

# ***Our worlds, and welcome to them***

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*Your adventures have just begun. There, up ahead,  
lies the dynamic realism of Infocom's prose universe.  
Our worlds await you.*

The realistic difference between Infocom's worlds and ordinary computer games begins with INTERLOGIC™. As a result of developing this revolutionary programming system, we can incorporate vast amounts of information and faster response time into our creations. Because there's more to see, more to do, and less waiting time between actions, your adventure becomes a strikingly vivid and forward-moving experience. In addition, our system engenders heightened realism by letting you communicate naturally in complete sentences rather than two-word commands. You will have a greater vocabulary and more command options at your disposal than you'll find in any game. Enter

one of Infocom's worlds, and you're stepping into a world filled with personalities, sensations, and real-time interaction.

But what really sets our worlds apart is the almost fanatical attention to quality and detail that goes into creating them. While the software factories are cranking out arcade game after arcade game, pulpy adventure after trite fantasy, we're writing and rewriting, honing and perfecting. The result is the deft and descriptive Infocom style that brings our worlds to life before your eyes, and sets you and them in motion with situations and problems of the most logical, sophisticated, and intriguing nature.

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**ZORK I: The Great Underground Empire** confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of ZORK and escape with them and your life.

**ZORK II: The Wizard of Frobozz** takes you into new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound your quest with his capricious powers.

**ZORK III: The Dungeon Master** is the final test of your courage and wisdom. Your odyssey culminates in an encounter with the Dungeon Master himself, and your destiny hangs in the balance.

**DEADLINE™**, the first great mystery of the computer age, initiates you into the genre of real-life adventure. Working from an actual dossier on the crime, you face a challenge so sophisticated that your suspects possess independent, flesh-and-blood personalities. And some of those personalities are so treacherous that, should you make the wrong move, one of them may do you in.

**STARCROSS™**, Infocom's mindbending science fiction first, launches you headlong into the year 2186 and the depths of space. You are destined to rendezvous with a gargantuan starship from the outer fringes of our galaxy which conveys a challenge that was issued eons ago, from lightyears away—and only you can meet it.

**SUSPENDED™** places you in the twilight world of cryogenic suspension, and awakens you to the nightmarish landscape of a planet gone mad. As the central control of the life-support systems that make a terraformed planet habitable, you exist in a frozen sleep that will be disturbed only if the civilization is imperiled. When the unthinkable happens, you must bring conditions under control by acting through your robot crew, each of whom offers a distinctly different view of the world. The success of your strategies in meeting the catastrophe will determine your fate—and that of your world.

The **WITNESS™**, DEADLINE's worthy successor, breaks yet another barrier of time and space—this time, into the past. A hard-boiled whodunit thriller of the Thirties, The WITNESS masterfully reconstructs the great detective era. Working from a clue-laden police file and battling a 12-hour

time limit, you'll take on your most intriguing case to date. You're on the scene when a crime is committed that may land everyone from the knockout heiress to the poker-faced Oriental butler in the slammer. A Gordian knot of motives and machinations stands between you and the solution, and the only testimony you can trust is that of your own eyes—because you are The WITNESS.

**PLANETFALL™** is a humorous science fiction adventure set in the far future. You are the lowliest ensign aboard the Stellar Patrol Ship Feinstejn. When your ship explodes, you are jet-tisoned onto a mysterious and deserted world plagued by floods, pestilence, and a mutant Wild Kingdom. You'll meet Floyd, a mischievous multi-purpose robot with the mentality of an encyclopedia and the maturity of a nine year old. Together you and Floyd will unravel the mysteries of PLANETFALL.

*Welcome to the worlds of Infocom. In the months to come, we'll take you to every corner of the Infocom dimension—through time, through space, and, with ENCHANTER™, even into the realm of pure magic. In ENCHANTER, we've summoned up the darker side of our genius to test your newfound powers of sorcery against those of sheer malevolence in a tale that, to coin a phrase, will keep you spellbound.*

*Watch for ENCHANTER and many more new worlds from Infocom, coming soon to your local computer store.*

*And now Infocom's worlds are accessible to more adventurers than ever before, because we've made them available for Apple®, Atari®, IBM, TRS-80®, Commodore, NEC®, Osborne®, CP/M®, Texas Instruments, and DEC™. Which means that today almost everyone can take on an Infocom adventure at the slip of a disk.*

**INFOCOM™**

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