

ZZT Game Collection

Ezanya • Fantasy • Crypt • Darbytown • Manor • Smiley Guy

Loading the games

Put the main disk in the drive and type **ZZT** to get started. After setting your configuration, a menu will come up with some choices. Press "W" to switch game worlds and "P" to play.

To use the worlds on another ZZT disk, place that disk in the drive then press "W" to select a world.

Troubleshooting

- * If you get an error loading ZZT, you probably have a bad disk. Write for a **free** replacement!
- * If you get weird "runtime errors" or the controls don't function right, try running ZZT without any TSR programs in memory (i.e. boot from a floppy disk).
- * If you get a **DOS Error saving a game** on a floppy disk, you are out of space. Each SAVE file takes up 80K+ so try again with a blank, formatted disk.

Playing

In ZZT, you move around the screen by pressing the four cursor keys. To shoot in any direction, hold down the shift key and press a cursor key. Save with "S", quit with "Q", and get help with "H".

You have a new goal in each game, which is explained at the beginning. Avoid the moving creatures. Touching them takes away 10 health points (you start with 100). Collect all of the gems you can find to give you health.

Hints

If you can't figure out what to do, try this:

- * If you see something unusual, try touching it. The worst that can happen is... Death!
- * Remember you can usually exit the room you are in by walking off the edge of the screen.
- * Save of game often! Then if you get trapped or die (and you will), you can just go back and restore the game where you left off.

About the Games

All six of the game worlds are winning entries into the ZZT game design contest. You'll find a good variety of action, puzzle-solving, and mystery throughout the worlds so don't expect them to be easy to solve!

Ezanya is a mythical quest game created by Todd Dagger, an Epic MegaGames designer and programmer.

Fantasy will amuse and confound you as you search the land for some missing keys. By Allen Pilgrim, who is also the author of ZZT's Monster Zoo.

The Crypt is an ingenious and highly challenging thriller/chiller by Adam Rixey. **Warning**, Not for the weak-stomached!

Manor, by Alan Zeman, is the largest and most challenging ZZT world ever -- over 250K of puzzles, action, and adventure!

Smiley Guy is a truly ingenious creation by Al Payne. Lead the Guy through a weird, weird world (hints are built in, so make your own map!)



ZZT's

Revenge

EZANYA

A mythical ZZT quest

Created by Todd Daggert using the ZZT Editor

Hint Sheet (compiled by Neal Colonius)

TITLE SCREEN

Be sure to pick up your belongings before leaving!

PALACE (Daytime)

Take a blossom from the Zepordeeda plant for medicinal use.
Go to bed whenever the king tells you to rest.
When you have enough gems buy advice, health (ale, etc) and ammo from the pub. Keep 10 or so gems for bribes, gifts, etc along the way.
Your response to any advice and rumors may make a difference (Hmmmmm...)

DWARVEN CAVERNS

Visit Salkan before visiting the elderly dwarf "Doc". Doc has the key to the signet ring chamber. You'll need to find the secret passage to the ring chamber.

To solve the sliding puzzle in the middle of the board, you'll need (at least I did) to bring in three boulders. If these are aligned correctly, you'll be able to get to and out of the ring chamber once. See the end of this hint sheet if you need another hint for the sliding puzzle.

Try to conserve ammo and health. You'll need it all later.

DWARVEN CITADEL

Use the power pill to get past the first set of spinning guns and start setting up boulders to block the spinning guns in the middle of the screen.
The steam roller can't be killed with a shot, but shooting it does push it back. Try using a bomb on it.
The three cyan keys needed to get into the vault are in the barracks, experientia, and alchemy.
If you get poisoned, you can make an antidote in alchemy. If you have the ingredients.
This room will require numerous saves and repeats. Conserving health points and ammo will pay off later.

PUZZLEBOX

The boulders turn into sliders if they are bombed. If you time it just right, you can trap the bat in between the boulders/sliders as they fall after you bomb them.

DWARVEN LAIR

Study where the keys are and get them in the correct order.
Your goal is to get the crown from the Dwarven King.

PALACE (Night)

Be sure to find and take the potion. The health points will come in handy.

INNER PALACE

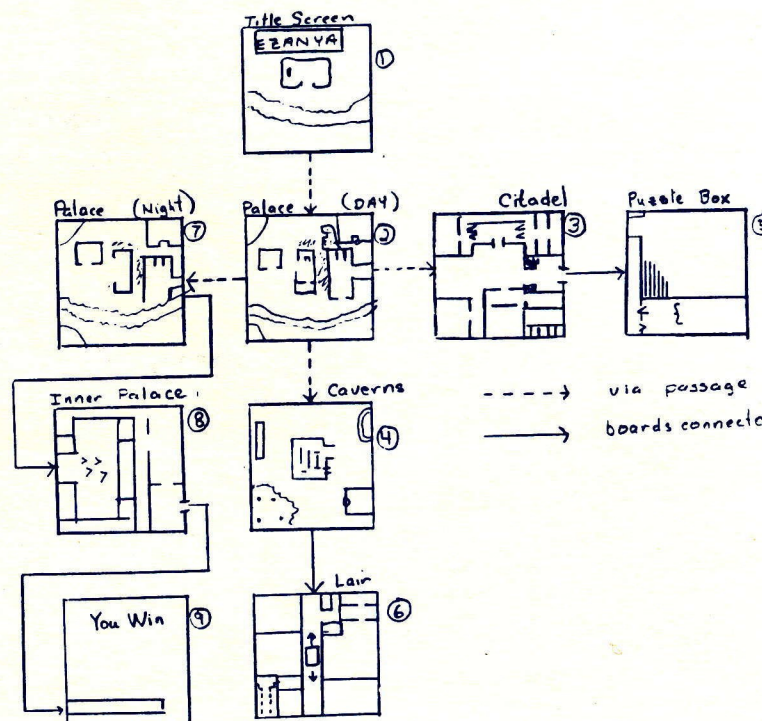
I was never able to kill the dragons with the player. Let all of the dragons loose, and let them kill each other until only one is left.

You can't kill the king by shooting him, but if you picked up the Earth Sword in the Dwarven Lair, you will be able to kill him with it.

Sliding puzzle hint: Align two of the boulders vertically in the upper right hand corner of the sliding puzzle chamber, before moving any sliders.

ABOUT THE AUTHOR

Ezanya was created by Todd Daggert, an experienced fantasy role-playing game designer. You'll be seeing a lot more of Todd's work in upcoming releases from Epic MegaGames -- featuring 256-color VGA graphics, arcade action, puzzle solving, role playing, a musical soundtrack, and much more!



FANTASY

A ZZT Game World

Created by Allen Pilgrim

Hint Sheet compiled by Neal Colonius

CHOICES

Choices is the central board for this game. Each time you get a purple key, bring it back through this board to the Puzzler board. Get the red key, and find the switch that opens the wall to the board to the east.

DETOUR

Go to the board on the west (one corner of Dragon) to pick up a purple key.

DRAGON

Northeast corner of board: Find the fake walls to get to the purple key. South part of board: Touch the arrows and compass letters to cause the robot to shoot and move in the desired direction. The robot can shoot a path all of the way into the control room, so don't shoot yourself!

BATTLE

The yellow key needed to open the lock to the north is located in the treasure board to the east.

TREASURE

After you take the first cyan key to the three cyan locks, some of the red and yellow walls around the remaining cyan keys turn to fake, making it easier to get the remaining cyan keys.

PUZZLER

This is where you take the purple keys. You should be able to get the blue key by opening only 2 of the 3 yellow locks to the blue key chamber. Going west takes you back to the second river board, where you can pick up a purple key.

PIT

Find the fake walls to get two red keys for the three red locks. Find the blue passage that takes you to the control panel on the dragon board to pick up the third red key. Open the last red lock and go back to the dragon board to finally visit the dragon.

After you find the key for the lock to the passages, you need to find the passage that takes you Underground to find a purple key. Then find the passage to take the key back to Puzzler.

UNDERGROUND

Take a tour from Choices to get here. Open the routes to the board (Unexplored) on the north. Find the blue key in the unexplored caverns.

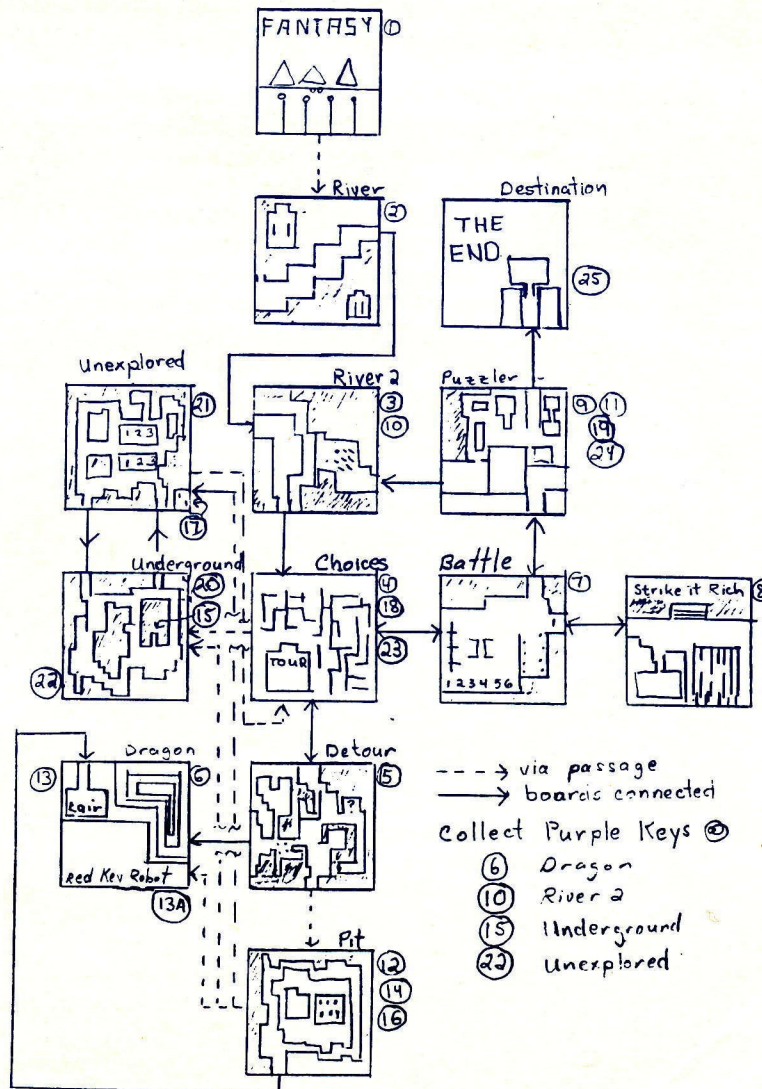
UNEXPLORED

The yellow player at the top has the blue key. Try searching the walls near the yellow player to open a path.

ABOUT THE AUTHOR

Fantasy is the first game world created by Allen Pilgrim, an Epic MegaGames programmer and game designer. Allen went on to write ZZT's Monster Zoo for the Super ZZT series, and is now very busy on a new arcade/exploration game with 256-color VGA graphics featuring digitized backgrounds... Coming soon from Epic MegaGames!

FANTASY MAP



The Crypt

A ZYT Adventure by Adam Rixey

Hints from the Author

OPENING SCREEN:

Objects in this game are semi-intelligent, and your past actions may alter what they say or do; if you go around killing villagers, they won't be terribly friendly to you. However, you can easily atone for your sins by speaking to the priest.

The money in the church can be found by taking a secret passage: it starts between the pews on the left side of the church. Don't shoot the Repl-O-Rama or the priest, unless you're prepared to run away.

CENTIPEDE GAME:

Don't shoot the red explosion-shaped objects. They launch four stars at you. To leave, go around the water and against the left wall, then shoot through all the breakable walls.

ASYLUM:

To open the door, speak to the man at the entrance twice. Make sure you have gems handy. To get past the Gate Keeper, just touch him and wait. He's sort of a "torch waster." There's no way to get past the trap in the wall without setting it off.

All the inmates have something important to say... But they might not say it if you have a reputation for evil... On the other hand, you could be mean to them and [hopefully] get a good laugh out of it.

PATHWAY TO HELL:

Timing is the key to getting past the Shrine... Near the right end of the screen, tap the green walls. When you find the hollow area, shoot it to get into the forest.

CRYPT ENTRANCE:

There are two ways to get past the invisible guardians. Both involve talking to the statue: one is to offer up 100 gems, the other is to be evil (shoot the villagers).

ROOMS WITH LOTSA DOORS:

The voice you hear has two important words - "bow" and "reign." Go through the doors in the order of a rainbow - Red, Orange [yellow], Green, Blue, Violet.

THE CRYPT:

There is no way to disarm the trap. Face it, you have to fight the monsters. Once the pusher traps you in the room with centipedes, push a bomb over to where the pusher was. It will blow a hole in the wall.

Timing is necessary to get past the blinking walls - it is hard to describe, but when the up/down ones are on and the one past the torch is going all the way up, move onto the torch and then run like heck once the walls turn off.

When you enter the area where duplicators are spawning Ruffians and lions, go after the Ruffians first. Shoot the first breakable wall, and then touch the other. This will open up a passageway in the room with the spinning guns, release some slime on the bears, and create gems elsewhere. Then go after the lions.

In the room with spinning guns, stand still (if safe) and let the bears kill themselves on the breakable walls as much as possible. The only essential thing to buy from the vendor is the mallet - the message you saw earlier "decodes" as a "Bonk on the head." A Space Explorer Bob (next ZYT game I make, by the way) T-Shirt will give you points. You don't really need more health unless you feel like going after emperor and making the lions appear.

Get all the torches, there is a tough maze coming up... Thump the left wall, for there's a maze out of fake walls. Basically, you have to make a sort of clockwise circle to get there...in a convoluted way.

To defeat the emperor, bonk him on the head with the mallet. If you're bored, try all the other possibilities (including bonking him without a mallet). Then get the gems and go through the doorway.

Darbytown

A ZZT Adventure by David Bishop

Hints from Neal Colonius:

DARBY'S CRAZY TOWN

There are 10 boards in this game. The player enters Darbyville with the goal of finding the purple keys to open the bank doors -- which releases the bank president.

STATUE:

You enter the game next to the statue of Jake Darby. Touch the statue four times and the cyan key (to the bank) appears.

CITY CENTER SQUARE:

To enter the armory, you need the ID card. You need the green key to enter the ATT building. The lady there will sell information (hints) for gems.

BANK BUILDING:

Teller: you need the cyan key from the statue to enter the hallway. Loan Officer: Silly message.

Vice President: Use the cyan key to enter the room. The VP will describe your mission and give you the city ID card.

President's Office: The president's purple key (which opens a vault door) is hidden here. If you find this, open the vault!

OUTSIDE PHOTO STORE:

Green gems: You can't get them but you can shoot them. Shoot the green gem left of the west wall first, which will allow you to exit from the camera store later. Inside the store is are a secret wall, a button, and one of the needed purple keys.

INSIDE PHOTO STORE:

You need the red key from the armory to get in...

- (A) Walk down the hallway to pick up the red key.
- (B) Go back up the hallway to the lab. Enter and get the blue key.
- (C) Transport south to the small hallway at the bottom of the screen to get the white key (required for exit).
- (D) Transport back to the lab, and go to the Developer room. Use the blue key to enter, then transport to the Wash room.
- (E) Get the blue key. DO NOT use it to open the blue door in this room. Transport back to Developer.
- (F) Walk to X-ray and use the blue key. Then enter the transporter.
- (G) Transport across the hallway, walk the maze, and transport to exit maze. Use white key to open exit doorway, read the scroll, pay 100 gems (so you can enter the yellow transporter), and get another white key. Exit the room. You appear outside the hardware store.
- (H) Go to the cathedral and use the white key to open the outer door.

OUTSIDE HARDWARE STORE:

Be sure to conserve ammo! If you have none left, you won't be able to get out of here. (You can always cheat by typing ?AMMO)

Enter back door to photo lab (return to 'inside' board), touch the fake purple key (causes sliders to trap player in room). Enter 'camera lens', and one of the green buttons activates a secret exit. Touch the gem inside the secret door, and another purple key appears which opens a bank vault door. Exit south through fake walls.

Follow the maze, and you end up underneath the green gem. Shoot the gem, and then you can exit (you've followed all of the previous steps, right?) NOW! Open a bank vault door with the purple key.

INSIDE HARDWARE STORE:

There are three sliding gates and a hidden purple key here. You'll see the key once you touch the one white gem on the board:

- (A) Lower left gate: Push green vertical slider down to get it out of your way.
- (B) Tap the green vertical slider which holds the gate open, and gate will close - right.
- (C) Tap the green vertical slider at the second gate and enter secure the yellow key.
- (D) Return to the first gate, enter Cavern left, get gems, and push yellow button. Gate 2's red vertical slider will change to a horizontal slider and the gate will open!
- (E) Enter the forest and fight your way to the white gem. Touching the gem turns it into a purple key.
- (F) Gate 3 - the toughest puzzle! VERY QUICKLY tap the vertical slider which holds the gate open up ONE position.
- (G) Play through the forest, toward yellow exit door, and leave through the portal. Go open another vault with the purple key!

LAKEVIEW (The sharks are vicious!):

You need to save the game a lot to get through the lake walkways. You need to get the white key and find the "Cents" sign, which produces another purple key. Use your white key now to open an inner door at the cathedral. Go open the 4th vault door now.

OUTSIDE CATHEDRAL:

Just use a white key to get in. Since five keys are needed, three trips to the cathedral are needed.

INSIDE CATHEDRAL:

Secure the two white keys from the "side rooms". Use boulders to block the bullets by building a secured pathway so you can get to the altar's white door. Inside the altar is a symbol which will provide the fifth and final purple key. Open the vault!

DAVID N BISHOP

Smiley Guy

Smiley Guy

Lead "The Guy" through this wild adventure by Al Payne. Featuring built-in hints!



Best wishes,
Smiley Guy

MANOR

A Colossal Adventure by Alan Zeman

Hints from the Author

SOLUTIONS TO THE PUZZLES:

1. Game Room

The correct spaces are 20 52 40 26 76 8 56 84 68 16

2. West Study

To get the Blue Key: W S W S S S W N W W N N W W W
 S W S W S W S S E E E E E E E E N W E S S S S W
 N N S W W N W E S S W W W W W W N W W S W
 W W W W W W E E E E N N N W N W W W E E S
 S N E E S S S E E E N E N W N N E E N N W W N
 W N W W S S W W W W N N W N W N <whew!>

3. East Study

To get the Blue Key:

1. Set speed to Slow
2. Push upper row right boulder south to release the pusher.
3. Let the pusher go by.
4. Clear out the top 2 remaining boulders and place them in front of the Spinning Guns.
5. Push down the arrow in the second row south.
6. Let the pusher go by.
7. Push down the arrow in the third row south and then get to the second row, third column FAST!!
8. Push 2 boulders out of the way as the northern pusher moves.
9. Get the key and leave the room.

4. West Kitchen

To get to the Cyan Doors.

1. Push 2nd bomb from the top to the left and detonate.
2. Push top bomb up and detonate.
3. Push bottom bomb W W W N N and detonate.
4. Move all bombs N N N.
5. Use boulders to move 2nd bomb from the top inside the lower board as far left as possible.
6. Move upper boulders.
7. Move upper bomb as far north as possible and detonate.
8. Move the upper bomb with the boulders up and detonate.
9. Detonate the left bomb in the middle of the lower board.
10. Use a boulder to move the left bomb up and to the left as much as possible. (lower board)
11. Detonate top bomb and move it up as much as possible. (lower board)
12. Push left bomb with boulders to the left and detonate. (lower board)
13. Push upper bomb with boulder to left and south as far as possible. (lower board)
14. Detonate door bomb on lower board.
15. Move right most bomb south and left and detonate. (upper board)
16. Continue clearing all the walls with bombs and boulders.
17. Detonate door bomb on upper board.

5. Wine Cellar Annex

To get the Red Key: V S A G D N Z

6. First arrow puzzle in Crypt:

To get the key: N N N N W W W N N W W E E S S S
 S S W W E E N N N N N W W S W E N E E S S S W
 W W E E N N N W S W S

Get the Key and out the door.

7. Push button maze in Crypt room

To get out: 1 2 3 3 3 Get Key 2 2

8. Progression puzzles in the crypt:

The correct answers are: C E B D A E F B F C

9. Second arrow puzzle in the Crypt:

To get the key: W W N N N E S S N N N N W W W W W
 W W S W S S S S S W W S W W N N N N N N E E E E E
 E E S E S N W W S KEY N N N N W W W W W S S E E
 S KEY

Get the key and out the door.

10. Cemetery

Riddle answer: "I finally met the ghoul of my dreams!"
 That is the following graves starting from the right and counting up: 11 2 10 15 4 13 7 6

11. To Staff of the Serpents is in the fourth row from the top and fifth column from the right.

12. Hermit's Safe Combination: Look to the Woman of the Waters.

13. Hidden Gems: Under the stairs, in the centipede room, in the East Hall, West kitchen and Store Room. There may be more that I forgot.

14. The hidden torches are located in the Straight Road near the White Door.

OTHER HINTS:

Goal: Get the deed to Manor House and take it back to the sign on the first board of the game. You will need to find other objects along the way.

This is done by:

1. Visit the Hermit's Shack. Be sure to go into the basement and find the gems.
2. Go into the Manor House to find the deed (Kitchen) and the Staff of Serpents (Fake Closet). You will lose the deed, but regain it later.
3. You'll need to find the purple key in the Circular Maze to leave the Manor House.
4. Take the Staff back to the Lady of the Lake. She will allow you to get the golden key.
5. Use the golden key to access the Outside Lake Room, where the Shield is located.

Best of ZZT

Game World & Hint Guide by Scott Hudson

Edited by Tim Sweeney

Foreword

Congratulations to the Best of ZZT contest winners who created many of the boards that appear in this game!

Alan Zeman	Steven Henson
Scott Hudson	Lester Overfelt
Tom Breton	Christy & Bobby Huss
Joe White	Helen Langston
Judy Paden	Nathan Fields
Peter Stearns	Dave Jarvis
Joe White	Adam Hocherman
David Fox	Helen Gee
Nick Mitchell	Nathan Sniadecki
Martin Taylor	Dan Rubado

Look out, because Best of ZZT is a very tricky and devious world! Be sure to save your game every step of the way, map your progress, and think everything through. Good luck, and keep on ZZTing!

- Tim Sweeney

Best of ZZT Part I

Outside Village: You'll have to be quick on your feet. The monsters are pretty nasty. One of the trees will heal you.

Supply Cave: You can get the scroll in the red wall.

Village: The vendor will go bankrupt if you find a black key. The old man sleeping in the forest will tell you the solution to the tile puzzle.

Tile Puzzle: The old man can help with this.

Outside Canyon: What do you need to descend a cliff?

Canyon: You can't screw up here.

Fortress: Do you think you can get inside?

Three Paths: Timing is the key.

Machinations: Prepare for unending frustration. Save the game often! [Tim's note: Luckily this is a bonus board, and you need not solve it to finish the game. Tom Breton is the sadist behind this creation! I've seen his ingenious solution, is possible!]

Outside Cave: A hidden treasure is here.

Hell's Basement: Use the bombs on the star throwers. They'll turn into keys.

Swamp: The sharks are very dumb. Don't worry if you get hurt.

House of Horrors: There's one sliding piece you don't need to push or it will mess the puzzle up.

Headhunter Village: All the bones aren't the same. Get the crowbar before entering the village.

Pyramid: Don't annoy the ghost.

Inside the pyramid: Paying the monks may make this puzzle easier. Touch the scroll clockwise according to the scrolls.

Mountains: No trouble here.

Rainbow: There are several passages here.

Tree Room: One tree is different.

Outside Pirates' Cove: Too bad you can't swim.

Pirates Cavern: Don't set off the bombs near the Bounty Room.

River: Use the slime to help you.

Tower: What's that gem doing there? Maybe there is something there you can't see.

(continued)

Tower Chamber: The boulders do nothing.

Next Level: The blinking walls tend to malfunction.

Top Level: Just shoot monsters here.

Z.U.T.S.: Save the game and crank up the speed.

Transporter Etude: Sliders, boulders, and slime help you here. Save your game before you do anything.

Outside Bonus Rooms: Better go to the bonus rooms before leaving.

Bonus Room with lots of gems: Don't you wish you could get those gems?

Other Bonus Room: Use the same techniques in Transporter Etude.

NOTE: I gave a hint where one black key and one hidden treasure is located. There are two blacks and 15 treasures altogether. It is at Tim's discretion to reveal the location of the keys and treasures publicly. [Tim's note: Reveal them? I can't find 'em myself] :-)

Best of ZZT Part II

Courtyard: Gems mark the fake passages.

Musical Madness: Work on one section at a time.

Keypal Maze: Boulders are very important. Make sure you don't push them against the walls.

Gridlock: This one's really tough! You don't need to solve it, though.

No Way Out: Timing is the key.

Gatehouse: You need the gems from the treasury.

Outside Castle: The stash isn't here.

Forest: What's clashing here is a trick. The stash blends in.

Cave Entrance: Watch out for those tigers.

Ring Cave: Hurry, before the cave is filled with tigers.

Baron's Castle: Push boulders in front of the transporter.

Arena: Watch what you touch. Some objects are fake!

Ice Cave: If the walls have blocked your path, look for writing on one of the walls. It's in the upper left hand corner.

Ice Chambers: Choose the room that has one tiger.

Solid Ice Cave: Catch the centipedes in narrow passages.

Ice Tigers: The door won't open until you kill the tigers.

Demon Room: There are three ways to kill the demon.

Troubleshooting

If you get a "Dos Error" when saving your game on a floppy disk, you are OUT OF SPACE! Try again using a blank, formatted disk. ZZT's saved games (.SAV files) take up huge amounts of space. So much, in fact, that they don't fit on the same disk with the ZZT program.

If you keep getting "DOS Errors" or the game freezes up, try increasing the "BUFFERS=" line in your CONFIG.SYS file. Try adding 10 to the number that's in there now.

ZZT doesn't work on some early Tandy 1000 computers (sorry).

You need at least DOS version 3.0, and 512K or more memory.