

MOONMIST™

TM



INFOCOM™

Distributed by Activision (UK) Ltd.

SOFTWARE FOR YOUR

AMSTRAD CPC/PCW

INTERACTIVE FICTION

BY STU GALLEY AND JIM LAWRENCE

INTRODUCTORY LEVEL



Packed into this and every MOONMIST package: your MOONMIST disk; *Legendary Ghosts of Cornwall*; a MOONMIST iron-on logo for your T-shirt; two confidential letters from your friend Tamara; and a visitors' guide to Tresyllian Castle.

More ghosts haunt the misty sea-coast and stone ramparts of Cornwall than anyplace else on earth. One such soul roams Tresyllian Castle: a pale phantom with flaxen hair and a luminous, flowing gown. It seems like a fanciful legend... until the spectral "White Lady" threatens the life of your friend Tamara!

Arriving at the fog-shrouded castle, you meet a cast of eccentric characters ranging from a blue-blood debutante to an overly helpful butler. Has one of them donned the ghostly guise of the White Lady? Or has the drowned lover of Lord Jack, Tamara's fiancé, returned to haunt her successor? Perhaps the spectre is seeking the valuable treasure hidden somewhere in the lavish rooms and secret passageways of the castle. The solution to the mystery, as well as the location of the treasure, changes in each of the four variations of MOONMIST.

Get ready to spend the night in a haunted castle. But don't sleep too soundly. The next victim might be you.

GET INSIDE A STORY. GET ONE FROM INFOCOM!

It's like waking up inside a story! Load Infocom's interactive fiction into your computer and discover yourself at the center of a world jam-packed with surprising twists, unique characters, and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You can talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the course of events through your choice of actions. And you have hundreds of alternatives at every step. In fact, there's so much you can see and do, your quest can last for weeks and even months.

To find the Infocom interactive story that's right for you, just choose any one marked with the level of difficulty listed below that best matches your current level of interactive skill.

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.

Then find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

INFOCOM

125 Cambridge Park Drive, Cambridge, MA 02140

Interactive Fiction is available for most personal computers. Call us at 617-576-3190 for availability information.

Manufactured and Printed in U.S.A.

© 1986 Infocom, Inc.

Warranty information enclosed.

MOONMIST is a trademark of Infocom, Inc.

G-IM5-02



UQD IM5

TAKE THEIR WORDS FOR IT!

"Infocom games are the best thing that's happened to computer gaming. They're a real challenge, but more important, they're a lot of fun to play. They're richer and fuller than other games of this nature."

Beth, 14
Hercules, California

"Infocom specializes in richly textured games that combine brainteasing with artful prose."

NEWSWEEK ON CAMPUS magazine

"Great! Fantastic atmosphere!"

Andrea, 42
Amsterdam, Holland

"It's a great stimulus to the imagination, an ideal puzzle for the beginner, and a wonderful pastime for your nine-year-old to share with Mom or Dad."

inCIDER magazine

"Whole family loves it!"

Martin, 33
Basking Ridge, New Jersey

"Addictive to young and old alike. Number of hours slept per night has dropped markedly."

Richard, 18
San Diego, California

"I could play for the rest of my life and never watch t.v."

Brandon, 9
Silver Springs, Maryland

"The passion that players bring to these games comes from the same source as all fiction-induced pleasure—the projection of self into another world and the desire to learn what happens next as the adventures unfold. Only in this case, it's up to you to determine what happens next."

ROLLING STONE magazine

"Some people don't understand how you can have fun playing a game without graphics. But once they play it they get hooked. I just love Infocom games!"

Chris, 12
Pearland, Texas

NeoNIST

INFOCOM

1/20/15

INFOCOM

SOFTWARE
FOR YOUR
ADMINISTRATION
CPC/PCW

Memorandum

INFOCOM

1/20 NMMST

INFOCOM