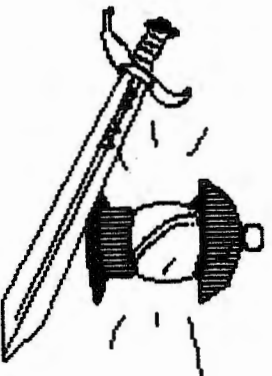
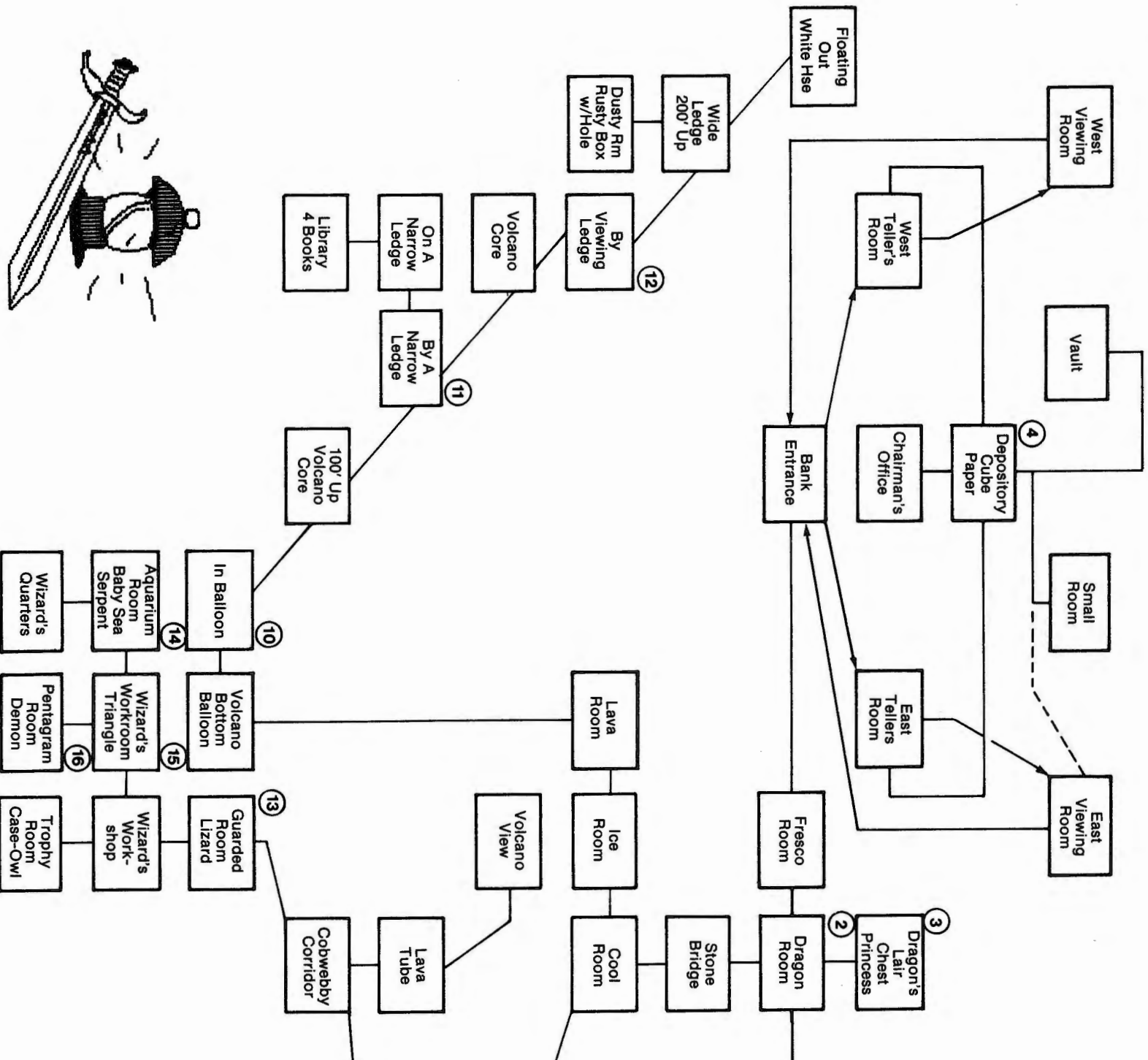


ZORK II

Company: Infocom, Inc.

Suggested Retail: \$39.95

Type: An all-text adventure.



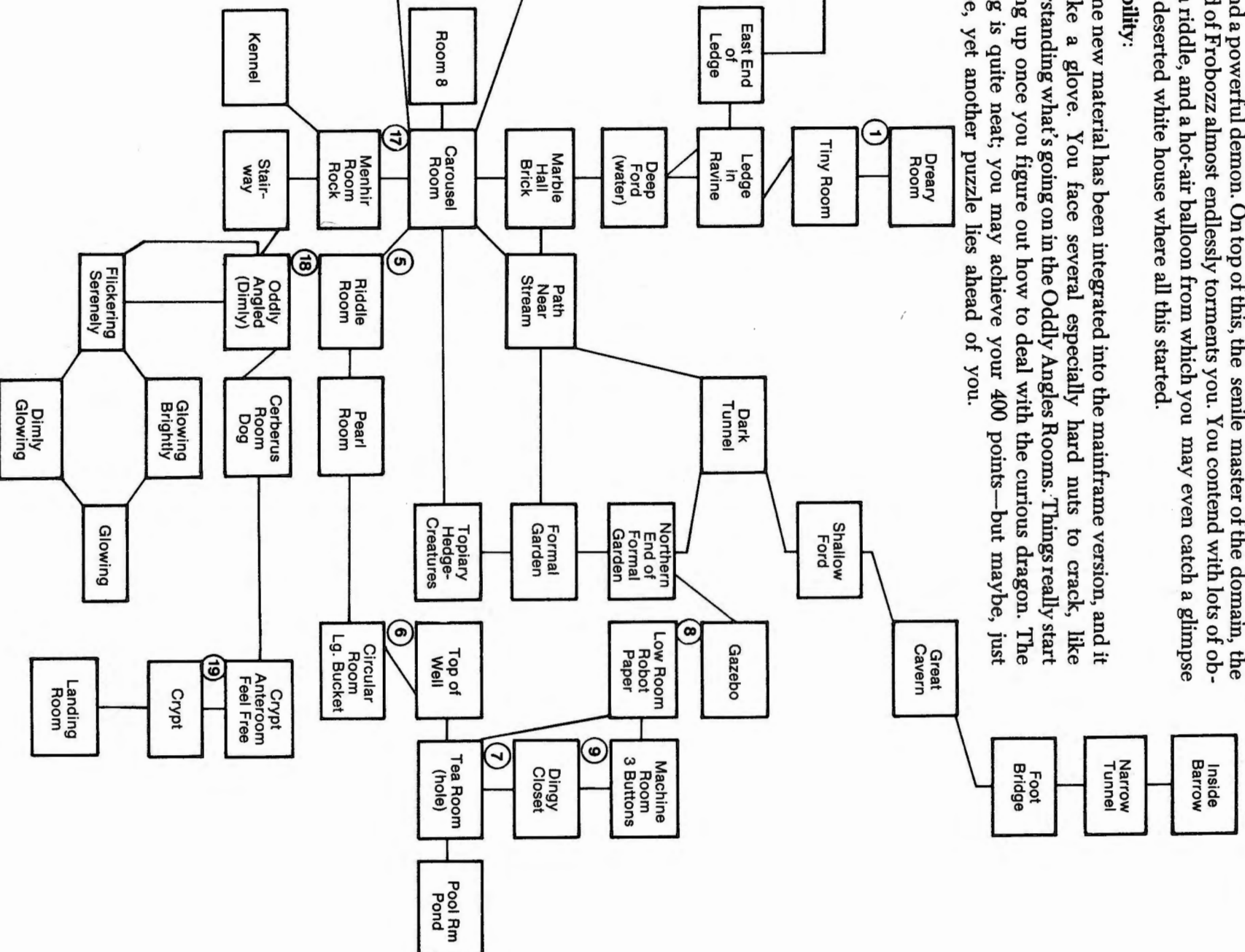
Description:

You start where *Zork I* left off. Another 400 points and ten more treasures will test your imaginative and logical abilities to the limit. You'll encounter a dragon, a unicorn, a princess, a baby sea monster, a huge dog, and a powerful demon. On top of this, the senile master of the domain, the Wizard of Frobozz almost endlessly torments you. You contend with lots of objects, a riddle, and a hot-air balloon from which you may even catch a glimpse of the deserted white house where all this started.

Inside
Barrow

Playability:

Some new material has been integrated into the mainframe version, and it fits like a glove. You face several especially hard nuts to crack, like understanding what's going on in the Oddly Angles Rooms. Things really start picking up once you figure out how to deal with the curious dragon. The ending is quite neat; you may achieve your 400 points—but maybe, just maybe, yet another puzzle lies ahead of you.



ZORK II

1. With Lamp, Sword, Opener, and Mat from Gazebo, Put Mat Under Door. Move Lid. Insert Opener in Keyhole. Pull Mat. Get Key. Get Opener. Unlock Door with Key. Get Blue Sphere. Drop Key and Opener. Leave Mat. (No, you can't do anything to stop the Wizard.)
2. Attack Dragon (With Sword). Don't overdo it, it could be dangerous to your health. Get his attention and move South. When he follows, whomp him again and move toward Ice Room. Repeat, moving into Ice Room. Return to Dragon's Lair.
3. Get Trunk. Follow Princess (to Gazebo). (She will open a secret door in Marble Hall.) Get Newspaper, Matches and Small Gold Key. Red Rose is nice, but of no use.
4. Drop all but Lamp and Teapot in spinning Carousel. Get Portrait, Enter Curtain. Enter South Wall. Enter Curtain. Get Bills. Enter North Wall. Leave and return. Get Bills and Portrait. Enter Curtain. When returning, Fill Teapot at Deep Ford.
5. In Riddle Room, Say "Well."
6. Get in Bucket. Pour Water (into Large Bucket). Drop Teapot. (To go down, Get and Fill Teapot.)
7. Get all but the Orange Cake. (Orange Cake will explode if you eat it.) Eat Green Cake and shrink. Enter Tiny Door. Put Red Cake in Pool. Get Candy. Leave Flask; it's poisonous and of no use to you. Go through Mousehole again and Eat Blue Cake.
8. Tell Robot East. Tell Robot Push Triangular Button. (At the now-stopped Carousel, Room 8 and the possibly useful Grue Repellent have become accessible. A Steel Box with Priceless Violin in it is now also present.) Tell Robot South.
9. Get Red Sphere. Tell Robot Lift Cage. Make sure you have Sphere.
10. With Brick, String, Paper and Matchbook, Get in Basket. Open and Put Paper in Receptacle. Light Match. Burn Paper.
11. Land (at Small Ledge). Tie Wire to Hook. Get Out. Get Zorkmid (Coin) and Rare Stamp (in Purple Book). Read White Book. Get in Basket. Untie Wire. Burn more Paper if necessary.
12. Land (at Wide Ledge). Tie Wire again. Put String in Brick. Put Brick in Hole. Light Match. Light String with Match. Leave Room and wait for explosion. Get Crown. Leave promptly, as detonation of Brick in *any* room makes it very unstable—try it, after you've saved the game. Untie Wire and Close Receptacle.
13. With Lamp, Sword (or Bat), Gold Key and both Red and Blue Spheres, Give Candy to Lizard in Guarded Room. Unlock Door with Small Gold Key.
14. Throw Sword (or Bat) at Aquarium. Don't stand too close or try it with your hands! Get Clear Sphere.
15. Put Red, Blue and Clear Spheres in their respective Stands. Get Black Sphere.
16. Put Black Sphere in Pentagon to summon Demon. Give Demon each of the ten treasures. Tell Demon Give Me the Wand, or if you're teed off with the Wiz, Tell Demon Kill Wizard, and then Get Wand. (Several fun options exist for your wish. Save Game and try, for example, to Tell Demon Kill Dog.)
17. Wave Wand at Rock. Chant Float. Get Collar.
18. The Oddly Angled Rooms (Maze) are a Baseball Diamond. Find Bat at Home Plate. (Southeast.) Run the bases SE.NE.NW.SW. Then North. Put Collar on Dog.
19. In Crypt, type Score. One more puzzle? Carrying the Wand, Turn Off Lamp! Enter the dominion of *Zork III*!!

Treasures 'n Stuff

What	Treasures
Where	Where
Gold Statue Portrait \$200 in Zorkmids Small Gold Key Coin Rare Stamp Crown Ruby Violin Pearl Necklace	Dragon's Lair Chairman's Office Vault Received from Princess Small Ledge In Library's Purple Book In Dusty Room's Chest Lava Room In Steel Box on Carousel Pearl Room
What	Objects
Use	Use
Lamp Sword Blue Sphere Red Sphere Clear Sphere Black Sphere Teapot Red Rose Placemat Letter Opener Key Matches Newspaper String Brick Green Cake Blue Cake Red Cake Orange Cake Flask Candy Robot Collar Bat Books (4) Grue Repellent	Light. Finding Hidden Door Teasing Dragon. Breaking Aquarium Making Black Sphere Making Black Sphere Making Black Sphere Summoning Demon Carry Water for Well Nice, but nothing Sliding under Dreary Room Door Pushing out Key Opening Dreary Room Lighting Papers and String Making Hot Air for Balloon Fuse for explosive Brick Explosive for Box Shrinks you when eaten Restores normal growth Absorbs water Explodes if eaten Not useful Feed to Lizard Pushing Buttons and Lifting Tames Dog Home Plate. Breaking Aquarium Rare Stamp in Purple Book Good for a few moves