

**THE INCOMPLETE WORKS
OF INFOCOM, INC.**



Incomplete, yes. But that's simply because an Infocom work of fiction can never be complete until you become a part of it.

You see, as hard as we work at perfecting our stories, we always leave out one essential element—the main

character. And that's where you come in.

Once you've loaded Infocom's interactive fiction into your computer, you experience something akin to waking up inside a story. You find yourself at the center of an exciting world that continually challenges you with surprising twists, unique characters (many possessing extraordinarily developed personalities) and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You can talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions. And you have hundreds of alternatives at every step. In fact, an Infocom interactive story is roughly the length of a short novel in content, but there's so much you can see and do, your adventure can last for weeks, even months.

And if you think getting inside a story is a pretty neat trick, just try getting out.

The most remarkable thing about Infocom's interactive fiction is that you become almost inextricably involved with it. That's not our opinion—it's the testimony of our customers. They tell us their pulse rates skyrocket and their palms sweat as they strive to solve the mysteries of our stories. And even when they pause in the course of their adventures to attend to their everyday lives, their minds continue to speculate what the next step should be, how to alter strategy, where the ultimate solution lies.

As hard as getting out may be, though, we've made it easy for everyone to get into Infocom's interactive fiction. We write stories of all descriptions—fantasy, mystery, science fiction, high adventure. And there are Infocom stories for everyone, from the first-time adventurer to the most grizzled veteran of interactive fiction. To find the Infocom interactive story that's right for you, just: 1) choose the level of difficulty below that best matches your current interactive skills; and 2) check the ends of the story synopses in this catalog for each story's level designation.

INTRODUCTORY: Best introduction to interactive fiction, with some built-in hints. Written for everyone from age 9 up.

STANDARD: This is Infocom's most popular level of interactive fiction, enjoyed by both first-time and experienced players.

ADVANCED: A greater level of challenge. Recommended for those who've already experienced Infocom's interactive fiction.

EXPERT: The ultimate challenge in interactive fiction.

Then, find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

› *Throw the sack at the troll.*

The troll, who is remarkably coordinated, catches the brown sack and, not having the most discriminating taste, gleefully eats it. The flat of the troll's axe hits you on the head. . . .

"If it's 2 in the morning," says THE WASHINGTON POST, "this must be ZORK.[®] Not even Ted Koppel can keep the nation up so late. . . ."

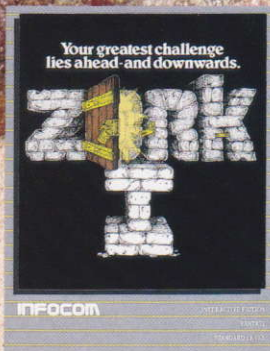
And the kudos don't stop there. "Masterpieces of logic," raves PLAYBOY. "ZORK is going to drive me to my knees," confesses astronaut Sally Ride. THE NEW YORK TIMES BOOK REVIEW sums up the ZORK trilogy as "remarkable adventure fantasies."

Evidently, the public agrees, for the SOFTALK READERS' POLL named ZORK I its "All-Time Most Popular Adventure" two years running, and all three ZORK adventures are among the best-selling computer products in history.

This classic underground odyssey plunges you into the extraordinary environs of the Great Underground Empire. It's a world so vast and unique, it can offer you new discoveries no matter how often you explore it, with challenges that change and revitalize the adventure each time you make your descent.

Even the way Infocom puts the trilogy together is unique. ZORK I, II and III all share a common thread, yet each is a complete and separate story unto itself—so you can enjoy them in any sequence you choose.

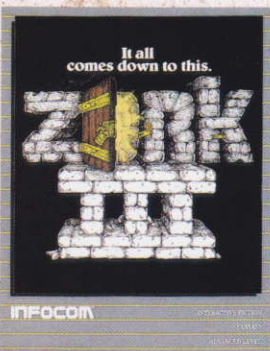
ZORK I: The Great Underground Empire confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Treasures of Zork and escape with them—and your life. STANDARD LEVEL

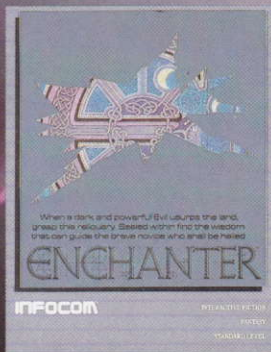


ZORK II: The Wizard of Frobozz takes you to new depths of the subterranean realm. There you'll meet the Wizard, who'll attempt to confound you with his capricious powers. ADVANCED LEVEL



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



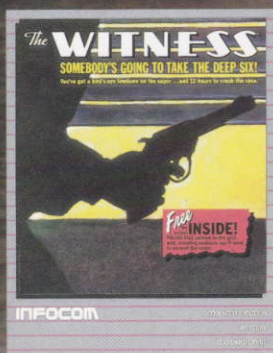


ENCHANTER™ says CREATIVE COMPUTING, is “a special treat...full of the delightful little touches we have come to expect from Infocom.” In this, the first of a spellbinding series in the Zorkian tradition, you are a beginning magician whom Fate has chosen to do singlehanded combat with a dark and fierce power. But worldly weapons will avail you naught, for your foe is the Evil Warlock who holds sway over the land. To defeat him, you will have to match your skills as a necromancer against his, using spells you have learned from your masters in the Circle of Enchanters and others you will acquire as you proceed on your quest. 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. STANDARD LEVEL

SORCERER™ poses you with a mystical clue and a magical tour through the darker side of Zorkian enchantment. The clue is a cryptic diary—the last trace of the now-vanished Belboz the Necromancer, grand and powerful leader of the Guild of Enchanters. It is feared that Belboz is in thrall to evil sorcery. If so, the freedom of the land and the very existence of the Circle of Enchanters could be forfeit. To rescue the kingdom and locate your mentor in the treacherous mists of Time, you must gain the powers and cunning of a true Sorcerer.

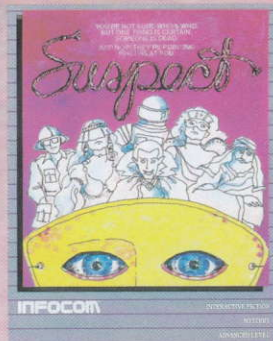
ADVANCED LEVEL





The WITNESS,[™] according to DISCOVER magazine, is “a murder mystery in the classic hard-boiled detective tradition.” According to ELECTRONIC GAMES, it’s the “Best Adventure of 1984.”

This spine-tingler is a case of blackmail that turns into murder before your eyes, and anyone from the knockout heiress to the poker-faced Oriental butler could be the killer. Your suspects act with minds of their own, and you have just 12 hours to solve the crime. Armed with a packet of crucial physical evidence, you face a tangled web of clues, motives and alibis. And the only two things you can believe are your own eyes—because you are The WITNESS. STANDARD LEVEL

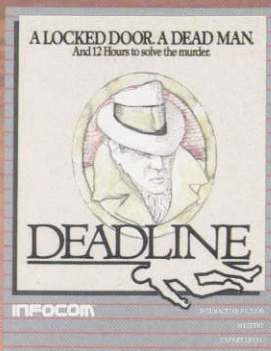


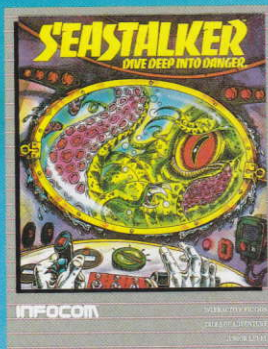
In SUSPECT,[™] our newest mystery thriller, you’re a reporter who gets the scoop on the society event of the year—the murder of a Maryland Blue Blood aristocrat at a fancy costume ball. And you couldn’t have a closer inside source for your story. Because you’re the prime suspect. You know you’re not guilty, but the evidence is stacked against you. Now you must prove your innocence and find the real killer—or risk being framed and face the consequences. ADVANCED LEVEL



It's been called "part of the latest craze in home computing" (TIME magazine), an "amazing feat of programming" (THE NEW YORK TIMES) and the "Best Adventure of 1983" (ELECTRONIC GAMES).

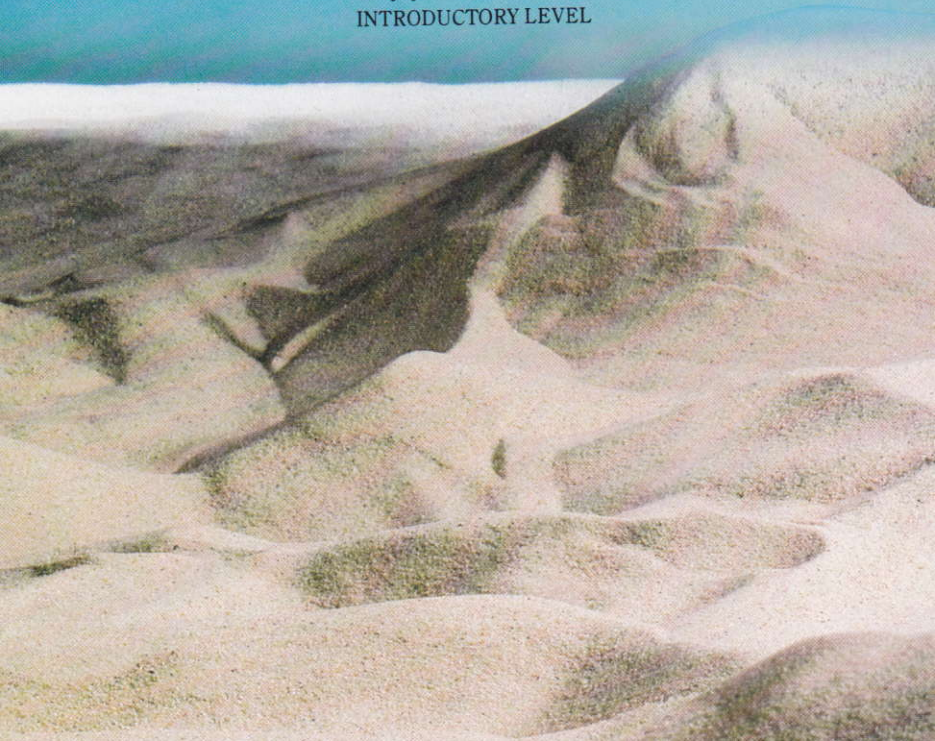
It's DEADLINE™ and it pits you, the keen-eyed sleuth, against a 12-hour time limit to solve a classic locked-door mystery. Infocom literally puts the case in your hands, providing you with a dossier containing lab reports, police findings, dastardly-looking pills and more. Once you embark on your investigation, you must sift through a myriad of clues and motives in order to track down the killer. No easy feat, for all six of your suspects exercise free will—coming and going, scheming and maneuvering independently of your actions. And some of these personalities are so treacherous that, should you make the wrong move, one of them may do you in. EXPERT LEVEL

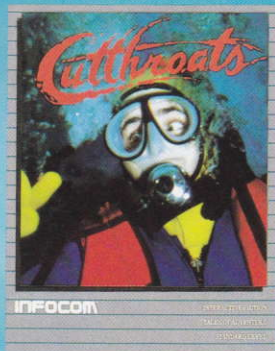




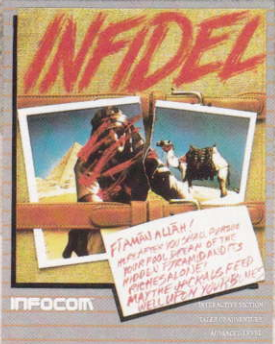
In SEASTALKER,[™] Infocom's first Junior Level interactive story (for ages 9 and up), a monster of terrifying dimensions is laying waste the Aquadome, the world's first undersea research station. But that's not your only problem. You haven't even tested your new submarine, the Scimitar, in deep water. And to make your mission all the more harrowing, the crew of the research station may have a traitor in its ranks. You'll find help in your SEASTALKER package—hidden in its depths are your submarine logbook, eight top secret Infocards, Infocard decoder film, a nautical chart and your Discovery Squad badge. And you'll need every last scrap of help you can get, because you have startling possibilities to consider, mysteries to unravel, life-and-death decisions to make. And only you can save the Aquadome!

INTRODUCTORY LEVEL

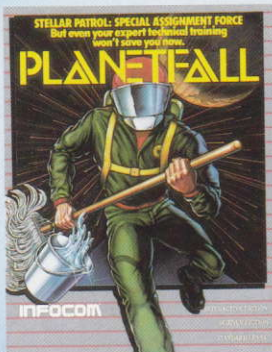




CUTTHROATS™ places you on an out-of-the-way island populated by some of the most disreputable characters this side of Alcatraz. You're a diver for hire, and as decent, competent and stalwart as they come. The plot is hatched when a motley band of local salts gets wind of a shipwreck laden with sunken treasure somewhere in the waters surrounding the island. They offer you a piece of the action in exchange for your diving skills and your knowledge of the area's shipwrecks and their locations. (This information you have gleaned from a book of shipwrecks, which is included in your CUTTHROATS package along with your Outfitters International price list and tide table, and the amazing High Seas issue of TRUE TALES OF ADVENTURE magazine.) Now you must survive the perils of the deep—and the even greater danger that your crew may harbor a cutthroat—if you are to recover the treasure and save your neck. STANDARD LEVEL

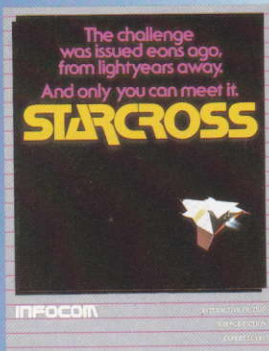


INFIDEL™ from Infocom Tales of Adventure, finds you marooned by your followers in the heart of the deadly Egyptian Desert. A soldier of fortune by trade, you've come hither in search of a great lost pyramid and its untold riches. Now, alone, you must locate and gain entry to the tomb, decipher its hieroglyphics and unravel its mysteries one by one. The contents of your package will help a little; they include your journal and correspondence, Egyptian hotel stationery, a map of the excavation site, a hieroglyphic stone rubbing and the highly collectible Great Discoveries issue of TRUE TALES OF ADVENTURE magazine. Through the Antechamber, the Barge Room, the Chamber of Ra, death will lick at your heels as you race to the shattering climax of this match of wits between you and the most ingenious architects, builders and murderers of all time—the ancient Egyptians. ADVANCED LEVEL

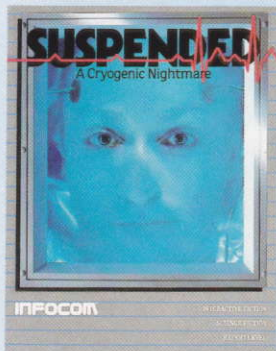


PLANETFALL," INFOWORLD magazine's "Best Adventure of 1983," arms you with your journal, official Stellar Patrol Card and post-cards from some of the Galaxy's swankiest tourist traps. It then teleports you forward roughly one hundred centuries to a Stellar Patrol ship of the Third Galactic Union, where your rank is Ensign 7th Class—about as low as you can go. But then your luck takes a turn for the better. Your ship explodes. This really is fortunate, because you're thereupon jettisoned away to a mysterious, deserted world. True, the planet is plagued by floods, pestilence and a mutant Wild Kingdom. But there's also Floyd, a mischievous multipurpose robot and the ideal companion with whom to brave your new world as you explore its secrets, dare its dangers and attempt to discover a means of saving it.

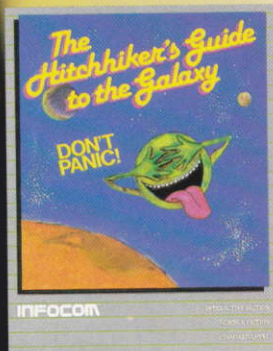
STANDARD LEVEL



STARCROSS," Infocom's science fiction mind-bender, launches you headlong into the year 2186 and the depths of space, where you are destined to rendezvous with a gargantuan starship from the outer fringes of the galaxy. PC WORLD describes STARCROSS as "a great game in which to lose yourself," and justly so. For the great spacecraft bears three uniquely intriguing commodities: an alien microcosm, peopled with all sorts of otherworldly beings; a remarkably complex, interlocking puzzle to unravel; and a challenge that was issued eons ago, from light years away—one that only you can meet. EXPERT LEVEL

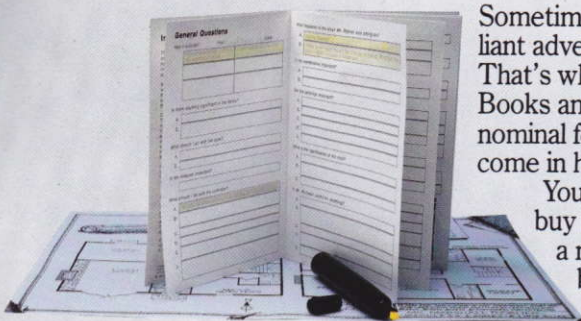


In **SUSPENDED**,™ you are buried alive in a cryogenic capsule deep inside an alien world. When an earthquake disrupts the systems of the Underground Complex you inhabit—systems that surface life depends on—you must stabilize conditions. However, you can only do so by commanding your six robots, each of whom perceives the world differently, to perform actions for you. If you save your world from utter destruction, however, you've just begun. **SUSPENDED** is designed to be replayed numerous times as you learn to optimize your strategies. You can also go on to two more levels of play, and there's even an option that lets you customize the story. All of this helps to explain why **TIME** magazine calls **SUSPENDED** "perhaps the best computer thriller to date." **ROLLING STONE** puts it more succinctly, labeling **SUSPENDED** the "Best Computer Game." Period. **EXPERT LEVEL**



Beyond question the most mind-bogglingly hilarious story we've ever published is THE HITCHHIKER'S GUIDE TO THE GALAXY, by Douglas Adams, the author of the phenomenal best-selling novel. In the person of Arthur Dent, you'll chortle as your home is bulldozed. You'll bellow when your planet is demolished. You'll yelp with laughter while your life is being threatened by the Ravenous Bugblatter Beast of Traal. And your sides will positively split as you search the length and breadth of the Universe for a decent cup of tea, or whatever it is you're supposed to be looking for. Don't forget your towel. STANDARD LEVEL





Sometimes, even the most brilliant adventurer gets stumped. That's when InvisiClues™ Hint Books and Maps (available for a nominal fee through Infocom) come in handy.

You shouldn't, however, buy an interactive story and a matching InvisiClues book at the same time.

The greatest pleasure to be gained from our stories is in solving the problems, puzzles and mazes through your own ingenuity.

Great care is taken to make sure that InvisiClues Hint Books give you only the help you need, when you need it, and won't give away extraneous information unintentionally. To guard against this, Infocom words the questions to reveal as little as possible about the story, and uses the amazing InvisiClues process, which gives you invisible hints that usually progress from a gentle nudge in the right direction to a full answer. If you become stuck, all you have to do is find the question in your InvisiClues Hint Book that pertains to your problem, run your InvisiClues latent image marker (included in your InvisiClues kit) over the first answer and—hey presto!—the answer appears before your very eyes.

There's a handsomely illustrated and easy-to-read hint book for each Infocom interactive story and scores of hints to choose from in every book. What's more, each InvisiClues book features a cleverly drawn map* to help you with locations in the story.

*The exceptions are *SUSPENDED* and *SEASTALKER*, for which maps are already included in their respective packages.

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INFOCOM

125 CambridgePark Drive, Cambridge, MA 02140