InvisiClues^{**} The Hint Booklet for



INFOCOM

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Introduction

What are InvisiClues?

The essence of all interactive fiction is solving problems. The purpose of InvisiClues hint booklets is to maximize your enjoyment of the story by giving you only those hints that 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 ZORK II, 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 do you get down off a dragon?

Α.		
В.		
C.	RESIDENCE TO LET LA TEMPE	

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.

You can use the listing of how all the points are scored as a last resort. Once you have finished ZORK II, 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.

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The Carousel Area

Wha	t is the solution to the riddle?
A.	
B.	
C.	
Is it p	oossible to leave the carousel heading west?
I'm g	etting tired of the carousel; can it be stopped?
A.	
B.	
C.	
How	can I map the area around the Carousel Room?
A.	
В.	
What	do I do with the clay brick?
A.	
В.	The state of the s
C.	
	(continued on next page)

D.		Wha	t is going on in the
E.		How	do I catch the unio
How	do I open the door in the Tiny Room?	Α.	
A.		В.	
В.		C.	
C.			
D.		D.	
		How	do I enter the gaze
E.	Margina and American Control of the		
F.		How	do I get past the d
0			
G.		How	do I kill the dragor
	ere a way to get past the ice in the Ice Room?	A.	
Α.		B.	
B.		C.	
C.			
D.		D.	A Marganian
E.		How	do I get out of the
E			
		Can l	kiss the Princess?
Whe	re do I find an ice pick?		

Wha	t is going on in the Topiary?
How	do I catch the unicorn and get the golden key?
A.	
B.	
C.	The same of the sa
D.	
How	do I enter the gazebo?
	THE PURE SELECTION OF THE PROPERTY OF THE PERSON OF THE PE
How	do I get past the dragon?
How	do I kill the dragon?
A.	
B.	
C.	
D.	Mineral Company of the Company of th
How	do I get out of the aqueduct?
Can l	kiss the Princess?

How	do I open the door in the Guarded Room?
A.	
В.	
C.	
D.	
Wha	do I do about the lizard doorkeeper?
A.	Lorendo ba Filler
B.	The second secon
C.	
How	do I move the menhir?
A.	- Hantstein
B.	
C.	
D.	
What	do I do with the grue repellent?

The Oddly Angled Room

Does the club have any use?
A
B.
C.
How do I reignite the club?
What do the glowing diamonds signify?
How do I break the glassy substance?
A.
B.
C.
What is the significance of the convention of wizards?
A.
B.

Vhy tair	does my sword glow when I am at the botton	of the
7ha	at in the world do I do in the Oddly Angled Roo	om?
A.	The world do I do in the oddly infect wo	J
В.		
C.	AND THE REAL PROPERTY AND ADDRESS OF THE PARTY	
D.		
E.		
F.		I India
G.	All the same of th	111111

The Bank

Α.	
В.	
C.	
D.	THE RESERVE THE RESERVE THE PARTY OF THE PAR
low do	I turn off the alarm system?
Α.	
В.	The state of the s
C.	Communication of the Communica
low do	I get out of the Small Room?
Α.	
В.	
C.	
D.	
E.	
low doe	es carrying the portrait affect where I will end up?

How r	nany places can I get to from the Depository?
How o	lo I get into the Vault?
Α.	
В.	
C.	
D.	
E.	
F.	
How d	lo I get out of the Vault?
A.	
В.	
What	must I give to the gnome to be let into the Vault?
Where	e do I find the gold ingot?
Α.	
В.	

Volcano Area

What	are the basket and canvas for?
Α.	
В.	
C. [
	I've determined what the basket and canvas are, how use them?
Α.	
В. [
C. [February Control of the Control of t
D.	
How	do I leave the top of the volcano without being killed?
Which	h of the three paths down to the valley is best?
Α.	
В.	
C.	
D.	

What	is the significance of the mines and smelter?
A.	
B.	
C.	
How	do I extend the lava tube?
	CONTRACTOR OF THE PROPERTY OF
Wha	t do I do about the gnome?
How	can I translate the books?
A.	
B.	
C.	
How	can I open or remove the rusty old box?
A.	
B.	
Who	is M. Agrippa?

The "Alice" Area

Culling	get up the well, and if so, how?
Α.	
В.	
C.	
What	does the engraving say?
Α.	
B.	
L	
How de	o I catch the magic mouse?
Α.	
В.	
Can the	e writing on the cakes be read?
A.	
В.	
C.	
D.	
Can the	e Mad Hatter be cured?
Α.	
_	

How do I get back down from here?				
A.				
B.				
Wha	do the cakes do?			
A.				
B.				
What	can I do with the flask of poison?			
A.				
В.				
C.				
How	can I get the object under the water?			
A.				
B.				
C.				
D.	The same of the sa			
How do I cross the chasm?				
A.				
B.				

How	do I control the robot?
What	is EBCDIC?
	is a footpad?
A.	
B.	
C.	
How	can I take the red sphere?
A.	
B.	
What	t do the buttons do?
A.	
В.	
C.	
D.	

The Wizard's Workshop Area

Can	open the Wizard's trophy case?		Can the flying owl be caught?
A.			A
В.		,	В.
			C.
How	do I take the Wizard's wands from the wand rack?		
A.			
B.			How do I detach the stands from the bench?
			What are the stands for?
Wha	t do I do with the yellow sphere?		A
A.			В.
B.			C.
How	can the owl be released?		Does the pentagram have any significance?
A.			
В.			What do I do with the palm tree?
Wha	t do I do with the black sphere?		
A.			How do I kill the serpent?
В.		•	A.
			В.
C.			C.
D			

How do I enter the aquarium? A. B. How do I satisfy the demon? A. B. C. What do I do once I've satisfied the demon? A. B. C.

General Questions

	The state of the s
What	is the object of this game?
A.	
B.	
What	should I do with the treasures I've found?
A.	
В.	
What	do I do about the Wizard?
How	many spells are there in this game?
A.	
B.	
C.	
What	does the FANTASIZE spell do?

low do I cast a spell?		Where does saying HELLO AVIATOR cause something to
A.		happen?
В.		A.
C.	and the later is a second	B.
s there anything special about the spenumbles?	ells the Wizard	What do I do for light when my lamp runs out?
Where should I play the violin?		The article are united to the contract of the
A		Can the demon help me?
B.		A.
low can I get the pearls back from the	e housekeeper?	В.
A		C.
В.		D.
Iow do I get past Cerberus?		
A		Where do I find the white sphere? A.
В.		В.
C.		
D.		C.
E.		
		D.
		E.

re the spheres useful for anything?	What is the significance of "Feel free"?
A.	A.
B.	В.
C.	
D.	
The second secon	I have all the points but somehow don't feel finished. What do I do?
ow many spheres are there?	A.
A.	В.
В.	C.
C.	D.
That do I do with the perfect rose?	E
A.	
B.	I've finished the game but don't have all 400 points. What's
ow do I get down the staircase beyond the landing without	con prior
A	
	В.
B.	
C.	I haven't finished the game and I don't have all 400 points.
That do I do with the heads on poles?	
A.	

Treasures: Their Values and Locations

(Use only as a last resort.)

treasure	value	where found
CONTRACTOR STREET	1 1 1 1 1 1 1 1 1 1	
Aleman partin		
	Towns and	Coloniar Maria
		and the same of th

Other Points	
BIT A TOLER OF	
Name of Street, or other Desires.	

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For Your Amusement (after you've finished the game)

Have you ever tried				
To the state of th				

Have you ever tried					
	1111111				
	(table)				
	gAlfalia.				
			4111411		





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