

INFOCOM™

Games and Accessories



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



The Wizard of Frobozz takes you into new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound your quest with his capricious powers.



The Dungeon Master is the final test of your courage and wisdom. Your odyssey culminates in an encounter with the Dungeon Master himself, and your destiny hangs in the balance.

ENCHANTER™

The first of a spellbinding series in the tradition of ZORK. When the wicked power of the Warlock subjugates this land, his magic defenses will recognize all who have attained the Circle of Enchanters. So, to a novice we speak — one yet unproven who has the heart to challenge and the skill to dare. Sealed inside, you will find such wisdom and guidance as we can provide. Stealth, resourcefulness, and courage you must find within yourself. You are the sole hope of this land, young ENCHANTER.

STARCROSS™

Infocom's mindbending science fiction first launches you headlong into the year 2186 and the depths of space. You are destined to rendezvous with a gargantuan starship from the outer fringes of our galaxy which conveys a challenge that was issued eons ago, from lightyears away — and only you can meet it.

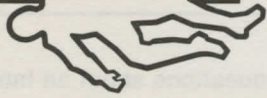
SUSPENDED™

Placed in the twilight world of cryogenic suspension, you awaken to the nightmarish landscape of a planet gone mad. As the central control of the life-support systems that make a terraformed planet habitable, you exist in a frozen sleep that will be disturbed only if the civilization is imperiled. When the unthinkable happens, you must bring conditions under control by acting through your robot crew, each of whom offers a distinctly different view of the world. The success of your strategies in meeting the catastrophe will determine your fate — and that of the world.

PLANETFALL™

A humorous science fiction adventure set in the far future. You are the lowliest ensign aboard the Stellar Patrol Ship Feinstein. When your ship explodes, you are jettisoned onto a mysterious and deserted world plagued by floods, pestilence, and a mutant Wild Kingdom. You'll meet Floyd, a mischievous multi-purpose robot with the mentality of an encyclopedia and the maturity of a nine year old. Together you and Floyd will unravel the mysteries of PLANETFALL.

DEADLINE™



The first great mystery of the computer age initiates you into the genre of real-life adventure. Working from an actual dossier on the crime, you face a challenge so sophisticated that your subjects possess independent, flesh-and-blood personalities. And some of those personalities are so treacherous that, should you make the wrong move, one of them may do you in.

WITNESS™

DEADLINE's worthy successor breaks yet another barrier of time and space — this time, into the past. A hard-boiled whodunit thriller of the Thirties, The WITNESS masterfully reconstructs the great detective era. Working from a clue-laden police file and battling a 12-hour time limit, you'll take on your most intriguing case to date. You're on the scene when a crime is committed that may land everyone from the knockout heiress to the poker-faced Oriental butler in the slammer. A Gordian knot of motives and machinations stands between you and the solution, and the only testimony you can trust is that of your own eyes — because you are The WITNESS.

INFIDEL™

Why would you, a small-time explorer, dare to leave the smoldering heart of the Egyptian Desert in search of a great lost pyramid? Now, too late, you suspect that your boldness has been your undoing, for at this very moment you find yourself marooned by your followers, pursued by the vultures of death, and sustained only by the faint hope that you can somehow survive to reach the pyramid — where the skullduggery, pitfalls, and cliffhanging adventures will really begin. Your quest transcends mere fortune. Here, amid the shifting sands of eternity, dignity and self-esteem are at stake. For you are branded — INFIDEL.

Also Available from Infocom:

InvisiClues™ The ultimate hint service.

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

Guide Maps for Zork I, II, & III, Starcross, Planetfall, Enchanter, and Infidel Blueprints for Deadline and The Witness

These are intriguingly illustrated 11" x 17" fold-out maps. All locations and passageways are shown. Simple directions make the maps useful guides for your journey.

InvisiClues and maps will be available for all 10 Infocom games.

System	Zork I	Zork II	Zork III	Deadline	Starcross	Suspended	Witness	Planetfall	Enchanter	Infidel
Apple II (32K, 16-sector)	IZ1-AP1 \$39.95	IZ2-AP1 \$39.95	IZ3-AP1 \$39.95	IM1-AP1 \$49.95	IS1-AP1 \$39.95	IS2-AP1 \$49.95	IM2-AP1 \$49.95	IS3-AP1 \$49.95	IZ4-AP1 \$49.95	IA1-AP1 \$49.95
Atari 400/800 (32K, 810 disk)	IZ1-AT1 \$39.95	IZ2-AT1 \$39.95	IZ3-AT1 \$39.95	IM1-AT1 \$49.95	IS1-AT1 \$39.95	IS2-AT1 \$49.95	IM2-AT1 \$49.95	IS3-AT1 \$49.95	IZ4-AT1 \$49.95	IA1-AT1 \$49.95
IBM PC (48K)	IZ1-IB1 \$39.95	IZ2-IB1 \$39.95	IZ3-IB1 \$39.95	IM1-IB1 \$49.95	IS1-IB1 \$39.95	IS2-IB1 \$49.95	IM2-IB1 \$49.95	IS3-IB1 \$49.95	IZ4-IB1 \$49.95	IA1-IB1 \$49.95
Commodore 64 (Disk)	1	1	1	1	1	1	IM2-CO1 \$49.95	IS3-CO1 \$49.95	IZ4-CO1 \$49.95	IA1-CO1 \$49.95
TRS-80 Model 1 (32K and disk)	2	IZ2-TR1 \$39.95	IZ3-TR1 \$39.95	IM1-TR1 \$49.95	IS1-TR1 \$39.95	IS2-TR1 \$49.95	IM2-TR1 \$49.95	IS3-TR1 \$49.95	IZ4-TR1 \$49.95	IA1-TR1 \$49.95
TRS-80 Model 3 (32K and disk)	2	IZ2-TR3 \$39.95	IZ3-TR3 \$39.95	IM1-TR3 \$49.95	IS1-TR3 \$39.95	IS2-TR3 \$49.95	IM2-TR3 \$49.95	IS3-TR3 \$49.95	IZ4-TR3 \$49.95	IA1-TR3 \$49.95
TI Professional	IZ1-TI1 \$49.95	IZ2-TI1 \$49.95	IZ3-TI1 \$49.95	IM1-TI1 \$59.95	IS1-TI1 \$49.95	IS2-TI1 \$59.95	IM2-TI1 \$59.95	IS3-TI1 \$59.95	IZ4-TI1 \$59.95	IA1-TI1 \$59.95
DEC Rainbow	IZ1-DE2 \$49.95	IZ2-DE2 \$49.95	IZ3-DE2 \$49.95	IM1-DE2 \$59.95	IS1-DE2 \$49.95	IS2-DE2 \$59.95	IM2-DE2 \$59.95	IS3-DE2 \$59.95	IZ4-DE2 \$59.95	IA1-DE2 \$59.95
Osborne	3	3	3	3	3	IS2-OS1 \$59.95	IM2-OS1 \$59.95	IS3-OS1 \$59.95	IZ4-OS1 \$59.95	IA1-OS1 \$59.95
NEC PC-8000 (56K CP/M)	IZ1-NE2 \$49.95	IZ2-NE1 \$49.95	IZ3-NE1 \$49.95	IM1-NE1 \$59.95	IS1-NE1 \$49.95	3	3	3	3	3
NEC APC (CP/M-86)	IZ1-NE2 \$49.95	IZ2-NE2 \$49.95	IZ3-NE2 \$49.95	IM1-NE2 \$59.95	IS1-NE2 \$49.95	IS2-NE2 \$59.95	IM2-NE2 \$59.95	IS3-NE2 \$59.95	IZ4-NE2 \$59.95	IA1-NE2 \$59.95
CP/M (48K, 8" disk version 2.0 and above)	IZ1-CP1 \$49.95	IZ2-CP1 \$49.95	IZ3-CP1 \$49.95	IM1-CP1 \$59.95	IS1-CP1 \$49.95	IS2-CP1 \$59.95	IM2-CP1 \$59.95	IS3-CP1 \$59.95	IZ4-CP1 \$59.95	IA1-CP1 \$59.95
PDP-11 (RT-11, RX01 disk or under RT-11 emulator)	IZ1-DE1 \$59.95	IZ2-DE1 \$59.95	IZ3-DE1 \$59.95	IM1-DE1 \$69.95	IS1-DE1 \$59.95	IS2-DE1 \$69.95	IM2-DE1 \$69.95	IS3-DE1 \$69.95	IZ4-DE1 \$69.95	IA1-DE1 \$69.95

*Available exclusively through Commodore dealers

**Available exclusively through Radio Shack dealers

***Not available at this time

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