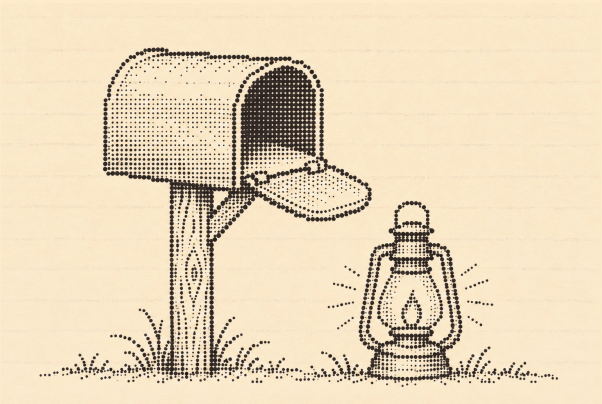
The Zork Trilogy

FOR THE APPLE MACINTOSH WITH APPLE SILICON



WHAT YOU NEED

- An Apple Macintosh with Apple silicon (M1 or later).
- macOS 11 (Big Sur) or later.
- 60 megabytes of free storage (about 167 5¼″ floppies).
- For the Generative AI features (optional): a Claude Pro or Max plan, or an Anthropic API key, and a connection to the Internet.

Not for use with Intel-based Macintosh computers, the Apple II, the Commodore 64, the IBM PC and compatibles, the IBM PCjr or the Tandy 1000.

IN THIS PACKAGE

`The Zork Trilogy.app`	the story itself
`install.sh`	the installer
`README.txt`	these instructions, as plain text
THIS GUIDE	which you may keep

INSTALLING THE STORY

1. Double-click the zip file. A folder appears beside it, holding the package's contents.
2. Open Terminal: press `Command`-`Space`, type `Terminal` and press `Return`.
3. In Terminal, type `bash` and a space. Then drag `install.sh` from the folder into the Terminal window, and press `Return`.
4. The installer copies The Zork Trilogy to your Applications folder and opens it. It does not require a password.
5. Answer the four setup questions (see Side 2). From then on, open The Zork Trilogy from Applications or Launchpad.

CARE OF YOUR SOFTWARE

Keep the zip file away from magnets and direct sunlight. There is no need to make a backup copy: the installer never changes the original. Do not bend, fold, or attempt to consume this guide.

FIRST-TIME SETUP

The program asks four questions. Use ← → to pick, and Return to choose.

- **Claude.** "Claude account" if you have Claude Pro or Max: your browser opens so you can sign in, and Claude Code is installed if it is missing. "API key" if you have an Anthropic API key (paste it with Command-V. it is kept in your Mac's Keychain). "None" for the original games.
- **Generative AI features.** On: AI handles commands the original game did not. Off: the original games, exactly as they played.
- **Text speed.** Paced, at an old terminal's speed, or Fast, all at once.
- **Send usage.** Anonymous: your release version and mode are sent with an install ID. Off: the game sends nothing.

Type `settings` at any time to change these, or to turn on the Usage display (tokens used on a Claude plan, dollars on an API key). With a Claude account, generative turns count against your plan usage; with an API key, each is billed to your API account.

PLAYING THE STORY

Type a command and press Return: `look`, `take lamp`, `go north`, `open door`. `save` keeps your place under a name you give; `restore` brings it back. `F1` changes the screen's color (amber, green or white); `F2` shows or hides the monitor around it; Command-Return switches full screen on and off. Command-Q quits: save first.

SENDING US YOUR PLAYTEST

Type `export` and press Return. A file named "The Zork Trilogy playtest" appears on your Desktop, with everything you have played so far. Nothing is uploaded: email the file to busycursor@virtu.is.

IF YOU HAVE TROUBLE

If the installer says

```
The Zork Trilogy is still open. Quit it (Cmd-Q), then run install.sh again.
```

do as it says. If it says

```
This game needs a Mac with Apple silicon (M1 or later).
```

or

```
This game needs macOS 11 (Big Sur) or later.
```

this Macintosh can't run the story. If it can't find `The Zork Trilogy.app` next to `install.sh`, unzip the whole download and run `install.sh` from that folder.

To install a new version, run its `install.sh` the same way. Your saves and settings are kept, in your home folder under `Library/Application Support/Zork Trilogy`. A copy installed under its old name, "Zork Trilogy", goes to the Trash.

QUESTIONS?
If something doesn't work the way this guide says, or the story does something it shouldn't, tell us when you send your playtest: say what you typed, and what happened. We read every one. Hints are not available by telephone, mail, or telex.

Zork I, II and III by Infocom. Screen font: Px437 IBM VGA 8x16 by VileR (int10h.org), CC BY-SA 4.0. Title lettering: Cinzel by Natanael Gama, SIL Open Font License 1.1.