The Status Line

Change is inevitable. Don't panic!

We've been asking what you'd like to see in our software. And you've responded. You've sent in your Status Line polls, and answered our warranty card questions, phone surveys, and in-package questionnaires. The results? You want on-screen maps. You want character development with bar charts. You want color. You want animation. In short, you want graphics.

Graphics? From Infocom? The company that advertised itself as "sticking our graphics where the sun don't shine"? We know that the very idea is anathema to a number of very loyal Infocom fans. You're afraid that our richness of prose, number and depth of puzzles, and quality of plotting will suffer. We'd like to address the concerns of those who feel this way. And we'd like to let the rest of you know that we've listened to your requests and, yes, we are making changes.

First off, we want to let you know that although we're moving away from all-text stories, everything you've come to know and love about interactive fiction will still be there. We are not compromising on quality, richness, or depth in any way. In fact we refuse to compromise on any of these concerns. What we are doing is enhancing these features with graphics that exhibit the same attention to quality and detail as our prose. A new technology is here, and we're making full use of it.

The fact is, a lot has happened in both hardware and software since *Zork I* first appeared on the Apple II and TRS 80 Model I back in 1980. At that time, personal computers had a limited amount of memory and only rudimentary graphic capabilities. Using text to create a vivid environment, Infocom interactive fiction stood out for its richness and depth in comparison to other entertainment software.

Today, with the graphic and memory capabilities of computers like the Macintosh, Apple IIGS, Amiga, Atari ST, Tandy, and IBM, we're happy to announce that we can **Please turn to page 3**

New mail order firm-really!

We are pleased to introduce Triton Products Company as the new authorized Infocom direct marketing center. Veterans in the field of phone and mail orders and fulfillment, Triton, in the words of Vice President Terry Miller, "hopes to be the best darn direct marketing company you've ever seen." Triton was recently acquired by Activision to become the company's direct marketing specialists.

You'll notice lots of changes in this issue of *The Status Line,* and most of those are through the expertise and the good graces of Triton, our new corporate cousins. Just open to the center of the newsletter, and you'll see some of the changes immediately: a postage-paid envelope, special coupons and offers, clear concise ordering instructions, and who knows what else.

But the more you deal with Triton, the more changes you'll see. They have twenty-five (count them—25!) in-**Please turn to page 3**

The dedicated operators at our new mail order house are far too busy to pose for our camera as they courteously assist eager customers.

Newest Infocomic: ZorkQuest II

Are you sunburned and tender, blister-red from too long at the beach? Or lethargic, stickier than Scotch tape in the heavy-skied humidity that weather reports have the temerity to call "dewpoint"? Bored with the long summer, the ennui of work, the doldrums of those hot, endless afternoons when you friends are away on vacation? Well, here's the answer to your prayers, the harbinger of those brisk and busy, cool autumnal months: a new Infocomic—*ZorkQuest II: The Crystal of Doom.*

ZQII picks up shortly after *ZorkQuest I: Assault on Egreth Castle.* Our caravan of intrepid adventurers is continuing its journey to Accardi-By-The-Sea. The magician Frobwit is on his way to the Convention of Enchanters and Sorcerers, looking forward to telling his friends about his battle with the evil magician (in *ZQI).* Acia, proud and beautiful, is traveling to visit her sickly grandmother; while Gurthark the merchant just wants to get his load of quilts to market. These three and the cargo are guarded by the scout Ryker, who is head-over-heels in love with Acia.

Ahead of them, in Accardi-By-The-Sea, two young hoodlums have just stolen a powerful spellbook, the relic of an ancient circle of wizards known as the Zizbits. Moog, a recent graduate of the Frobozz Magic Magic Correspondence School, ringleads her old pal, Slye, into helping her break into the protected ruins of the old Zizbit city.

Using spells found in the magic book, Moog and Slye fulfill two-thirds of a prophecy that foretells a dark and evil force shadowing the land: a trio of powerful magicians called the Triax. They discover a magic reflecting pool that

will answer any question, and though it, search out a third to complete the Triax. The pool shows them Radnor, the powerful and evil wizard of *ZQI.* Moog determines to bring him to the Zizbit wins.

Meanwhile, the caravan from Egreth is beset by a series of calamities. Giant corbies attack the wagon; Acia becomes deathly ill; Gurthark is lost in a disastrous attempt to cross a raging river; Ryker suddenly discovers his strength is gone. Will they complete their journey? What horrors await them in Accardi-By-The-Sea, where Moog and Slye are cooking up an evil such as has never been seen in Quendor?

ZQII was written by Elizabeth Langosy, in collaboration with graphic artists at Tom Snyder Productions. Elizabeth, one of our in-house product designers, and artists Peter Reynolds, Doug McCartney and Bob Thibeault, also worked together to create *ZQI.*

Comic afficandos will recognize the fantastic cover artwork of artist Howard Chaykin, author of *American Flagg, Shadow,* and *Blackhawk.*

Three other Infocomics are already available. *ZQI* acquaints us with the caravan of travellers: Gurthark, Acia, Ryker and Frobwit. In this tale, the band of adventurers are caught in the talons of a powerful wizard, Radnor, who seeks control of the magic amulet they unknowingly possess.

Lane Mastodon, accountant turned superhero, appears a spoof of a sci-fi space opera, battling his Jovian arch-**Please turn to page 3**

Rave reviews for Infocomics
Turn to page 6

LETTERS TO THE EDITOR

Hi guys!

It's me again. (You know: ugly, writes annoying letters, won't go away...) I'm just writing to tell you that I've just seen your new line of Infocomics. (Do you care? Do these letters ever get read? You have better things to do. Stop this foolish time-wasting!)

I think it's an interesting idea, intriguing. I'd like to express shock and disappointment at seeing an Infocom product with graphics, but I can't. I like the things too much. I work in a software store, and when my manager came in and plopped down *Lane Mastodon, Gamma Force* and *Zork Quest,* I picked them up immediately, staggered around a bit, stared agape-mouthed for a while, then went and put *Lane* into the IBM we have set up. My mind was whirling with possibilities. Good? Bad? What's going on? Agh! I was all set to be critical of whatever came up onto the screen but it was twenty minutes later before I quit playing with it, then only because my manager told me to get off my butt and get to work.

I don't want to give the impression that I think Infocomics are perfect, but they are very, very good. Enjoyable if nothing else. A few months ago I wrote you a letter damning the inclusion of graphics into an Infocom product, and now I happily eat my words. You're doing something daring here, and I don't know how it's going to turn out... but you are to be applauded for taking the chance.

Clap, clap, clap!
Greg "Maddog" Knauss
Rancho Palos Verdes, CA

[Maddog—If we have told you once, we've told you a thousand times. Don't applaud; send large sums of money to that Post Office box. And your boss says get back to work and stop showing this to everyone.—Ed.]

HELP!!!

You and your warped minions are on the verge of destroying what once was a happy, close-knit family. Last summer, we borrowed a friend's C-64 and some games, including Zork I. After several weeks of watching my 8 year old type, ponder, reason, and try one solution after another, I finally had the final selling point to convince my wife...

We sold our trusty Colecovision and purchased an Apple IIc... Not content with a low degree of torture and pain, we actually rushed out to buy Leather Goddesses, Hitchhiker's Guide, Beyond Zork, and Wishbringer.

As a result, I have now spent 3 and 2 days trapped in a cage female gorilla in the basement of a mad scientist's home. I have also spent the better part of 5 weeks attempting to catch a babel fish from the Sirius Cybernetic Corp. Dispenser...

Final point, a real honest-to-God conversation with my 8-year-old:
STACY: When you write, tell them that your daughter is begging on her hands and knees and would do anything for a Zorkmid coin.
DADDY: Would you sleep in your room tonight without your nightlight?
STACY: NO!!! The room would be pitch black, I would get eaten by a savage grue, and then I'd never get to see my Zorkmid!

Robert Kitsis
St. Louis, MO

Dear People in Wraparound Sleeves,

I am writing in protest to the letter from a Ms. Horton in your last issue of *TSL [Winter/Spring 88.—Ed]*. I resent the statement that all people who play interactive games are "glandular, mouth-breathing male adolescents suffering from terminal acne and dangerous anti-social tendencies who wear coke-bottle-bottom glasses, and who—when not drooling over the keyboard while playing *Leather Goddesses of Phobos*—are either hacking their way into the Defense Department computer system or reading such intellectual goodies as *Writhing Slave Girls Meet the Tentacled Horror.* I only occasionally breathe through my mouth, and I have a less than terminal case of acne. I do not wear glasses and do not own *Leather Goddesses of Phobos.* (I would like to own it.) I am not hacking into the Defense Department computer (I can't break the code—ha-ha!) Finally, I do not read *Writhing Slave Girls Meet the Tentacled Horror.* I read *Writhing Slave Girls Meet the Pimple-Faced Four-Eyed Hacker!*

Now I'll get to more interesting business. I greatly enjoy your games. That square, black, flat thing with the hole in the middle makes a great frisbee!...

Droolingly Yours,
Michael G. Hurd
Clinchport, VA

Dear Infoco Status Line,

I have recent purcha your new title *The Lurkin Horror.* So far I have enjoye the game a lot, even though it scares the hell out of me and causes me to have nasty nightm. I have also ordere Dougla Adams's *Bureau* because I enjoye *Hitchh* so much.

I also wrote to congra you *on Zork's* annive, and for writin *Beyond Zork.* I am a great admire of Infoco, and would like to add that I own eight Infoco titles. I have enjoye all (except

I'm findin it hard to comple *Wishbr.* Maybe there's someth wrong with the game). I think that becaus I play your games so often (give or take five hours a day), it influe my everyd life, such as talkin in class, writin letter, or feedin the dog.

Yours Faithf,
Michac Mauzy
Newton, MA

[Don't Panic. Our new games have a nine-letter parser.—Ed.]

Dear Infocom,

It's awful—I work hard, pass my exams, get to University—and then I find out it's the wrong Cambridge! Have you guys ever considered moving?

Yours,
Shane Murphy
Cambridge, England

Dear TSL,

As the respected historian Frobozz Mumbar has pointed out, the adding of "G.U.E." after a year did not be-come common practice until the latter part of the eighth century.

Why then is the zorkmid—during the reign of Belwit the Flat—dated "699 G.U.E", nearly one hundred years before Lord Dimwit invented the name Great Underground Empire"?

Inquiringly,
Jeremy Hollobon
Christchurch, New Zealand

[Zork co-author and expert Dave Lebling explains: I really don't see any conflict here. The addition of "G.U. E." did not become common practice until the latter part of the eighth century; nonetheless, it was an uncommon practice during the time preceding its universal acceptance. Obviously, uncommon practices had their place at the Frobozz Magic Zorkmid Company. —Ed.]

Poll #4 prizes...

On behalf of Suzy Statistician, Paula Pollster, and the entire surveying staff, we would like to congratulate the grandest of prize winners, drawn randomly from responses to Reader's Poll #4. Thank you all for your responses; by next issue, we'll be able to tell you who you are!

Wonderful prizes were sent to: Michael Grayford (Lake Jem, FL), David Prival (Washington, DC), Tom Blade (Wetaskiwin, AB), Ann LaBrecque (Middleboro, MA), and Kyle Dean (Bradbury, NSW, Australia). Not quite as wonderful (but groovy nonetheless) prizes were sent to lots of others of Poll respondents. Congratulations and thanks!

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Now we stick our graphics where the sun does shine

Continued from page 1

add an exciting visual dimension to our interactive fiction without sacrificing any of the qualities that we're proud of and that you love.

As we've done from the start with our all-text stories, we intend to use these capabilities to the fullest, employing graphics to enhance our products in new and interesting ways.

We are also working to expand our horizons into other areas of interactive storytelling, including role-playing games, graphic adventures, and other categories as yet unexplored. Over the next year, you'll see several introductions from us in these areas.

We will bring to these new products the same standards we've brought to interactive fiction—standards of quality, creativity, fine writing, and good underlying story-lines. In addition, we will take full advantage of the capabilities of your advanced hardware.

This bold new direction has stirred the enthusiasm of all of us here at Infocom. At this very moment, your favorite game writers are thinking up innovative ways to graphically enhance their stories.

Steve is honing his skills in Double Fanucci and Peggleboz. Dave has become an expert in oriental culture. Brian is boldly going where no one has gone before. Marc, too, has embarked on a fantastic journey all his own.

As for the top-flight designers we're working with across the country… Well, you'll have to see what they come up with to believe it. Find out more in the fall issue of *The Status Line,* coming soon to a mailbox near you.

Triton: our new mail order house

Continued from page 1

coming WATS lines, so they can handle all your phone calls, plus those of your friends, your best friend's little sisters, and even your mother's dentist's cousin's nephew that lives in Hollywood and was in that movie, oh-what-was-it-called-again?

In a rush for that new title? In desperate need for those InvisiClues? Well, fear no more! Triton can get them to you in 48 hours (domestic only). For a fee, you can request 2nd day air delivery, and you'll get your order before you can run a 10k race, read *War and Peace,* and watch a Three Stooges Marathon. And Triton even offers C.O.D. service! (That's Cash On Delivery, not some famous Boston fish.)

Plus, Triton tells us they have the best telephone operators in the entire world. They're kind, they're knowledgeable, they're considerate, they're helpful, and they're friendly. And they're sitting in a luxurious telephone room in Foster City, California, just waiting for you to pick up your telephone and dial that 1-800 number.

But the best part, by far, is for you bizillions of New Jersey residents who won't have to pay 6% sales tax when you order something through Triton. (Unfortunately, if you live in California, such duty now falls on you. But hey, that's what sales taxes are all about.)

So when you place your order with Triton, by phone or by mail, make sure you say "HI!" and "Welcome to the wonderful world of Infocom."

ZQ II: The Crystal of Doom

Continued from page 1

enemies in *Lane Mastodon vs. The Blubbermen.*

Gamma Force in Pit of a Thousand Screams, tells how three disparate people, saved from sure death by vastly superior beings, combine their supernatural powers in order to defeat the evil overlord of their planet.

ZorkQuest II: The Crystal of Doom will be available in August for Apple II series, Commodore 64/128, and IBM and 100% compatible computer systems.

With hours of entertainment awaiting you in an air-conditioned room, learning about the characters you came to know and love, and for the low price of only $12, *ZQII* is a story not to be missed.

LGOP and Planetfall Solid Gold at $14.95

During the past year, we have begun to confer Solid Gold status on certain venerable titles. These are best-sellers which have begun to slow down. In some ways, our Solid Gold soft-ware can be compared to paperback books—the whole game is there but in a simpler package. However, in the case of Solid Gold software, we're adding something more—on-screen hints. At $14.95 retail, these wonderful old titles are getting a second life and attracting a new group of computer owners to interactive fiction.

Zork I and *Hitchhiker's Guide to the Galaxy* have been quite successful as Solid Gold (in these two cases. we should have called it Solid Platinum). Now we are pleased to announce that our 1986 hit, *Leather Goddesses of Phobos*, and Steve Meretzky's first hit, *Planetfall*, will be joining them.

Solid Gold *Leather Goddesses*, due to ship in June, was the fastest selling new title in Infocom's s history. In *Leather Goddesses* you are kidnapped by minions of the evil Leather Goddesses, who are plotting to turn earth into their private pleasure palace. Your goal is to defeat the lustful leather maidens and save humanity from their dastardly plan. *Leather Goddesses* is a hilarious spoof of 1930's pulp science fiction with a dash of space opera thrown in for good measure. Despite the title and the three naughtiness levels, *Leather Goddesses* is *not* X-rated. We would call it "R" (some would say "PG-13").

"Leather Goddesses *is an uproarious role-playing romp that heralds a new breed of computer games.*"
Newsweek

"Leather Goddesses of Phobos *is humorous and fast-moving, and even when the writing is ribald, it is never cheap—it is amusing and clever.*"
A+

Video Review magazine awarded Steve Meretzky the Best Computer Software Designer of 1983 for his first work, *Planetfall.* Set 120 centuries in the future, you are an Ensign Seventh Class in the Stellar Patrol. You wanted to see the galaxy, but all you've seen so far is the other end of the mop you're using. But soon you're marooned on a doomed planet, your only companion a robot named Floyd with the personality of an eight-year-old. Your goal is to save this world, and yourself from destruction.

In polls of our fans, *Planetfall* repeatedly comes in at the top of the list of most-loved games. *Planetfall* has probably generated more fan mail than any other Infocom game. Guaranteed to make you laugh and make you cry.

"The invention of the robot sidekick was a stroke of genius."
Video Review

"Planetfall *is as remarkable, funny, perplexing, and entertaining a game as you are likely to find anywhere..."*
Creative Computing
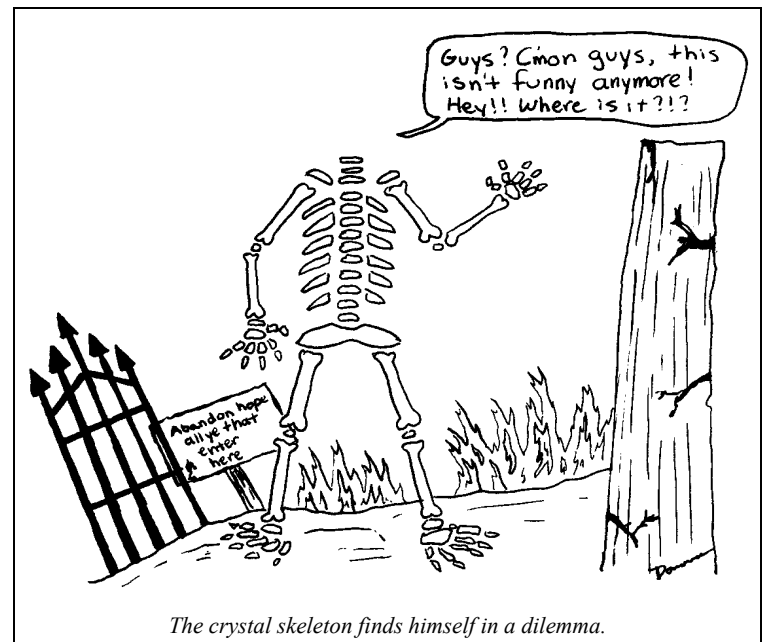
The crystal skeleton finds himself in a dilemma.

Sean Donovan

The Great Wall of

And Hollywood Dave Anderson figured we would have to wait at least a year before we would get a photo of someone holding one of our games on the Great Wall of China. Right now he is busy eating his words and packing our entire catalog of games and sending them to our winner—(**1**) Michael Chen of Raleigh, North Carolina. Michael didn't include a letter with his photo telling us how he got this photo, but most of you did. Guess he didn't have time, since his entry arrived via Airborne Express on February 2.

We decided to publish all the Great Wall of China photos we received and send a game to each person. The most authentic letter accompanying an entry was from (**2**) Robin Hamm, who mailed his entry from China—on stationery from the Shangri-La Hotel in Beijing. (A Shangri-La International Hotel, by the way.) Robin is in an exchange program with a college in Beijing. He said in his letter that it took him several days to "beat feet" to the wall after he received *The Status Line.* He at first expressed remorse about waiting but then wondered "...

how many other people are trying to swing this also?"

How many indeed? Had Robin glanced over his shoulder he would have seen Lillian Fauver of Everett, Washington, snapping a shot of her husband (**3**) David. Lillian's brief letter claims she and her husband play our games all the time. Well, apparently not all the time. It must have been quite a sight at the Wall when Craig and Bonnie Thayer's son (**4**) Luke flew by with a pair of our games in hand. Unfortunately Luke was disqualified by our esteemed panel of judges because the rules specifically state "...a photo of someone holding *one* of our games..."

No doubt (5) Michele Richardson of Madison, Wisconsin, brought not only her copy of *Zork II* with her to China, but a professional photographer as well. Smartly framed in an embrasure of the Wall, Michele certainly wins for best composition. Bill Swift, of Winnipeg, Canada, included a brutally frank letter with his entries—"I enclose three photos of someone holding the *Beyond Zork*
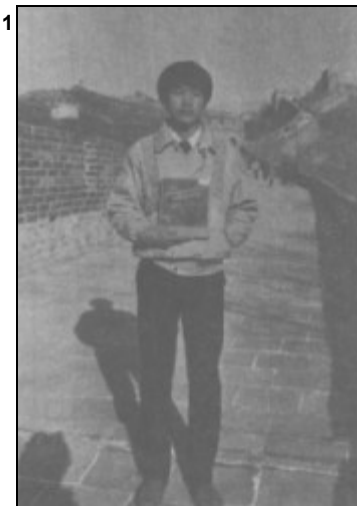
China Photo Contest

box...” (**6 & 7**) Bill's close friends.

It is unclear from her letter whether this is (**8**) Dianne Meyer or just a close friend. In her letter, Dianne said "WOW!!! Am I excited!!" But the person in this photo certainly would seem to be at the lower end of the "excited" spectrum. Gary Heffelfinger of Piedmont, South Carolina, managed to convince his in-laws (**9**) Len and (**10**) Shirley Hollabaugh to snap a few photos of themselves *at* the Wall on their recent visit. When we first saw these photos we were all set to run a feature on The Family that Travels Together, and Plays Intocom Games Together, Stays Together." Then we read the letter. Perhaps in a future issue.

One of many hoax photos we received was from (**11**) Geoffery Zippy" Sperl of Detroit, Michigan. Apparently unable to acquire a visa (Why wouldn't the Chinese want someone called "Zippy' in their country?), Geoffery opted for a strict interpretation of the rules. Neil Hellwig of Indianapolis, Indiana, persuaded an in-law to carry a copy of one of our games to China. He enclosed two photos.

The first showed his mother-in-law all alone. In the second photo, Neil explains, (**12**) a group of tourists noticed his mother-in-law holding one of our games and rushed over to meet her. That's when the second picture was taken. She then joined the group sight-seeing. Neil says she had a great time and is going to bring one of our games on vacation with her from now on. (Doesn't everyone'?)

We actually expected more of the type of letters we got accompanying (13) Jack Schaberg's photo. Well, sure its a fake, but he spins quite a tale of intrigue. While waiting for a flight back to the U.S.A. from China, Jack notices a beautiful oriental woman with a briefcase overflowing with classified Communist Party documents. He looks up from his portable PC (playing *Infidel* at the time) and notices she drops her copy of *TSL* Winter/Spring 1988 edition... Anyway, you get the idea. Fortunately he came to his senses later in the letter and admitted his father had brought back a wall hanging from China and he took the photo in front of it.
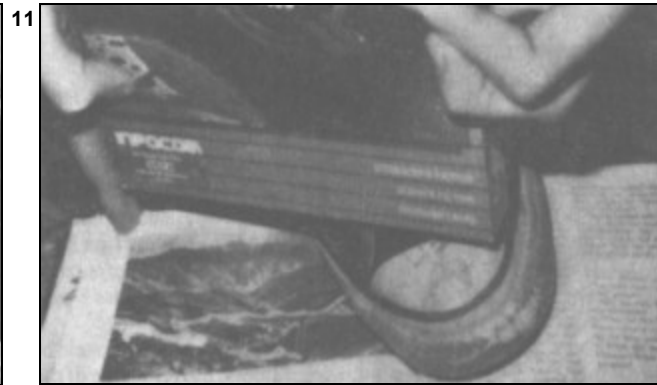
Infocomics: New approach to entertainment

Lane Mastodon, Gamma Force and ZorkQuest receive rave reviews from far and wide

"Even a completely computer illiterate person can enjoy an Infocomics story..."

Praises like this one from *Computer Entertainer* are being sung nationwide about Infocomics, the new line of comic stories from Infocom and Tom Snyder Productions that come to life on the screen. Introduced at the Consumer Electronics Show (CES) last January, each Infocomic, *Lane Mastodon vs. The Blubbermen; Gamma Force in Pit of a Thousand Screams;* and *Zork Quest: Assault on Egreth Castle,* has won favorable reviews.

After seeing for the first time "a highly entertaining demo" of Infocomics (given at CES by Tom Snyder and Peter Reynolds of Tom Snyder Productions and Infocom's Jon Palace), *INFO* enthused, "These guys were giving off sparks of creativity like a plasma generator."

The April issue of *Commodore Magazine* highlighted Infocomics in its news section. *Newsweek,* in its March 14 issue, listed Infocomics as one of the entertainment programs helping to revive the industry.

In its review *of Lane Mastodon vs. The Blubbermen, Computer Entertainer* dubs Infocomics "a whole new approach to the concept of entertainment software for computers... It is simply a story, with a single ending and no user control over the final outcome, like a book or a movie."

Dan Gutman, a New York-based syndicated columnist, likens the Infocomics experience to "curling up with a good book." Indeed, each Infocomic is an intricate1y-woven story which branches out into many directions. As the story unravels, you can jump from character to character to explore their points of view or to flashback to their thoughts, dreams or memories. Or, you can simply follow the plot and enjoy the story. But, as Dan points out, "No matter what route you take through the story, everybody reaches the same ending, like a novel."

L.R. Shannon of the *New York Times* distinguishes Infocomics from other forms of entertainment software: "They are not computer games as we know them... These are real stories with beginnings, middles and ends, except that they may be followed from the viewpoints of different characters, with related subplots that do not necessarily come in the same way every time. The exact path of the story, in fact, depends on decisions the player makes."

Shannon continues, "In another difference from computer products, these comics do not require an intimidating manual or advanced flight training. Only four keys are needed to move the story along, and you can switch to fast forward, stop or rewind at any time."

Of *Lane Mastodon, Computer Entertainer* continues, "The story itself is wonderfully funny – not surprising when you learn that it was written by one of Infocom's most humorous writers, Steve Meretzky *(Leather Goddesses of Phobos,* among others). It follows the adventures of the a bumbling accountant-turned-super-hero, Lane Mastodon, as he saves Earth from the threatened invasion of the Blubbermen of Jupiter... The basic story is told from Lane's point of view, but it's great fun to step into the shoes of his young companions, Ivory and Lambert, or those of the Thin Men, the Blubbermen, or a number of others."

Computer Entertainer concludes, "It's a novel approach to computer entertainment software and one that appears to have plenty of potential, particularly at its very low price. Infocomics present a new direction for storytelling, one of man's oldest pastimes."

From what we can tell, many of you are waiting on the edge of your seats for the next Infocomic. Another sequel to *ZorkQuest* perhaps? A sequel to *Lane Mastodon?* Or maybe a collaboration with a world famous comic book author? Whatever it is, you can be sure the creative geniuses at Infocom and at Tom Snyder Productions will blow all of our socks right off.

OF COURSE I'M A GRUE. WHY DO YOU THINK I STAY IN THE DARK?

Mark Mills and Deke McClelland

New books based on our Planetfall & Wishbringer

Novels take place in the same 'universe' as the games

Books based on two of our most popular games will be published this August. *Wishbringer: The Riddle of the Twin Worlds,* and *Planetfall: In Search of Floyd, Part I* are being published jointly by Infocom, Avon Books, and Byron Preiss Visual Publications, Inc.

The books are new novels by leading authors, not retellings of the original games or choose-your-own adventures. The novels take place in the same worlds as the games and use some of the characters and ideas from the games, but the plots are all new. Take, for instance, this excerpt from the back of the *Wishbringer* book:

"Simon never wanted to meet an ogre... But Simon was a con man who got caught and sentenced to deliver mail in the lovely town of Festeron. It would have been an easy sentence if Festeron hadn't turned into the town of Witchville.

"Suddenly, Festeron wasn't lovely anymore. The postmaster wanted to cancel him. The librarian wanted to shelve him. The Boot Patrol wanted to kick him, and Gloria, sweet Gloria, the girl of his dreams, was dating the entire Patrol."

Those of you who have played the *Wishbringer* game recognize the postmaster, the librarian, and the Boot Patrol. But Gloria is a new character, created by the author of the book, Craig Shaw Gardner, whose other literary achievements include A *Malady of Magicks* and *A Difficulty with Dwarves.*

The *Planetfall* book also combines the old with the new:

"Homer got lost. Really lost. Fortunately, he was accompanied by his loyal robot Oliver and the ghost of his beloved robot Floyd. The fate of the Third Galactic Empire depended on the Stellar Patrol's finding Homer— the only man in the fleet who can play the soprano saxophone."

The *Planetfall* book was written by Arthur Byron Cover, who also wrote *The Platypus of Doom*, one of the Isaac Asimov Robot City novels.

We know from talking to you that one thing most people who play our games have in common is that they like to read. Here, then, are two more opportunities to enjoy the worlds created by Infocom.

The books will sell for $3.95 each ($4.95 in Canada) and should be available in August at all bookstores carrying science fiction and fantasy titles.

PUZZLE PAGE

PUZZLE #16 WINNERS

In Puzzle #16, we asked you to solve some word picture-puzzles; the answers were locations and things from *the Zork Trilogy.* For example, the clue to #11 was the word "WIZARD" cut up into four pieces. The answers:

1. Round Room (or Circular Room)
2. Narrow Tunnel
3. small mailbox
4. Top of Well
5. pair of candles
6. Hairpin Loop
7. broken timber
8. Volcano Near Small Ledge
9. white cliffs
10. triangular button
11. Wizard's Quarters
12. Dimwit Flathead
13. End of Rainbow
14. pile of leaves
15. Formal Garden

There were 465 entries for Puzzle #16; only two previous puzzles ever drew more entries. Of those 465 entries, 208 of them got all 15 correct, necessitating a drawing. Of the 257 incorrect entries, 1 16 had one wrong, 53 had two wrong, 56 had three to five wrong, and 32 had six or more wrong.

Of the individual picture-puzzles, the easiest were "Round Room" and "Dimwit Flathead." The hardest turned out to be "white cliffs," "Volcano Near Small Ledge," and (surprisingly) "pair of candles."

This was obviously a very popular puzzle. We'll probably do it again a few issues down the road, even though it's a BITCH to score the entries!

The lucky twenty-five: John Miller (Alexandria, VA), David J. Petersen Jr. (APO NY), John Predmore (Fairport, NY), Stephen Hubbard (Lakewood, NJ), Jeff Paull (Wappingers Falls, NY), Nancy S. Skooglund (Pittsburgh, PA), John Kalstrom (Goleta, CA), William Knapton (Churchville, MD) Mark Peterson (Roseburg, OR), Stuart Roberts (Salt Lake City, UT), Rawson Chaplin (Wellesley, MA), Todd Tokubo (Carnelian Bay, CA), John A. Norman III (Wilkesboro, NC), Jason Keeley (Pine Hill, NJ), Andrew Schomick (Farminton, MI), David Hattrup (Portland, OR), Brian Slominski (Bakersfield, CA), Eddie Welch (San Diego, CA), James Kosinski (Benien Springs, MI), Wes Hart (Anderson, IL), Sally Green (Oxford, OH), Jon Wildstrom (Kensingion, MD), Eric Melby (Provo, UT), Steve Foremny (New Park, PA), and Anne Hupert (Northbrook, IL).

The international winner was Alan Pryke from down under in Yowie Bay, Australia.

PUZZLE #17 WINNERS

In Puzzle #17, we supplied a rebus in which you were to translate pictures into words, then add and subtract letters as indicated to get "a variation on an Infocom-related phrase, title, or name."

The solution, word by word:

- LEAK + THREE + BRIEFS KREBF + P - PIES = LEATHER
- GONDAR + DESKS + U + NEST
- TANK - URN = GODDESSES
- ROOF + BOOT - ROBOT - O = OF
- DEVIL + MALYON + SEAT
- VALLEY - ANT = DEIMOS

So, the final answer is "Leather Goddesses of Deimos," a variation on *Leather Goddesses of Phobos.* (Deimos is the other moon of Mars, if you weren't aware.)

465 of you attempted Puzzle #17, and 211 (45.4%) succeeded. The vast bulk of the wrong answers — 230 — were "Phobos" instead of "Deimos." Another 29 of the wrong answers were even closer, merely misspelling "Deimos," as in "Leather Goddesses of Dimes" and "Leather Goddesses of Demos." (We've seen the latter at a few trade show booths.)

The most interesting of the wrong answers were "Infocom," "Planetfall," "Fooblitzky," "Leather Goddesses of Denver," and "Please wait 1.5 minutes."

Once again, there was an excess of correct entrants, so a drawing determined the 25 t-shirt winners: Aaron Cavendar Elgin, AZ), Lowell Yaeger (Jericho, NY), Mark Brown (Brighton, MA), Joseph Yeh (Freehold, NJ), Eric Gerhardt (Hammond, IN), Bill Cole (Hot Springs, AZ), Richard Feitelberg (Weymouth, MA), Kim Rollins (Troy, MI), Helen Gildersleeve (O'Neill, NE), Stephen Hsu (Oberlin, OH), Bob Guernsey (Silver Spring, MD), Thomas Witeiski (Rockaway Park, NY), Marcus Johnstone (Belen, NM), Mike Toth (Harrisburg, PA), Jennifer Robison (Alexandria, VA), John Liska (Oregon, WI), Tony Yankovsky (Brooklyn, NY), Rick Kuhnel (Salt Lake City, UT), Nancy Porco (Fort Lee, NJ), Yoan Johnson (Manchester, CT), James Fischer (Milwaukee, WI), Kurt Kreitzer (Gresham, OR), Lee Shirk (Walled Lake, MI), Bonnie Packert (Escondido, CA) and Scott Hughes (Doylestown, PA).

PUZZLE NUMBER 18

This puzzle is a reprise of our very first Status Line Puzzle (although back then, in the winter of 1984, we called it the New Zork Times Puzzle, of course).

Puzzle #18 is based entirely on our most popular game of the last year, *Beyond Zork.* To solve it, you'll need to refer to both the game and the game packaging.

To solve the puzzle, figure out the values of the individual letters from the information given below. Then plug those values into the equation, and determine its value. Your answer should be a positive integer.

$$\frac{\left(\dfrac{A}{B - C} + \dfrac{D \times E}{F + G} + H \right)^{I}}{M \diagdown J + K - L} = ?$$

A = the range at which a corbie can spot a grotch, in bloits

B = the illiteracy rate among monkey grinders, in percent

C = the number of keys in the Mayor of Froon's cask

D = the last year of Entharion's reign

E = the distance between signs in the Fields of Frotzen, in bloits

F = the year of the Rose Riots

G = the estimated height of the stack that would result if all claimed relics of the Coconut of Quendor were gathered together, in bloits

H = the number of locations in the Ethereal Plain of Atrii whose names do not begin with the letter "O"

I = the number of shiny stars on the amulet

J = the vintage year of the wine in the Rusty Lantern's wine cellar

K = the number of units by which your intelligence is increased by donning the Helm of Pheebor

L = the year in which Moss of Mareilon was first classified

M = the number of room names in *Beyond Zork* which contain the word "Edge"

Hey, we need a jingle-you got any ideas?

Mares eat oats and does eat oats and little Grues eat whatever they want to.
        —Zorkian nursery rhyme

What are you doing next winter? Would you like a free trip to the Grammy Awards? Maybe you'd like to win a Grammy Award? Maybe you'd like to rub shoulders with Bruce Springsteen or Whitney Houston or Winton Marsalis or Tiffany? Well, if you do go, send us pictures; we can't send you there, but we can do the next best thing. Introducing: The Infocom Songwriting Contest!!! Write a song about Infocom (it can be a full-blown song or a jingle), make a tape of you or someone else singing it (the song can use your own music, or the music from any other song or jingle), and send it to: DEBBIE GIBSON'S ARMY c/o Infocom, 125 Cambridge-Park Drive, Cambridge, MA 02140.

The grand prize is a copy of the music video we will make of your song, starring all your favorite Infocom folk plus some very special guests, plus the game of your choice. Second and third place contestants win the game of their choice. Entries are due by September 1,1988. (Due to high postage costs for tapes, there will be no international deadline, but outstanding foreign songs will be recognized if received by November 1, 1988.)

We would like to congratulate Audrey Young of San Marino, CA for this contest idea. She is the first winner in our Contest contest and wins a myriad of prizes. If you have an outstanding *Status Line* contest idea send it to Pat Sajak at *The Status Line.* And please, no TSL puzzle ideas, just contests!

The Great Wall of China

Continued from page 5

Due to a clerical error (Anybody buying that?) we were unable to find the letter that goes with this picture, hence we have no idea who it is. (**14**) If you know, please tell us and we'll send you a free game. We sincerely apologize for this most ugly incident. The last photo entry included a letter from Dan Wallach, which we didn't lose. Dan, or as he refers to himself, The Mad Dunjoneer, convinced his (**15**) dad, who was traveling to China on business, to make a detour (assuming he isn't in the wall building business) to the Wall and snap a photo of himself with a game.

So all in all, this contest turned out much better than our "Help Us Name Our Yak/Company Mascot" Contest. So well in fact that in addition to the Landmark Photo, now a regular feature, we are going to have another photo contest.

This one isn't too hard. Just have a picture taken of a Head of State, present or past (Baby Doc or Marcos would be really cool) or future, holding one of our games or you with a Head of State holding one of our games. Since our last contest we have decided to change the rules a little bit. Instead of awarding a complete set of our games to the *first* person to send in the photo, it will now be the photo with the *best* content. This is intended to compensate for the fact that TSL is mailed out in waves by zip code. So a

budding photographer with a zip code starting with zero is going to beat out a budding photographer with a zip code starting with nine.

Don't worry if your photo isn't great. Content is what is important—not print quality or composition or any of that stuff.
Send your entry to: Castro Candids, Infocom, Inc., 125 CambridgePark Drive, Cambridge, MA 02140. Sorry, but we can't return your photos and slides. (We're too lazy.)

INFOCOM™

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Cambridge, MA 02140**

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QUALITY—We stand behind the products we sell with our Customer Satisfaction Guarantee. In addition, all the products we sell carry manufacturers' warranties.

MINIMUM SYSTEM REQUIREMENTS

The minimum system requirements for using the software in this catalog are as follows. Exceptions or additions to these requirements appear in each product's description.

COMMODORE
Commodore 64,128,
   1 Disk Drive

APPLE II
Apple II, II+, IIe, IIc, Franklin 2000 series, Laser 128
48K Memory, 1 Disk Drive

IBM
IBM PC, XT, PCjr, Tandy 1000 and
   100% Compatibles
128K Memory, 1 Disk Drive

AMIGA
256K Memory

MACINTOSH
128K Memory

ATARI ST
512K Memory

ATARI XL/XE
48K Memory, 1 Disk Drive (810 or 1050)

INFOCOMICS™ *All the Fun of Comic Books on Your Computer!*

This new dimension in entertainment software brings comic books to life on your computer. But because it's an *Infocomic,* there's much more. The panels of an *Infocomic* use sounds and exciting cinematic effects to bring the colorful graphics to life and draw you into the action. You'll even get to see the story unfold from the perspective of each of the main characters. (Apple II version requires 128K Memory, IBM version requires 256K Memory and Color Graphics Card. Not available for IBM PCjr.)

LANE MASTODON™ VS THE BLUBBERMEN

Lane Mastodon, accountant turned superhero, save humanity from the Blubbermen of Jupiter in this cornball spoof of 1930's space operas!

ITEM #1301	C64/128	$12.00
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ZORK® QUEST: ASSAULT ON EGRETH CASTLE

Set in the fabulous world of *Zork,* a magic amulet leads a small caravan of travelers to mysterious Egreth Castle, the moldering lair of trolls, hobgoblins, night gaunts and a diabolical wizard.

ITEM #1307	C64/128	$12.00
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SHERLOCK: THE RIDDLE OF THE CROWN JEWELS™

Travel back in time to Victorian London, where the city is bustling with preparations for Her Majesty's Golden Jubilee. But, unbeknownst to the celebrants thronging the city, a crisis has arisen: the Crown Jewels have been stolen from the Tower of London. If they're not recovered before the festivities begin, the theft will be exposed and the government will fall into international disgrace.

Use your wits, intuition and a myriad of clues to solve the riddles and piece together the mystery. Includes on- screen hints. (All versions except C64/128 require at least 128K. Macintosh and Amiga versions require 512K.)

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The second in this fantasy series.

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BORDER ZONE™

Where the Iron Curtain divides East and West, the frontier is a no-man's land between freedom and captivity. In *Border Zone,* you cross this barrier not once, but three times—as an easy-going American businessman, an ambitious young American Spy and a and a ruthless KGB agent—in this fast-paced story of international intrigue.

The pulse-pounding tension of espionage is heightened by the addition of real time, which ticks on regardless of your actions. As you race against the clock to complete your missions, you'll find yourself caught up in an incredibly suspenseful and spine-tingling adventure. Includes on-screen hints. (All versions except C64/128 require at least 128K. Macintosh version requires 512K.)

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BEYOND ZORK™

Dread times have befallen the Kingdom of Quendor. The wizards have mysteriously disappeared and vicious monsters haunt the streets and wastelands. Now it falls on you, a lowly peasant, to unravel the meaning behind these ominous events.

You start by designing your own character, blending attributes such as strength, endurance, compassion and luck. Your search for the answer will lead you deep underground, where unspeakable monsters guard the world's most fabulous treasure—the fabled Coconut of Quendor. Includes on-screen map. Written by Brian Moriarty. (All versions require at least 128K. Macintosh and Amiga versions require 512K. IBM version requires 192K.)

ITEM #1326	C128	$44.95
ITEM #1327	Apple II	$49.95
ITEM #1328	IBM	$49.95
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Eight Tales of Cliches, Spoonerisms and Other Verbal Trickery

If you're looking for a fun way to spend an evening alone or with friends, *Nord and Bert* could be just the ticket.

Nord and Bert takes you to the mixed-up town of Punster, where nothing is quite as it seems. It's a place where you really can make a mountain out of a molehill, where "the fur is flying" is taken literally and where a happy Sam is transformed to a sappy ham.

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ITEM #1311	Apple II	$39.95
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Your Uncle Buddy Burbank (famous Hollywood producer) and his wife, Hildegard have passed away. And lucky you have inherited their mansion, filled with a lifetime of Hollywood memorabilia. But there's one stipulation—you can only claim your booty if you find the treasures hidden throughout the sprawling estate in one short night.

"You can't help but be entertained."—Analog Computing

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Hardscrabble Island is a little seaport that's about as picturesque as it sounds. 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 those same cutthroat characters.

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ITEM #1393	Apple II	$14.95
ITEM #1394	IBM	$14.95
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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.

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"Though pitched to the younger set, *Seastalker* can just as easily enthrall an oldster."—People

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PORTAL: A COMPUTER NOVEL™

Following a hundred year voyage through space, you return to Earth, only to find it very different from the world you once knew.

Where once there was teeming humanity, now there is only quiet... and no people. Finally, you discover an on-line computer terminal. Through it you contact the ultimate goal of man's technology—a living computer named Homer. Together you and Homer must unravel the mystery of the vanished civilization before it's too late. From Activision. (Commodore version requires Joystick(s).)

ITEM #LABA	C64/128	$9.95
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THE 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 and sets you free to roam 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 Perfect, Trillian and friends on a cosmic jaunt into the outer reaches where anything can—and does—happen. Written by Steve Meretzky. All versions except Atari XL/XE, Atari ST and Amiga include on-screen hints. (Apple II and IBM versions require 128K. Macintosh version requires 512K.)

ITEM #1538	C64/128	$14.95
ITEM #1539	Apple II	$14.95
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Award-winning and ever-popular *Planetfall,* Steve Meretzky's first interactive fiction story, was called "just about worth the purchase of a computer" by Memphis Magazine. As the story begins 120 centuries in the future, you're a lowly deck-swabber in the stellar patrol. Then your ship explodes and you're jettisoned on a mysterious deserted planet. Luckily you have Floyd, a multipurpose robot with the personality of a mischievous 8-year-old who easily takes the prize for the best-loved Infocom character. Includes on-screen hints. (Apple II and IBM versions require 128K. Macintosh version requires 512K.)

ITEM #1565	C64/128	$14.95
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It's 2031. The world is on the brink of chaos. In the United States of North America, our 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.M.F.V. isn't *1984,* but in some ways it's even scarier"—Newsweek. Written by Steve Meretzky. (All versions require at least 128K. Macintosh and Amiga versions require 512K.)

ITEM #1546	C128	$14.95
ITEM #1547	Apple II	$14.95
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FOOBLITZKY™

Fooblitzky is a unique graphics strategy game for 2 to 4 players. It's a dog-eat-dog world, as you rove the crowded streets and busy shops of *Fooblitzky,* trying to deduce and obtain the four objects needed to win the game. Victory depends on how well you use funds, keep records and outsmart your opponents. (Requires 128K, IBM version requires Graphics Card with Composite Monitor recommended.)

ITEM #1455	Apple II	$9.95
ITEM #1456	IBM	$9.95
ITEM #1457	Atari XL/XE	$9.95

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ZORK© I

Zork I is "the program which all other computerized adventures are judged."—Playboy. In this story, a great starting point for first-time players, you travel into the Great Underground Empire in search of the fabulous Treasures of Zork.

All versions except Atari XL/XE, Atari ST and Amiga include on-screen hints. Written by Marc Blank and Dave Lebling.

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ITEM #1493	Amiga	$14.95
ITEM #1494	Macintosh	$14.95
ITEM #1495	Atari ST	$14.95
ITEM #1496	Atari XL/XE	$14.95
ITEM #1497	InvisiClues™	$7.95

ZORK© II

Journey to a long hidden region of the Great Underground Empire, dominated by the frivolous *Wizard of Frobozz.* Exiled years before, the befuddled 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. Written by Dave Lebling and Marc Blank.

ITEM #1526	C64/128	$14.95
ITEM #1527	Apple II	$14.95
ITEM #1528	IBM	$14.95
ITEM #1529	Amiga	$14.95
ITEM #1530	Macintosh	$14.95
ITEM #1531	Atari ST	$14.95
ITEM #1532	Atari XL/XE	$14.95
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ZORK© III

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. Nothing is as it seems—and the *Dungeon Master* embodies the greatest mystery of all. To finish the story, you'll need to discover why you are in the perilous ruins of the empire and what you are supposed to be doing there. Written by Marc Blank and Dave Lebling.

ITEM #1554	C64/128	$14.95
ITEM #1555	Apple II	$14.95
ITEM #1556	IBM	$14.95
ITEM #1557	Amiga	$14.95
ITEM #1558	Macintosh	$14.95
ITEM #1559	Atari ST	$14.95
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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. After you succeed in gaining entry to its mysterious interior, you find that it contains a community of other worldly beings, as well as a challenging puzzle whose solution could be the key to the galaxy. Written by Dave Lebling.

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ITEM #1433	IBM	$9.95
ITEM #1434	Amiga	$9.95
ITEM #1435	Macintosh	$9.95
ITEM #1436	Atari ST	$9.95
ITEM #1437	Atari XL/XE	$9.95
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SUSPENDED®

Winner of numerous accolades and awards—your library is incomplete without this highly challenging game.

You awake from a cryogenic suspension when an earthquake destroys the systems of the underground complex you inhabit. You're the only one capable of putting things right, but you must do so from within your cyrogenic capsule, commanding your six robots to perform actions for you.

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ITEM #1440	Apple II	$9.95
ITEM #1441	IBM	$9.95
ITEM #1442	Amiga	$9.95
ITEM #1443	Macintosh	$9.95
ITEM #1444	Atari ST	$9.95
ITEM #1445	Atari XL/XE	$9.95
ITEM #1446	InvisiClues™	$7.95

ENCHANTER®

Enchanter is the introduction to the highly acclaimed *Enchanter Trilogy* which takes you to a world of magic, where spells are power and magicians rule the land. As a novice magician, you are 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. By Dave Lebling and Marc Blank.

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ITEM #1460	Apple II	$14.95
ITEM #1461	IBM	$14.95
ITEM #1462	Amiga	$14.95
ITEM #1463	Macintosh	$14.95
ITEM #1464	Atari ST	$14.95
ITEM #1465	Atari XL/XE	$14.95
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SORCERER®

In Steve Meretzky's *Sorcerer,* you have advanced to the illustrious Circle of Enchanters. Now you must show an even greater command of magic as you attempt to rescue your mentor Belboz and defeat the evil demon Jeearr. "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.

ITEM #1467	C64/128	$14.95
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ITEM #1470	Amiga	$14.95
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SPELLBREAKER™

As leader of the Circle of Enchanters and the most powerful magician in the land, you face a crisis in *Spellbreaker.* Magic itself is failing, and you must save the kingdom even as your own powers fade. Author Dave Lebling has created a complex story with some of the hardest puzzles in interactive fiction. *Spellbreaker* is sheer joy... 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.

ITEM #1475	C64/128	$14.95
ITEM #1476	Apple II	$14.95
ITEM #1477	IBM	$14.95
ITEM #1478	Amiga	$14.95
ITEM #1479	Macintosh	$14.95
ITEM #1480	Atari ST	$14.95
ITEM #1481	Atari XL/XE	$14.95
ITEM #1482	InvisiClues™	$7.95

TRINITY®

It's the last day of your London vacation. Unfortunately, it's also the first day of World War III...

Author Brian Moriarty has created an epic odyssey across the borders of reality, in a world reminiscent of *Alice in Wonderland* and *The Twilight Zone.*

"*Trinity* mixes logic and magic with history and fiction. Often poetic in its imagery, the evocative prose is as entertaining to read as the puzzles are to solve."— Family Computing.

(All systems require at least 128K. Macintosh and Amiga versions require 512K.)

ITEM #1417	C128	$14.95
ITEM #1418	Apple II	$14.95
ITEM #1419	IBM	$14.95
ITEM #1420	Amiga	$14.95
ITEM #1421	Macintosh	$14.95
ITEM #1422	Atari ST	$14.95
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BUREAUCRACY™

Douglas Adam's interactive version of *Hitchhiker's Guide to the Galaxy* was a runaway success. Now the distinctive humor that made *Hitchhiker's* a #1 best-seller will keep you in stitches in *Bureaucracy.*

Everyone, at one time or another, feels bound up in an endless swathe of red tape. In *Bureaucracy,* you'll find yourself in the midst of a bureaucratic muddle so convoluted that you can't help but laugh.

You've just landed a great new job and moved to a spiffy house in a nice little town. You're even being sent to Paris this very afternoon for a combination training seminar and vacation. What could possibly go wrong? The answer, of course, is everything.

(All versions require at least 128K. Macintosh and Amiga versions require 512K.)

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LEATHER GODDESSES OF PHOBOS©

"*Leather Goddesses of Phobos* is an uproarious role-playing romp that heralds a new breed of computer games."— Newsweek

How did you, a regular at Joe's Bar in Upper Sandusky, Ohio, end up on a Martian Moon? What delights await you in the luxurious chambers of the Harem? Can you stop the Leather Goddesses' fiendish plot to turn the Earth into their own personal sex playground?

Find these answers and more in this titillating romp through the solar system. *Leather Goddesses of Phobos* features three levels of play, (Tame, Suggestive and Lewd) to satisfy all appetites. Written by Steve Meretzky. All versions but Atari XL/XE, Atari ST and Amiga include on-screen hints. (Apple II and IBM versions require 128K. Macintosh version requires 512K.)

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The circus is a place where dreams come true. At least, that's what you think... until you get behind the scenes. Beyond the spangles lies a seedy world of deception and crime. Exploring the tattered corners of the circus lot, you learn that the owner's daughter has been kidnapped. Good samaritan that you are, you decide to find her. But watch your step. Or the kidnapper will set you up for a permanent slot in the freak show. A unique puzzle-oriented mystery.

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WISHBRINGER®

"There's no better introduction to the richness of adventure-gaming experience than this beautiful, imaginative game."— inCider

When the story begins, your life as a postal clerk in the seaside village of Festeron, is quite ordinary. But when you're asked to deliver a strange envelope to the outskirts of town, things become quite extraordinary. All versions except Atari XL/XE, Atari ST and Amiga include on-screen hints. Written by Brian Moriarty. (Apple II and IBM versions require 128K. Macintosh version requires 512K.)

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THE WITNESS®

February 1938. Los Angeles.

FDR's New Deal is rolling. Hitler's rolling, too; this time through Austria. But as Chief Detective for a quiet burgh on the outskirts of L.A., you've got other fish to fry.

One gilt-edged society dame is dead. And now it looks like some two-bit drifter is putting the screws to her multi-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 . . . unless you get nailed first.

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At an elegant costume ball, you mingle with blue-bloods 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. Written by Dave Lebling.

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More ghosts haunt the misty seacoast and stone ramparts of Cornwall than any place on earth. One such soul roams Tresyllian Castle. You arrive at the castle in response to an urgent plea from your friend. Her life is threatened and the culprit seems to be the ghost. You'll meet an eccentric cast of characters as you hunt down the phantom and search for secret treasures. *Moonmist* has four variations, each with a different guilty party, hidden treasure and hiding place.

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PLUNDERED HEARTS™

In the 17th century, the seas are as wild as the untamed heart of a young woman. But as you set out for the West Indies, your thoughts are only of your ailing father awaiting your care.

Your innocent journey turns dangerous as you barely survive an encounter with pirates and other obstacles you must overcome with your cunning and agility. True, it's not easy; but at least you can control your fate. What you cannot control is much more dangerous: your passion for Nicholas Jamison, the handsome pirate captain.

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ZORK© TRILOGY™

Infocom's 3 most popular stories together at last! Your quest for the fabulous Treasures of Zork takes you further and further into the Great Underground Empire. You'll come to expect the unexpected–such as the Wizard of Frobozz who specializes in materializing at odd moments and casting bothersome spells.

As the force of the Dungeon Master draws you deeper into his mysterious inner sanctum, nothing is as it seems. You'll need to summon all your courage and wisdom to prove yourself worthy of the Master's Great Secret–and of life itself.

ITEM #1356	C64/128	$44.95
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ITEM #1359	Amiga	$49.95
ITEM #1360	Macintosh	$49.95
ITEM #1361	Atari ST	$49.95
ITEM #1362	Atari XL/XE	$44.95
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MANIAC MANSION™

His ambition was to rule the world... one teenager at a time.

The diabolical Dr. Fred has kidnapped Dave's girlfriend, Sandy. He's holding her in the *Maniac Mansion*. It's up to you to lead Dave and his pals on this wacky search and rescue mission.

It's a story of love, lust, power, greed, insanity, rock 'n roll music, electric cattle prods, soft drinks, small furry animals, strange aliens, late night talk show hosts, geeks, punk rockers, undeveloped photographs, medical experiments and world domination. From Lucasfilm Games (Commodore version requires Joystick(s).)

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Enter the Magical Land of Holm, where you participate in the adventures of three brothers as they seek their ultimate fate. Travel with brave Julian, lucky Philip and gentle Kevin, on their quest through a land full of vicious monsters, enchanted princesses, fearsome dragons and even a kindly old woodcutter or two. Over 17,000 screens in all. From MicroIllusions.

| ITEM #LBAG | C64/128 | $42.95 |

STATIONFALL™

Planetfall has long been a favorite of Infocom fans. Now Floyd is back in the boffoid sequel!

Since your incredible heroics in *Planetfall,* things have hardly changed at all. Life in The Stellar Patrol is still a bore. Today's thrilling assignment: travel to a space station to pick up some trivial forms.

Arriving at the space station, you find it strangely deserted with a spooky alien ship resting in a dock bay. Luckily, Floyd is on hand to help you identify and overcome the dangerous forces at work. But then, even he begins acting oddly... written by Steve Meretzky.

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HACKER™
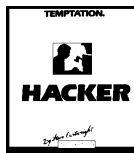
Temptation. To stumble into somebody else's computer system. To be someplace you're really not supposed to be. And to get the strange feeling that it really does matter. "LOGON PLEASE:" is all you get to start with. That's it. From there, it's up to you.

Just like in real life, there are no rules, no clues, no instructions. From Activision. (Commodore version requires Joystick(s).)

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HACKER II™:
THE DOOMSDAY PAPERS™

As the world's leading authority on computer security systems, the CIA is counting on you to preserve Western Civilization. The Russians have in their possession "The Doomsday Papers", a notebook which could destroy our government. Your mission is to break into the maximum security complex where the papers are stored, avoid the heavy electronic surveillance and get them back!

Your only weapons are your computer, a few droids called Mobile Remote Units and your skill. From Activision. (Macintosh version requires 512K. Commodore version requires Joystick(s).)

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ITEM #LACA	Apple II	$14.95
ITEM #LAEA	IBM	$14.95
ITEM #LAJA	Macintosh	$14.95

THE LURKING HORROR™

Ever since you arrived G.U.E. Tech, you've heard stories about the creepy old campus basements and storage rooms. Until now, you've kept a safe distance. But tonight, something draws you down into the mysterious depths of the institute. Suddenly, you're in a world that rivals your most hideous visions, a realm of horror lurking beneath the calm corridors and study halls.

Shapes emerge from dark corners. Eerie sounds draw closer. Slimy passageways lead to sights so horrifying that they will feed your nightmares for weeks. Written by Dave Lebling.

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ITEM #1351	IBM	$39.95
ITEM #1352	Amiga	$39.95
ITEM #1353	Macintosh	$39.95
ITEM #1354	Atari ST	$39.95
ITEM #1355	Atari XL/XE	$44.95
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MIGHT AND MAGIC™

Can you discover the Secret of The Inner Sanctum in this fantasy role-playing adventure?

First, you'll have to find the Inner Sanctum itself, which won't be easy since it's not on the map. You'll cross vast oceans, climb tall mountains, search through ancient castles and dark dungeons in your quest. You'll use 94 different spells and more than 250 items of magic to deal with over 200 monsters that you may encounter.

You can create up to 6 different characters to go adventuring, and since *Might and Magic* reacts differently to each player, no two quests for the Secret of the Inner Sanctum are alike. From New World Computing. (IBM version requires 256K. Macintosh version requires 512K.)

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ITEM #LADH	Apple II	$42.95
ITEM #LAFH	IBM	$42.95
ITEM #LAKH	Macintosh	$49.95

SHANGHAI™

Infocom's favorite Activision game!

Smoke hangs thick as smoldering intrigue in the steamy alley backroom in Shanghai. Tension grips as fortunes ride on the clicking ivory tiles of a game. The game? Mah Jongg–the 3,000 year-old Chinese obsession of sailors, warriors, scoundrels and kings.

Brought to America in the 1920's, now it's coming to your home computer screen. Play against the computer, another player or the clock with this captivating strategy challenge. From Activision. (Commodore version requires Joystick(s). IBM version requires 128K and Color Graphics Card.)

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ITEM #LAEB	IBM	$29.95
ITEM #LAJB	Macintosh	$34.95

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