

# THE MASTER STORY TELLERS

**INFOCOM**<sup>™</sup>

INTERACTIVE FICTION

PRODUCT CATALOG

1987



# Welcome to the Realm of the Master Storytellers

Infocom interactive fiction is unlike anything you've ever experienced.  
It's a whole new dimension in storytelling.

Think of your favorite story. Now think of the main character in that story. And imagine that YOU have become that character. You are standing in his shoes, in his world. You have people to meet, places to visit, and challenges to face. It's all just as vivid as anything you've ever experienced in real life.  
The decisions are yours... and so are the consequences.

In interactive fiction, you communicate with the story in conversational English sentences. The plot unfolds as you decide what to do next, drawing you into a world so involving that it taps your adrenaline as much as your intellect. Your pulse races with the anticipation of what lies ahead. You feel the thrill of discovery and the panic of life-threatening situations. You laugh, you cry, you cheer aloud, and when you finally succeed, the glory is all yours.

Now feast your eyes upon the latest works from Infocom.  
Imagine all the excitement that awaits you in the realm of  
The Master Storytellers.

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

*"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

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

*"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

*"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

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# STATIONFALL™

FLOYD IS BACK IN THE BOFFOID SEQUEL TO PLANETFALL.



Steve Meretzky's award-winning *PLANETFALL*® has long been a favorite of Infocom fans. This is due in no small part to Floyd, your mischievous robot companion in the story, who quickly becomes a beloved friend. Now Floyd is back in the boffoid sequel, *STATIONFALL*!

*STATIONFALL* begins five long years after your incredible heroics in *PLANETFALL*. Since then, absolutely nothing of interest has happened in the Stellar Patrol. Today's thrilling assignment: travel to a nearby space station to pick up a

supply of trivial forms.

Arriving at the space

station, you find it strangely deserted. A spooky alien ship rests in a docking bay. A commander's log describes the mysterious breakdown of machinery. An ostrich and an Arcturian balloon creature are found, abandoned but in perfect health. Luckily, Floyd is on hand to help you identify and overcome the dangerous forces at work. But then even he begins acting oddly...

What a bore! Until you learn that your companion is your old buddy Floyd!



Assigned to each *STATIONFALL* package: your *STATIONFALL* disk; a set of blueprints for a Gamma-Delta-Gamma Class deep space station; three highly bureaucratic forms; and your Stellar Patrol patch.

*THE LURKING HORROR* recalls the ghastly visions of H.P. Lovecraft and Stephen King, as author Dave Lebling turns an everyday world into a frightening web of uncertainty.

Ever since you arrived at G.U.E. Tech, you've heard stories about the creepy old campus basements and storage rooms, some so ancient that they contain only rotting piles of unidentifiable junk. And you've vowed never to set foot in any of them. But tonight, with a blizzard howling around the monolithic buildings, something draws you inexorably downward.

Suddenly, you're in a world that rivals

your most hideous visions. Shapes emerge from dark corners. Eerie sounds draw closer. Slimy passageways lead to sights so horrifying that they will feed your nightmares for weeks.

You'll face ingenious puzzles, unique characters, and chilling twists of plot as you explore the ghastly nether regions of the institute and confront the horror lurking below.



Mouldering inside every *LURKING HORROR* package: your *LURKING HORROR* disk; a guide to George Underwood Edwards Institute of Technology; and your G.U.E. Tech student identification card.





The ZORK TRILOGY has sold nearly one million copies, making it the most popular entertainment software product ever! Now, five years after the release of ZORK III, Brian Moriarty has created an exciting new Zorkian universe blending the puzzles and fine prose of interactive fiction with the combat and character-building of role-playing games.

BEYOND ZORK takes you to the troubled Kingdom of Quendor, across the sea from the Great Underground Empire. In Quendor, the wizards have mysteriously disappeared, and vicious monsters haunt the streets and wastelands. Fate has directed that you, a lowly peasant, must unravel the meaning behind these ominous events. Luckily, you have an arsenal of new weapons and abilities at your disposal.

You start by designing your own character, choosing from such diverse attributes as strength, endurance, and luck. You can press onward using the special function keys to perform frequently-used commands with a single keystroke. There's even an on-screen map to chart your progress!

Fans of Infocom's fantasy series will recognize characters and locations from previous stories, while old and new players will enjoy exploring the Zorkian landscape as their challenge increases and their character grows in strength and power.



Venturing forth from every BEYOND ZORK package: your BEYOND ZORK disk; a lavishly-illustrated edition of *The Lore and Legends of Quendor*; and a fabulous map.

If you're looking for a fun way to spend an evening, alone or with friends, NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT might be just the ticket! This light-hearted collection of short stories features clichés, spoonerisms, and other verbal witticisms.

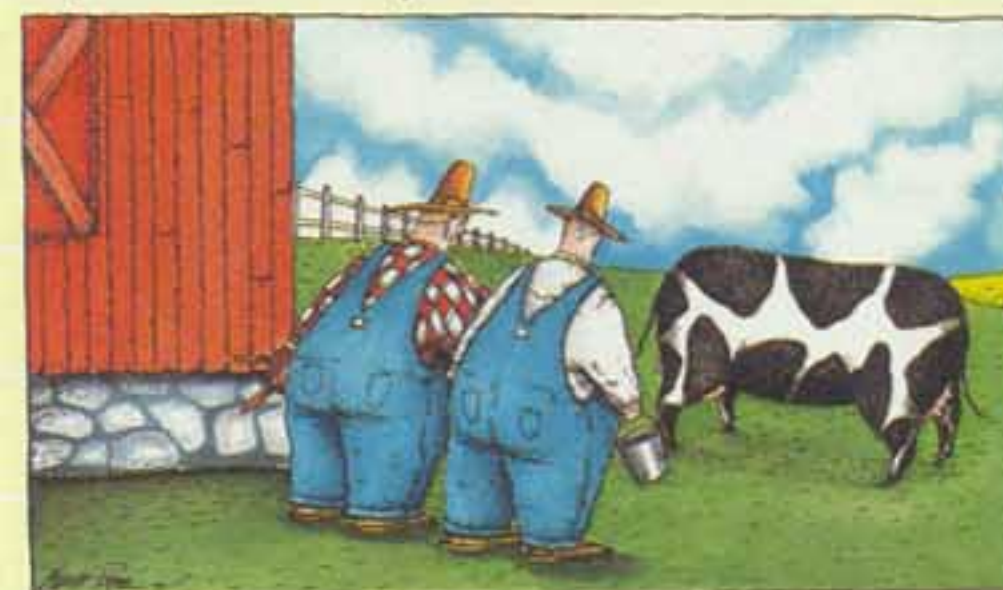
NORD AND BERT takes you to the mixed-up town of Punster, where nothing is quite as it seems. It's a place where you really can make a mountain out of a molehill, where 'the fur is flying' is taken literally, and where a happy Sam is transformed into a sappy ham.

Each of the short stories involves a different type of wordplay. You'll find yourself challenging your wits and your memory to come up with the idioms, homonyms, and other verbal trickeries needed to complete the puzzles. But don't view this as a hard row to hoe. There are built-in hints to help you out, and an easy method of moving from place to place.

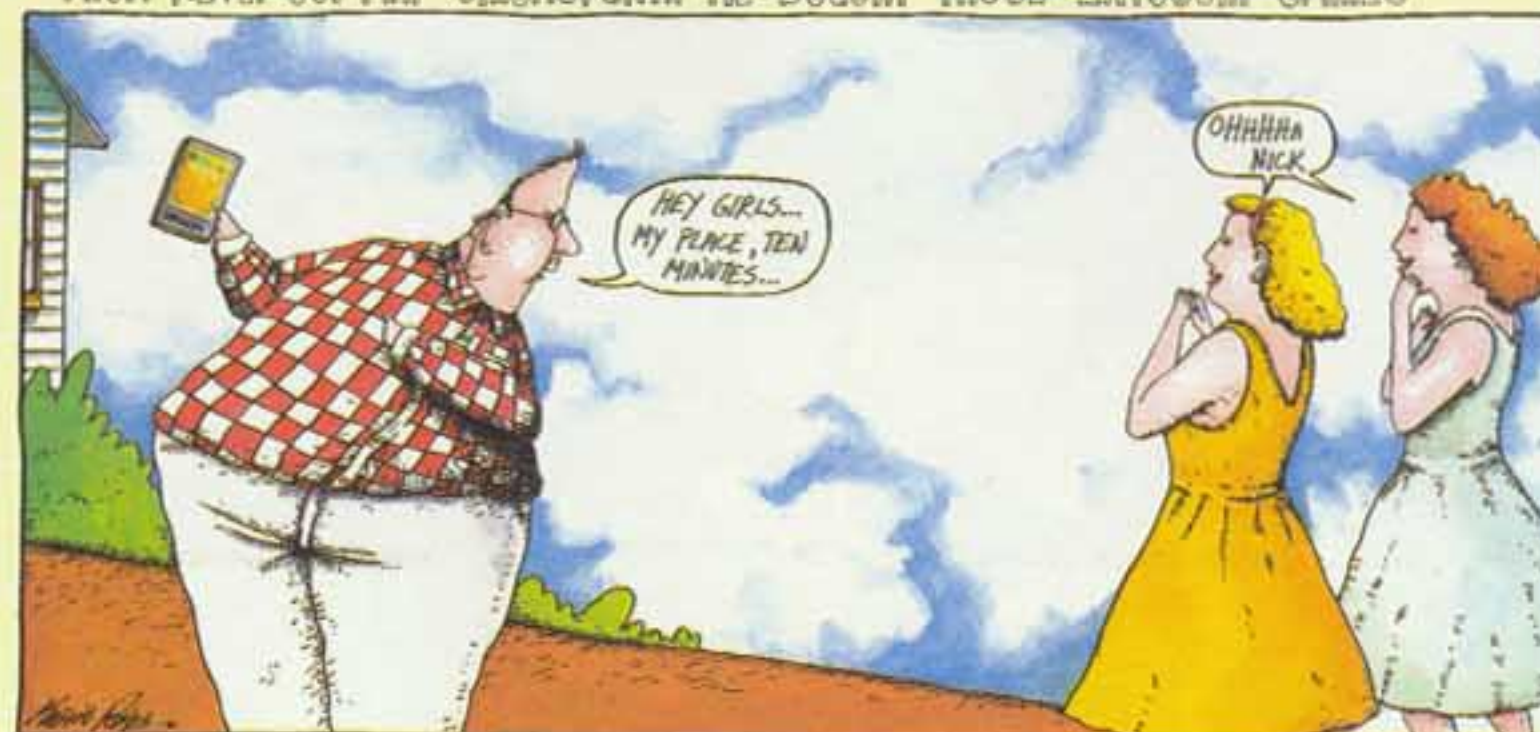
NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT was authored by Jeff O'Neill, whose mind is constantly working on artful new turns of phrase.

## Nord and Bert Couldn't Make Head or Tail of It™

Eight Tales of Cliches, Spoonerisms, and Other Verbal Trickery



Nick NEVER got ANY chicks, until he bought those Infocom games



Invite your friends over to play NORD AND BERT and check out the booklet of original Kevin Pope cartoons included in each package.





A lively tale of love and adventure, *PLUNDERED HEARTS* is a unanimous favorite of Infocom's large circle of expert game reviewers, including men and women of all ages.

In the 17th century, the seas are as wild as the untamed heart of a young woman. But when you set out on the schooner *Lafond Deux*, bound for the West Indies, your thoughts are only of your ailing father awaiting your care. Little do you know that your innocent journey will soon turn to dangerous adventure.

You barely survive an encounter with pirates, whose plans for you include a fate worse than death. The explosives, the rocky reefs, the vicious crocodile—all these are

obstacles which you must overcome with cunning and agility. True, it's not easy; but at least you can control your fate. What you *cannot* control is much more dangerous: your passion for Nicholas Jamison, the handsome pirate captain.

You'll thrill to spine-tingling peril, heart-pounding romance, and challenging predicaments, as author Amy Briggs brings your wildest fantasies to life.



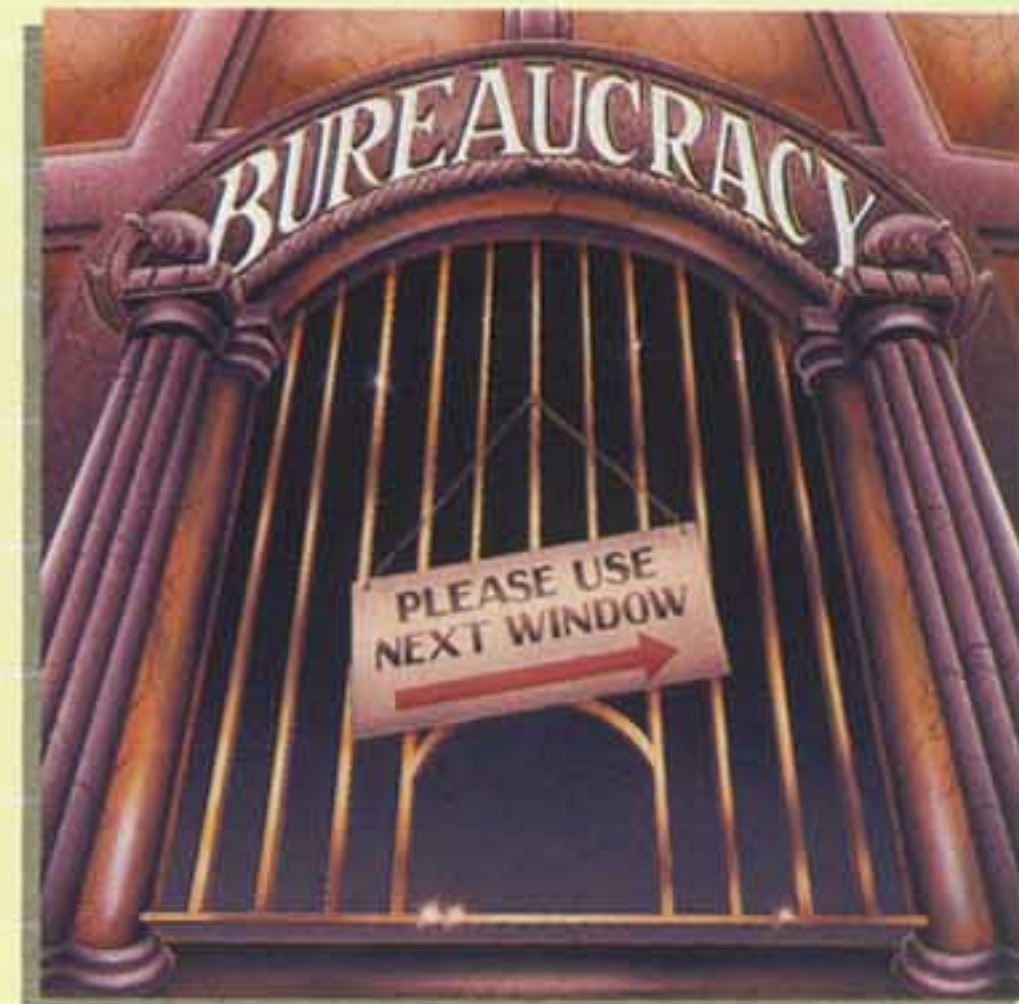
Buried inside every *PLUNDERED HEARTS* package: your *PLUNDERED HEARTS* disk; and an elegant velvet reticule containing a 50 guinea note and a letter from Jean Lafond.

Douglas Adams's interactive version of *THE HITCHHIKER'S GUIDE TO THE GALAXY*™ was a runaway success. Now the distinctive humor that made *HITCHHIKER'S* a #1 bestseller will keep you in stitches in *BUREAUCRACY*.

Everyone, at one time or another, feels bound up in an endless swathe of red tape. In *BUREAUCRACY*, Adams draws on his own battles with beaudeom to create a hilarious misadventure.

The goal of the story is to get your bank to acknowledge your change-of-address form. Sounds easy, eh? Not when Douglas Adams adds his outrageous twists to the plot! While trying to complete this seemingly simple task, you become entangled in a series of bureaucratic mishaps that take you from the feeding trough of a greedy llama to the lofty branches of a tree deep in the Zalagasan jungle.

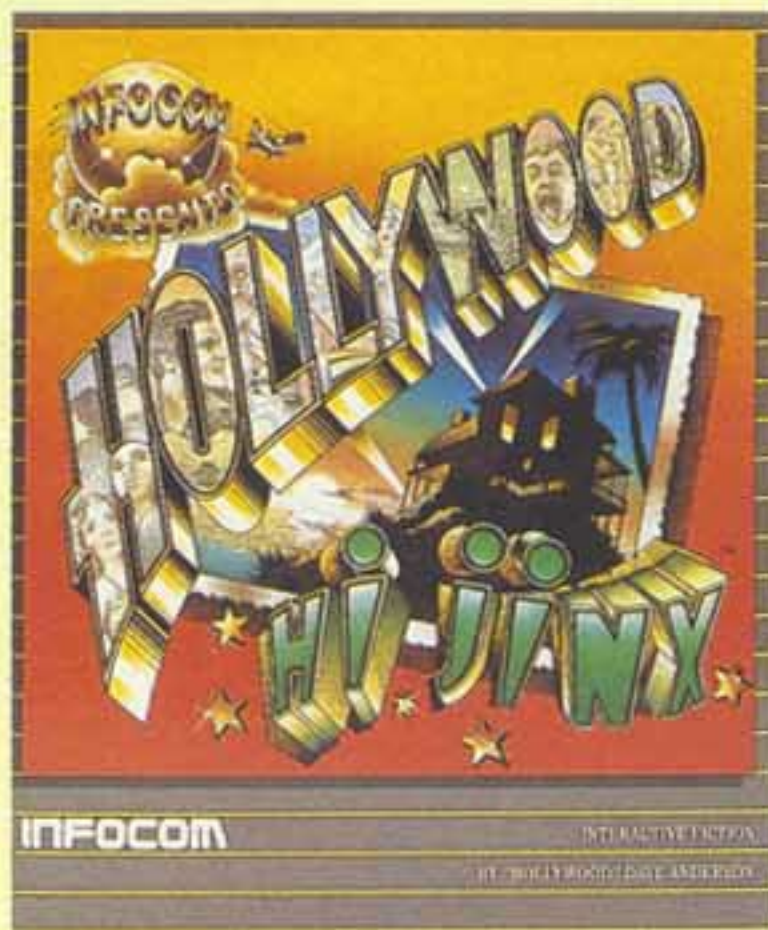
*BUREAUCRACY* was designed by Douglas Adams specifically for Infocom. The absurd characters and situations will keep you laughing as you confront an array of bureaucratic puzzles and experience the thrill of outsmarting the powers that be.



Deposited in every *BUREAUCRACY* package: your *BUREAUCRACY* disk; letter from your boss; credit card application form; flyer for *Popular Paranoia Magazine*; and brochure from your bank.



# PROVEN HITS FROM INFOCOM



*"HOLLYWOOD HIJINX" is a fine addition to the growing list of Infocom products. Like the city and movies it parodies, beneath its thin veneer lies a complete absence of rational thought—a space filled only with mindless entertainment. And you can't help but be entertained."*—Analog Computing

*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.

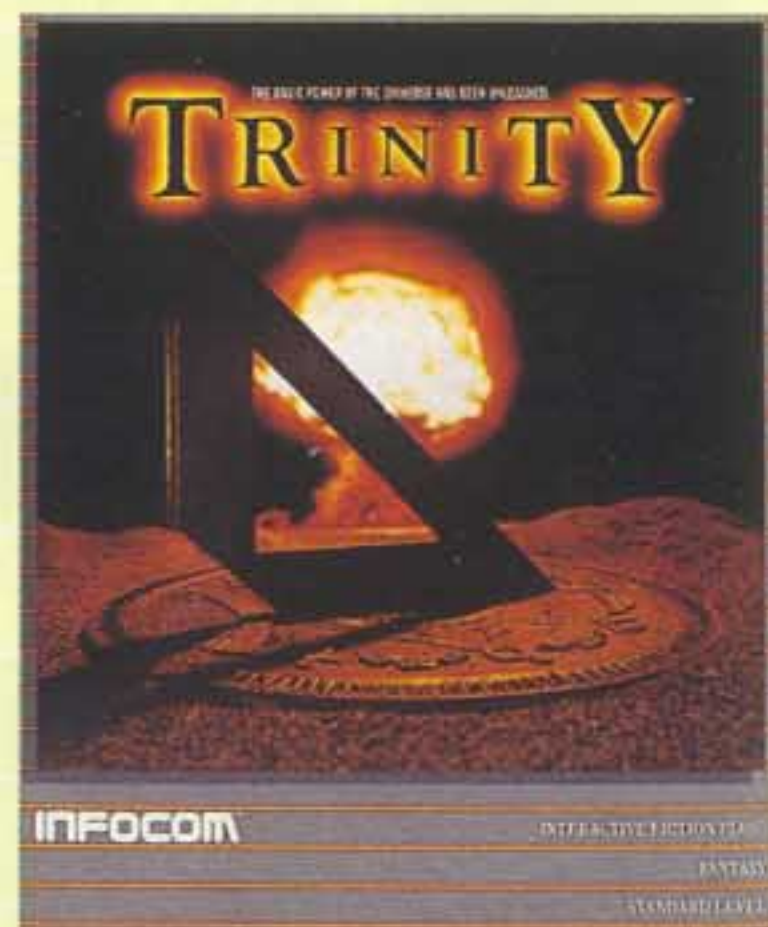
In HOLLYWOOD HIJINX, author "Hollywood" Dave Anderson combines the glitz of tinseltown with the offbeat humor of a "B" movie. Amusing anecdotes about your childhood summers with Hildegard and Buddy add to the fun. It all gives a new slant to the treasure hunt theme that made ZORK so popular.

*"TRINITY" mixes logic and magic with history and fiction. Often poetic in its imagery, the evocative prose is as entertaining to read as the puzzles are to solve."*

—Family Computing

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. You'll crisscross time and space as you explore this fascinating universe, learning to control its inexorable power.

Author Brian Moriarty has created an epic odyssey across the borders of reality, in a world reminiscent of *Alice in Wonderland* and *The Twilight Zone*. TRINITY takes you back to the dawn of the atomic age... and puts the course of history in your hands.



*"LEATHER GODDESSES OF PHOBOS" is an uproarious role-playing romp that heralds a new breed of computer games."*

—Newsweek

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 are plotting to turn the Earth into their private pleasure palace! 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 from their dastardly plan.

LEATHER GODDESSES OF PHOBOS is a hilarious spoof of 1930's pulp science fiction. It has three "naughtiness" levels to please the prude to the lewd, and male and female playing modes to satisfy both sexes. Author Steve Meretzky's zany sense of humor keeps the story moving from one rollicking rendezvous to the next.

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

—Popular Computing

Steve Meretzky teams up with Douglas Adams, best-selling author of THE HITCHHIKER'S GUIDE TO THE GALAXY, to recreate the Hitchhiker's universe. The hilarious result is one of Infocom's biggest success stories.

You take the role of the hapless Arthur Dent, whose house is being bulldozed to make way for a highway bypass. Not that it matters, really, since the Earth is about to be destroyed for similar purposes. But chin up, you're headed for an outrageous 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.







*"One of Infocom's most ingenious and unusual mysteries... MOONMIST™ should be on every mystery fan's shopping list."*

—Questbusters

More ghosts haunt the misty coast of Cornwall, England, than anyplace else on earth. One such soul roams Tresyllian Castle: a pale phantom in a luminous gown. It seems like a fanciful legend... until the spectral "White Lady" threatens the life of your friend Tamara! Arriving at the fog-shrouded castle, you find a cast of eccentric characters and a very real mystery to be solved. You'll put all

your detecting skills to use as you hunt down the phantom and search for hidden treasure in the lavish rooms and secret passageways of the castle.

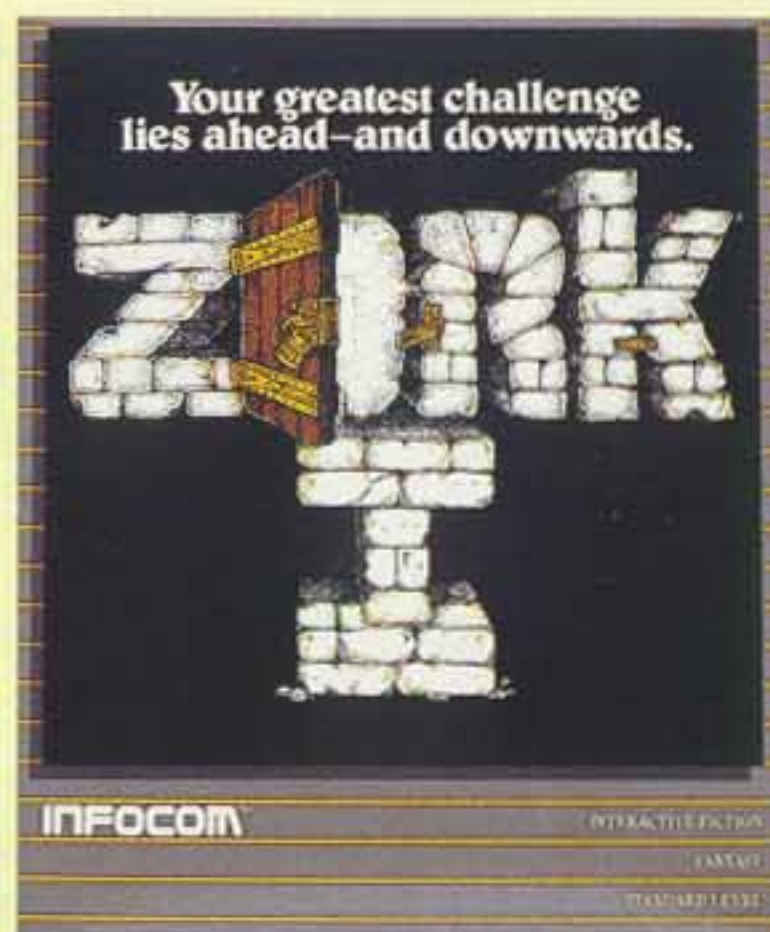
Written by Stu Galley and Jim Lawrence, MOONMIST is an excellent choice for first-time players. To give you plenty of time to savor the gothic atmosphere of the castle, the story has four variations, each with a different hidden treasure and solution to the mystery.

*"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

Here's the story that started it all! Written by Marc Blank and Dave Lebling, ZORK I is every bit as fun and entertaining as when it first appeared.

This interactive classic takes you to the ruins of an ancient empire far underground, where you travel in search of the incomparable Treasures of Zork. The exotic creatures, extraordinary sights, and diabolical puzzles in the Great Underground Empire are known from Melbourne to Memphis, making ZORK the world's best-selling entertainment software product.



*"Try WISHBRINGER®—there's no better introduction to the richness of adventure-gaming experience than this beautiful, imaginative game."*

—inCider

In this award-winning story, you're an ordinary mail clerk in an ordinary little town. But there's something quite extraordinary in today's mail. It's a ransom note for a kidnapped cat, and it will lead you through amazing adventures to Wishbringer, a stone possessing undreamt-of powers. For although the note is addressed to someone in your ordinary little town, it's postmarked for Special Delivery to Parts Unknown. And its

true destination is somewhere beyond your wildest dreams...

Author Brian Moriarty included a number of special features to make WISHBRINGER an ideal starting point for first-time players. The puzzles start out fairly easy, with the challenge increasing only as you become more skilled. Plus, you can solve the story with the help of magic wishes, or by the use of logic alone.

*"ENCHANTER® is a special treat... full of the delightful little touches we have come to expect from Infocom."*

—Creative Computing

ENCHANTER has long been considered one of Infocom's most inspired works. Authors Marc Blank and Dave Lebling transport you to a world of magic, where spells are power, and wizards rule the land.

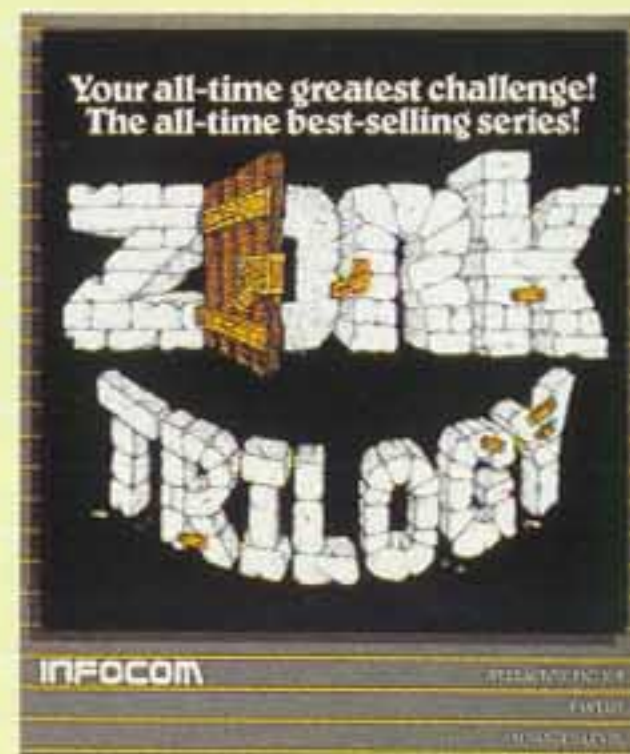
You are a novice magician sent into single-handed combat with a dark and fierce power. Worldly weapons will avail you naught, for your foe is the Evil Warlock who holds sway over the kingdom. To defeat him, you'll need to use all the cunning you can muster, along with spells acquired on your way. If you succeed, you will be elevated to a seat in the illustrious Circle; if you fail... but one does not speak of such things.





# Now Build a Library of Infocom Classics at Stupendous Savings!

## ZORK® Trilogy



Infocom's ZORK TRILOGY has become a classic in its time. Nearly one million copies have been sold! Now all three stories in the trilogy are together in one convenient package at a very special price. The ZORK TRILOGY is set in the ruins of an ancient empire far underground, a domain so vast, with so many twists and turns, it can offer you new surprises no matter how many times you explore it.

*Playboy* called ZORK I "the program by which all other computerized adventures are judged." In this timeless story, a great starting point for first-time interactive fiction players, you travel into the Great Underground Empire in search of the fabulous Treasures of Zork.

*PC Magazine* found that "ZORK II's appeal is just short of universal." You journey to a long-hidden region of the empire, dominated by the frivolous Wizard of Frobozz. Exiled years before, the befuddled 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.

For the ultimate test of your wisdom and courage, the Dungeon Master draws you deep into his inner sanctum in ZORK III. 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. Said *Popular Computing*, "your discovery of vast wealth and power will be secondary to the feeling of genuine accomplishment at having completed a beautifully written and cleverly constructed adventure."

*Infocom's value packs let you build a library of classic Infocom interactive fiction at a savings of over \$50 off the individual purchase prices. It's like getting an Infocom story for free!*

## ENCHANTER® TRILOGY



The legend of ZORK lives on in the spellbinding world of the ENCHANTER TRILOGY. It's a place where magic is real, where sorcery is used for both good and bad purposes, and where great forces of evil do battle with wizards in a constant struggle. In turns humorous and gripping, the ENCHANTER TRILOGY is the essence of fantasy and magic.

ENCHANTER, the introduction to the series, received the highest mark of any entertainment software in a Reader's Poll in *Consumer Reports*. Authors Marc Blank and Dave Lebling give you the role of a novice magician sent to do battle with the evil warlock Krill.

In Steve Meretzky's SORCERER™, you have advanced to the illustrious Circle of Enchanters. Now you must show an even greater command of magic as you attempt to rescue your mentor Belboz and defeat the evil demon Jeearr. "The world of SORCERER is rich in detail and wonderment," says *St. Game*. "The final solution is like a delicate orchid achieving full bloom. Long after the game is over, the heady fragrance stays with you."

As leader of the Circle of Enchanters and the most powerful magician in the land, you face a crisis in SPELLBREAKER™. Magic itself is failing, and you must save the kingdom even as your own powers fade. Author Dave Lebling has created a complex story with some of the hardest puzzles in interactive fiction. Commented *Computer Entertainer*, "SPELLBREAKER is sheer joy... 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."



# SCIENCE FICTION CLASSICS™

Infocom's collection of science fiction classics sends you on a trio of very different journeys through time and space. All three stories were written by Steve Meretzky, one of Infocom's most popular authors.

To create the hilarious *THE HITCHHIKER'S GUIDE TO THE GALAXY*, Meretzky teamed up with British humorist Douglas Adams, author of the best-selling book of the same title. The interactive *HITCHHIKER'S* has become a runaway success in its own right. When the Earth is scheduled for demolition to make way for an interstellar bypass, you set out on a side-splitting series of misadventures in the far reaches of the galaxy.

Award-winning *PLANETFALL*, Meretzky's first interactive fiction story, was called "just about worth the purchase of a computer," by *Memphis Magazine*. As the story begins, you're a lowly deck-swabber in the Stellar Patrol. Then your ship explodes and you're jettisoned onto a mysterious, deserted planet. Luckily, you have Floyd, a lovable multi-purpose robot with the personality of a mischievous 8-year-old. He's the ideal companion with whom to brave your new world, as you dare its dangers and uncover its secrets.

*A MIND FOREVER VOYAGING™* is reminiscent of such classic works of science fiction as *Brave New World*. In this powerful, thought-provoking story, you journey into frighteningly realistic simulations of the future as the world's first conscious intelligent computer. Said *Newsweek*, "A MIND FOREVER VOYAGING uses the expanded memory to breathtaking effect, creating a richly imagined anti-Utopian futureworld... AMFV isn't 1984, but in some ways it's even scarier."



# CLASSIC MYSTERY LIBRARY™

You'll find an array of shifty characters, suspenseful situations, and diabolical plots in this collection of three popular whodunits.

"If you have ever longed to work with Philip Marlowe, Miss Marple, or Lord Peter Whimsey, *THE WITNESS*® is the next best thing," said *Creative Computing*. In Stu Galley's award-winning mystery, it's 1938, and you're a hard-boiled detective in an L.A. burgh. The blackmail you've been investigating has turned to murder before your very eyes; anyone from the knockout heiress to the poker-faced butler could be the killer. It's a race against the clock to nail your suspect... or get nailed first.

*SUSPECT*® takes you to an elegant masquerade ball, where you mingle with bluebloods and power brokers. It's a delightful evening—until you're framed for murder. You'll use all your skills of observation, deduction, and interrogation to come up with the proof of your innocence. "Writer Dave Lebling has wrought marvels here," said *The Oregonian*. "This isn't a computer game. This is complex, confusing, varied, independent real life, as well as one of the most intricate and well-written text adventures ever devised."

*Analog Computing* recommends *MOONMIST* "for all Infocom newcomers, especially those who like a good mystery... For them, *MOONMIST* is a must." This gothic tale by Stu Galley and Jim Lawrence puts you in the role of a famous young sleuth, invited to an ancient English castle by your friend Tamara. Someone's trying to kill her, and the culprit seems to be the ghost that haunts the medieval tower. You'll meet a cast of eccentric characters as you hunt down the phantom and search for hidden treasure in each of four different variations.





# Need Help? Don't Panic!



There's a solution to every Infocom puzzle and a way out of every predicament. But sometimes even the cleverest adventurer gets stumped. That's when Infocom InvisiClues™ Hint Booklets come in handy. InvisiClues use a special invisible ink process to give you only the hints you need, when you need them. And they're written by the same people who write our stories, so you know they're complete, accurate, witty, and fun.

Every Infocom story has its own hint book\* containing hundreds of valuable hints. Each book comes with a latent image marker and a handsomely-illustrated map to help you with locations in the story.

The greatest pleasure to be gained from an Infocom story is in solving the puzzles and problems all on your own. But when you do need help, turn to the hint books written by the experts—Infocom InvisiClues Hint Booklets.

\*except NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT, which has built-in hints.

# Get a Free Subscription to *The Status Line*!



When you send in an Infocom warranty/registration card, you do more than register yourself as the proud owner of an Infocom story. You also get a FREE subscription to Infocom's quarterly newsletter, *The Status Line*!

Every issue of *The Status Line* is packed full of fun and facts. You'll learn of our latest breakthroughs and find out how an interactive story is made. You'll get first crack at special offers, like nifty Infocom t-shirts. You'll try your hand at fiendish puzzles, chuckle at the outrageous cartoons sent in by our readers, and see what goes on behind the scenes at Infocom headquarters.

You'll also find out about classic Infocom titles that are now available only through the mail. You can get them through *The Status Line* at bargain prices!

It's hard to believe that this could all be yours. But it is—absolutely free!—when you send in your warranty/registration card for any full-length Infocom story. You can also get on the mailing list by calling toll-free 1-800-262-6868.