

STATIONFALL™

FLOYD IS BACK IN THE BOFFOID SEQUEL TO PLANETFALL.



INFOCOM

SOFTWARE FOR YOUR
AMIGA
(3½" DISK)
WD-844-08

INTERACTIVE FICTION

BY STEVE MERETZKY



Assigned to each STATIONFALL package: your STATIONFALL disk; a set of blueprints for a Gamma-Delta-Gamma Class deep space station; three highly bureaucratic forms; and your Stellar Patrol patch.

What a trotting krip! Since your incredible heroics in *Planetfall*, where you risked life and limb to save the planet Resida, things have hardly changed at all. Sure, you were promoted to Lieutenant First Class, but this only meant that your dull life of cleaning grotch cages was replaced by an equally dull life of paperwork. Now you've got another assignment tailor-made for a grotchbrain: pilot a spacetruck to a nearby station to pick up a load of trivial forms. Trot and double trot!

But all is not lost. By a happy twist of fate, your companion for the journey is your old pal Floyd! That's right, it's the same mischievous little robot, crayons and paddleball at the ready, who was your helpful buddy in *Planetfall*.

Getting to the space station is easy. But once there, you find it strangely deserted. Even the seedy space village surrounding the station is missing its ragtag tenants. A spooky alien ship carrying only an empty pedestal rests in a docking bay. An ostrich and an Arcturian balloon creature are found, abandoned but in perfect health. The commander's log de-

scribes the mysterious breakdown of machinery, demonstrated by a roving hull-welder who seems bent on your destruction. And finally even Floyd begins acting oddly...

Steve Meretzky, whose interactive fiction successes include *The Hitchhiker's Guide to the Galaxy*™ and *Leather Goddesses of Phobos*™, won a Best Computer Software Designer award for *Planetfall*. Infocom fans, consistently rating *Planetfall* among their favorite computer games, have been begging for a sequel. Even if you've never played *Planetfall*, you will enjoy *Stationfall*: the puzzles will challenge your intellect, the humor will keep you laughing, and Floyd will win your heart.

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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.

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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, your adventure can last for weeks and even months.

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INFOCOM

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Infocom interactive fiction is available for most personal computers. Call us at 617-576-3190 for availability information.

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