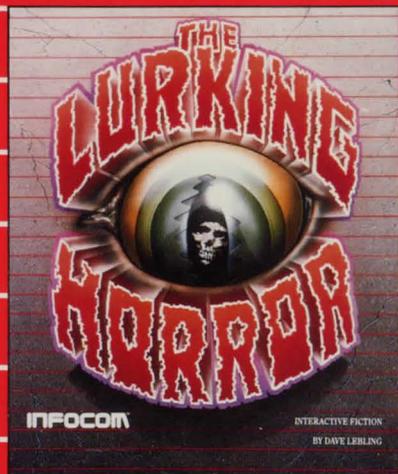


InvisiClues™

The Hint Booklet for
Stationfall and The Lurking Horror



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Introduction

What are *InvisiClues*?

Since a major element of interactive fiction is solving puzzles, players often get stuck at various points in the story. *InvisiClues* hint booklets give you just enough of a hint to allow you to still solve the puzzle on your own. Thus, you can still have the thrill of discovering the solution, and can then continue onward in the story.

The invisible hints usually 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, absence, or length of a question as an indication of the importance of the question's topic. Dummy questions and answers have been inserted to prevent you from using this hint booklet in that manner.

How to use this booklet

If you are stuck at some point in *Stationfall* or *The Lurking Horror*, 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 are done or it will dry out. And by the way, the books are not immortal. *InvisiClues* you've developed will begin to irrevocably fade after a short while.)

Here's a sample question for you to try:

**At home, Jim NEVER has more than one helping of my purple goo!
But last night at the Johnsons' party, he had three helpings of
theirs! What's wrong with my purple goo?**

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

Once you have finished the game, look at the "For Your Amusement" sections. Don't develop these sections until you've finished, though, or you'll probably have many of the puzzles spoiled for you.

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STATIONFALL INVISICLUES

Aboard the S.P.S. Duffy

How do I get past the door on the port side of Deck Twelve?

Where can I find a forklift to move the pallets of forms?

--

How can I choose a robot?

--

Which robot should I choose?

--

How does the spacetruck operate?

How can I send a message on the SB radio?

--

How can I get to the space station?

The Command Module (Levels 1 through 4)

How can I get the seven-pointed star?

(continued on next page)

How does the Food Processing and Dispensing Unit work?

How does the nanofilm reader work?

What does the detonator do and how does it work?

(continued on next page)

Is there any way to open the storage bin in the Dome?

The Command Module (Levels 5 through 7)

How can I get things from the dispenser in the PX?

(continued on next page)

Are the lights in Station Control important?

Can I send a "help" message from the Comm Center?

How does the log reader work?

How can I open the safe?

How can I get the drill bit out of the heating chamber?

What should I do about Oliver?

How do I get past the security doors (into the Brig and the Armory)?

Where's the forklift that belongs in the Shipping Room?

How can I decipher that message in the Alien Ship?

How does the drill work? Where should I use it?

(continued on next page)

Is the holding tank important?

Is the twenty-prong fromitz board useful?

--

The "Village"

How can I get into the village?

--

What does it mean when the crystal ball glows?

Is the Arcturian balloon creature useful?

(continued on next page)

Is the textbook in the Mayor's office important?

How does the platinum detector work?

What's a bedistor? Is it useful?

What's this innocuous machine in Shady Dan's?

How can I open the strong box?

Are the dice or the roulette wheel useful?

Is the ostrich of any use?

(continued on next page)

How can I get past the airlock?

Why is the explosive melting?

(continued on next page)

--

How does the explosive work? Where should I use it?

Below Level Seven

How do I get to Levels Eight and Nine?

(continued on next page)

What is that emu doing in the water tanks?

How can I open the grating at the bottom of the air shaft?

--

How can I get past the marauding exercise machine?

How can I survive the charging forklift?

How can I avoid the crazed washing machine?

What should I do in the Factory?

(continued on next page)

The Return Trip

How can I refuel my spacetruck?

What should I do when the alien ship docks with my spacetruck in mid-trip?

Should I continue toward the Duffy once the aliens have boarded the truck?

What does Captain Fussbottom want from me?

How can I stop the aliens from vivisecting Captain Fussbottom?

(continued on next page)

General Questions

What is my goal in *Stationfall*?

I've reached the space station. Where is everybody?

(continued on next page)

Explain to me how the elevator in the Command Module works.

What can I do about those krippin (pardon the language) hull welders?

Is there a light source anywhere?

Where can I find food?

(continued on next page)

Where is it safe to sleep?

--

How many different dreams are there?

--

Why is my ID card scrambled?

Help! Plato keeps killing me!

THE LURKING HORROR INVISICLUES

Computer Center

What am I supposed to do?

How do I use the pc?

I'm logged in, now what?

That paper doesn't look familiar!

Now where am I? It doesn't look like G.U.E. Tech to me!

I can't seem to get away from this place. I want to go home!

I'm home, but where's my paper?

The hacker isn't very friendly, is he?

(continued on next page)

What can the hacker help me with?

I'm on the roof of the Computer Center, but there's nothing of interest here, is there?

Temporary Building

I've never seen so much junk!

Where did you see that forklift?

How do I open the manhole cover?

I can't open the trapdoor.

Aerospace

How do I unlock the padlock?

I don't like rats! They don't like me!

The steam valve is rusty!

Why won't the urchins let me by?

Infinite Corridor and Great Dome

How do I get to the east end of the Infinite Corridor?

How do I get the axe?

I've stopped the waxer. Now what?

How do I climb the rope at the Great Dome?

How can I get out of the dome?

I'm on the Great Dome, but there's nothing of interest here, is there?

Brown Building / Nutrition / Chemistry / Alchemy

How do I unlock the door on top of the Brown Building?

I can't get out of the weather station!

How do I get into the Dept. of Alchemy?

How do I get the computer in the lab to boot up?

How can I decode the professor's diary file?

Beyond the Steam Tunnels

Not a maze! All these Wet Tunnels!

What's behind the curtain?

I can't get anything large into the Tomb.

How do I remove a brick wall?

How can I save the hacker?

How can I restore the integrity of G.U.E. Tech's computer system?

How do I keep from being engulfed?

How do I get rid of the mass?

How do I keep from being fried?

How do I get rid of the dark being?

How do I get out of the lair?

What happened to my term paper?

General Questions

How can I survive outside?

Where do I find a light source?

How do I get into my dorm room?

How do I prevent myself from falling asleep?

What's the urchin stolen and how do I get it?

(continued on next page)

Things You Can Ask ...

... the hacker about.

... the urchin about.

--	--	--

... the professor about.

How the Points Are Scored

5 points are scored for each of the following 20 actions, resulting in a total of 100.

For Your Amusement

Expose this section only after you have completed the game. If you look at this section before finishing the game, you may learn the answers to puzzles you have not yet solved.

Have you tried ...

(continued on next page)

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