

A peculiar old dame
who claims
she has a stone
that makes wishes
come true
wants to send you
on an errand.

And
it's getting dark out.



INFOCOM™

Welcome to the fantastic worlds of Infocom interactive fiction.

What's Infocom interactive fiction like? Well, imagine that you have just purchased **WISHBRINGER™** our Introductory Level fantasy story. You take it home, slip the disk in your computer, and suddenly you are off on the wildest adventure of your life.

You start out as an ordinary mail clerk on an ordinary day. Ordinary, at least, until the old woman in the Magick Shoppe gives you a mysterious metal can and sends you off to rescue her kidnapped cat from someone called the "Evil One." And now—here you are—trying to convince a troll to let you cross his toll bridge.

What happens next? It's completely up to you. As the main character, you have literally thousands of alternatives at every turn. And each decision you make will shape the story's outcome. Suppose, for instance, you decide to pay the troll's toll. You simply type, in plain English:

>GIVE THE GOLD COIN TO THE TROLL

And the story responds:

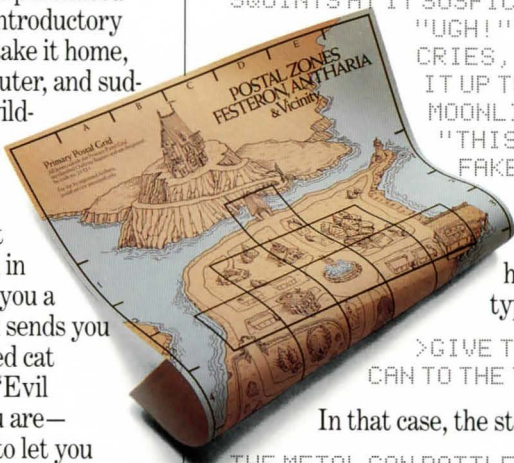
THE TROLL SNATCHES AWAY YOUR GOLD COIN WITH SUSPICION AND SQUINTS AT IT SUSPICIOUSLY. "UGH!" HE CRIES, HOLDING IT UP TO THE MOONLIGHT. "THIS IS A FAKE!"

Suppose on the other hand you type:

>GIVE THE METAL CAN TO THE TROLL

In that case, the story responds:

THE METAL CAN RATTLES AS YOU GIVE IT TO THE TROLL. "MMM, YUMMY!" HE EXCLAIMS, PEERING AT THE LABEL AND THEN GREEDILY OPENING THE LID... YOW! AS HE OPENS THE CAN A REAL, LIVE RATTLESNAKE LEAPS OUT! A SCREAM OF TERROR ECHOES OFF THE CLIFFS AS THE TROLL RUNS AWAY.



You communicate—and Infocom stories respond—in full sentences. And the characters you'll encounter are as vivid as the prose that brings them to life:

>LOOK AT THE OLD WOMAN

THE WOMAN STANDING BEFORE YOU IS OLDER THAN YOUR OLDEST AUNT. HER THIN, PALE FACE AND BONY HANDS MAKE HER LOOK FRAGILE, LIKE A FADING SIGNATURE IN AN ANTIQUE BOOK. BUT HER EYES REMEMBER EVERYTHING THEY HAVE EVER SEEN.

And whether you select an action-packed story from our Fantasy, Science Fiction, Mystery, or Tales of Adventure categories, you'll find that just making your way from one suspenseful situation to the next will require every proton of puzzle solving prowess your mere mortal mind can muster.



On the following pages we feature four stories that we recommend as ideal ways to introduce yourself to Infocom interactive fiction. Pick one up at your software store today. (They're available for most personal computers.)

Or to get a taste of Infocom interactive fiction without risking a cent, check out our amazing Four-In-One Sampler disk offer on the last page! And hurry. Before it gets dark.

Science Fiction



>SEARCH THE ROBOT

FLOYD GIGGLES AND PUSHES YOU AWAY. "YOU'RE TICKLING FLOYD!" THE ROBOT CLUTCHES AT HIS SIDE PANELS, LAUGHING HYSTERICALLY. OIL DROPS STREAM FROM HIS EYES.

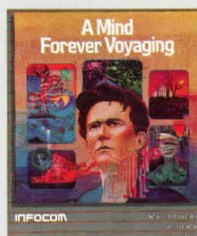
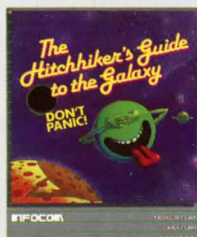
PLANETFALL®

We recommend this sci-fi comedy as the perfect way to make your maiden voyage into Infocom science fiction. It teleports you 100 centuries forward to a Stellar Patrol ship where your rank is Ensign 7th class—about as low as you can go. But then your luck takes a turn for the better. Your ship explodes. True, the mysterious, deserted world to which you're jettisoned is plagued by floods, pestilence and a mutant Wild Kingdom. Luckily, you'll have Floyd the mischievous robot to help you find the secret to saving it. *Standard Level.*

Other Science Fiction Stories.

THE HITCHHIKER'S GUIDE TO THE GALAXY™

By best-selling author Douglas Adams and Infocom's Steve Meretzky, this is unquestionably the most mind-bogglingly hilarious thing we've ever published. Your sides will absolutely split as you travel the galaxy searching for a decent cup of tea. *Standard Level.*



A MIND FOREVER VOYAGING™

Infocom's bold entry into the realm of serious science fiction such as 1984, this excitingly different story contains fewer puzzles to solve and more avenues to explore. As the world's first conscious, intelligent computer, you must simulate the future, stepping forward in time to predict the effects of a radical new political plan. *Advanced Level featuring Interactive Fiction Plus.™*

STARCROSS®

In this mind-bender, you rendezvous with a gargantuan starship bearing three intriguing commodities: an alien microcosm of otherworldly beings; a complex, interlocking puzzle to unravel; and a challenge that was issued eons ago and light years away—one only you can solve. *Expert Level.*



SUSPENDED®

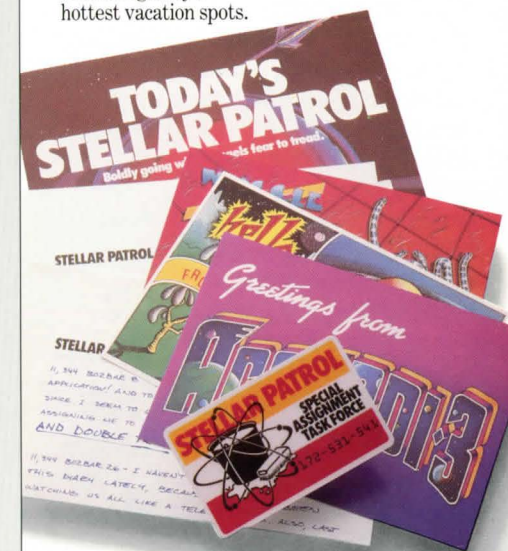
You are buried alive in a cryogenic capsule deep inside an alien world. Suddenly, an earthquake strikes. Now you must stabilize the planet's life support systems—something you can only do by commanding your six robots, each of whom perceives the world differently. *Expert Level.*

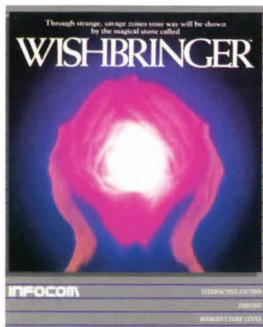
"The folks at Infocom have a literary style that infuses their text adventures with a wonderful sense of humor."—PC MAGAZINE

"All the ingredients of a good Robert A. Heinlein sci-fi novel are here... a great game in which to lose yourself."—PC WORLD

"Masterpieces of logic."—PLAYBOY

PLANETFALL includes your Stellar Patrol manual, ID, diary and postcards from the galaxy's hottest vacation spots.





>ENTER THE CASTLE

YOU'RE STANDING IN A LONG HIGH-CEILINGED CHAMBER. HUNDREDS OF PLATYPUSES ARE MILLING ABOUT WITH TEACUPS IN THEIR PAWS, THEIR FACES ILLUMINATED BY A ROARING FIREPLACE.

WISHBRINGER

In this, our recommended introduction to Infocom Fantasy, you start out as an ordinary mail clerk delivering a mysterious ransom note, and end up—magic stone in hand—embarking on a remarkable series of whimsical adventures. You'll need every wish that your magic stone will grant you. Because the letter's true destination is somewhere beyond your wildest dreams. *Introductory Level.*

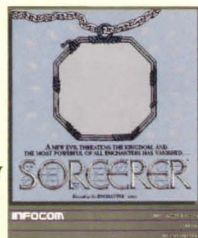
Other Fantasy Stories.



ENCHANTER®
This, the stunning first story in the much-heralded Enchanter Trilogy, pits you, a beginning magician, against a dark and fierce power. Succeed, and you'll be elevated to a seat in the illustrious circle; fail and... but one doesn't speak of such things. *Standard Level.*

SORCERER™

The second dazzling story in the Enchanter Trilogy presents new challenges in the heady battle against evil magic. To rescue the kingdom and locate your mentor in the treacherous mists of Time, you must gain the powers of a true Sorcerer. *Advanced Level.*



SPELLBREAKER™
In this riveting conclusion to the Enchanter Trilogy, a world founded on sorcery suddenly finds its magic failing. To uncover and destroy the cause of this paralyzing chaos presents challenges that even you, now leader of the Circle of Enchanters, will find awesome. *Expert Level.*



ZORK® I
The best-selling computer game ever, this world-renowned introduction to the Zork Trilogy plunges you into the extraordinary environs of the Great Underground Empire where you'll encounter outlandish creatures at every turn as you search for incomparable treasures. *Standard Level.*

ZORK® II

The Wizard of Frobozz takes you to new depths of the subterranean realm where you'll confront new surprises, including the Wizard himself, who'll endeavor to confound you with his capricious powers. *Advanced Level.*



ZORK® III
The Dungeon Master draws you into the most mysterious reaches of the Great Underground Empire, testing your wisdom and courage in an adventure where nothing is as it seems. *Advanced Level.*

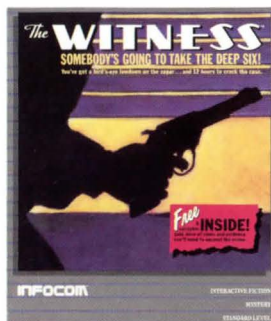
"If it's 2 in the morning, this must be Zork. Not even Ted Koppel can keep the nation up so late."—THE WASHINGTON POST

"Remarkable adventure fantasies."—THE NEW YORK TIMES BOOK REVIEW

"We have said it again and again. Infocom can't be beat. For richness of description, unfolding of storyline, sharpness of wit and challenge of puzzles, Infocom has no equal..."—CREATIVE COMPUTING



Mystery



SUDDENLY THERE IS A FLASH OF LIGHT AND AN EXPLOSION. THE WINDOW FALLS INTO DOZENS OF SHINY SHARDS. WHEN YOU TURN BACK AROUND, YOU SEE LINDER SLUMPING IN HIS CHAIR, A BLOODY STAIN SPREADING ACROSS HIS SILK SHIRT.

THE WITNESS*

This hard-boiled 1930's who-dunit, in which blackmail turns to murder before your eyes, is the recommended way to start your career as an Infocom sleuth. Anyone from the knockout heiress to the poker-faced Oriental butler could be the killer. And the only things you can believe are your own eyes—because you are THE WITNESS. *Standard Level.*

Other Mystery Stories.

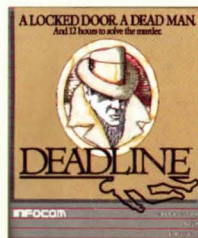


SUSPECT™

The hostess of a lavish masquerade ball has just been strangled. Fortunately there's a suspect. Unfortunately it's you. Now you must race against the clock to expose and convict the real killer—or wind up in the slammer yourself. *Advanced Level.*

DEADLINE®

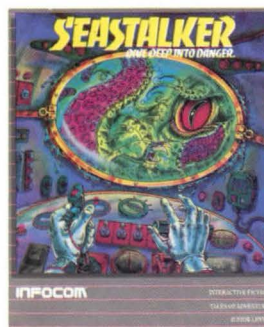
A dead man. A locked door. Starting with lab reports, police findings, dastardly looking pills and more, you've got just 12 hours to discover which of your six suspects is the killer. One wrong move... and one of them may do you in. *Expert Level.*



"For game gourmets, Infocom is to the personal computer what Selchow and Righter (the Scrabble people) are to board games: clever, thought-provoking and forever popular."—THE BOSTON GLOBE

"You are a police detective in the best Dashiell Hammet tradition."—MS.

Tales of Adventure™



>SHOW ME THE MONSTER

THE CAMERA PANS AND THE MONSTER COMES INTO VIEW. IT RESEMBLES A HUGE SEA SLUG. ITS CLAWED TENTACLES POUND AND SCRATCH AT THE DOME.

SEASTALKER®

Ready for an Infocom Tale of Adventure? Then hurry: a monster of terrifying proportions is laying waste to the Aquadome, your undersea research station. What's more, you haven't tested your new submarine... and your crew may have a traitor in its ranks. You must unravel mysteries and make life-or-death decisions if the Aquadome is to be saved. *Introductory Level.*

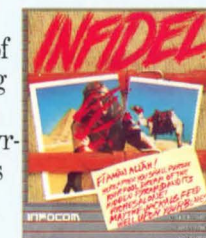
Other Tales of Adventure.™



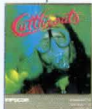
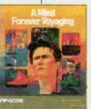
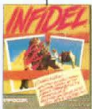
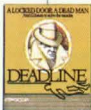
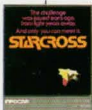
CUTTHROATS™
When a motley band of local salts gets wind of a sunken treasure, they offer you a piece of the action in exchange for your diving skills. Now you must survive the perils of the deep—and the greater danger that your crew may harbor CUTTHROATS. *Standard Level.*

INFIDEL®

You're a soldier of fortune searching for the untold riches of a lost pyramid. Death licks at your heels as you match wits with the most ingenious architects, builders and murderers of all time—the ancient Egyptians. *Advanced Level.*



"The passion that players bring to these games comes from the same source as all fiction—induced pleasure—the projection of self into another world and the desire to learn what happens next as the adventures unfold. Only in this case, it's up to you to determine what happens next."—ROLLING STONE

Mystery	Fantasy	Science Fiction	Tales of Adventure™
Introductory			
			
Standard			
	 	 	
Advanced			
	  		
Expert			
		 	

LEVELS

INTRODUCTORY

Best introduction to interactive fiction, with some built-in hints. Written for everyone from age 9 up.

STANDARD

This is Infocom's most popular level of interactive fiction, enjoyed by both first-time and experienced players.

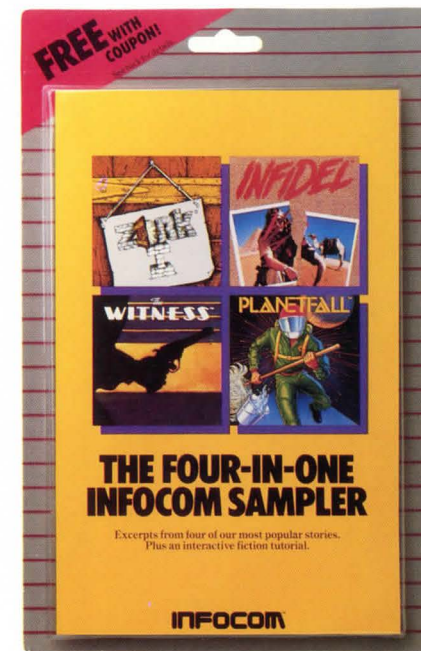
ADVANCED

A greater level of challenge. Recommended for those who've already experienced Infocom's interactive fiction.

EXPERT

The ultimate challenge in interactive fiction.

Sampler



The Four-In-One Infocom Sampler™

Not convinced yet? Our Sampler is the perfect way to introduce yourself to the addictive pleasures of Infocom. Containing portions from four different types of stories—ZORK I, The WITNESS, PLANETFALL and INFIDEL—it's completely risk-free. Because if being clubbed by trolls, shot by gangsters, stranded in space and trapped in pyramids doesn't make you happy, we'll refund your \$7.95 purchase price. And if it does, we'll give you \$8 toward the regular purchase of any Infocom story. You can't lose. Ask for it at your software store or call us at 1-800-262-6868.

INFOCOM™



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