

THE

Halls of ZK

Wizardry Guide

To Win (175 points)

- Install VMS, CDD and DTR on the prototype VAX
- Pass your physical and your exit interview
- Smuggle the system disk out to the helicopter pad and WAIT
- Several things are random, so save often

  SAVE ZK1 and RESTORE ZK1
- All 175 points earns the top rank: ZK Grand Master



Before You Start

- Doors: IN and OUT open them for you; a compass direction stops at a closed door
- Moves: every command is one; SCORE shows the count
- Darkness: about one turn in twenty a room and its neighbours go dark

  The Lab of Implementors and Tape Library are always dark

  Walking from one dark room into another kills you
- The lamp has 120 turns: keep it off unless you are in the dark
- In the Lobby: TELL GUARD, PLEASE START BUILDING LIGHTS

Before You Start (continued)

- After move 30 the guard throws you out unless you are wearing your badge

  DROP ALL takes it off: always WEAR BADGE afterwards
- The guard only obeys if you say please: TELL GUARD, PLEASE GIVE KEYS TO ME
- A cleaning crew roams the maze: never drop things there
- Shortcuts: GET for TAKE, GET SACK AND LAMP, PUSH DOC N
- Travel light: the ASCII table in the sack is never needed

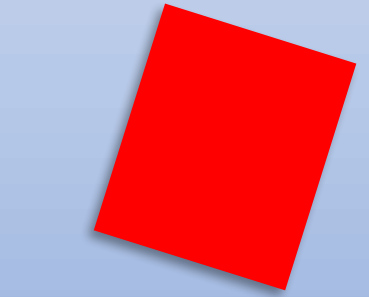


Part 1: Into the Building (25 points)

- Start at the Helicopter Pad
- E to the Woods: GET SACK AND LAMP; leave the sword
- E to the Clearing, N to the Building Entrance
- EXAMINE WALL: 26 blocks of seven rods, one 7-bit character each
- SAY DIGITAL SOFTWARE ENGINEERING: the crystal door clicks open
- IN, IN to the Lobby
- TELL GUARD, PLEASE START BUILDING LIGHTS

Part 2: Physical and Badge (25 points)

- E, E, E to Blue Hall, N, N, W into Health Services
- DROP ALL: the scale only works with empty hands
- STAND ON SCALE
- PUT ARM IN BLOOD PRESSURE MACHINE
- GET ALL, then E: a temporary badge is left at reception
- S, S, W, W, W back to the Lobby
- WEAR BADGE
- TELL GUARD, PLEASE START BUILDING LIGHTS





Part 3: Keys and Elevator

- **Finish Part 3 well before move 85**

  The petty cash officer leaves between moves 90 and 109
- **In the Lobby: TELL GUARD, PLEASE GIVE KEYS TO ME**
- **W, W to Blue Hall, N to the elevator hall**
- **UNLOCK ELEVATOR DOOR WITH KEYS: all three elevators unlock**
- **GET KEYS: you must give them back to the guard at the end**

Part 3: Crystal Balls

- When both balls glow, one shows the room the other is in
- N, IN, D, OUT to the End of Yellow Corridor
- E, E, N into Ed's Office: GET FLUORESCENT BALL
- E, N, W into Will's Office: GET NEON BALL
- RUB NEON BALL, RUB FLUORESCENT BALL
- E, S, S, W, W, W, IN, U, OUT, E, E, S, IN to Petty Cash
- GIVE FLUORESCENT BALL TO OFFICER, then OUT
- Keep the neon ball in your hands from now on

Part 4: The System Disk

- N, W, W, IN, D, D, OUT to the End of Red Passage
- E, E, S into the VMS Lab, S into the Operator's Room
- GET DISK, then N back to the lab
- OPEN DISK DRIVE, PUT DISK IN DISK DRIVE, CLOSE DISK DRIVE
- START COMPUTER, BOOT COMPUTER, READ CONSOLE: the boot fails
- OPEN DISK DRIVE, GET DISK, GIVE DISK TO REP
- WAIT three times: he brings back the system disk
- Leave the drive open and the computer on
- Never open the media cabinet: it kills you



Part 5: The Petty Cash Safe (10 points)

- Between moves 90 and 109 the officer starts to leave
- LOOK IN NEON BALL every turn

  On the fourth turn he keys in the combination: write it down
- From the VMS Lab: N, W, W, IN, U, U, OUT, E, E, S
- TURN ON LAMP, IN to Petty Cash
- TYPE the combination, for example TYPE 4721
- OPEN SAFE, GET BILLS, DROP NEON BALL, OUT
- TURN OFF LAMP

Part 6: The CDD Tape (15 points)

- S to the Lobby, ask for the lights, E, E, E to Blue Hall
- E into the maze, then W, E, S, SW to the coin machine
- PUT BILLS IN COIN MACHINE until it pays out, then GET COINS
- N, N, E, IN, D, OUT, SW, NW, SW, S to the Coke machine
- PUT COINS IN COKE MACHINE, GET COKE
- N, E, SE, N, N into CDD Development
- GIVE COKE TO CDD DEVELOPER: he gives you the CDD tape
- Don't open, shake or drink the Coke

Part 7: Moving the Documentation

- It's too big to carry or take through the stairwell doors
- S, S, NW, SW, W, W across the catwalk, W, W, W, W
- SW, IN to the elevator, PUSH BLUE BUTTON, OUT
- S to Blue Hall, E, S into RSX Development
- PUSH DOC N, PUSH DOC W, PUSH DOC N
- OPEN DOOR, PUSH DOC W into the elevator

Part 7: The DTR Tape (25 points)

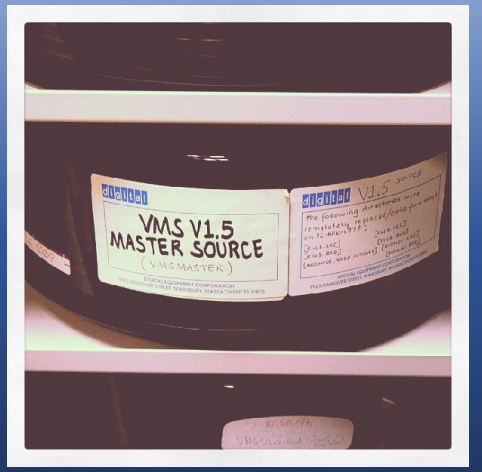
- PUSH YELLOW BUTTON: you and the doc ride together
- OPEN DOOR, PUSH DOC E, PUSH DOC NE
- PUSH DOC E seven times, into the maze
- PUSH DOC N into DTR Development
- STAND ON DOC, GET DTR TAPE, STEP OFF DOC
- You can't walk anywhere while standing on the doc

Part 8: The Card

- The card goes blank again 15 moves after it's exposed
- S, SW, W, W, W, W, S, E into the Rest Room
- DROP ALL: you can't get into the stall carrying anything
- IN, GET CARD, OUT
- GET ALL, WEAR BADGE, W to Yellow Corridor

Part 8: The VMS Tape (25 points)

- TURN ON LAMP, W into the Lab of Implementors, W into the Tape Library
- TURN OFF LAMP: the strange light exposes the card
- TURN ON LAMP straight away
- Hurry: E, N, W, W, IN, D, OUT, E, N, N into VMS Development
- GIVE CARD TO MANAGER: he gives you the VMS tape
- TURN OFF LAMP



Part 9: Boot the VAX

- **Install in order: VMS, CDD, DTR**

  The tape drive holds one tape at a time
- **S, S, E, S into the VMS Lab**
- **PUT DISK IN DISK DRIVE, CLOSE DISK DRIVE**
- **BOOT COMPUTER, READ CONSOLE: a successful boot**
- **READ CONSOLE after any step that seems to fail**

Part 9: Install the Tapes (25 points)

- **OPEN TAPE DRIVE, PUT VMS TAPE IN TAPE DRIVE, CLOSE TAPE DRIVE, INSTALL**
- **OPEN TAPE DRIVE, GET VMS TAPE, DROP VMS TAPE**

  Then the same for the CDD TAPE, and then the DTR TAPE
- **STOP COMPUTER: this releases the disk drive**
- **OPEN DISK DRIVE, GET DISK**
- **OPEN SACK, PUT DISK IN SACK, CLOSE SACK**

  The guard can't see inside a closed sack

Part 10: The Exit Interview (25 points)

- Six questions drawn from twelve: answer with SAY and a keyword
- N, W, W, IN, U, U, OUT, S, S, E, E to the Lobby
- TELL GUARD, PLEASE START BUILDING LIGHTS
- E, E, E to Blue Hall, N, IN to Personnel
- Wrong answer? Go OUT and back IN

  Correct answers so far still count

Part 10: The Answers

Question asks about	Say
The light on the working coin machine	DARK
Waiting in line at the DCU	NOTHING
The colour of the rectangular bars	BLACK
Where the picture of Bill the Cat is	ED
How many computers you saw	4
A C-word that's ambiguous in four letters	COMP
What the ZK Enquirer is worth	1 BIT
What the CDD developer wishes on you	BUG
The colour of the corridors	YELLOW
What the sword can be used for	NOTHING
Pushing the orange button	DIE
What you can ask the hacker in the maze	FIND

Part 11: Escape and Win

- OUT, S, W, W, W to the Lobby
- GIVE KEYS TO GUARD, GIVE BADGE TO GUARD
- Check the system disk is inside the closed sack
- OUT, OUT, S, W, W to the Helicopter Pad
- OPEN SACK, GET DISK
- WAIT: the helicopter arrives and you win



Points

Event	Points
Opening the crystal door	25
Passing the physical	25
Standing on the documentation set	25
Giving the card to the VMS manager	25
Installing DTR	25
Finishing the exit interview	25
Opening the petty cash safe	10
Getting coins from the coin machine	5
Buying a Coke	5
Getting the CDD tape	5

Ways to Die

- Opening the media cabinet in the VMS Lab
- Pushing the orange elevator button
- Walking from one dark room into another without a light
- Attacking someone twice, or once after annoying them
- Smashing a crystal ball while it's glowing
- Attacking yourself