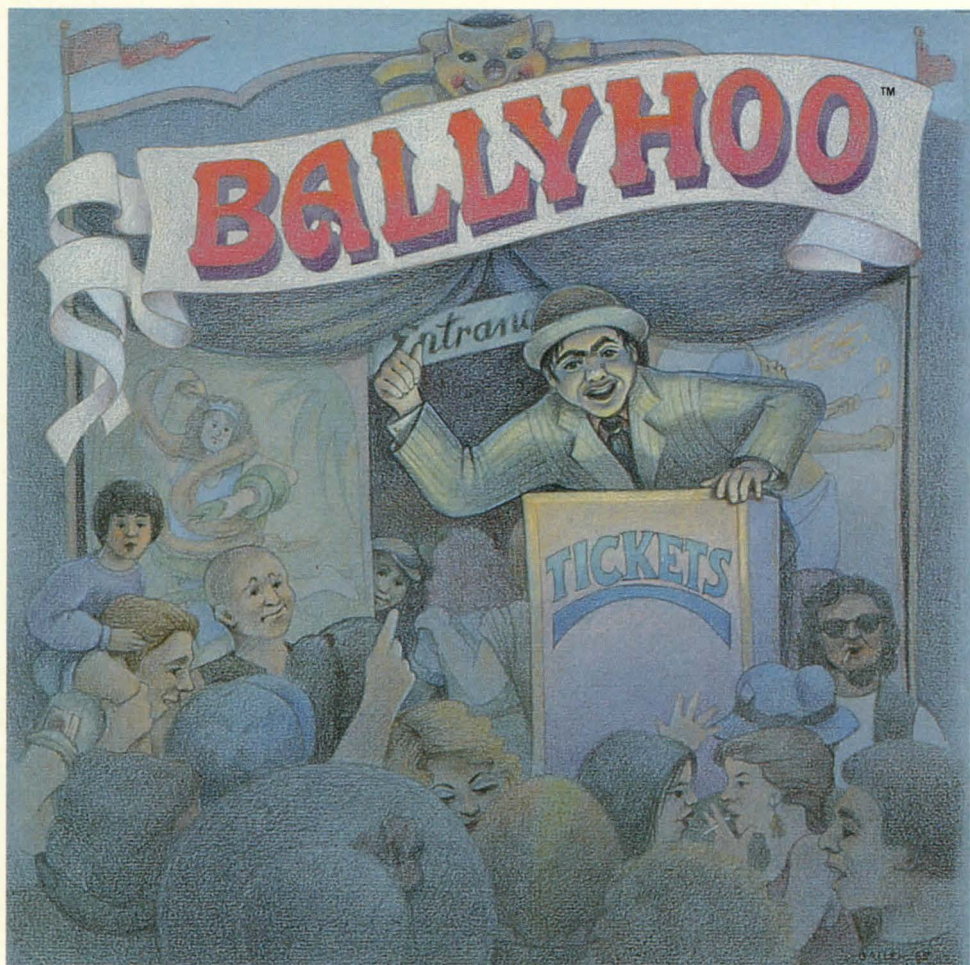


InvisiClues™
The Hint Booklet for



INFOCOM™

Introduction

What are InvisiClues?

Ballyhoo is a standard-level interactive story. Although it is designed to allow players who are unfamiliar with interactive fiction to see many of the puzzles, even experienced players may find some of the puzzles difficult to solve without help. Even the best players sometimes get stuck. The purpose of *InvisiClues* is to help you get past bottlenecks and continue with the story so you can enjoy it.

The invisible hints are designed to progress from a gentle (or sometimes silly) nudge in the right direction to a full answer. The questions and section headings attempt to give away as little as possible. Many of the puzzles are interconnected, so you may have to look under more than one section heading to find all the questions you have about a particular problem. You should not assume that a question on a certain topic indicates that the topic even exists in the story. Also, the length of the answers may not mean anything. This booklet includes dummy questions and answers to help confuse that issue.

How to use this booklet.

If you are stuck at some point in *Ballyhoo*, 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* that have been developed will start to fade after several months.)

For example:

Where can I find a carrot?

- 1.
- 2.
- 3.

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 too much about certain puzzles.

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1 2 3 4 5 6 7 8 9 10—89 88 87 86

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Table of Contents

PEOPLE

The Clowns	3
Harry	5
President William Howard Taft	7
Tina.	7
Rimshaw	9
The Detective	10
The Roustabout	12
The Black Jack Dealer	13
Billy Monday	14
Jimi Hendrix.	15
Herr Katzenjammer	15
Chelsea	16
Munrab	17
Andrew Jenny	17
Annie Oakley	18
Eddie Smaldone	18

PLACES

The Tightrope	19
The Turnstiles	19
Under the Bleachers	21
The Prop Tent	21
The Menagerie Nook.	22
The Performers' Camp	23
Under Hypnosis	24
The White Wagon.	25

ALL CREATURES LARGE AND SMALL

The Lions.	27
Hannibal of the Jungle	28
Mahler.	29
The Egress	31
The Monkey.	32
The Hen	32
The Mouse	33

THE CLIMACTIC END OF THE STORY

HOW THE POINTS ARE SCORED

FOR YOUR AMUSEMENT

PEOPLE

The Clowns

Why is Comrade Thumb playing with the water fountain in the Connection?

1.
2.
3.
4.
5.

Why is Comrade Thumb performing acrobatics and singing in the Back Yard?

1.
2.
3.

I got called a lotlice, and then Chuckles slammed the door on me. How can I get into Clown Alley?

1.
2.
3.
4.

I keep getting thrown out of Clown Alley!

1.
2.
3.

What is Comrade Thumb saying to Chuckles?

1.
2.
3.

I'm in Clown Alley. Now what?

1.
2.
3.
4.
5.
6.

What was Chuckles talking about?

1.
2.
3.
4.
5.

Is the ash tray important? Chuckles took it away from me.

1.
2.
3.
4.

I just saw Thumb again. What does his flailing, babbling, and pointing mean?

1.
2.
3.
4.

Why is Chuckles standing outside of Katzenjammer's trailer?

1.
2.
3.
4.

How do I get Chuckles away from Katz's trailer?

1.
2.
3.
4.

Harry

Who is Harry?

1.
2.
3.

Why isn't Harry interested in anything I show him?

1.

2.

3.

4.

Harry claims I've asked him before about Chelsea, and I haven't, I swear! How can I get him to tell me about her?

1.

2.

3.

4.

5.

6.

What will Harry talk about?

1.

2.

3.

4.

President William Howard Taft

What do I do with President William Howard Taft?

1.

2.

3.

4.

5.

Tina

How do I get Tina to stand up?

1.

2.

3.

4.

5.

6.

7.

How do I get Tina's attention?

1.

2.

3.

4.

5.

6.

How do I get the radio from Tina?

1.
2.
3.
4.
5.
6.
7.

Where can I get some food that Tina will eat?

1.
2.
3.
4.
5.
6.

I finally got the radio. But all it picks up is static.

1.
2.
3.
4.
5.

Are there any radio stations worth listening to?

1.
2.
3.
4.

Rimshaw

How do I get Rimshaw to teach me how to hypnotize people?

1.
2.
3.
4.
5.

Who can I compare Rimshaw with?

1.

YOW! I was in the Hypnotist's Parlor, but where am I now?

1.
2.
3.
4.

(continued on next page)

5.
6.

I woke up, but I never did get any food!

1.
2.
3.
4.
5.
6.

The Detective

Where did this guy get his P.I. license?

1.
2.

Where did Munrab find this guy?

1.
2.

Why is the detective talking to Mr. Munrab?

1.
2.
3.
4.

Why is the sleuth talking to Billy Monday?

1.
2.
3.
4.

How can I get the monkey off the gumshoe's back?

1.
2.
3.

What's wrong with the shamus? Is he sick? Or dead?

1.
2.
3.
4.

Dammit, Jim, I'm an adventurer, not a doctor! How can I help Johnny Tin Plate?

1.
2.
3.
4.
5.

So, I got the flat-foot to look alive. What good does that do me?

1.
2.
3.
4.
5.

The Roustabout

Why is the roustabout leaving the Big Top with the net?

1.
2.

How can I get the roustabout to bring back the net?

1.
2.
3.
4.
5.
6.
7.

How can I get the roustabout to untangle the rope ladder for me?

1.
2.
3.

The Black Jack Dealer

What are the rules to playing blackjack?

1.
2.
3.

Should I play blackjack?

1.

What does the tapping on my foot mean?

1.
2.
3.
4.

Why won't the second dealer let me bet at blackjack?

1.
2.

Billy Monday

Why is Billy Monday talking to the detective?

1.
2.
3.

What's in the suitcase?

1.
2.
3.
4.

Billy Monday just ran off with the suitcase. What should I do?

1.
2.

I followed Billy Monday and now I'm trapped. How do I escape?

1.
2.
3.
4.
5.
6.
7.

Jimi Hendrix

I've got a tape of Jimi Hendrix. Who is Jimi Hendrix?

1.
2.
3.

What can I do with the headphones?

1.
2.
3.
4.
5.
6.
7.
8.

Herr Katzenjammer

When I knock on the door to the trailer, Herr Katzenjammer sees me but he doesn't let me in. How do I get into the trailer?

1.
2.
3.
4.
5.

(continued on next page)

6.
7.
8.

I'm in Katzenjammer's trailer. What now?

1.
2.
3.
4.

What's the moosehead in the trailer for?

1.
2.
3.

What's in the crawl space?

1.
2.
3.
4.
5.
6.

Chelsea

Who is Chelsea?

1.
2.
3.

Munrab

Who is Munrab?

1.
2.
3.
4.
5.
6.

Andrew Jenny

How do I get upstairs?

1.
2.
3.
4.
5.
6.
7.
8.
9.

I went upstairs. How do I get downstairs?

1.
2.

What's in the wardrobe?

1. [redacted]
2. [redacted]
3. [redacted]
4. [redacted]
5. [redacted]

Annie Oakley

How can you shove Annie Oakley around? Isn't she dead?

1. [redacted]
2. [redacted]
3. [redacted]
4. [redacted]

Who killed Annie Oakley?

1. [redacted]
2. [redacted]
3. [redacted]

Eddie Smaldone

Who is Eddie Smaldone?

1. [redacted]
2. [redacted]
3. [redacted]
4. [redacted]

PLACES

The Tightrope

How can I cross the tightrope?

1. [redacted]
2. [redacted]
3. [redacted]
4. [redacted]

The Turnstiles

How can I get through the turnstile near the Back Yard?

1. [redacted]
2. [redacted]
3. [redacted]
4. [redacted]
5. [redacted]
6. [redacted]
7. [redacted]
8. [redacted]
9. [redacted]
10. That's right! If you enter the **BALLYHOO** at the other end of the tightrope, and **INHALE THE HELIUM**, your voice will sound like Comrade Thumb's. Type **HELLO HARRY**, and you'll be able to get through the turnstile.
11. [redacted]

I figured out how to get through the turnstile near the Back Yard. But isn't the solution rather obscure?

1.

I got through the turnstile near the Back Yard once. But how can I do so again?

1.

2.

3.

4.

5.

6.

7.

How can I get through the turnstile near the Connection?

1.

2.

3.

4.

5.

6.

7.

8.

9.

(continued on next page)

10.

11.

Under the Bleachers

What do I do here Under the Bleachers?

1.

2.

Hey! Somebody moved the stands back in place. How can I get Under the Bleachers now?

1.

2.

3.

The Prop Tent

I surprised Munrab and the detective in the Prop Tent, and they ran away. Where did they go?

1.

2.

3.

What do I do with the gorilla suit?

1.

2.

3.

What do I do with the midget car?

1.
2.
3.

What do I do with the cannon?

1.
2.
3.
4.
5.

What do I do with the piece of wood?

1.
2.
3.
4.
5.
6.

The Menagerie Nook

How do I open the cage?

1.
2.
3.

How do I get the key?

1.
2.
3.
4.

Who lives in this cage?

1.
2.
3.
4.

The Performers' Camp

Now that I'm in the Performers' Camp, what do I do?

1.
2.
3.
4.

How can I unlock the compartment on the trailer?

1.
2.
3.

What's this image of burning bridges?

1.
2.

(continued on next page)

3.
4.
5.
6.
7.
8.

Under Hypnosis

Where can I get some food to eat?

1.
2.
3.
4.
5.

Hey! This hawker is trying to rip me off! What should I do?

1.
2.
3.

How do I get to the concession stand?

1.
2.
3.

(continued on next page)

4.
5.
6.
7.
8.
9.
10.
11.

The hawker is taking a break. How can I get him to give me what he owes me?

1.
2.
3.
4.

The White Wagon

How do I get into the White Wagon?

1.
2.

I'm On The Wagon, and there's a closed panel here. How do I get into the office?

1.
2.
3.

(continued on next page)

4.
5.
6.
7.
8.

I'm in the Office, but Munrab keeps coming in and killing me before I have a chance to get what I need. What do I do?

1.
2.

What am I looking for in the Office?

1.
2.
3.
4.

What do I do with the spreadsheet?

1.
2.
3.
4.

How do I get out of the Office?

1.
2.

ALL CREATURES LARGE AND SMALL

The Lions

Is it advisable or safe to enter the lions' den?

1.
2.
3.
4.

How do I get in there?

1.
2.

The shaggy lion keeps harassing me. What to do?

1.
2.
3.
4.
5.

Where can I find a whip?

1.
2.
3.

What's the importance of the grating inside the lions' den?

1.
2.

(continued on next page)

3.
4.

Then how do I tame Nimrod? Or is it Elsie?

1.
2.
3.
4.
5.
6.
7.
8.
9.

Hannibal of the Jungle

What's behind the elephant?

1.
2.
3.
4.
5.

How can I get behind the elephant?

1.
2.

What use is the massive chain?

1.
2.
3.

Mahler

How can I get into Mahler's cage?

1.
2.
3.

Why doesn't Mahler play with the things I give him?

1.
2.
3.

Is there anything important about Mahler's cage?

1.
2.

(continued on next page)

3.
4.
5.
6.

How can I look into the compartment? I can't find an opening.

1.
2.
3.

How can I calm Mahler down?

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

Why is the ape named Mahler?

1.
2.
3.

The Egress

What IS an egress?

1.

Why can't I go see the egress?

1.
2.
3.
4.
5.
6.

Is this joke original?

1.
2.
3.

The Monkey

Help! I've got a monkey on my back!

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

The Hen

How can I catch the hen without hurting it?

1.
2.
3.
4.
5.
6.
7.

The Mouse

How do I catch a mouse?

1.
2.
3.
4.
5.
6.
7.

How can I catch the mouse without hurting it?

1.
2.
3.
4.
5.
6.
7.
8.

THE CLIMACTIC END OF THE STORY

How can I rescue Chelsea?

1.
2.
3.
4.
5.
6.
7.
8.
9.

Where can I find Thumb?

1.

How can I get into Clown Alley again?

1.
2.
3.
4.
5.
6.

Now that I've got Chelsea, what do I do with her?

1.
2.
3.

The jig is up. I've found Eddie but I'm not sure how to confront him.

1.
2.
3.
4.
5.
6.
7.
8.
9.

I can't reach the rope ladder. What do I do?

1.
2.

I'm on the platform, with Mahler in the guy wires above me, holding the limp body of the little girl. How can I get up to his level?

1.
2.

I'm up on the platform, with Mahler holding Chelsea on the platform across from me. How can I get across the tightrope, close enough to rescue her?

1.
2.
3.
4.
5.
6.

How do I get the radio station to play music?

1. _____

Who wrote these questions anyway?

1.
2.
3.
4.

HOW THE POINTS ARE SCORED

This section should be used only as a last resort, or for your own interest after you've completed the game.

There are a total of 200 points. Ten points are scored for each of the following:

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and is set against a dark background.

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