

# *The* **WITNESS**<sup>TM</sup>

**SOMEBODY'S GOING TO TAKE THE DEEP SIX!**

You've got a bird's-eye lowdown on the caper... and 12 hours to crack the case.

*Free*  
A **INSIDE!**  
veritable  
gold mine of clues and evidence  
you'll need to unravel the crime.

**INFOCOM**<sup>TM</sup>

INTERACTIVE FICTION

MYSTERY

STANDARD LEVEL



Hermetically sealed since 1938 inside every WITNESS package: your WITNESS disk, a suicide note, telegram, matchbook, an issue of the Santa Ana Register and the February 1938 Nat'l Detective Gazette.

**FEBRUARY 1938, LOS ANGELES.** FDR's New Deal is finally rolling. Hitler's rolling, too; this time through Austria. But as Chief Detective for a quiet burgh on the outskirts of L.A., you've got other fish to fry.

One gilt-edged society dame is dead. And now it looks like some two-bit grifter is putting the screws to her multi-millionaire old man. Then you step in, and the shakedown turns ugly. You're left with a stiff and a race against the clock to nail your suspect... unless you get nailed first!

Nobody said a sordid family affair like this was going to be a cinch. Everyone from the knock-out heiress to the poker-faced butler may end up in the slammer before it's over. Ahead of you is a Gordian knot of motives and alibis. And the only testimony you can trust is that of your own eyes—because you are **The WITNESS**.

**GET INSIDE A STORY.  
GET ONE FROM INFOCOM!**

It's like waking up inside a story!  
Load Infocom's interactive fiction

into your computer and discover yourself at the center of a world jam-packed with surprising twists, unique characters and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You can 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. And you have hundreds of alternatives at every step. In fact, there's so much you can see and do, your investigation can last for weeks and even months.

To find the Infocom interactive story that's right for you, just choose any one marked with the level of difficulty listed below that best matches your current level of interactive skill.

**Junior:** Best introduction to interactive fiction. Written for everyone from age 9 up.

**Standard:** Good introductory level for adults. This is Infocom's most popular level of interactive fiction.

**Advanced:** A greater level of challenge. Recommended for those who've already experienced Infocom's interactive fiction.

**Expert:** For real diehards seeking the ultimate challenge in interactive fiction.

Then 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.

# INFOCOM

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For your: Apple II, Macintosh, Atari, Commodore 64, DECmate, DEC Rainbow, DEC RT-11, HP 150 & 110, IBM PC\* & PCjr, KAYPRO II, MS-DOS 2.0\*, Osborne, TI Professional, TI 99/4A, Tandy 2000, TRS-80 Color Computer, TRS-80 Models I & III.

\*Use the IBM PC version for your Compaq and the MS-DOS 2.0 version for your Wang, Mindset, Data General System 10, GRiD and many others.

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Warranty information enclosed.

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