

You  
are about to see  
the fantastic worlds of Infocom  
unfold before your very eyes.

**INFOCOM™**

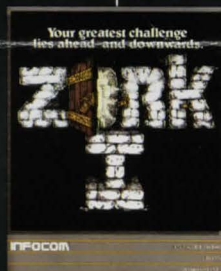
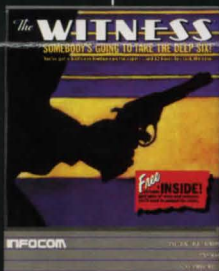
# Mystery

# Fantasy

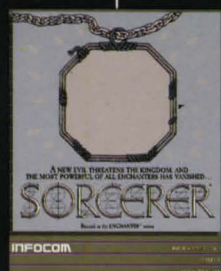
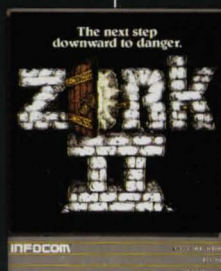
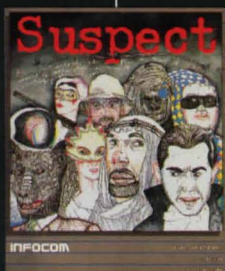
## Introductory



## Standard



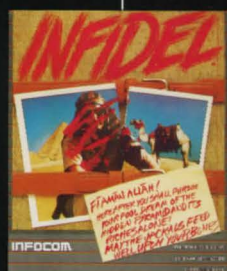
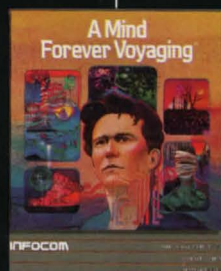
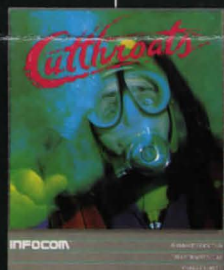
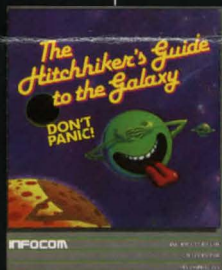
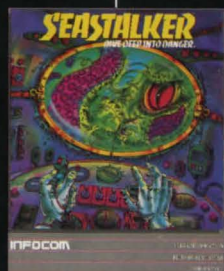
## Advanced

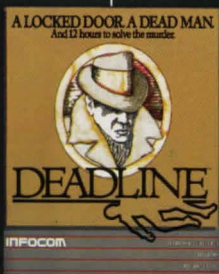


## Expert

# Science Fiction

# Tales of Adventure™





## LEVELS

### 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.

## Mystery

**The WITNESS™** In this hard-boiled 1930's whodunit, a case of blackmail turns to murder before your eyes. Anyone from the knockout heiress to poker-faced Oriental butler could be the killer. And the only two things you can believe are your own eyes—because you are The WITNESS.

**SUSPECT™** You're a reporter, rubbing elbows with aristocrats at a lavish masquerade ball when the hostess is found strangled to death. Fortunately, there's a suspect. Unfortunately, it's you. You've been framed. And you've got mere hours to gather evidence and convict the real killer—or you'll wind up in the slammer yourself.

**DEADLINE™** A dead man. A locked door. Suicide? Hardly. Starting with a dossier containing lab reports, police findings, dastardly looking pills and more, you've got just 12 hours to build your case. But be careful: should you make a wrong move, one of your six suspects may do you in.

## Fantasy

**WISHBRINGER™** You begin as an ordinary mail clerk delivering a mysterious ransom note and end up—magic stone in hand—embarking on a remarkable series of whimsical adventures. You'll need all the wishes that the stone will grant you. Because your final destination is somewhere beyond your wildest dreams.

**ENCHANTER™** In this, the first of the Enchanter Trilogy, you are chosen by fate to match your spellcasting skills as a novice necromancer against those of an evil warlock who holds sway over the land. Succeed and you'll earn a seat in the illustrious Circle; fail and... but one doesn't speak of such things.

**ZORK® I** This phenomenally popular story plunges you into the extraordinary environs of the Great Underground Empire in search of incomparable treasures. You'll come face to face with outlandish creatures as you make an amazing odyssey with so many twists it can offer new surprises every time you explore it.

**ZORK® II** The Wizard of Frobozz takes you to new subterranean depths where you'll constantly confront new surprises, including the addled Wizard himself, who'll endeavor to confound you with his capricious powers. It's a challenge the likes of which you've never experienced before.

**ZORK® III** The Dungeon Master draws you into the deepest and most mysterious reaches of the Great Underground Empire, testing your wisdom and courage as never before. Nothing is as it seems. And the one responsible for the shadow and darkness—The Dungeon Master—embodies the greatest mystery of all.

**SORCERER™** It is feared that Belboz the Necromancer, grand leader of the Guild of Enchanters, is under the power of evil sorcery, threatening the freedom of the land and the Circle of Enchanters' very existence. To locate your mentor in the treacherous mists of time, you must gain the powers and cunning of a true Sorcerer.

# Interactive Fiction

# INFOCOM



**SPELLBREAKER™** In this riveting conclusion to the Enchanter trilogy, a world founded on sorcery suddenly finds its magic failing. And you, now leader of the Circle of Enchanters, must uncover and destroy the cause of this paralyzing chaos if civilization is to hold any hope for survival.

#### Science Fiction

**PLANETFALL™** In this sci-fi comedy, you're a Stellar Patrol Ensign 7th class—as low as you can go. Then your luck takes a turn for the better. Your patrol ship explodes. True, the mysterious, deserted world to which you're jettisoned is plagued by floods, pestilence and a mutant Wild Kingdom. But you'll have Floyd, a mischievous robot, to help you find the secret to saving it.

#### **THE HITCHHIKER'S GUIDE TO THE GALAXY™**

By best-selling author Douglas Adams and Infocom's Steve Meretzky, it's our most mind-bogglingly hilarious story ever. In the person of Arthur Dent, you'll chortle while your planet is demolished, yelp with laughter when threatened by the Ravenous Bugblatter Beast of Traal and split your sides as you search the galaxy for a decent cup of tea.

**A MIND FOREVER VOYAGING™** Marking Infocom's entry into the realm of serious science fiction such as *1984*, this excitingly different story contains fewer puzzles to solve and more mind-blowing avenues to explore. As the world's first conscious, intelligent computer, you must simulate the future to predict whether a radical new political plan will bring peace and prosperity... or set the world on a suicide course. Featuring Interactive Fiction Plus.™

**STARCROSS™** This mind-bender launches you into the year 2186, where you rendezvous with a gargantuan starship from the galaxy's outer reaches. Aboard are three intriguing commodities: an alien microcosm of otherworldly beings; a complex, interlocking puzzle to unravel; and a challenge issued eons ago from light years away—one that only you can meet.

**SUSPENDED™** You are buried alive in a cryogenic capsule. When an earthquake disrupts the systems of your Underground Complex—systems that surface life depend on—you must stabilize conditions by commanding your six robots, each of whom perceives the world differently. Contains two additional levels of play for greater challenges.

#### Tales of Adventure™

**SEASTALKER™** A monster of terrifying proportions is laying waste to the Aquadome, your undersea research station. What's more, you haven't even tested your new submarine in deep water... and your crew may have a

traitor in its ranks. You have startling possibilities to consider, mysteries to unravel, life-and-death decisions to make because only you can save the Aquadome.

**CUTTHROATS™** You're a backwater island's top diver and expert on local shipwrecks. When a motley band of local salts gets wind of sunken treasure, they offer you a piece of the action in exchange for your skills. Now you must survive the perils of the deep—and the even greater danger that your crew may harbor CUTTHROATS.

**INFIDEL™** A soldier of fortune searching for a lost pyramid and its untold riches, you must locate and enter the tomb, decipher its hieroglyphics and unravel its mysteries one by one. Death licks at your heels as you race to the shattering climax of this match between you and the most ingenious architects, builders and murderers of all time—the ancient Egyptians.

COM™

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Cambridge, MA 02140,  
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\*SUSPENDEd and SEASTALKER already include frighteningly clever maps in their respective packages. And in case you find legal detail enormously fascinating, you will be interested to note that ENCHANTER, SORCERER, SPELLBREAKER, DEADLINE, The WITNESS, SUSPECT, SEASTALKER, CUTTHROATS, INFIDEL, PLANETFALL, STARCROSS, SUSPENDEd, A MIND FOREVER VOYAGING, WISHBRINGER and Tales of Adventure are trademarks of Infocom, Inc. ZORK, on the other hand, is a registered trademark of Infocom, Inc. And, as you no doubt realize, THE HITCHHIKER'S GUIDE TO THE GALAXY is a trademark of Douglas Adams. Watch this space for further mind-numbing minutiae.

**INFOCOM™**