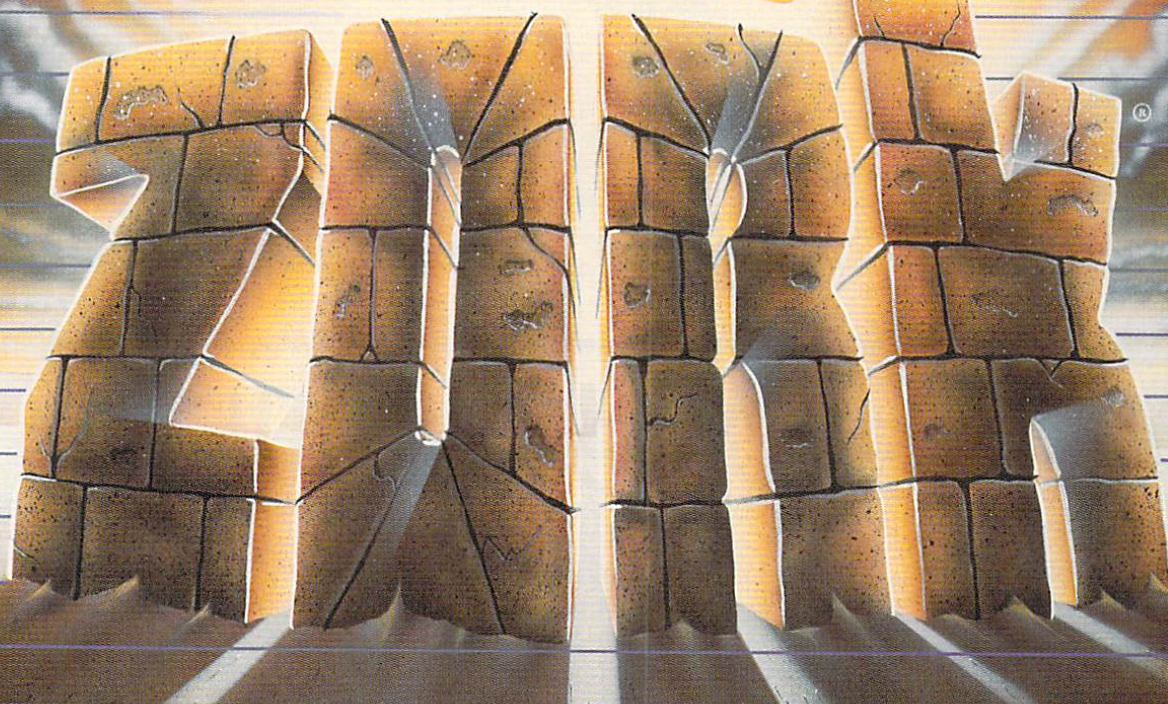


# BEYOND



The *Zork Trilogy* has become a legend in its time, selling nearly one million copies! Now the legend continues with an extraordinary new Zorkian universe that breaks ground in computer gaming. For the first time, the character-building and combat of role-playing games joins the masterly prose and puzzles of Infocom's interactive fiction.

*Beyond Zork's* sophisticated new interface makes interaction more natural than ever, plunging you into a world teeming with magic and peril. The vast and varied Southlands of Quendor come alive as you seek fantastic treasure and combat the vicious monsters who haunt the streets and wastelands.

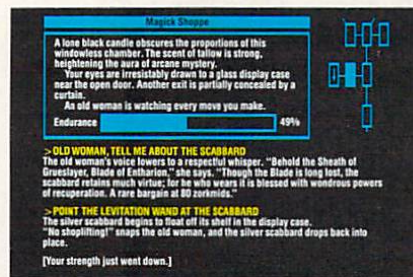
Challenge yourself to a quest that's far beyond anything you've ever experienced. *Beyond Zork*. The incredible new interactive story from the master storytellers at Infocom.

## INFOCOM™

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*Beyond Zork* is available at your local dealer for the Apple II series, Macintosh, Commodore 128, Amiga, IBM PC and 100% compatibles, and Atari ST. To order direct, call 1-800-262-6868. Coming soon: Apple IIGS.

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One glance at *Beyond Zork* will show you that it's unlike any interactive story you've seen before. On-screen mapping. Window displays. A character that grows in strength and power. You get all the excitement of role-playing games, skillfully blended with the fabulous puzzles and award-winning prose of Infocom's interactive fiction.

Screen shown is for the Commodore 128 version.

