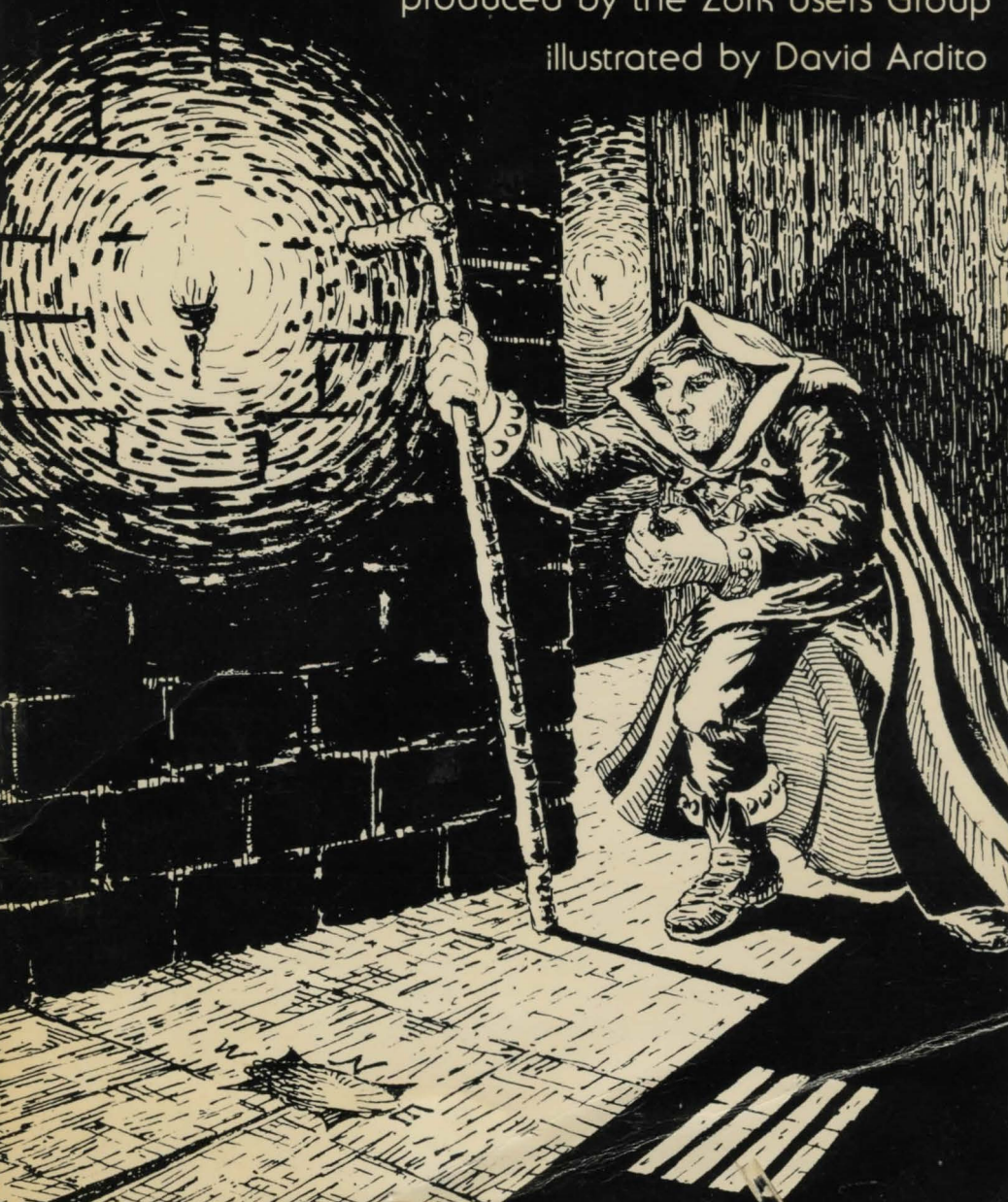


InvisiCluesTM

for **ZorkTM III: the Dungeon Master**

produced by the Zork Users Group

illustrated by David Ardito



Introduction

The InvisiClues booklets have proven to be very popular, so I am expanding the line. Those of you who are new to an InvisiClues booklet should read this introduction carefully.

Much of the fun of playing Zork is the thrill you get when you solve a problem. This booklet was designed to maximize that thrill by giving you only as much help as *you* need to get past those small hurdles which *you* find frustrating so that you can get on with the solution to that problem and enjoy the rest of the game.

Great care was taken to avoid giving anything away unintentionally. The invisible hints often progress from a gentle nudge in the right direction to a full answer. The questions themselves, which had to be visible, were worded so as to reveal as little as possible about the game. Do not use the presence or lack of a question on a certain topic as an indication of what is important, and do not assume that long answers are associated with important questions. Dummy questions and answers have been inserted to minimize this problem. If you let the questions found in this booklet influence your game, you will be sorry.

The section "How all points are earned" should be used only as a last resort. Once you have completed the game, you may want to try the "for your amusement" suggestions. Do not look at these before the game is over as they reveal solutions to some of the problems.

How to use this booklet

If you are stuck in the game, find the question which pertains to your problem in the appropriate section of the booklet. Use the A.B. Dick latent image marker which came with the booklet to develop the first answer. Use the boxes as a guide and run the marker *once* across each line. It is not necessary to rub the marker back and forth over the same area. (Note: over a period of months the image is likely to fade.)

If used properly, the marker should last through the entire booklet. Be sure to recap it tightly when it is not in use. If the marker dries up or is lost, more can be ordered from the Zork Users Group.

An attempt was made to write this booklet in the same spirit as Zork. Hopefully it will be fun to use. Your comments and suggestions for changes and improvements are always welcome. Happy Zorking.

Mike
Chicago, Illinois
October, 1982

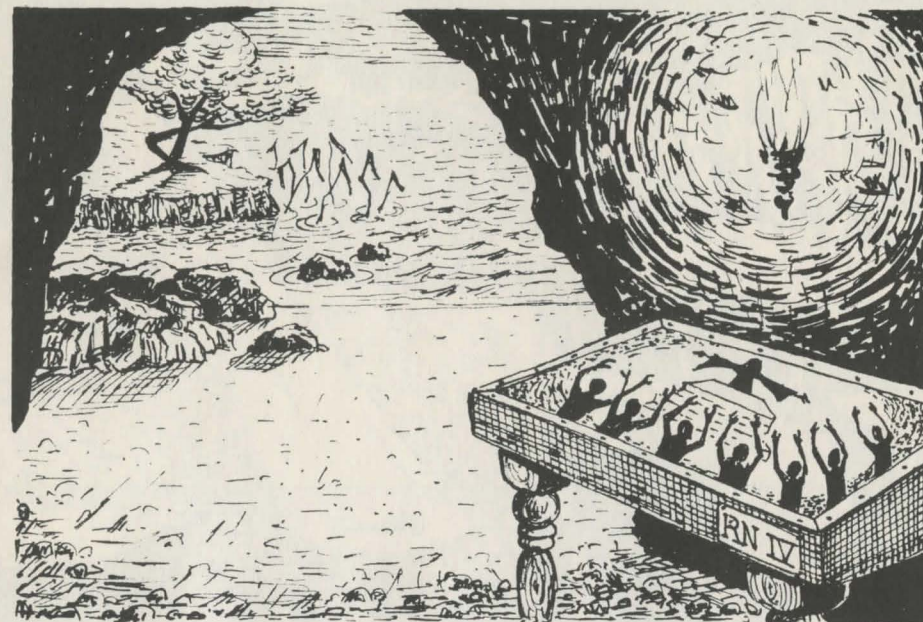


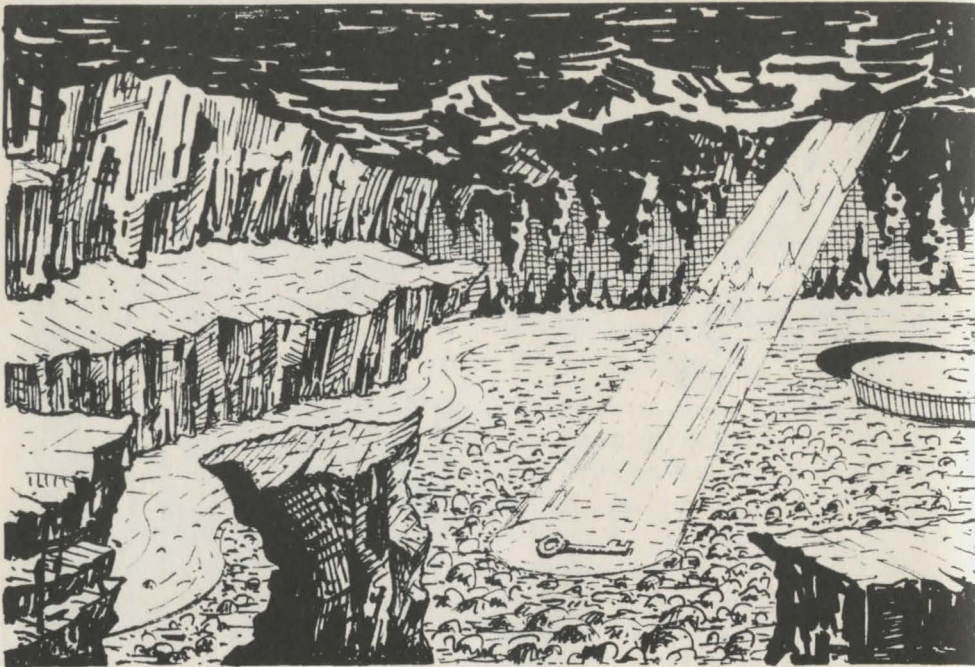
Table of Contents

General Questions	2
Central Area	4
The Land of Shadow and the Cliff Area	9
The Royal Museum	12
Beyond the Secret Door	16
The Rectangular Box	17
The Guardians of Zork	19
The Dungeon	21
For your amusement (after you've finished)	23
How points are earned (as a last resort)	24

This booklet is copyrighted and all rights are reserved by the Zork Users Group. This document may not, in whole or in part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior consent, in writing, from the Zork Users Group.

Willful violations of the Copyright Law of the United States can result in civil damages of up to \$50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or a \$10,000 fine.

Zork is a trademark of Infocom Inc. The Zork Users Group is an independent group not affiliated with Infocom Inc., the producers of Interlogic game software. InvisiClues is a trademark of the Zork Users Group.



General Questions

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

How does the scoring in this game work?

A.

B.

C.

How do I re-light the burned-out torch?

A.

B.

What is a compass rose?

How can the lamp be repaired?

Where do I use the timber?

A.

B.

What do I do with the Grue repellent?

Where can I find the amulet?

A.

B.

Will there be a Zork IV?

A.

B.

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.

B.

C.

How do I climb the channel in the damp passage?

What will increase traction?

A.

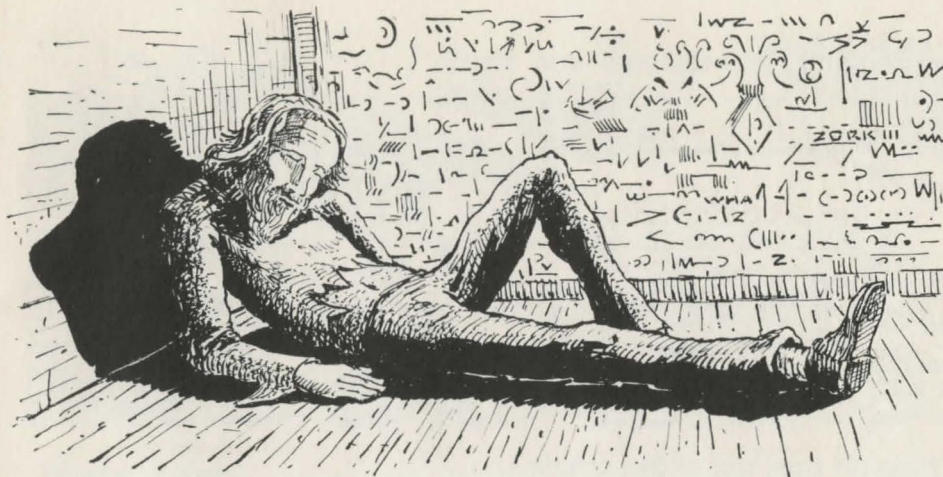
B.

C.

How can I clear the rubble in the damp passage?

A.

B.



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?

A.

B.

C.

D.

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

A.

B.

How can I open the great iron door?

A.

B.

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

How do I get out of the chasm?

A.

B.

I'm trapped on the aqueduct. What do I do?

A.

B.

C.

Can the lake be crossed?

A.

B.

What is required to walk on water?

A.

B.

How do I catch the fish?



What is a Roc?

What can be done with the swamp gas?

A.

B.

How do I transport the swamp gas?

A.

B.

C.

How can I get the shiny object?

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

A.

B.

C.

D.

E.

F.

G.

What is the table with the "Scenic Vista" sign for?

A.

B.

C.

Is there anything under the manhole cover?

How can I get to the coal in the dead end?

A.

B.

What light source can I take to the west of the timber room?

A.

B.



The Land of Shadow and the Cliff Area

What do I do about the Hooded Figure?

A.

B.

C.

D.

E.

F.

Why do I see myself?

A.

B.

How do I freeze the quicksand?

- A.
- B.
- C.

How do I get to the ship?

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

How do I open the chest?

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

Can the man at the cliff be trusted?

- A.
- B.
- C.

What is in the tree house?

- A.
- B.
- C.

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

- A.
- B.
- C.

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

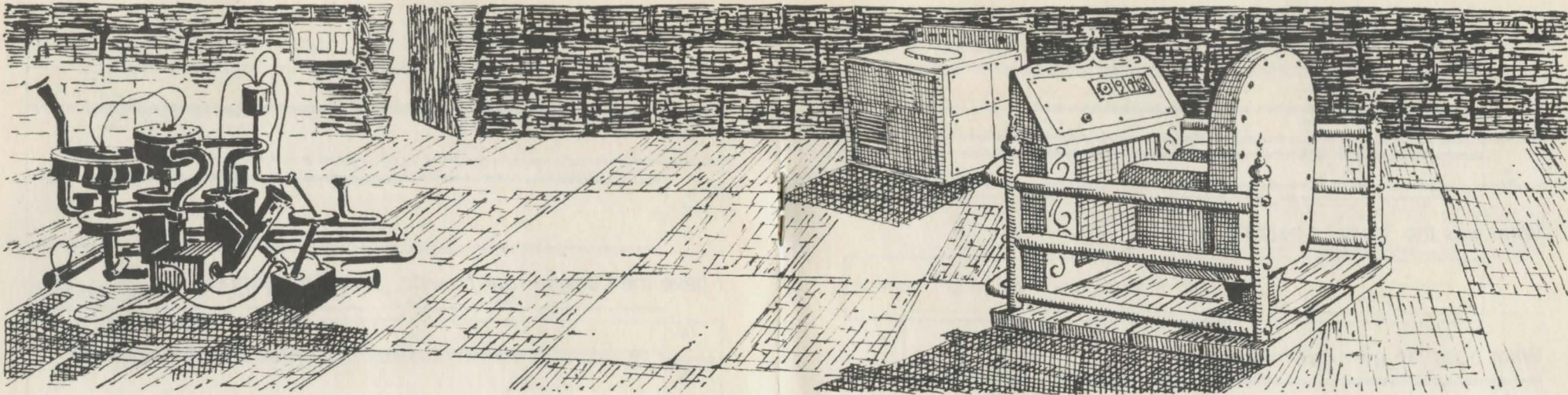
- A.
- B.

What is the significance of Smokey the Bear?

- A.
- B.

What is in the vial?

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



The Royal Museum

When are museum personnel on duty?

A.

B.

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

A.

B.

C.

Where do I find the dynamite?

A.

B.

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

A.

B.

C.

D.

E.

F.

What are the ladders used for?

A.

B.

What is the slot for?

- A.
- B.
- C.

What was the "snap" I heard?

What does the grey machine do?

- A.
- B.
- C.

What does pushing the button on the gold machine do?

- A.
- B.
- C.

What does the black machine do?

- A.
- B.
- C.

How can I read the plaque in the Technology Museum?

How do I unlock the cage?

- A.
- B.
- C.

How do I take the royal jewels?

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

What do I do about the robot?

Beyond the Secret Door

What does the red button do?

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

What do I do about the red beam of light?

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

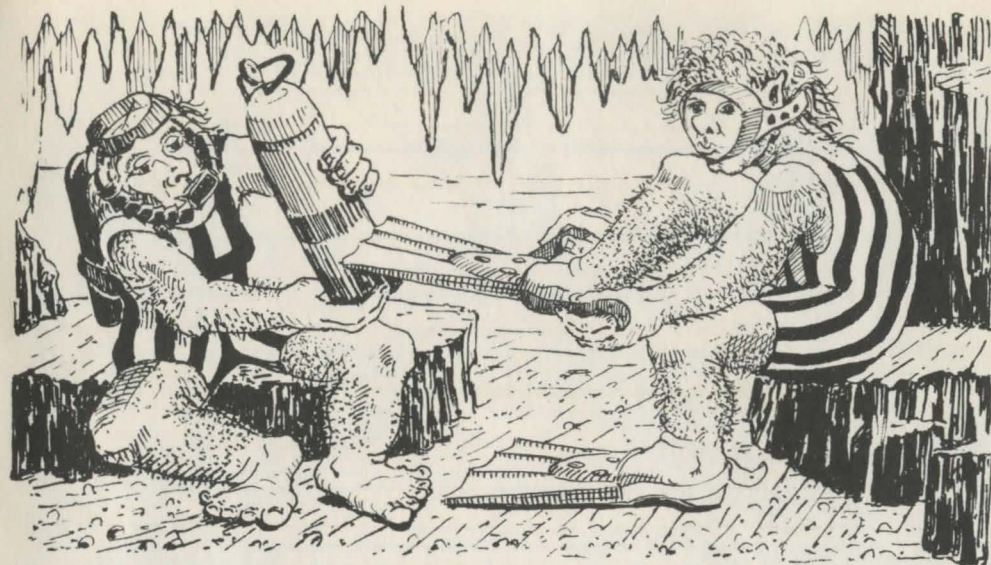
What is the wet suit for?

Is the mirror important?

- A.
- B.

How do I break the panel?

- A.
- B.



The Rectangular Box

What is the significance of the different colored walls?

- A.
- B.

What is the significance of the pine wall?

What is the significance of the mahogany wall?

What is the long pole for?

- A.
- B.

What is the short pole for?

A.

B.

C.

D.

E.

What is the T-bar for?

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

Is the wobble significant?

A.

B.

C.

How can I undress the stone?

A.

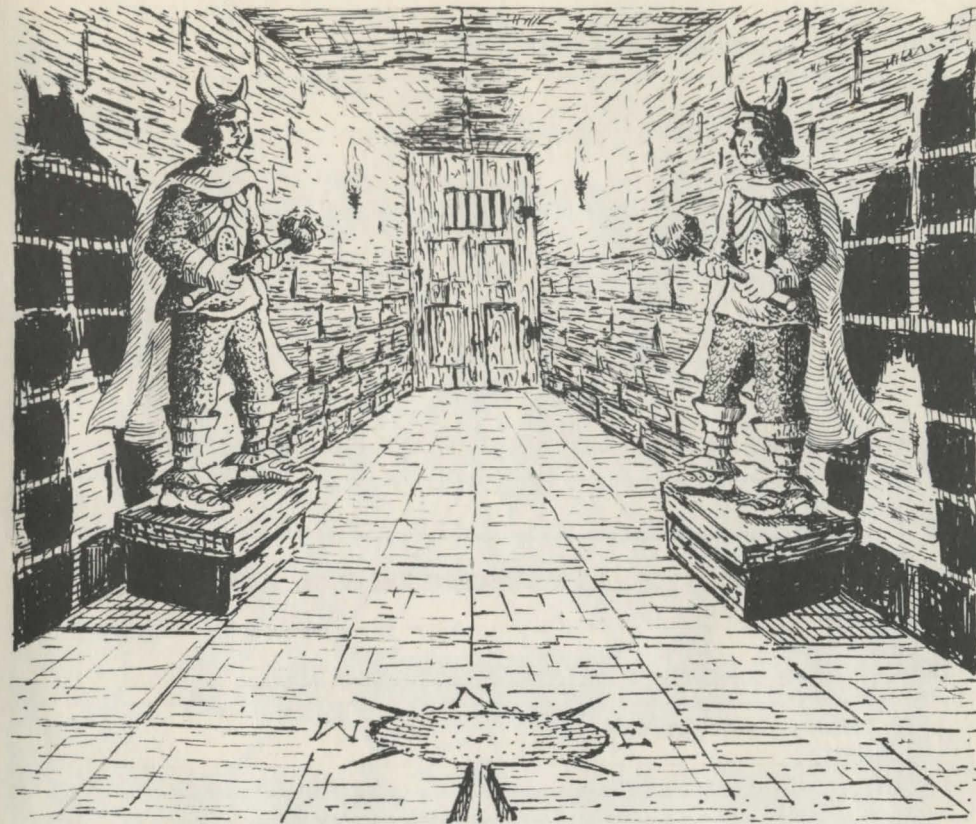
B.

Why am I being killed while inside the box?

A.

B.

C.



The Guardians of Zork

How can I pass the Guardians of Zork?

A.

B.

C.

D.

E.

How is the scuba tank attached to the wet suit?

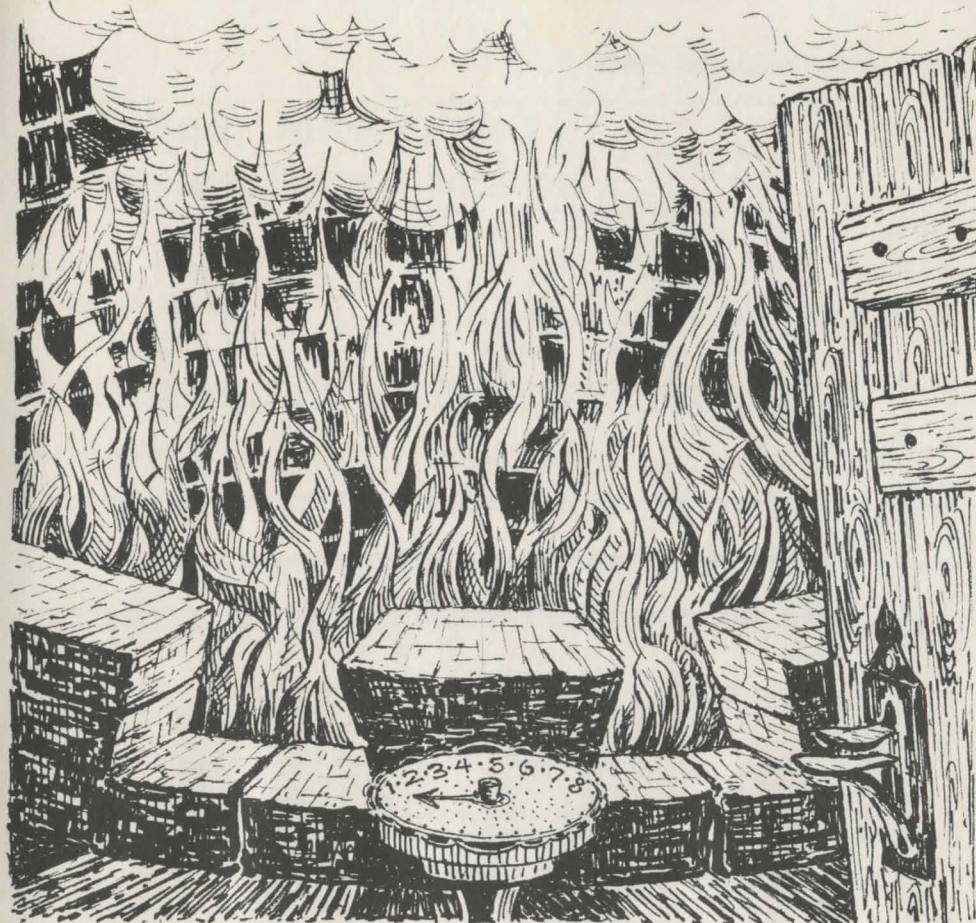
I seem to have gotten past the Guardians, but I'm still being killed. What should I do?

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

- A.
- B.

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

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



The Dungeon

Why won't the Dungeon Master follow me?

- A.
- B.

What should be thrown into the flaming pit?

- A.
- B.

What will scratch the marble?

What are the sundial and button for?

- A.
B.
C.
D.
E.

How do I unlock the bronze door?

- A.
B.
C.
D.

How do I get out of the cell?

- A.
- B.

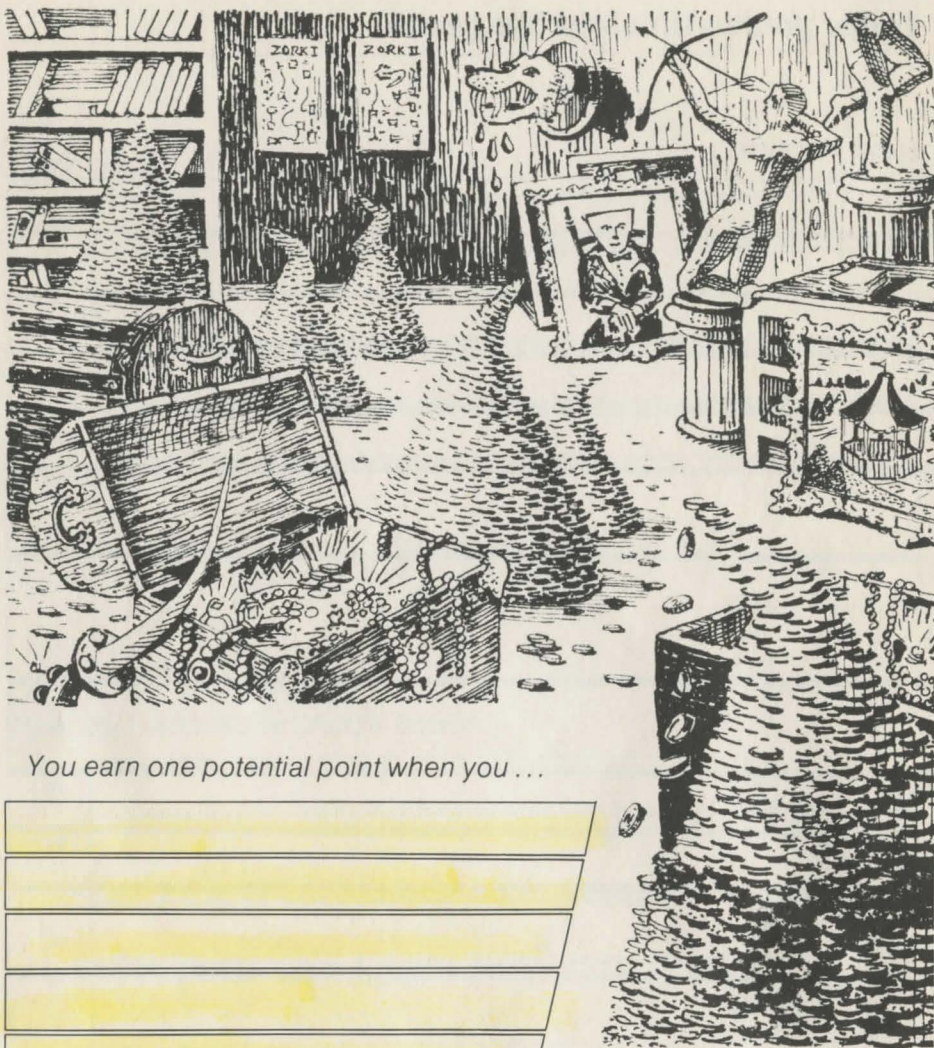
[illegible]

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

Have you ever ...

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

How Points are Earned (use only as a last resort)



You earn one potential point when you ...

--



The Zork Users Group specializes in the Interlogic™ series of games offered by Infocom. In addition to maps, InvisiClues, and assorted game memorabilia, we are a source for all Interlogic games on all systems for which they are available on a non-exclusive basis.

For information and price lists for other games and products,
write:

ZORK users group

PO BOX 20923

• milwaukee, wisconsin 53220-0923

