

All the
grues that
fit,
we print

The New Zork Times

New Zork
area weather:

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none

INFOCOM ANNOUNCES NEW SCIENCE- FICTION MASTERPIECE SUSPENDED™

Background — for hundreds of years the people of the planet have lived happy, carefree lives. Within the planet, a single human lies in suspended animation. His brain controls the vast computer which in turn controls the planetary transit systems, hydroponics, and weather. Unfortunately, insanity strikes this sleeping mind and thousands die in the ensuing chaos on the planetary surface.

You have been selected by lottery to take the next 500 year shift at the controls. You will remain unconscious unless an emergency develops.

The game begins as you awaken. You control six robots — Iris, Auda, Whiz, Waldo, Sensa and Poet. With these as your hands and senses, you must determine what has happened and repair the damage. Your challenge: restore order with the fewest deaths possible.

Included with the game is a playing board (which serves as a map) and markers representing the robots (to keep track of them).

NEW PRODUCTS IN THE WORKS

2nd mystery due soon

Those of you who liked *Deadline*™, Infocom's first mystery game, will be happy to know that the second in the series is due soon. *Witness!*™ is expected to be available in May. Keep an eye out for your next copy of *The New Zork Times*.

It is rumoured that the next edition of the *Times* will announce the long-awaited InvisiClues booklet for *Deadline*, as well as one for *Suspended* (and possibly for *Witness!*).

Systems Now Total Twelve

Infocom games are finally available on the Commodore-64, after a number of delays. With the recent addition of the DEC Rainbow™, the systems total is now 12.

The Zork Users Group carries all of Infocom's games on all but a few systems.

On the TRS-80™, we have only *Deadline* and *Starcross*. (Radio Shack is exclusively marketing *Zork* for the TRS-80 models. *Suspended* is not currently available.)

Games for the Osborne are available only through Osborne dealers.

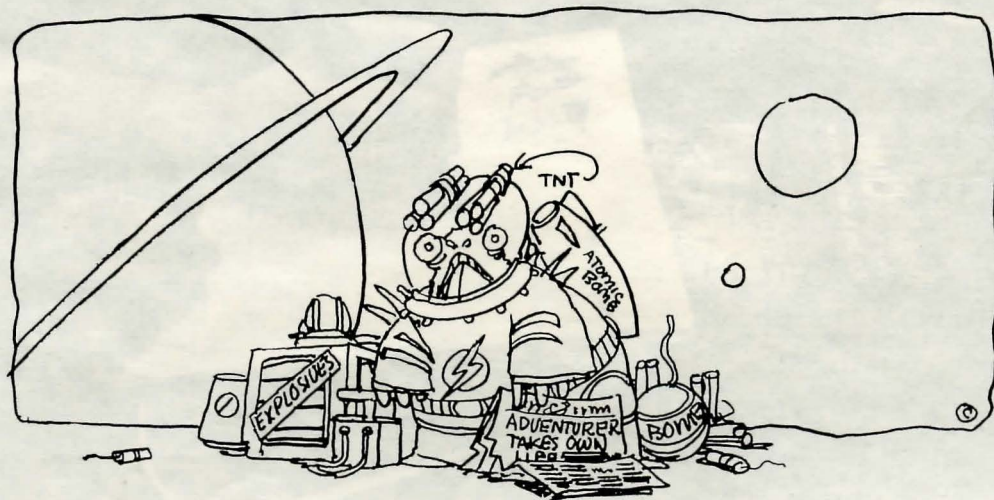
Several more systems are in the works. Watch for future issues of the *New Zork Times* for details.

MORE InvisiClues™ PLANN'D USER SUGGESTIONS SOLICITED

Four InvisiClues booklets have been produced to date, and the response from users has been tremendous.

InvisiClues are planned for *Suspended* and *Deadline*. Release dates are not yet

available. We are considering the possibility of writing InvisiClues for non-Infocom games such as the original *Adventure*. Your suggestions would be appreciated.



Don't give up hope! Our maps and InvisiClues will help.

courtesy of Bill Mayer

ZORK USERS GROUP

in the news:

There have been a number of recent articles which highlighted the Zork Users Group.

The January 1983 edition of the British magazine *Microcomputer Printout* included an article on desert island software (in other words, games to have with you when stranded on a desert island). All five Infocom games were included.

The writer had this to say: "My only regret on my island is the length of time it will take me to get in touch with the Zork Users Group. This is an organization entirely separate from Infocom, Inc. set up to help and advise stranded adventurers. Such is the hypnotic power of Zork that such a group lives and flourishes."

The *Book of Apple Software 1983* had some kind words for us. "The Zork Users Group is totally independent of Infocom; however, they certainly know the fine points of those games. The clues are accurate and complete; the 'extraneous clues' are amusingly written. Even conquerors of Zork may learn something — there is a list of suggested activities and words to try to gain the last full measure of Zork's humor."

"This reviewer, a seasoned Zorker, re-entered the game just to try the 25% of those listings which hadn't been tried, and the responses to several made the journey worthwhile."

"InvisiClues contains good artwork, writing, and printing, and reflects a very high quality production. Except for the price,

InvisiClues are excellent in all regards, entertaining in their own right, and definitely allow Zork to be solved almost too painlessly."

We would like to do something about the price, but unfortunately the process is quite expensive.

It's possible that in the future, as sales and printing volumes increase, we'll be able to decrease the price per booklet.

PC magazine (December 1982 *Games* issue, p.99) says "InvisiClues is almost as much fun as Zork..."

Softline (May 1982) said the Zork Users Group has "very handsome maps that enhance playing..."

PC (August 1982, p.24) "But hark — here comes the Zork Users Group to the rescue! These folks have risen from the Great Underground Empire long enough to publish maps, clues and blueprints for the Infocom games."

Infocom's games have been racking up compliment after compliment from critics and users alike. The games have received many reviews recently — they have been unanimously favorable.

Our last issue highlighted quite a few reviews and many comments from users. Since then we've received one comment which we must share with you (it's in regard to *Zork II*): "Awesome, awesome, awesome. I get tingles all over from the excitement it brings." (!)

INFOCOM AND MICHAEL BERLYN: the perfect match

The critics consider Infocom's adventures the undisputed leaders in language handling ability and in the creativity and logic of the problems. As Margot Tommervik wrote in the March 1982 review of *Zork II* in *Softalk*:

"*Zork II* is a delight to play. A text adventure, it is of the high-quality, logic-loyal wing of that genre, populated only by such gems as the original *Adventure*, *Zork*, and *Cyborg*. Where *Cyborg* reached — and retains — the mountaintop in terms of plot and integration of player with adventure, *Zork II* joins *Zork* as the ultimate in text adventuring technique and communication."

"What?", you ask, "There's a game which threatens the supremacy of *Zork*?" Although *Cyborg* was very well received by the critics, many adventurers are not familiar with it since it was not distributed widely.

Cyborg was written by Michael Berlyn, an accomplished science fiction writer. (Michael is the author of *Crystal Phoenix* and *The Integrated Man*.) During the summer of 1982 he joined the staff at Infocom and has toiled since then on his best work to date: *Suspended*. You will find that *Suspended* thrusts you into a thoroughly believable and engrossing plot, with the creative problems and intelligent input you've come to expect in an Infocom game.

With Michael Berlyn's writing skills and Infocom's technology, how can you lose?

Still more



InvisiClues, *PC magazine* called them "almost as much fun as *Zork*." They are fun, and quite useful, too. Even experts who have finished the game will find out about things they missed.