

This radical new game
of strategy and chance
pits you against characters
far more cunning than
mere trolls, sea monsters,
evil wizards, murderous
gangsters, and slimy aliens.



Your friends.

Hold on to your joysticks, f



Includes nifty wipe-clean game boards and marker pens for four players. And all the action takes place on the screen, so there aren't lots of itsy-bitsy game pieces for your cat to steal while you aren't looking.

good a way to make friends as it is to make friends into enemies.

It's a dog eat dog world.

To begin, get together with from 1 to 3 friends, family members or strangers off the street. Next imagine that you're all large, floppy-eared, unbearably cool canines

living in the

Funky graphics?

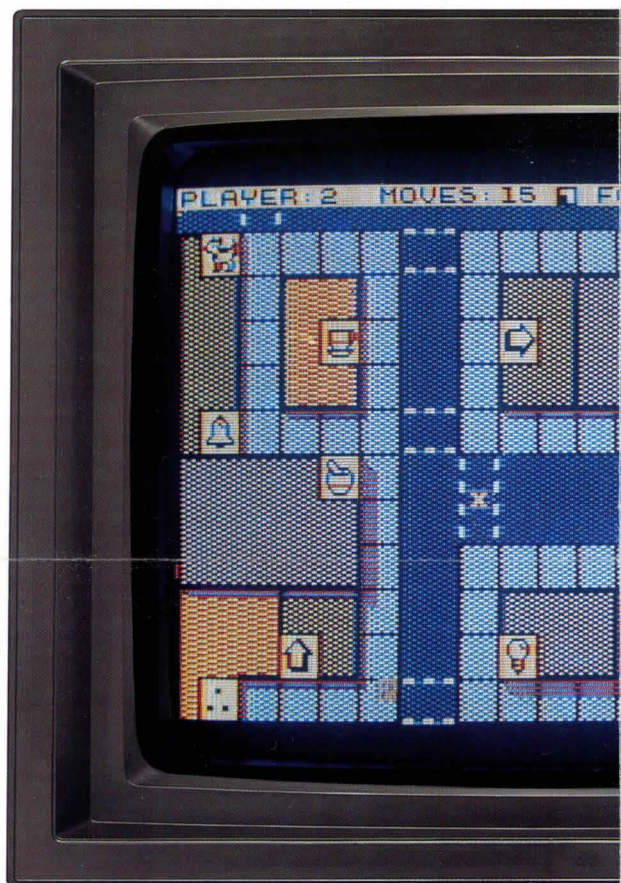
No words? Joysticks?

Have the designers at Infocom gone bonkers?

You better believe it—we're absolutely nuts about this game. And with good reason. FOOBLITZKY™ combines logic, strategy and chance with some of the wackiest animation on this planet to create a computerized board game that we swear on a stack of interactive fiction stories is FUN. It's almost as

city of FOOBLITZKY.

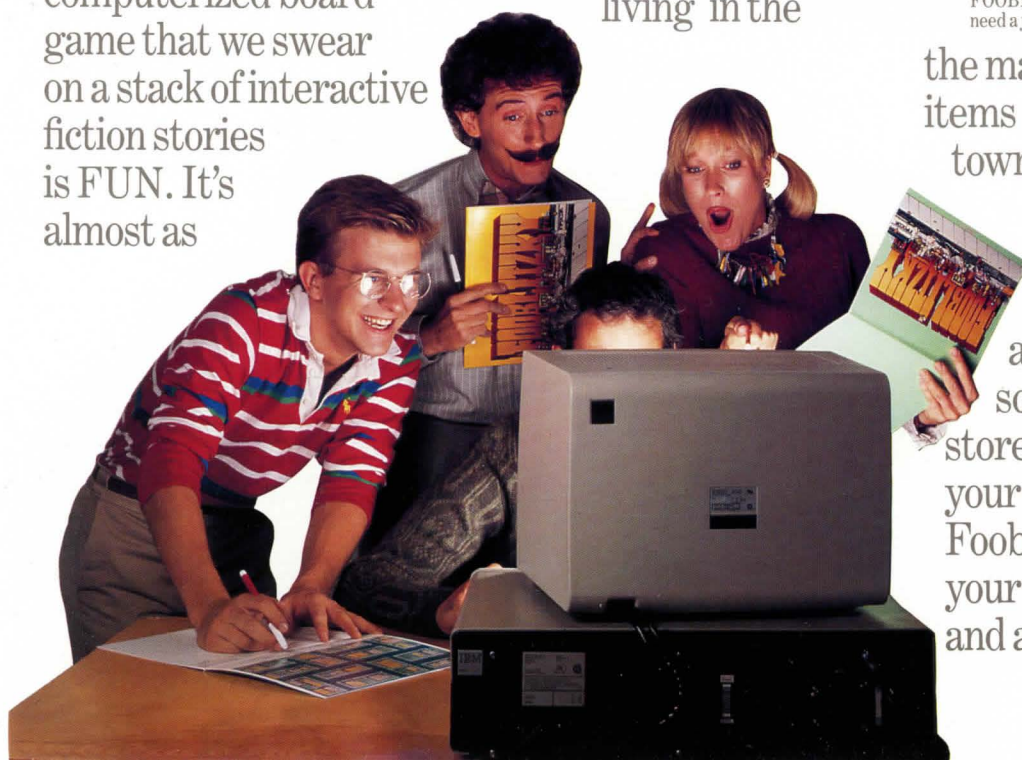
First, each of you secretly selects one of



FOOBLITZKY is not a shoot-em-up arcade game requiring a joystick—you can use your keyboard.) So any old kl

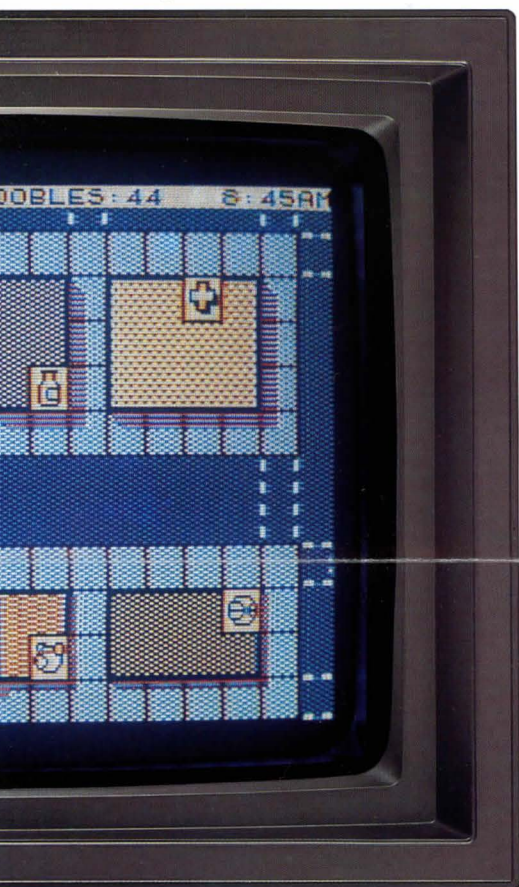
the many whimsical items available from the town's stores. Then

you take turns rolling the electronic dice and padding along the sidewalk squares, entering stores and spending your allowance of Foobles as you rack your noodle to deduce and acquire all the



Foobles—FOOBLITZKY™ is here.

“correct” items. Get them all, race to the checkpoint first and the



g slick joystick skills. (In fact, you don't even
tz—or young klutz—can play. (Ages 14 and up.)

thrill of victory is yours.

But watch your step. Cross the street against the light at rush hour and—SPLAT—you could end up in the hospital. Spend too freely and you'll have to sell off some of your purchases at a pawn shop or wash dishes in a restaurant to get more Foobles. Bump

into a fellow player (no way to make friends) and it's a mad scramble

to grab each other's spilled items.

And should you get flashed by the Chance Man, there's no telling what turn your fortune may take.

The average game takes a chuckle-packed, nerve-racking hour or two. All you need to play is a home computer (a joystick is nice but not required).

All you need to win is careful note-taking plus the intellectual



cunning to outsmart, outbluff and just plain lie to your friends.

Call 1-800-262-6868 and start leading a dog's life today.

FOOBLITZKY is just too much fun for the normal human being to safely enjoy. So we're offering it first to our faithful customers, who are anything but normal.

For a limited time, FOOBLITZKY will only be sold to readers of *The New York Times*. Costing a mere \$39.95, it will be available now for IBM PC with 128K and a graphics card (except PCjr.), in November for Atari XL and XE with 48K plus an 810 or 1050 disk drive, and in January for the Apple II series with 128K.

To get yours, call us at 1-800-262-6868, or send in the enclosed order form.

And do it pronto. Because this is one game that's really going to bow wow you.



INFOCOMTM

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