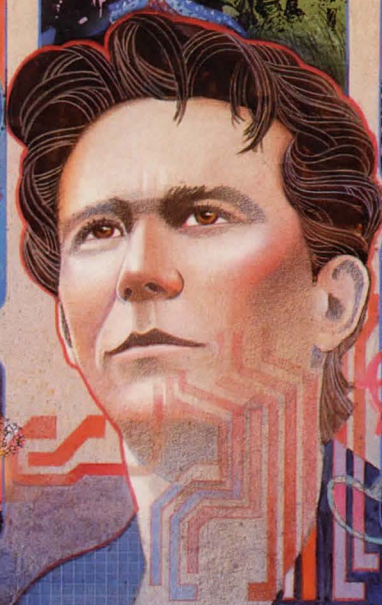
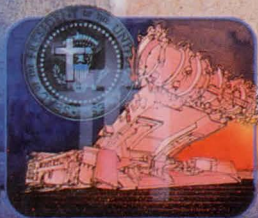
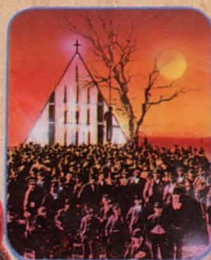


InvisiClues™  
The Hint Booklet for

# A Mind Forever Voyaging™



INFOCOM™

# Introduction

## What are InvisiClues?

Although *A Mind Forever Voyaging* (hereafter referred to as *AMFV*) is not as puzzle-oriented as most of Infocom's previous works of interactive fiction, you may get stuck on a puzzle, or simply not know what to do next. The purpose of InvisiClues hint booklets is to maximize your enjoyment by giving you only the hints you need to continue and complete the story.

The invisible hints generally progress from a gentle nudge in the right direction to a full answer. The questions, which naturally have to be visible, have been worded to give away as little as possible. You should not use the presence or absence of a question on a certain topic as an indication of importance, and you should not assume that long answers are associated with important questions. This booklet includes dummy questions and answers in order to minimize this problem.

## How to use this booklet.

If you are stuck at some point in *AMFV*, find the question that most pertains to your problem. Uncap the marker and run it once over the first hint. The writing will appear in a second or two. If you're still stumped, go on to the next hint. (Remember to recap the marker when you're done to prevent it from drying out. By the way, these booklets are not immortal. InvisiClues you've developed will start to fade after several months.)

For example:

## How can I get past the security guard at the mayor's office?

A.

B.

C.

Your marker contains more than enough fluid to develop the entire booklet. However, if your marker gets lost or dries out, you can order a replacement marker for a nominal fee.

Once you've finished the story, try the things in the "For Your Amusement" section. Don't look at them before you've finished, though—they may reveal the answers to certain puzzles.

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## General Questions

What is the purpose of the ballpoint pen in the package?

A.

B.

C.

D.

Why did I get "turned off"?

A.

B.

C.

D.

Why does RECORD not work at times?

A.

B.

C.

What is the significance of the psych test in Part II?

A.

B.

C.

D.



How does curfew work?

- A.
- B.
- C.

## Communications Mode

How do I move from location to location in Communications Mode?

- A.
- B.

How can I see the list of communication outlets?

Is the World News communication outlet useful? Does the news ever change?

- A.
- B.
- C.
- D.
- E.

Is the Cafeteria important?

- A.
- B.
- C.
- D.

Is the Maintenance Core important?

- A.
- B.
- C.
- D.

Is the communications outlet in Perelman's office useful?

- A.
- B.
- C.
- D.

How about the Control Center—is that outlet important?

- A.
- B.
- C.
- D.

Does the communication outlet on the rooftop have any significance?

- A.
- B.
- C.
- D.

## Library Mode

I don't understand the structure of Library Mode.

How can I access the information in Library Mode?

A.

B.

C.

D.

E.

Are Perelman's "resignation letter" and "list of things to do" supposed to end so abruptly?

What do I need to do in Library Mode?

A.

B.

C.

D.

## Interface Mode

What is the purpose of Interface Mode?

A.

B.

C.

D.

E.

How can I read the List of Active Ports?

## Sleep Mode

I'm a computer! Why should I require sleep?

When *can* I enter Sleep Mode?

A.

B.

C.

When *must* I enter Sleep Mode?

A.

B.

Is there any significance to the dreams while sleeping?

- A.
- B.
- C.

Can I talk to my parents in the dream?

- A.
- B.
- C.

Is there any reason to stay in Sleep Mode after waking?

# Simulation Mode

When can I enter Simulation Mode?

- A.
- B.

How can I get past the security code protection for Simulation Mode?

- A.
- B.

# Part I

What is my goal in Part I?

- A.
- B.
- C.
- D.

How do I find those things I'm supposed to record in the simulation of 2041?

- A.
- B.

My record buffer is full, but I still have stuff to record. What can I do?

- A.
- B.

Where do I live and how do I find it?

- A.
- B.
- C.
- D.
- E.
- F.
- G.

How can I get a newspaper out of the dispenser?

- A.
- B.
- C.
- D.

How can I get into the theatre of the Cinema?

- A.
- B.
- C.

Part II

What is my goal in Part II?

- A.
- B.
- C.

(continued on next page)

- D.
- E.
- F.
- G.
- H.
- I.
- J.
- K.
- L.
- M.
- N.
- O.
- P.

Part III

What is my goal in Part III?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

K.

L.

M.

N.

O.

P.

What is this fever, this hot burning pain, that kills me in Part III?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.



# Part IV

What is my goal in Part IV?

- A.
- B.
- C.
- D.
- E.
- F.
- G.

Is the visit by the WNN camera crew important?

- A.
- B.
- C.
- D.

# Epilogue

What is my goal in the Epilogue?

- A.
- B.
- C.
- D.
- E.
- F.

# Recording "Points"

(use only as a last resort)

Notes:

2051:

Points    Event/Sight (and how to get it)


(continued on next page)

Points    Event/Sight (and how to get it)


2061:


(continued on next page)

Points	Event/Sight (and how to get it)
--------	---------------------------------

[illegible]

(continued on next page)

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Points	Event/Sight (and how to get it)
--------	---------------------------------


**2071:**

[illegible]

(continued on next page)

Points	Event/Sight (and how to get it)
--------	---------------------------------

[illegible]

(continued on next page)

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Points	Event/Sight (and how to get it)
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[illegible]

**2081:**

[illegible]

**For Your Audience:**  
(after you've finished the story)

[illegible]

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[illegible]

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**Have you ever:**


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