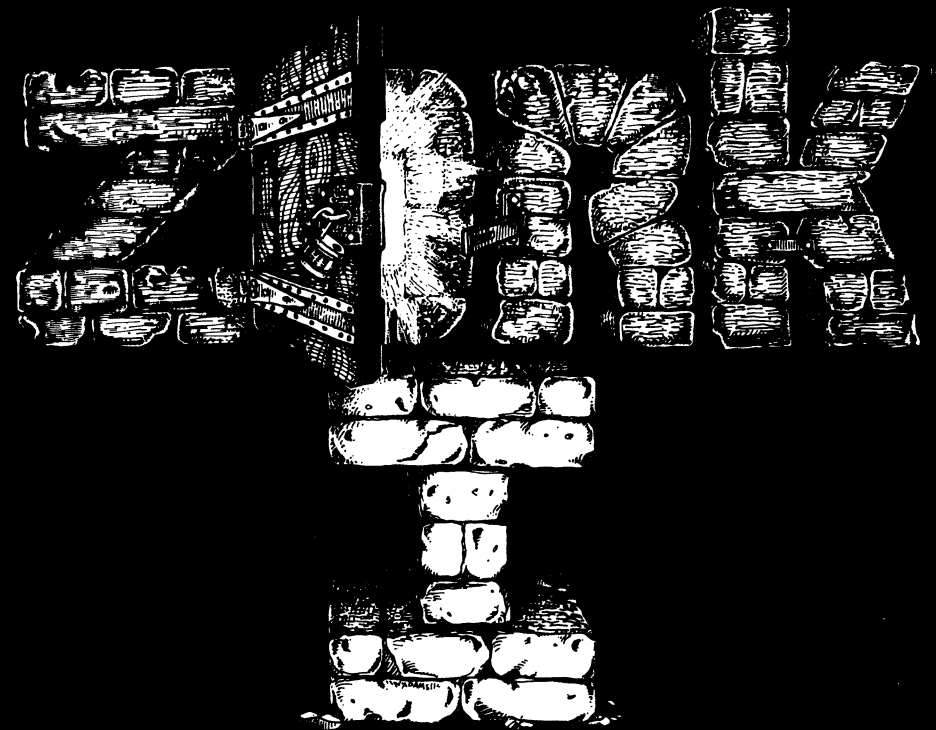
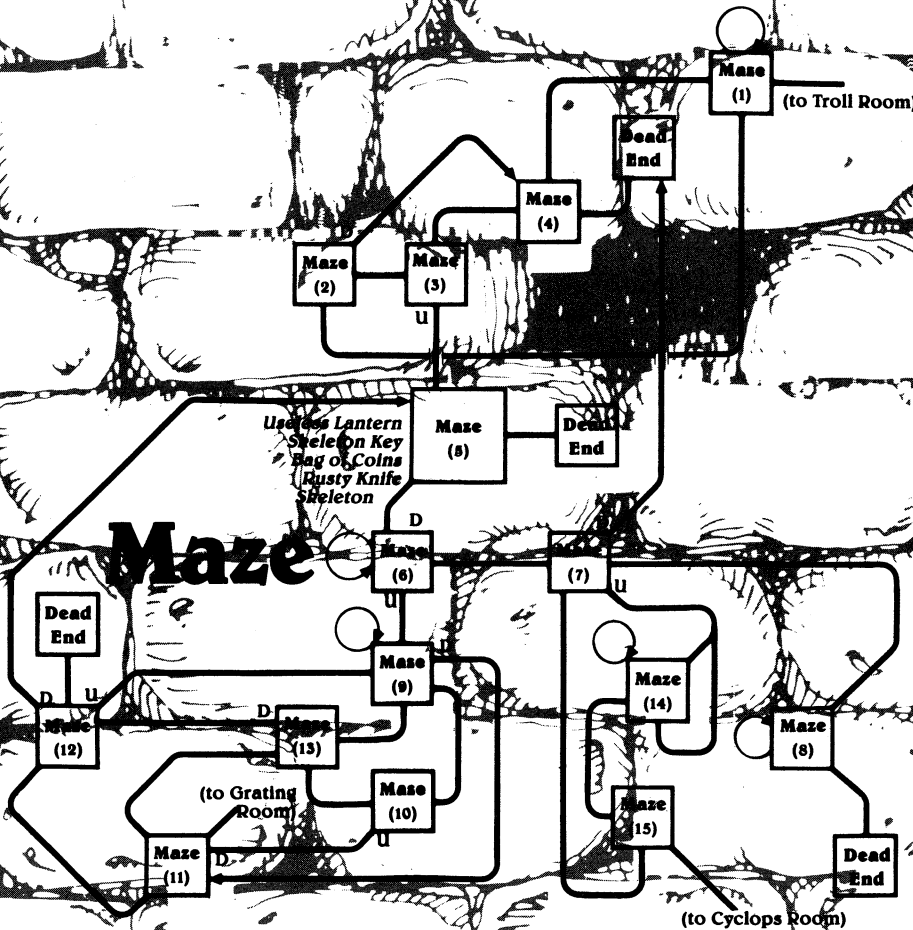


Infocom Dept. of Touristry
Lost Despondent Adventurer's
Map for



The Great
Underground Empire



INFOCOM™

The next dimension

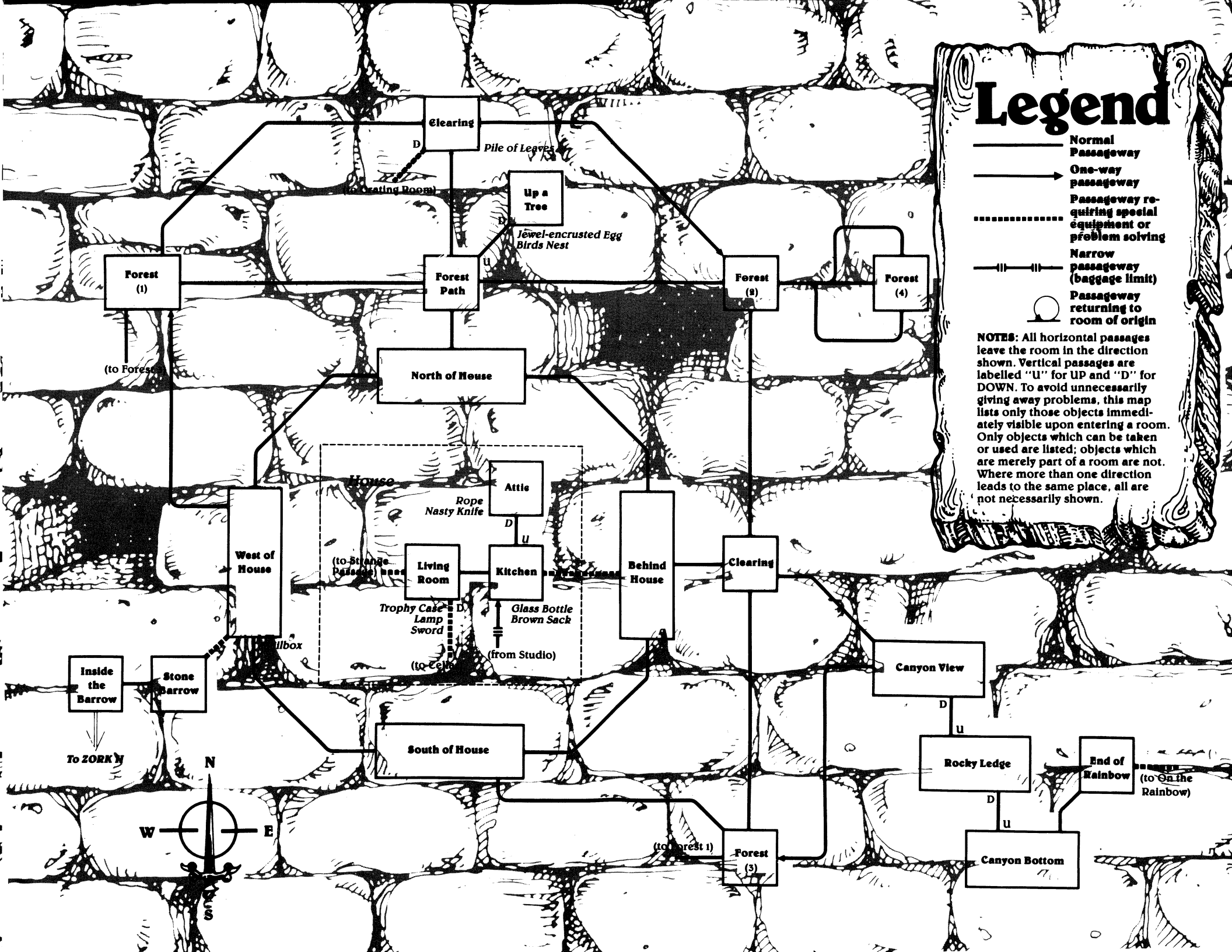
Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138

INFOCOM™

Legend

- Normal Passageway
- One-way passageway
- Passageway requiring special equipment or problem solving
- Narrow passageway (baggage limit)
- Passageway returning to room of origin

NOTES: All horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid unnecessarily giving away problems, this map lists only those objects immediately visible upon entering a room. Only objects which can be taken or used are listed; objects which are merely part of a room are not. Where more than one direction leads to the same place, all are not necessarily shown.



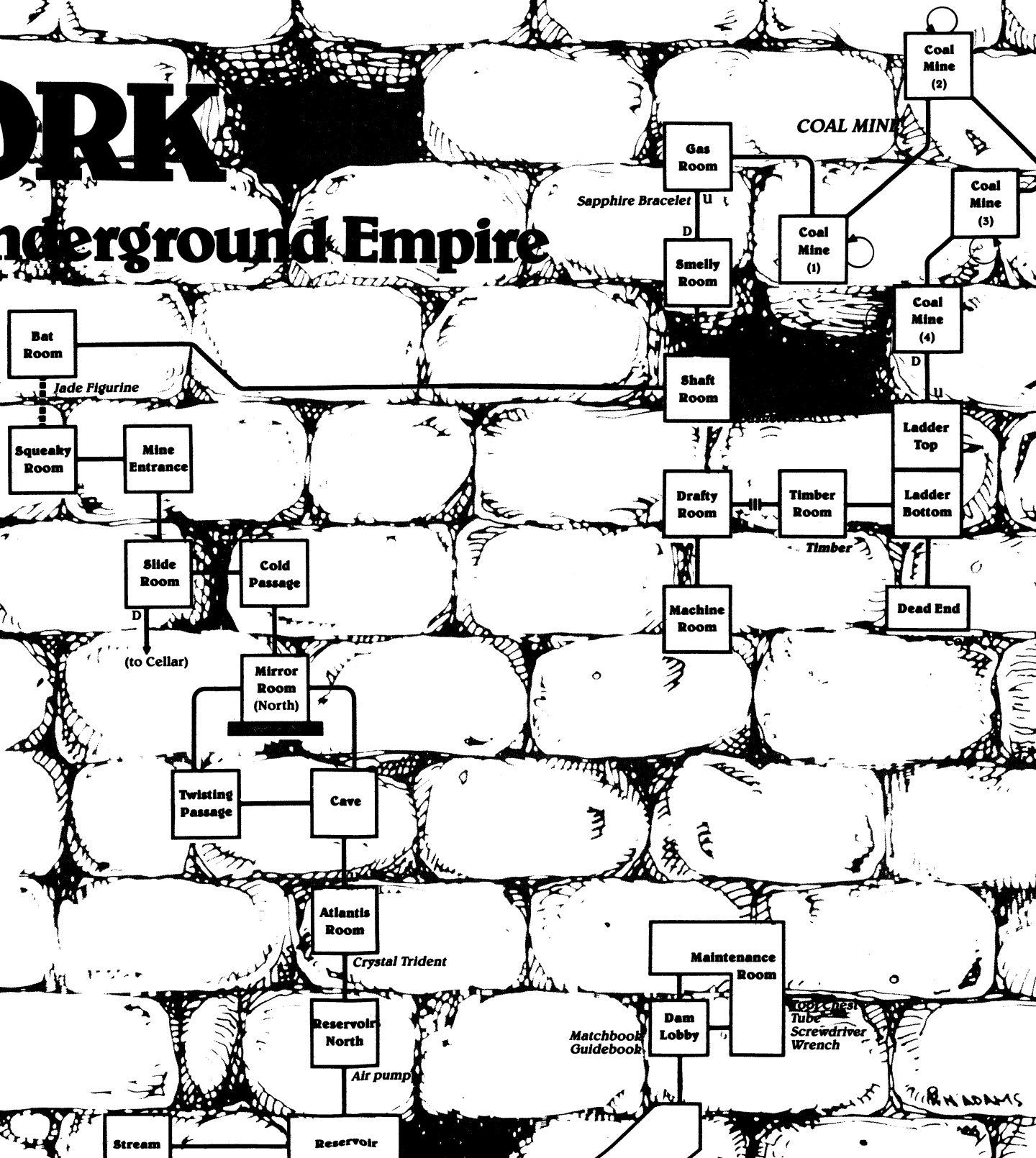
ZORK

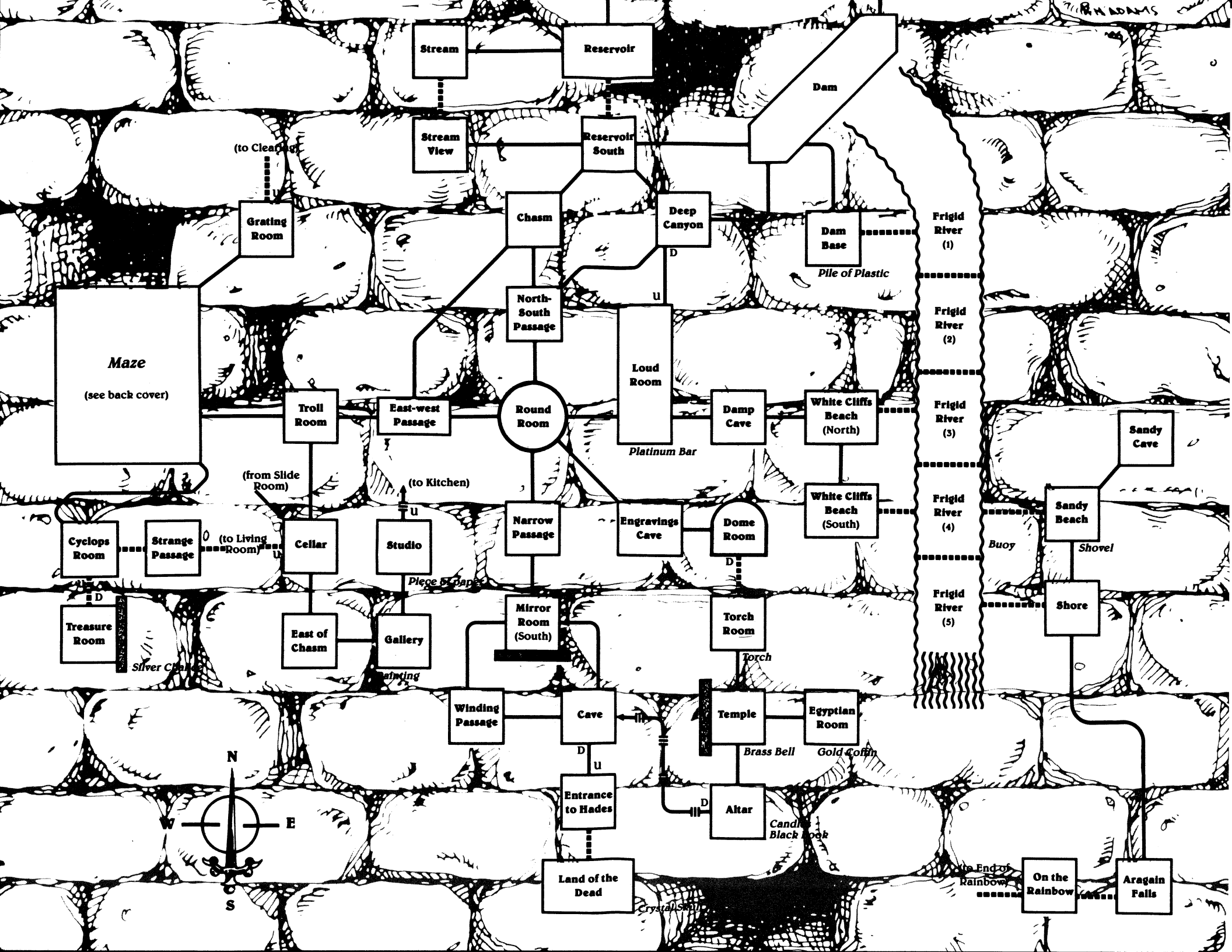
The Great Underground Empire

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Stream
Reservoir

Stream View
Reservoir South

Dam

(to Clearing)
Grating Room

Chasm
Deep Canyon

Dam Base
Pile of Plastic

Frigid River (1)
Frigid River (2)

Maze
(see back cover)

Troll Room

East-west Passage

Round Room

Loud Room
Platinum Bar

Damp Cave

White Cliffs Beach (North)

Frigid River (3)

Sandy Cave

(from Slide Room)
Cellar

(to Kitchen)

Studio

Narrow Passage

Engravings Cave

Dome Room

White Cliffs Beach (South)

Frigid River (4)

Sandy Beach

Cyclops Room
Strange Passage

(to Living Room)

East of Chasm

Gallery

Mirror Room (South)

Engravings Cave

Torch Room

White Cliffs Beach (South)

Frigid River (5)

Shore

Treasure Room
Silver Chain

Strange Passage

Piece of Paper

Winding Passage

Cave

Temple

Egyptian Room

End of Rainbow

On the Rainbow

Aragain Falls

Land of the Dead

Crystal Skull

Akar

Candle
Black Book

Gold Coffin

Brass Bell

Entrance to Hades

