A glowing lantern hangs in the center of the frame, casting a warm light. The background is a deep blue with numerous thin, white lines radiating outwards from behind the lantern, creating a starburst or lens flare effect. The lantern itself is a classic oil lamp style with a glass chimney and a metal frame.

ZORK

Grand Inquisitor™

ACTIVISION®

ZORK GRAND INQUISITOR

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MINIMUM SYSTEM REQUIREMENTS:

- Pentium® 90 MHz processor
- Microsoft® Windows® 95 operating system English-language version
- 100% Windows 95-compatible computer system (including compatible 32-bit drivers for CD-ROM drive, video card, sound card, and input devices)
- 16 MB RAM
- Quad-speed CD-ROM drive (600K/second sustained transfer rate)
- 50 MB of uncompressed hard disk space
- High-color (16-bit) 640 x 480 VLB or PCI video card with 1MB RAM
- 100% Sound Blaster 16-compatible sound card (for digital audio)
- 100% Microsoft-compatible mouse and driver

Note: *Zork Grand Inquisitor* uses Microsoft DirectX® 5 technology, and requires that your system have the most updated drivers that fully support DirectX.

Any references to CD, DVD, game discs, optical drives and related functionality, such as Autoplay or disc installation process, do not apply to software purchased via digital download.

ADDITIONAL MINIMUM SYSTEM REQUIREMENTS FOR LINKED PLAY

Internet:

- 100% 28.8 Kbps or higher Windows 95-compatible modem.
- TCP/IP network

Local Area Network

- 100% Windows 95-compatible network.
- IPX network (LAN)

Modem

- 100% 28.8 Kbps Windows 95-compatible modem

Note: In order to play *Zork Grand Inquisitor* either single-player, LAN, modem, or over the Internet, the CD must be in your CD-ROM drive at all times.

As with all new and evolving technology, Activision is committed to providing upgrades that improve quality and performance. See the Customer Support area of the Activision Web site for further upgrades at www.activision.com.

INTRODUCTION

Welcome to *Zork Grand Inquisitor*. We hope you enjoy playing the game as much as we have enjoyed creating it.

Zork Grand Inquisitor exists in the universe of Zork which was created over 20 years ago. Since that time, thirteen games have been written that constitute the Zork Universe. Don't worry if you have never played a Zork game — everything you need to solve the game can be found within the worlds you will explore. The included Chronologue also contains a wealth of information about Zork's history.

As you explore the game, you will learn what you have to do and how to accomplish those goals. Take your time exploring and have fun. Much of Zork's humor comes from experimenting.

Above all, relax. It's just a game. Your only punishment for not finishing will be totemization.*

Thank you for purchasing *Zork Grand Inquisitor*.

The Zork Grand Inquisitor Team

zork@activision.com

* Which, in the scheme of things and in a ranking of very bad things, is indeed truly to be avoided as much as possible.

GETTING STARTED

BEFORE RUNNING THE GAME

When playing *Zork Grand Inquisitor*, we strongly recommend that you run under the following conditions:

- Before playing, close all other applications. Some users have experienced random fatal errors while playing *Zork Grand Inquisitor* if they have other memory-intensive applications running at the same time. We highly recommend running *Zork Grand Inquisitor* as a stand-alone application.
- Make sure your hard drive has at least 50 MB of uncompressed free disk space before starting the game.

INSTALLING ZORK GRAND INQUISITOR

Before Installing please make sure your computer system is 100% Windows 95-compatible; *Zork Grand Inquisitor* is not compatible with Windows 3.1.

In order for *Zork Grand Inquisitor* to operate best, it requires that your system have the latest Windows 95 32-bit drivers for your CD-ROM drive, sound card, and video card, as well as any other peripherals you want to use (e.g., a modem).

If you have any problems running the program, older drivers are the most likely cause. If you need help on how to obtain the latest sound and video drivers, check out the *Zork Grand Inquisitor* Technical Help file. Just press the **More** button on the *Zork Grand Inquisitor* title screen (which displays shortly after inserting the *Zork Grand Inquisitor* Disc 1 CD into your CD-ROM drive), then click the **Technical Help** button. We have supplied a list of major computer hardware companies and their telephone numbers. You can find them listed in the Customer Support section under Vendor List. This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

HOW TO INSTALL

1. Before installing, close all other applications. Also make sure Virtual Memory (located in your System Control Panel under Performance) is NOT disabled.
2. Insert *Zork Grand Inquisitor* Disc 1 into your CD-ROM drive and wait a few moments until the *Zork Grand Inquisitor* title screen appears. (If the title screen does not appear, please refer to AutoPlay in the Troubleshooting section.)
3. There are three buttons on the title screen. Click the **Install** button to begin the install process and then follow the on-screen instructions.

Note: The game will play faster and smoother with the larger install. This will be especially noticeable during transitional aspects of the game. *Zork Grand Inquisitor* can access game art and sound much faster from your hard drive than from your CD, so the more game files installed on your hard drive the quicker the game will play.

During the *Zork Grand Inquisitor* installation, your computer will install the Microsoft DirectX drivers if you do not already have them. After installation of DirectX is complete, you will need to restart your computer for the new drivers to take effect. For more information, see the DirectX section under Windows 95 Troubleshooting in this manual.

You can now run *Zork Grand Inquisitor* by choosing **Programs\Zork Grand Inquisitor\Play Zork Grand Inquisitor** from the Start menu or by clicking **Play** on the *Zork Grand Inquisitor* title screen.

Register Your Copy of Zork Grand Inquisitor Electronically

(Available in North America Only)

To make registration fast and easy, you can use our Electronic Registration system. There are three ways to access it: (1) answer **Yes** when asked to register during the installation process; (2) insert Disc 1 and, from the *Zork Grand Inquisitor* title screen, click on **More**, and then click on **Registration**; or (3) right-click on the **Zork Grand Inquisitor** CD icon while Disc 1 is in the CD-ROM drive and select **Electronic Registration** from the menu.

TITLE SCREEN BUTTON FUNCTIONS

On the opening screen:

Install/Play — Install *Zork Grand Inquisitor*. Once you have installed, you may click this to play.

Linked Play — Allows you to play *Zork Grand Inquisitor* with a friend. See the Linked Play section for more information.

Exit — Click this button to close the title screen and exit *Zork Grand Inquisitor*.

More — Click this button to access the Extended Options screen, which includes the Technical Help, About Activision, Registration, Other Games, Activision Home Page, and Zork Home Page.

Uninstall — Click this button to remove all *Zork Grand Inquisitor* files from your computer.

THE EXTENDED OPTIONS SCREEN:

Technical Help — Click this button to view helpful troubleshooting information.

About Activision — Click this button to view information on how to contact Activision.

Registration — Click this button to register your copy of *Zork Grand Inquisitor* over the modem. The Registration screen will automatically appear upon installing *Zork Grand Inquisitor*. (Available in North America only.)

Other Games — Preview the latest titles from Activision.

Activision Home Page — Click this button to connect to the Activision Web site.

Zork Home Page — Click this button to connect to the *Zork Grand Inquisitor* Web site.

Back — Returns to the main Title screen.

TROUBLESHOOTING

AUTOPLAY

If the *Zork Grand Inquisitor* title screen does not appear, try performing the following steps:

1. With Disc 1 in your CD-ROM drive, double-click on the **My Computer** icon on your desktop or right-click on it and choose the **Open** option.
2. Select the **Refresh** option located in the View pull-down menu.
3. Double-click on the **Zork Grand Inquisitor CD 1** icon in the window or right-click on it and choose the **AutoPlay** option.
4. After the *Zork Grand Inquisitor* title screen appears, click on the **Play/Install** button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in your CD-ROM drive.
2. Verify that your CD-ROM driver is optimized for use with Windows 95. To do this:
 - a. Open the Windows® 95 Control Panel folder and double-click on the **System** icon.
 - b. Click on the **Performance** tab. If any of your hardware drivers are not fully optimized for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.
3. Verify that the Auto-Insert Notification for your CD-ROM is enabled. To do this:
 - a. Open the Windows® 95 Control Panel folder and double-click on the **System** icon.
 - b. Click on the **Device Manager** tab. Your system's devices will be listed here. Click on the + symbol that appears next to the CD-ROM listing. Double-click on the CD-ROM make and model that is on your system.

- c. Click on the **Settings** tab. Under Options there will be a check-box labeled Auto insert notification. Make sure this box is checked. Click **OK**.

DIRECTX

During the Zork Grand Inquisitor setup, the install process will determine if Microsoft DirectX needs to be installed on your computer. If so, the Microsoft DirectX setup program will install the appropriate files on your computer. Also, see the Zork Grand Inquisitor Technical Help file for additional information.

Q. What is DirectX and why do I need it?

- A. Microsoft's DirectX is a set of functions that give Windows 95 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound and input beyond what's possible on other operating systems and accounts for much of the performance gains associated with Windows 95 games. *Zork Grand Inquisitor* uses DirectDraw and DirectSound, two of the DirectX functions.

Q. If I don't have DirectX will Zork Grand Inquisitor install it for me?

- A. Yes. If the Microsoft DirectX installer does not detect DirectX on your computer, it will ask you for confirmation to install DirectX. After installation is complete, you will need to restart your computer in order for DirectX to take effect.

Q. I already have other Windows 95 games installed on my computer. Will the Microsoft DirectX installer change my DirectX files?

- A. If you already have other Windows 95 games on your computer, chances are you already have the release version of DirectX installed on your computer. In this case, the Microsoft installer will detect that you have DirectX installed and will not install over what you have, and the game installation process will be complete. You will not need to restart your computer.

Q. I have a beta version of DirectX but Microsoft's DirectX setup program won't install the released version. How can I install the released version?

- A. With Disc 1 in your CD-ROM drive, you can force the Microsoft DirectX drivers to be installed by right-clicking on the **Zork Grand Inquisitor CD 1** icon to get the context menu. From that menu select **Install DirectX**.

QSOUND™

The following guidelines will help you get the maximum benefit from QSound Virtual Audio (named 3-D Sound in the Prefs screen). Since QSound is a stereo process, you will need a stereo playback system. Although enhancement can be heard off-axis, dramatic sound localization will be heard when you are centered between the speakers. Therefore the goal of the following suggestions is simply to set up your speakers symmetrically.

- Both speakers should be placed at the same distance from the listening position.
- Make sure both speakers are at the same angle, facing straight forward or turned slightly toward the listening position, whichever is your preference.
- Arrange both speakers at the same height.
- Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor.
- If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.
- Your speakers must be in phase. Most multimedia speakers use connectors that automatically ensure proper phasing, but some systems (e.g., home stereos) having separate speakers and amplifier use two terminals for each connection point. These are typically colored red and black or marked "+" and "-." Speaker wire usually has one of its two conductors marked with a colored line or ridge. Connect this wire to the red or "+" terminal in each case, then connect the other conductor to the black or "-" terminal.

PROBLEMS AND SOLUTIONS

I CAN'T FIND THE HELP OPTION

From the title screen, select **More**, then **Technical Help** to get technical help.

PROGRAM WON'T INSTALL

You may have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. Free up more hard disk space.

GAME DOESN'T START

This problem may be caused by lost clusters on the hard drive. Run SCANDISK to determine if this is the problem. See your Windows 95 manual for more details on SCANDISK. Also, make sure you have at least 50 MB of free hard disk space before starting *Zork Grand Inquisitor*.

MOVIES DON'T PLAY PROPERLY

- Make sure your system meets the minimum requirements for *Zork Grand Inquisitor*, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 600Kbps (a quad-speed drive).
- You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. *Zork Grand Inquisitor* requires 16 MB of RAM.
- Too many other applications may be running. Close other applications (especially DOS boxes) and try again. We strongly recommend that you not run other applications while running *Zork Grand Inquisitor*.
- In the Preferences screen, set Movie Quality to Line Skip.

CTRL-ALT-DEL LOCKS UP MY SYSTEM

Do not use the Ctrl-Alt-Del function to quit *Zork Grand Inquisitor*. Instead select **Quit** from the menu bar to exit the game.

GAME FREEZES

- Make sure your computer has at least 16 MB of RAM.
- Make sure you are using Windows 95 with the latest 32-bit drivers for all your peripheral devices.

NO SOUND, PARTIAL SOUND, OR NO VOICES OR SOUND EFFECTS

- Make sure you have a 100% Windows®95 Sound Blaster 16-compatible sound card in your computer. 8-bit sound cards are not supported.
- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- Make sure you are using the latest Windows 95 32-bit sound drivers for your 16-bit sound card.
- Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows 95 to be sure all is correct. Consult your card's manual and your Windows 95 manual for details.

GAME TOO SLOW

- If your computer has a turbo button, make sure it is ON and set to the highest MHz possible.
- Make sure you are running *Zork Grand Inquisitor* on a Pentium 90 MHz or faster system.
- In the Preferences Screen, turn *pana anim* to **off**. Normally, animations will keep animating while panning. These can be turned off to smooth the *pana* rotation.
- In the Preferences Screen, turn *pana quality* to **low**. This will turn on the lo-res mode for rotating.

PLAYING ZORK GRAND INQUISITOR

1. After installing the game, insert Disc 1. Click **Play** to run the game.
2. To begin a new game, click **New Game**. To restore a saved game, click **Restore**.

Note: You can also begin the game by inserting Disc 1 and selecting **Play Zork Grand Inquisitor** from the Windows Start menu.

HOW TO PLAY ZORK GRAND INQUISITOR

When you start the game, the opening movie will run, and you will find yourself facing curfew in Occupied Port Foozle — the opening location of *Zork Grand Inquisitor*.

Z-VISION & THE ZORK GRAND INQUISITOR INTERFACE

With Activision's Z-Vision technology, you can see a complete 360-degree view of your surroundings from almost every point in the game. By panning left and right, you can explore the world of *Zork Grand Inquisitor* in incredible detail. You may find many different things to interact with as you pan through a single 360-degree view.

As you look around, pay attention to your cursor—it will provide you with useful information about your environment. There are three kinds of cursors: exploration cursors (which help you navigate through the worlds), inventory cursors (which let you use items you find along the way) and Magic Spell Cursors (for, naturally enough, casting spells). The cursors are your tools for interacting with the world of *Zork Grand Inquisitor*.

It may take you a few minutes to get used to the sensation of panning. Try and go slowly until you get the hang of it. If you want, you can always go to the Preferences Menu to slow the Pan-a-view rotation down.

If you don't find the mouse comfortable to use, you can pan left and right by using the arrow keys on the keyboard. You'll still need the mouse though, for interactions and inventory.

NAVIGATION CURSORS

Note: If you have switched buttons in your Windows Mouse Control Panel, the buttons indicated in the following instructions will be reversed.



Idle Arrow: The Idle Arrow is the default navigation cursor. It indicates that you cannot interact with the currently selected item or location. When you can interact with an item or location (i.e., open a door, press a button, etc.), the Idle Arrow will start to glow, becoming the Active Arrow.



Active Arrow: The Active Arrow indicates that you have touched an area where interaction is possible. While the Active Arrow is glowing, you can interact with the selected item or area by clicking the **left mouse button**. The Active Arrow may also appear to let you know that you can use an inventory item at the current location. When this occurs, look through your inventory for an appropriate item. If none of your items work, look around your environment for one that does.



Blue Orb: Whenever the Blue Orb glows on your cursor, it means that *Zork Grand Inquisitor* received your command and is in the process of executing it. Try to avoid clicking the mouse buttons while the Blue Orb is glowing.



Pan Left and Right Arrows: When you move your cursor to the left and right edges of your screen, a Pan Arrow will appear to let you know if you can pan left or right. As soon as the Pan Arrow appears, you will start to rotate in the direction of the arrow. The closer you move the Pan Arrow to the edge of the screen, the faster you will pan. It may take you a few minutes to get used to the sensation of panning—try to go slowly until you get the hang of it.



Forward Arrow: The Forward Arrow lets you know that you can move forward, or that you can move in for a close-up of your current view by clicking the **left mouse button**. When you move in for a close-up, you will no longer be able to pan.



Backward Arrow: The Backward Arrow indicates that you can back up, or move out from a close-up, by clicking the **left mouse button**.



Look Up and Down Arrows: If there is something to see above or below you, an arrow will appear indicating that you can look up or down.



Drag Cursor: There are some objects in the game, such as levers, that you must pull, push, or otherwise move around. When you come across one of these objects, you will see the Drag cursor. Move this cursor over the object and click the **left mouse button**, holding the mouse button down. While you hold the left mouse button down, you can drag the selected object.



Pick-Up Cursor: When you discover an item that you can pick up and place in your inventory, the Pick-Up cursor will appear. Click on the **left mouse button** to pick up the item and place it in your inventory.

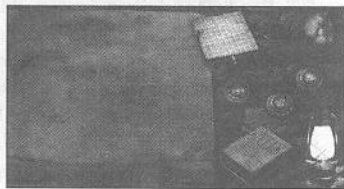
INVENTORY

In *Zork Grand Inquisitor* there are many items that you can pick up and carry around with you for use later in the game. When you pick up an item, it is placed in your inventory. A picture of the item takes the place of your normal navigation cursors (which are described above).

Your items are stored in your inventory bag.

Right clicking or pressing **F5** will take you to the inventory screen. (See the Menu Bar Section for quick access to your stuff.)

The screen is divided into two halves. The left half is where you store your basic objects. You can store 20 items (which is more than you will need at any one time in the game). Objects can be stored in any of the areas of the sack.



Clicking on an object will put it into your hand. If you click an object while holding another, the one you clicked on will be in your hand and the one you were holding will be put into the sack. You can drop an object by clicking on an empty area of the sack. (Pressing **F8** at any time will also put away the current object.)

The right half of the screen is your special item area. As you play the game, you will acquire all of these objects. However, at the beginning of the game, your only special possession is a Frobozz Magic Viewer.

Below is a list of special objects and how they are used in the game:

Spell Book — **Left-click** on the Book to open your spell book

Totems — The punishment inflicted by the inquisition is totemization. As you journey on, you may find some of these unfortunate victims of the inquisition.

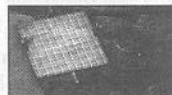
Lantern — No adventurer should be without his or her lantern. Crues are wont to prey on unsuspecting adventurers who stumble into the dark. Only go underground when you have a trusty working light source.

Bag of Zorkmids — Zorkmids are the currency of the empire. Of course, you start out with none. However, if you are lucky enough to find a source, you will gain a bag to put them in. Clicking on the bag will extract a Zorkmid. If you clutter your inventory with Zorkmids, you can put some back into the bag.

Examine Tool — You are lucky to have an antique Frobozz Magic Viewer. Placing an object onto the viewer will bring you a close-up view of the object.

Once you have a close-up of the object, you can manipulate the object or place another object on top to combine two objects into one. Click on the **X** to put away the current object and close the viewer.

Click on the "Close Here" label to leave the inventory screen.



SPELL CASTING

Magic is under attack in *Zork Grand Inquisitor*. You are the last person practicing magic in the empire. Once you acquire a spell book, you can cast spells.

To open the spell book, select it from your inventory screen. You can also press **F6** for direct access.

Your spell book opens to one of two pages — High Spells or Middle and Deep Spells. Each page contains different types of spells. Use the tabs on the side of the screen to change pages.

Each spell is identified by a rune, followed by the name of the spell and a description of what it does.



To Cast a spell, you need to memorize it. You do this by clicking on a spell (see the menu section for a way to select spells without opening the book). The spell will be chanted, the book will close and your cursor will become the same as the spell's rune. Clicking with the spell will cause you to cast the spell on the object clicked upon.

Note: You can cast spells on inventory objects as well. If the spell cast was successful (see below), you will see or hear an effect.

You only remember a spell for a short time. If you wait too long or change views, you will need to relearn the spell. You can purposely forget a spell by pressing **F8**.

You can cast spells at any time in the game, although they may not work for a variety of reasons. For example, casting Igram (turn purple items invisible) will fail on a red chair. Likewise, some objects are protected from magic. The doors of the Grand Inquisitor's headquarters cannot be Rezroved because they are protected by the Frobozz Electric Magic Repellent.

Gaining new spells is part of the fun of *Zork Grand Inquisitor*. To add spells to your spell book, you need to find spell scrolls. These are scattered around the underground.

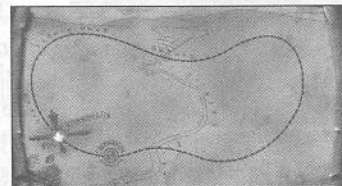
When you find a spell, it needs to be written into the book so it can be used more than once (since a spell scroll disappears when it is used). In the old days, this required a special spell, "Gnusto," to accomplish this task. With your auto-Gnusto spell book, spells will automatically write themselves into your book and the scroll will disappear.

Some spells are so complex, they cannot be written into your spell book. These can only be cast once. You can cast a spell in scroll form by selecting the scroll from the inventory and clicking on the object you wish to cast the spell on.

MAP

As you navigate, you might find yourself passing through certain areas more than once. If you are lucky enough to find a map, you can use it at the teleportation stations located throughout the Underground. The map will automatically fill out as you explore.

The map can be opened by placing it in the examine tool in the inventory screen.



MENU BARS

At the top of the screen, you can access three different menu bars. The center bar allows you to access the game screens of ZGI. The left bar is an Inventory menu and the right bar is a Spell menu.

CENTER BAR

If you place your cursor at the top of the screen, a bar will appear allowing you to save or restore a game, set preferences or quit the game.

Save — To save a game, click on **Save**. Use your cursor to select a slot, type in a game name, and press **Enter**. If you select a previously used slot, the program will ask you to confirm the overwriting of the old file.

Restore — To restore a saved game, click on **Restore**. Highlight the game you wish to restore, and press **Enter** or click your left mouse button.



PREFS (PREFERENCES)

Pana-view — 0-100 (the slower the pan, the crisper the scene will appear).

3-D Sound — In certain areas of the game, you can hear more realistic sound when this option is toggled on. If the performance of the game suffers, toggle this option off. For more information on 3-D Sound, refer to the QSound section in this manual.

Captioning — Toggles on/off captioning for dialogue and off-screen sound effects.

Pana Animations — Toggles animations during panning. See the trouble shooting section.

Pana Quality — Quality of Z-Vision during panning. See the trouble shooting section.

Movie Quality — Controls look of full-screen movies.

Install Level — Indicates current install level.

Note: You cannot access any of the special commands (Save, Restore, Prefs) from within each command's section. You must return to the game first and then select the command you desire. Also, the spell and inventory bars are not accessible in these screens.

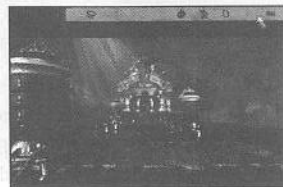
INVENTORY BAR

Move the cursor to the top left corner of the screen. A bar zips out showing sixteen of your current objects. You can pick up or drop objects on the bar. This is identical to the left half of your inventory. Objects on the bottom row of your inventory sack are not shown on the Menu bar. This bar is not accessible from the inventory screen.



SPELL BAR

On the right side of the menu bar area is the Spell bar. The Spell bar is similar to the Inventory bar. You can quickly learn a spell by clicking on the spell's rune. This is equivalent to clicking on a spell in the Spell Book. The bar is not accessible from the Spell Book.



SCORE SYSTEM

Press **F7** to access the score screen. You earn points for completing tasks in the game. The total number of points in the game is 1000. You are given a rank based on your score. You begin the game as a "PermaSuck Salesperson".

KEYBOARD CONTROLS

Ctrl-S — Save

Ctrl-R — Restore

Ctrl-Q — Quit

Ctrl-P — Prefs

Spacebar — Skip current movie. Also closes the Inventory, Spell, Map, and Preferences screens.

F1 — Help

F5 — Inventory

F6 — Spell Book

F7 — Score

F8 — Put Away Current Object/Forget Spell

F9 — Extract Coin (must have the coin bag)

LINKED PLAY

INTRODUCTION

Linked Play is an exciting new feature for adventure gaming. Linked Play lets two players cooperatively explore the Great Underground Empire of Zork Grand Inquisitor.

To use Linked Play, you will need a modem, access to the Internet, or a LAN network.

In Linked Play, one of the players is the "Driver." The other is the "Commentator." The Driver controls the main mouse and directs the action of the game. The Commentator has a "Look-Over-Here" cursor that can indicate where the Driver should interact or navigate. The Driver and Commentator can switch roles at any time.

The goal of Linked Play is to solve the game as a team. Two brains are often better at solving puzzles than just one, so playing with a friend or someone you find on the Web can make the game experience more fun and rewarding.

For the latest on Linked Play, please see the Linked Play section of the online Technical Help.

SETTING UP LINKED PLAY

From the splash screen, select **Linked Play** or select **ZGI Linked Play** from the Start menu. The Linking screen appears. If you use the Linked Play option over the Internet, upgrades will be automatically downloaded.

You will need to create a player name for your Linked Play identity. This can be your own name, a nickname, or any other nom de plume you invent.

CHOOSING YOUR CONNECTION MODE

You may link using one of these methods:

Internet

Modem

IPX Network (LAN)

When you select a connection method, you will be presented with choices based on your selection. For more information on connecting, please see the Linked Play section of the online Technical Help.

PLAYING ZORK GRAND INQUISITOR LINKED PLAY

After establishing connection with another player, you will be launched into the world of ZGI. Playing is similar to that of the single player mode. One major addition is the Linked Play Control Strip.

Your name appears in the left middle box. Your fellow adventurer's name is in the right hand box. The Control Strip allows you to communicate,



switch control, and break the link. The area on the left is your text box. During the game, type messages you want to transmit to your fellow adventurer. Press **Enter** to send the message and display it on the other player's machine. The last message sent will be at the top of the message box.

The area on the right contains messages from your fellow adventurer.

CONTROLLING THE GAME

As the title indicates, the Driver is in control of the main cursor. All interactions in the game are controlled by the Driver, including navigating, interacting with objects, and casting spells.

The Commentator controls the Look-Over-Here cursor which can be used to indicate where to click, turn, and navigate.

SWITCHING CONTROL

To switch control between the Driver and the Commentator, click on the **Circular Arrow** button or press **Ctrl-X**. You will see a message indicating that the roles have been reversed. The arrow in the center of the screen always points to the Driver.

PLAYING A GAME

From the main menu, the driver clicks on **New Game**. Both players will see the opening movie and land in Port Foozle. As the Driver navigates, the Commentator's screen is updated to reflect what the Driver sees. The Commentator can indicate areas on the screen to explore with the Look-Over-Here cursor.

RESTORING A SAVED GAME

Only the Driver can restore a game. Restoring is similar to the method described in the Menu Bars section of this manual. When the Driver is in the Restore screen, the Commentator is informed that the Driver has paused.

After the Driver selects a saved game, the game will be transmitted over the link to the Commentator so both players can begin playing at the same point in the game.

Single-player saved games can be used in Linked Play.

SAVING A GAME

Only the current Driver can save the game. Games are saved as described earlier in this manual. When the Driver saves a game, the Commentator is informed that the Driver has paused.

If the Commentator wishes to save the game, the Driver and Commentator must switch control so the Commentator is the Driver and can access the Save Game Screen.

Linked Play saved games can be used in single-player mode.

PRE-RECORDED AUDIO TAUNTS

Ten pre-recorded audio taunts are provided to pester your opponent. They can be accessed by holding down the **Ctrl** key and pressing the numbers **1 - 0** above the keyboard. A list of the taunts can be found in the online Technical Help.

BREAKING THE LINK

If you wish to break the link and continue in single-player mode, click on the **Chain** button or press **Ctrl-W**. A message will appear asking you to confirm. Once you break the link, both players are informed of the link break and the Control Strip will be removed. You can continue playing the game without restarting. However, you will need to restart the Linked Play process to reconnect to your fellow adventurer.

ZORK Grand Inquisitor Production Team

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Laird M. Malamed

Producer
Elizabeth Storz

Lead Game Designer
Margaret Stohl

Lead Engine
Programmer
Michael H. Douglas

Lead Game Programmer
Mason Deming

Lead Artist
David Dalzell

Game Designer
Matthew Harding

Associate Producer
Christian Astillero

Associate Producer
Huisok Pyon

Game Programmer
David S. Sanders

Game Programmer
Ben Siron

Production Coordinator
Shelley Futch

Production Coordinator
Jonathan Moses

Senior Art Executive, Consultant
Larry Paolicelli

Design Consultant
Ted Peterson

Design Consultant
William Westwater

Sr. Creative Executive
Christopher B. Hewish

Associate Producer
Marc Struhl

Associate Producer
Yasmin Salas

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Franz Boehm

Artist
Heather Beeman

Artist
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QA Project Lead
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Senior QA Project Lead
Marc Turndorf

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Pyros Pictures
Silicon Knights
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Video Studio Manager
Chris Hepburn

Audio Studio Manager
Michael Schwartz

Audio/Video Technician
Brian Bright

Audio/Video Technician
Kenny Ramirez

Video Compression Technology
Duck by TrueMotion

Music

Underground Music
Mark Morgan

Cut Scene Music
John Beal

Sound

Sound Design & Mix
Soundelux Media Labs

Voice Director
Kris Zimmerman

3-D Sound Technology
QSound

Marketing and PR

Product Manager
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Package Designer
Erik Jensen

Package Copywriter
Veronica Milito

Manual Creation
Mike Rivera

Belinda M. Van Sickle

Live Action
VisonMixer Films

Michael Lien Casting Complete Post

Featured On-Screen Players

GRAND INQUISITOR	Erick Avari
ANTHARIA JACK	Dirk Benedict
WARTLE	Rip Taylor
LUCY	Amy Jacobson
INQUISITION GUARD	Oliver Muirhead
OLD INQUISITION GUARD/BARTENDER	Earl Schuman
Y'GAEL	Jordana Capra
FLOYD THE BOUNCER	Don Gibb
TOTEMIZATION INSPECTOR	Douglas Carrigan

Featured Off-Screen Players

DUNGEON MASTER	Michael McKean
VOICE OF THE INQUISITION/ BICKERING TORCH	David Lander
GRIFF	Marty Ingels
BROG/SEA CAPTAIN	Earl Boen
MARVIN THE MYTHICAL GOATFISH	Roger Rose
HADES BEAST/HOUSE ALARM	Chick Vennera
FISHMARKET LADY/SHONA	Diane Pershing
POP ROCKS WARNING/SPELL CHECKER	Leigh French
DRAGON THROAT RESIDENT/ FLICKERING TORCH	Val Bettin
BELBOZ/PERILS OF MAGIC VOICE	Philip Clarke
INVISIBLE BRIDGE GUARD/DOUG	Donovan Freeberg

Menu Bars

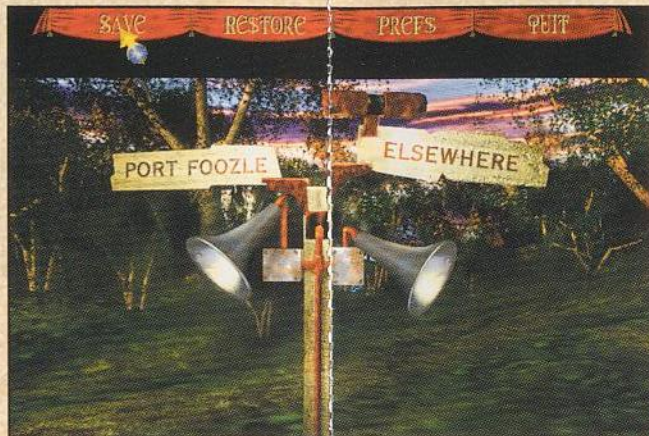
Inventory Bar



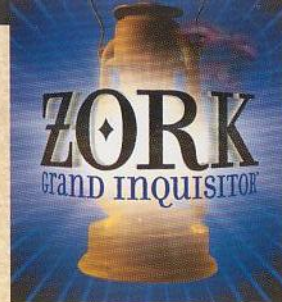
MOVE YOUR CURSOR TO THE UPPER LEFT CORNER OF YOUR SCREEN TO ACCESS THE INVENTORY BAR. HERE YOU CAN VIEW AND SELECT THE FIRST SIXTEEN INVENTORY OBJECTS.

SEE REVERSE FOR KEYBOARD COMMANDS AND
INVENTORY SCREEN

center bar



MOVE YOUR CURSOR TO THE TOP CENTER OF YOUR SCREEN TO ACCESS THE CENTER BAR. HERE YOU CAN SAVE, RESTORE, ADJUST PREFERENCES, AND QUIT.



SPELL Bar



MOVE YOUR CURSOR TO THE UPPER RIGHT CORNER OF YOUR SCREEN TO ACCESS THE SPELL BAR. HERE YOU CAN VIEW AND SELECT SPELLS FROM THE SPELLBOOK.

SEE THE MANUAL OR ONLINE TECHNICAL HELP
FOR MORE DETAILS

KEYBOARD COMMANDS

CTRL-S save

CTRL-R RESTORE

CTRL-Q QUIT

CTRL-P preferences

CTRL-X SWAP (LINKED PLAY)

CTRL-W Break LINK (LINKED PLAY)

Space CANCEL MOVIE PLAYBACK

F1 HELP

F5 INVENTORY SCREEN

F6 SPELLBOOK

F7 SCORE

F8 PUT AWAY OBJECT

F9 EXTRACT COIN (MUST HAVE COIN BAG)

inventory screen

RIGHT-CLICK TO access the INVENTORY screen.

OBJECT STORAGE SACK

EXAMINE TOOL

ZORKMID COIN BAG

TOTEMS

FUNCTIONING LANTERN



CLICK HERE TO CLOSE

SPELLBOOK

THE EXAMINE TOOL IS USED TO
VIEW OBJECTS IN CLOSE-UP OR TO
COMBINE OBJECTS.

SELECT AN OBJECT FROM THE SACK
AND MOVE IT TO THE EXAMINE
TOOL. LEFT-CLICK TO GET A
CLOSE-UP VIEW.



FROBOZZ ELECTRIC
AUTO-LIGHTING CIGAR
IN THE EXAMINE TOOL

SEE REVERSE FOR MENU BARS

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