ACTUAL SIZE! A small portion (3%) of the new *Zork II* poster is reproduced at actual size above.

ZORK USERS GROUP WILL SHUT DOWN

All good things must come to an end. Mike, the founder of the Zork Users Group (see story on page 3), is getting his M.B.A. in June and going to work for Infocom in August as product manager for entertainment products.

The Zork Users Group will be shutting down for two reasons. Primarily, Infocom would like to be fully responsible for support of their products. Secondarily, Mike would be in a position of possible conflict of interest if he continued to run the Zork Users Group as an employee of Infocom.

The Zork Users Group will continue to process orders received through July 31. All orders will be handled as they have always been — promptly and efficiently. There will be no difficulties with inventories (with the possible exception of the *Zork I* poster).

As of August 1, all orders will be handled by Infocom. Any orders received by the Zork Users Group after July 31 will be forwarded to Infocom. However, if you have a problem with a Zork Users Group shipment, write to our usual address.

Infocom will not be carrying all of the Zork Users Group product line. They will not carry buttons, T-shirts, bumper stickers, or the *Zork I* poster. They will carry our maps at least as long as the inventory lasts. A final decision on whether Infocom will continue to carry maps has not yet been made. InvisiClues will certainly be continued.

Orders placed in early August may be subject to delay due to the transition. We urge you to place all orders as early as possible.

SYSTEM NEWS

Zork II and *Zork III* are finally available on the TRS-80®models 1 and 3 (Radio Shack still has an exclusive on *Zork I*).

The TI Professional is the latest system to be added to Infocom's list. All of the games are available for this new computer.

After our spring issue of *The New Zork Times* went out, Infocom withdrew its announcement of the PDP-11 and NEC PC-8000 versions of *Suspended*. This decision has been reversed again, and we expect *Suspended* to be available on these systems by the time you read this.

DEADLINE™
InvisiClues™

Deadline and InvisiClues were born in the same month — April 1982. Both have been extremely popular, and have received critical acclaim. *PC Magazine* called InvisiClues "almost as much fun as *Zork*." InvisiClues for *Starcross* and *Zork III*, both introduced in October of 1982, became available in late December. Why has

They're writing as fast as they can!

WITNESS™

Infocom's long-awaited second mystery game is finally announced, and it was worth waiting for. The advance word is that it tops the highly acclaimed and tremendously popular *Deadline*.

"Witness is really wonderful."
Marc Blank, author of Deadline *and* Zork

Topping *Deadline* will be quite an achievement. *Deadline* has received rave reviews (even *The New York Times* called it "a milestone").

Electronic Games magazine (primarily a video game magazine) awarded it the "Best Computer Adventure — 1983." *Deadline* was voted the #2 adventure in *Softalk* magazine's poll of its readers. After a year on the market, it is still at the top of the sales charts — very rare in this fast-moving market.

But *Witness* is up to the challenge. Once again, you are the detective who must solve the crime, but this time you are in a classic 1930's setting and the murder takes place before your very eyes.

"There is a great deal of mood setting — the atmosphere is great!" says Marc Blank. "Although there are fewer characters in *Witness*, they are much better developed and more interesting. There is significantly more conversation, and the game is richer in detail."

The author of *Witness* is Stu Galley. One of Infocom's founders, he worked in the same group at the MIT Laboratory for Computer Science as Marc Blank, Dave Lebling, Joel Berez (Infocom's president), and Mike (the founder of the Zork Users Group). Stu's background is physics (B.S. CalTech, M.S. MIT), which may seem odd training for writing mysteries, but Stu is an excellent writer, and is very well-read. In short, he is a true renaissance man.

"Stu is really great at the subtle things."
Steve Meretzky, author of Planetfall

As usual, *Witness* introduces improvements in Infocom's parser (the program which understands the sentences you type in). No one else has come close to Infocom's language-handling abilities, which are continually improving.

Deadline InvisiClues

it taken a year for *Deadline* InvisiClues to be written? Certainly not for lack of interest. The Zork Users Group has received over 1000 requests — more by far than for any other product.

Writing InvisiClues for *Deadline* was a difficult task. The game's problems are not at all like those of the *Zorks* or *Starcross*. Most of *Deadline's* problems are interrelated and in a sequence. Questions about problems further down the sequence would reveal too much and spoil the game.

The solution to this problem was a more creative use of the InvisiClues process. For delicate matters, neutral questions and situations are posed which direct the player to develop more specific, numbered, invisible questions. As usual, there is a section "for your amusement," which details many of the interesting or humorous things you may have missed. There is also a special section which discusses all 21 possible game endings and how to reach them.

We are sure you will find the *Deadline* Invisi-Clues meet or surpass the quality of those for the other Infocom games.

At Last, a Zork II Poster

Pier Giovanni Binotti is an Italian artist who fell in love with *Zork*. In the Italian tradition, he expressed his love with a beautiful work of art which he is making available to the world through the Zork Users Group. This 22″ x 28″ poster encompasses the entire geography of *Zork II: The Wizard of Frobozz*. The illustrations are exquisitely detailed and blend together to form a stunning piece of work.

This is a poster any Zork lover would be proud to own. (Since the poster reveals solutions to certain problems, anyone who hasn't completed *Zork II* may want to wait.) You'll have to see it to believe it.

ZORKERS RESPOND

Below are reproduced some of the comments received on warranty cards and in letters:

On the Zork Users Group

"This is a letter of appreciation. . . . Your customer service is excellent and all of the products you offer make the games so much more enjoyable. I have every one of the Infocom games and all of the InvisiClues booklets. The InvisiClues are top-notch and well worth the price. . . . 3 cheers for the Zork Users Group!"

Marian
Napa California

"I was very impressed with the speed of delivery of my last order."

Walter
Dover, New Hampshire

"I am writing this letter because of your quick delivery and great games. I was pleased at the speedy delivery of your mail-order services. Your service is the best that I have encountered."

Vance
Athens, Georgia

"I recently purchased your InvisiClues for *Starcross* and want to thank you for your fast service. In this hurry up and wait world, it is refreshing to receive something before it was expected. Hurray for you."

Barbara
Ontario, California

On Zork

"*Zork* is so much better than *Adventure* . . . I finally got smart and moved on to *Zork*. My smartest move yet."

"This is so much fun I have to force myself to stop. I enjoy it far more than my other Adventure games, even without the graphics."

"Like living inside a novel, kind of makes you feel like Alice in Wonderland."

On Suspended

"This is sure to be another big hit as all your software is. Best game so far!"

"Excellent. You did it again!"

"The hardest of all your adventures. I loved every minute of it."

"I'm becoming emotionally involved with my robots."

"Another unique idea from one of the greatest software companies . . ."

"Keep 'em coming."

"I'll be waiting for the next science-fiction game."

"The best! you must now produce games faster, because nothing but Infocom is worth playing!"

"Another Infocom winner."

"Love it. Marvelous packaging. Makes even pirates want to buy it."

"Creative packaging, extremely playable."

"Outstanding."

"Superb graphic quality of packaging, manual, map and pieces was unexpected but very pleasurable."

"I like the hint computer."

"Excellent."

"Suspended is a deep, involving, and extremely tough adventure. Highest praise for it and all the Infocom line."

"Infocom never disappoints. Yours are the only adventures I purchase now."

"Perhaps the best yet."

"So far, the game is intriguing, fascinating, enjoyable, superbly written, addicting, witty, engrossing, fun."

"Awesome! You guys aren't kidding when you say the game takes place in your mind."

"Incredible!"

"Outstanding! Challenging — this is what a game should encompass."

MEET THE ZORK USERS GROUP

Many of you have asked who we are, how many of us there are, etc. Above is the answer. Mike, the founder, is sitting in front center holding a bumper sticker.

Mike started the Zork Users Group in October of 1981. He had been working at the MIT Lab for Computer Science and part-time for Infocom as the game-tester (their first paid employee). When Infocom began selling games in 1980, our Mikie began answering requests for hints. He convinced Infocom to produce the map and poster for *Zork I*.

In September 1981, Mike left Cambridge to attend the University of Chicago Graduate School of Business. Before leaving, Infocom offered to allow him to set up the Users Group to continue supporting the games. Mike accepted and planned to run the operation from his dormitory room in Chicago.

During the one week Mike spent with his parents in Milwaukee before starting classes, his father Bob (standing at back left), who had retired only a few months before, suggested that he could handle the day-to-day order filling in his spare time at home in Milwaukee. So, the post office box, bank accounts, etc. were established there.

It was a small, frugal operation for the first six to nine months. The mailing list of about 1000 names was kept on 3" x 5" cards. Mike's mother, Marion (standing at back right holding *Zork III*), maintained the mailing list and handled the requests for price lists. Mike took care of accounting, taxes, planning, product development, advertising, mass mailings, . . . , and answered all the hint requests.

He was getting quite bored explaining what to do about the Thief, and giving the answer to the riddle. He wanted to do hint booklets if only he could find a way which would be easy to use without spoiling any part of the games for anyone. After months of searching for a solution, he came across an invisible printing process and InvisiClues were born.

With the introduction of InvisiClues, the expansion of Infocom's product line, and the growth of personal computers, demands on the Zork Users Group were growing. After Mike and his parents spent three weeks printing and typing 4000 mailing labels by hand for the August 1982 mailing, it became clear that the Zork Users Group needed to join the computer age.

Steve (front left, holding *Zork I* map), Mike's best friend from high school was writing database systems for the insurance industry. He began working as a consultant for the Zork Users Group, writing a system to handle order entry and to maintain customer records. An IBM-PC with a 10mb Davong hard disk was purchased. [Anyone interested in information on this software should contact the Zork Users Group.]

Once the software was ready for use in January of 1983, the customer list and order information had to be input. Mary (standing in back middle holding *Starcross*), Mike's former next-door neighbor, and Sharon (front right holding *Suspended*), who used to work with Marion, were hired to type in the information (which had grown to 10,000 names). Once the information was keyed in, Mary and Sharon stayed on to help out with the daily orders and relieve Mike's parents, who were "working harder than they ever had in all their lives."

So there they are: the people who handle 300-400 orders a week plus 50-100 information requests. They remain semi-anonymous to protect their sanity — since the Users Group is operated out of a home, they can't get away from the phone. Desperate Zorkers have been known to call Infocom in the middle of the night from as far away as Australia.

P.S. Amazing as it may seem to those of you addicted to Infocom adventures, Mike remains the only one of the six above who has ever played *any* part of *any* of the games.

More Kudos for Infocom Games

Infocom did extremely well in the *Softalk* poll of their readers' opinions on Apple software introduced in 1982. All four of the Infocom products which qualified were in the top 10 in their category. In the adventure ten, *Deadline* placed second, *Zork II* third, *Starcross* fifth, and *Zork III* seventh.

The same issue of *Softalk* (April 1983) featured an excellent review of *Suspended* (p. 155). To sum up a one page review is difficult, but a few quotes may help:

"Berlyn has succeeded in devising an adventure that is so absorbing, so compelling in the pleasure of achieving, that you can play it again and again."

"*Suspended* is an intelligent, logical, well-plotted, compelling, and absorbing, challenging and satisfying text adventure that begs to be played over and over again. What more can an intelligent adventurer ask?"

Zork Users Group Now Spans 40 Countries

The Infocom games have strong appeal around the world. We know of Zorkers in the following 39 countries outside the U.S.

Argentina	France	New Zealand
Australia	Germany	Norway
Bahamas	Hong Kong	Saudi Arabia
Belgium	Hungary	Scotland
Brazil	Indonesia	Singapore
Canada	Italy	South Africa
Chile	Japan	Spain
Columbia	Kenya	Sweden
Denmark	Kuwait	Switzerland
England	Mexico	Turkey
Fiji	Monaco	Uruguay
Finland	The Netherlands	Venezuela
United Arab Emirates	West Germany	

We know addresses for only about 20% of those who have purchased Infocom games, so there are undoubtedly more countries from which we haven't heard.

A Note on our Service

The Zork Users Group generally ships your order within one day of receipt. Packages under 12 oz. are shipped via first class mail. Packages 12 oz. or over are shipped priority mail. The only exceptions to this have been due to unavailability of a game.

Occasionally Infocom experiences a delay on a game introduction for a particular machine (as recently happened with the Atari *Suspended*, with the TRS-80 *Zork II* and *Zork III*, and with all the Commodore 64 games). There have also been occasions when Infocom has backorders due to unexpectedly heavy demand. In all of these cases we ship your order as soon as is humanly possible.

The exceptions are a small minority of orders. The Zork Users Group maintains a healthy game inventory for all machines. We have never run out of maps, InvisiClues, bumper stickers, T-shirts or posters, and, barring a disaster, we will not run out of any of these items (with the possible exception of posters).

Summer 1983 Price List for Interlogic™ Game Products

(Prices effective through September 30, 1983)

The Zork Users Group is an independent group licensed by Infocom, Inc., to provide support for Interlogic adventurers. Our sole purpose is to enhance your enjoyment of Infocom's worlds, however, we are a separate entity not affiliated with Infocom. For your convenience we also maintain an inventory of all the games for all systems on which they are available (on a non-exclusive basis). **Why buy games from us?** We can generally deliver new games to you faster than the wholesale distribution system delivers them to stores. **You also save money.** Many stores across the country have been charging above list price. In addition, non-Wisconsinites pay no sales tax (our postage and handling charge is less than the sales tax in most states).

InvisiClues

Each booklet contains over 175 hints (and answers) to more than 75 questions about an Interlogic game, progressing from a gentle nudge in the right direction to a full answer. Clues are printed in invisible ink (developing marker included), giving you the option to develop only what you want to see. Each has illustrations throughout, as well as sections listing all treasures, how all points are earned, and fascinating game trivia.

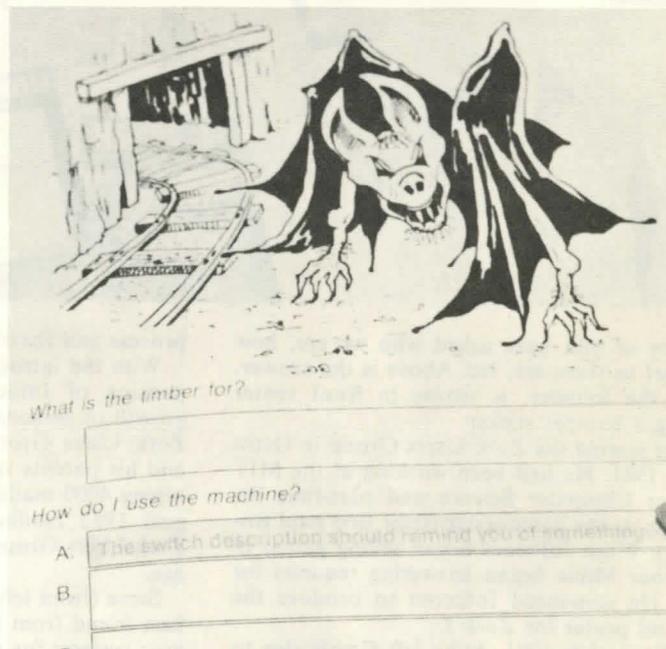|		
200-IN1	InvisiClues for Zork I	$9.95
201-IN2	InvisiClues for Zork II	$9.95
202-IN3	InvisiClues for Zork III	$9.95
203-IN4	InvisiClues for Starcross	$9.95

InvisiClues for Deadline — same general idea as the other InvisiClues booklets, but organized differently due to the unique nature of the game. Includes a section detailing all 21 possible game endings.

204-IN5	InvisiClues for Deadline	$9.95

Each booklet comes with one developing marker, which is more than sufficient to develop the entire book. However, should you misplace yours or allow it to dry out, we do have replacements.

299-MAR	InvisiClues developing marker	$1.95

The ultimate hint service.

What is the timber for?

How do I use the machine?

A The switch description should remind you of something

B

guide maps for Zork I, II, & III

Facilitate your explorations of the Great Underground Empire or decorate your wall. Order the official guide map to Zork I, Zork II, or Zork III. These intriguingly illustrated 11" x 17" fold-out maps are printed in brown and black ink on heavy parchment-tone paper. All locations and passageways are shown. Simple directions make the maps useful guides for your journey through the Empire.

Please be warned, however, that the maps reveal secrets that would otherwise require you to solve various problems. They might give away more than you wish to know. For this reason, we recommend that you explore the Great Underground Empire on your own before using the map.

210-ZM1	Zork I map	$2.95
211-ZM2	Zork II map	$2.95
213-ZM3	Zork III map	$2.95

blueprint for Deadline

Architectural drawings of the Robner mansion and grounds. This handy reference may help you to unearth some hitherto-undiscovered clues.

212-DM1	Deadline blueprints	$2.95

guide map for Starcross

This 11" x 17" fold-out map is a two-dimensional representation of the interior layout of the artifact.

214-SM1	Starcross map	$2.95

Zork I, Zork II, Zork III, Deadline, Starcross, Suspended and Witness

ZORK I

The first in a series bringing the state-of-the-art in fantasy simulation to owners of personal computers. Considered at its introduction in 1981 *the* best computerized adventure game available.

ZORK III

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.

STARCROSS

First in the Interlogic Science Fiction series. You are the skipper of the Starcross, a one-man survey ship searching for quantum black holes. Your mass detector locates a large mass moving through your sector, but this is no black hole. You are about to become the first human to have contact with extra-terrestrial beings . . .

WITNESS

Second in the mystery series, and even better than *Deadline*. In a classic 1930's setting, and the murder takes place before your very eyes!

ZORK II

When the original Zork was released, it was considered the best adventure ever written. Only the creators of Zork could have approached, much less surpassed, the original, and they have!

DEADLINE

Imagine: instead of passively reading your favorite detective stories, having full control over the investigation. Infocom, the creators of the unexcelled Zork adventures, has made another major advance in the development of the electronic novel.

SUSPENDED

Kept in a state of suspended animation, your mind connected by a maze of wires to a vast computer, you are the control system of an entire planet's basic systems. When an earthquake strikes, you must use the robots under your control to evaluate and repair the damage.

prices and catalog numbers

System	Zork I	Zork II	Zork III	Deadline	Starcross	Suspended	Witness!
Apple II® (32K, 16-sector)	IZ1-AP1 $39.95	IZ2-AP1 $39.95	IZ3-AP1 $39.95	IM1-AP1 $49.95	IS1-AP1 $39.95	IS2-AP1 $49.95	IM2-AP1 $49.95
Atari® 400/800 (32K, 810 disk)	IZ1-AT1 $39.95	IZ2-AT1 $39.95	IZ3-AT1 $39.95	IM1-AT1 $49.95	IS1-AT1 $39.95	IS2-AT1 $49.95	IM2-AT1 $49.95
IBM PC (48K)	IZ1-IB1 $39.95	IZ2-IB1 $39.95	IZ3-IB1 $39.95	IM1-IB1 $49.95	IS1-IB1 $39.95	IS2-IB1 $49.95	IM2-IB1 $49.95
TI Professional	IZ1-TI1 $39.95	IZ2-TI1 $39.95	IZ3-TI1 $39.95	IM1-TI1 $49.95	IS1-TI1 $39.95	IS2-TI1 $49.95	IM2-TI1 $49.95
Commodore 64 (Disk)	IZ1-CO1 $39.95	IZ2-CO1 $39.95	IZ3-CO1 $39.95	IM1-CO1 $49.95	IS1-CO1 $39.95	IS2-CO1 $49.95	IM2-CO1 $49.95
TRS-80 Model 1 (32K and disk)	———	IZ2-TR1 $39.95	IZ3-TR1 $39.95	IM1-TR1 $49.95	IS1-TR1 $39.95	IS2-TR1 $49.95	IM2-TR1 $49.95
TRS-80 Model 3 (32K and disk)	———	IZ2-TR3 $39.95	IZ3-TR3 $39.95	IM1-TR3 $49.95	IS1-TR3 $39.95	IS2-TR3 $49.95	IM2-TR3 $49.95
DEC Rainbow™	IZ1-DE2 $39.95	IZ2-DE2 $39.95	IZ3-DE2 $39.95	IM1-DE2 $49.95	IS1-DE2 $39.95	IS2-DE2 $49.95	IM2-DE2 $49.95
NEC PC-8000 (56K CP/M)	IZ1-NE1 $39.95	IZ2-NE1 $39.95	IZ3-NE1 $39.95	IM1-NE1 $49.95	IS1-NE1 $39.95	IS2-NE1 $49.95	IM2-NE1 $49.95
NEC APC (CP/M-86)	IZ1-NE2 $49.95	IZ2-NE2 $49.95	IZ3-NE2 $49.95	IM1-NE2 $59.95	IS1-NE2 $49.95	IS2-NE2 $59.95	IM2-NE2 $59.95
CP/M® (48K, 8" disk version 2.0 and above)	IZ1-CP1 $49.95	IZ2-CP1 $49.95	IZ3-CP1 $49.95	IM1-CP1 $59.95	IS1-CP1 $49.95	IS2-CP1 $59.95	IM2-CP1 $59.95
PDP-11™ (RT-11, RX01 disk or under RT-11 emulator)	IZ1-DE1 $49.95	IZ2-DE1 $49.95	IZ3-DE1 $49.95	IM1-DE1 $59.95	IS1-DE1 $49.95	IS2-DE1 $59.95	IM2-DE1 $59.95

Zork T-shirt
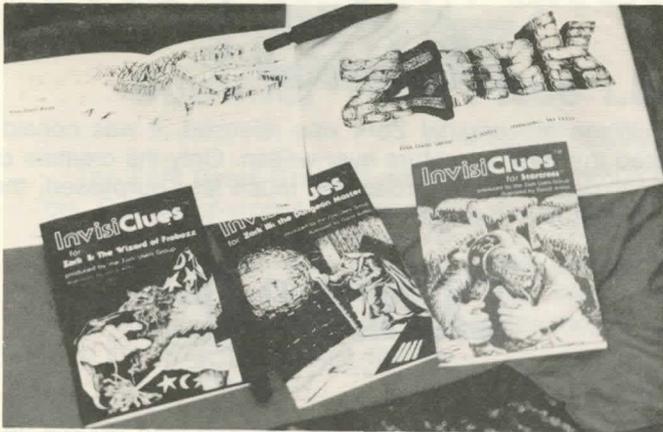
Zork cut stone logo with brown door and yellow light shining out, as seen on Zork game packages. Heat-transfer process. Take this heat-transfer sheet to a T-shirt shop with heat-transfer facilities (found in most large cities), and have it transferred to a shirt of the size, color, and styling of your choice. Discontinued after July 31, 1983.

421-TS1   Zork T-shirt transfer $3.95

Zork bumper sticker

Announce it to the world! The Zork Users Group now has a bumper sticker suitable for your car, lamppost, window, wall, or wherever else you'd like to put it. Discontinued after July 31, 1983.

401-BS1   I   Zork $.95

full color poster of Zork I

To commemorate your perilous journey, this full-color poster attractively illustrates the world of Zork I: The Great Underground Empire. All of the major areas of the game are blended together in an artistic form that captures the feel of your adventure in Zork. Shown also are the colorful characters of the game, including the Thief, the Troll, the Cyclops, lurking Grues, and, of course, you, the adventurer.

This 22″ x 28″ poster is printed on glossy paper and is suitable for framing. It comes rolled in a heavy mailing tube to avoid folding. No wall should be without one! While supplies last (inventory is low). Discontinued after July 31, 1983.

221-ZP1   Zork I poster $5.95

New! Zork II poster

You won't believe it until you see it. This poster captures all of Zork II. The artwork is exquisite. In essence it is a finely detailed map of the game, in which all of the game descriptions come to life as beautiful illustrations blended to form an entrancing whole. Warning to those who haven't finished Zork II: this poster reveals solutions to some problems. 22″ x 28″ black on white.

222-ZP2   Zork II poster $6.95

Zork buttons

Meet other Zorkers. Identify yourself as a Zork lover (you may find Zorkers in unexpected places). These high-quality, colorful buttons are 2″ (5.75 cm) in diameter with a plastic front over a metal backing with clasping pin. Discontinued after July 31, 1983.

301-BU1	I	Zork	$1.25
302-BU2		Zorkers Do It Under the Rug	$1.25
303-BU3		Hello Sailor nothing happens here	$1.25
304-BU4		I'd Rather be Zorking	$1.25
305-BU5		I'm a Zork Groupie	$1.25
306-BU6		Master Adventurer	$1.25
399-BU0		**All six buttons**	$6.00

Order Form for
Zork Users Group Products

Date_____

Ship to: *(please type or print clearly)*

Name_____

Street_____

City_____State_____Zip_____

☐ *Check if new address and indicate old zip code*_____

I am interested in the following possible future products:

☐ New games
☐ Zork caps
☐ Zork beer mugs
☐

Please let me know when they become available.

Qty.	Catalog No.	Description	Price Each	Total Price

Payment method

Total $ _____ ☐ Check ☐ Money order

payable (in U.S. funds) to Zork Users Group. *Do not send cash!*

☐ Mastercard
☐ Visa

month year
card   *required*

_____
customer signature

_____
name printed (if different from 'Ship to:' above)

*Subtotal*_____

Until 7/31/83 Wisc. residents add 5% sales tax
After 7/31/83 Mass. residents add 5% sales tax _____

Postage and handling ____2.00____

Outside of U.S. and Canada add an extra $2.00 _____
for export handling*

*Total enclosed*_____

If you know of others who might be interested in what we have to offer, please write their names on the reverse side and check this box ☐

While most orders are shipped within one week after receipt of order, please allow up to 30 days for delivery.

*international shipments are via surface mail.

Throw this away if

you aren't interested in
Deadline InvisiClues
a new mystery game
games for the T.I.
a new poster
TRS-80 Zork II and
Zork III

or the
imminent demise of
the Zork Users Group