**WITNESS™**

Infocom's long-awaited second mystery game is finally announced, and it was worth waiting for. The advance word is that it tops the highly acclaimed and tremendously popular *Deadline*.

"Witness is really wonderful."
Marc Blank, author of *Deadline* and Zork

Topping *Deadline* will be quite an achievement. *Deadline* has received rave reviews (even *The New Zork Times* called it "a milestone"). *Electronic Games* magazine (primarily a video game magazine) awarded it the "Best Computer Adventure – 1983." *Deadline* was voted the #2 adventure in *Softalk* magazine's poll of its readers. After a year on the market, it is still at the top of the sales charts – very rare in this fast-moving market.

But *Witness* is up to the challenge. Once again, you are the detective who must solve the crime, but this time you are in a classic 1930's setting and the murder takes place before your very eyes.

"There is a great deal of mood setting – the atmosphere is great!" says Marc Blank. "Although there are fewer characters in *Witness*, they are much better developed and more interesting. There is significantly more conversation, and the game is richer in detail."

The author of *Witness* is Stu Galley. One of Infocom's founders, he worked in the same group at the MIT Laboratory for Computer Science as Marc Blank, Dave Lebling, Joel Berez (Infocom's president), and Mike (the founder of the Zork Users Group). Stu's background is physics (B.S. Caltech, M.S. MIT), which may seem odd training for writing mysteries, but Stu is an excellent writer, and is very well-read. In short, he is a true renaissance man.

"Stu is really great at the subtle things."
Steve Meretzky, author of *Planetfall*

As usual, *Witness* introduces improvements in Infocom's parser (the program which understands the sentences you type). No one else has come close to Infocom's language-handling abilities, which are continually improving.
Deadline InvisiClues
(from page 1)

Group has received over 1000 requests – more by far than for any other product. Writing InvisiClues for Deadline was a difficult task. The game’s problems are not at all like those of the Zorks or Starcross. Most of Deadline’s problems are interrelated and in a sequence. Questions about problems further down the sequence would reveal too much and spoil the game.

The solution to this problem was a more creative use of the InvisiClues process. For delicate matters, neutral questions and situations are posed which direct the player to develop more specific, numbered, invisible questions. As usual, there is a section “for your amusement,” which details many of the interesting or humorous things you may have missed. There is also a special section which discusses all 21 possible game endings and how to reach them.

We are sure you will find the Deadline InvisiClues meet or surpass the quality of those for the other Infocom games.

At Last, a Zork II Poster

Pier Giovanni Binotti is an Italian artist who fell in love with Zork. In the Italian tradition, he expressed his love with a beautiful work of art which he is making available to the world through the Zork Users Group. This 22” x 28” poster encompasses the entire geography of Zork II: The Wizard of Frobozz. The illustrations are exquisitely detailed and blend together to form a stunning piece of work.

This is a poster any Zork lover would be proud to own. (Since the poster reveals solutions to certain problems, anyone who hasn't completed Zork II may want to wait.) You'll have to see it to believe it.

Zorkers Respond

Below are reproduced some of the comments received on warranty cards and in letters:

On the Zork Users Group

"This is a letter of appreciation. ... Your customer service is excellent and all of the products you offer make the games so much more enjoyable. I have every one of the Infocom games and all of the InvisiClues booklets. The InvisiClues are top-notch and well worth the price. ... 3 cheers for the Zork Users Group!"

Marian Dover, New Hampshire

"I was very impressed with the speed of delivery of my last order."

Walter Napa, California

"I am writing this letter because of your quick delivery and great games. I was pleased at the speedy delivery of your mail-order services. Your service is the best that I have encountered."

Vance Athens, Georgia

"I recently purchased your InvisiClues for Starcross and want to thank you for your fast service. In this hurry up and wait world, it is refreshing to receive something before it was expected. Hurray for you."

Barbara Ontario, California

"Zork is so much better than Adventure ... I finally got smart and moved on to Zork. My smartest move yet."

On Zork

"This is so much fun I have to force myself to stop. I enjoy it far more than my other Adventure games, even without the graphics."

"Like living inside a novel, kind of makes you feel like Alice in Wonderland."

On Suspended

"This is sure to be another big hit as all your software is. Best game so far!"

"Excellent. You did it again!"

"The hardest of all your adventures. I loved every minute of it."

"I'm becoming emotionally involved with my robots."

"Another unique idea from one of the greatest software companies ..."

"Keep 'em coming."

"I'll be waiting for the next science-fiction game."

"The best! You must now produce games faster, because nothing but Infocom is worth playing!"

"Another Infocom winner."

"Love it. Marvelous packaging. Makes even pirates want to buy it."

"Creative packaging, extremely playable."

"Outstanding."

"Superb graphic quality of packaging, manual, map and pieces was unexpected but very pleasurable."

"I like the hint computer."

"Excellent."

"Suspended is a deep, involving, and extremely tough adventure. Highest praise for it and all the Infocom line."

"Infocom never disappoints. Yours are the only adventures I purchase now."

"Perhaps the best yet."

"So far, the game is intriguing, fascinating, enjoyable, superbly written, addicting, witty, engrossing, fun."

"Awesome! You guys aren't kidding when you say the game takes place in your mind."

"Incredible!"

"Outstanding! Challenging – this is what a game should encompass."

FREE STUFF!

Limit one per customer; offer expires 7/31/83.

InvisiClues booklet

free InvisiClues book with this coupon and any two games purchased.

Limit one per customer; offer expires 7/31/83.

InvisiClues

free heat-transfer sheet ($3.95 value) with this coupon and the purchase of any game.

Limit one per customer; offer expires 7/31/83.

Zork T-shirt

Zork and another!

free T-shirt transfer with this coupon and any two booklets purchased.

Limit one per customer; offer expires 7/31/83.
MEET THE ZORK USERS GROUP

Many of you have asked who we are, how many of us there are, etc. Above is the answer, Mike, the founder, is sitting in front center holding a bumper sticker.

Mike started the Zork Users Group in October of 1981. He had been working at the MIT Lab for Computer Science and part-time for Infocom as the game-tester (their first paid employee). When Infocom began selling games in 1980, our Mike began answering requests for hints. He convinced Infocom to produce the map and poster for Zork I.

In September 1981, Mike left Cambridge to attend the University of Chicago Graduate School of Business. Before leaving, Infocom offered to allow him to set up the Users Group to continue supporting the games. Mike accepted and planned to run the operation from his dormitory room in Chicago.

During the one week Mike spent with his parents in Milwaukee before starting classes, his father Bob (standing at back left), who had retired only a few months before, suggested that he could handle the day-to-day order filling in his spare time at home in Milwaukee. So, the post office box, bank accounts, etc. were established there.

It was a small, frugal operation for the first six to nine months. The mailing list of about 1000 names was kept on 3" x 5" cards. Mike's mother, Marion (standing at back right holding Zork III), maintained the mailing list and handled the requests for price lists. Mike took care of accounting, taxes, planning, product development, advertising, mass mailings, and answered all the hint requests.

He was getting quite bored explaining what to do about the Thief, and giving the answer to the riddle. He wanted to do hint booklets if only he could find a way which would be easy to use without spoiling any part of the games for anyone. After months of searching for a solution, he came across an invisible printing process and InvisiClues were born.

With the introduction of InvisiClues, the expansion of Infocom's product line, and the growth of personal computers, demands on the Zork Users Group were growing. After Mike and his parents spent three weeks printing and typing 4000 mailing labels by hand for the August 1982 mailing, it became clear that the Zork Users Group needed to join the computer age.

Steve (front left, holding Zork I map), Mike's best friend from high school, was writing database systems for the insurance industry. He began working as a consultant for the Zork Users Group, writing a system to handle order entry and to maintain customer records. An IBM-PC with a 10mb Davong hard disk was purchased. [Anyone interested in information on this software should contact the Zork Users Group.]

Once the software was ready for use in January of 1983, the customer list and order information had to be input. Mary (standing in back middle holding Starcross), Mike's former next-door neighbor, and Sharon (front right holding Suspended), who used to work with Marion, were hired to type in the information (which had grown to 10,000 names). Once the information was keyed in, Mary and Sharon stayed on to help out with the daily orders and relieve Mike's parents, who were "working harder than they ever had in all their lives."

So there they are: the people who handle 300-400 orders a week plus 50-100 information requests. They remain semi-anonymous to protect their sanity – since the Users Group is operated out of a home, they can't get away from the phone. Desperate Zorkers have been known to call Infocom in the middle of the night from as far away as Australia.

P.S. Amazing as it may seem to those of you addicted to Infocom adventures, Mike remains the only one of the six above who has ever played any part of any of the games.

More Kudos for Infocom Games

Infocom did extremely well in the Softalk poll of their readers' opinions on Apple software introduced in 1982. All four of the Infocom products which qualified were in the top 10 in their category. In the adventure ten, Deadline placed second, Zork II third, Starcross fifth, and Zork III seventh.

The same issue of Softalk (April 1983) featured an excellent review of Suspended (p. 155). To sum up a one page review is difficult, but a few quotes may help:

"Berlyn has succeeded in devising an adventure that is so absorbing, so compelling in the pleasure of achieving, that you can play it again and again."

"Suspended is an intelligent, logical, well-plotted, compelling, and absorbing, challenging and satisfying text adventure that begs to be played over and over again. What more can an intelligent adventurer ask?"

Zork Users Group
Now Spans 40 Countries

The Infocom games have strong appeal around the world. We know of Zorkers in the following 39 countries outside the U.S.

Argentina  France  New Zealand
Australia  Germany  Norway
Bahamas  Hong Kong  Saudi Arabia
Belgium  Hungary  Scotland
Brazil  Indonesia  Singapore
Canada  Italy  South Africa
Chile  Japan  Spain
Columbia  Kenya  Sweden
Denmark  Kuwait  Switzerland
England  Mexico  Turkey
Fiji  Monaco  Uruguay
Finland  The Netherlands  Venezuela
United Arab Emirates  West Germany

We know addresses for only about 20% of those who have purchased Infocom games, so there are undoubtedly more countries from which we haven't heard.

A Note on our Service

The Zork Users Group generally ships your order within one day of receipt. Packages under 12 oz. are shipped via first class mail. Packages 12 oz. or over are shipped priority mail. The only exceptions to this have been due to unavailability of a game.

Occasionally Infocom experiences a delay on a game introduction for a particular machine (as recently happened with the Atari Suspended, with the TRS-80 Zork II and Zork III, and with all the Commodore 64 games). There have also been occasions when Infocom has back-orders due to unexpectedly heavy demand. In all of these cases we ship your order as soon as is humanly possible.

The exceptions are a small minority of orders. The Zork Users Group maintains a healthy game inventory for all machines. We have never run out of maps, InvisiClues, bumper stickers, T-shirts or posters, and, barring a disaster, we will not run out of any of these items (with the possible exception of posters).
Summer 1983 Price List for Interlogic Game Products
(Prices effective through September 30, 1983)

The Zork Users Group is an independent group licensed by Infocom, Inc., to provide support for Interlogic adventurers. Our sole purpose is to enhance your enjoyment of Infocom's worlds, however, we are a separate entity not affiliated with Infocom. For your convenience we also maintain an inventory of all the games for all systems on which they are available (on a non-exclusive basis). Why buy games from us? We can generally deliver new games to you faster than the wholesale distribution system delivers them to stores. You also save money. Many stores across the country have been charging above list prices. In addition, non-Wisconsinites pay no sales tax (our postage and handling charge is less than the sales tax in most states).

Each booklet contains over 175 hints (and answers) to more than 75 questions about an Interlogic game, progressing from a gentle nudge in the right direction to a full answer. Clues are printed in invisible ink (developing marking included), giving you the option to develop only what you want to see. Each has illustrations throughout, as well as sections listing all treasures, how points are earned, and fascinating game trivia.

InvisiClues

The ultimate hint service.

- InvisiClues for Zork I                                        $9.95
- InvisiClues for Zork II                                       $9.95
- InvisiClues for Zork III                                      $9.95
- InvisiClues for Starcross                                  $9.95
- InvisiClues for Deadline                                   $9.95

Guide maps for Zork I, II, & III

Facilitate your explorations of the Great Underground Empire or decorate your wall. Order the official guide map to Zork I, Zork II, or Zork III. These intriguingly illustrated 11” x 17” fold-out maps are printed in brown and black ink on heavy parchment-tone paper. All locations and passageways are shown. Simple directions make the maps useful guides for your journey through the Empire.

Please be warned, however, that the maps reveal secrets that would otherwise require you to solve various problems. They might give away more than you wish to know. For this reason, we recommend that you explore the Great Underground Empire on your own before using the map.

- Zork I map                                                    $2.95
- Zork II map                                                  $2.95
- Zork III map                                                  $2.95

Blueprint for Deadline

Architectural drawings of the Robner mansion and grounds. This handy reference may help you to unearth some hitherto undiscovered clues.

- Deadline map                                                  $2.95

Guide map for Starcross

This 11” x 17” fold-out map is a two-dimensional representation of the interior layout of the artifact.

- Starcross map                                                  $2.95
The first in a series bringing state-of-the-art in fantasy simulation to owners of personal computers. Considered at its introduction in 1981 the best computerized adventure game available.

The final test of your courage and wisdom. Your odyssey culminates in an encounter with the Dungeon Master himself, and your destiny hangs in the balance.

First in the Interlogic Science Fiction series. You are the skipper of the Starcross, a one-man survey ship searching for quantum black holes. Your mass detector locates a large mass moving through your sector, but this is no black hole. You are about to become the first human to have contact with extra-terrestrial beings . . .

Second in the mystery series, and even better than Deadline. In a classic 1930's setting, and the murder takes place right before your very eyes!

When the original Zork was released, it was considered the best adventure ever written. Only the creators of Zork could have approached, much less surpassed, the original, and they have!

Imagine: instead of passively reading your favorite detective stories, having full control over the investigation. Infocom, the creators of the unexcelled Zork adventures, has made another major advance in the development of the electronic novel.

Kept in a state of suspended animation, you mind connected by a maze of wires to a vast computer, you are the control system of an entire planet’s basic systems. When an earthquake strikes, you must use the robots under your control to evaluate and repair the damage.

<table>
<thead>
<tr>
<th>System</th>
<th>Zork I</th>
<th>Zork II</th>
<th>Zork III</th>
<th>Deadline</th>
<th>Starcross</th>
<th>Suspected</th>
<th>Witness</th>
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<tbody>
<tr>
<td>Apple II ®</td>
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<td>IZ3-AP1</td>
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<td>IZ3-AT1</td>
<td>IM1-AT1</td>
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<td>IZ3-IB1</td>
<td>IM1-IB1</td>
<td>IS1-IB1</td>
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<td>IM2-IB1</td>
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<tr>
<td>Ti Professional</td>
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<td>IZ3-TI1</td>
<td>IM1-TI1</td>
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<td>IM2-TI1</td>
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<td>Commodore 64 (Disk)</td>
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<td>IZ2-CO1</td>
<td>IZ3-CO1</td>
<td>IM1-CO1</td>
<td>IS1-CO1</td>
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<td>IM2-CO1</td>
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<td>TRS-80 Model 1 (32K and disk)</td>
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<td>IZ3-TR1</td>
<td>IM1-TR1</td>
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<td>IS2-TR1</td>
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<tr>
<td>TRS-80 Model 3 (32K and disk)</td>
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<td>DEC Rainbow ™</td>
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<td>NEC PC-8000 (56K CP/M)</td>
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<td>IM1-NE1</td>
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<td>NEC APC (CPI-M-86)</td>
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<td>IM1-NE2</td>
<td>IS1-NE2</td>
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<td>IM2-NE2</td>
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<td>CP/M ® (48K, 8 disk version 2.0 and above)</td>
<td>IZ1-CP1</td>
<td>IZ2-CP1</td>
<td>IZ3-CP1</td>
<td>IM1-CP1</td>
<td>IS1-CP1</td>
<td>IS2-CP1</td>
<td>IM2-CP1</td>
</tr>
<tr>
<td>PDP-11 ™ (RT-11, RX01 disk or under RT-11 emulator)</td>
<td>IZ1-DE1</td>
<td>IZ2-DE1</td>
<td>IZ3-DE1</td>
<td>IM1-DE1</td>
<td>IS1-DE1</td>
<td>IS2-DE1</td>
<td>IM2-DE1</td>
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</table>
To commemorate your perilous journey, this full-color poster attractively illustrates the world of Zork I: The Great Underground Empire. All of the major areas of the game are blended together in an artistic form that captures the feel of your adventure in Zork. Shown also are the colorful characters of the game, including the Thief, the Troll, the Cyclops, lurking Grues, and, of course, you, the adventurer.

This 22" x 28" poster is printed on glossy paper and is suitable for framing. It comes rolled in a heavy mailing tube to avoid folding. No wall should be without one! While supplies last (inventory is low). Discontinued after July 31, 1983.

221-ZP1       Zork I poster                                                    $5.95

New! Zork II poster

You won’t believe it until you see it. This poster captures all of Zork II. The artwork is exquisite. In essence it is a finely detailed map of the game, in which all of the game descriptions come to life as beautiful illustrations blended to form an entrancing whole. Warning to those who haven’t finished Zork II: this poster reveals solutions to some problems. 22" x 28" black on white.

222-ZP2       Zork II poster                                                   $6.95

Zork buttons

Meet other Zorkers. Identify yourself as a Zork lover (you may find Zorkers in unexpected places). These high-quality, colorful buttons are 2" (5.75 cm) in diameter with a plastic front over a metal backing with clasping pin. Discontinued after July 31, 1983.

301-BU1       I ♥ Zork                                                    $1.25
302-BU2       Zorkers Do It Under the Rug                                    $1.25
303-BU3       Hello Sailor                                                  $1.25
304-BU4       I’d Rather be Zorking                                           $1.25
305-BU5       I’m a Zork Groupie                                              $1.25
306-BU6       Master Adventurer                                               $1.25
306-BU0       **All six buttons**                                            $6.00

full color poster of Zork I

Zork T-shirt

Zork cut stone logo with brown door and yellow light shining out, as seen on Zork game packages. Heat-transfer process. Take this sheet to a T-shirt shop with heat-transfer facilities (found in most large cities), and have it transferred to a shirt of the size, color, and styling of your choice. Discontinued after July 31, 1983.

421-TS1       Zork T-shirt transfer                                          $3.95

Zork bumper sticker

Announce it to the world! The Zork Users Group now has a bumper sticker suitable for your car, lamppost, window, wall, or whatever else you’d like to put it. Discontinued after July 31, 1983.

401-BS1       I ♥ Zork                                                   $.95