InvisiClues[®] The Hint Booklet for





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Printed in U.S.A.

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 ZORK III, 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:

Why did Lord Dimwit Flathead throw his grandfather clock out the window?

Α.	
В.	
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.

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

How do I climb the endless stair?

How do I get the sword in the stone?

A.	
B.	
C.	

How can the runes be translated?

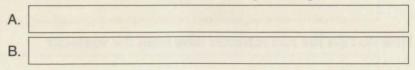
A. [a la construction de la construc
В.	
C.	and the second se

How do I climb the channel in the Damp Passage?

What will increase traction?

Α.	
В.	
C.	

How can I clear the rubble in the Damp Passage?



Where do I find the old and wizened man?

A. ______B. _____

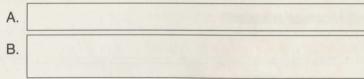
How do I waken the old and wizened man?

A. ______B. _____

What do I do about the old and wizened man?



Can the phosphorescent moss be kept alive for more than 10 moves?

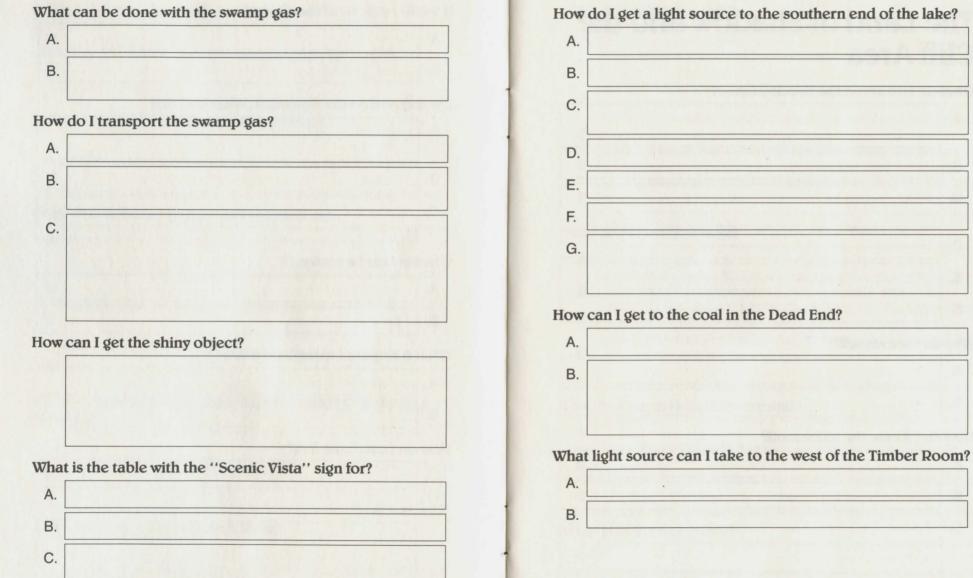


How can I open the Great Iron Door?

Α.	
В.	

How do I get the rust remover tube from the warlock?

Α.	
В.	
I'm tra	apped on the Aqueduct. What do I do?
A.	
В.	
C.	
Can th	ne lake be crossed?
Α.	
В.	
What	is required to walk on water?
Α.	
В.	
How c	lo I catch the fish?
What	is a Roc?
	and the second second stands and the second



Is there anything under the manhole cover?

How do I get a light source to the southern end of the lake?

The Land of Shadow and the Cliff Area

What do I do about the hooded figure?

Α.	
A.	
В.	
C.	
D.	
E.	
F.	
Why	do I see myself?
Α.	
В.	
How	do I freeze the quicksand?
Α.	
В.	
C.	

How do I get to the ship? A. B. C. D. E. F.

How do I open the chest?

State of the second

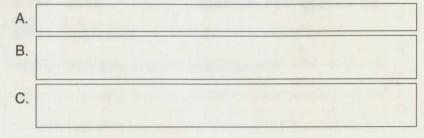
Can the man at the cliff be trusted?

A .	here and here
В.	
С.	

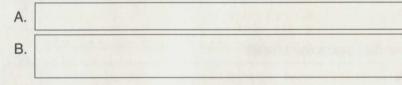
What is in the tree house?

A. [
В.	
С.	

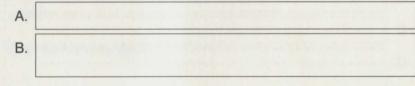
I have the treasure, but how do I mend the staff?



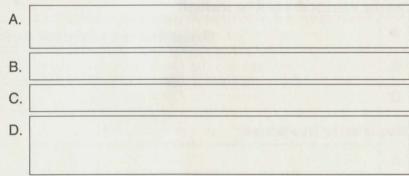
I have the staff; how do I get the treasure?



What is the significance of Smokey the Bear?



What is in the vial?



The Royal Museum

When are the museum personnel on duty?

Α.	
В.	

Is there anything I can do when I'm trapped in the small square room with marble and sandstone walls?

Α.	
В.	
C.	

Where do I find dynamite?

Α.	
В.	

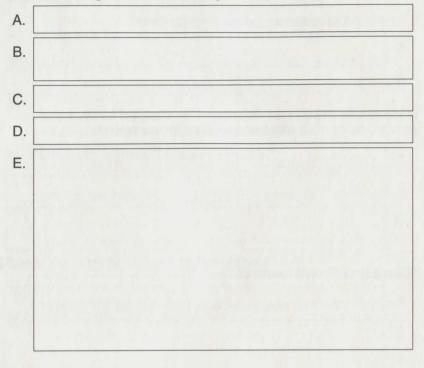
What are the ladders for?

Α.	
В.	

What is the slot for?

A.	
В.	
С.	

I'm lost in the puzzle. How do I get out?

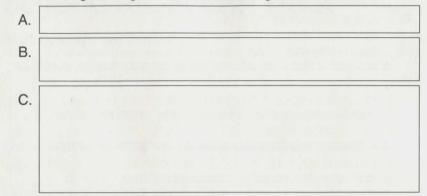


What was the "snap" I heard?

What does the gray machine do?

A. [
В.		
C.		

What does pushing the button on the gold machine do?



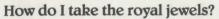
What does the black machine do?

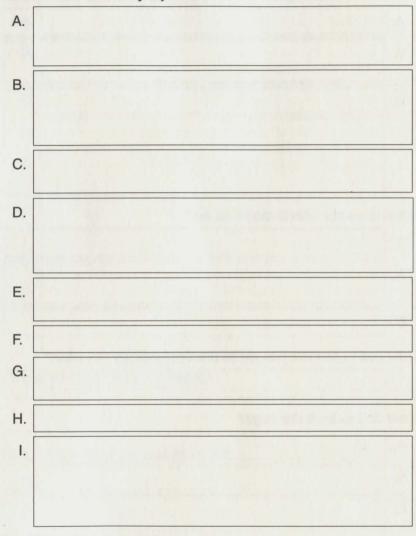
A.	
В.	
C.	

How can I read the plaque in the Technology Museum?

How do I unlock the cage?

A. Β. C.





What do I do about the robot?

Beyond the Secret Door

What does the red button do?

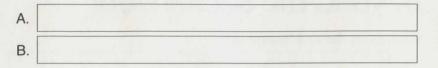
Α.	
В.	
C.	
D.	
E.	

What do I do about the red beam of light?

Α.	
В.	
C.	
D.	
E.	
What	is the wet suit for?
Is the A.	e mirror important?

В.

How do I break the panel?



The Rectangular Box

What is the significance of the different colored walls?

Α.	
в.	

What is the significance of the pine wall?

What is the significance of the mahogany wall?

What is the long pole for?

A. ______

what i	s the short pole for?
Α.	
В.	
C.	
D. [
E. [The constant shares and the

What is the T-bar for?

What is the significance of the direction the arrow is pointing?

Is the wobble significant?

Α.	
В.	
C.	

How can I undress the stone?

Α.	
В.	

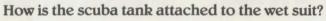
Why am I being killed while inside the box?



The Guardians of Zork

How can I pass the Guardians of Zork?





-			
B.			

I seem to have gotten past the Guardians, but I'm still being killed. What should I do?

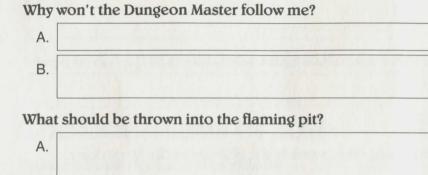
How do I open the large wooden door with the barred panel?

A.	
З.	And the second of a second second of the second of

What must I do to satisfy the old man at the large door?

Α.	
B.	
C.	
D.	
E. [
E. F. [G.	
G.	
H.	
H. I.	

The Dungeon



What will scratch the marble?

B.

What are the sundial and button for?

Α.	
В.	
l	
C.	
D.	
E.	
1.3	

General Questions

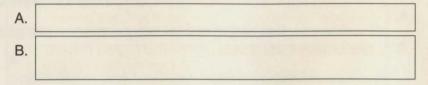
How do I unlock the bronze door?

What is my goal? What am I supposed to be doing?

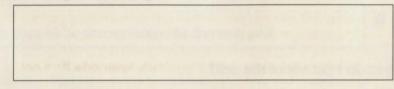
How does the scoring in this game work?

Α.	
В.	
C	
0.	

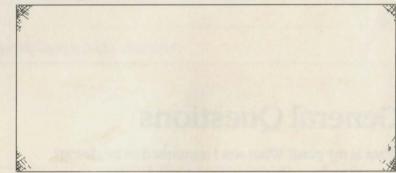
How do I relight the burned-out torch?



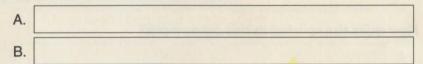
How can I repair the lamp?



What is a compass rose?

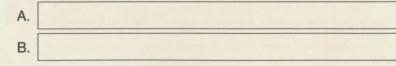


Where do I use the timber?



What do I do with the grue repellent?

Where can I find the amulet?



How Points Are Earned

(Use only as a last resort.)

You earn one point when you...

Leron a strong		
	37.1111	
	124/1/200	

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

Have you ever:

Startistic Constanting of the second second

