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Finally, a warranty card even the busiest traveler will find worth completing. Because for the short time it takes to fill out and drop in the mail, we offer some long-term results:

- Your permanent registration as the proud traveler in an Infocom interactive fiction story.
- Your comments and opinions about Infocom, which will be reflected in our future games.
- And a FREE SUBSCRIPTION TO *THE STATUS LINE*, the inside line on what's going on at Infocom.

Learn of our latest breakthroughs. Find out how an interactive story is made. Get the first chance at special offers and try your hand at fiendish puzzles. Enter our outrageous contests and chuckle over cartoons sent in by our readers.

You'll find tidbits of gossip, fun and information in every issue of *The Status Line*. And a subscription is yours—absolutely free!—when you mail in your warranty card. So hurry. ACT NOW.

INFOCOM[™]
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Cambridge, MA 02140

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GI-940-08



PASSPORT

*To The United Products
of Infocom*

Enfries/Enfrées

Visas

Departures/Sorties

**PASSPORT NUMBER
NUMERO DU PASSEPORT**

PEN AND INK ENTRY OF THE PASSPORT NUMBER BY THE
BEARER

FOR YOUR PROTECTION PLEASE FILL IN THE NAMES AND ADDRESSES BELOW.

BEARER'S ADDRESS IN REALITY—
ADRESSE DU TITULAIRE EN REALITE

NAME-NOM _____ SEX-SEXE _____

BIRTHPLACE-LIEU DE NAISSANCE _____

SIGNATURE OF BEARER—
SIGNATURE DU TITULAIRE _____

IN CASE OF INTERACTIVE DEATH, ACCIDENT OR DISAPPEARANCE
NOTIFY THE NEAREST INFOCOM DIPLOMATIC OR CONSULAR OFFICE
NAMED BELOW:

EN CAS DE DECES INTERACTIF, D'ACCIDENT OU DE DISPARITION, PRIERE
D'AVISER LE SERVICE DIPLOMATIQUE OU CONSULAIRE D'INFOCOM LE
PLUS PROCHE, NOMMEE CI-DESSOUS:

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NOM _____

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ADRESSE _____

Enfries/Enfrées

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*The Secretary of State
of the United Products of Infocom
hereby requests all whom it may
concern to permit the intraspacial citizen
named herein to pass
without delay or hindrance through the
mysteries, the sci-fi's, the adventures, the fantasies
and the business worlds of Infocom,
and in case of need,
to give all lawful aid and protection.*

INFOCOM™

YOU HOLD IN YOUR HANDS the official Infocom document
that certifies the identity, if not the destination, of all Infocom
products, in particular, interactive fiction. Just what is interac-
tive fiction? It's a whole new universe. A universe of games you
can actually enter and alter as you interact with a storyline via
common English commands typed into your computer.



Each game is really a world unto itself, but to demonstrate, let's enter **WISHBRINGER**, our popular introductory fantasy story. Inside the box you find a map of postal zones, a mysterious sealed envelope, an enchanted stone that glows in the dark, an illustrated copy of *The Legend of Wishbringer* and a disk. You'll need them all. But for now, just slip the disk into your computer and you're off on the wildest journey of your life.

You start out as an ordinary mail clerk on an ordinary day. Ordinary, at least, until you deliver what turns out to be a ransom note to the old woman in Ye Olde Magick Shoppe. She sends you off to rescue her kidnapped cat from someone called the "Evil One." En route, you're faced with a troll who won't let you cross his toll bridge.

What happens next is completely up to you. If you wish to pay the troll's toll, you simply type:

>GIVE THE GOLD COIN TO THE TROLL

And the story responds:

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

If, on the other hand, you type:

>GIVE THE CAN OF NUTS TO THE TROLL

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, REAL LIVE RATTLESNAKE LEAPS OUT! A SCREAM OF TERROR ECHOES OFF THE CLIFFS AS THE TROLL RUNS AWAY.

Your every command elicits a new response, creating a new story every time. It's fun. It's challenging. And it's totally absorbing.

To help you get the hang of it, we have indicated appropriate stories for first-time interactive travelers with a Recommended Port of Entry stamp. Look for it in this, the very document that grants you permission to travel abroad. Farther abroad than any other passport could possibly take you.



Entrées/Entrées

Visas

Departures/Sorties

Visas

Departures/Sorties



"With their brain-testing challenge and beautifully written descriptions ...it's no wonder that ZORK's I, II and III have become classics in their time."
—*Electronic Games magazine*

"The program by which all other computerized adventures are judged."
—*Playboy*

THE ZORK TRILOGY

Adventure seekers, welcome to the Great Underground Empire, a world fraught with danger and discovery, an underground domain so vast, with so many twists and turns, it can offer you new surprises no matter how many times you explore it. The ZORK TRILOGY has been a top 10 best seller for over 5 years, and it's still going strong.



ZORK I: THE GREAT UNDERGROUND EMPIRE

The ideal starting point for first-time interactive fiction players, ZORK I takes you to the ruins of an ancient empire far underground. You will travel into this fabulous land in search of the incomparable Treasures of Zork. This classic attracts explorers who love the idea of a treasure hunt among exotic creatures, extraordinary sights, and diabolical puzzles.

ZORK II: THE WIZARD OF FROBOZZ

For an even greater challenge, journey to a long-hidden region of the Great Underground Empire, dominated by the frivolous Wizard of Frobozz. Exiled years before, the Wizard is still a force to be reckoned with, materializing at odd moments to cast bothersome spells. There are many curiosities to explore in his realm, including the garden of an elusive unicorn and a maze of Oddly-Angled Rooms.



ZORK III: THE DUNGEON MASTER

For the ultimate test of your wisdom and courage, the Dungeon Master draws you into the deepest and most mysterious reaches of the Great Underground Empire. ZORK III has a scoring system and goal that are quite different from those of the other stories in the Trilogy. You can only finish the game once you discover why you are in the perilous ruins of the empire and what you are supposed to be doing there.

Author! Author!—Auteurs! Marc Blank and Dave Lebling

"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*

"SPELLBREAKER is sheer joy for those who love role-playing games. It's the perfect conclusion for the "Enchanter" trilogy, which can now join the classic "ZORK" trilogy as a must-have for all fantasy gamers."
—Computer Entertainer

"A must for all adventure gamers."
—Games magazine

THE ENCHANTER TRILOGY

Journey to a world of magic, where spells are power, and magicians rule the land. The ENCHANTER TRILOGY, which takes place in a universe much like Zork, is considered to be Infocom's most inspired work.



ENCHANTER

In ENCHANTER, the introduction to this highly-acclaimed series, you are a novice magician sent to do battle with the warlock Krill. To succeed in your quest, you'll need to use all the cunning you can muster, along with spells acquired on the way.

Author! Author!—Auteur! Auteur! Marc Blank and Dave Lebling

SORCERER™

In the midst of Hellhounds, amusement parks, mazes, and flumes, you must rescue your mentor Belboz and defeat the evil demon Jearr. The second story in the Enchanter series, SORCERER requires a greater command of magic, with intricate puzzles full of cryptic clues.

Author! Author!—Auteur! Auteur! Steve Meretzky



SPELLBREAKER™

SPELLBREAKER is the complex conclusion to the trilogy, with some of the hardest puzzles in interactive fiction. You have earned the ultimate honor given a mage, the leadership of the Circle of Enchanters. Now, a crisis has fallen. Magic itself is failing, and you alone must save the kingdom even as your own powers fade.

Author! Author!—Auteur! Auteur! Dave Lebling



"The World of SORCERER is rich in detail and wonderment... The final solution is like a delicate orchid achieving full bloom. Long after the game is over, the heady fragrance stays with you."
—St. Game magazine

"Infocom adventures are particularly well-written with detailed descriptions, clever plot twists, surprising characters, and a strong dose of zany humor."
 —The Chicago Tribune

Entrées/Entrées Visas Departures/Sorties



WISHBRINGER

Neither snow, nor rain, nor nasty trolls, nor fortress-like towers, nor postmarks for Special Delivery to Parts Unknown, nor the very struggle between Good and Evil itself shall keep you from your appointed rounds as a postal clerk in the seaside village of Festeron.

When the story begins, your life is quite ordinary. But when you're asked to deliver a strange envelope to the outskirts of town, things become quite extraordinary. You'll embark on a search for a kidnapped cat in a town that's turned into a nightmare. The magic wishes in your Wishbringer stone will help you solve the puzzles, or you can use logic alone.

Author! Author! —Auteur! Auteur! Brian Moriarty



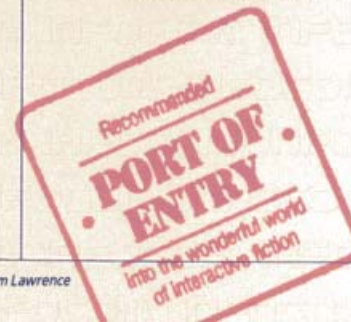
Entrées/Entrées Visas Departures/Sorties



MOONMIST™

MOONMIST takes you to an ancient castle on the misty coast of Cornwall, a castle housing a handsome Lord and his young bride-to-be, distinguished guests, and ghosts of unrequited lovers. You arrive in response to an urgent plea from your friend Tamara—her life is threatened, and the culprit seems to be the spectral "White Lady" who haunts the medieval tower. You'll meet a cast of eccentric characters as you hunt down the phantom and search for secret treasures. An excellent game for first-time players, MOONMIST has four variations, each with a different hidden treasure and solution to the mystery.

Author! Author! —Auteur! Auteur! Stu Galley and Jim Lawrence



"When Infocom releases a new game, the question that goes through your minds should not be 'Should I get the game?' but, rather, 'When should I get the game?'. And the answer should always be 'Immediately.'"
 —A+ magazine

Entrées/Entrées

Visas

Departures/Sorties



"The invention of the robot sidekick, Floyd, was a stroke of genius."
—Video Review

"PLANETFALL is just about worth the purchase of a computer."
—Memphis Magazine

PLANETFALL™

This is some trip: you've traveled 12,000 years into the future. You joined the Stellar Patrol to see the galaxy, yet all you've seen for the past year is the other end of your mop. But this is your lucky day. If you call crash landing on a planet plagued with floods, pestilence, and a mutant Wild Kingdom lucky.

What destroyed your spaceship? Why are there buildings but no inhabitants? How can you access the secret recesses of the scientific installations? Fortunately you have Floyd, a lovable multi-purpose robot with the personality of a mischievous 8-year-old and memory banks which may hold all the secrets of this strange planet.

Author! Author! —Auteur! Auteur! Steve Meretzky

Your explorations of the planet and success at bringing it back to life will win you a hero's welcome and a long-awaited promotion.



Recommended
PORT OF ENTRY
into the wonderful world of interactive fiction

Entrées/Entrées

Visas

Departures/Sorties

HOLLYWOOD HIJINX™

Vampire Penguins. Meltdown on Elm Street. Who could forget these classic films produced by your uncle, Buddy Burbank? Uncle Buddy and Aunt Hildegard have passed away, but their memory lives on in their Malibu mansion, filled with a lifetime of Hollywood memorabilia. And you will inherit it all—if you can find ten wacky treasures hidden throughout the house and grounds. HOLLYWOOD HIJINX combines the glitz of Tinseltown with the offbeat humor of a "B" movie. Amusing anecdotes about your childhood summers with Hildegard and Buddy add to the fun.

Author! Author! —Auteur! Auteur!
"Hollywood" Dave Anderson

AVAILABLE
JANUARY 1987



"There are imitators and innovators. With each new work, Infocom again falls into the latter category."
—Analog Computing



"Infocom is the class of the field. Its games are cleverly written, beautifully packaged, and punctuated with a sharp sense of humor."
—Newsweek



LEATHER GODDESSES OF PHOBOS™

How did you, a regular at Joe's Bar in Upper Sandusky, Ohio, end up on a Martian moon? You've been kidnapped by minions of the fiendish Leather Goddesses of Phobos, who plan to enslave every man, woman, and child on Earth! If you succeed in escaping their clutches, you'll begin a naughty, bawdy, and very, very amusing romp across the solar system.

Your mission is to collect the materials you'll need to defeat the Leather Goddesses and save humanity. Written in the hilarious tradition of Woody Allen's "Everything You Always Wanted To Know About Sex," LEATHER GODDESSES OF PHOBOS has three "naughtiness" levels to please the prude to the lewd, and male and female playing modes to satisfy both sexes.

Author! Author!—Auteur! Auteur! Steve Meretzky



HITCHHIKER'S GUIDE TO THE GALAXY™

Who better to guide you through the Hitchhiker's Guide than the man who created the concept and wrote the famous books and radio scripts? Douglas Adams himself recreates the Hitchhiker universe, enhancing it with new material written especially for Infocom, and sets you free to roam it at will. Of course, once Earth is demolished for an interstellar bypass, freedom's just another word for nothing left to lose.



But chin up, you're headed for a hilarious series of intergalactic misadventures. So grab a pint of bitter and a couple for the road and join Ford Prefect, Trillian, Zaphod Beeblebrox and Marvin on a cosmic jaunt into the outer reaches where anything can—and does—happen.



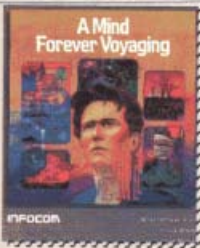
Author! Author!—Auteur! Auteur! Douglas Adams and Steve Meretzky

"Don't panic: the interactive HITCHHIKER'S GUIDE is every bit as outrageous and funny as the novel."
—Popular Computing

"If you don't laugh, see a doctor."
—Enter magazine

"AMFV uses the expanded memory to breathtaking effect, creating a richly imaged anti-Utopian futureworld... AMFV isn't '1984', but in some ways it's even scarier."
—*Newsweek*

"An ambitious departure from anything Infocom has done before and a major event in software entertainment."
—*Games magazine*



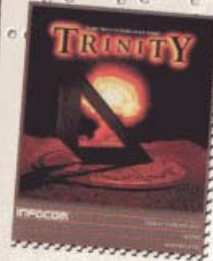
A MIND FOREVER VOYAGING™

It's 2031. The world is on the brink of chaos. In the United States of North America, government and industry leaders have developed The Plan for Renewed National Purpose. Will the Plan ensure peace and prosperity? Or will it set the earth on a suicide course to destruction? As the world's first conscious, intelligent computer, only you have the ability to enter a simulation of the future and test the Plan's effectiveness.

A MIND FOREVER VOYAGING is reminiscent of such classic works of science fiction as *Brave New World* and *1984*. You'll spend less time solving puzzles, as you explore realistic worlds of the future.

Author! Author!—Auteur! Auteur! Steve Meretzky

Visas
Entrées/Entrées Departures/Sorties



TRINITY™
It's the last day of your \$599 London vacation. Unfortunately, it's also the first day of World War III. Only seconds remain before an H-bomb vaporizes the city...and you with it. Unless you escape to a secret universe, a plane between fantasy and reality, where every atomic explosion is mysteriously connected.
TRINITY's puzzles range from the ordinary to the extraordinary, from the lighthearted to the profound. You'll crisscross time and space as you explore this fascinating universe, learning to control its inexorable power. TRINITY leads you on a journey back to the dawn of the atomic age...and puts the course of history in your hands.

INTERACTIVE FICTION PLUS
THIS IS ALL
GAME, REQUIRING MORE MEMORY TO PROVIDE A RICH ENVIRONMENT

Author! Author!—Auteur! Auteur! Brian Moriarty

"Every Infocom game breaks new ground in the art of game design. The craft has reached the level of an art form, primarily because of Infocom."
—*Computer Gaming World*

Entrées/Entrées

Visas

Departures/Sorties



"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 in the software business."
—Creative Computing

CUTTHROATS™

Hardscrabble Island is a little seaport that's about as picturesque as it sounds. "Past its prime" is being polite. You're hardly the polite sort yourself, but as an expert diver, you have agreed to help salvage the sunken treasure from one of the four local shipwrecks. The only thing between you and the treasure is the gang of cutthroat characters you're working with. Of course, the only link between you and the treasure is the gang of cutthroat characters you're working with.

Think logically, choose your friends carefully, know your enemies well and you may live

Author: Author - Auteur: Auteur: Michael Berlyn

A
Tale Of Adventure



to play another game, going after the treasure on another shipwreck.

Entrées/Entrées

Visas

Departures/Sorties

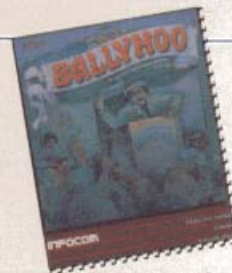


BALLYHOO™

Ladies and gentlemen! Children of all ages! Welcome to Spangleland! A world of sawdust and glitter, buffoons and cotton candy! At least that's what you think, until you peek behind the scenes. Overhearing that the circus owner's daughter has been kidnapped, you're off to the rescue. But be careful, danger lurks in the seedy back alleys of the Big Top.

In BALLYHOO, you'll need to solve puzzles in order to solve the crime. Rather than interviewing potential suspects, you'll spend much of your time gaining access to places where the child might be hidden. Actual circus lingo and locations produce a vivid picture of life in Spangleland.

Author: Author - Auteur: Auteur: Jeff O'Neil



MORE FUN THAN A
3-Ring Circus

"BALLYHOO fills yet another wing of the incredible Infocom library. For those who enjoy their visits to its hallowed halls, this is a wing they should explore."
—Analog Computing

"If you have ever longed to work with Philip Marlowe, Miss Marple, or Lord Peter Wimsey, The WITNESS is the next best thing."
—Creative Computing

"Best Computer Game"
—Rolling Stone



SUSPECT

At an elegant costume ball, you mingle with bluebloods and power brokers. It's a delightful evening—until you go from unsuspecting newspaper reporter to murder suspect. It takes all your newspaper skills of observation, deduction, and interrogation to come up with the proof of your innocence. Don't dally over the champagne—you only have 'til morning.

AUTHOR: AUTHORI—AUTEURI/AUTEURI Dave Lebling

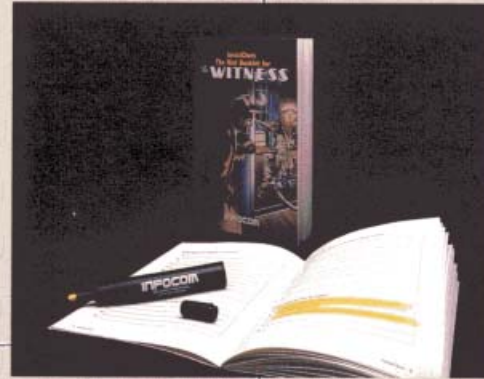


THE WITNESS

You're the Chief Detective of a normally quiet burgh outside L.A. It's February, 1938. And you've got trouble. A gilt-edged society dame is dead. Someone is putting the screws to her millionaire old man. Then you step in and the shakedown turns ugly. You're left with a stiff and a race against the clock to nail your suspect...or get nailed first.

AUTHOR: AUTHORI—AUTEURI/AUTEURI Stu Galley

WHEN TRAVELING IN DISTURBED AREAS, OR WHEN COMPLETELY STUMPED, you should keep in touch with the nearest Infocom console late where you can purchase INVISICLUES™



Hidden in InvisiClues Hint Books are the secrets behind the secrets to traveling through the world of a particular game. Here language problems and hints about the foreign cultures and customs are spelled out one at a time. You'll also get a map, the likes of which you won't find in any earthly gas station.

Great care is taken to ensure that InvisiClues Hint Books will give you only the help you need, when you need it—so answers are revealed by passing the latent image marker across the appropriate spots.

And yes, there's a helpful hint book for every Infocom interactive story and lots of hints to choose from. Just take our first one: don't use it unless you need it.

InvisiClues™

"Better than Michelin Guides"
—Mike Dornbrook

Visas
ABOUT TRAVELING ACROSS THE BOARD, INTRODUCING Sorties

FOOBLITZKY

FOOBLITZKY™ is a unique graphics strategy game for 2 to 4 players. It recalls the days when playing a game meant getting together with friends or family so that everyone could have a good time. When you play FOOBLITZKY, what you see on your computer screen will remind you of your favorite board game. You'll rove the crowded streets and busy shops of the City of Fooblitzky, trying to deduce and obtain the four items needed to win the game. But this is no scavenger hunt. Victory depends on how well you use funds, keep records, and outsmart your fellow players.

FOOBLITZKY reminds people of a cross between Clue,* Mastermind,* and Monopoly.* You'll test your skills, match wits with your opponents, and throw yourself at the mercy of chance every time you play. And because the four "right" items change each time, no two games are alike. The fun and challenge will keep you coming back again and again.



"FOOBLITZKY does for board games what the Infocom works did for books—revolutionize them...computerize them...and bring them into the 21st century—and beyond."
—Analog Computing

"The most successful party game for a computer."
—II Computing

Clue, Mastermind and Monopoly are registered trademarks of Parker Brothers, Inc.

Visas
THE WORLD OF BUSINESS TRAVEL MADE EASY, VERY EASY Sorties
INTRODUCING

Cornerstone

Cornerstone is the only relational database system designed specifically for non-programmers.



"Cornerstone may well change the popular notions about database software..." —The New York Times

"The terms 'powerful' and 'easy-to-use' are pressed into service so often that they're in danger of losing their punch. Cornerstone breathes new meaning into these two overworked adjectives and is one of the few programs that deserves both..." —Popular Computing

"Cornerstone is the best program I have used. I found no flaws."
—PC Week

"Most database managers are information straightjackets in disguise. Changing database definition can be a mind-boggling and error-prone chore. Not so with Cornerstone."
—Business Computer Systems