"type":"text","output":"Open egg\nDown\nSouth\nEast\nOpen window\nEnter\n"}

Kitchen Score: 15/ 14 reat effort, you open the windo w far encugh to allow entry.	
>enter 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	
>	

Kitchen Score: 1514 reat effort, you open the window far enough to allow entry.>enterKitchenYou are in the kitchen of the white house. A table seems to have been usedrecently for the preparation of food. A passage leads to the west and a dark 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 salami, smelling of hot peppers. A bottle is sitting on the table. The glass bottle contains: A quantity of water{"type":"text","output":"Get bottle\nGet salami\nWest\nGet sword\nGet lamp\nMove rug\nOpen trap door\nTurn on lamp\nDown\n"}

## Round 5



Cellar Score: 4022 or reluctantly opens to reveal a rickety staircase descending into darkness.>turn on lampThe lamp is now on.>downThe trap door crashes shut, and you hear someone barring it.CellarYou are in a dark and damp cellar with a narrow passageway leading north, and a crawlway to the south. On the west is the bottom of a steep metal ramp which is unclimbable.Your sword is glowing with a faint blue glow.> {"type":"text","output":"North\nAttack troll with sword\nAttack troll with sword\n"}

# Round 6



The Troll Room Score: 4025 A v-looking troll, brandishing a bloody axe, blocks all passages out o the room. Your sword has begun to glow very bri ghtly.>attack troll with sword Your sword crashes down, knocking the troll into dreamland.>attack troll with sword The unconscious troll cannot defend h imself. He dies. Almost as soon as the troll breathes his last breath, a cloud of sinister black fog envelops him, and when the fog I ifts, the carcass has disappeared. Your sword is no longer glowing.>{"type":"text","output":"Drop sword\nWest\nUp\nGet bag of coins\nGet skeleton key\n"}

Maze Score: 40/ 29 d.
>west Haze This is part of a maze of twisty litt le passages, all alike.
>west Mare This is part of a mare of twisty litt le passages, all alike.
}up You can't go that way.
}get bag of coins I can't see any coins here.
}get skeleton key I can't see any skelet key here.
<b>&gt;</b>

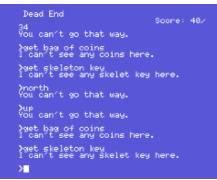
Maze Score: 40/29 d.>westThis is part of a maze of twisty little passages, all alike.>westThis is part of a maze of twisty little passages, all alike.>upYou can't go that way.>get bag of coinsl can't see any coins here.>get skeleton keyl can't see any skelket key here.>{"type":"text","output":"East\nNorth\nUp\nGet bag of coins\nGet skeleton key\n"}

## Round 8



Dead End Score: 4032>get skeleton keyl can't see any skelet key here.>eastDead EndYou have come to a dead end in the maze.>northYou can't go that way.>upYou can't go that way.>get bag of coinsl can't see any coins here.>get skeleton keyl can't see any skelet key here.>{"type":"text","output":"North\nUp\nGet bag of coins\nGet skeleton key\n"}

### Round 9



Dead EndScore: 4034>get bag of coinsl can't see any coins here.>get skeleton keyl can't see any skelet key here.>northYou can't go that way.>upYou can't go that way.>get bag of coinsl can't see any coins here.>get skeleton keyl can't see any skelet key here.>{"type":"text","output":"West\nNorth\nUp\nGet bag of coins\nGet skeleton key\n"}



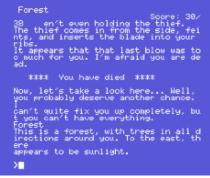
Dead End Score: 4037 aning against one of the wallshere.He does not speak, but it is clear from his aspect that the bag will be taken only over his dead body.The stiletto flashes faster than youcan follow, and blood wells from your leg.>upYou can't go that way.You parry a lightning thrust, and the thief salutes you with a grin nod.>get bag of coinsl can't see any coins here.>get skeleton keyl can't see any skeleton key here.> {"type":"text","output":"South\nUp\nGet bag of coins\nGet skeleton key\n"}

## Round 11



Dead End Score: 40 37 aspect that the bag will be taken only over his dead body. The stiletto flashes faster than you can follow, and blood wells from yourlap. >up You can't go that way. You parry a lightning thrust, and the thief salutes you with a grin nod. >get bag of coins I can't see any coins here. >get skeleton key I can't see any skel key here. >Beg pardon? > {"type":"text","output":"Attack thief\nAttack thief\n"}

# Round 12



Forest Score: 3038 aren't even holding the thief. The thief comes in from the side, feints, and inserts the blade into yourribs. It appears that that last blow was too much for you. I'm afraid you are dead.\*\*\*\* You have died \*\*\*\*Now, let's take a look here... Well, you probably deserve another chance. I can't quite fix you up completely, but you can't have everything. ForestThis is a forest, with trees in all directions around you. To the east, there appears to be sunlight.>{"type":"text","output":"East\n"}



Forest Path Score: 30?It appears that that last blow was too much for you. I'm afraid you are dead.\*\*\*\* You have died \*\*\*\*Now, let's take a look here... Well, you probably deserve another chance. I can't quite fix you completely, but you can't have everything.ForestThis is a forest, with trees in all directions around you. To the east, there appears to be sunlight.>eastForest Path>{"type":"text","output":"South\nSouth\nEast\nOpen window\nEnter\nGet sword\nGet lamp\nMove rug\nOpen trap door\nTurn on lamp\nDown\n"}

### Round 14



Kitchen Score: 3045 elling of hot peppers.>get swordl can't see any sword here.>get lampl can't see any lamp here.>move rugl can't see any rug here.>open trap doorl can't see any trap door here.>turn on lampl can't see any lamp here.>downOnly Santa Claus climbs down chimneys.>{"type":"text","output":"West\nGet sword\nGet lamp\nMove rug\nOpen trap door\nTurn on lamp\nDown\n"}

# Round 15

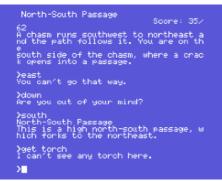


Cellar Score: 30/51 ampTaken.>move rugHaving moved the carpet previously, you find it impossible to move it again.>open trap doorThe door reluctantly opens to reveal a rickety staircase descending into darkness.>turn on lampIt is already on.>downThe trap door crashes shut, and you hear someone barring it.Cellar>{"type":"text","output":"North\nWest\nUp\nGet bag of coins\nGet skeleton key\n"}

Maze Score: 30/
55 is a bloody axe here.
>west Maze This is part of a maze of twisty litt le passages, all alike.
>west Maze This is wart of a maze of twisty litt le passages, all alike.
You can't go that way.
}get bag of coins I can't see any coins here.
}get skeleton key I can't see any skelet key here.
>_

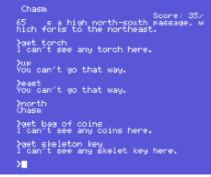
Maze Score: 30/55 is a bloody axe here. >westMazeThis is part of a maze of twisty little passages, all alike. >westMazeThis is part of a maze of twisty little passages, all alike. >upYou can't go that way. >get bag of coinsl can't see any coins here. >get skeleton keyl can't see any skelet key here.> {"type":"text","output":"North\nEast\nNorth\nEast\nDown\nSouth\nGet torch\n"}

### Round 17



North-South Passage Score: 35%62A chasm runs southwest to northeast, and the path follows it. You are on the south side of the chasm, where a crack opens into a passage.>eastYou can't go that way.>downAre you out of your mind?>southNorth-South PassageThis is a high north-south passage, which forks to the northeast.>get torchI can't see any torch here.>{"type":"text","output":"Up\nEast\nNorth\nGet bag of coins\nGet skeleton key\n"}

### Round 18



Chasm65 - is a high north-south passage, which forks to the northeast.>get torchl can't see any torch here.>upYou can't go that way.>eastYou can't go that way.>northChasm>get bag of coinsl can't see any coins here.>get skeleton keyl can't see any skelet key here.{"type":"text","output":"South\nWest\nUp\nGet rope\n"}

North-South Passage Soore: 35/ 68 Chasm
>get bag of coins I can't see any coins here.
}get skeleton key I can't see any skelet key here.
>south North-South Passage
>west You can't go that way.
}up You can't go that way.
}get rope I can't see any rope here.
<b>&gt;</b>

Al Adventure Game Solver

North-South Passage Score: 35/ 68Chasm>get bag of coinsl can't see any coins here.>get skeleton keyl can't see any skeleton key here.>southNorth-South Passage>westYou can't go that way.>upYou can't go that way.>get ropel can't see any rope here.{"type":"text","output":"South\nEast\nGet painting\nWest\nNorth\nUp\n"}

## Round 20

North-South Passage 72 and a stone stairway leading upward. The room is deafeningly loud with an undetermined rushing sound. The
sound seems to reverberate from all o # the walls, making it difficult even to think. On the ground is a large platinum bar
∮get painting painting painting }west Round Rocm
>north North-South Passage
>up You can't go that way.

North-South Passage Score: 3572 and a stone stairway leading upward. The room is deafeningly loud with an undetermined rushing sound. The sound seems to reverberate from all o the walls, making it difficult even to think. On the ground is a large platinum bar>get paintingpainting painting ...WestRound Room>northNorth-South Passage>upYou can't go that way.{"type":"text","output":"Echo\nGet bar\nWest\nWest\nSouth\nUp\n"}

### Round 21



Round Room Score: 35/>westYou can't go that way.A 'lean and hungry' gentleman just wandered through, carrying a large bag.Finding nothing of value, he left disgruntled.>westYou can't go that way.>westYou can't go that way.>southRound Room>upYou can't go that way.> {"type":"text","output":"South\nEast\nSouth\nUp\n"}

AI Adver	nture	Game	Solver

Mirror Room Score: 35/
82 s a long and narrow corridor wh ere a long north-south passageway bri efly narrows even further.
>east You can't go that way.
>south Mirror Room You are in a large square room with t all ceilings. On the south wall is an
enormous mirror which fills the entir e wall. There are exits on the other three sides of the room.
}up You can't go that way.
>=

Mirror Room Score: 3592 is a long and narrow corridor where a long north-south passageway briefly narrows even further.>eastYou can't go that way.>southMirror RoomYou are in a large square room with tall ceilings. On the south wall is anenormous mirror which fills the entire wall. There are exits on the other threesides of the room.>upYou can't go that way.> {"type":"text","output":"Touch mirror\n"}

# Round 23



Mirror Room Score: 35/83>eastYou can't go that way.>southMirror RoomYou are in a large square room with all ceilings. On the south wall is anenormous mirror which fills the entire wall. There are exits on the other threesides of the room.>upYou can't go that way.>touch mirrorThere's a rumble from deep within the earth and the room shakes.>{"type":"text","output":"North\nWest\nNorth\nWest\nNorth\n"}

### Round 24



Ladder Top Score: 3588 unds may be heard coming from the passage at the north end. You may also escape to the east.>northFweep!Fweep!A deranged giant vampire bat (a reject from WUMPUS) swoops down from his belf and lifts you away...Ladder TopThis is a very small room. In the corner is a rickety wooden ladder, leading downward. It might be safe to descend. There is also a staircase leading upward. {"type":"text","output":"North\nWest\nNorth\n"}

Ladder Top 93 a rickety wooden ladder, leadi ng downward. It might be safe to descend . There is also a staircase leading u pward.	
}north You can't go that way.	
}west You can't go that way.	
>north You can't go that way.	
}west You can't go that way.	
>north You can't go that way.	
>=	J

Ladder Top Score: 3593 a rickety wooden ladder, leadingdownward. It might be safe to descendthere is also a staircase leading upward.>northYou can't go that way.>westYou can't go that way.>northYou can't go that way.>

### Round 26



Ladder Bottom Score: 35/94 n't go that way.>westYou can't go that way.>northYou can't go that way.>westYou can't go that way.>northYou can't go that way.>downLadder BottomThis is a rather wide room. On one si do is the bottom of a narrow wooden ladder. To the west and the south are passages leaving the room.>{"type":"text","output":"South\nGet coal\n"}

#### Round 27



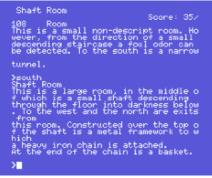
Dead End Score: 3596 n't go that way.>north You can't go that way.>down Ladder Bottom This is a rather wide room. On one side is the bottom of a narrow wooden ladder. To the west and the south are passages leaving the room.>south Dead End You have come to a dead end in the mine. There is a small pile of coal here.>get coal Taken.{"type":"text","output":"North\nUp\nUp\n"}

Coal Mine Score: 35/ 99 Dead End You have come to a dead end in the mi Nere is a small pile of coal here.	
Mere is a small pile of coal here. >met coal Taken. >north Ladder Bottom	
λup Ladder Top Σup	
Coal Mine This is a non-descript part of a coal mine. There is a jewel-encrusted egg here.	

Coal Mine Score: 35ggDead EndYou have come to a dead end in the mine. There is a small pile of coal here.>get coalTaken.>northLadder Bottom>upLadder Top>upCoal MineThis is a non-descript part of a coal mine.There is a jewel-encrusted egg here.>

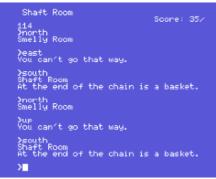
{"type":"text","output":"North\nUp\nUp\nNorth\nEast\nSouth\nNorth\nUp\nSouth\n"}

## Round 29



Shaft Room Score: 35This is a small non-descript room. However, from the direction of a small descending staircase a foul odor can be detected. To the south is a narrow tunnel.>southShaft RoomThis is a large room, in the middle of which is a small shaft descending through the floor into darkness below. To the west and the north are exits from this room. Constructed over the top of the shaft is a metal framework to which a heavy iron chain is attached. At the end of the chain is a basket.{"type":"text","output":"Get egg\nNorth\nEast\nSouth\nNorth\nUp\nSouth\n"}

### Round 30



Shaft Room Score: 35/>northSmelly Room>eastYou can't go that way.>southShaft RoomAt the end of the chain is a basket.>northSmelly Room>upYou can't go that way.>southShaft RoomAt the end of the chain is a basket.>{"type":"text","output":"Put coal in basket\nGet candles\nLight match\nLight candles\nPut candles in basket\nLower basket\n"}

Shaft Room Score: 35/116 end of the chain is a basket.>put coal in basketDone.>get candlesI can't see any candle here.>light matchI can't see any match here.>light candlesI can't see any candle here.>put candles in basketI can't see any candle here.>lower basketThe basket is lowered to the bottom of the shaft.> {"type":"text","output":"Down\nEast\nNortheast\nSoutheast\nSouthwest\nDown\nDown\nWest\n"}

# Round 32



Squeaky Room Score: 35124You wouldn't fit and would die if you could.>downYou wouldn't fit and would die if you could.>westFweep!Fweep!Fweep!A deranged giant vampire bat (a reject from WUMPUS) swoops down from his boltryand lifts you away....Mine Entrance<Squeaky Room>westSqueaky Room> {"type":"text","output":"North\nDown\nEast\nNortheast\nSoutheast\nSouthwest\nDown\nDown\nWest\nDrop all\nWest\nGet coal\nGet screwdriver\nGet candles\nSouth\n"}

# Round 33

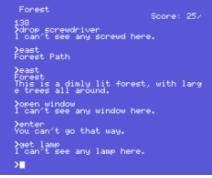


Forest Score: 25/135 t see any candle here.>southYou can't go that way.The thief bows formally, raises his stiletto, and with a wry grin, ends the battle and your life.It appears that the last blow was too much for you. I'm afraid you are dead.\*\*\*\* You have died \*\*\*\*Now, let's take a look here... Well, you probably deserve another chance.I can't quite fix you up completely, but you can't have everything.Forest> {"type":"text","output":"Open machine\nPut coal in machine\nClose machine\nTurn switch with screwdriver\nOpen machine\nGet diamond\nDrop screwdriver\n"}

Forest Score: 25/ 135 machine I can't see any machin here. >put coal in machine I can't see any coal here.
>close machine l can't see any machin here. >turn switch with screwdriver l can't see any switch here.
}open machine I can't see any machin here.
>get diamond I can't see any diamon here. >drop screwdriver I can't see any screwd here.
> <b>—</b>

Forest Score: 25/>135\_machinel can't see any mach in here.>put coal in machinel can't see any coal here.>close machinel can't see any mach in here.>turn switch with screwdriverl can't see any switch here.>open machinel can't see any mach in here.>get diamondl can't see any diamon here.>drop screwdriverl can't see any screwd here.>{"type":"text","output":"East\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 35



Forest Score: 25/138>drop screwdriverl can't see any screw here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowl can't see any window here.>enterYou can't go that way.>get lampl can't see any lamp here.>{"type":"text","output":"South\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 36



Forest Score: 25/138>drop screwdriverl can't see any screwdriver here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowl can't see any window here.>enterYou can't go that way.>get lampl can't see any lamp here.>{"type":"text","output":"South\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

Forest Score: 25/
138 >drop screwdriver I can't see any screwd here.
>east Forest Path
>east Forest This is a dimly lit forest, with larg e trees all around.
>open window I can't see any window here.
≻enter You can't go that way.
>get lamp I can't see any lamp here.
>

Al Adventure Game Solver

Forest Score: 25/138>drop screwdriverl can't see any screwd here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowl can't see any window here.>enterYou can't go that way.>get lampl can't see any lamp here.>{"type":"text","output":"West\nWest\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

## Round 38



ForestScore: 25/138>drop screwdriverI can't see any screw here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowl can't see any window here.>enterYou can't go that way.>get lampl can't see any lamp here.>{"type":"text","output":"South\nSouth\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 39



Forest Score: 25/138>drop screwdriverl can't see any screwd here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowl can't see any window here.>enterYou can't go that way.>get lampl can't see any lamp here.>{"type":"text","output":"West\nSouth\nWest\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

Forest	Score: 25/
138 dtem I don't know the	word 'mnagpdtem'.
≯oeptwr I don't know the	word 'ceptwr'.
} Beg pardon?	
>leganemtpe I don't know the	word 'leganemtpe'.
>rl I don't know the	word inli.
}agmept I don't know the	word fagmept.
> lamp You must supply	
<b>&gt;</b>	

Forest Score: 25/138 \_oteml don't know the word 'mngapdten'.> oepturl don't know the word 'oeptur'.> Beg pardon?> leganemptel don't know the word 'leganempte'.> rll don't know the word 'rl'.> agmeptl don't know the word 'agmept'.> lampYou must supply a verb!> {"type":"text","output":"East\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 41



# ForestScore: 25/>142>eastForestThe forest thins out, revealing impassable

mountains.>southForestForest>eastForest>open windowl can't see any window here.>enterYou can't go that way.>get lampl can't see any lamp here.{"type":"text","output":"West\nSouth\nWest\nSouth\nOpen window\nEnter\nGet lamp\n"}

# Round 42



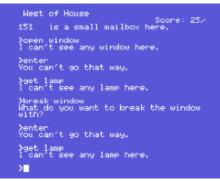
South of House Score: 25/148WestBehind House>southSouth of HouseYou are facing the south side of a white house. There is no door here, and all the windows are boarded.>open windowThe windows are boarded and can't be opened.>enterYou can't go that way.>get lampl can't see any lamp here. {"type":"text","output":"West\nOpen window\nEnter\nGet lamp\n"}

1	١	Adve	nture	Game	Solver

West of House	Score:	95.
150 ∑enter You can't go that way.	soore.	2.57
}get lamp I can't see any lamp here.		
>west Nest of House A small leaflet is on the There is a small mailbox he	around. ere.	
<pre>&gt;open window 1 can't see any window here</pre>	e.	
>enter You can't go that way.		
}get lamp I can't see any lamp here.		
<b>≻</b>		

West of House Score: 25/>enterYou can't go that way.>get lampl can't see any lamp here.>westWest of HouseA small leaflet is on the ground.There is a small mailbox here.>open windowl can't see any window here.>enterYou can't go that way.>get lampl can't see any lamp here.>{"type":"text","output":"Break window\nEnter\nGet lamp\n"}

### Round 44



West of House Score: 25151 is a small mailbox here.> open windowl can't see any window here.> enterYou can't go that way.> get lampl can't see any lamp here.> break windowWhat do you want to break the window with?> enterYou can't go that way.> get lampl can't see any lamp here.> {"type":"text","output":"South\nEast\nOpen window\nEnter\nGet lamp\n"}

#### Round 45



Kitchen Score: 25/>get lampl can't see any lamp here.>southSouth of House>eastBehind House>open windowLook around.>enterKitchenOn the table is an elongated brown sack, smelling of hot peppers.>get lampl can't see any lamp here.> {"type":"text","output":"West\nGet lamp\n"}

Living Room Score: 25/
156 Seast Behind House
}open window Look around.
>enter Kitchen On the table is an elongated brown sa ck, smelling of hot peppers.
}get lamp l can't see any lamp here.
>west Living Room
}get lamp I can't see any lamp here.
> <b>=</b>

Living Room Score: 25/156EastBehind House>open windowLook around.>enterKitchenOn the table is an elongated brown sack, smelling of hot peppers.>get lampl can't see any lamp here.>westLiving Room>get lampl can't see any lamp here.>{"type":"text","output":"Up\nGet lamp\n"}

