



# Return to Zork Adventurer's Guide: Twentieth Anniversary Edition (Classic Game Books)

*Steve Schwartz*

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# Return to Zork Adventurer's Guide: Twentieth Anniversary Edition (Classic Game Books)

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Infocom's DOS-based *Return to Zork* was one of the most widely-owned games of the early 1990's. Unlike today's hack, slash, and annihilate extravaganzas, *Return to Zork* required players to explore, map, and solve puzzles--emphasizing thinking over dexterity. It was the first graphic (rather than text) Zork adventure. *Return to Zork Adventurer's Guide: Twentieth Anniversary Edition* is a reprint of the best-selling book originally published in 1993/1994 by Prima Publishing.

Covering both the CD- and floppy-based editions of the game, this guide includes:

- Screenshots that illustrate key game elements and puzzles
- Detailed play maps
- Multiple levels of hints that provide just the help you need without spoiling the game
- A complete game walkthrough

Whether you're a collector of game memorabilia, want to improve your previous score, didn't got around to playing the game way back when, or recently purchased a copy (yes, it's still for sale), you'll want this definitive guide!

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