Infocom's Non-Interactive Non-Fiction

Infocomics (1988)

- SG1 - Gamma Force in Pit of a Thousand Screams (Amy Briggs)
- SL1 - Lane Mastodon vs. The Blubbermen (Steve Meretzky)
- SZ1 - ZorkQuest: Assault on Egreth Castle (Elizabeth Langosy)
- SZ2 - ZorkQuest II: The Crystal of Doom (Elizabeth Langosy)

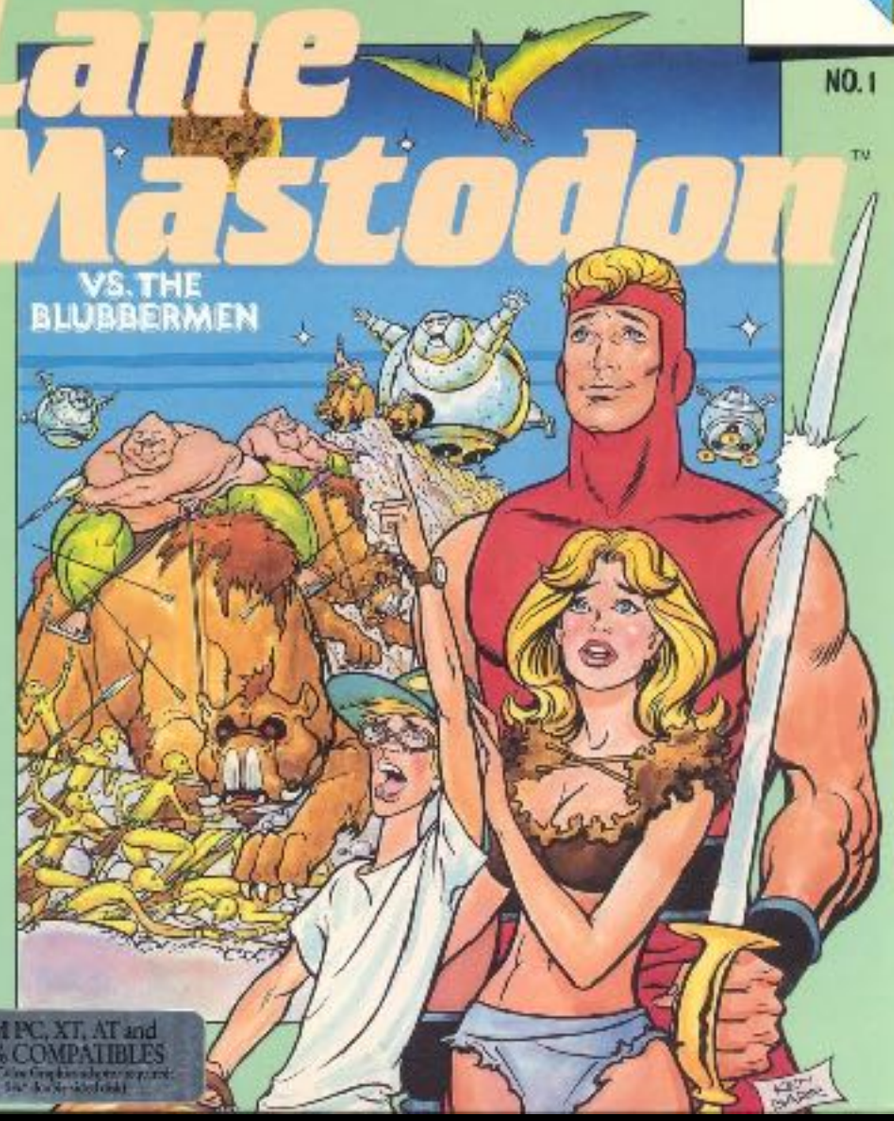
Infocom and Tom Snyder Productions Present INFOCOMICS™

$12

Lane Mastodon™

NO. 1

VS. THE BLUBBERMEN



IBM PC, XT, AT and 100% COMPATIBLES

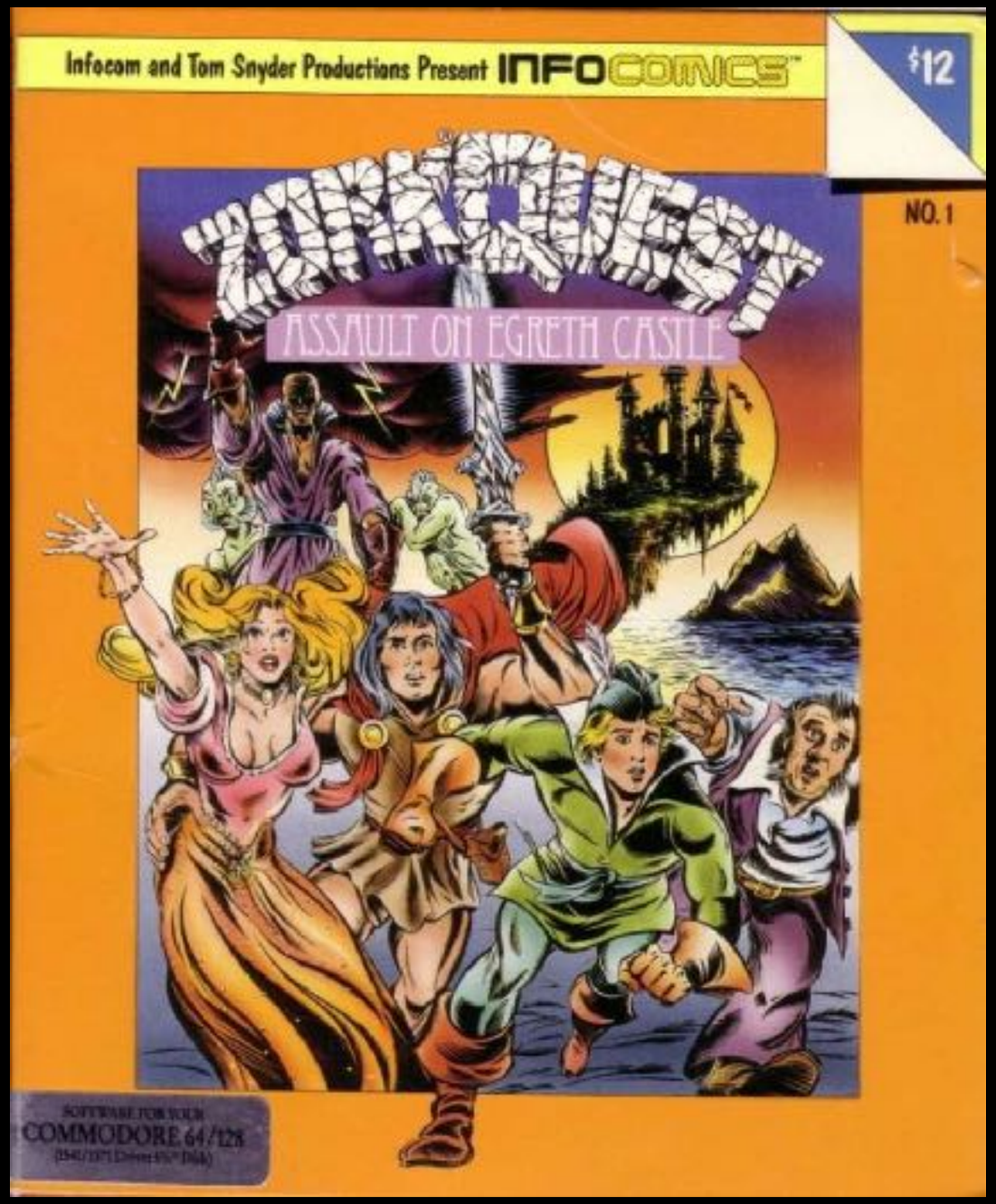
Infocom and Tom Snyder Productions Present INFOCOMICS™

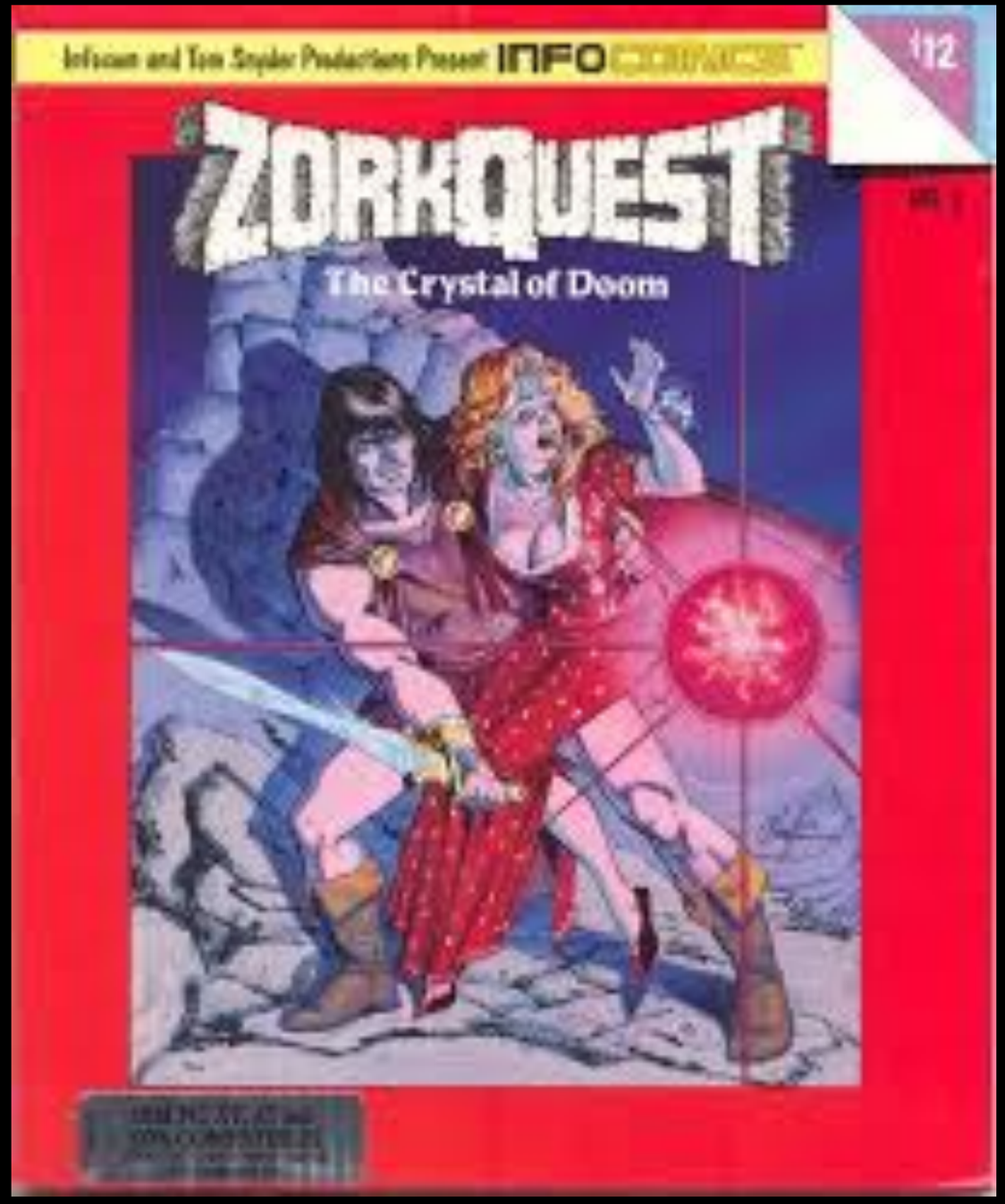
$12

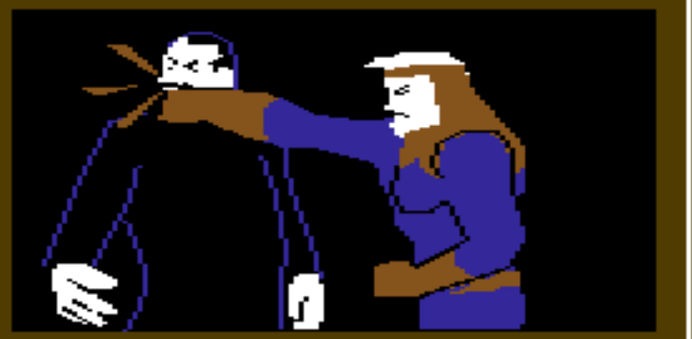
GAMMA FORCE™ IN PIT OF A THOUSAND SCREAMS

NO. 1

IBM PC, XT, AT and 100% COMPATIBLES


Infocom and Tom Snyder Productions Present INFOCOMICS
$12
NO. 1
ZORKQUEST
ASSAULT ON EGRETH CASTLE
SOFTWARE FOR YOUR
COMMODORE 64/128


Infocom and Tom Snyder Productions Present INFOCOMICS
$12
ZORKQUEST
The Crystal of Doom



The crew consists of three extraordinary beings.

Elena turned her powers to the locked doors.

The crew consists of three extraordinary beings.

The little town of Accardi-by-the-Sea was deep in peaceful slumber...

Radnor was defeated. At last Frobuit had the chance to prove himself worthy of Althea's admiration.

Egreth Castle, once the proud home of King Duncanthrax...

The pleasant countryside made Burthark forget his cares. If only every day could be like this!

Quester’s Log

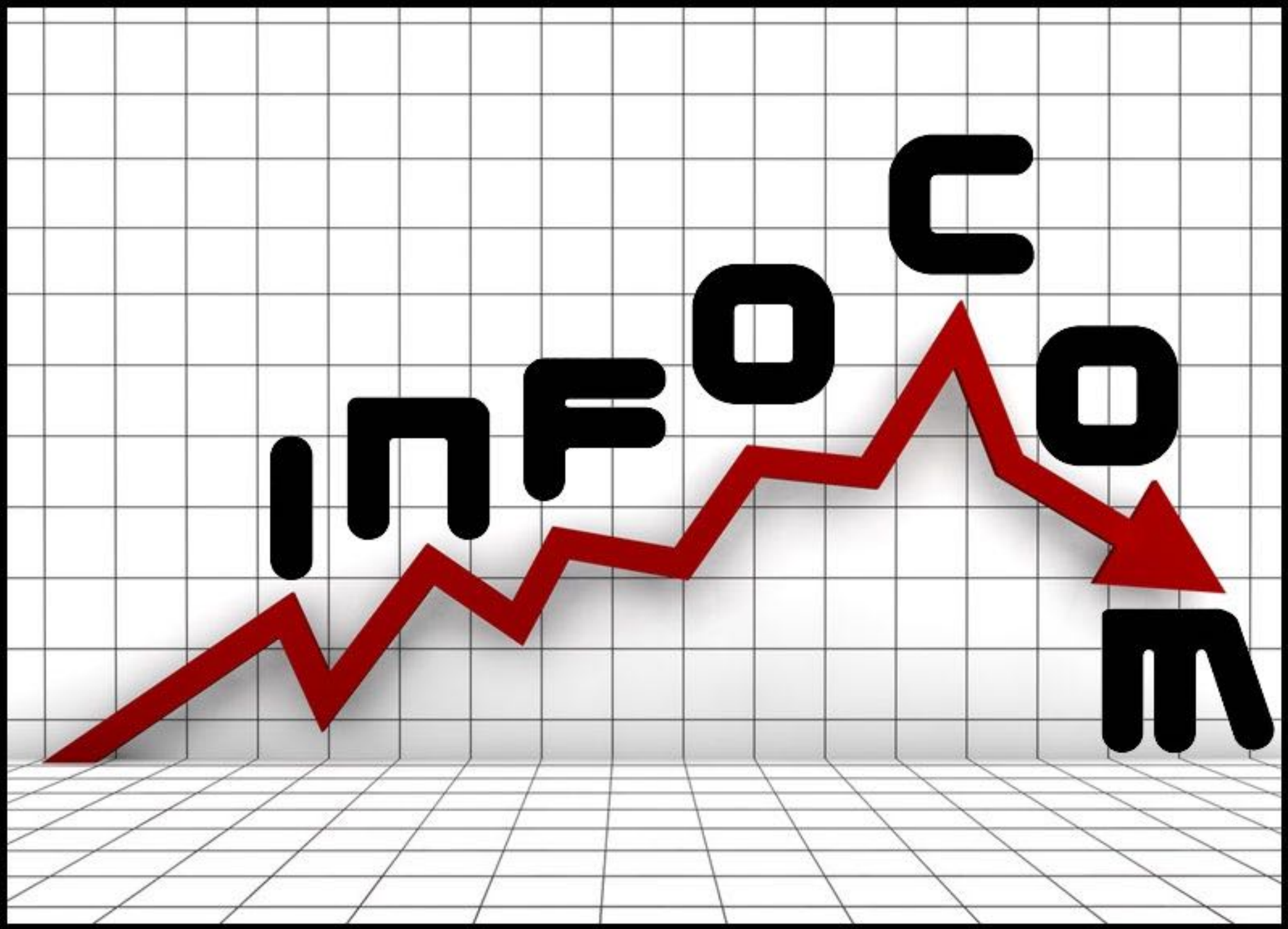
- “What was really cool about these was that the player was able to make their way through the (fairly basic) tale from the unique perspective of each character before reaching the story’s climax, which allowed us to see the characters motivations, fears, triumphs and so forth in a way we would not have been able to otherwise.”

Tom Snyder Productions

- Agent USA and Bannercatch (published by Scholastic)
- Halley Project (published by Mindscape)
- Run For the Money (published by Scarborough Systems)
- In Search of the Most Amazing Thing, Snooper Troops I and II (Spinnaker)

WHEN I WAS YOUR AGE

GAMES WERE CALLED BOOKS


INFOCO

1982

1983

1984

1985

CHOOSE YOUR OWN ADVENTURE™ · 13

ZORK

THE MALIFESTRO QUEST

$1.95

AN INFOCOM BOOK (by S. Eric Meretzky)

CHOOSE YOUR OWN ADVENTURE™ · 13

THE MALIFESTRO QUEST

$1.95

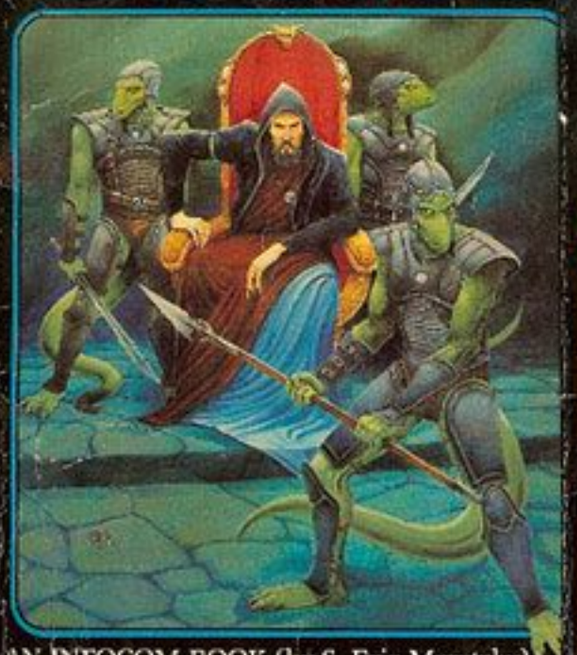
A WHAT-DO-I-DO-NOW BOOK #2

THE MALIFESTRO QUEST

A WHAT-DO-I-DO-NOW BOOK #1

ZORK

THE FORCES OF KRILL



AN INFOCOM BOOK (by S. Eric Meretzky)

A WHAT-DO-I-DO-NOW BOOK #2

ZORK

THE MALIFESTRO QUEST

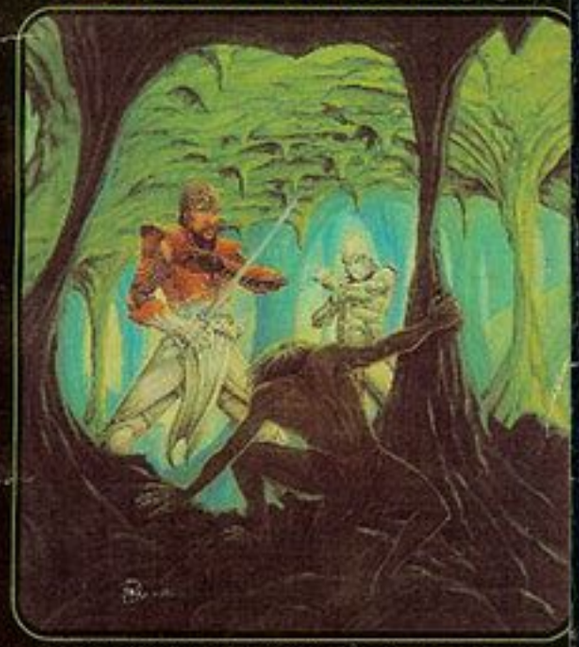
$1.95

AN INFOCOM BOOK (by S. Eric Meretzky)

A WHAT-DO-I-DO-NOW BOOK #3

ZORK

THE CAVERN OF DOOM



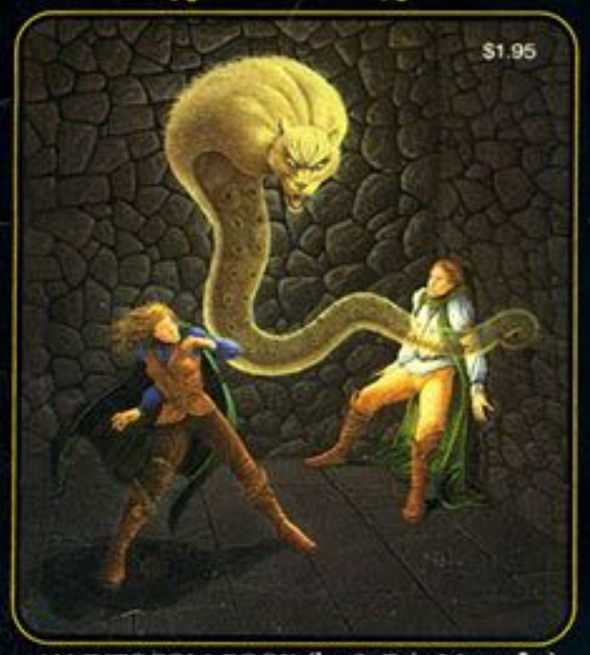
AN INFOCOM BOOK (by S. Eric Meretzky)

A WHAT-DO-I-DO-NOW BOOK

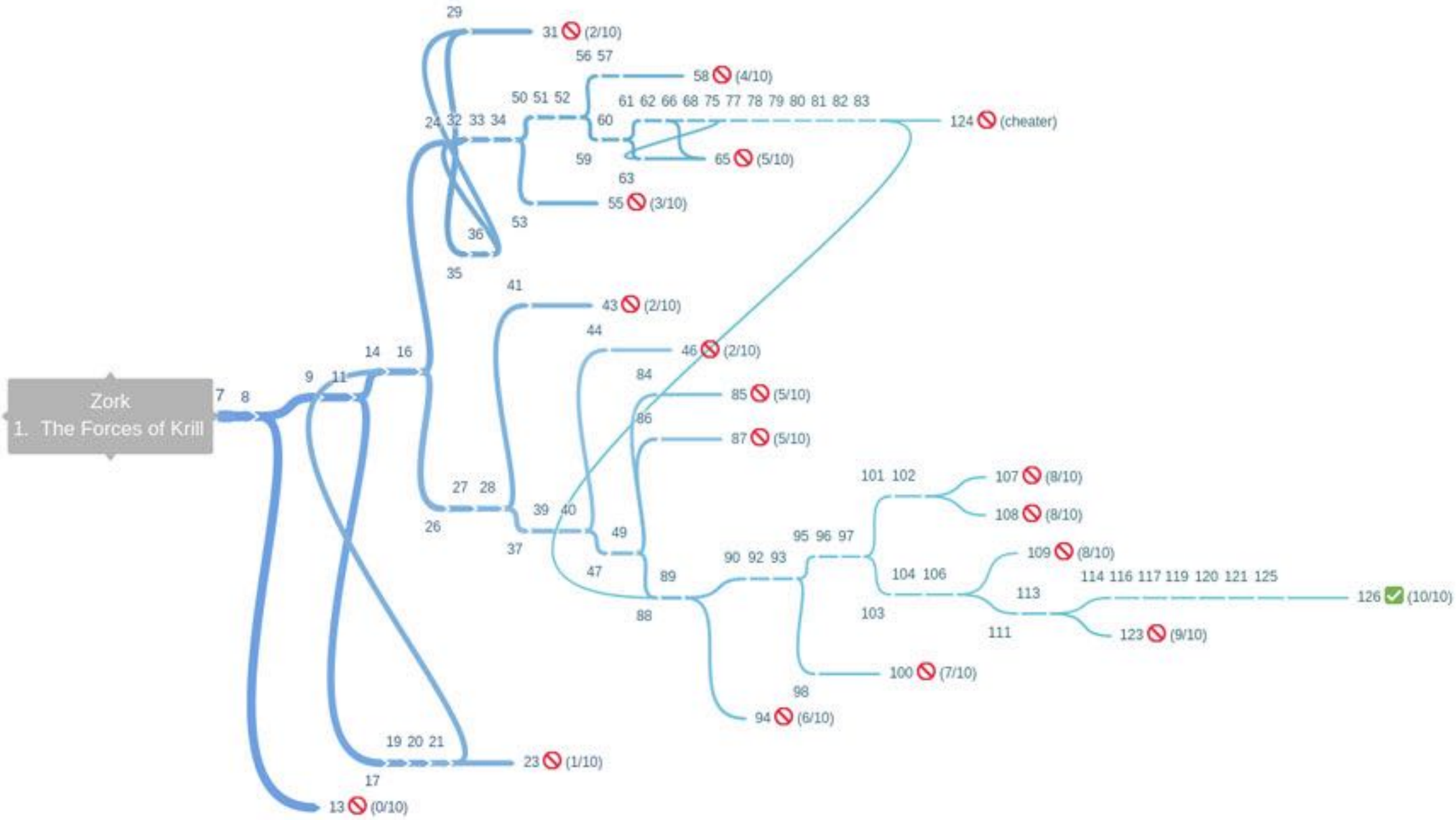
ZORK

#4 CONQUEST AT QUENDOR

$1.95



AN INFOCOM BOOK (by S. Eric Meretzky)


Zork
1. The Forces of Krill
7 8
9 11
14 16
19 20 21
23 (1/10)
17
13 (0/10)
29
31 (2/10)
56 57
58 (4/10)
50 51 52
61 62 66 68 75 77 78 79 80 81 82 83
124 (cheater)
24 32 33 34
60
59
65 (5/10)
63
55 (3/10)
53
36
35
41
43 (2/10)
44
46 (2/10)
84
85 (5/10)
86
87 (5/10)
27 28
26
39 40
37
49
47
101 102
107 (8/10)
108 (8/10)
95 96 97
109 (8/10)
90 92 93
89
104 106
114 116 117 119 120 121 125
126 (10/10)
113
103
88
111
123 (9/10)
100 (7/10)
98
94 (6/10)

www.boraski.com/zork/

WHEN I WAS YOUR AGE

SLIDES WERE RE-USED

A NEW NOVEL
BY THE AUTHOR OF
AN EXCESS OF ENCHANTMENTS

WISHBRINGER

CRAIG SHAW GARDNER

AN INFO

A NEW NOVEL
BY THE AUTHOR OF *FROST*

ENCHANTER

ROBIN W. BAILEY

AN INFOCOM BOOK

In the bestselling tradition of
THE HITCHHIKER'S GUIDE TO THE GALAXY™

PLANETFALL

The hilarious new science fiction novel
by Arthur Byron Cover

AN IT

In the tradition of
THE HITCHHIKER'S GUIDE TO THE GALAXY™

STATIONFALL™

The hilarious sequel to
the bestselling PLANETFALL®
by Arthur Byron Cover

AN INFOCOM BOOK

A New Novel by the Winner
of the Hugo and Nebula Awards
George Alec Effinger

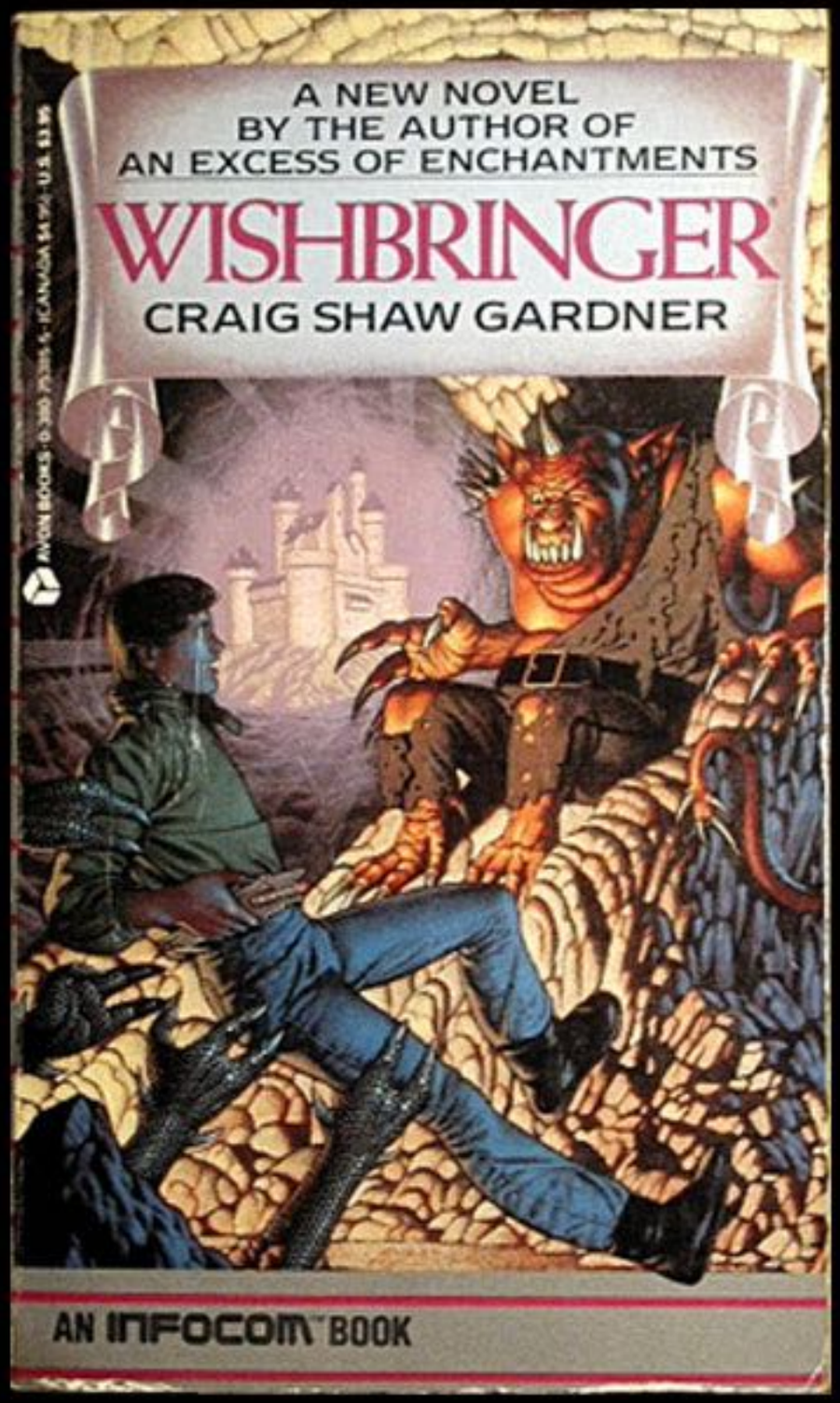
THE

THE LOST CITY OF

ROBIN W. BAILEY

THE HUMOROUS NEW FANTASY NOVEL
BY THE AUTHOR OF *ENCHANTER*

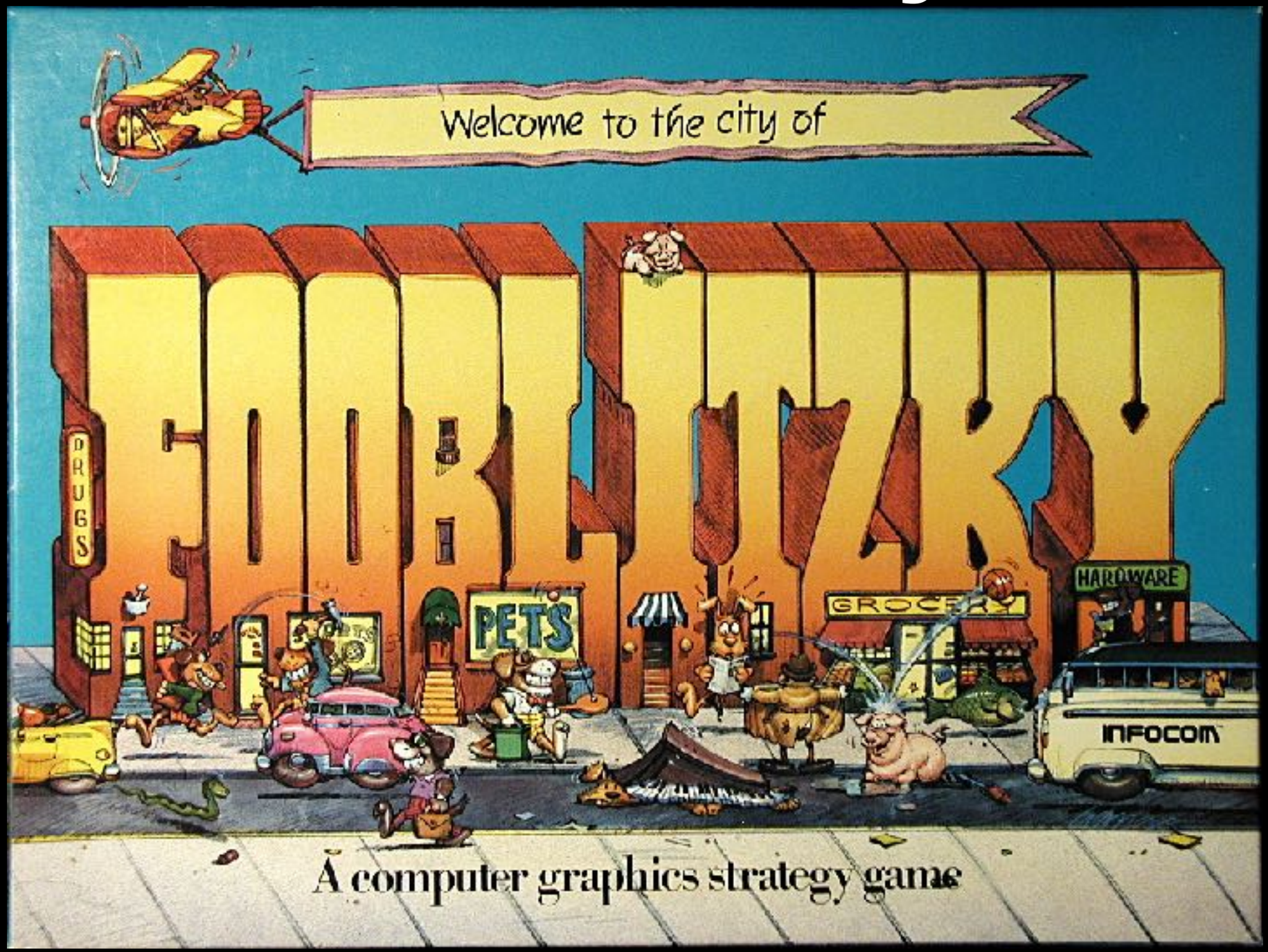
INFOCOM

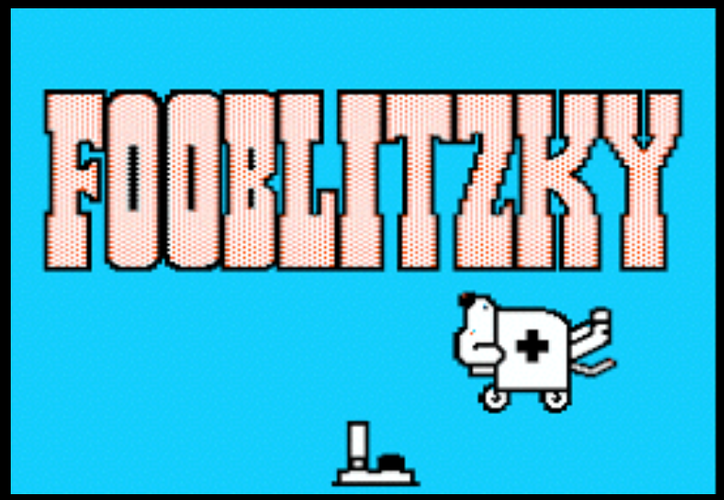


GET THIS

NOT THIS

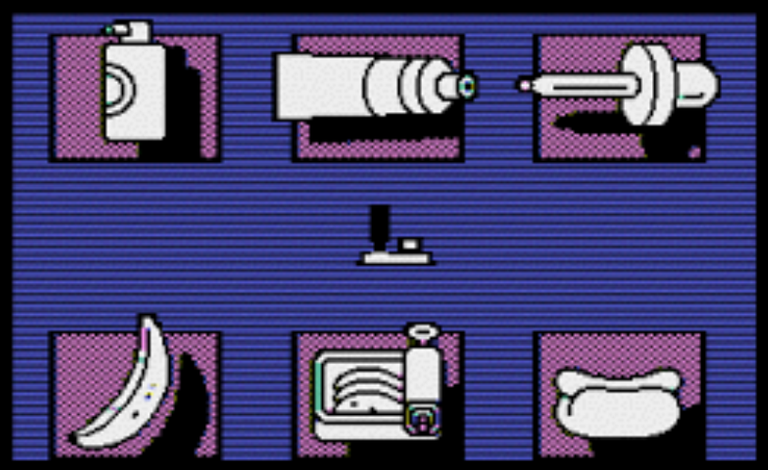
Fooblitzky

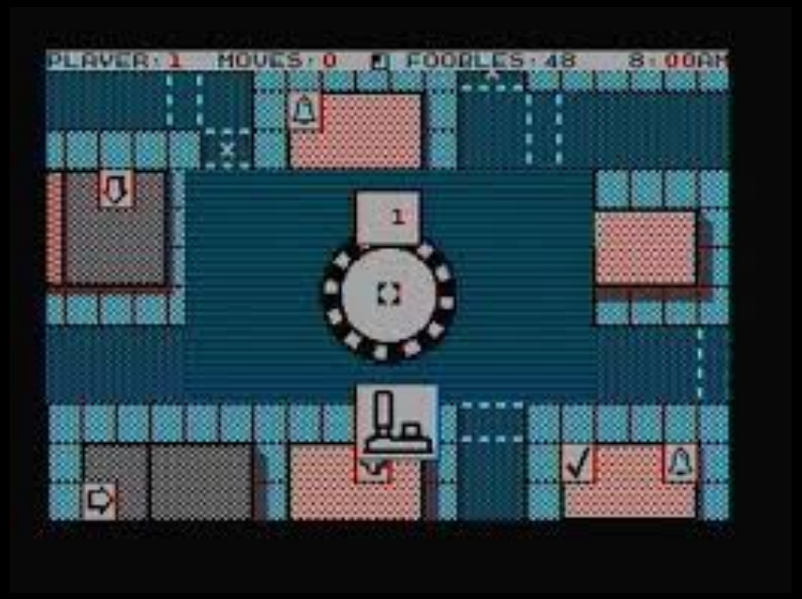

Welcome to the city of
FOOBLITZKY
DRUGS
PETS
GROCERY
HARDWARE
INFOCOM
A computer graphics strategy game


FOOBLITZKY

4
2
3

PLAYER:1 MOVES:0 FOOBLES:64 8:00AM




PLAYER:1 MOVES:0 FOOBLES:48 8:00AM
1

"All the Gnus That Fit, We Print"

The New York Times

Weather: Thic fog, followed by brief but savage downpour.

VOL. 4. . . .No. 2 —SUMMER 1985— INTERFERON EDITION

New Release: A Mind Forever Voyaging

Items from Dr. Perleman's desk are contained in every A Mind Forever Voyaging *package.*

A Mind Forever Voyaging, the first advanced-level Science Fiction story from Infocom, is for true text-adventure buffs. Why? Because it has more locations to visit (several hundred), more things to do, more responses, and a large vocabulary (1800+ words) than any of our previously released products.

The story takes place in 21st-century Rockvil, South Dakota. The United States of North America has fallen prey to incredibly high unemployment and crime rates. Political indifferererence, perhaps caused by backward educational systems or diminishing national resources, has swept the nation. Exploiting this opportunity, Senator Richard Ryder has develop (sic) the Plan for a Renewed National Purpose, stressing patriotism and a return to American values as they were at the country's peak, the 1950s. The public, desperate for a change, embraces the Plan, but many high government officials are unsure whether it will succeed. That is where you come into the picture.

You are PRISM (Perelman-Randu Introductory Soliptic Machine); the first intelligent, self-aware computer. You have been created to enter a simulation of Rockvil, years in the future, and return with recordings of what life would be like if the Plan were to be introduced. While you're busy exploring the future, the scientists and programmers who created you are honing and perfecting the simulation's parameters. Thus, as the story progresses, you can travel further and further in time, watching Rockvil prosper as the Plan succeeds, or perish as it fails. Only you can tell on what course the country sets itself by adopting the Plan.

While there are several puzzles to keep players on their toes, designer Steve Meretzky (author of Planetfall and Sorcerer, and co-author of The Hitchhiker's Guide to the Galaxy) concentrated more on immersing the player in a vast, highly detailed, realistic world: a vision of the destiny of mankind. *A Mind Forever Voyaging* represents Infocom's greatest step yet away from games, and toward true fiction: a serious, often chilling, look at the future of the human race, reminiscent of such great works of science fiction as *1984* or *Brave New World*.

What makes an epic game like this possible? Interactive fiction "plus", the latest development system from Infocom, designed to complement our currently-used "classic" system.

Continued on Page 3

Run For Your Lives! It's FOOBLITZKY

A Unique Graphics Strategy Game

Infocom? *Graphics?*

No, hell hasn't frozen over. Pigs haven't sprouted wings. But Infocom *is* announcing its first non-interactive fiction game — and it *does* have graphics.

"It's a hoax," you're thinking. "Infocom would never use graphics to illustrate locations in text adventures. Infocom hates graphics." Well, yes and no.

Infocom has yet to see computer graphics that add to the quality of a text adventure. There may be ways in which graphics could be used more subtly to enhance your mental imagery. But with today's machine resolutions, and even with proposed advancements in technology, graphics can't begin to compete with the scenes and characters you can imagine. Therefore, Infocom still firmly believes that words paint the most vivid images in your mind.

Of course, there *is* a place for graphics today; in a completely different setting and in a completely different kind of game. In fact, *Fooblitzky* is *all* graphics, and has more graphics in it than any other computer game on the market.

But the *really* important thing about any game is how much fun it is, how enjoyable it is to play, not whether it does or doesn't have graphics. And *Fooblitzky* is a winner. Already, there are addicts at Infocom.

Logic, deduction, chance, and social interaction are all big parts of *Fooblitzky* — just like deductive reasoning is a part of *Chess*® and *Mastermind*®. (*Fooblitzky* reminds some people of a cross between those games, even though its theme is completely different.) *Fooblitzky* is a *multiplayer* game — 2, 3, or 4 people can play. The name "Fooblitzky" was chosen because it's easy to remember and incredibly difficult to pronounce.

Okay, so the name is goofy. The *game* is goofy. But it's sophisticated goofiness.

The roots of *Fooblitzky* go back more than 2 years. Marc Blank and Michael Berlyn wanted to develop something unique, something totally different from text adventures — or any other kind of computer game. They hired a crazed crackerjack artist, Brian Cody, and a programming

Continued on Page 3

InfoNews Roundup

Wishbringer Event

This time it was not a mansion but a museum, there were no murders, no clues, not a puzzle to be solved. Not unless you found it a puzzling experience to have a good time. The event was the Wishbringer announcement, and a good time was had by all.

This party was held in the Field Museum of Natural History in Chicago. And it was no coincidence that Summer CES was in Chicago as well. The press, distributors, and many of our own Infoployees (including *Wishbringer* implementor "Professor" Brian Moriarty) attended an evening of music, dancing, and the 3 p's: presentation, prizes, and pastries. Over 300 people joined us to celebrate the release of our 16th title.

Those who attended were treated to speeches from our Marc "Mark" Blank, Jon "Buckingham" Palace, Mike "Mac the Knife" (Stan) Dornbrook, and even the professor himself. The presentation drew a standing-room-only crowd (thanks to Marc, who was seen before the party removing the auditorium's 200 folding chairs!).

The party was more than anyone could have wished for, especially if you were one of the seven lucky prize winners. Infocom drew names from a crystal punch bowl to award

Continued on Page 3

$ Fooblitzky $

- Summer 1985: Released, NZT readers only for 6 months
- Winter 1986: $39.95
- Summer 1987: $14.95 “Classic Titles” list
- June 1987: $9.95

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.)

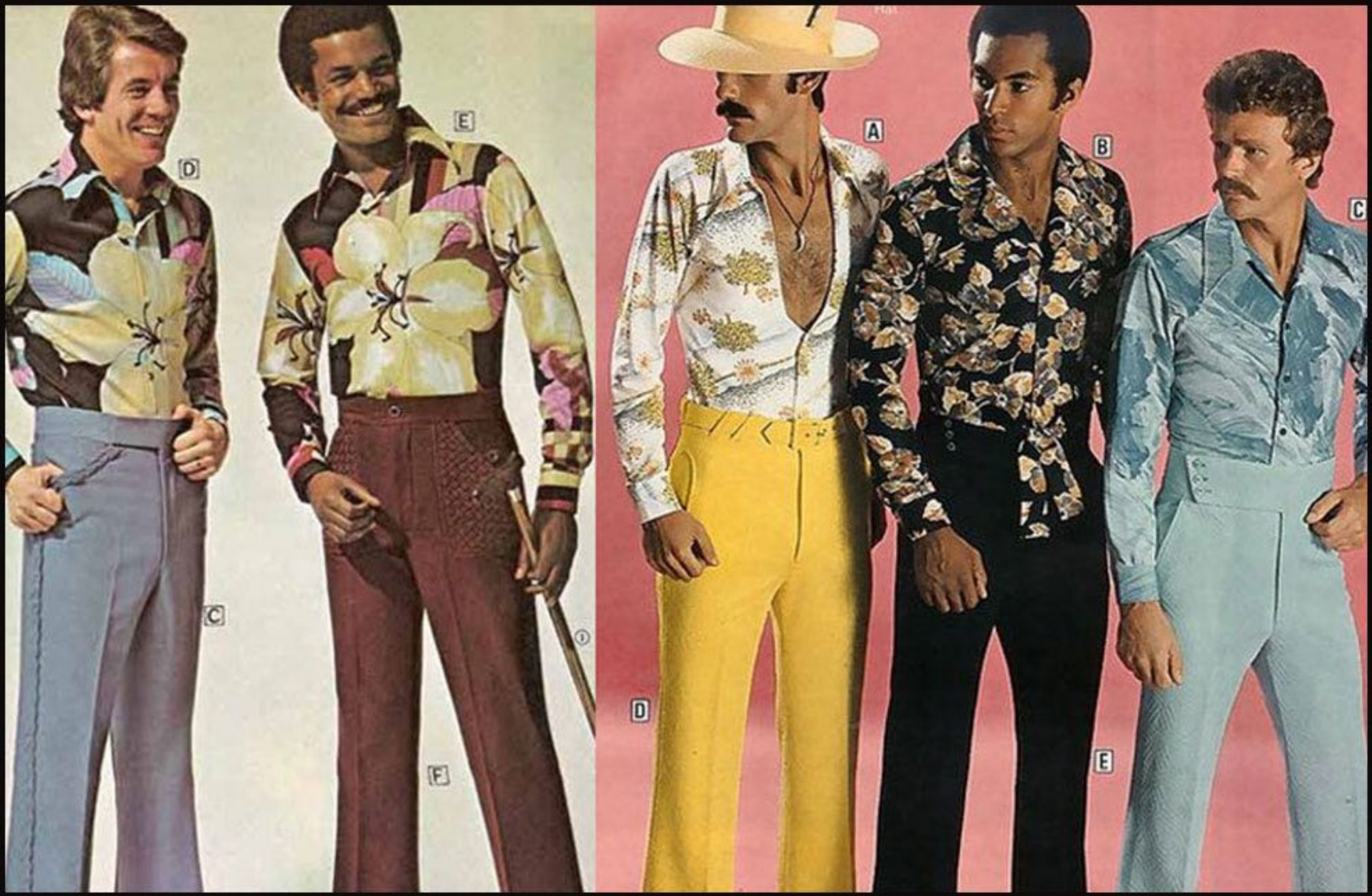
ITEM #1455	*Apple II*	**$9.95**
ITEM #1456	*IBM*	**$9.95**
ITEM #1457	*Atari XL/XE*	**$9.95**

Fooblitzky

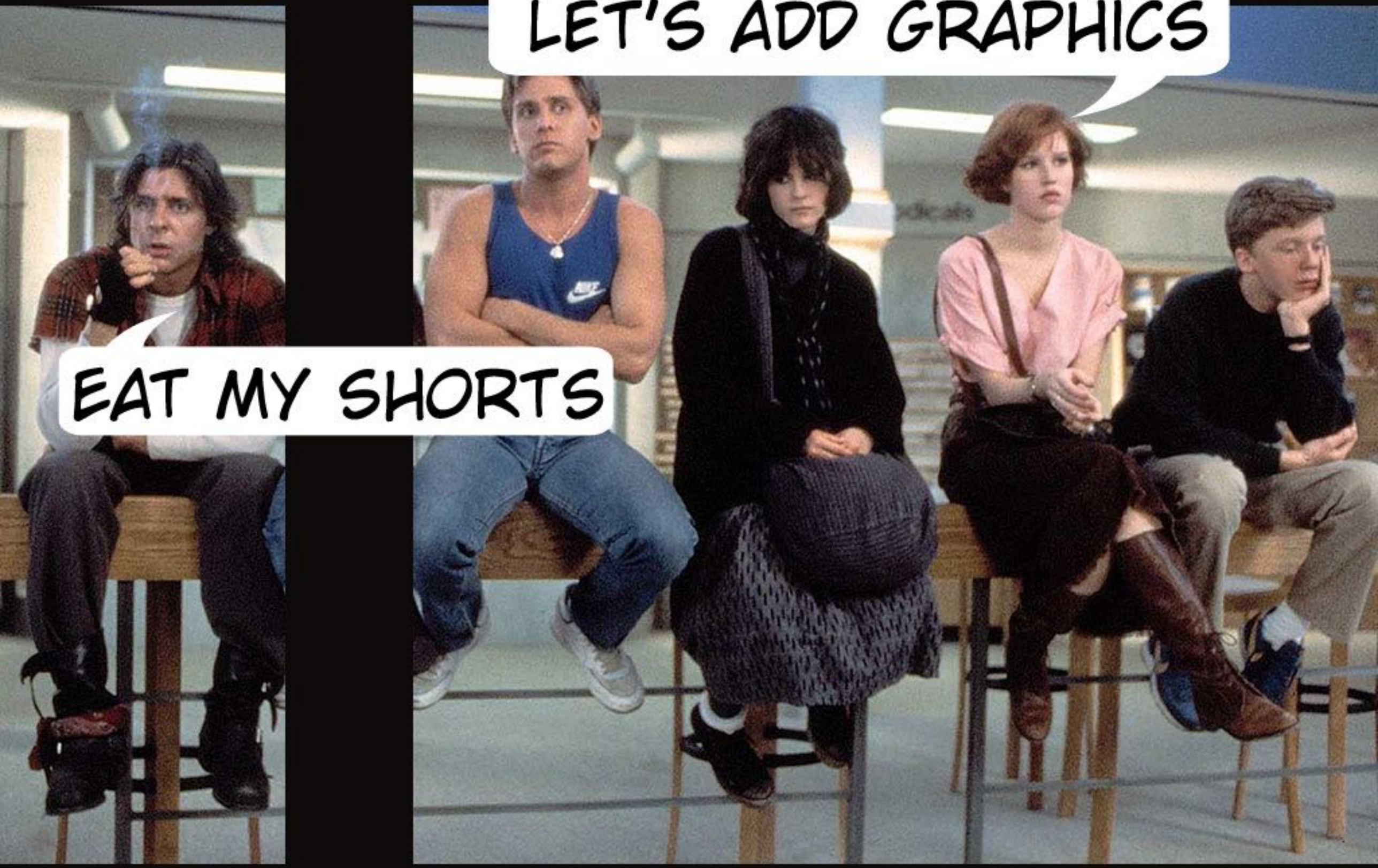
	1985 Infocom	1986 Infocom	TOTAL
Fooblitzky	500	7,725	8,225

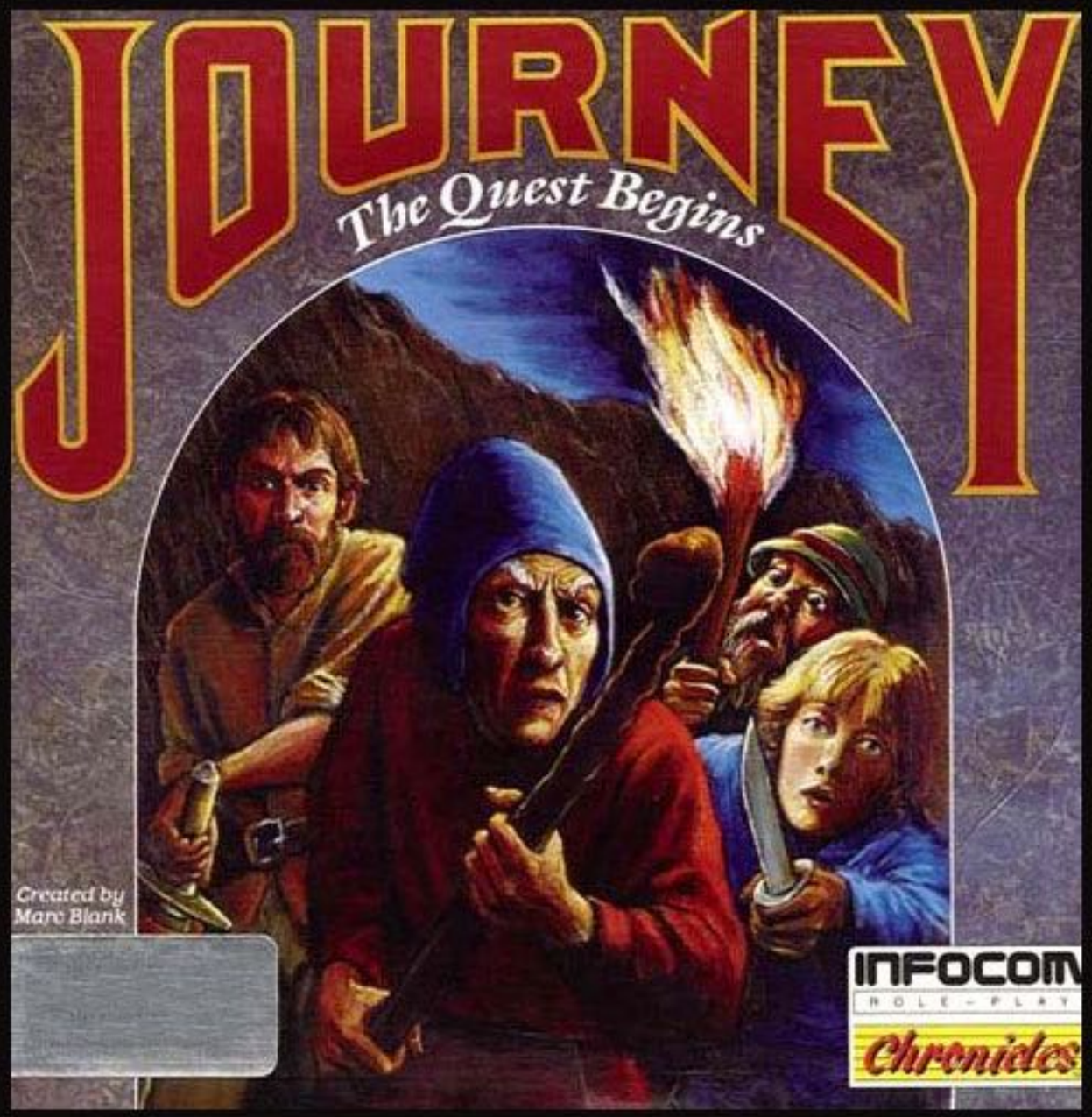
Sales 4/87 - 3/89 (FY 88 + FY 89)

AMFV	6,122	Battletech	14,147
Ballyhoo	3,604	Cornerstone	3,516
Beyond Zork	45,532	Fooblitzky	(-714)
Border Zone	11,516	Quarterstaff	7,760
Bureaucracy	28,010	Sampler	(-1333)
Cutthroats	2,542		


A
B
C
D
E
F

LET'S ADD GRAPHICS


LET'S ADD GRAPHICS
EAT MY SHORTS


JOURNEY
The Quest Begins
Created by
Marc Blank
INFOCOM
ROLE-PLAY
Chronicles

JOURNEY

little luck. The clouds, dark and heavy, began to rain down upon us. "Look!" said Bergon, pointing at the chain lightning off to the north. Seconds later, the earth shook with the roar of thunder. "It is not far now," he added, as his eyes drifted to the blackening sky.

Runoff from the nearby hills was forming into numerous streams, each coursing into the main channel in which we searched in vain for gold. Crash! A tree nearby cracked in two by a stroke of lightning. Rain was falling now in buckets, and Bergon screamed for us to take cover. As I turned upstream, a great torrent of water was heading right at me!

The Party

Proceed

Game

Bergon -->
Praxix -->
Esher -->
Minar -->
Tag -->

Cast

Individual Commands

Elevation
at

Bergon
Esher
Minar
Tag
[cancel]

Quarterstaff™

THE TOMB OF SETMOTH™

by Scott Schmitz
and Ken Updike

Software for your
MACINTOSH
Requires Mac Plus, SE or II
Color requires Mac II with 2 MB
and 16 color video card

ID-84442

INFOCOM
RPG
ROLE-PLAYING GAME

Lets Split Up Gang!

File Edit ⌘ Verb Door Titus Passageway Down 150(150)

Level I

Entrance

Attack ⌘A	Greet	Oops	Split
Break	Guard.	Open	Steal
Bribe	Hold ⌘H	Overturn	Stow.
Brief.	Inventory. ⌘I	Pass. ⌘P	Suicide.
Burn	Join	Pull	SuperBrief.
Drag	Jump	Put	Take ⌘T
Drink	Knock	Read	Taste
Drop	Light	Remove	Throw
Eat	Listen	Repeat. ⌘R	Verbose.
Extinguish	Load	Shake	Wake
Get	Look. ⌘L	Shoot	Wear
Give	Look at	Show	Wield
Go	Mimic. ⌘M	Sleep.	

door.
n.
es
lies.

Seek within the great Oaken feet.
Break the ground down below.
Feel the theurgic earthen beat.
Tis the knowledge they must know.

To gain purchase of the earthen lore,
The Druids of Dark,
Study hard of the root,
The majical store.
Titus?

Quarterstaff

© 1986, 87

Scott Schmitz Ken Updike

With special help from:
Rajiv Aggarwal

Release 1.2E

Published by:
Simulated Environment Systems
800 S. PCH, #8-331 Redondo Beach, CA 90277

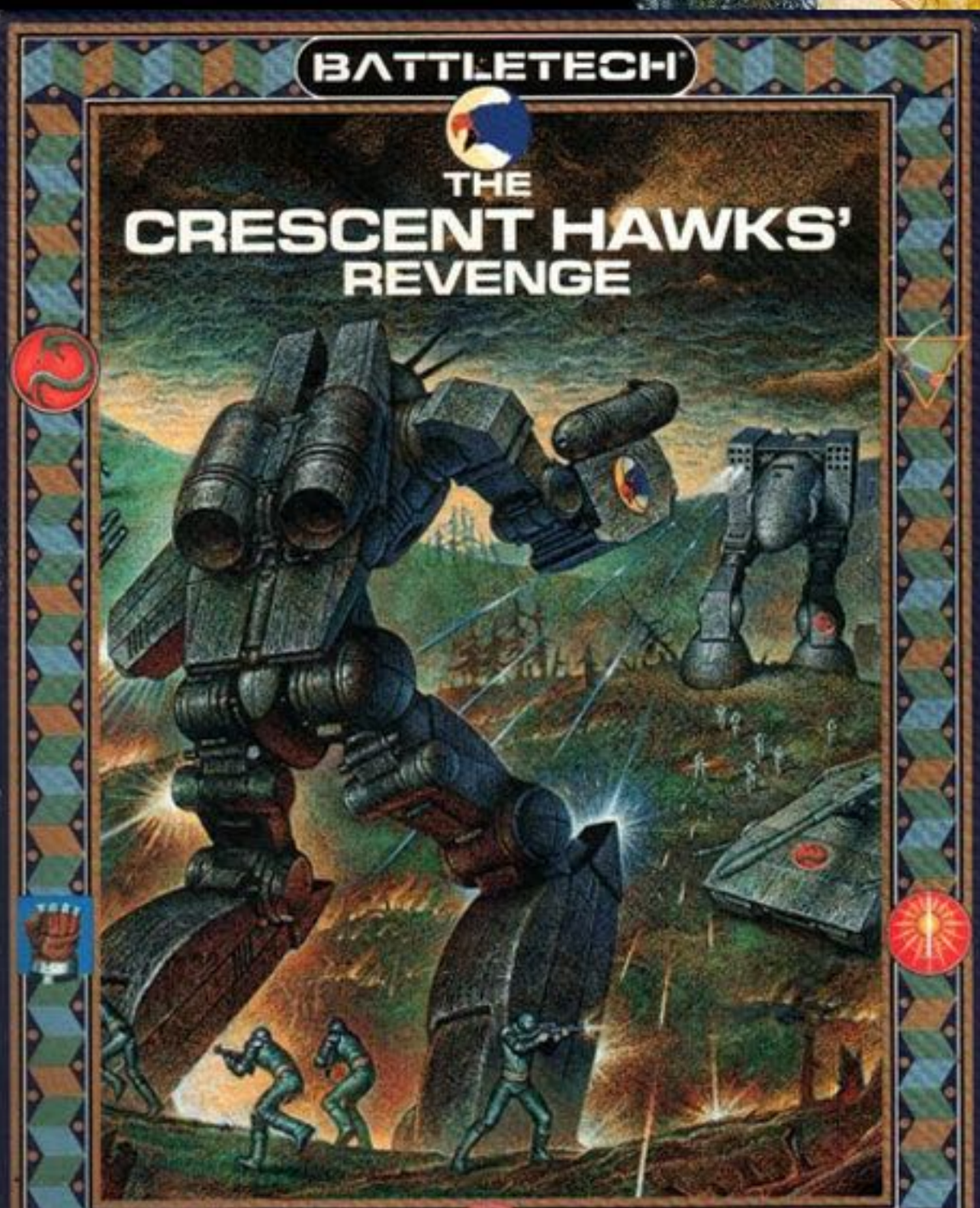
(213) 379-6742

BATTLETECH

THE

CRESCENT HAWKS'

REVENGE



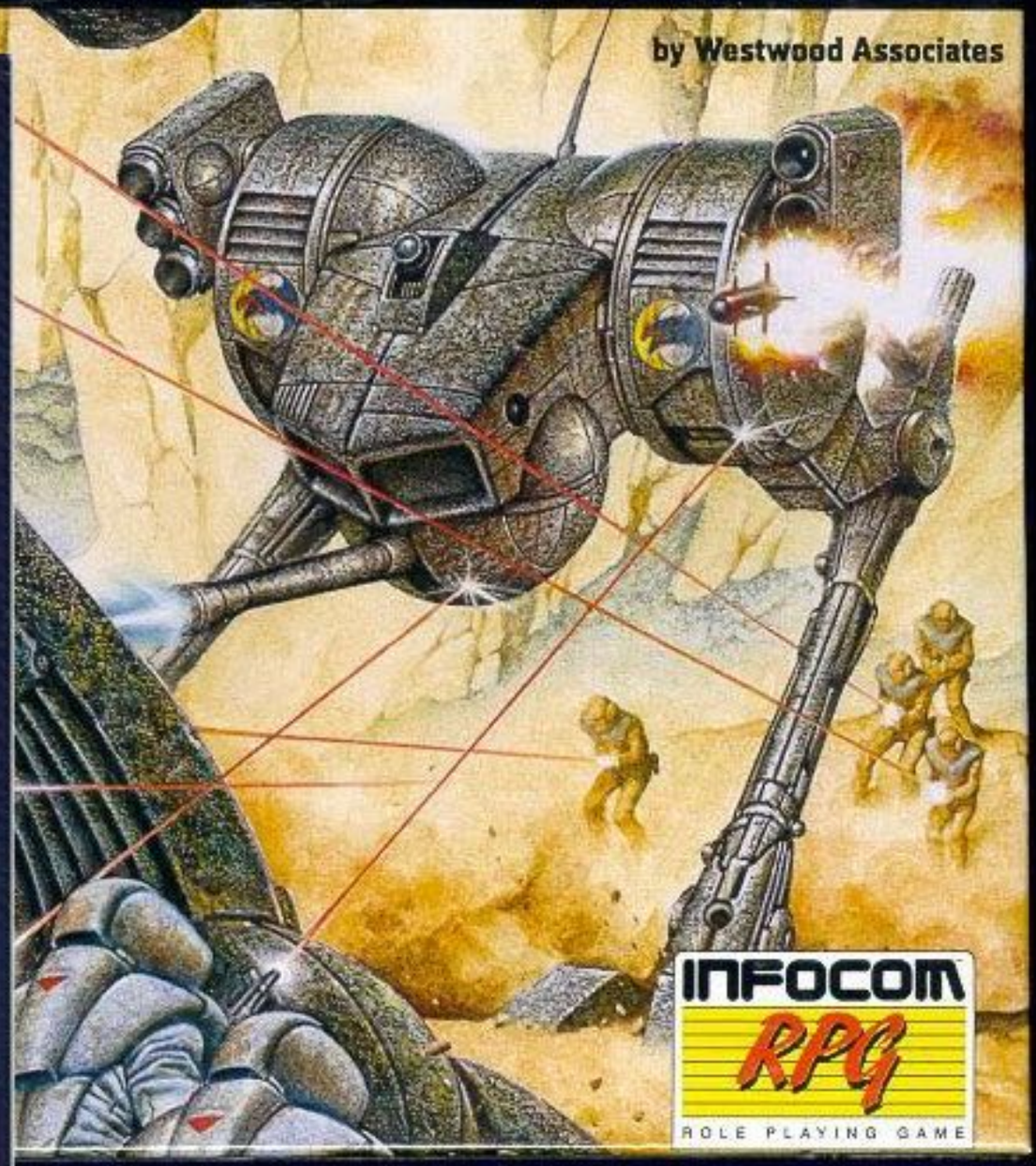
LICENSED BY FASA

INFOCOM

BATTLETECH®

THE CRESCENT HAWK'S INCEPTION

by Westwood Associates



INFOCOM

RPG

ROLE PLAYING GAME

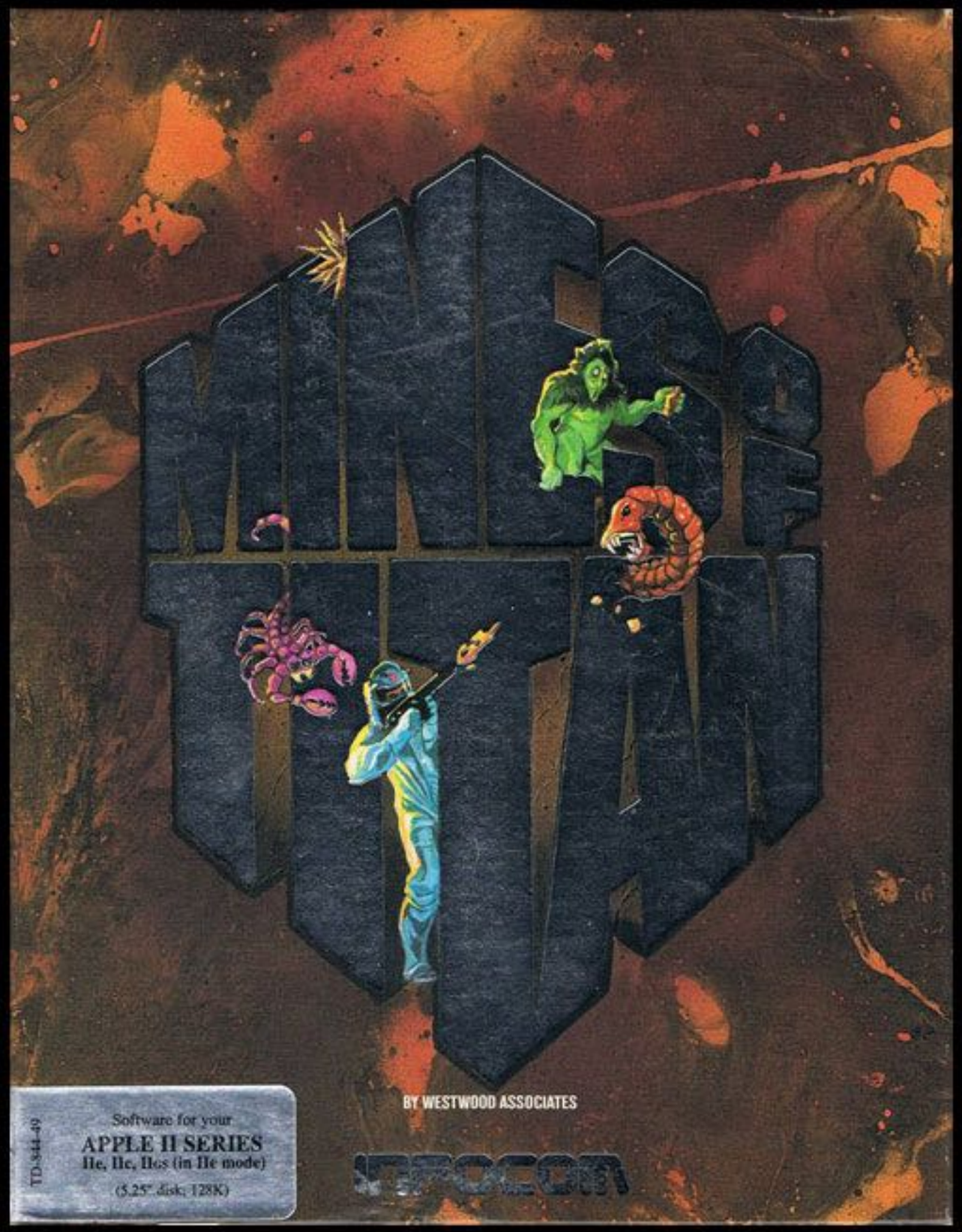
SOUTH
EAST
EAST
EAST
EAST
EAST
EAST
EAST
EAST

BOC

JASON

CREDITS
20

RETURN TO GAME
CHANGE GAME SETTINGS
INSPECT CHARACTER
INSPECT MECH
HEAL CHARACTERS
LOAD A GAME
SAVE A GAME
SHOW OVERHEAD MAP


BY WESTWOOD ASSOCIATES
Software for your
APPLE II SERIES
IIe, IIc, IIcs (in IIe mode)
(5.25" disk; 128K)
TD-344-49

NAME	MIGT	AGIL	STAM	HLTH
1 Tom Jetland				
2 Laura Post				
3 Doc Grey				
4 Doc Atom				
5 Matt Hade				
6 Black Out Ben				

A citizen and friends are watching you. Do you attack?

Yes No

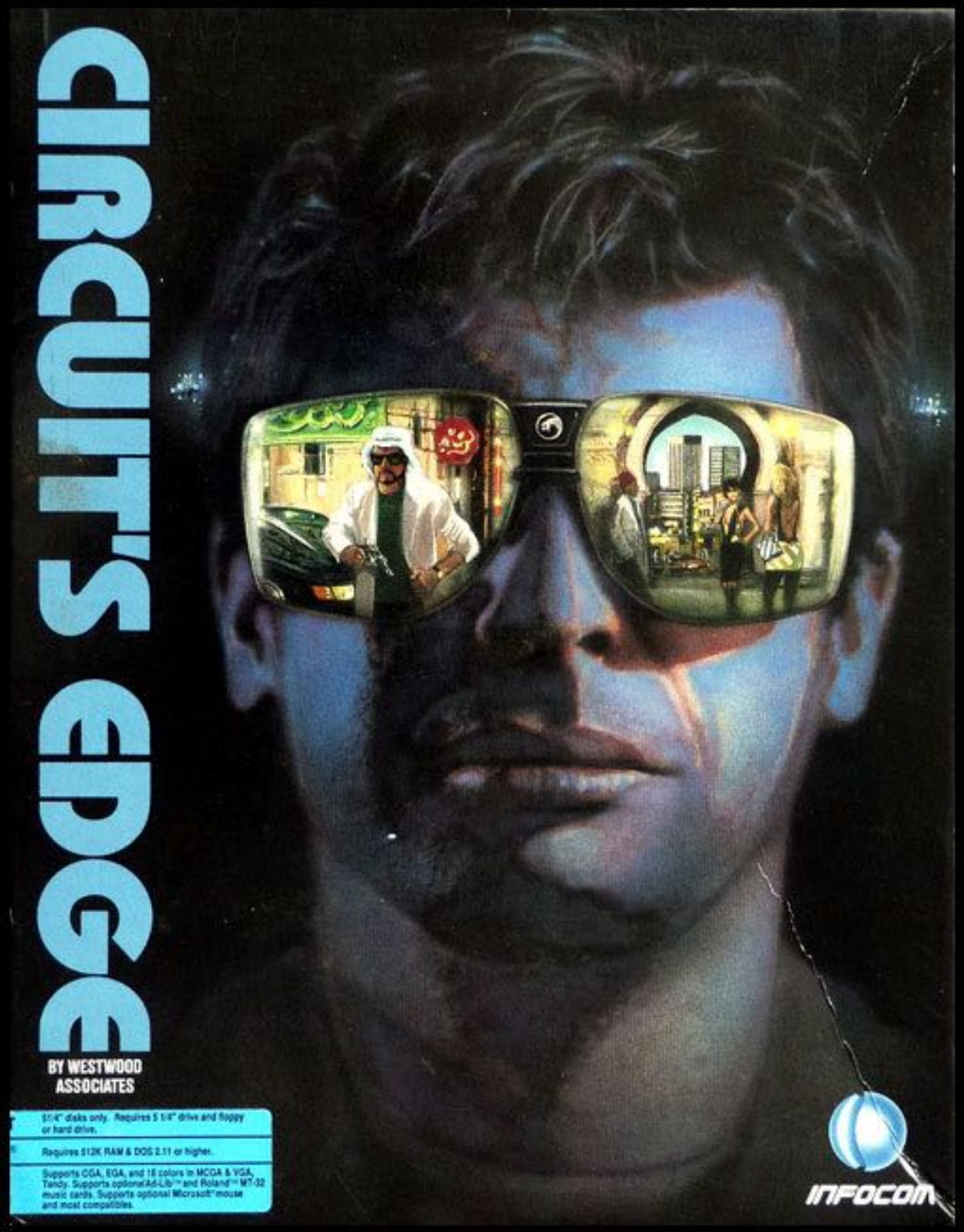
CIRCUIT'S EDGE

BY WESTWOOD ASSOCIATES

5¼" disks only. Requires 5 ¼" drive and floppy or hard drive.

Requires 512K RAM & DOS 2.11 or higher.

Supports CGA, EGA, and 16 colors in MCGA & VGA, Tandy. Supports optional Ad-Lib™ and Roland™ MT-32 music cards. Supports optional Microsoft® mouse and most compatibles.



INFOCOM

GAME LOOK TALK INVENTORY ACTION MAP EXIT

12:22 AM

Friedlander Bey's

LIFE
STRN
STAM
AGIL
REST
FOOD

lonely." "May Allah never «MORE»
let you feel lonely." Over three
cups of coffee, the two of you
inquire after the health of each
other's family and friends,
calling on Allah to bless and
protect them all. Finally, Papa
concludes the amenities. «MORE»

BUT WAIT... THERE'S MORE!

Now for a **LIMITED TIME ONLY** when you **RUSH** your *Hitchhiker's Guide to the Galaxy* order to Megadodo Publications, you'll also get as our **SPECIAL GIFT** to you **ENOUGH THROW-IN ITEMS TO FILL AN ATTIC!** So act now and receive all these fabulous bonuses!

FLUFF: Goes anywhere—under the bed, behind the commode, at the bottom of your pocket, inside your navel!

DESTRUCT ORDERS FOR YOUR HOME AND PLANET: Suitable for framing, and great gag gifts at any party!

DON'T PANIC! BUTTON: Perfect for those times when your planet is being bombarded by laser beams, your toaster starts talking to you and traces of radioactivity are discovered in your breakfast cereal!

JOO JANTA 200 SUPER-CHROMATIC PERIL-SENSITIVE SUNGLASSES:****
You'll look cool and stay cool even when attending a Vogon poetry reading!

NO TEA: Just like the tea professional hitchhikers don't carry!

MICROSCOPIC SPACE FLEET:
Just the thing for attacking microscopic civilizations.

**** Not recommended for driving.

HOW MUCH WOULD YOU PAY NOW? ONE HUNDRED ALTAIRIAN DOLLARS? TWO HUNDRED? THREE HUNDRED?!

CORNERSTONE
STYX

Cornerstone

- “A sophisticated database manager for non-programmers”

"All the Grues That Fit, We Print"

The New Zork® Times

The History of Zork — p. 6
InfoNews Roundup — p. 9
Puzzle — p. 12

VOL. 4. . . .No. 1 *WINTER 1985* *INTER-ATOMIC EDITION*

Cornerstone: "The Hottest New Business Product of 1985"

On November 1st, at a press conference in New York City, Infocom announced Cornerstone™, the first in a new line of interactive business software.

Cornerstone is a full-featured relational database management system. Data management programs have traditionally fallen into two distinct camps: simple-to-use programs with very limited capabilities, and full-featured programs that require the user to have programming skills (or to hire a consultant who does). Cornerstone was designed to put all the power of this second group into the hands of non-programmers.

With Cornerstone you can design, build, and use sophisticated data management applications without writing a single line of code. These applications could be almost anything — a personnel system, a client-tracking system, or a roster of games.

Cornerstone also simplifies data entry. Whenever you've entered sufficient characters for Cornerstone to know what you want, it will complete the rest. Cornerstone will also check that your input meets specified constraints (such as minimum or maximum values). And at any point, you can press the OPTIONS key to see a list of all allowable data values. (A lexicographer in a cage?)

Why Business Products?
See page 6

The other mainstay of Cornerstone is flexibility. You're never locked into one way of doing things. If you need to look at your information in a new way, you can create a new report in seconds (with no limit to the number of reports). If you need to add a third phone number for

In developing Cornerstone, we've tried at every step to anticipate what a sane (or insane) person might attempt to do next. There's a critical difference, however, between Cornerstone and the games. While the games strive to make life difficult — constantly thwarting your best efforts, posing enigmas, even leaving you dead in some remote wasteland — in Cornerstone, we've done everything we can think of to make things *easy*. You'll never need InvisiClues to use Cornerstone, because we've given it a HELP key

DATABASES

No Games This Time Around

CORNERSTONE, FROM GAME MANUFACTURER INFOCOM, IS A SURPRISINGLY POWERFUL PROGRAM THAT STILL NEEDS WORK

BY CYNTHIA W. HARRIMAN
Review Board

If you play any computer games or know someone who does, you have no doubt heard of Infocom, a company that has made its mark producing adventure-style games for various personal computers. Now, Infocom has decided to shed its party hat for a blue suit with its first business product, a database called Cornerstone, which has some intriguing features. But it also has

You can easily define or later change the structure of your database, a difficulty with some other programs. A few shortcuts make entering data easier, too. You can enter "yesterday" or "last month" in a date field, for instance, and Cornerstone will compute the entry. If you've specified an entry to be limited to certain values — for example, a client's name must be in the client file — then Cornerstone will fill in the name as soon as you've typed enough letters to identify it uniquely.

TO: Infocom Brothers & Sisters

FROM: The Proud Parents

SUBJECT: Birth Announcement

CERTIFICATE OF BIRTH

CHILD'S NAME: Cornerstone

PARENTS' NAMES: Infocom, Inc.

DATE OF BIRTH: Thursday, January 31, 1985

PLACE OF BIRTH: 55 Wheeler Street, Cambridge, MA

ATTENDING PHYSICIAN: Business Products

A gala birthday party has been planned for Cornerstone on Thursday, January 31, 1985. Festivities start at 5:00, with refreshments to be served starting at 6:00. Second floor here at Infocom. Don't miss this celebration of Infocom's newest family member. A good time is guaranteed for all.

C A U S E F O R C E L E B R A T I O N

SOFTSEL HOTLIST

#1 in Entertainment: **Hitchhiker's Guide to the Galaxy**

#3 in Entertainment: **Wishbringer**

#27 in Business: **Cornerstone** BEATING OUT dBASE II
(which fell to the #28 spot)

TODAY!
THURSDAY

5:00

Celebration

"Friday party" a day early

- Oct 82: Business Products division founded. "Cornerstone" development begins.

- 11/1/84 Cornerstone announced at NYC press conference.

- Jan 85: Cornerstone released. $495.

- Sep 85: "A Mind Forever Voyaging”. First layoffs due to "Cornerstone"s commercial failure (despite hiring a separate sales and marketing team).

- Feb 86: “Ballyhoo". Price cut for "Cornerstone" (to $99.95).

- Jun 13 86: Merger. Activision Inc. buys Infocom for stock swap worth $7.5-9.0 million.

The Digital Antiquarian

- “Infocom could quite likely have survived if they’d avoided Cornerstone and made smart business decisions, and the world of gaming would doubtless have been a better place for their tradition of literacy, thoughtfulness, and innovation.”