Sherlock Holmes - Immortal Legend

The Crown Jewels have been stolen; You’re the only one who can find them

With Holmes by your side, you use your wits, intuition, and a myriad of clues to solve the riddles and piece together the mystery. From Trafalgar Square to Madame Tussaud’s, from Westminster Abbey to the Tower itself, you criss-cross London until finally you trace the evil to its source and find yourself face-to-face with the Napoleon of Crime—Professor Moriarty. One false move here will bring disaster not only to you and Holmes, but to the entire British Empire.

Sherlock is the first game in Infocom’s new “Immortal Legends” series. The games feature enhanced interaction with legendary characters of the past in the settings in which they became famous. Developed by Bob Bates and Challenge, Inc., the series combines humor and puzzle-solving into satisfying adventures that will stay with you long after you turn away from the computer. The game Sherlock itself is a comic mystery, and its cast of characters includes the Baker Street Irregulars, Mycroft Holmes, and the always-incompetent Inspector Lestrade, all of whom Holmes says, “Be kind to him, Watson. He has delusions of adequacy.”

And although Holmes himself disproves, you have access at all times to our new on-screen hint system. So if your magnifying glass clouds up, you can simply type HINT and choose from a carefully designed hint menu that lets you select anything from a gentle nudge to a step-by-step solution.

Please turn to page 10

Yow! Comic books on a computer only $12

Infocom and Tom Snyder Productions present Infocomics, a bold new form of storytelling.

By this time, many of you have probably snapped a synapse or two trying to navigate your way through the wilds of Quendor in Beyond Zork or dodging bloodthirsty guard dogs in Border Zone. So you’re probably ready for a little Rest and Relaxation. Well, don’t touch that power switch, because we’ve got the cure for what ails you. The cure? Infocomics, of course! And what are Infocomics? Simply put, they’re traditional comic books brought to life on your computer screen in new and exciting ways.

Now, we all have our favorite comic books or comic strips, but what makes them so special and memorable? It’s that comics transport you to new and different worlds, peopled by fantastic and interesting characters who have absorbing stories to tell. And they do all that using a deceptively simple and direct format. When these things come together just right, you’ve got a comic that grabs you and makes you forget about the outside world for a little while. Infocomics do that and much, much more.

When you boot up an Infocomic, your computer will be transformed into a comic book, mimicking the real thing, complete with turning pages. Picture this: a deadly ray from a far-off planet sweeps through space, causing harmless animals and insects to mutate and devastate Earth. Sounds like a great comic already, right? But because it’s an Infocomic, it’s unlike any comic you’ve ever seen.

The panels of an Infocomic use sounds and exciting cinematic effect—panning, zooms, dissolves—that bring the colorful graphics to life and draw you right into the action. So you’ll actually see and hear that ray slice through space and see the animals grow right before your eyes. Then you’ll watch them as they run amok, wreaking havoc on the Earth and munching on famous landmarks for lunch.

One story through many eyes

But while Zabor, Chief of the Earth Defense League, helplessly watches these munching mutants, elsewhere our hero, Lane Mastodon, rockets through space, oblivious of the ray’s wrath. And on Jupiter, the villainous Blubbermen delight in Earth’s deadly dilemma. At any given moment these characters each have their own tales to tell. In order to get the big picture, you’ll want to see all of them.

In Infocomics, the tales of these characters and many others are intricately intertwined, their paths merging here and diverging there. The end result is a cleverly fascinating story made up of the labyrinth-like structure of the various characters’ story lines. Infocomics...

Please turn to page 6
Dear Assorted Gentefolk,

Come on, people — give me a break! As an avid interactive games player (would that be game-girl?) who happens, by chance, to make her living — and thus be able to BUY said games — as a romance novelist, I was alternately delighted, amused, dismayed and plainly ticked-off by your recent articles regarding your new Plundered Hearts game.

I was delighted and amused because it’s about time someone saw the fun side of romance fiction and besides, if I’m playing Plundered Hearts when I should be rewriting Chapter Six for the twenty-seventh time, can it truly be said that I’m not working? Should I not be able to write off the cost of the game as... well, as research, perhaps? Inspiration? Playing Hitchhiker’s, the various Zorks, Wishbringer etc., while certainly entertaining and wonderfully effective as “work avoidance” plays, do not have the same... how shall I put this...? cachet of legitimacy. When my editor calls to ask why I’m six weeks behind schedule, it’s going to sound infinitely more reassuring to tell her that I’ve spent the morning trying to keep my heroine safe from harm than having to tell her that I’ve spent all morning trying to get the baby fish out of the damned dispenser.

I was simultaneously dismayed and plainly ticked-off however, at a couple of throw-away jibes at romance fiction that are not only unfair, but downright untrue. In the Fall issue of The Status Line, for instance, you mention that Amy Briggs, by way of research, spent “her formative years reading trashy romances.” Would you, pray tell, appreciate having your games — your brainchild, the children of your blood, sweat, tears and love — called “trash”? (Actually, I’ve heard them called much worse things, but we won’t go into that.) Let’s not fling mud, gentefolk: I will resist taking pokes at YOUR product even if you’re wrong, but let’s have some mutual respect, okay?

I was also perturbed (actually, I was more than perturbed, but I’m feeling uncharacteristically gracious today) by the interview with Amy in the Winter issue where the duantless “reporter” asks if Plundered Hearts, like the romance novels from which it is derived, doesn’t actually demean women by “saying all they’re interested in is getting a man. Don’t romance novels portray women as helpless air-heads who need Rambo to come and help them across the street?” Helpless air-heads? HELPLESS AIR-HEADS??? Lordy, lordy... may I ask YOU a question? Aren’t all interactive computer games played by 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 Honor?” No? Strange, here I thought... [Some who don’t read romance novels consider the women in these novels to be ‘helpless air-heads.’ The “reporter” fed this question to Amy so she could put it to rest.—Ed.]

Anyway, I’d like to thank Amy Briggs for gently setting the record straight, but I’d like to go... further... [The heroines in romances are changing to reflect changes in the women reading them...]

My compliments to Amy Briggs—I’ve dedicated “Pure Chemistry” to her, by the way — for adding another dimension to the world of romance AND to the world of interactive games. Be assured that Plundered Hearts is on my Christmas list.

Thank you all very much... Susan Naomi Horton

Toronto, Ontario

[Anyone out there have a copy of “Writhing Slave Girls” we can borrow? —Ed.]

Dear Infocom,

I am a vicar in good standing with the Anglican church but you are bringing ruin to me. I am wasting my spare time on your games and my head, instead of being filled with pious thoughts, is occupied continually with how I may get the Venus Fly-trap to the beehive.

A few months ago I led a youth camp, and one of the kids had his Amstrad there and was playing Hitchhiker’s Guide on it. After a few late-night sessions with a gang of noisy teenagers around the machine, I was hooked...

A week ago, attracted by its theological title, I got Trinity. Oh Bliss! Oh Rapture! Such Intelligence and Logic! Such a sense of accomplishment after each small section is completed!...[There is a sense of purpose in each puzzle and the whole seems to fit in a coherent and logical framework...]

Soon I will be finished with Trinity and looking for something a little more holy, Leather Goddesses of Phobos. Now there’s a spiritual sounding title.

Best Wishes,

Kevin Wright

Hamilton, New Zealand

[We had the very large clerical market in mind when we named it Trinity.—Ed.]

Dear Infocom,

I have exercised me brain, and worked me wits long, but the spell of Logick is incomplete. Long have I trekked through strange and savage zones, but to no avail. At long last, I humbly request that thou, in thy infinite wisdom, wouldst tell me the location of that Magick Stone known as Wishbringer. That my trek may be completed at long last.

Interactively Puzzled,

Alan Estenson

Morris, MN

[We hopest thou wilt getst InvisiClues, that thy trek may truly be fulfilled.—Ed.]

Dear All,

Having bought the Leather Goddesses of Phobos and found this card enclosed in the pack I thought I would send it off to you if you really will send a copy of The New Zork Times to Britain...

Although I am enjoying the challenge (and the lady gorilla) I do feel that this disc of fiction is a little too tame in whatever mode it is played. I know you have all had two terms of Ray-gun but why be so coy? Rebel a little, it’s good for the soul.

Here in Milton Keynes we really do know how to express ourselves and have fun. Perhaps one day your bunch will escape from the confines of your represive totalitarianist state and discover the true (wholesome) delights and pleasures of this world. Green frogs with crowns on are just one of those delights.

Meanwhile, take care, I expect I shall be buying more Infocom games at some stage so I will monitor the progress of your outfit.

Regards,

Neil Bell

Milton Keynes, Great Britain

[We send almost 10,000 TSL’s to other countries in addition to over 125,000 in the US, Thanks for the invite.—Ed]

To the critics of TSL Puzzles:

I DO own all of Infocom’s games (for 8 bit computers) and Puzzle #16 is the only one I have actually finished. (I did it in under an hour!)

I cut my teeth on Zork I, II, and III and still play them once in a while... My big beef with Infocom [isn’t the difficulty of their puzzles.] I wrote (to Infocom) about six months ago asking to buy one or two Zorkmids... I collect exonomia, which is the collecting of tokens, medals, wooden nickels, etc. It would be a shame to have a good collection without a Zorkmid. I bought all the Zorks when they first came out and I don’t think I should be punished by having to buy the Trilogy just to get one Zorkmid.

Readers, take pity on me! Send me your spare Zorkmids!

Very Sincerely,

Pat Smith

Buhl, ID

[All Zorkmids sent to The Status Line will be forwarded to Pat. But before you whip out your Zorkmid, you should know that Hollywood and Stella had a bet (yes, Infobets are still in vogue) that no one, during the month of November, would send a letter to TSL using the word “exonomia.” Well, Stella won the bet, Hollywood bought dinner, and as a token (get it?) of his appreciation, Stella sent Pat a Zorkmid.—Ed.]
New Hitchhiker’s and Zork I only $14.95

Marilyn McCoo, eat your heart out! We've got the real Solid Gold, and now you can get it too! We've taken our best-selling games, Zork I and The Hitchhiker's Guide to the Galaxy, redesigned the packaging, added new features, and called them Solid Gold! But this is the first time Solid Gold has been so inexpensive; the stories of the Solid Gold series are available for only $14.95.

We want to let everyone find out how good Infocom interactive fiction is, so we've made the Solid Gold series like the paperback version of your favorite best-seller. Not a single treasure, a single adventure, not even a single witty reply has been taken out. You get the complete game diskette and an instructional manual in a beautiful, newly redesigned package.

And not only did we not remove anything from the game diskettes, we filled them to the bursting point. On-screen hints are included on the diskettes. Like InvisiClues, these on-screen hints tell you only what you want to know, when you want to know it, proceeding from a gentle nudge in the right direction to the entire answer.

Solid gold

Solid Gold means All-Time Best-Seller! Solid Gold means Long-Term Classic! Solid Gold means the Best in Interactive Fiction! Zork has literally changed the lives of hundreds of thousands of people for whom it was the very introduction to computers. The Solid Gold Zork I is the original, the one that was certified Platinum by the Software Publishers Association this fall. For anyone who doesn't own Zork, now's the time to get it. For anyone who doesn't know what Zork is, now is the time to buy them a present.

The Hitchhiker's Guide to the Galaxy

Please turn to page 10

Having problems with your sex life or EGA card?

We'll start with the easy problem first. Several customers with EGA cards have reported problems with Beyond Zork. The game boots with the wrong colors on the screen, making the text unreadable. Not all EGA cards are affected.

We are working on a fix and should have one by the time this edition reaches you. If you are having problems, call our customer support hotline, (617) 1 576-3190. One of our reps will provide you with further information on this problem.

If you can't wait for the fix, you can play the game in text mode by typing BEYONDZO/a (for text mode).

As for your sex life...

TJ wins softball shirt with 5 and 2 prediction

"It seemed like T.J. was there on the field with us," said Softball Team Manager Lorri Fischer. Sports fan T.J. Allard of Albuquerque, New Mexico, had the foresight and intestinal fortitude to predict the final season record of the InfoBoys (and Girls) of Summer. For the correct entry—the only correct entry received—T.J. wins a limited edition 1987 Infocom Softball shirt (see Fall '87 TSL). T.J. will without question be the pride of Albuquerque sporting this shirt.

The final outcome of the season was a record of 5 wins and 2 defeats, the final being in the league playoff semifinals. If you ever have a chance to go out for a drink with a member of the 1987 Infocom Softball team, be sure to ask about that playoff game with General Computer; you're sure to get a great story.

It was bound to happen...

Believe it or not, something went awry at The Status Line. We never thought we'd need a corrections blurb, but here it is.

First, our sincere apologies to Kevin Savetz of Agoura Hills, CA. Kevin's award-winning drawing from The Hitchhiker's Guide to the Galaxy graced the envelope of the last issue, but we did not credit him in the issue. Please send lots of money to Kevin in care of TSL.

Apologies also go out to Tara “the jewel of Somerville” Dolan. Somehow, it slipped through our careful editorial eyes that Tara lives in Cambridge not Somerville, and thus was incorrectly identified in the story. Apologies also go to the city of Cambridge for slighting it with the mistaken comparison to Somerville. While we are on the subject, we also wish to recognize Joanne “the gem of Canton” Onoyan, Jack “the ingot of Barrington” Tretton, and Jim “the nugget of Windham” Bull.

"No, thanks! Adventurer doesn't agree with me!"

E. Patrick Hartnett
Here's a second look at three classic titles

**Fooblitzky**
*Fooblitzky* is a particularly special Infocom product for two reasons. First, it is our only multiplayer computer board game (2-4 players), and second, it uses whimsical graphics—yes, graphics, to delight and captivate players.

After being introduced in 1983, *Fooblitzky* has been applauded. Our customers speak out in praise of its humor and imagination; critics discuss its ingenuity and skilful manipulation of graphics.

*InCider* magazine said, “The graphic screens are lively and amusing. The action is fast, and the unusual situations in which you find yourself are frustratingly funny. *Fooblitzky* is a guaranteed good time and perfect for family fun.” *Analog Computing* proclaimed, “*Fooblitzky* does for board games what the other Infocom games did for books—revolutionize them... computerize them and... bring them into the 21st century and beyond.”

In an animated city named Fooblitzky, your goal is to acquire the four objects secretly chosen by each of the four players at the beginning of the game. With each spin of the wheel (your computer does the spinning), you travel through the twelve Fooblitzky streets trying desperately to acquire the right objects and make it to the checkpoint before anyone else.

You buy objects with foobles (a fitting name for currency in Fooblitzky!) at the different animated city stores. You are allotted a cache of foobles at the start, but if you’re not careful you could encounter speeding cars, bumping pedestrians, “The Chance Man” (a con artist/mugger) or falling pianos... which might rid you of your foobles or possessions, complicating the scavenger hunt. All is not lost if you run into any of these nuisances, for you can get a job to regain your foobles or trade to reacquire objects.

Don’t be fooled; *Fooblitzky* is not as simple as it may sound. Obstacles and twists of fate graduate *Fooblitzky* from a whimsical foray in the board game world to a challenging computer strategy game. Learning and playing the game comes with ease, but success depends on how well you plan your strategy. You have to combine your strategic and deductive skills to move through the city while trying to figure out what the other players are thinking. Large, erasable worksheets are included with the game to make planning easier and more thorough.

In most of our games your adversary is hidden deep in the “mind” of your computer. In *Fooblitzky*, like in most board games, you are able to compete with, trick, and outsmart living, tangible competitors who are sitting right next to you.

*Fooblitzky* combines elements of favorite board games with the imagination of computer games, catapulting it into the Information Age in the guise of a computer game that is part luck, part skill.

**A Mind Forever Voyaging**
*In A Mind Forever Voyaging*, by Steve Meretzky, you leave puzzle-solving behind as you explore realistic worlds of the future and make decisions about the fate of the human race.

Since its introduction in 1985, *A Mind Forever Voyaging* has been the critical acclaim. *A+* magazine said, “*AMPY* is a bewilderingly with a slightly different flavor than that of Infocom’s other offerings.” *Analog Computing* proclaimed, “*A Mind Forever Voyaging* takes the Infocom concept to the next logical step in its evolution – and takes you on a voyage you’ll never forget.”

In this realistic science-fiction novel you are brought to the United States in the 21st century... the year 2031; the world has deteriorated to a chaotic mess. Crime is rampant; social harmony has become a thing of the past. Massive government regulations have brought the United States, now USNA (the United States of North America) to the brink of becoming an immense police state. The future of the world looks grim. Something has to be done before it’s too late.

Senator Ryder has a plan, a plan that would bring back the social tranquility and economic stability of the 1950s and combine it with the advanced technology of the 21st century to form an efficient, serene society.

Before the plan can be implemented it must be tested. Because you are PRISM, the world’s first sentient computer, you are chosen to perform the test. Your job is to enter a simulation of the plan, which will take place in Rockvil, South Dakota, and report your findings so that it can be decided if the plan is worth implementing.

The world is depending on you. As a sophisticated computer with human perception, you must travel to the future and compile any information that might be useful in perfecting the plan and saving humanity from doom.

We wouldn’t have you save humanity without giving you a little help, now, would we? In each *AMPY* package you find a map of Rockvil, South Dakota a Class One Security Mode Access Decoder and a “Quad Mutual Insurance” pen to help you in your travel through the future.

**Planetfall**
*Planetfall* is a hilarious science fiction adventure to come your way to rid you of this life of drudgery?”

An explosion suddenly rocks the ship. You run for an escape pod to take you from the exploding ship. Safely aboard the pod, you plummet through space and land on the planet Resida. After swimming ashore, you find yourself alone on an abandoned planet.

Feeling your stomach rumble and your eyelids get heavy, you set out to find food, water, shelter and sleep. “This can’t be too difficult,” you say to yourself. Don’t be too sure; Resida has lots of surprises in store for you!

Your emergency ration will not last forever, so you must find food before starvation takes its toll. Finding liquid is no problem, but finding something safe to drink is another thing entirely.

Feeling your stomach rumble and your eyelids get heavy, you set out to find food, water, shelter and sleep. “This can’t be too difficult,” you say to yourself. Don’t be too sure; Resida has lots of surprises in store for you!

Your emergency ration will not last forever, so you must find food before starvation takes its toll. Finding liquid is no problem, but finding something safe to drink is another thing entirely.

Worried about companionship? Fear not, for during your exploration of Resida you meet Floyd, a mischievous little robot who takes an instant liking to you and becomes your constant companion.

*Planetfall* introduced in 1983, has been the recipient of numerous awards and has been blessed with overwhelming popularity. A panel of judges assembled for Chicago’s Consumer Electronics Show (CES) in 1984 voted *Planetfall* one of the most original software programs for that year. *Computer Games* magazine magazine *Planetfall* “Best All-Text Game of the Year” in 1983. *InfoWorld* cited the product as “Best Adventure Game of ’83.”

As acclaimed as his story, author Steve Meretzky was named “The Best Software Designer” of 1984 by *Video Review Magazine*.

The story begins with you, a seventh class ensign in the Stellar Patrol, scrubbing decks aboard the S.P.S. Feinstein. You take your orders from miserable Ensign First Class Blather, who hands you demerits if you so much as take a short break from your drudging task.

You are even forced to clean the trail of green slime left by alien ambassador, Br’gun-Te ‘elkneripg’ nun — Ugh! Wouldn’t it be nice for an unexpected adventure to come your way to rid you of this life of drudgery?

See the future in *A Mind Forever Voyaging*. *You play the part of a computer simulating life in the 21st century. You must test a plan for the future.*
Is it GUE Tech or MIT?
Dave Lebling explains it...

A stunning photo of MIT's Great Dome: Is the dome a grazing pasture for cattle, or a more elaborate single car parking structure for VW Beetles?

Dear Diary: Chips & chicks don’t mix

Dear Diary,

Well, I decided to tell you about my problems with girls. I hope the person who reads this is able to give me some good advice. I don't know how serious the writer of the Dear Diary column is, but I am quite serious.

Should I tell the good news or the bad news first? Well, let's start with the good news. The good news is that I am quite handsome; not my opinion, many have said it to me. The bad news is that I am very shy, so it's difficult for me to get a girlfriend. To say the truth, I have never had one - and I am eighteen! On top of this, I am an Infocom and computer fan; I am the proud owner of a Commodore 64 personal computer. I have often wondered, why is it that girls run away when they hear the word “computer”? I hope the people at Infocom have an explanation for this.

There is no reason to fear me, you know. I have a good sense of humour and I am a great poet. Example:

My life, what does it mean

Without a girl tenderly loving? I'd better take my life
Without anybody knowing. Sorry, Dear Diary, I must go now; the macaroni is ready in the kitchen. I'll be back some other time! Bye for now,
Kalman Tantio
Tampere, Finland

P.S. I wonder if Plundered Hearts is the answer?

Dear Fickled in Finland, Perhaps it is the way you say ‘computer’ that makes women retreat in horror. If that is the case, I highly recommend playing Plundered Hearts, an adventure game that will allow you to uncover the feminine mystique, while adapting the persona of the heroine in order to complete the game.

Or, perhaps, the mention of a computer in conversation plants visions of boring evenings spent to the sound of whirring fans and pick-and-pecked keys in the minds of these still young and impressionable ladies. If that is the case, why not suggest a date playing one of our games, like Plundered Hearts or Moonmist, to show how exciting the world of interactive fiction can be.

Or, perhaps you should re-evaluate the sources of information about your looks. If they are nerds, or worst yet, family members, take a long look in the mirror. Try a more modern hair-cut; try to wear pants that cover your socks, and throw those plastic pen holders away.

Then I suggest you try to find women by joining a computer club. Remember the old cliché, “Beauty is only skin deep.” And, if you become immersed in one of our games in a darkened room, let your imagination run wild. Go ahead, make that risky move! No one ever died on a first date.

P.S. Don't forget to save your place! Good luck!

Need advice about romance? If there are any other lost lovers out there, please write me, Dear Diary, in care of The Status Line.

Joseph F. Mundy
Infocom & TSP team up for Infocomics

Both Infocom and Tom Snyder Productions are located in North Cambridge, Massachusetts. As the pigeon flies, the companies are about a half-mile from each other. But thanks to “no left turn” signs, a shopping center, a dump-turned-park, and a couple of life-threatening rotaries, you have to journey miles in seemingly wrong directions to drive from one company to the other.

Similarly, Infocom and Tom Snyder Productions (TSP) are philosophical neighbors separated by a labyrinthine medium. Both companies protect unique corporate cultures that encourage creativity, and both are known for producing innovative, high-quality software. Yet Infocom is the king of all-text adventure games, while TSP is the renegade frontiersman of educational software. What brought the companies together was their shared daring to develop a whole new kind of product.

Games for students
TSP was founded in 1980 by Tom Snyder (no relation to the TV talk-show personality of the same name). While teaching fifth grade, Tom made his geography and history lessons more fun by devising simulations and games for the students. Soon he was using his home computer to keep track of all the class information, and eventually he was designing educational software for both students and teachers.

Tom doesn’t have his Ph.D. in education (in fact, he says his academic record is “below average”). He’s a rock-and-roll musician and a self-proclaimed computer nerd; yet he is considered one of the country’s leading educators. He has strong convictions, trusts his instincts, and with his talented staff, he has built a successful and well-respected company.

Though TSP has produced mostly educational software, it has dabbled before in the entertainment market with Puppy Love, where players teach tricks to an electronic dog, and The Other Side, a multiplayer game similar to Diplomacy.

Ten years of experience
Infocom brought to Infocomics ten years of experience in interactive storytelling. TSP brought the technology, the artists, and the idea to tell a story through graphics. Computers today are capable of displaying graphics of extraordinary detail and color. Most software developers, let loose like kids in a candy store, spend lots of time and disk space trying to “max out” the graphics capabilities. (This craze hit a peak recently when the publisher of a new game boasted “The graphics in the boot screen take up more disk space than everything else put together!”) TSP, as usual, bucked the trend, focusing its efforts on using the pictures, not just showing them.

TSP designed highly evocative, minimalist, comic-book-style drawings, which can move or transform. Thus, even though each Infocomic has hundreds or thousands of images, there’s plenty of room for a long, rich story. The result: graphics which tell and are the story, rather than “paintings” which mask, over-whelm, or are irrelevant to the story.

Like editing a film
Infocom and TSP were equal creative partners in the development of Infocomics. Together they kicked around ideas for each story. Infocom drew a “flowchart” diagramming the criss-crossing paths of each character in the story, and wrote a script for each scene in the flowchart. TSP then used the script and flowchart as a foundation, adding new ideas as the pictures were drawn. Each week TSP gave a work-in-progress disk to Infocom, and like the editing of a film, both companies worked together to improve both the text and graphics, right up to the last minute.

Infocom and TSP are proud of the first three Infocomics: Lane Mastodon vs. The Blubbermen, Gamma Force in Pit of a Thousand Screams, and Zork Quest: Assault on Egreth Castle.

More about Infocomics

 Continued from page 1

Infocomics allow you to wander through this structure, following any character’s tale and branching to another’s whenever their paths intersect. At every turn, another piece or another perspective is added to the overall story in an enlightening and often surprising way. The plot thereby delightfully unfolds in a manner that is totally unique to this new storytelling medium.

No puzzles, maps or manuals
While Infocomics are complex in their structure, they’re incredibly simple to use. In fact, they’re so easy to use, there’s no need for an instruction manual. Only four keys are needed to watch them! The “pages” turn by themselves. You can last forward, stop, and rewind any time you like by pressing the arrow keys or the space bar. To jump to another character’s path, press the RETURN (or ENTER) key. Otherwise, just sit back and enjoy!

Something for everyone
The first three issues of Infocomics offer a host of varied and entertaining characters and storylines. There’s something for every taste—from comedy to fantasy to adventure.

Check out Lane Mastodon vs. The Blubbermen by Steve Meretzky. In this comic spoof of 1930’s science fiction, Lane Mastodon, accountant turned superhero, fights to save humanity from the evil Blubbermen of Jupiter.

Or try Gamma Force in Pit of a Thousand Screams by Amy Briggs. This exciting superhero series features the Gamma Force, a trio of brave aliens each of whom possesses a different power. Thrill to the action as they try to free their planet from an evil overlord and his Pit of a Thousand Screams.

Finally, you’ll enjoy Zork Quest: Assault on Egreth Castle, by Elizabeth Langosy with characters and selected architecture by Dave Lebl. Follow a caravan of Quendorians as they travel through the countryside, unaware that they are being manipulated by the Evil Magician and headed to a fateful confrontation at Egreth Castle.

There’s more action and adventure to come, so don’t miss these three premier releases. All three titles will be available in March for Apple II series, Commodore 64/128, and IBM and 100% compatible computer systems. With hours of entertainment at the amazingly low price of only $12, Infocomics are an incredible bargain.
Hi! Suzy Statistician here with more scintillating statistics and a super new survey I'm certain you'll be psyched to see. First, here's some of the results from Readers' Poll #3. In that poll, if you remember, we asked you, our loyal fans, whom we should collaborate with in future works of interactive fiction. We also asked what historical and fictional characters should be the subjects of future works of interactive fiction.

If you've read page one of this issue, you know by now what historical/fictional character was overwhelmingly chosen for the subject of an Infocom title! That's right, you wanted to see Sherlock Holmes, and we've now provided him. (If you're thinking that we might be put in jeopardy if we were to tell you who we should collaborate with. Many a legal document gives us some interesting ideas, that we will list here. For those of you who don't understand, just look up collaborate in your favorite dictionary. Topping the list of non-contenders are: J.R.R. Tolkien, Ernest Hemingway, C.S. Lewis, Steve Meretzky, Dave Lebling, Brian Moriarty, Gayle Syska, Elizabeth Langosy, and various other dead people and employees.

Well, enough about the past; let's talk about the future. Paula (you remember her, our previous pollster, known for her positively prolific polls) tells me that you haven't all been too diligent in filling out readers' polls, and that maybe you need some, well, lifts. You know, a poster. We've now provided him. (If you're thinking that we are trying to get to co-write a game. But many of you not quite understanding the word “collaborate” don't they!), we'll wait until the games are done and surprise you.

The same holds true for the people whom you think we should collaborate with. Many a legal document applies.

Development is hard at work looking into all the other wonderful ideas that all of you came up with. And rather than just blurt out all the names of your favorites now (Our competitors would love that, wouldn't they!), we'll wait until the games are done and surprise you.

The same holds true for the people whom you think we should collaborate with. Many a legal document applies.

For those of you who don't understand, just look up collaborate in your favorite dictionary. Topping the list of non-contenders are: J.R.R. Tolkien, Ernest Hemingway, C.S. Lewis, Steve Meretzky, Dave Lebling, Brian Moriarty, Gayle Syska, Elizabeth Langosy, and various other dead people and employees.

Well, enough about the past; let's talk about the future. Paula (you remember her, our previous pollster, known for her positively prolific polls) tells me that you haven't all been too diligent in filling out readers' polls, and that maybe you need some, well, motivation. So, here's the motivation: I, Suzy Statistician will hereby, hitherto, henceforth, and heretofore randomly choose some poll responses and send the responders some lovely gifts. You know, a poster here, a t-shirt there, a game over there, a trilogy way over there, and... who knows what else? A date with Suzy Statistician, even?

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**Readers' Poll #4**

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<td>How many Infocom games do you own?</td>
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<tr>
<td>How many have you bought direct from Infocom (mail or phone orders)?</td>
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<td>other (specify brand and model)</td>
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N.B. If you have more than one system, please answer on a separate sheet for each computer and mark at the top of each sheet the computer for which it applies.

How many disk drives do you have? ________
How many are: ________ 5 1/2 inch? ________ 3 1/2 inch?
If have a hard disk, what is its capacity?
    Commodore 64/128 only: What models are your drives?
        ________ 1541 ________ 1571
        ________ other (specify)
    Macintosh only: How many of your drives are ________ 400k? ________ 800k?
Do you have expansion memory? ________ If so, how much? ________
Do you use an accelerator board? ________
    Please specify type
    Please specify brand and model

What kind of monitor do you use?
    TV                monochrome          composite          RGB
    IBM only: Do you have a graphics board? ________
    What type is it? Hercules EGA CGA
    other—Please specify ________
Do you have a printer? ________
    What type is it? dot matrix daisy wheel laser
    other—Please specify ________
Do you have a modem? ________
    What speed? 300 baud 1200 baud
Do you subscribe to CompuServe? Genie? Delphi? ________ others?—Please list ________
Do you have a mouse? ________
Do you have a joystick? ________
Do you expect to upgrade or change your system within the next 12 months? ________
To what kind of system?
_________________________________________________________
_________________________________________________________

Send to:
Suzy Statistician—Poll #4
c/o Infocom, Inc.
125 CambridgePark Drive
Cambridge, MA 02140
SPA honors Infocom with Platinum, Gold and Silver

Pomp and Circumstance wasn't the song for the night, but it was still a night of honors and celebration for Infocom. The scene was the Grand Ballroom of the Cambridge Marriott, site of the third annual conference of the Software Publishers Association (SPA). Infocom was one of many well-known software companies presented with plaques recognizing the outstanding popularity of their products. InfoPrez Joel Berez almost needed a handtruck to carry away the awards at the end of the night. And when you add the rest of Activision's awards, our fearless computer software publishers, developers and distributors.

Infocom received five awards: Wishbringer and Leather Goddesses of Phobos were certified Silver (50,000 units sold); Suspended was certified Gold (100,000 units sold) and Zork land Hitchhiker's Guide to the Galaxy were two of the first products ever to be certified Platinum (a new category for sales of over 250,000). To date Infocom has received two Platinum awards, six Gold Awards, and eight Silver Awards. We all thank you for your support in making these awards possible.

The Software Publishers Association is the primary trade association of micro-computer software publishers, developers and distributors.

Did you know that our customer support representatives get about 1200 calls and 500 letters every month from our fans? As the computer industry changes, everyone wants to be kept informed about compatibility with new hardware. This column will help you do just that. Questions? Call (617) 576-3190 between 9 a.m. and 6 p.m. Eastern time. Or write to: Customer Support, Infocom, 125 CambridgePark Drive, Cambridge, MA 02140.

Remember our customer support representatives will not answer questions about hints.

Mac SE and Mac II compatibility

Everyone, but everyone, wants to know about Macintosh SE and Macintosh II compatibility. From our limited testing, we've found that our games are compatible. Some of our older games, however, have outdated Systems and Finders on them. Anyone can simply throw away the old System and Finder from the Infocom game disk and copy the new System and Finder on to the game disk. Please let us know if you encounter any problems.

Also if you are having trouble saving to an 800k disk, try a 400k disk. Our older interpreters won't recognize the hierarchial file system (HFS). We will upgrade your disks with new interpreters for $5 per disk.

New games use Commodore Ram Expansion

Our newer games (starting with Nord and Bert Couldn't Make Head or Tail of It, Beyond Zork, and Border Zone) will now take advantage of Commodore Ram Expansion Cartridges on the Commodore 64 and 128! This will certainly cut down on disk access. Our older games, however, cannot take advantage of Ram Expansion.

Use COPYA for Apple II backups

Many people call about making backups of their Apple disks. If the reference card which came with your Infocom game has a section on making a backup, you will be able to backup the disk using COPYA on the DOS 3.3 disk. No other copy utility that Apple provides (including those on the PRODOS systems utilities) will work. We haven't tested third-party copy programs, but give them a try and let us know.

Infocom games on 3 1/2 inch disks for the IBM

Infocom doesn't produce 3 1/2 inch disks for the new IBM series of computers. However, there is no copy protection on our IBM line of products. You can, therefore, just copy your 5 1/4 inch disks to 3 1/2 inch disks through DOS. Infocom provides this service for a $10 fee. Send us your original disk and a check or money order for $10 and we'll send you back a 3 1/2 inch copy.

Have you lost your copy protection?

As you know, most Infocom software is not copy-protected, so we include something in every package that you need in order to complete the game. We understand that sometimes these items get lost. If you have lost any item in your package (except the box itself), you can replace it, provided you send to us proof of purchase (a sales receipt with the name of the game on it, or the master disk) and $2 per game piece or $5 per manual. We will return your proof of purchase along with your new game piece.

Got a new computer and old games?

In this time of changing computers, many people have bought newer machines to replace their old 8-bit machines. You can trade in your older games for your new computer through Infocom. Just send us your old master disk along with a check or money order for $10 for the first disk and $5 for each other disk and we'll send you disks for your new system.
“What’s wrong with marketing software?”

“We produce a lot of programs for personal computers and I market them all the time.”

“I’m a pirate. Every time you market one of your programs, you’re taking away my income — I depend on pirated programs for a living.”

“Oh, come on. My company developed it: I have a right to market it.”

“You do have a right to develop software, that’s true. But when you start selling programs for a profit, you’re breaking the law.”

“What law? Any marketing I do is the business of my own company.”

“It doesn’t make any difference why you do it. Every time you copy-protect a program beyond the ability of the hacker to break it, you’re putting a pirate out of business.”

“That’s all right, I won’t get caught.”

“You’re missing the point. The issue isn’t “What can I get away with?” — it’s “who am I hurting?” Remember, lots of people worked hard to pirate every program you produce: hackers, bulletin-board operators, “distributors,” not to mention all the people who support pirates. They have a right to be compensated for their efforts, and their major compensation is through pirated software sales.”

“Well, I don't mean to hurt all those people — or anyone, really.”

“Unfortunately, that's what marketing does: it hurts people. And, ultimately, it hurts people like me, who want to pirate new and innovative software.”

Do you market software? Think about it.

The unauthorized marketing of software is a crime.

A public service of INFOCOM
What about Atari 8-bits and the Commodore 64?

Here at The Status Line, we make it a practice to keep aware of what's going on in the computer industry in general, and in the minds of our customers in particular. One concern on a lot of people’s minds is why Infocom seems to be ignoring the thousands of loyal fans who own Atari 8-bits and Commodore 64s. And since we have trouble answering all your letters sent by mail and by modem, we spent some time discussing the situation with Mike Dornbrook, our Director of Marketing.

TSL: Mike, why isn't Beyond Zork available for the Commodore 64 and the Atari XL/XE?

Mike: Well, computer technology has been advancing by quantum leaps and the trend has only accelerated in the last few years. For instance, the original Zork had to be cut in thirds to be downloadable for personal computer use only seven years ago. Now AMFV and Beyond Zork are each bigger than the entire Zork Trilogy.

Consumers, to their credit are keeping up with technology. People are eager to buy every worthwhile new product that hardware manufacturers develop; and in general they're quite able to tell a rising star from a lemon.

Considering the sales of new models in the last five years, consumers want new features and increased capacity in their computers.

This situation puts software companies in a difficult position. To not support new machines to the best of their technological capabilities spells a very short future for a software developer. To leave behind older machines breeds not only loss of customers' respect and loyalty, but also the destruction of the current sales base; this, too, puts a software company on the edge.

The route that we are following reflects the route that you are following. 80% of the sales of our smaller games—those that run on the C-64 and the Atari—are to people whose machines can support much larger games. Since we have the capability of doing that much more for those machines, we feel that to not do so would be short-changing the vast majority of our constituents.

Continued from page 4

On the other hand, we don't want to turn our backs on those with less powerful machines, and we've made conscious—and even painful—efforts to continue to support those customers. Both Border Zone and Sherlock, the two releases after Beyond Zork, run on the Commodore 64. And it was an especially tough job getting Sherlock down to that size, but we made a commitment in both time and personnel to do just that. To get Sherlock to where it could run on the Atari, however, would require removing fully one third of the story—an unrealistic compromise both artistically and structurally.

As for Beyond Zork, there was no way to put out a product for the lower-end machines that could do the things we wanted it to do. We apologize to those of you who feel disenfranchised.

But it is Holmes himself who attracts and holds our attention here. He is that lean, nervous character whose piercing eyes miss nothing and whose deductions from the smallest piece of evidence are guaranteed to astound. As Big Ben strikes each hour and you come ever closer to either victory or abject failure, it is his words of impatience or praise that spur you on.

Scheduled for release January 15, 1988, Sherlock will be available for a wide variety of personal computers including Apple II series, Commodore 64/128, IBM series and 100% compatibles.

Versions with sound will be available March 1, 1988, for the Macintosh, Atari ST, Amiga, and Apple IIGs. Suggested retail price is $34.95 for Commodore 64/128 and $39.95 for all other systems.

The Riddle of the Crown Jewels

Continued from page 1

Our packaging mavens have outdone themselves with an authentic map of Victorian London and a reproduction of a London newspaper of the day. With actual articles, notices, and advertisements, you get an unforgettable glimpse into the day-to-day life of a Londoner of Holmes’s day. Also included in the package is a distinctive key fob with the unmistakable silhouette of the master sleuth and his companion.

But it is Holmes himself who attract and holds our attention here. He is that lean, nervous character whose piercing eyes miss nothing and whose deductions from the smallest piece of evidence are guaranteed to astound. As Big Ben strikes each hour and you come ever closer to either victory or abject failure, it is his words of impatience or praise that spur you on.

N.B.—Though there are other considerations, total size of the story is a good indicator for the computer resources required.

Zork I and Hitchhiker's only $14.95

Continued from page 3

has been a phenomenal success as a series of books, on radio, and on television. It is little wonder that everybody said Don't Panic when the interactive version came out. It, too, was honored with a Platinum award by the SPA. Douglas Adams's wacky wit and Steve Meretzky's challenging puzzles have made the interactive story a must for every software library.

By now you want to know where you can get Solid Gold classics. Well, it's as easy as 1-2-3! (1) Go to your dealer and kick him in the shins if he doesn't have it. (2) Call 1-800-262-6868 and order it with your favorite credit card. (3) Fill in the order form in the center of this issue (or photocopy) and mail it to us.

But wait, there's more! If you are one of the first ones to order by phone or mail, we'll send you the hardback version at paperback prices! That's right, you'll get all the cute little things in the packages for only $14.95! And since the hardback version doesn't have on-screen hints, we'll send you free Invisi-Clues, too! A total value of up to $47.90 for only $14.95!
Puzzle #17 is a plain old-fashioned rebus. Just figure out what each picture represents, write the words down, and add or subtract the letters as indicated. When done, your answer should be a variation on an Infocom-related phrase, title, or name. (See example at right.)

Note that you will sometimes have a choice of letters while subtracting; if you subtract the wrong letters, you'll have to do some anagramming. In the example, if the wrong “Y” had been subtracted, you would have ended up with “FLYOD.”

Also note that this is trickier than it looks. The first picture is “FLY” but it could have been “BUG” or “INSECT” or “HORSEFLY”; the second picture might have been “GAME” or “PLAYTHING” or “RATTLE.”

(FLY) + (TOY) - (Y) + (DOORS) - (ROOTS)
FLY + TOY = FLYTOY
FLYTOY - Y = FLTOY
FLTOY + DOORS = FLTOYDOORS
FLTOYDOORS - ROOTS = FLOYD

---

Answer: ______________________________________________________
Name: ______________________________________________________
Address: ______________________________________________________
________________________________________________________________
T-Shirt Size (S, M, L, XL): ___________

Puzzle Rules:
1) All entries must be postmarked by March 31, 1988. (Entries from outside the U.S. and Canada are due by June 31, 1988.)
2) Entries must be on this form or on a photocopy of this form.
3) Limit of one entry per person.
4) All entries must be mailed separately.
5) Up to 25 prizes will be awarded. If more than 25 correct entries are received, a drawing will be held to determine the winners.
6) Void where prohibited by law or by good taste.

Prize: The New Zork Times Puzzle Winner T-Shirts. (Note to newer subscribers: The Status Line was formerly called The New Zork Times. The name was changed following a lengthy legal wrestling match with a certain great metropolitan newspaper, and we’re not referring to The Daily Planet.)

Mail to: Infocom, Inc.
The Status Line Puzzle
125 CambridgePark Drive
Cambridge, MA 02140
Kartoon Kontest

Can you draw? Are you funny? Can you write a headline that doesn’t resort to misspellings to be eye-catching? Then perhaps you should enter our Cartoon Contest.

Just send us your cartoon(s), along with this form or a photocopy of this form. We’ll pick the best cartoons and print them here in The Status Line. If we print your cartoon, you’ll win an Infocom game of your choice! (Note: we receive about 50 times as many cartoons as we print.)

Your cartoon must be in black in on white paper. Do not include a border around your cartoon unless your cartoon demands it. Do not fold your cartoon when mailing it. Please do not include non-cartoon-related correspondence (such as changes of address, puzzle entries, or bugs).

Name: ______________________________________________________________________
Address: ____________________________________________________________________
____________________________________________________________________________
Phone number: (_____) _____________________________
Date: ______ / ______ / ______ Age: __________
Game desired (single titles, not trilogies): _______________________________________________________________________________
Computer version desired (such as Apple II, C-128): _________________________________________________________________________

Mail your cartoon to: The Status Line Cartoon Contest
 c/o Infocom, Inc.
 125 CambridgePark Drive.
  Cambridge, MA 02140

Lexington, Massachusetts

Hollywood Dave Anderson shows off a copy of Beyond Zork on the Lexington Green. Maybe if the minutemen had warmed-up with Beyond Zork they would have been to fare a bit better that day in April, 1775.

Smile and say "Zork"

Planning a vacation soon? Don’t forget to pack your Infocom game. Next time you visit a landmark, pause and snap a picture of yourself holding one of our games. We’ll publish the best ones we receive.

And for even more fun, if you are the first to send us a photo of someone holding one of our games on the Great Wall of China, we’ll send you our complete catalog of games.

Black and white photos would be best, since we don’t plan on changing to a full-color glossy magazine any-time soon. But we don’t expect you to change your vacation plans just for us, so color slides and prints are okay. Send your photos to: Landmark Photo, Infocom, Inc., 125 CambridgePark Dr., Cambridge, MA 02140. Go ahead, give it a shot!
These games require 128K. Macintosh version requires 512K.

1 Requires graphics card; Composite monitor recommended; Not available for PCjr.
INFOCOM Catalog Numbers and Prices

Effective through 6/1/88. After 6/1/88 call 1-800-262-6868 for the latest pricing and availability.

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<th>Solid Gold</th>
<th>Nitchhiker's</th>
<th>Cutthroats</th>
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These games require 128K. Macintosh version requires 512K.

These games are available only while supplies last.

1. These versions contain excerpts from ZORK I, INFIDEL, The WITNESS, and PLANETFALL.
2. Requires IBM PC, XT, AT or 100% compatible; PC DOS 2.0, 2.1, 3.0, or 3.1; Minimum 384K; 2 floppy disk drives or 1 floppy and 1 hard disk drive.
3. Original packaging; without on-screen hints.
4. Requires 192K.
5. Solid Gold series contains on-screen hints.
8. Package contains both 5¼” and 3½” disks.
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<th>Nord and Bert</th>
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<th>Beyond Zork</th>
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