



InvisiClues™  
The Hint Booklet for

SORCERER™

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# Introduction

## What are InvisiClues?

The essence of all INTERLOGIC™ games is solving problems. The purpose of InvisiClues hint booklets is to maximize your enjoyment of the game by giving you only those hints that you need to continue playing and complete the game.

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 SORCERER, find the question that most pertains to your problem. Uncap the marker and run it *once* over the first hint. The writing will appear within a second or two. If you are still stumped, go on to the next hint. (Remember to recap the marker when you are done to prevent it from drying out. And by the way, these books are not immortal. InvisiClues you've developed will start to fade after six months.)

For example:

## How can I tell if there's a grue in my refrigerator?

A.

B.

C.

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

Once you have finished SORCERER, 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 problems.



# Table of Contents

Introduction . . . . .	1
The Guild Hall . . . . .	3
The Forest-River-Castle Area . . . . .	10
Fort Griffspotter . . . . .	14
The Crater-Toll Gate Area . . . . .	16
The Glass Maze Area . . . . .	19
The Amusement Park . . . . .	22
The Coal Mine . . . . .	24
The Lagoon Area . . . . .	28
General Questions . . . . .	34
How All the Points Are Scored . . . . .	37
Spells, Potions, and Their Locations . . . . .	38
For Your Amusement . . . . .	40

# The Guild Hall

Is there anything useful or necessary I should do in the dream, before I wake up?

Can the dream be prolonged?

How do I turn on the lights when I wake up in the dark?

A.

B.

C.

D.

E.

F.

How do I open the heavy wooden door in the Hallway?

A.

How can I make the invisible tenets appear?

A.

B.

C.

D.

Can I talk to the parrot?

- A.
- B.
- C.

What can I do with the morgia plant?

- A.
- B.

What can I do with the wall hanging?

- A.
- B.

Can I open the desk in Belboz's Quarters?

- A.
- B.

What can I do with the infotater?

- A.
- B.

What can I do with the journal?

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

What can I do with the amulet?

- A.
- B.
- C.

Where are the beds in everyone else's quarters?

How does the GASPARE spell work?

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

**Where are the boiled chives?**

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

**Where is Frobar?**

**Where is Helistar?**

**Where is Belboz?**

**Where are the servants?**

**Where are the apprentices?**

**Can I leave the Guild Hall?**

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

*(continued on next page)*

E.

F.

G.

H.

**Where can I find food and water?**

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

**Is the ochre vial useful?**

- A.
- B.

**Why has the calendar been FROT'Zed?**

- A.
- B.



Is the depleted matchbook useful?

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

Is the encyclopedia useful?

- A.
- B.
- C.

How can I get into the Guild Hall attic?

How can I open the window in the Attic?

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

How can I get into the Guild Hall cellar?

How can I open the trunk in the Cellar?

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

What is the AIMFIZ spell for? How does it work?

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

Is there any significance to the doorbell ringing?

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

## The Forest-River-Castle Area

Why does this area seem so familiar?

- A.
- B.

How can I avoid the hellhound?

- A.
- B.
- C.

How can I avoid the boa?

How can I get past the Mine Field?

- A.
- B.

(continued on next page)

C.

D.

How can I avoid the locusts?

How can I survive in the Snake Pit?

- A.
- B.

How can I cross the moat?

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

How can I enter the moat?

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

How can I survive in the Turret?

- A.
- B.

How do I enter the West Wing of the ruined castle?

What is the significance of the indigo vial?

- A.
- B.
- C.

What is the significance of the skeleton in the Torture Chamber?

How can I survive at the River Bank?

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

How can I cross the river?

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

How can I inflate the raft?

- A.
- B.
- C.

Help! I keep getting smashed by a wall of water!

- A.
- B.
- C.

How can I cross the stagnant pool?

- A.
- B.

What is the amber potion for?

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



# Fort Griffspotter

Where is the fort?

Where should I dig to find the cannonball?

A.

B.

How can I climb the flag pole?

Is there any way to lower the flag?

A.

B.

Can I sleep in the Barracks?

Are there any useful armaments in the Armory?

How can I get the glowing scroll out of the Watchtower?

A.

B.

C.

D.

Is there any significance to the cannon?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

How can I fire the cannon?

A.

B.

Can I catch the objects that sprout feet?

A.

B.

C.

# The Crater-Toll Gate Area

What caused the Crater?

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

Is there any significance to the moss and lichens in the Slimy Room?

- A.
- B.
- C.

Can I cross the chasm to the west of the Crater?

- A.
- B.
- C.

How can I climb the zorkmid tree?

Can I pick the zorkmid coins from the zorkmid tree?

- A.
- B.
- C.

Is there any significance to the Hall of Carvings?

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

How can I make the invisible carvings appear?

- A.
- B.
- C.

Who built the underground highway?

- A.
- B.
- C.

How can I get past the Toll Gate?

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

What is the floor waxer used for?

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

Is there any significance to the Stone Hut?

## The Glass Maze Area

Is there any significance to the statue?

- A.
- B.
- C.

Can I make a map of the maze?

How big is the maze?

- A.
- B.

Can I survive in maze rooms that don't have a floor?

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



**Is there anything beyond the maze?**

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

**How do I get back from the Hollow?**

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

**How can I get the parchment scroll back from the Hollow?**

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

*(continued on next page)*

E.

F.

G.

**What causes the maze to re-arrange itself?**

A.

B.

**What rouses the dorn beast?**

A.

B.

C.

**How can I kill the dorn beast?**

A.

B.

C.

D.

E.

**Is the brick structure of any significance?**

# The Amusement Park

How can I enter the park?

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

What is the significance of the Haunted House?

What is the significance of the Flume?

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

What is the significance of the Roller Coaster?

- A.
- B.

(continued on next page)

C.

D.

What is the significance of the Arcade?

A.

B.

What should I do with the hawker?

A.

B.

How can I win the hawker's game?

A.

B.

C.

D.

E.

F.

What is the significance of the Casino?

A.

B.

How does the odd machine work?

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

## The Coal Mine

How can I keep the ceiling from caving in?

How can I breathe in the coal mine?

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

How can I get past the door in the Dial Room?

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

Who is the person who looks just like my twin?

- A.
- B.
- C.

Should I give my spell book to my "twin"?

Can I make a map of the coal mine?

- A.
- B.
- C.



Can I go down the coal chute at Top of Chute?

What was that flash of orange light?

A.

B.

C.

D.

E.

What is the purpose of the GOLMAC spell?

A.

B.

C.

D.

What is the purpose of the kerosene lamp?

A.

B.

C.

D.

What happened to the objects I dropped into the coal chute at Top of Chute?

What should I do when I meet my younger self?

A.

B.

C.

D.

E.

How can I get my younger self to give me my spell book?

A.

B.

C.

**Aargh! This coal mine puzzle has me totally befuddled! Help!**

A.

B.

C.

D.

## The Lagoon Area

**Why did some of my possessions vanish as I entered the lower chute?**

A.

B.

**Where are the objects I dropped into the lower chute in the Coal Bin Room?**

**Can I get back up the lower coal chute?**

**Can I enter the lagoon?**

A.

B.

C.

**Is there anything significant about the lagoon?**

A.

B.

C.

D.

**How can I breathe underwater?**

A.

B.

C.

D.

E.

How can I take the wooden crate?

- A.
- B.
- C.

How can I climb the cliffs?

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

How can I enter the ocean?

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

How can I cross the river at its mouth?

- A.
- B.

How can I enter the cave with the vines?

- A.
- B.
- C.

Omigosh! A pack of grues! What should I do?

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

How can I destroy the machinery in the Mammoth Cavern?

- A.
- B.
- C.



Which door should I open?

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

How can I get out of the Hall of Eternal Pain?

- A.
- B.

How can I get out of the Chamber of Living Death?

- A.
- B.

How can I rouse Belboz?

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

How can I exercise Belboz?

- A.
- B.

How can I exorcise Belboz?

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

How can I kill Belboz?

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

# General Questions

Are potions liquids or powders?

What is a nymph?

Is it okay to rifle through the belongings of fellow Enchanters?

A.

B.

Where is it safe to sleep?

A.

B.

C.

D.

Are the dreams meaningful?

A.

B.

C.

Is the YOMIN spell useful?

A.

B.

What is guano?

Where is the scroll with the ZIKKLE spell?

A.

B.

C.

D.

How can I dry out wet spell books and wet scrolls?

Is the VEZZA spell important?

A.

B.

C.

Why do I sometimes suddenly cease to exist?

A.

B.

C.

(continued on next page)

D.

\_\_\_\_\_

E.

\_\_\_\_\_

### How were the spells and potions named?

A.

--

B.

\_\_\_\_\_

C.

\_\_\_\_\_

D.

\_\_\_\_\_

E.

\_\_\_\_\_

F.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

G.

\_\_\_\_\_

H.

\_\_\_\_\_

1.

\_\_\_\_\_

## How All the Points Are Scored

**(Use only as a last resort)**

[illegible]



# Spells, Potions, and Their Locations

(Use only as a last resort)

Spells	Locations

Potions	Locations



**Things you can read about in the encyclopedia:**

[illegible]

42 InvisiClues

**Things you can read about in the encyclopedia:**

[illegible]







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