

## SPELLBREAKER IS HERE!

### The Exciting Conclusion to the Enchanter Trilogy

In a world founded on magic, sorcerers rule the land, creating the spells needed to do everything from making bread to taming wild animals. Your position as a leader of the Circle of Enchanters has earned you respect from all others in the kingdom.

But now a crisis has fallen. Magic itself seems to be failing. Spells go strangely awry or cease to work altogether. The populace is becoming restive, and rumblings are heard concerning Enchanters.

A great conclave is held, convening all the guildmasters in the land. One by one, they step forward, describing the devastating effects of the diminished magic. Beer tastes like grue bathwater, pastries are thick and greasy, huntsmen are unable to control wild beasts.

Suddenly, in the midst of a discourse on the difficulty of writing poetry without magical help on the rhymes, the Guildmaster of the Poets undergoes a bizarre transformation. Looking in shock around the room, you find that each and every

guildmaster has been turned into an amphibian! All, that is, but yourself... and a shadowy cloaked figure who slips quietly out the door.

Thus begins *Spellbreaker*, the riveting conclusion to Infocom's Enchanter series (including *Enchanter* and *Sorcerer*™) and the final chapter in the story of a magician's rise from novice to mage.

*Spellbreaker* was written by Dave Lebling, co-author of the *Zork*®

#### Marathon: p. 2

trilogy and *Enchanter* and author of *Starcross*® and *Suspect*™. According to Lebling, "You don't have to have played the other games in our fantasy series in order to enjoy this one, although that makes it more fun. People who have played *Enchanter* and *Sorcerer* will find familiar moments, and lots of things you found in the *Zork* series are in here."

There are more characters than in *Enchanter* and *Sorcerer*, each with a distinct personality. *Spellbreaker* also contains technical innovations,



A Frobozz Magic Magic Equipment Catalog, an Enchanter's Guild pin, and six Enchanter trading cards are included in every Spellbreaker package.

such as allowing you to add some words to the already large vocabulary.

Although *Spellbreaker* is an expert-level game, it's very non-linear, giving you plenty of geography and paraphernalia to enjoy without having to actually solve all the puzzles. Less-experienced players can still have fun exploring the environment, while crackerjacks

will find their skills tested by the most challenging puzzles ever concocted by Infocom.

Each *Spellbreaker* package includes a copy of the Frobozz Magic Magic Equipment Catalog (Special Crisis Edition), a mystical Enchanter's Guild pin, and a set of Enchanter trading cards. It will retail for \$49.95 for most systems. **Z**

## Zork Banned!

As we sit in Steve's office planning the fate of Europe for the next few years, Steve and I have little concern about developments in the New World, especially not about grumblings in a small town on a skimpy piece of land on something called "The Cape." Just as I convince Steve to not invade Belgium in exchange for some foggy city in England, the phone rings. Steve answers the phone. Some disgruntled person is calling from the New World, the Cape specifically (a town called South Dennis), and temporarily ensnares Steve in an argument. I note that Steve seems disturbed by what sounds like a complaining customer wasting his time. He gets

off the phone in a huff. I understand. We have decisions to make. Wars to fight. Countries to conquer. *Diplomacy*® is a time-consuming business. It was a good thing it wasn't my boss on the phone. I have no business in Meretzky's office!

When the May 16th issue of *The Register* (a small newspaper serving a few towns on Cape Cop) landed on my desk, I learned who the disgruntled customer was. Jan Leary was, in fact, not a customer at all. She was a parent who was very concerned about the subject matter of a book by Steve called *Zork: The Malifestro Quest*. The book, loosely based on the *Zork* empire, has two heroes trying to save the empire from the

greedy wizard Malifestro. The book is vaguely interactive in the sense that the reader is given options which will affect the outcome of the story — it's a "pick-a-path" book. As with *Zork I*, the reader (player?) runs the risk of having his or her throat cut with a stiletto. What Ms. Leary missed is that just like the games, you can restart the book and come up with a better decision on your second pass.

In the words of *The Register*, "She sees the relationship between violence in the book and violence coming from kids as fact, not just a possibility." Her son had purchased the book at a school fair; Leary has since approached the school to ban the book from its library and future fairs, purporting that "such reading promotes demonic worship and glorifies violence for school

children." (Don't panic yet ... Infocom has a smaller following than Jim Jones, the Hari Krishnas, or Reverend Moon! O.K., scratch Reverend Moon, but definitely smaller than either of the other two.)

When asked to comment on the proposed ban, Meretzky said that at least Leary, who calls herself a "kamikaze for Jesus," is not so fanatical about removing Darwin from the schools. Leary, in kamikaze-like fashion, said, "I will fight this book with my dying breath." Meretzky is quick to deny the rumor that upon uttering these words, Leary was enveloped in a cloud of sinister black fog... Leary, however, mysteriously couldn't be reached for comment. (She probably has since discovered *Zork I* and is having trouble getting into the house!) **Z**

# Call the Exterminator

Even with our intensive testing, some bugs manage to slip through our Quality Control Department. In past issues of the NZT we listed some of those bugs for the *Zork* series, *Starcross*, *Deadline*®, *Sorcerer*, *Infidel*®, and *Planetfall*®. We received a tremendous response from our NZT readers, who reported bugs that they had found. Here are some more embarrassing (and sometimes hilarious) bugs from our releases, as reported by our outside bug hunters.

Note of warning: if you haven't finished one of the games below, you might not want to read the associated paragraphs.

## Enchanter

If you send the turtle into the temple, the game acts as if you had gone in instead, and you end up dying. The ASPCA must have slipped that one in the game to give some protection to turtles.

If you guncho the magic rope that protects the jewelled box, the rope disappears and the box opens. However, the box is empty, and if you LOOK, you can still see the box coiled by the rope. How's that for an optical illusion?

If you move the lighted portrait in the gallery, then LOOK, the portrait has disappeared in the blink of an eye.

The last *Enchanter* bug we'll mention has to do with keeping your

water jug filled. As long as you have some water in it, you can refill it to the brim by saying TAKE WATER, no matter where you are. That's a pretty neat variation on the decanter of endless water.

## Sorcerer

For you magicians, if you want to finish the game with all the points, don't open the chest with the rezrov spell. You won't get the 15 points you should get if you had opened it the mundane way.

In earlier versions, gaspar didn't work properly in the Coal Mine. Also, you could re-create any scroll by typing TAKE THE AIMFIZ SCROLL (for example). These bugs have been fixed.

For those careless few who got their spell books wet (a definite no-no with gnusto-sensitive paper), did you notice that the scrolls that got wet weren't ruined? If we can track down the formula for that batch of scroll paper, we could make a fortune in the spell book market.

## Planetfall

Most of the reported bugs have been fixed in the latest version.

Here's a sample of some of the bugs for those of you with earlier releases.

If you got the fused bedistor and then dropped it anywhere, you would have trouble getting it again because it thought it was still fused to its

socket.

Floyd was so eager to please that he would get the shiny fromitz board for you over and over and over....

If you thought you had escaped the mutants and pressed the elevator button at the bottom of the shaft, you were probably surprised when the elevator door closed just as the mutants were about to reach it. (Mutants are almost as ubiquitous as grues ... or bugs.)

## The Witness®

For those of you who like to drink, you can GET A DRINK anywhere, including outside the house.

An old bug that was fixed were places and objects you could get into but could not get back out of. If you got into the shower or the broken window and then tried to get out, the program just told you that you would do better to stand up (thinking you were in the wooden chair).

Here's an interesting series of responses:

### >MAKE LOVE TO MONICA

(Sorry, but English is my second language. Please rephrase that.)

### >ASK MONICA TO MAKE LOVE

(Your request was incomplete. Next time, say what you want Monica to make the love from.)

### >MAKE LOVE FROM MONICA

"Eat, drink, and make merry, for tomorrow we shall die!"

### >ASK MONICA ABOUT LOVE

"That's between Mother and me."

## Infidel

Remember the famous container bug from *Zork I*? Well, it's in *Infidel*. Try putting the knapsack in the silver chalice and vice-versa. They both disappear. This bug will not be in any future Infocom games (or so our testing department promises).

If you put the beam in the niches and then go back to the barge and say GET BEAM, you fall into a pit of rats (oops). Those pesty rat pits seem to be everywhere.

For the mathematically inclined, try calculating the weight of the beam assuming a density equal to that of water. (See the end of the article for the answer, Hercules.)

For Wendy's fans, you can ask the question: WHERE'S THE BEEF? If you're lucky, you'll get the response "It's right here!" Take that, competitors!

Here's an embarrassing contradictory description. With the water in the silver chalice type: FILL SILVER CHALICE WITH WATER. The response is "The silver chalice is filled with water; the silver chalice is now empty." A little like tea and no tea.

Stay tuned for more bugs in future NZTs. If you find any bugs, remember to call the exterminator.

[Answer to the weight of beam problem: A beam 10 feet long and 12 inches in diameter is about 500 pounds.]



# Spellbreaker Marathon:

## Wellesley Wins the First Annual Marathon of the Minds

The Boston Museum of Science, along with Infocom, sponsored the First Annual Marathon of the Mind at ComputerPlace (part of the Boston Museum of Science). This event, organized by Sue Kur of ComputerPlace and Spencer Steere of Infocom, was a race between college teams to finish *Spellbreaker* — Infocom's latest interactive fiction — before it finished them. Included were teams from Wellesley, Boston University, University of Massachusetts at Boston, MIT, Boston College, and Harvard. The contest started at 8:00 p.m. on Saturday, September 14th, and lasted 20 hours, straight throughout the night. The

teams were allowed three hints each in order to be able to finish the expert-level game before having to return to classes on Monday. Winners of the contest were Sherene Aram and Robbin Evans of the Wellesley #1 team, the only team to finish. Only one other team came close to finishing, but they made a fatal mistake near the end and had to drop out. At the very end, all the other teams quit playing to watch the winning team solve the climactic final scene. The winners received a free Infocom game of their choice and a free party to be thrown at ComputerPlace.



# The New York® Times

**Writers** Gary Brennan, Michael Dornbrook, Jennifer Fine, Stuart Galley, Paul Gross, Elizabeth Langosy, Steven Meretzky, Jeff O'Neill, Jonathan Palace

**Production** Cynthia Curtis, Jonathan Palace, Michelle Simpson

**Special thanks to** Alice, Barry, Brian, Dan, Donna, Ellen, Jen, Joanne, Ken, Lori, Nancy, Paula, Phil, and Tom

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# Mail Bag

**Dear Zork Control (if there is any),**

At first, *Zork* brought our family together for many happy hours of brainstorming. However, *Zork II* and *Zork III* proved addictive and led to excessive indulgence. My children fled to college to escape incessant demands for solutions from a game-playing mom. My husband went lonely to bed night after night... But at least when he "worked late" he knew where I was...

After everyone left, I took to accosting different types of strange men in lonely bars hoping to find another *Zork* addict. Unfortunately or alas! I now know all the true addicts are home playing *Suspended*® or *Enchanter*!

The following is a sigh of frustration written during enforced withdrawal from *Zork* to tackle *Sorcerer*:

I found the Cyclops, I solved the dragon,  
I robbed the bank with little flaggin'.  
I climbed the falls and found the treasure.  
I floated the balloon with greatest pleasure.  
I gathered the spheres and summoned the demon,

So with the Wizard am more than even.

Maze and puzzle room did not hinder,  
Einstein and Oppenheimer were as kinder [German pronunciation],  
I crossed the lake and got the key,  
I've a score of seven from dear Zork III,

But try as I might in every year,  
The crown jewels still have naught to fear.

Twice I've been down to the Dungeon Master,  
And sent back, not wiser, even faster.

The carousel room only took a minute,  
But the jewel cage STILL has everything in it!

So after 2½ years of being a purist, I'm now writing to your new supplier of hint books. Thank you for staying in touch so that I know where to send for them.

**Mrs. J.A. Lordi**  
Ocala, FL

Please send letters to: NZT, 125  
CambridgePark Drive, Cambridge,  
MA 02140 

## They Said It...

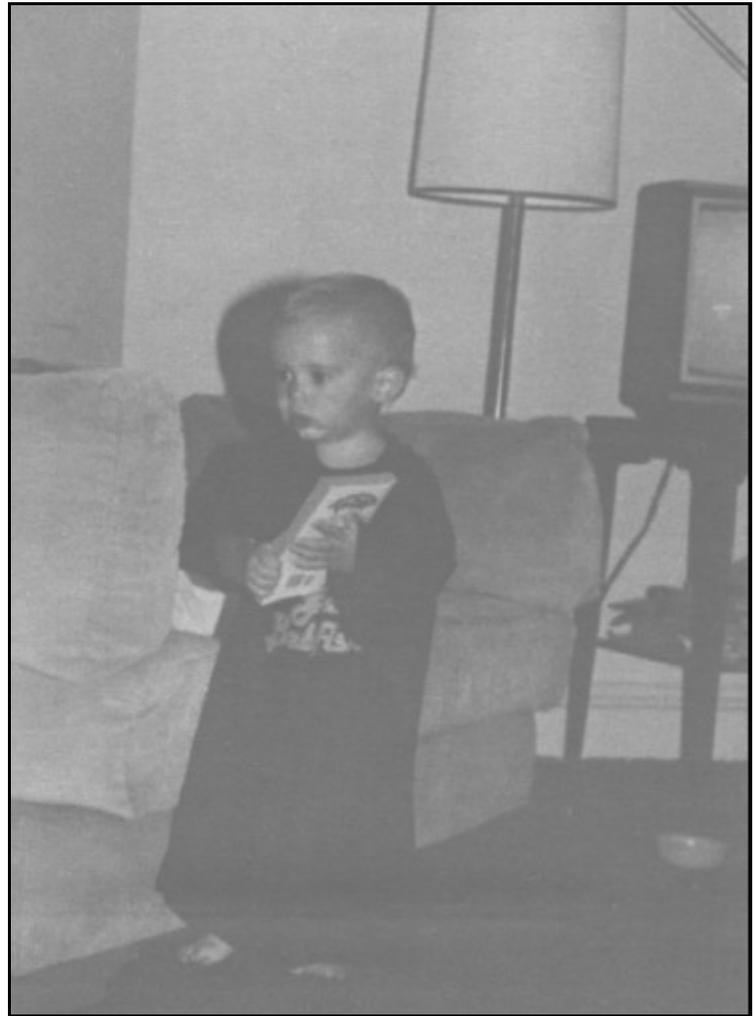
*The Boston Phoenix*, published in neighboring Beantown, featured Infocom in its September 24 High Tech section. Said the *Phoenix*, "These games do strange things to your perception. When you turn off your computer and go out into the street, it's difficult to remember that you're no longer traversing an imaginary world. This kind of obsession, which can afflict you even if you've never touched a computer before, is to key to the astounding success of the Cambridge-based firm Infocom and its long line of interactive fiction software." But we don't have to tell you that.

Another key to Infocom's success is the advanced technology used to create our interactive novels. A recent article in *Publisher's Weekly*™ focused on Interactive Fiction Plus™, the latest addition to our unique development system. Interactive Fiction Plus allows Infocom game designers to double the size of their

programs, resulting in longer, more complicated stories and more sophisticated user interfaces. The first story developed in Interactive Fiction Plus: Steve Meretzky's *A Mind Forever Voyaging*™, in which you journey into the future in the role of the world's first sentient computer.

Another key to Infocom's success is our network of dedicated fans, which extends around the globe! We've got an especially large number of them in England, and that's why the British Broadcasting Corporation came to Cambridge to do a special program on Infocom. The BBC spent a day wandering the halls, speaking with a variety of Infopople, and even sitting in on an Implementors' Lunch (a legendary weekly event garnering all the Infocom game writers). The resulting program, which will air in November, profiles the company, focusing on the development of *Spellbreaker*.

Last but not least, this quote from *Analog Computing*: "Achieving the impossible is an Infocom exclusive." 



Top fashion model Robert McCarron in a rare candid shot, sporting the babel fish T-shirt. McCarron's only comment: "This is a small?"

## Take Off Your Shirt

And put on an Infocom "I GOT THE BABEL FISH" T-shirt! Over 600 *Hitchhiker's Guide to the Galaxy*™ fans are already sporting these distinctive shirts! If you're the only bloke on the block without one, don't panic. Babel fish T-shirts are still available.

They're made of 100% cotton, in fashionable go-with-anything black,

with the same bright lettering as the front of your *Hitchhiker's* game package. There's a size to fit everyone (S, M, L, or XL), and they're only \$7.95. So what are you waiting for? Just send in the order form below or call our toll-free number (800-262-6868) and an Infocom babel fish T-shirt will be yours! 



Please send me \_\_\_\_\_ T-shirts(s). Enclosed is a check or money order (no cash please!) for \$7.95 per T-shirt.

\_\_\_\_\_ S                  \_\_\_\_\_ M                  \_\_\_\_\_ L                  \_\_\_\_\_ XL

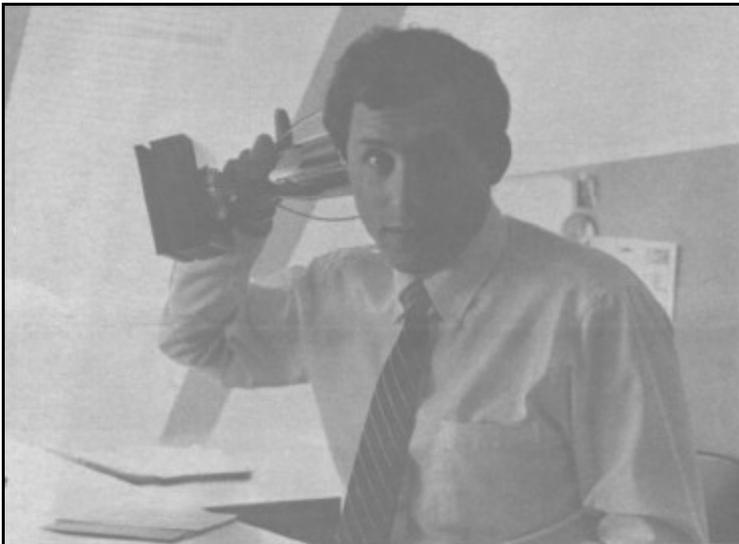
Name: \_\_\_\_\_

Address: \_\_\_\_\_

Send to: T-Shirts, Infocom, 125 CambridgePark Drive, Cambridge, MA 02140.



Danielle DeNicolo, trying to hid (unsuccessfully) behind her in-box. "When the going gets tough, the tough go shopping."



Barry Star, before the operation to remove an unusual growth on his trophy.

## >Burn Records With Torch

No, we didn't have a fire, but some of our records were inadvertently destroyed. Our biggest loss was the outlandish but true stories sent in by hundreds of you wild-and-crazy adventurers. Some of the more notable ones include an entire town in Tennessee where Infocom games are a community obsession. One woman wrote asking for customized T-shirts for the whole population, so citizens could check off the games they'd completed, and display it proudly on their backs. Another fan sent pictures showing the elaborate trick he played on his brother for giving him a misleading *Zork I* hint. His scheme included a large

Chinese-puzzle type stone which housed a parchment scroll, and a black pearl (which his brother had told him was *Zork's* 20th treasure)!

Do these stories sound familiar? Do you have similar stories of your own to tell? Please write to us! We're anxious to recover as many of these gems as possible, and we're always interested in new "Infocom True Tales of Adventure." You could be quoted in *The New Zork Times*, or interviewed by a nationally-known reporter. Remember, what we're after is true tales; fiction writers need not apply.



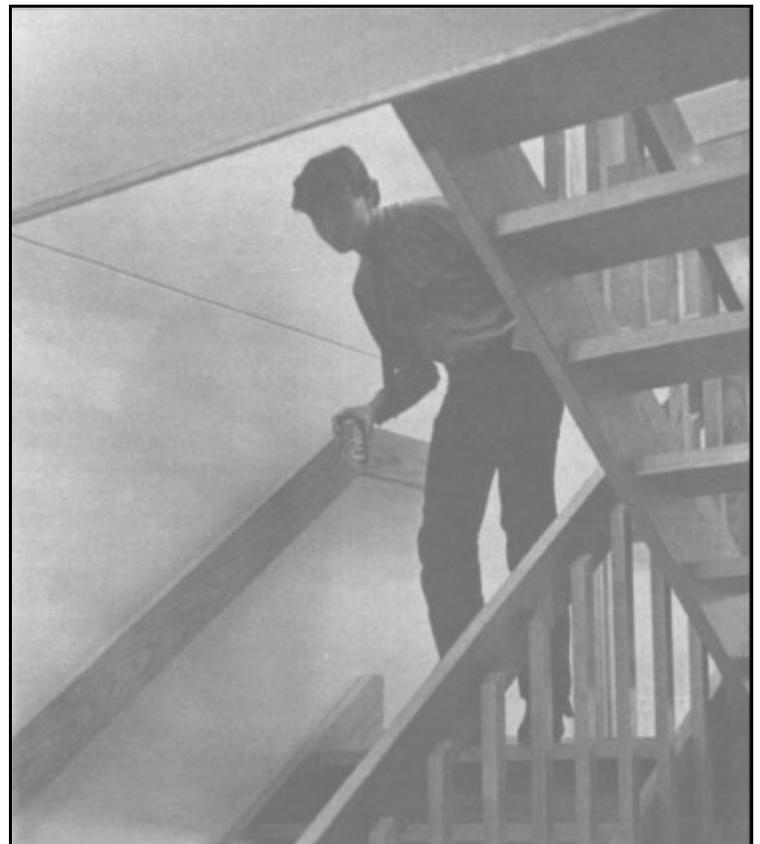
## Infocom Beats Spinnaker in Softball Championship

Infocom adds yet another trophy to its case: the "Floppy Cup" of the Software Softball Eastern Division. Spinnaker defeated Infocom 12 to 5 in the first of the best-of-3 series. (Infocom hoped for a rally in the ninth, but the game was suspended by police action.) But Infocom

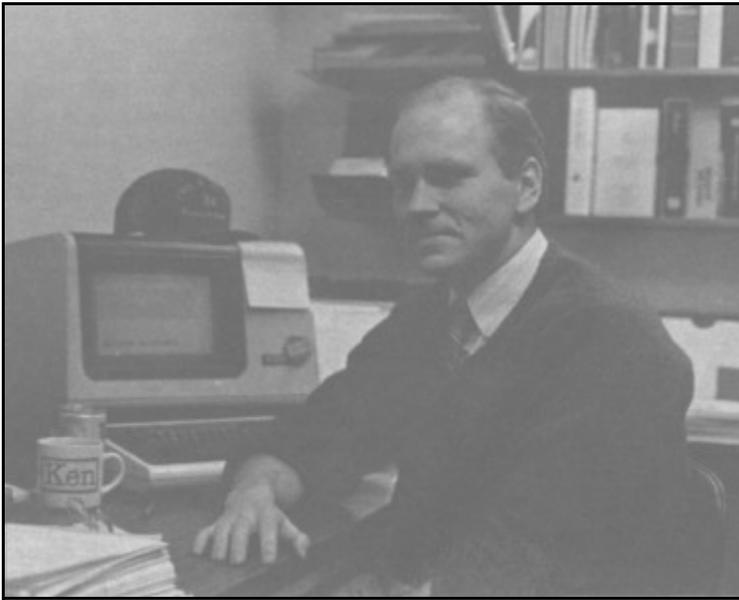
players pumped keyboards for days, and went on to defeat Spinnaker in the next 2 games, 18 to 8 and 14 to 8. Coach Dave "Hollywood" Anderson was last seen celebrating in a Chinese restaurant, wearing a grass skirt and giving mouth-to-mouth resuscitation to a tiki bowl. **Z**



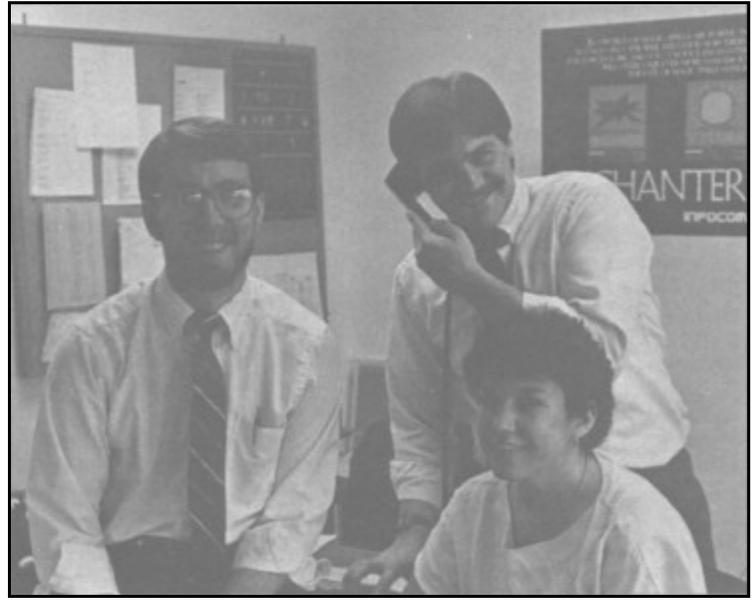
Paul "Catfish" DiLascia, a terror on the mound, a terror at bat, a terror no matter where you meet him. Future ambition: To marry Donna Summer.



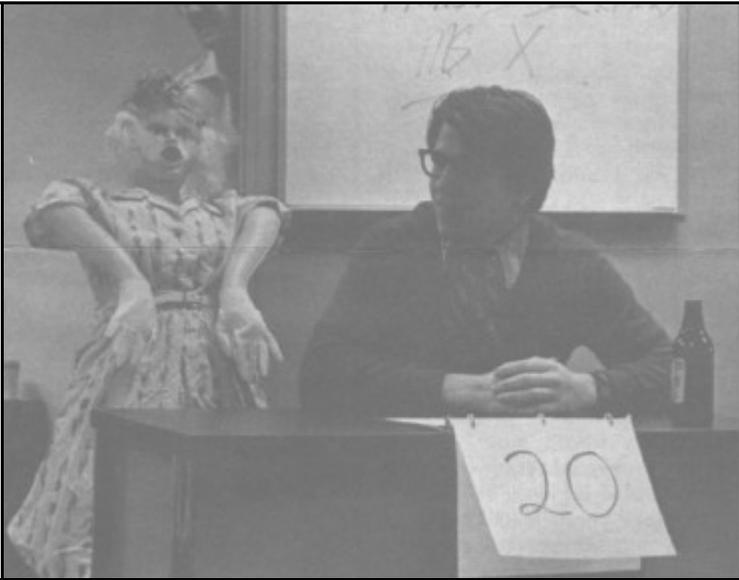
"Max" Buxton, a dangerous Infotester. "Don't put one foot in your job and the other in your dreams." Future ambition: To live in his dreams.



Ken Story, "the gentleman of the basketball court" (said with sarcasm).



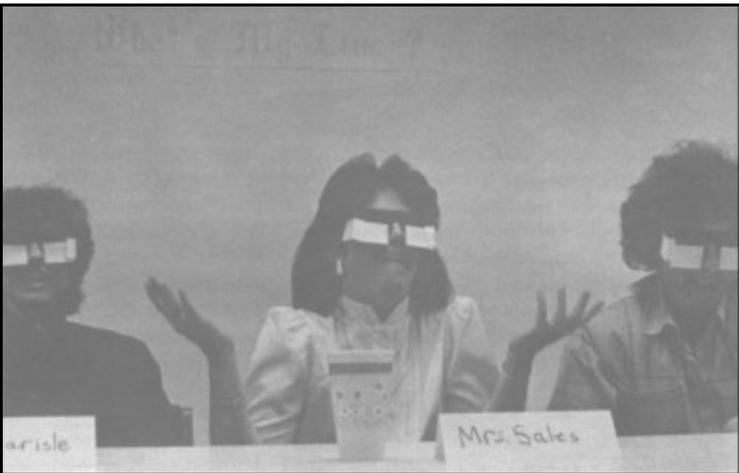
Ken Feehan, Chris Gugger, and Ellen Neavitt. Despite their ruthless appearance, they are friendly and harmless unless they're driving.



Dave "Hollywood" Anderson (right), acting as host at a "What's My Line" contest. The guest, "Ms. X," went home with Gary Brennan, seen hiding in the rear.



Mike Dornbrook, the man who single-handedly started and ran The New Zork Times. It's his fault you're reading this caption instead of doing something constructive.



Linda "Tex" Avery, trying to guess the identity of "Ms. X." The cup in front of her is full of fruit juice. Honest.

## Gnu News

**Sirs,**

Many people say that yaks have no sense of humor. This is untrue. Yaks have a highly sophisticated sense of humor, as the yak joke below proves. Gnus have no sense of humor.

Grunt. Grunt grunt grunt. Sniff! (Paw, paw, paw.)

Grunt? (pause) Grunt sniff!

**Signed, YAK X**

This letter from a disgruntled reader has prompted *The New Zork Times* editorial staff to launch a serious investigation of its own attitudes and prejudices toward yaks,

resulting in a 105-page white paper that is now required reading for all staff writers.

But even this is not enough. Disgruntled readers demand that the sins of the past be rectified. (Gruntled readers demand nothing, as usual.) So, in the spirit of equal treatment for all bovine species, *The New Zork Times* now begins a series of public-service messages designed to enlighten its readership on the subject of gnus.

Did you know...

- ▶ that the gnu is an African antelope, bulky but compact?
- ▶ that "gnu" comes from the Bushman word "nqu"?
- ▶ that Dutch settlers in Africa called the gnu a "wildebeest"?

## Cornerstone™ Receives Rave Reviews

The reviews are just beginning to come in for *Cornerstone* and it appears that we have another smash hit.

*"Cornerstone is the best program I have ever used. I found no flaws. It runs smoothly, is simple to set up, easy to learn, forgives mistakes...."*

*Anticipation of the user's needs and ease of use make Cornerstone a gem....*

*Plain English is used throughout, making a review difficult because you needn't be told that to print a Cornerstone report you need only choose 'PRINT'. In other words, the program is so easy to use, explaining its use is almost redundant. If you need a relational database, buy Cornerstone."*

—Kerry Leichtman,  
*PC Week*, May 7, 1985

*"Cornerstone successfully combines power and ease of use in one program.... I'm sold on Cornerstone. Without any programming, the information I need is at my fingertips. Cornerstone operates the way most business people think. And it is so well designed that no extensive training is necessary.... The program exceeds the user-friendliness of PFS: FILE and offers the power of a programmable database manager. Cornerstone could easily save months of dBASE II or dBASE III programming. If you don't want to program, but need all these capabilities and the ability to relate multiple files in your database applications, you want Cornerstone."*

—Ira H. Krakow,  
*Business Computer Systems*, June 1985

*"The terms 'powerful' and 'easy to use' are pressed into service describing software so often that they're in danger of losing their punch."*

*Cornerstone, a relational database for the IBM PC, breathes new meaning into these two overworked adjectives and is one of the few programs that deserve both.... Cornerstone is a newcomer, but its extensive menu structure, copious and innovative on-line help, and relational power make it worthy of serious consideration by businesses looking for a simple way to handle almost any kind of information*

*managing task."*

—Joel C. Don,  
*Popular Computing*, June, 1985

*"The cover of darkness surrounding database programs is partly because they are so difficult to handle.... But a new program, Cornerstone, may well change the popular notions about database software. Billed as the sophisticated database system for the non-programmer, its contribution to the popularization of databases is its flexibility."*

—Erik Sandberg-Diment,  
*The New York Times*, May 12, 1985

Many large corporations are evaluating *Cornerstone* for their internal needs. The initial feedback from them has been extremely positive.

*"Enclosed is a copy of the report sent to the Vatican and the Apostolic Nuncio about three weeks ago. You will note that Cornerstone — even there — was the preferred relational database manager and has so been recommended. I have had no written reply as yet — but one phone call (from Fr. Goffney) asking how it compared to dBASE III. You need not feel slighted in the comparison. Evidently the University has just acquired a copy of dBASE III for evaluation. Frankly, it is my judgment that there IS no comparison, none worth the name. I have a copy of Microrim's Clout, and again, there's no real comparison. I have played with Ability, Framework, Lotus, Jazz, Symphony. I find all of them lacking. Too much that does too little too rarely for too much cost."*

*Cornerstone is the first software I've found that I've been willing to recommend for a price over \$150. It's the first I've seen that's worth it."*

*Frankly, it's the best thing I've seen yet, and I have already recommended it as a standard item of purchase to both the American bishops and to the Vatican. The report of which I sent you a duplicate printout went directly to Rome via Apostolic Nuncio's diplomatic pouch, destined to land directly on the Pope's desk."*

—Reverend H.R. Stockert,  
KtB, KH, KCR, OAE. Z

## Mac Sampler

The world-famous Infocom Sampler will be available for the Macintosh in November! The Sampler (already available for the IBM, Apple, Atari, and Commodore) has excerpts from *Zork I*, *Infidel*, *Planetfall*, and *The Witness*; and it includes a tutorial

*plus* blatantly self-serving propaganda. It costs just \$7.95 and includes a coupon for \$8.00 off your next Infocom purchase. *And* it has a money-back guarantee: Infocom will refund your money even if you *don't* buy another Infocom product. The Sampler is virtually a "no-lose" bargain. If you haven't already bought one, you should! Z

## A MIND FOREVER VOYAGING Goes to the Library

Midtown Manhattan. It's raining so hard, the island should be underwater; except it's so hot, the rain sizzles on the sidewalk and disappears. A vendor under a Sabrett's umbrella opens a new package of hot dogs, which are steamed instantaneously. "Kraut?" he asks, and without waiting for an answer smother the bun and the napkin with yellowish-brown substance. You give the vendor a bill — this morning it was crisp, but in this suffocating moistness it's as limp as the cabbage — and hurry toward the library.

The two lions standing sentry outside the New York Public Library, on 5th Avenue at 42nd Street, seem particularly lonely in this downpour; a couple of crocodiles would look more at home. You push your way into the marbled lobby of the library and shake yourself off. It's drier inside, but no cooler. You ask a guard where the Trustees' Room is, and he directs you to the third floor. You climb the stone steps and pull open a huge wooden door, so massive and intricately carved that you stop to admire it. You enter the Trustees' Room, feel the coolness, and close the door behind you.

Someone offers you some tea. Tea? In this weather? Yet the air here is bearable — comfortable, even — and the room exudes respectability and elegance. Persian tapestries adorn the oak-paneled walls, and the massive marble fireplace (significantly larger than your first apartment) seems as natural as the brass-and-crystal chandelier, the busts of Greek poets, and the Louis XIV tables. And it IS teatime. Cream, please; no sugar. Scones? Help yourself. You hope your breath doesn't smell like sauerkraut. Z

And so nearly 100 press personnel braved the heat and the rain to attend Infocom's press conference for *A Mind Forever Voyaging*. The conference began with a dramatic reading by silken-voiced Stu Galley, author of *The Witness* and co-author of *Seastalker*®. The audience was then subjected to nearly 30 minutes of blatantly self-serving propaganda by Infocom President Joel Berez, Manager of Product Development Jonathan Palace, and Product Manager Michael Dornbrook. (It was, by the way, the first time Berez had been seen in public since eating 71 chocolate donuts and a package of Twinkies during a midnight binge in June.)

And, of course, Steve Meretzky spoke. Tall, shamblin' Steve, author of *A Mind Forever Voyaging*, honest yet modest, talking with the charming drawl that comes from growing up in Yonkers. He spoke of "pushing back the envelope," not just technologically with Interactive Fiction Plus, but also creatively with a NON-puzzle-oriented story. More than anything else, the audience was left with the impression that interactive fiction can be more, much more, than puzzles.

You leave the Trustees' Room — where does Infocom find these places? — and journey homeward. You stay up half the night asking yourself questions. How did interactive fiction evolve from *Zork* into *A Mind Forever Voyaging*? If interactive fiction can do this, then what else can it do? What will Infocom do next? What will interactive fiction be like 5, or 10, or 50 years from now? Infocom also journeys homeward, to Cambridge, glad that others are asking the same questions it asks itself every day. Z



## Cartoon Winner

Patrick S. Campbell of Hamilton, Ohio, wins our cartoon contest this issue. We'll be sending him an Atari version of *Wishbringer*™, as he requested.

Send us *your* cartoons. All cartoons will be printed approximately 4¼ inches wide by 5 inches deep, so please draw your cartoons proportionally. Entries must be in black ink (no pencil or color illustra-

tions will be considered) on white unlined paper. Do not fold your entries! All submissions become the property of Infocom, Inc. Send your cartoons to: NZT Cartoons, Infocom, Inc., 125 CambridgePark Drive, Cambridge, MA 02140. Don't forget to include a separate sheet that tells us who you are, what game you wish to win, your computer system, and where you live.

## Winners of NZT Puzzle #6

Since there were fewer correct answers than our maximum number of prizes, no drawing was necessary this time around, and everyone who sent in a correct answer gets a T-shirt. Now, regarding this month's winners — I don't go out of my way to make fun of our most loyal customers, but some of these names are pretty weird. And four Brians is very suspicious. Anyway, here's the list of puzzle wizards:

- |                                          |                                           |
|------------------------------------------|-------------------------------------------|
| 1. Barry J. Kriha<br>Gibbon, NE          | 7. William Perez<br>San Jose, CA          |
| 2. Brian Roark<br>Salem, VA              | 10. James Marcolesco<br>Villa Park, CA    |
| 3. James Kellogg<br>Colorado Springs, CO | 11. Martha McGhee-Glisson<br>Atlanta, GA  |
| 4. Brian Burns<br>Houston, TX            | 12. Tom Betz<br>Fairbanks, AK             |
| 5. Michael Marcus<br>Boca Raton, FL      | 13. Matt Wilhoit<br>Charleston, WV        |
| 6. Brian Allen<br>Ypsilanti, MI          | 14. Noemi Mower<br>Salt Lake City, UT     |
| 7. Brian Bonner<br>College, PA           | 15. Steve Rutter<br>Seekonk, MA           |
| 8. Ed Clayton<br>Asheboro, NC            | 16. Bruce Bock<br>Dixon, CA               |
|                                          | 17. Travis Mott<br>Big Rapids, MI         |
|                                          | 18. Charles Engebretson<br>Santa Rita, CA |
|                                          | 19. Paul Brunner<br>Philadelphia, PA      |
|                                          | 20. Rick Glisson<br>Atlanta, GA           |
|                                          | 21. Brace E. Stout<br>Fort Wayne, IN      |
|                                          | 22. Chris Richard<br>Iowa City, IA        |
|                                          | 23. Housty Jayne<br>New Canaan, CT        |

## Man Bites Man in FOOBLITZKY TOURNAMENT

In a stunning upset victory, Business Product Development defeated Consumer Product Development in the first-round match of a *Fooblitzky*™ Tournament at Infocom.

"I'm terrible at record keeping," admitted winning player Brian Berkowitz, one of the masterminds behind Infocom's sophisticated database, Cornerstone. Indeed, a post-game autopsy of Berkowitz's work-sheet showed squiggly lines and arrows, several question marks, some simple arithmetic, a tuna salad recipe, a favorite Berkowitz quote ("Nothing ventured, nothing lost") and little else.

"I can't believe it," said a dumbfounded Jonathan Palace, who, in the process of losing big, also set the record for playing *Fooblitzky*

more times and losing more times than anyone else in the universe. "My notes are great." Spectators disagreed, saying that they had seen traffic accidents neater than Palace's notes.

Berkowitz's partner, Tim Anderson, was later voted MLP (Most Lucky Player) by a small panel of *New York Times* editors. In an unusual move, the panel also voted Anderson MUP (Most Unlucky Player). "*Fooblitzky* brings out the weirdness in people," noted Anderson wryly.

Ironically, it was Palace's teammate, Dave Lebling, who seemed in control most of the game. He claimed to be the first player to know all 4 correct items (a claim impossible to substantiate but

thoroughly in keeping with Lebling's personality). Lebling's clever attempt to confuse his opponents (by discarding a correct item) backfired when it totally baffled his partner (who, judges point out, was born baffled). "I thought we had it won," said Lebling, "until I saw the look on Palace's face."

The Business Product Development team advances, if it can be

*"Fooblitzky brings out the weirdness in people."*

called that, in the Tournament, and is next slated to play a team from "Creative Marketing": Elizabeth Langosy from Creative Services and someone (to be determined) from Marketing. Marketing did not enter a team of its own in the Tournament because potential player Susan Sobel said she "would rather give birth" than play *Fooblitzky*.

## ERRATUM

Due to incredibly complex but boring circumstances, portions of "A History of Zork" in our last issue were printed out of order. We apologize for the inconvenience.

The following hints will help you find the correct order. *Warning:* If you want to solve the puzzle on your own, don't read any further!

A. After reading "Come here, Mr. Watson; I want you!", start reading from "Mike Dornbrook was enlisted to test. ..."

B. After reading "Mail Bag," start reading from "We had another product. ..."

C. After reading "*Sorcerer*," start reading from "*Zork II* was offered. ..."

D. Whenever the story mentions "yaks," think "gnus" instead.

**NEW YORK TIMES PUZZLE**

**NUMBER 8**

- A) You are drunk.
- B) You're going to start sloshing around soon.
- C) He smiles. "Money is our most important product."
- D) You receive a painful electric shock.
- E) Weird! The candle remains lit even as it disappears beneath the surface of the river.
- F) What a detective! "Quick! Arrest that file drawer before it escapes!"
- G.) I'd recommend a good doctor, but we need the eggs.
- H) He dodges, insisting that this is incorrect procedure.
- I) There is no high from sniffing this powder.
- J) You twist your head to look under the four-poster bed but find nothing.
- K) You'll have to lead, you can be sure of that.
- L) "Why"

<i>Zork I</i>	1					
<i>Zork II</i>	2					
<i>Zork III</i>	3	_____	x	_____	x	_____ = _____
<i>Enchanter</i>	4	A	B	C		
<i>Sorcerer</i>	5					+
<i>Wishbringer</i>	6					
<i>Deadline</i>	7	_____	x	_____	x	_____ = _____
<i>Witness</i>	8	D	E	F		
<i>Suspect</i>	9					+
<i>Starcross</i>	10					
<i>Suspended</i>	11	_____	x	_____	x	_____ = _____
<i>Planetfall</i>	12	G	H	I		
<i>Hitchhiker's</i>	13					+
<i>Infidel</i>	14					
<i>Seastalker</i>	15	_____	x	_____	x	_____ = _____
<i>Cutthroats</i>	16	J	K	L		

ANSWER \_\_\_\_\_

On the left are 12 responses from our games. They occur when you try the wacky and unusual. Figure out which game the response comes from (they match exactly) and put the corresponding game number in the appropriate blank. Then multiply the numbers across and add the products for the answer. (Having the hint booklets and trying the "have you tried" sections isn't necessary, but it will certainly help.)

ANSWER: \_\_\_\_\_

Name: \_\_\_\_\_

Address: \_\_\_\_\_

T-Shirt Size (S, M, L, XL): \_\_\_\_\_

**CONTEST RULES:**

1. All entries must be submitted on this form. No copies accepted.
2. All entries must be received by February 1, 1986.
3. Up to 25 prizes will be awarded. If more than 25 correct answers are received, a drawing will be held to determine the winners. Void where prohibited by law.

**PRIZE:**

A New York Times Puzzle Winner T-Shirt

**RETURN TO:** Infocom  
 NZT Puzzle  
 125 CambridgePark Drive  
 Cambridge, MA 02140

**Solution to Puzzle Number Six**

I sure am a lousy judge of puzzle difficulty. Although I expected Puzzle #5 to be hard, there were still 70 correct answers. I thought that Puzzle #6 was much easier, and yet there were only 23 correct answers!

In Puzzle #6, you were given 13 responses, allegedly from *Zork I*, and told to pick the two fake responses that don't actually appear in the game. The correct answer was 8 and 10. Here's a list of all 13 responses and where they appear in Infocom's first work of interactive fiction:

1. "The pines and the hemlocks seem to be murmuring."  
(LISTEN TO THE FOREST)

2. "Going up empty-handed is a bad idea." (CLIMB THE CHIMNEY in Studio holding nothing)
3. "The leaves burn, and so do you." (BURN THE LEAVES while holding them)
4. "You feel a faint tingling transmitted through the sword." (TOUCH THE MIRROR WITH THE SWORD)
5. "I'm afraid you have done drowned yourself." (WAIT in the Maintenance Room until it fills with water)
6. "The thief says nothing, as you have not been formally introduced." (LISTEN TO THE THIEF)
7. "The book is already open to page 569." (OPEN THE BLACK BOOK)
8. "You pry the door open a crack, but then it snaps back

- with a resounding thud." (first fake)
9. "The rainbow seems to have become somewhat run-of-the-mill." (WAVE THE SCEPTRE a second time, while not on the rainbow)
10. "The cyclops spreads a checkered tablecloth on the ground." (second fake)
11. "You need no light to guide you." (TURN ON THE LAMP as a spirit)
12. "Some paint chips away, revealing more paint." (DESTROY THE PAINT in the Studio)
13. "The hole collapses, smothering you." (DIG THE GROUND WITH THE SHOVEL in the Sandy Cave a fourth time)

There were 227 entries, of which 23 (10.1%) got both numbers right,

127 (55.9%) got only one right, and 77 (33.9%) had neither number correct. The breakdown by response number is also interesting (note that the total adds up to twice the number of entries, since each entry included two response numbers):

Response #	Appearances	Percentage
1	73	32.2%
2	11	4.8%
3	10	4.4%
4	32	14.1%
5	27	14.1%
6	19	8.4%
7	4	1.8%
8	59	26.0%
9	11	4.8%
10	114	50.2%
11	49	21.6%
12	27	11.9%
13	18	7.9%

**Winners: p. 7**