

BEYOND

INFOCOM

SOFTWARE FOR YOUR

AMIGA

(512K; 3 1/2" Disk)

INTERACTIVE FICTION PLUS™

BY BRIAN MORIARTY

THE LEGEND OF ZORK CONTINUES WITH AN EXCITING NEW STYLE OF INTERACTIVE FICTION.

The Zork® Trilogy has sold nearly one million copies, making it the most popular entertainment software product ever! Now, Infocom introduces an exciting new Zorkian universe that's bigger and better than ever. Beyond Zork blends the puzzles and fine prose of interactive fiction with the combat and character-building of role-playing games, and enhances the whole with an incredible new interface.

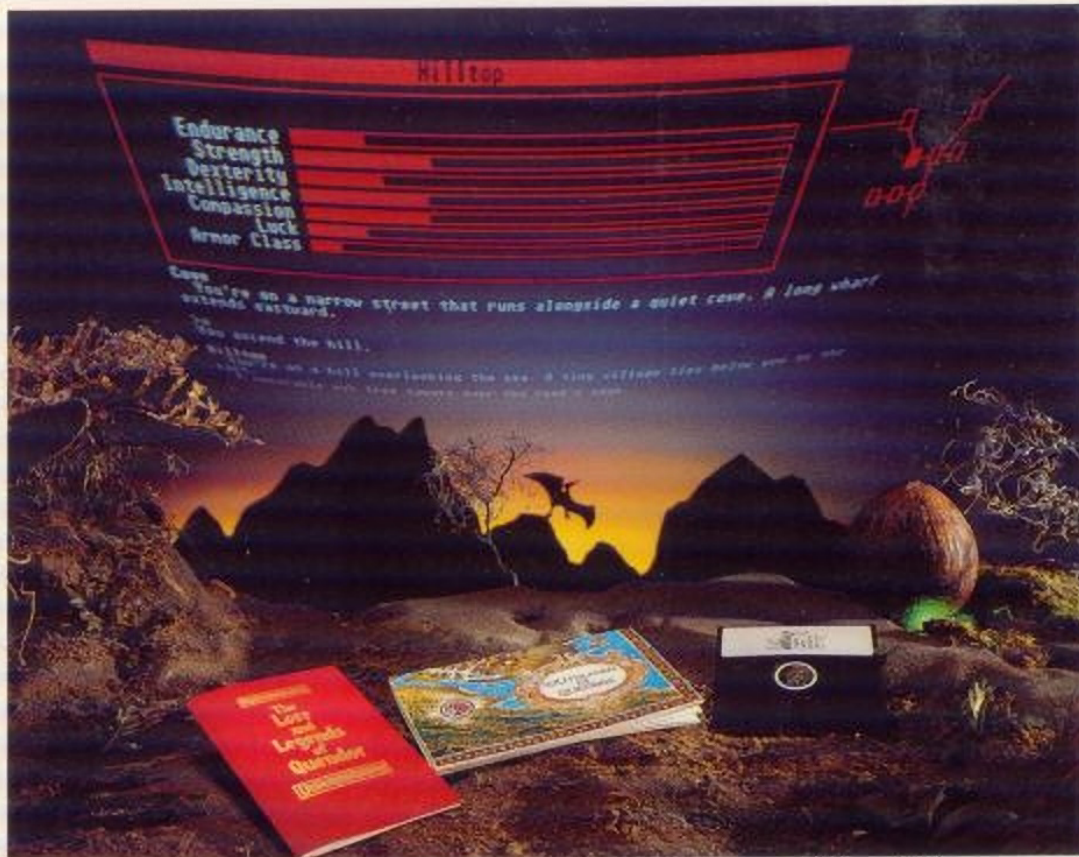
Dread times have befallen the Kingdom of Quendor. The wizards have mysteriously disappeared. The Enchanter's Guild Hall lies in ruins. Villages are abandoned, drunken men mutter strange tales, and vicious monsters haunt the streets and wastelands. Now it falls on you, a lowly peasant, to unravel the meaning behind these ominous events. Will you accept the challenge?

Of course you will. For you're a hardy adventurer, ready to confront the most fearsome foe. And in *Beyond Zork*, you have an arsenal of new weapons and abilities at your disposal.

You start by designing your own character. Choose from such diverse attributes as strength, endurance, compassion, and luck, or let the computer select for you. As you venture onward, your character will evolve, reflecting your success in your quest.

Beyond Zork's sophisticated new interface makes interaction more natural than ever. In the heat of battle, the special function keys let you strike the decisive blow with a single keystroke. There's even an on-screen map to chart your progress!

As you grow in experience and abilities, you realize that you're being prepared for a great task, a task of which you know nothing...



Your adventure begins as soon as you open your BEYOND ZORK package. Inside you'll discover your BEYOND ZORK disk, a lavishly-illustrated edition of *The Lore and Legends of Quendor*, and a fabulous map.

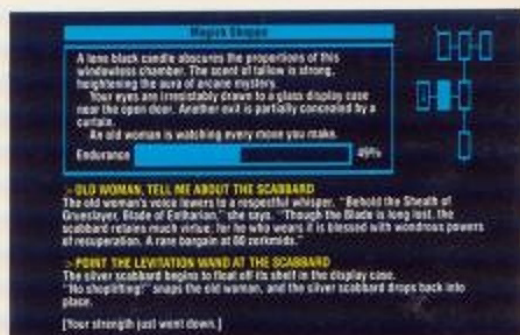
as yet. Your search for the answer will lead you deep underground, where unspeakable monsters guard the world's most fabulous treasure—the fabled Coconut of Quendor.

Beyond Zork was written by Brian Moriarty, award-winning author of *Wishbringer*® and *Trinity*®. Fans of Infocom's fantasy series will recognize characters and locations from previous stories, while old and new players alike will enjoy exploring the Zorkian landscape as their challenge increases and their character grows in strength and power.

ENTER THE WORLD OF THE MASTER STORYTELLERS.

Interactive fiction is a lot like your favorite book, using words to tell a story that progresses through time. The difference is that YOU are the main character. The story comes alive as you go places, meet people, outwit opponents, and tackle a wealth of puzzles and predicaments.

Journey to a place limited only by your imagination—the world of Infocom's interactive fiction.



The BEYOND ZORK screen shows not only the vividly descriptive prose Infocom is famous for, but a map that changes with your location in the story and a window displaying the room description, your possessions, or your character attributes. Screen shown is for Commodore 128 version.

INFOCOM

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Infocom interactive fiction is available for most personal computers.

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