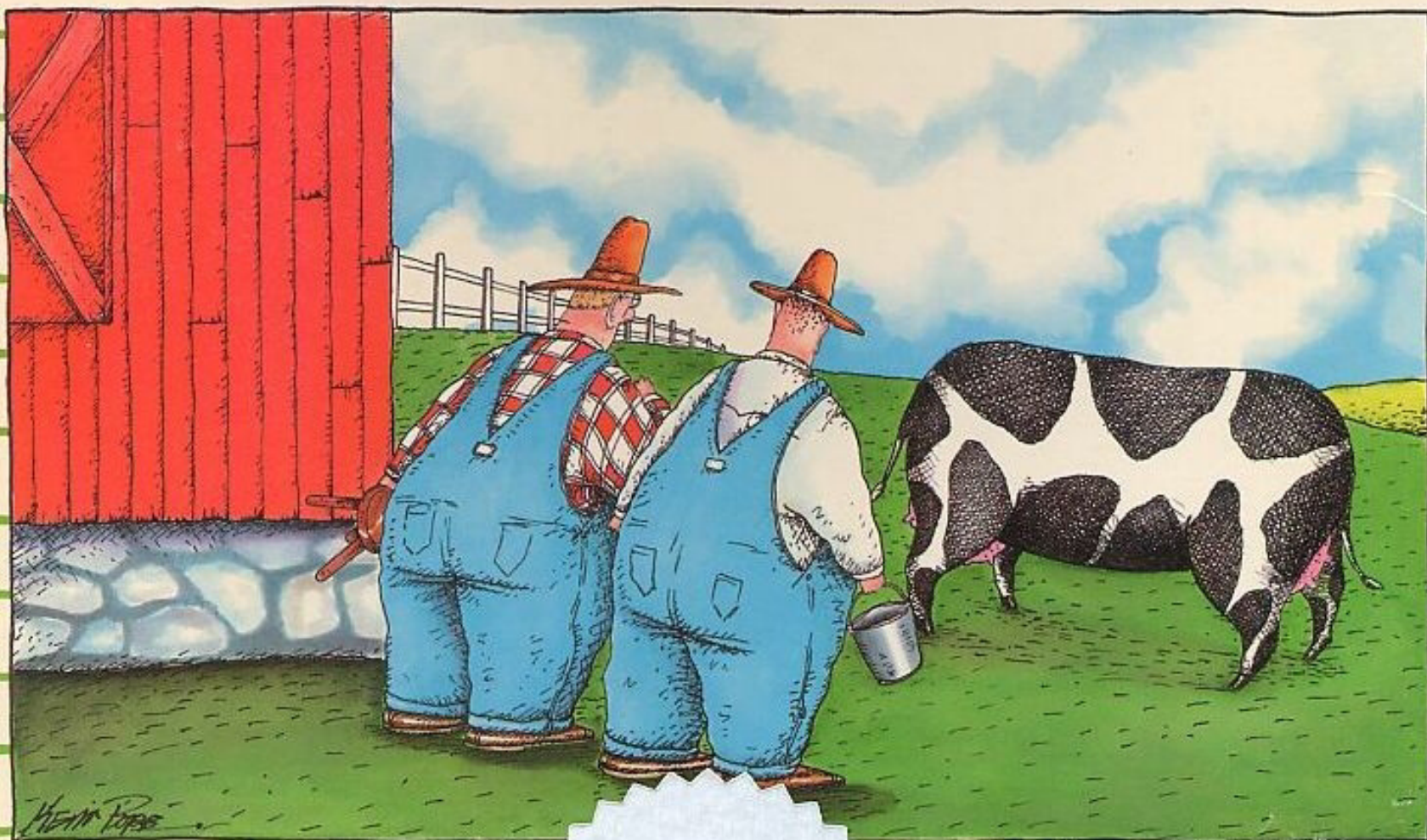


Nord and Bert Couldn't Make Head or Tail of ItTM

Eight Tales of Cliches, Spoonerisms, and Other Verbal Trickery



INFOCOMTM

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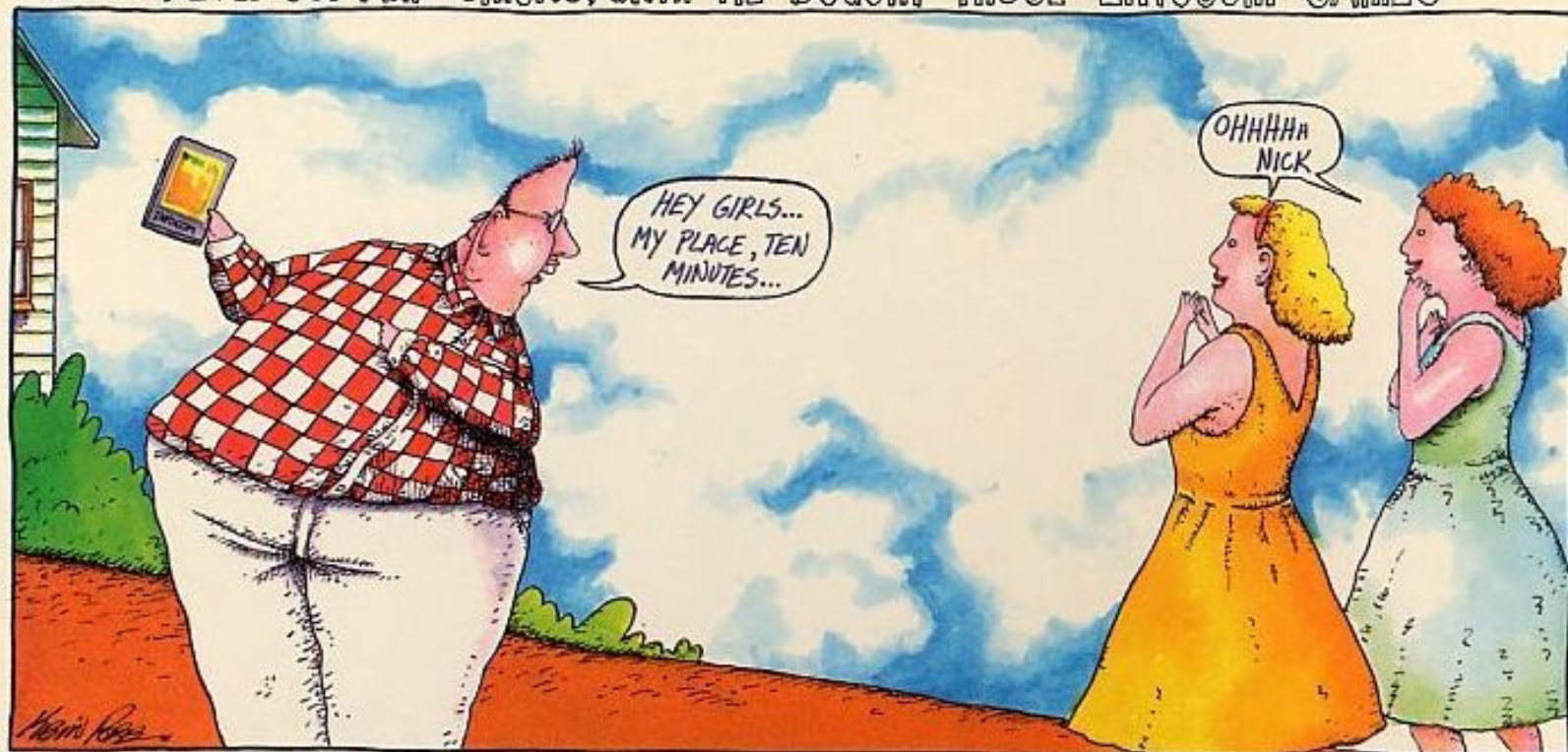
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INTERACTIVE SHORT STORIES

BY JEFF O'NEILL

Nick NEVER GOT ANY chicks, until he bought those Infocom Games



Invite your friends over to play *Nord and Bert* and check out the booklet of original Kevin Pope cartoons included in each package.

You are standing at the edge of a barren field. A steady wind, having secreted away the topsoil, is now drifting sandy dirt across the plain. A scant sign of life here is a freshly-burrowed molehill on the ground.

> MAKE A MOUNTAIN OUT OF THE MOLEHILL

There is a tremendous rumbling in the distance, getting louder and louder, until it is deafening. The dirt around the molehill crumbles away as mighty, jagged granite peaks emerge from deep underground. The surrounding landscape transforms into a fertile valley before your very eyes.

Infocom's first collection of short stories takes you to a place where nothing is quite as it seems. It's a place where you really can make a mountain out of a molehill, where 'the fur is flying' is taken literally, and where a bow can be turned into a beau.

Each of the eight stories in *Nord and Bert Couldn't Make Head or Tail of It* involves a different type of wordplay. You'll find yourself challenging your wits and your memory to come up with the clichés, spoonerisms, and other verbal trickeries needed to

complete the puzzles. But don't view this as a hard row to hoe. *Nord and Bert* contains built-in hints, which you can call upon when the going gets rough.

All eight stories take place in the mixed-up Town of Punster. However, no two contain the same people, locations, or objects. Each is played independently of the others, although you'll use passwords obtained in seven of the stories to get into the eighth. As for mapping, it's out the window. You simply type where you want to go.

The tall tales in *Nord and Bert* are every bit as fun and clever as Infocom's other interactive fiction stories. They can each be completed in one sitting, making them a highly entertaining way to spend an evening, alone or with friends. *Nord and Bert* was authored by Jeff O'Neill, whose mind is constantly working on artful new turns of phrase.

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.

You communicate with the story by typing in full English sentences, with hundreds of choices at each step. There's so much to see and do that your adventure can last for weeks and even months.

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

INFOCOM

125 CambridgePark Drive, Cambridge, MA 02140

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

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Warranty information enclosed.

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