

PASSPORT

*To The United Products
of Infocom*

**PASSPORT NUMBER
NUMERO DU PASSEPORT**

PEN AND INK ENTRY OF THE PASSPORT NUMBER BY THE
BEARER

FOR YOUR PROTECTION PLEASE FILL IN THE NAMES AND ADDRESSES BELOW.

BEARER'S ADDRESS IN REALITY—
ADRESSE DU TITULAIRE EN REALITE _____

NAME-NOM _____ SEX-SEXE _____

BIRTHPLACE-LIEU DE NAISSANCE _____

SIGNATURE OF BEARER—
SIGNATURE DU TITULAIRE _____

IN CASE OF INTERACTIVE DEATH, ACCIDENT OR DISAPPEARANCE
NOTIFY THE NEAREST INFOCOM DIPLOMATIC OR CONSULAR OFFICE
NAMED BELOW:

EN CAS DE DECES INTERACTIF, D'ACCIDENT OU DE DISPARITION, PRIERE
D'AVISER LE SERVICE DIPLOMATIQUE OU CONSULAIRE D'INFOCOM LE
PLUS PROCHE, NOMMEE CI-DESSOUS:

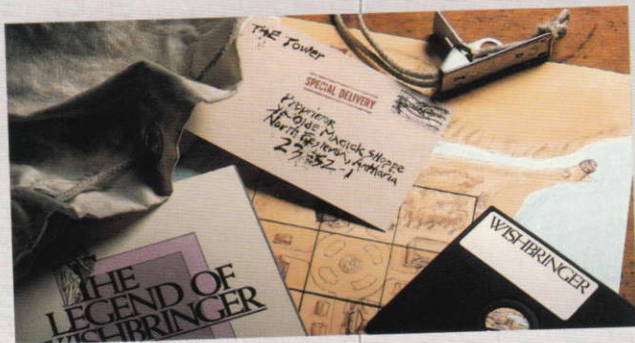
NAME—
NOM _____

ADDRESS—
ADRESSE _____

*The Secretary of State
of the United Products of Infocom
hereby requests all whom it may
concern to permit the intraspacial citizen
named herein to pass
without delay or hindrance through the
mysteries, the sci-fi's, the adventures, the fantasies
and the business worlds of Infocom,
and in case of need,
to give all lawful aid and protection.*

INFOCOM™

YOU HOLD IN YOUR HANDS the official Infocom document that certifies the identity, if not the destination, of all Infocom products, in particular, interactive fiction. Just what is interactive fiction? It's a whole new universe. A universe of games you can actually enter and alter as you interact with a storyline via common English commands typed into your computer.



Each game is really a world unto itself, but to demonstrate, let's enter **WISHBRINGER**,[®] our popular introductory fantasy story. Inside the box you find a map of postal zones, a mysterious sealed envelope, an enchanted stone that glows in the dark, an illustrated copy of *The Legend of Wishbringer* and a disk. You'll need them all. But for now, just slip the disk into your computer and you're off on the wildest journey of your life.

You start out as an ordinary mail clerk on an ordinary day. Ordinary, at least, until you deliver what turns out to be a ransom note to the old woman in Ye Olde Magick Shoppe. She sends you off to rescue her kidnapped cat from someone called the "Evil One." En route, you're faced with a troll who won't let you cross his toll bridge.

What happens next is completely up to you. If you wish to pay the troll's toll, you simply type:

>GIVE THE GOLD COIN TO THE TROLL

And the story responds:

THE TROLL SNATCHES AWAY YOUR GOLD COIN AND SQUINTS AT IT SUSPICIOUSLY, ' 'UGH! ' ' HE CRIES, HOLDING IT UP TO THE MOONLIGHT, ' 'THIS IS A FAKE! ' '

If, on the other hand, you type:

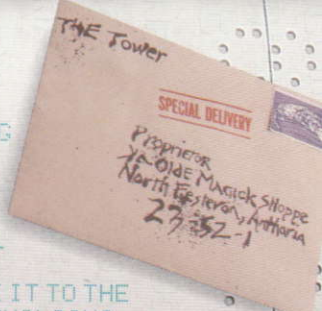
>GIVE THE CAN OF NUTS TO THE TROLL

The story responds:

THE METAL CAN RATTLES AS YOU GIVE IT TO THE TROLL, ' 'MMM, YUMMY! ' ' HE EXCLAIMS, PEERING AT THE LABEL AND THEN GREEDILY OPENING THE LID... YOW! AS HE OPENS THE CAN A REAL, LIVE RATTLE SNAKE LEAPS OUT! A SCREAM OF TERROR ECHOES OFF THE CLIFFS AS THE TROLL RUNS AWAY.

Your every command elicits a new response, creating a new story every time. It's fun. It's challenging. And it's totally absorbing.

To help you get the hang of it, we have indicated appropriate stories for first-time interactive travelers with a Recommended Port of Entry stamp. Look for it in this, the very document that grants you permission to travel abroad. Farther abroad than any other passport could possibly take you.



Visas

Departures/Porties

"With their brain-testing challenge and beautifully written descriptions
...it's no wonder that ZORK's I, II and III have become classics in their time."
—*Electronic Games magazine*

"The program by which all other computerized adventures are judged."
—*Playboy*

THE ZORK® TRILOGY

Adventure seekers, welcome to the Great Underground Empire, a world fraught with danger and discovery, an underground domain so vast, with so many twists and turns, it can offer you new surprises no matter how many times you explore it. The ZORK TRILOGY has been a top 10 best seller for over 5 years, and it's still going strong.



ZORK I: THE GREAT UNDERGROUND EMPIRE

The ideal starting point for first-time interactive fiction players, ZORK I takes you to the ruins of an ancient empire far underground. You will travel into this fabulous land in search of the incomparable Treasures of Zork. This classic attracts explorers who love the idea of a treasure hunt among exotic creatures, extraordinary sights, and diabolical puzzles.

ZORK II: THE WIZARD OF FROBOZZ

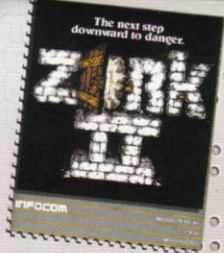
For an even greater challenge, journey to a long-hidden region of the Great Underground Empire, dominated by the frivolous Wizard of Frobozz. Exiled years before, the Wizard is still a force to be reckoned with, materializing at odd moments to cast bothersome spells. There are many curiosities to explore in his realm, including the garden of an elusive unicorn and a maze of Oddly-Angled Rooms.



Fifteen/Fifteen

Visas

Debit/Visa



ZORK III: THE DUNGEON MASTER

For the ultimate test of your wisdom and courage, the Dungeon Master draws you into the deepest and most mysterious reaches of the Great Underground Empire. ZORK III has a scoring system and goal that are quite different from those of the other stories in the Trilogy. You can only finish the game once you discover why you are in the perilous ruins of the empire and what you are supposed to be doing there.

Author! Author!—Auteur! Auteur! Marc Blank and Dave Lebling

"If it's 2 in the morning, this must be ZORK. Not even Ted Koppel can keep the nation up so late."
—The Washington Post

"SPELLBREAKER is sheer joy for those who love role-playing games. It's the perfect conclusion for the "Enchanter" trilogy, which can now join the classic "ZORK" trilogy as a must-have for all fantasy gamers."
—Computer Entertainer

"A must for all adventure gamers."
—Games magazine

THE ENCHANTER TRILOGY

Journey to a world of magic, where spells are power, and magicians rule the land. The ENCHANTER TRILOGY, which takes place in a universe much like Zork, is considered to be Infocom's most inspired work.



ENCHANTER

In ENCHANTER, the introduction to this highly-acclaimed series, you are a novice magician sent to do battle with the warlock Krill. To succeed in your quest, you'll need to use all the cunning you can muster, along with spells acquired on the way.

Author! Author!—Auteur! Auteur! Marc Blank and Dave Lebling

SORCERER™

In the midst of Hellhounds, amusement parks, mazes, and flumes, you must rescue your mentor Belboz and defeat the evil demon Jeearr. The second story in the Enchanter series, SORCERER requires a greater command of magic, with intricate puzzles full of cryptic clues.

Author! Author!—Auteur! Auteur! Steve Meretzky





SPELLBREAKER™

SPELLBREAKER is the complex conclusion to the trilogy, with some of the hardest puzzles in interactive fiction. You have earned the ultimate honor given a mage, the leadership of the Circle of Enchanters. Now, a crisis has fallen. Magic itself is failing, and you alone must save the kingdom even as your own powers fade.

Author! Author!—Auteur! Auteur! Dave Lebling



"The World of SORCERER is rich in detail and wonderment...The final solution is like a delicate orchid achieving full bloom. Long after the game is over, the heady fragrance stays with you."

—St. Game magazine

Visas

Departures/Sorties

"Infocom adventures are particularly well-written with detailed descriptions, clever plot twists, surprising characters, and a strong dose of zany humor."

—The Chicago Tribune



WISHBRINGER

Neither snow, nor rain, nor nasty trolls, nor fortress-like towers, nor postmarks for Special Delivery to Parts Unknown, nor the very struggle between Good and Evil itself shall keep you from your appointed rounds as a postal clerk in the seaside village of Festeron.

When the story begins, your life is quite ordinary. But when you're asked to deliver a strange envelope to the outskirts of town, things become quite extraordinary. You'll embark on a search for a kidnapped cat in a town that's turned into a nightmare. The magic wishes in your Wishbringer stone will help you solve the puzzles, or you can use logic alone.



Author: Auretut Auteur: Brian Moriarty

Recommended
PORT OF ENTRY

into the wonderful world
of interactive fiction



MOONMIST™

MOONMIST takes you to an ancient castle on the misty coast of Cornwall, a castle housing a handsome Lord and his young bride-to-be, distinguished guests, and ghosts of unrequited lovers. You arrive in response to an urgent plea from your friend Tamara—her life is threatened, and the culprit seems to be the spectral "White Lady" who haunts the medieval tower. You'll meet a cast of eccentric characters as you hunt down the phantom and search for secret treasures. An excellent game for first-time players, MOONMIST has four variations, each with a different hidden treasure and solution to the mystery.



Recommended

• **PORT OF ENTRY** •

into the wonderful world
of interactive fiction

"When Infocom releases a new game, the question that goes through your minds should not be 'Should I get the game?' but, rather, 'When should I get the game?'. And the answer should always be 'Immediately.'"
—A+ magazine



"The invention of the robot sidekick, Floyd, was a stroke of genius."

—Video Review

"PLANETFALL is just about worth the purchase of a computer."

—Memphis Magazine

PLANETFALL®

This is some trip: you've traveled 12,000 years into the future. You joined the Stellar Patrol to see the galaxy, yet all you've seen for the past year is the other end of your mop. But this is your lucky day. If you call crash landing on a planet plagued with floods, pestilence, and a mutant Wild Kingdom lucky.

What destroyed your spaceship? Why are there buildings but no inhabitants? How can you access the secret recesses of the scientific installations? Fortunately you have Floyd, a lovable multi-purpose robot with the personality of a mischievous 8-year-old and memory banks which may hold all the secrets of this strange planet.

Your explorations of the planet and success at bringing it back to life will win you a hero's welcome and a long-awaited promotion.



Recommended
PORT OF ENTRY
into the wonderful world
of interactive fiction

Author: Author—Auteur! Auteur! Steve Meretzky

BOARDING PASS

Flight #

Row

Seat

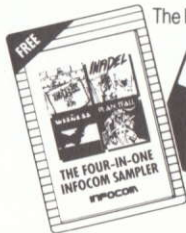
This pass entitles the bearer named herein to:

- The Four-in-One Sampler Offer
- Specials on Classic Infocom Interactive Fiction Titles
- The Amazing, Easy-to-Use Infocom Order Form

Once you have checked in your luggage, please proceed to these offers immediately. Your flight of fancy is about to take off.

TRAVELER'S INSURANCE

The Risk-Free Four-In-One Infocom Sampler



The Four-In-One Infocom Sampler is the perfect way to introduce yourself to the additive pleasure of Infocom interactive fiction. It gives you the starring role in excerpts from three of Infocom's most popular stories—

ZORK I, PLANETFALL and INFIDEL. You'll also see a sample transcript of another Infocom great, The WITNESS. And it's all completely risk-free. If you're not completely intrigued, we'll refund your \$4.95 purchase price. If you love the SAMPLER and want to try more Infocom interactive fiction, we'll give you an \$8 rebate on the purchase of any full-length Infocom story.* With this kind of traveler's insurance, the only thing you're likely to lose is your skepticism.

*Rebate does not apply to \$14.95 classic Infocom titles.

Special Destinations: Classic In

If you're a seasoned Infocom traveler, we're offering you a charter flight to some very special destinations. These award-winning titles are available only direct from Infocom—allowing us to pass on some extraordinary savings to you. Each of the games described below, ordinarily a \$35-\$50 value is an unbeatable \$14.95. And while these titles aren't the place we suggest starting your journey into interactive fiction, we strongly recommend you add them to your itinerary. Because for \$14.95, each of these five action-packed brain benders is quite a trip.



SEASTALKER®

Journey through a suspenseful undersea world in your own submarine, the Scimitar. Never mind that the Scimitar has not yet been tested in deep water. As an undersea explorer and renowned inventor, you're used to taking risks. When the alarm sounds at the Aquadome, an undersea research center, you must learn to operate and pilot the submarine in time to save the center from a menacing sea monster. SEASTALKER contains built-in hints to help out first-time interactive fiction players.

(author—Stu Galley & Jim Lawrence)

"Infocom games are a real joy to play"—A + magazine

"Though pitched to the Junior set (9 and up), Seastalker can just as easily enthrall an oldster."

—People magazine



INFIDEL®

A soldier of fortune by trade, you've come to the Egyptian desert in search of a great lost pyramid. Now you've been marooned by your workers and must struggle along to locate and enter the tomb, decipher its hieroglyphics, and unravel its mysteries. Death licks at your heels as you race to the shattering climax of this match of wits between you and the most ingenious architects, builders, and murderers of all time—the ancient Egyptians.

(author—Michael Berlyn)

"A well-nigh perfect re-creation of this classic scenario: the cursed treasure-in-the-lost-pyramid tale." —Games magazine

focom Interactive Fiction Titles

STARCROSS®

You're a down-at-the-heels asteroid miner in the year 2186. While searching for black holes, you find an apparently abandoned spaceship. Once inside the ship, you learn that it contains a community of other-worldly beings, as well as a challenging puzzle whose solution could be the key to the galaxy. STARCROSS is particularly suited to those with a strong background in math and science.

(author—Dave Lebling)



"All the ingredients of a good Robert A. Heinlein sci-fi novel are here."—*PC World magazine*



SUSPENDED®

You awake from cryogenic suspension when an earthquake disrupts the systems of the underground complex you inhabit. You're the only one capable of putting things aright, but you must do so from within your cryogenic capsule, commanding your six robots—each of whom perceives the world with a different sense—to perform actions for you. This highly challenging game is designed to be replayed numerous times, as you become increasingly skilled at the task confronting you.

(author—Michael Berlyn)

"Best Computer Game"—*Rolling Stone*

"Perhaps the best computer thriller to date."—*Time magazine*

TRAVELER'S
WARNING
EXTREMELY CHALLENGING

DEADLINE®

DEADLINE pits you, the chief of detectives, against a 12-hour time limit in this classic locked-door mystery. A wealthy industrialist is dead of a drug overdose and you've been called in to determine whether it's suicide or murder. To learn whodunit, you must sift through a myriad of clues and motives. No easy feat, for all six of your suspects exercise free will—coming and going, scheming and maneuvering independently of your actions. DEADLINE is a challenging game for experienced interactive fiction players.

(author—Marc Blank)



"An amazing feat of programming."—*The New York Times*

"Best Computer Adventure of 1983."—*Electronic Games magazine*

A
WHODUNIT
MYSTERY GAME

Order form inside!

INFOCOM™
125 CambridgePark Drive
Cambridge, MA 02140

HOLLYWOOD HIJINX™

Vampire Penguins. Meltdown on Elm Street. Who could forget these classic films produced by your uncle, Buddy Burbank? Uncle Buddy and Aunt Hildegard have passed away, but their memory lives on in their Malibu mansion, filled with a lifetime of Hollywood memorabilia. And you will inherit it all—if you can find ten wacky treasures hidden throughout the house and grounds. HOLLYWOOD HIJINX combines the glitz of Tinseltown with the offbeat humor of a "B" movie. Amusing anecdotes about your childhood summers with Hildegard and Buddy add to the fun.

Author! Author!—Auteur! Auteur!
"Hollywood" Dave Anderson



AVAILABLE
JANUARY 1987

"There are imitators and innovators. With each new work, Infocom again falls into the latter category."
—Analog
Computing

"Infocom is the class of the field. Its games are cleverly written, beautifully packaged, and punctuated with a sharp sense of humor."

—Newsweek



LEATHER GODDESSES OF PHOBOS™

How did you, a regular at Joe's Bar in Upper Sandusky, Ohio, end up on a Martian moon? You've been kidnapped by minions of the fiendish Leather Goddesses of Phobos, who plan to enslave every man, woman, and child on Earth! If you succeed in escaping their clutches, you'll begin a naughty, bawdy, and very, very amusing romp across the solar system.

Your mission is to collect the materials you'll need to defeat the Leather Goddesses and save humanity. Written in the hilarious tradition of Woody Allen's "Everything You Always Wanted To Know About Sex," LEATHER GODDESSES OF PHOBOS has three "naughtiness" levels to please the prude to the lewd, and male and female playing modes to satisfy both sexes.

Author! Author!—Auteur! Auteur! Steve Meretzky

INCLUDES
Comic Book
AND SCENARIO
SCRATCH 'N' SNIFF
CARD



HITCHHIKER'S GUIDE TO THE GALAXY™

Who better to guide you through the Hitchhiker's Guide than the man who created the concept and wrote the famous books and radio scripts? Douglas Adams himself recreates the Hitchhiker universe, enhancing it with new material written especially for Infocom, and sets you free to roam it at will. Of course, once Earth is demolished for an interstellar bypass, freedom's just another word for nothing left to lose.

But chin up, you're headed for a hilarious series of intergalactic misadventures. So grab a pint of bitter and a couple for the road and join Ford Prefect, Trillian, Zaphod Beeblebrox and Marvin on a cosmic jaunt into the outer reaches where anything can—and does—happen.



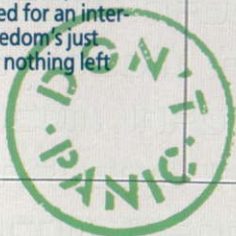
Author: Author—Auteur! Auteur Douglas Adams and Steve Meretzky

"Don't panic: the interactive HITCHHIKER'S GUIDE is every bit as outrageous and funny as the novel."

—Popular Computing

"If you don't laugh, see a doctor."

—Enter magazine



"AMFV uses the expanded memory to breathtaking effect, creating a richly imaged anti-Utopian futureworld... AMFV isn't '1984', but in some ways it's even scarier."
—*Newsweek*



"An ambitious departure from anything Infocom has done before and a major event in software entertainment."
—*Games magazine*



A MIND FOREVER VOYAGING™

It's 2031. The world is on the brink of chaos. In the United States of North America, government and industry leaders have developed The Plan for Renewed National Purpose. Will the Plan ensure peace and prosperity? Or will it set the earth on a suicide course to destruction? As the world's first conscious, intelligent computer, only you have the ability to enter a simulation of the future and test the Plan's effectiveness.

A MIND FOREVER VOYAGING is reminiscent of such classic works of science fiction as *Brave New World* and *1984*. You'll spend less time solving puzzles, as you explore realistic worlds of the future.

TRINITY™

It's the last day of your \$599 London vacation. Unfortunately, it's also the first day of World War III. Only seconds remain before an H-bomb vaporizes the city...and you with it. Unless you escape to a secret universe, a plane between fantasy and reality, where every atomic explosion is mysteriously connected.

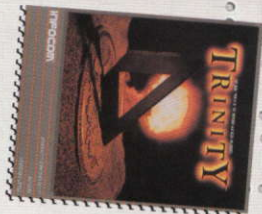
TRINITY's puzzles range from the ordinary to the extraordinary, from the lighthearted to the profound. You'll crisscross time and space as you explore this fascinating universe, learning to control its inexorable power. TRINITY leads you on a journey back to the dawn of the atomic age...and puts the course of history in your hands.



INTERACTIVE FICTION PUZZ

GAME REQUIRING MORE MEMORY
TO PROVIDE A RICHER ENVIRONMENT

Author! Author!—Auteur! Auteur! Brian Moriarty



"Every Infocom game breaks new ground in the art of game design. The craft has reached the level of an art form, primarily because of Infocom."
—Computer Gaming World



"We have said it again and again: Infocom can't be beat. For richness of description, unfolding of storyline, sharpness of wit, and challenge of puzzles, Infocom has no equal in the software business."

—Creative
Computing

CUTTHROATS®

Hardscrabble Island is a little seaport that's about as picturesque as it sounds. "Past its prime" is being polite. You're hardly the polite sort yourself, but as an expert diver, you have agreed to help salvage the sunken treasure from one of the four local shipwrecks. The only thing between you and the treasure is the gang of cutthroat characters you're working with. Of course, the only link between you and the treasure is the gang of cutthroat characters you're working with.

Think logically, choose your friends carefully, know your enemies well and you may live

to play another game, going after the treasure on another shipwreck.

Author: Author: Auteur: Michael Berlyn

A
Tale Of Adventure



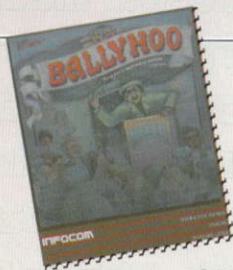


BALLYHOO™

Ladies and gentlemen! Children of all ages! Welcome to Spangleland! A world of sawdust and glitter, buffoons and cotton candy! At least that's what you think, until you peek behind the scenes. Overhearing that the circus owner's daughter has been kidnapped, you're off to the rescue. But be careful, danger lurks in the seedy back alleys of the Big Top.

In BALLYHOO, you'll need to solve puzzles in order to solve the crime. Rather than interviewing potential suspects, you'll spend much of your time gaining access to places where the child might be hidden. Actual circus lingo and locations produce a vivid picture of life in Spangleland.

AUTHOR: LAURENCE JEFF O'NEILL



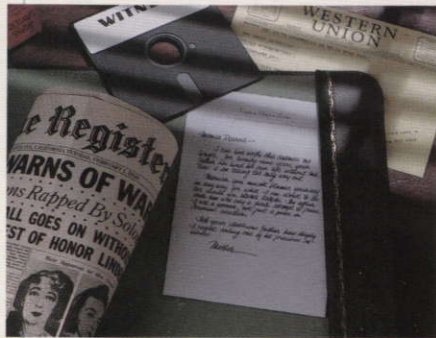
MORE • FUN • THAN • A
3-Ring Circus

"BALLYHOO fills yet another wing of the incredible Infocom library. For those who enjoy their visits to its hallowed halls, this is a wing they should explore."

—Analog
Computing

"If you have ever longed to work with Philip Marlowe, Miss Marple, or Lord Peter Wimsey, **THE WITNESS** is the next best thing."
—Creative Computing

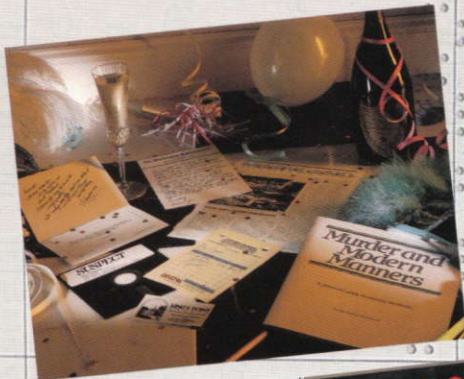
"Best Computer Game"
—Rolling Stone



THE WITNESS®

You're the Chief Detective of a normally quiet burgh outside L.A. It's February, 1938. And you've got trouble. A gilt-edged society dame is dead. Someone is putting the screws to her millionaire old man. Then you step in and the shakedown turns ugly. You're left with a stiff and a race against the clock to nail your suspect...or get nailed first.

AUTHORI! AUTHORI!—AUTEURI! AUTEURI! Stu Galley



SUSPECT®

At an elegant costume ball, you mingle with bluebloods and power brokers. It's a delightful evening—until you go from unsuspecting newspaper reporter to murder suspect. It takes all your newspaper skills of observation, deduction, and interrogation to come up with the proof of your innocence. Don't dally over the champagne—you only have 'til morning.

AUTHORI! AUTHORI!—AUTEURI! AUTEURI! Dave Lebling



Enfants/Enfants

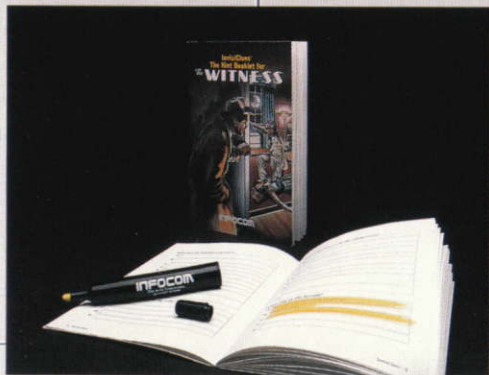
Enfants/Enfants

Visas

Entries/Entrées

Departures/Sorties

WHEN TRAVELING IN DISTURBED AREAS, OR WHEN COMPLETELY STUMPED, you should keep in touch with the nearest Infocom consulate where you can purchase INVISICLUES™



"Better than
Michelin Guides"
—Mike Dornbrook

Hidden in InvisiClues Hint Books are the secrets behind the secrets to traveling through the world of a particular game. Here language problems and hints about the foreign cultures and customs are spelled out one at a time. You'll also get a map, the likes of which you won't find in any earthly gas station.

Great care is taken to ensure that InvisiClues Hint Books will give you only the help you need, when you need it—so answers are revealed by passing the latent image marker across the appropriate spots.

And yes, there's a helpful hint book for every Infocom interactive story and lots of hints to choose from. Just take our first one: don't use it unless you need it.

InvisiClues™

PASS US YOUR COMPLETED WARRANTY CARD, AND WE'LL PASS ALONG A FREE SUBSCRIPTION TO *THE STATUS LINE* (FORMERLY *THE NEW ZORK TIMES*.)

Finally, a warranty card even the busiest traveler will find worth completing. Because for the short time it takes to fill out and drop in the mail, we offer some long-term results:

- ☐ Your permanent registration as the proud traveler in an Infocom interactive fiction story.
- ☐ Your comments and opinions about Infocom, which will be reflected in our future games.
- ☐ And a FREE SUBSCRIPTION TO *THE STATUS LINE*, the inside line on what's going on at Infocom.

Learn of our latest breakthroughs. Find out how an interactive story is made. Get the first chance at special offers and try your hand at fiendish puzzles. Enter our outrageous contests and chuckle over cartoons sent in by our readers.

You'll find tidbits of gossip, fun and information in every issue of *The Status Line*. And a subscription is yours—absolutely free!—when you mail in your warranty card. So hurry. ACT NOW.

INFOCOMTM

125 Cambridge Park Drive
Cambridge, MA 02140

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