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IBM

TRUE TALES *of Adventure*



IN THIS ISSUE:

**RITUAL "TALKING DISKS"
DISCOVERED AT THE HEART OF DARKNESS!**

Fortunes come and go like the shifting sands of the mighty Sahara—not so this magazine. Subscribers from all over the globe have kept us growing like a rogue Kudzu vine since the first issue came out of my basement nearly five years ago. And why not? We're a forum for the sharing of your adventures. Nothing is as exciting as stumbling onto the track of some lost tribe or being transported off to the gates of hell in the devil's chariot. True adventures are for the telling and that's why we're here.

Critics in the past have labeled our publication "poppycock" and "horse manure," but critics are just a bunch of fat bookworms who sit in their air-conditioned Manhattan offices looking for something to make fun of. A critic knows the price of everything and the value of nothing. Who needs 'em?

I'll take the adventurer's life—living hand-to-mouth, waiting out a jungle storm under a rocky cliff, looking out over vast stretches of green where untold treasures are waiting to be plundered. Put me in front of a map of ancient Egypt and I'm where I want to be in the evening hours, dreaming of the next chance I'll get to head out in search of that secret place, among strange and dangerous people. The critics can keep their toy poodles and their parks. I'll take hand-to-hand combat with the titans of doom in the fields of high Himalaya any day.

Till next month,

Jack

Jack "Jack" Zumwalt
Managing Editor

THAT'S NO LADY,
THAT'S MY MERMAID!

Your article on the New Guinea mermaids makes me pine for the days I spent out there during the Second World War. The natives used to get all stirred up on their tribal potions and chant about some crazy sea creatures that were half human. I guess I should have put down my beer and paid attention!

S. Mezertsky
Cabeza Plana, CA

GOLD FEVER

I hope you guys get this letter before I go for the big sleep. Twenty-four days out into the Brazilian jungle and half the expedition's come down with malaria. If I live to tell my story you can bet it will be a good one.

Tim Anders
Somewhere in the Brazilian bush

THE KEY TO RICHES?

Your article on pirate's treasure somewhere off the coast of Carolina is missing one element. For the right price I'll supply Blackbeard's map.

Gregory Franklin
San Mopedro, Bermuda

BOUND FOR GLORY

Four hours ago my friend Asa Tabi handed me the machete that Doctor Livingston used to blaze his path into the history books. The next time you hear from me I'll have joined him.

Alan Nelson
Imbwebwe, Congo Republic, Africa

TRUE
TALES
of Adventure

*Nowhere to go but out,
Nowhere to come but back.*

**BURIED ALIVE
IN A PHANTOM PYRAMID!** CAPT. G. SPAULDING (ret.) **2**

*It was years before Spaulding was able
to come forward and relive the horror.*

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Anthropologists ask, "Where do we go from here?"

HIS WORD WAS THEIR COMMAND! **8**

*Demented explorer subjugates entire tribe through the
magic of a flashlight and transistor radio.*

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"IT'S AROUND HERE SOMEWHERE. I SWEAR IT!"
 expostulates Spaulding. Mystery shrouds the exact location of the Captain's amazing find. On his return to the site after an extended hospitalization, Spaulding zeroed in on this indistinguishable pile of sand as the entrance to the inner chambers of doom. Miraculously, the phantom pyramid had vanished!

**INTREPID AFRICAN EXPLORER
 REVEALS HOW HE SURVIVED BEING**

BURIED ALIVE IN A PHANTOM PYRAMID!

by CAPTAIN G. SPAULDING (ret.)



**IT'S TRUE!
 EVEN NOW
 THE HORRORS** of the tomb's dread chambers and catacombs are too agonizingly fresh in my memory for me to commit the whole shocking story to paper. That others might be spared this fate worse than death, however, I hereby disclose to future adventurers my secret techniques for survival.

KNOW YOUR OBJECTIVE BEFORE YOU SET OUT.

Make certain that you understand what your goal is—to discover the ancient pyramid, make your way to the burial chamber, and uncover the sarcophagus. In doing so, you will earn vast riches and influence.

IT'S NOT THE SCORE, IT'S HOW YOU PLAY THE GAME.

INFIDEL* keeps track of your score as a rough measure of your progress in the game. You can strive for a perfect score, but of course the ultimate goal, to uncover the sarcophagus, is all that matters. You should consult the score only to measure progress towards your goal.

GET YOUR DIRECTIONS STRAIGHT.

Your physical abilities and environment restrict you to mundane forms of transportation, such as walking. You should not consider yourself above snooping around, as your surroundings are almost always dangerous. The best way to move from place to place is to type the direction in which you want to move. You can use all eight compass directions, which you can abbreviate to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are

also important, and you can abbreviate them to U and D. IN and OUT may also work in certain places.

FAMILIARIZE YOURSELF WITH YOUR SURROUNDINGS.

INFIDEL calls each location a "room." When you enter a room for the first time INFIDEL normally displays the name of the room, its description, and descriptions of any interesting objects in the room with which you might want to interact. Normally, when you return to a room, only the name of the room and names of the objects in it are displayed. Walking around a room is unnecessary; anything inside a room is always within reach. (Unless, of course, you are sitting down.)

The VERBOSE command tells INFIDEL to display the full description of every room and every object each time you see them, not just the first time. The SUPERBRIEF command tells INFIDEL to show only the name of the room, even the first time you enter the room, and not even to mention any of the objects in it. When you are in Superbrief mode, you can still get a description of the room and the objects present by typing LOOK or L. The BRIEF command tells INFIDEL to return to the initial mode, in which you receive descriptions only on your first visit to a room.

AN EXPLORER WITHOUT A MAP IS LIKE A CAMEL WITHOUT A HUMP.

Exploring any area can be a tricky and dangerous thing. Even the most experienced and capable adventurer finds it wise to keep track of where he's been and where he found objects. For this reason, you should make a map showing where you have been and what connecting passages you've found. Remember that there are 10 possible directions, plus IN and OUT.

CURIOSITY MAY KILL THE CAT, BUT SAVE AND RESTORE WILL BRING HIM BACK.

Many objects in the game are important because they provide nourishment or information, or you can use them as tools. Examine or read every object that seems important—it is the only way you can expect to survive your encounter. Even life-threatening actions may lead to new insights. Besides, you can always start over again, or SAVE your position first. (See the section on Eternal Youth for details on Saving, Restoring, and Restarting.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

> GIVE THE PLAID GERANIUM
TO THE WOLF

The wolf considers, for a moment, eating the geranium instead of you. Then he decides the better of it. He comes closer and closer.

In addition to learning something useful about the culinary preferences of

wolves, you have a clue that perhaps feeding something else (a steak?) to the wolf would be more useful.

MANY ARE THE PATHS TO SUCCESS.

There are many possible routes to the successful completion of INFIDEL. Some problems that you encounter along the way have more than one solution; others may not need solutions at all. Sometimes using one way to solve a problem will make it harder to solve another, and other times, a certain technique employed on one problem will render another one blissfully easy.

DON'T DIE A LONELY DEATH. BRING A FRIEND.

Until you have mastered those death traps of the pyramid, you might find it useful to play INFIDEL with another person. One person might find a problem difficult while another might find it easy, so two players often complement each other.



A ration of fermented camel milk and dried dates kept the Captain alive for over three weeks as he wandered aimlessly through the catacombs. This electronic watch, which was programmed to play "Skip to My Lou My Darling" and the "Gregorian Funeral March" at 15-minute intervals, helped keep Spaulding's mind from slipping into the hopeless morass of insanity.

BIG GAME HUNTERS STUMBLE ON INCREDIBLE DISCOVERY: MYSTERIOUS PLASTIC DISK CAN TALK!

"IT'S TRUE!" SAYS A VERY FAMOUS EXPERT. "WE'VE FOUND A WAY TO COMMUNICATE WITH THIS 'INFIDEL' THING—AND WHAT'S MORE, IT CAN TALK BACK!" HERE'S HOW TO DO IT . . .

When you see the prompt (>) INFIDEL is waiting for you to type in your instructions. When you have finished doing so, press the RETURN or ENTER key. INFIDEL will respond, and the prompt will reappear for your next action.

"FREAK OF SCIENCE" UNDERSTANDS PLAIN ENGLISH.

When you play INFIDEL, or any other INTERLOGIC™ game, you type your commands in plain English. You can pretend that all your sentences begin with "I want to . . ." although you should not type those words explicitly. INFIDEL will digest your request, then tell you whether



People of Utunga do not consider the disks to be supernatural beings but flesh and blood creatures which possess some degree of intelligence and are capable of a human-like sensitivity.

what you command is possible in the current situation, and also whether anything interesting happens as a result.

All words are distinguished by their first six letters, and all subsequent letters are ignored. Hence, the words TWENTY and TWENTY-SEVEN would look like the same word to INFIDEL.

SENTENCE SYNTAX

PROVIDES A KEY TO GETTING "INFY" TO RESPOND TO ALL KINDS OF COMMANDS.

INFIDEL understands many different kinds of sentences. Here are some examples using objects or situations that do not necessarily occur in INFIDEL.

TAKE THE KNAPSACK. PUT ON THE KNAPSACK. TAKE THE MATCHBOOK. GO OUT. DROP THE MATCHBOOK INTO THE FIRE PIT. WEST.



Blood-curdling magic disk rituals: In this variation on "Musical Chairs," Utungan tribesmen thank Crocodile God for bringing them the disk by feeding him those worshippers who fail to "freeze" when the conga beat stops. Unfortunately for guest participant "Tiny," the expedition's Pygmy guide, he never had a sense of rhythm.

EXAMINE THE LARGE CRATE. PUSH THE TRUNK. BREAK THE LOCK WITH MY HANDS. DESTROY THE MAP. LOOK UNDER THE COT. READ THE COUPON.

You must separate multiple objects of a verb by the word AND or by a comma. The word ALL is useful with a few verbs. For example:

DROP THE ROPE AND THE BRONZE TORCH. TAKE THE ALABASTER JAR, THE TORCH, AND THE MATCHBOOK. PUT THE TORCH AND THE MAP IN THE KNAPSACK. THROW THE ROPE AND THE ALTAR IN THE HOLE. EXAMINE ALL THE JEWELLED CLUSTERS. PUT ALL THE CLUSTERS BUT THE GOLD CLUSTER IN THE KNAPSACK.

You can include several sentences on one input line if you separate them by the word THEN (not AND) or by a period. No period is necessary at the end of the input line. For example, you could type the following all on one input line:

READ THE MATCHBOOK. BURN THE MAP WITH THE MATCH. OPEN THE DOOR THEN S THEN CLOSE THE DOOR THEN LOCK IT

Using the word IT can save you a lot of time:

LOOK AT THE BOOK. OPEN IT UP. READ IT. PUT IT IN THE BOOKSHELF.

ANSWERS TWO TYPES OF QUESTIONS WITH ASTOUNDING ACCURACY.

There are two kinds of questions that INFIDEL understands. The first is WHAT IS (something), and the other is WHERE IS (something). For example: WHAT IS AN AIRPLANE? WHERE IS THE BOOK?

REPORTS OF CLAIRVOYANCE CONFIRMED.

INFIDEL tries to be clever about what you really mean when you don't give enough information. If you type that you want to do something, but you don't specify what to do it with or

to, INFIDEL will sometimes decide that there was only one possible object you could have meant. When it does this, it will tell you. For example:

> UNLOCK THE DOOR

(with the key)

The door is now unlocked.

INSUFFICIENT INPUT CITED AS LEADING CAUSE OF MISCOMMUNICATION.

If your sentence is ambiguous, INFIDEL will ask what you really meant. You can answer most such questions briefly. For example:

> BURN THE MAP

What do you want to burn the map with?

> A MATCH

You'd better light a match first.

Completely mystifying sentences will cause INFIDEL to complain in one way or another. Here are some of the more common INFIDEL complaints:

I DON'T KNOW THE WORD (your word). The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will help here. If not, you can usually be sure that the word isn't necessary to finish the game.

I CAN'T USE THE WORD (your word) HERE. INFIDEL knows your word but cannot understand it the way it appears in your input. It may be that INFIDEL uses the word as a different part of speech. For example, you may be using LIGHT as a noun (as in TURN ON THE LIGHT), but INFIDEL knows LIGHT only as a verb (as in LIGHT THE LAMP). Or it is possible that your sentence made no sense at all: OPEN THE TAKE, for example.

YOU MUST SUPPLY A NOUN! This usually indicates an incomplete sentence, such as EAT THE RED or PUT THE BOMB IN THE, where INFIDEL expected another noun but couldn't find one.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is: HIT THE MUMMY IN THE TOMB WITH THE SHOVEL. A valid INFIDEL sentence has, at most, one direct object and one indirect object.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN or ENTER key on your keyboard.

I CAN'T SEE ANY (object) HERE. The object you referred to was not accessible to you.

I CAN'T USE MULTIPLE DIRECT (or INDIRECT) OBJECTS WITH (your verb). You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT.

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that was gibberish, at least as far as INFIDEL was concerned. You might try rephrasing the sentence.

After making the complaint, INFIDEL will ignore the rest of the input line. Unusual events, such as being attacked, will also make INFIDEL ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

INFIDEL uses many more words than it will accept in your inputs. INFIDEL recognizes a vocabulary of hundreds of words—nearly all the words that you would be likely to use in playing the game. However, descriptions of rooms, objects, or events may use words that INFIDEL won't recognize. It uses these words only to enhance your mental imagery, and you need not use them to complete the game. If you find that INFIDEL doesn't know a word you wish to use or its likely synonyms, you almost certainly don't need that word to finish the game.

“IT’S TRUE!” THE ADVENTURER RECALLS OF HIS DIZZY RISE TO POWER. “I’d come to the next dimension quite by chance, but soon I learned how easy adventuring can be.

“I found I could order my INFIDEL to give me information merely by typing specific commands, and that these commands could be used again and again as needed. Quickly I realized (as you soon will) that some commands constitute a move, and cause time to elapse; others don’t cost any time. It was all so simple; all I had to do was type my commands after the prompt (>) appeared . . .”

IMPORTANT COMMANDS TO ADVENTURE BY.

AGAIN
INFIDEL will usually respond as if you had repeated your previous sentence. You may abbreviate AGAIN to G. You cannot use it to repeat “movement sentences” like GO WEST.

BRIEF
This commands INFIDEL to describe in full only newly encoun-

tered rooms and objects. INFIDEL will describe rooms already visited and objects already seen by displaying the room name and the object names only. BRIEF is the initial mode of the game.

INVENTORY
This will list all the items you are carrying or wearing. You may abbreviate INVENTORY to I.

LOOK
INFIDEL will describe your surroundings in detail. You may abbreviate LOOK to L.

QUIT
This gives you the option to quit playing. If you want to SAVE your position first, read the instructions for doing so. You may abbreviate QUIT to Q.

RESTART
This ends the game and starts it over from the beginning.

RESTORE
This restores a game position that you made using the SAVE command.

SAVE
This saves a game position onto a storage diskette.

SCORE
INFIDEL will tell you your current score, and a ranking which is based on that score.

SCRIPT
This command will tell your printer to start making a transcript of the game as you play. Consult your Reference Card for the availability of this feature.

SUPERBRIEF
This command tells INFIDEL to show you only the name of the room you have entered, and no other information.

UNSCRIPT
This command tells your printer to stop making a transcript.

VERBOSE
This command tells INFIDEL to show you a full description of the room and the objects in it whenever

you enter a room. See BRIEF and SUPERBRIEF.

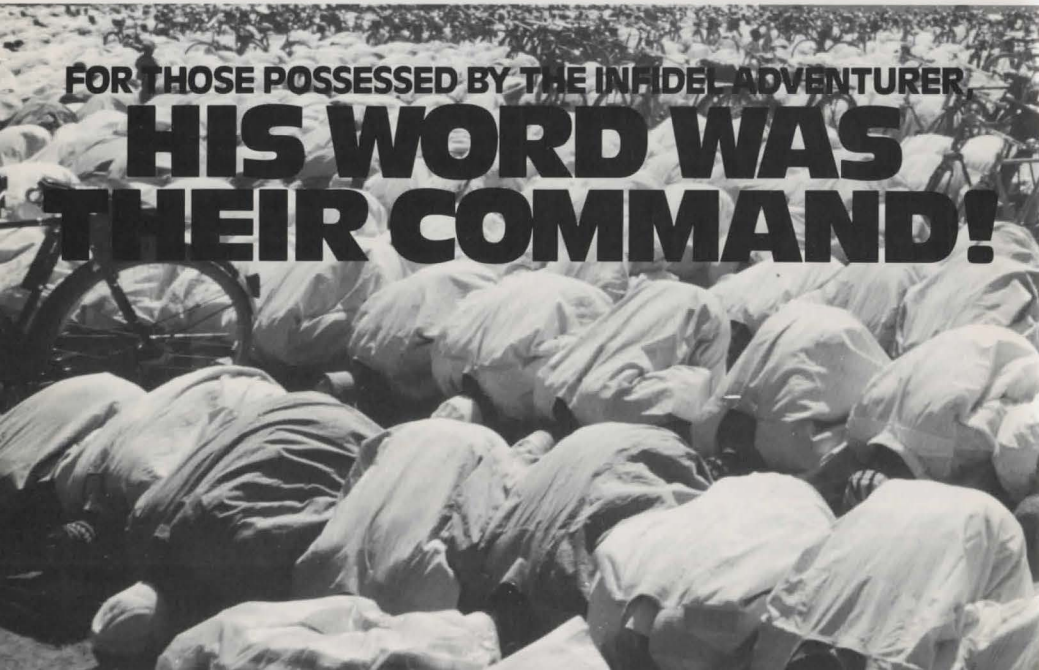
VERSION
This will give you the release number and the serial number of your version of INFIDEL.

WAIT
This command causes time in the game to pass. Normally, between your moves, no time is passing as far as INFIDEL is concerned. You could leave the computer, study the hieroglyphic dictionary for a year, and return to the game to find that nothing has changed. WAIT is used to make time pass in the game without moving around or doing anything. It might be useful if you are waiting for a specific time, waiting for an event to happen, etc. You may abbreviate WAIT to Z.

There are many other useful words and phrases, including: TAKE, DROP, EAT, DRINK, COMPARE, INSERT, WEDGE, EXAMINE, SEARCH, TURN ON, TURN OFF, PUSH, PULL, ATTACK, SLEEP . . . There are many more.

FOR THOSE POSSESSED BY THE INFIDEL ADVENTURER

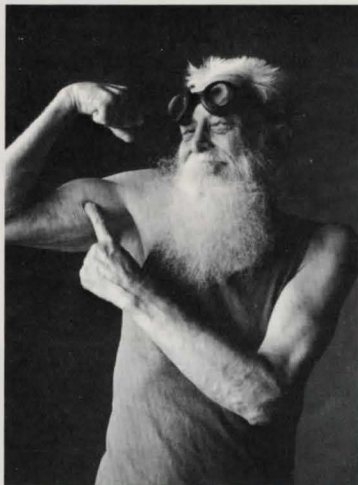
**HIS WORD WAS
THEIR COMMAND!**



95-YEAR-OLD TREASURE HUNTER REVEALS SECRETS OF ETERNAL YOUTH!

"IT'S TRUE!" I SAVED MY LIFE AND RESTORED MY HEALTH BY QUITTING A \$500,000-A-YEAR JOB AND STARTING OVER AS A PEARL DIVER."

If you want to stop playing INFIDEL for now, but continue from the same position at a later time, use the SAVE command. Since it takes many hours to complete INFIDEL, you will almost certainly not finish it in one sitting. By using the SAVE command, you can continue playing at a later time without having



require a blank initialized/formatted disk for storage.

When you want to continue playing from where you made a SAVE, follow the RESTORE procedure. It's possible to RESTORE any SAVED snapshot of your position at any time during play. When the prompt (>) appears, just type RESTORE and follow the instruc-

tions on your Reference Card. You can then continue playing from your RESTORED position. You can type LOOK to get a description of where you are.

If you want to stop playing, and not continue playing from this particular position at a later time, type QUIT. INFIDEL will ask you if you really want to leave the game. Type Y for YES.

To start over from the beginning, type RESTART. Once again, INFIDEL will ask to make sure that this is really what you want to do.

to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you try something dangerous or tricky. You can then return to the SAVED point, even if you are "killed" or lost since that point. To save a game position, type SAVE at the game prompt (>) and then follow the instructions on your Reference Card.

Remember that some systems

FAMOUS ADVENTURE SCRIBE VANISHES AS HELPLESS FRIENDS LOOK ON!

"IT'S TRUE!" his friends remember. Michael S. Berlyn, author of INFIDEL, did indeed work day in and day out, honing and perfecting his adventures at Infocom headquarters, just as previous Berlyn biographers have claimed. But until now, the reason behind this self-imposed quarantine was never known.

Through his work on INFIDEL, Berlyn became obsessed with the Egyptian ideal of eternal life. "I want to live forever," he often declared, "or at least until next Thursday." He sequestered himself in a totally decontaminated working environment, surrounded himself with a multitude of pyramid-shaped objects (which were supposed to emit revitalizing power), and always wore the secret scarab amulet he'd won at a penny arcade.

When people asked if he wouldn't like to visit the scenes of some of the harrowing experiences he depicted so vividly, Berlyn would respond, "You mean outdoors?! Do you have any idea how many bacteria are floating around out there? Now go away and quit breathing on me." But wouldn't he find it inspirational to get back to



Footprint of Berlyn's abductor. Arrow indicates reuben sandwich Berlyn dropped during struggle. Police are on the lookout for dark, hairy male, about 8' tall, 560 pounds, with sauerkraut on sole of foot.

the forest primeval? "And get eaten by Sasquatch? Are you crazy or something?" Berlyn would reply.

Concerned for his health, Michael's comrades at last decided to force him to take fresh air. As they jovially gave him the bum's rush out the front door of Infocom, Berlyn turned to protest—but at that very moment, a staphylococcus bacterium

flew up his nose and caused him to be convulsed with a sneeze, so that he was unable to dodge when Bigfoot leapt from a nearby maple sapling and bore him away to his forest lair.

His friends immediately decided to erect the Berlyn Monument on the spot. After passing the hat, they agreed on a cunning little pyramid-shaped statuette made from styrofoam; and though it blew away down the street with the first gust of wind, their hearts went with it.

Where Michael is, and whether he's alive or dead, no one knows. No one's really inquired much. But this we do know: that wheresoever that little non-biodegradable pyramid blows, there goes Michael—and in this he has achieved at least some small measure of immortality.

THE ESSENTIALS LAID BARE FOR ALL TO SEE!

"IT'S TRUE!" Every last scrap of this adventurer's bible is the gospel truth! So before you start out, be sure you've thoroughly digested this INFIDEL manual. The following lists of reminders are provided as handy references once you've embarked on your adventure.

LOADING UP FOR YOUR EXPEDITION.

To load INFIDEL, follow the instructions on the Reference Card included in the game package.

A brief introductory passage should appear, followed by the copyright notice and release number. You will then see the description of the game's starting location. Finally, the prompt (>) will appear. If you have finished reading the manual, you are now ready to play INFIDEL.

A QUICK LOOK AT YOUR COMMAND OPTIONS.

The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations of these commands, see the section entitled Important Commands.)

AGAIN or G	SCORE
BRIEF	SCRIPT
INVENTORY or I	SUPERBRIEF
LOOK or L	UNSCRIPT
QUIT or Q	VERBOSE
RESTART	VERSION
RESTORE	WAIT or Z
SAVE	

LANGUAGE OF THE INFIDEL.

An INFIDEL sentence must contain at least a verb or a command (e.g., INVENTORY).

Multiple objects of the verb must be separated by the word AND or by a comma.

Several sentences typed on the same input line must be separated by a period or the word THEN. A period is not needed at the end of a line of input.

Only two kinds of questions may be asked: WHAT and WHERE.

For the shortest abbreviation of directions, use N (North), S (South), E (East), W (West), NE (Northeast), SE (Southeast), NW (Northwest) SW (Southwest), U (Up), D (Down). IN and OUT may also be helpful.

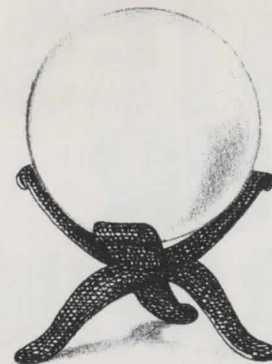
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MESSAGES FROM THE TOMB!



IT'S TRUE! Here at Infocom, we spend month after month scrutinizing our games for errors, honing them to perfection, forcing them on hordes of terrorized testers, and calling down powerful expurgative curses on scarabs and other tiny bugs.

Even after the marketing division sends Boris Karloff swaddled in gauze bandages to seize the game disks from us, we continue striving to perfect our games. So if you find yourself trapped within the pyramid and beset by a bug, or happen to unearth a little inconsistency in a description, or think a problem is too hard or too easy, or feel that INFIDEL has unjustly rejected some of your input, or wish to organize a rescue party to go after Michael Berlyn, or just have some interesting comments about the game, dash off a letter today to:

Infocom, Inc.
55 Wheeler St.
Cambridge, MA 02138
Attn: Nephthys

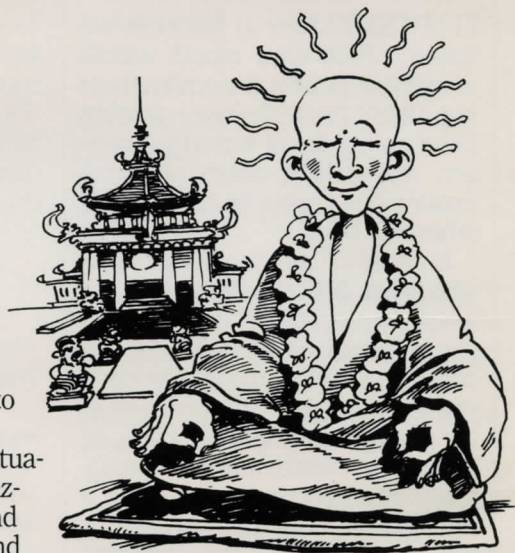
DYSAN
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The next dimension.

Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138