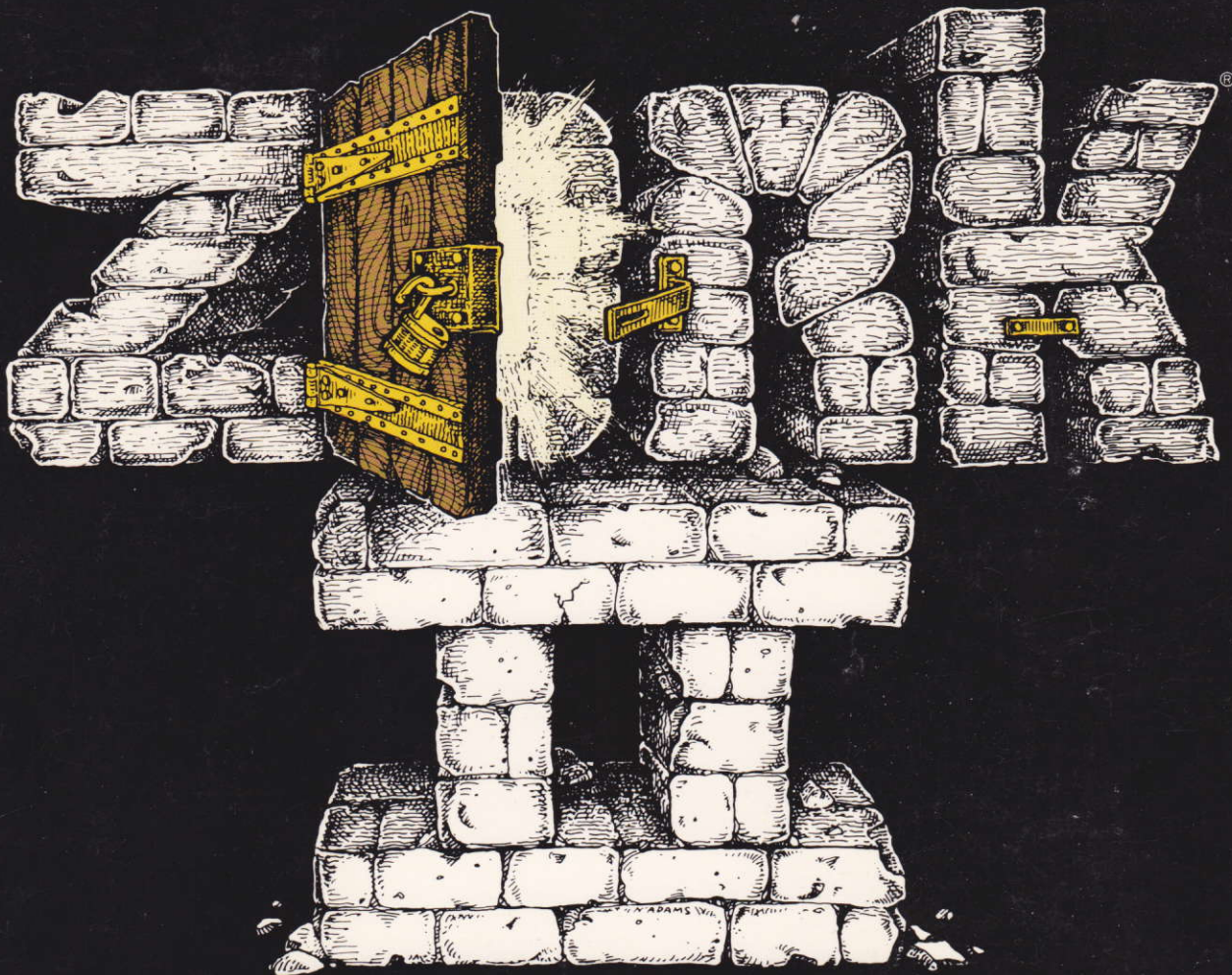


# The next step downward to danger.



**INFOCOM**<sup>TM</sup>

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SOFTWARE FOR YOUR

**AMSTRAD**CPC/PCW

INTERACTIVE FICTION

FANTASY

ADVANCED LEVEL



Accidentally zapped into this and every ZORK II package by an addled wizard: your ZORK II disk, official tourist's guide to the Great Underground Empire and two travel brochures on the hottest resorts this side of ground level.

*The Wizard appears, floating nonchalantly in the air beside you. He grins sideways at you.*

*The Wizard incants "Fantasize," but nothing happens. He shakes the wand. Nothing happens. With a slightly embarrassed glance in your direction, he vanishes.*

### EXPECT THE UNEXPECTED WHEN YOU TAKE ON ZORK II: THE WIZARD OF FROBOZZ.

As you explore the subterranean realm of Zork, you'll continually be confronted with new surprises. Chief among these is the Wizard himself, who'll constantly endeavor to confound you with his capricious powers. But more than that, you'll face a challenge the likes of which you've never experienced before.

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Manufactured and Printed in USA

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## TAKE THEIR WORDS FOR IT!

*"I'm probably not going to watch TV for the next year  
now that I have ZORK II!"*

Jennie, 21, Student  
Logan, Utah

*"Masterpieces of logic"*

PLAYBOY magazine

*"ZORK is the only series of programs which all of the family  
and most of my friends are interested in."*

Bob, 37, Railroad Clerk  
Blaine, Minnesota

*"Very fascinating . . . Makes you THINK."*

Peggy, 50, Wife and Mother  
Davisburg, Mississippi

*"Once again the master adventurers of Infocom  
have thrust us into the titillating, terrifying,  
and sometimes intimidating world of ZORK . . .  
ZORK II is an adventure fit for master adventurers."*

SOFTLINE magazine

*"All-text is great. My imagination is greater than any graphics."*

Dean, 13  
Seattle

*"ZORK is going to drive me to my knees!"*

Astronaut Sally Ride

*"Now my wife hates your games (ha, ha)."*

John, 48, Artist  
Goldthwaite, Texas



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