

1 slow 2 aver 3 fast

← rev → ff

A advice

B bookmark

R restart (lose Bookmark)

[A] jump opportunity ENTER (jump)

space Paused

[STOPPED / Press space bar to start]

1) The little town of Accardi-by-the-Sea was deep in peaceful slumber... /

||| Save for a lone character bent on mischief. /

Moog headed for a lonely house on the outskirts of town. /

Using tricks learned in a correspondence school course in magic... /

||| she plotted a dastardly crime. /

She wd steal a most precious object... /

||| right from under the nose of an ailing old woman! /

The book would give Moog power beyond her wildest dreams. /

And the Kingdom of Accardi would never be the same again... /

INFOCOM and TOM SWYDER PRODUCTIONS / Present / ZORK QUEST II /

THE Crystal of Doom /

You are abt to see some brief instructions. To jump straight to the story, press
return at the flap. /

[C]: An Infocomic is a new way of storytelling. /

It lets y sit back + enjoy a richly-woven story... /

*||| much like other forms of pop culture storytelling. /

But Infocomics have one special difference... /

Before we tell y what that special diff is, w'd like 2 show y how to "read" an Infocomic. /

You only need to use a few keys. / Y can start or stop at any time

by pressing the space bar. / And try it now, but y can rewind or fast forward

several pages by pressing the arrow keys. / Y can change the speed of yr

Infocomic to suit yr read pleasure. / 1 is slow. / 2 is average.

/ 3 is fast. / Use the number keys at the top left of yr keybrd.

Type A to advance to the next frame without waiting. /
You can save yr place in the story by press the B key to insert a "bookmark."
That's the B key for Bookmark. / The next time y start yr Informatica,
y will bgn where y placed yr bookmark. / You can press R to restart the
story at any time. Restart will remove yr bookmark. // Here's what makes yr
Informatica different from other forms of storytelling. / With Informatics, y can
"jump" from one character or place to another... / For instance, y can
stay in a man in the bar... / If I could only work up the nerve to talk
to that woman... / ... or "jump" to a woman he is thinking abt. / Ppl aren't ~~fr~~ very
friendly and here. I'm lewd! / Jump allows y to follow any character's
pt of view; their memories, thoughts, or dreams. // Y can jump to another
story path when a flap comes down + y hear a flap jingle. / Y can always
go bck 2 a diff path by rewind. / Y can follow any char. In fact,
y'll want 2 see everyone's pt of view... / ... to fully understand + enjoy
a story. / When y see a flap come down, y may hit ENTER/RETURN to
jump to another character's pt of view. / ... or do ntd to let the story
continue. / In fact, it's perfectly fine to just lean bck + let a story unfold
b4 yr eyes. / If you DO want to go back to take a jump... / ... y can rewind
to the "jump opportunities" that y missed earlier. // Okay, it's time to give
it a whirl! / Sit bck + enjoy a show. /

The book Moog had stolen was inscribed in ancient Zizbit runes. /
A revered circle of wizards, the Zizbits were destroyed in the sack of
Pheeba in 396. / Their fabled magic spells + paraphernalia were lost in the sack,
... or so it was thght. / Now these powerful spells were in Moog's hands!
/ Unbeknownst to Moog, four travelers elsewhere in Qrendor wld play
an important part in her future. □

Moog was meeting her pal Slye at their childhood hideout. They still spent a lot of time there. Slye was wait in cave. / Who goes there? / Yo, Slye! / Although M & S both showed magical aptitude, M was more skilled of 2. / After all, she'd earned a diploma from Froboz's Mage Mage Correspondence School. / Hey, I used Gorch's spell to break into old lady's hse! / Slye was a gd accomplice, always willing to do dirty work. / I should've brought in along 2 knock her out! / Up to then, their magical escapades had involved little more than tricks played on their friends. But now... / Well, Slye, the magic job paid off after all! / Yh, you earned money 4 magic spell! / It paid more than money... / Right from start, I knew old dame was hiding smth. She wouldn't leave me alone for a second! / She didn't trust you her knock-knocks? HAW! HAW! / No. She was guarded smth much more valuable... / the Zizbit spell book! / With this book, we can break magic circle and ruins of Pheebor. / Then Zizbit treasure will be all ours! // In a wee hrs of the morn, M & S reached their destination... / the crumbled ruins of Pheebor, stood grand over the conflux of the Rivers Phee & Bor. / Moog stood in awe. /

On a high plateau rising from the ruined city stood vestiges of an ancient temple... / the temple of Zizbit! / According to legend, a fabulous wealth of Zizbit's lay within! / The ruins were guarded by a protective spell cast by wizards as city fell! / That spell can't keep us out! / Beyond entrance, they did see a grand staircase snaking its way up the plateau. / Moog consulted Zizbit spell book. / Ah! Here it is! The Protective Circle Undo Spell! / Zeemala pocah rabolar; meera feeblar modar! / Nice... Very nice indeed! / The grand stairway lay ahead, leading to... / the sacred temple of the Zizbits!