THE LURKING HORROR

INFOCOM

INTERACTIVE FICTION

BY DAVE LEBLING
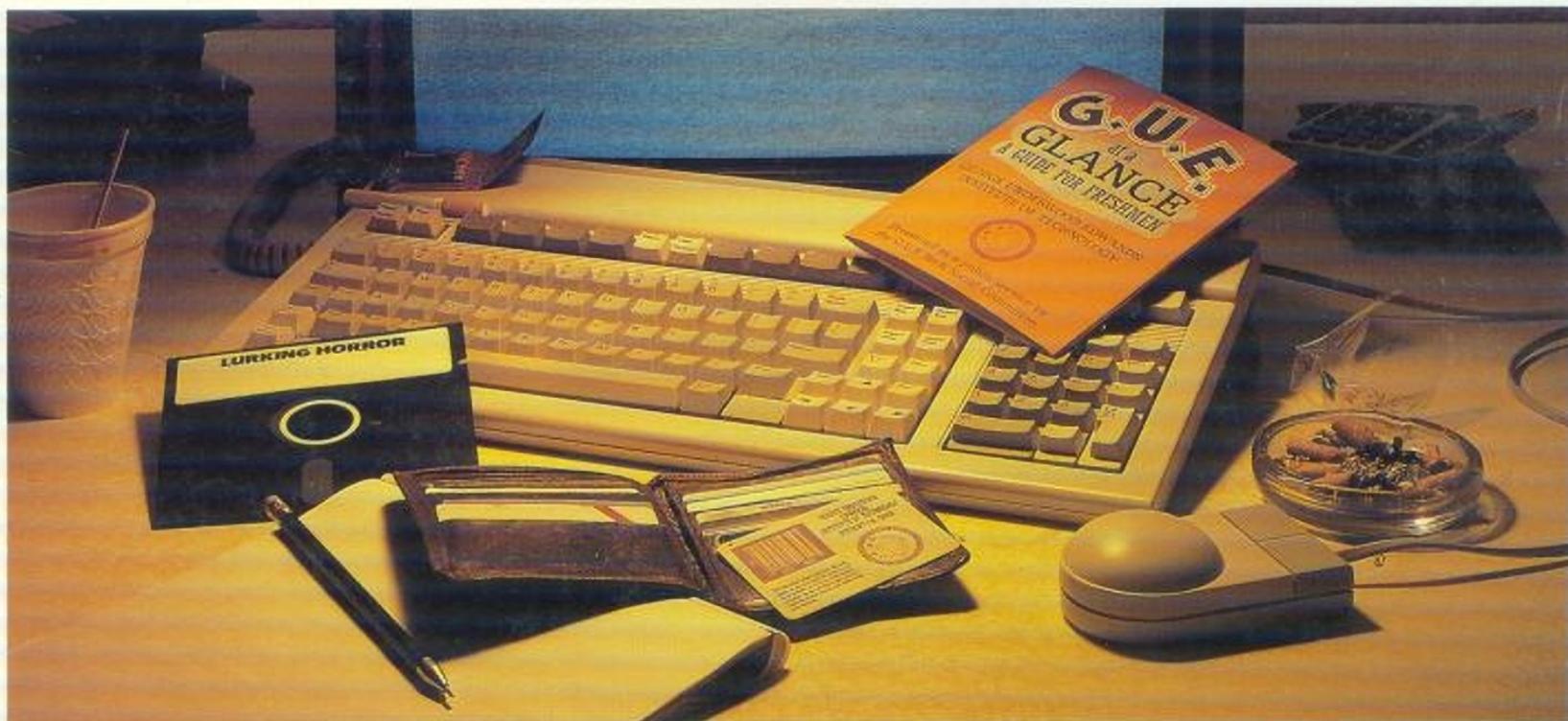
Mouldering inside every LURKING HORROR package: your LURKING HORROR disk, a guide to George Underwood Edwards Institute of Technology, and your G.U.E. Tech student identification card.

Ever since you arrived at G.U.E. Tech, you've heard stories about the creepy old campus basements and storage rooms, some so ancient that they contain only rotting piles of unidentifiable junk. Until now, you've never ventured lower than the ground floors of the monolithic classroom and dorm buildings, avoiding the warren of tunnels that connect them.

But tonight, something draws you down into the mysterious depths of the institute. Perhaps it's the blizzard raging outside, making the outdoors as threatening as anything you could imagine within. Perhaps it's the nightmare you had, hinting at horrific mysteries below and leaving you with a strange object that seems to lead you inexorably downward. Or perhaps it's just another way for you to avoid writing that twenty page term paper you have due tomorrow.

In any event, you soon find yourself wandering away from your computer and into the dark nether regions of G.U.E. Tech. Suddenly, you're in a world that rivals your most hideous visions, a realm of horror lurking beneath the calm corridors and study halls.

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

THE LURKING HORROR recalls the ghastly visions of H. P. Lovecraft and Stephen King, as author Dave Lebling turns an everyday world into a frightening web of uncertainty. The numerous puzzles will challenge both first-time and experienced players, and Lebling's chilling descriptions will leave you with images you'll never forget.

GET INSIDE A STORY. GET ONE FROM INFOCOM!
It's like waking up inside a story! Infocom's interactive fiction takes you to the center of a world jam-packed with surprising twists, unique characters, and ingenious puzzles.

For the first time, you're more than a passive reader. You talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions. With hundreds of alternatives at every step, the horror can last for weeks and even months.

Find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

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