

ZORK II

THE WIZARD OF FROBOZZ

An INFOCOM™ Adventure

ZORK® II: The Wizard of Frobozz takes you into new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound your quest with his capricious powers.

Features

- Avg. length of journey 35-40 hrs.*
 - Language INTERLOGIC™ Machine Language
 - Zorkian vocabulary 600+ words*
 - Understands complete sentences Yes*
 - Command options Most in genre*
 - Multiple SAVE feature Yes
- * Only the INTERLOGIC prose series achieves this level of sophistication

The ZORK Trilogy is designed to be experienced in the most realistic sense. And because the challenges change with every move you make, each time you re-enter ZORK you'll face new intrigues.

ZORK® I: The Great Underground Empire confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of ZORK and escape with them and your life.

ZORK® III: The Dungeon Master is the final test of your wisdom and courage. Your odyssey culminates in an encounter with the Dungeon Master himself. Your destiny hangs in the balance.

Other Adventures Available

DEADLINE™ initiates you into the genre of real-life adventure. In this, the first great mystery of the computer age, you're pitted against a 12-hour time limit to solve one of the cleverest and most baffling cases in the annals of criminology.

STARCROSS™, a mindbending science fiction first, launches you headlong into the year 2186 and the depths of space. Ahead of you is a challenge issued eons ago, from light-years away—and only you can meet it.

In **SUSPENDED™**, you will strategically manipulate six robots. Each has a distinct perception of the world and offers you specific abilities. For instance, one specializes in sight, a second in hearing, and a third in accessing information from computer memory banks. Through them, you will solve an intertwined myriad of realistic and original problems.

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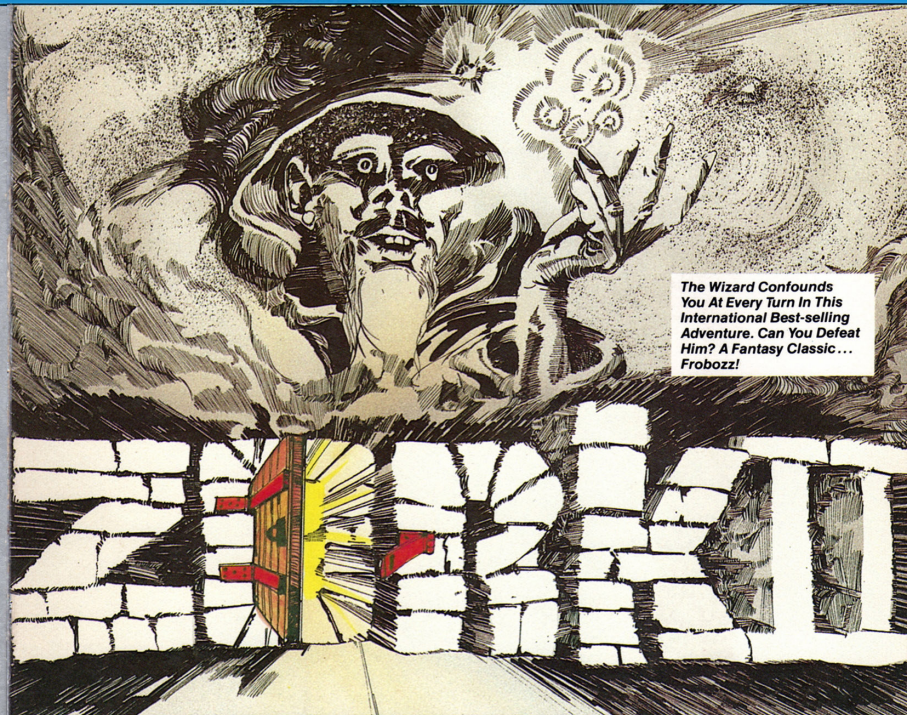
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