ZORK, ANTHOLOGY

THE 5 ORIGINAL TEXT ADVENTURES











INFOCON.

An Activision Label

RUS ASPECIAL BONDS



eep in the dark recesses of M.I.T., two great minds and a mystifying mainframe gave rise to a magical underground universe of text-only mystery and adventure called Zork. The year was 1979 and this breakthrough in computer entertainment brought with it the eeriness of an unforeseen destiny — for the powers of this new realm were to overtake the lives of dauntless keyboard adventurers everywhere...

With the taming of the mainframe into what eventually became the personal computer, explorers and treasure-hunters in distant lands came to hear of the Great Underground Empire. And soon over three million adventurers escaped from their daily lives to this underground refuge — making it the best-selling adventure game series of all time.

Over a decade has gone by since the guarded whispers of an ancient, underground empire first echoed near. But, as the most influential game series of all time, its powers remain as strong as the magic that spawned it... Unearth the forces that started it all. Dare to unearth the saga of Zork.

