INFOCOM ANNOUNCES
NEW SCIENCE-
FICTION MASTERPIECE
SUSPENDED

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

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

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

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

NEW PRODUCTS IN THE WORKS

2nd mystery due soon

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

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

Systems Now Total Twelve

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

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

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

Games for the Osborne are available only through Osborne dealers.

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

MORE InvisiClues™ PLANN’D

User Suggestions Solicited

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

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

We are considering the possibility of writing InvisiClues for non-Infocom games such as the original Adventure. Your suggestions would be appreciated.
INFOCOM AND
MICHAEL BERLYN:
the perfect match

The critics consider Infocom's adventures the undisputed leaders in language handling ability and in the creativity and logic of the problems. As Margot Tommervik wrote in the March 1982 review of Zork II in Softalk: "Zork II is a delight to play. A text adventure, it is of the high-quality, logic-loyal wing of that genre, populated only by such gems as the original Adventure, Zork, and Cyborg. Where Cyborg reached — and retains — the mountaintop in terms of plot and integration of player with adventure, Zork II joins Zork as the ultimate in text adventuring technique and communication."

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

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

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

Still more
new products

BUTTONS, SHIRTS

In response to your requests, the Zork Users Group has come out with two new products. The I ♥ Zork bumper sticker is 3" x 11", with white letters and red heart on a black background.

There has been a strong demand for T-shirts, but problems with sizes, styles, and colors have made us hesitate.

We now have the solution: heat transfers! The Zork logo (brown, yellow, and black) has been printed with special heat-transfer ink. We will ship you the transfer sheet which you can take to a T-shirt shop which does heat transfers. There you can pick out the T-shirt of your choice. (Note: using a standard household iron is not recommended; however, a photographer's mounting press can be used.)