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Subject: Zork I question

Posted by ["SchellSteph"](#) on Mon, 27 May 2013 00:29:47 GMT

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Hello, netland!

I'm stuck in Zork I for the Apple ][+. I have 298 points. There are several things I have not been able to figure out:

egg:     to get the small-clockwork bird out of the egg, I think you have to give it to the thief, come back later, and get the egg back from him (by killing him?). When I kill him, it says, "His booty remains," but there is no booty -- in fact, the program does not know the word booty. Is there a thief's hideout I have not found?

grate:    Evidently, the lock to the grate is on the underside. The skeleton key ought to unlock the grate, but from where?

timber:   Use?

Thanks in advance,  
Stephan Schell  
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