

BORDER ZONE™



INFOCOM™

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SOFTWARE FOR YOUR

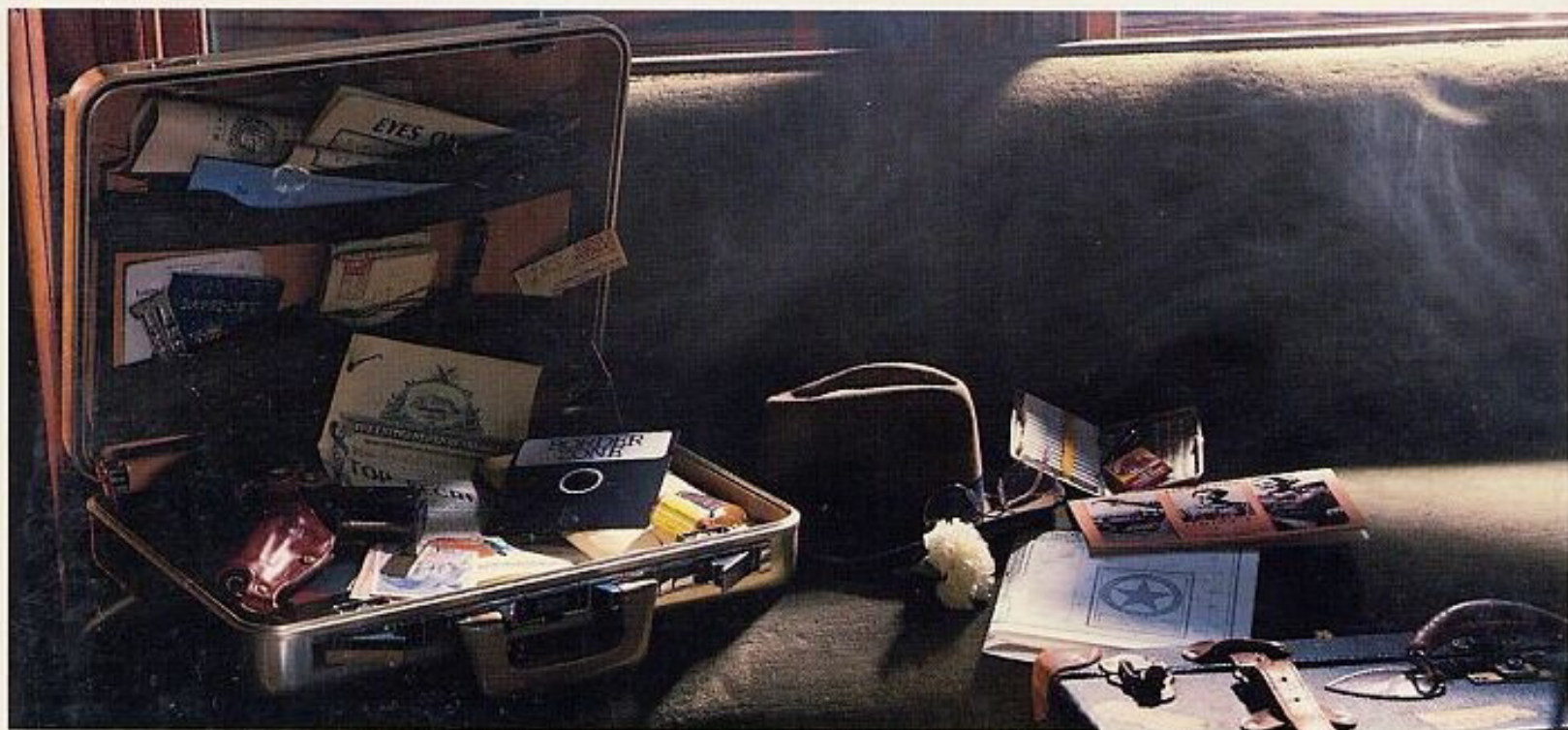
COMMODORE 64/128

(1541 DISK)

INTERACTIVE FICTION

BY MARC BLANK

WITH ON-LINE HINTS



Smuggled into every *Border Zone* package: your *Border Zone* disk; "I am Frobria" tourist guide and phrasebook; a business card from historic Ostnitz; a Frobria National Railway matchbook; and a map of the border.

Where the Iron Curtain divides East and West, the frontier is a no man's land between freedom and captivity, a place where moments lost or precautions not taken exact a toll in men's lives. In *Border Zone*, you cross this barrier not once, but three times, as three different characters in a fast-paced story of international intrigue.

The pulse-pounding tension of espionage is heightened by the addition of real time, which ticks on regardless of your actions. As you race against the clock to complete your missions, you'll find yourself caught up in a spine-tingling adventure that's far more suspenseful than any spy thriller you've ever read.

The story begins on the train to Litzenburg, a peaceful country just outside the Iron Curtain. In the border town of Ostnitz, Constitution Day festivities include a speech by the American ambassador. But plans are afoot to destabilize this key neutral territory by assassinating the diplomat. Speeding towards the border through the Eastern bloc country of Frobria are an easy-going American businessman, an ambitious young American spy, and a ruthless KGB agent. All three are soon to become entangled in the assassination plot, their lives

intertwining as each carries out his perilous assignment.

You'll see the story from three viewpoints, as you step into the shoes of a different major character in each of the three chapters of *Border Zone*. Set in separate locations on or near the border, the chapters are complete stories in themselves, each with its own riveting conclusion.

The on-line hints in *Border Zone* will help you out when you need it. But hints take you only so far. Even when you know exactly what to do, discretion and timing are crucial as you outwit the KGB, evade a snarling pack of search dogs, make a desperate assault on the border, and count down the moments to the assassination.

Border Zone was written by Marc Blank, a pioneer in interactive fiction and the author of such ground-breaking works as *Zork*[®] and *Deadline*[®]. In *Border Zone*, Marc takes the clever plotting and masterly prose of a top-notch thriller, brings it to life through interactive fiction, and intensifies the experience with the addition of real time.

So steel your nerves, and don't blow your cover, friend. You've a long way to go before you come in from the cold.

ENTER THE WORLD OF THE MASTER STORYTELLERS.

Interactive fiction is a lot like your favorite book, using words to tell a story that progresses through time. The difference is that YOU are the main character. The story comes alive as you go places, meet people, outwit opponents, and tackle a wealth of puzzles and predicaments.

Journey to a place limited only by your imagination—the world of Infocom's interactive fiction.

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Border Zone is available for the Apple II series, IBM PC and 100% compatibles, Macintosh, and Commodore 64/128. Call us at 617-576-3190 for further information.

Manufactured and printed in U.S.A.

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Warranty information enclosed.

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