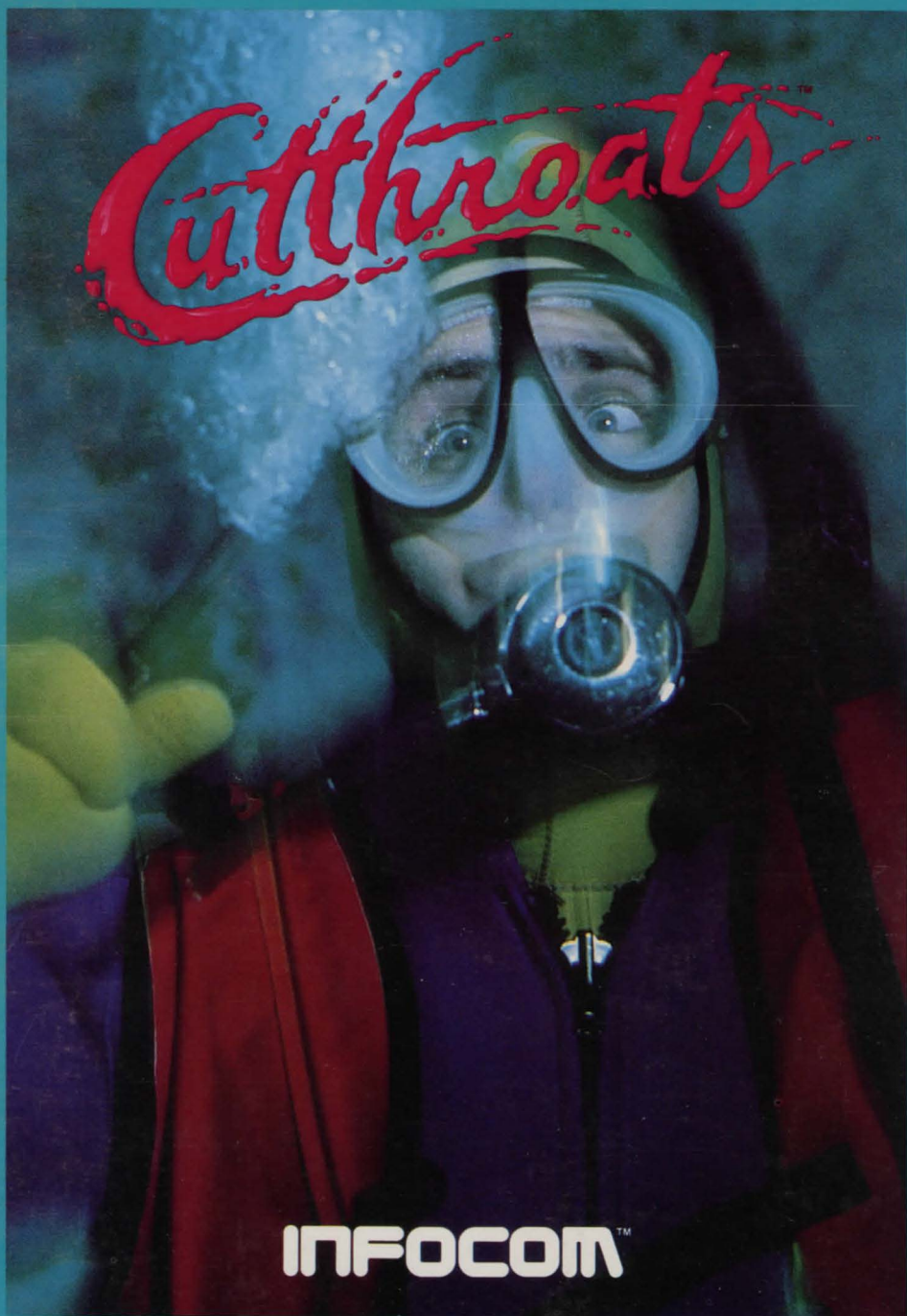


InvisiClues™  
The Hint Booklet for

*Cutthroats*



**INFOCOM™**

# 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 the 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 the problem.

## How to use this booklet

If you are stuck at some point in CUTTHROATS, 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:

## What are those little furry things jumping off my boat?

A.

B.

C.

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

Once you have finished CUTTHROATS, 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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Printed in U.S.A.



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# MERCHANTS OF HARDSCRABBLE ISLAND

## Red Boar Inn

Who slipped the note under my door?

- A.
- B.
- C.

I can't find my room key. What should I do?

- A.
- B.
- C.

If I'm a diver, where's all my gear?

- A.
- B.
- C.

Should I trust the desk clerk?

- A.
- B.
- C.

Someone broke into my room. Should I call the police?

- A.
- B.
- C.

## McGinty Salvage

What is McGinty Salvage?

- A.
- B.

What was McGinty Salvage built on top of?

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

## Outfitters International

How do I rent a boat?

- A.
- B.
- C.

Johnny stormed out of Outfitters. What went wrong?

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

Should I buy any of the following items?

Diving Book

- A.
- B.

Nautical Charts

- A.
- B.
- C.

Flashlight

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



Should I buy any of the following items?

Dry Cell

[Redacted]

Recording of Popular Whale Songs

A. [Redacted]

B. [Redacted]

C. [Redacted]

D. [Redacted]

E. [Redacted]

Tube of Putty

A. [Redacted]

B. [Redacted]

C. [Redacted]

C Battery

[Redacted]

Net

A. [Redacted]

B. [Redacted]

C. [Redacted]

D. [Redacted]

Spear Gun

A. [Redacted]

B. [Redacted]

C. [Redacted]

Compass

A. [Redacted]

B. [Redacted]

C. [Redacted]

Location Box

A. [Redacted]

B. [Redacted]

C. [Redacted]

D. [Redacted]

E. [Redacted]

F. [Redacted]

**Should I buy any of the following items?**

**Portable Electromagnet**

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

**Water Wings**

- A.
- B.
- C.

**Shark Repellent Canister**

- A.
- B.
- C.

**Winch**

- A.
- B.

*(continued on next page)*

- C.
- D.

**Anchor**

- A.
- B.

**Should I rent any of the following items?**

**Small Air Compressor**

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

**Diving Cage**

- A.
- B.
- C.



## The Shanty

I'm awfully hungry. How's the food at The Shanty?

- A.
- B.

I'm awfully thirsty. I could use a drink.

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

I'm drunk. How do I sober up?

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

What does the parrot do?

## The Sunken Chip

What is the Sunken Chip?

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

## Mariners' Trust

Hey, I'm almost broke! How do I get some more money?

- A.
- B.
- C.

I've got my money. What now?

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

# POINTS OF INTEREST ON HARDSCRABBLE ISLAND

## The Vacant Lot

What can I do here?

- A.
- B.
- C.

## The Back Alley

Why is this a point of interest?

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

## The Ferry

How can I take a ferry to the mainland?

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

## The Old Indian Burial Ground

How do I find Hevlin's tombstone?

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



# THE MEETINGS

At The Shanty, 8:30 a.m.

Johnny wants me to join him. What should I do?

A.

B.

C.

## At the Lighthouse

What time do I have to be at the lighthouse?

A.

B.

Johnny showed me the dinner plate. What should I do?

A.

B.

C.

D.

Johnny showed me the china teacup. What should I do?

A.

B.

C.

Johnny showed me the gold coin. What should I do?

A.

B.

C.

D.

Johnny showed me the Chile con Carne recipe. What should I do?

A.

B.

C.

Okay, I know which wreck to salvage. What now?

A.

B.

C.

D.

I got killed at the lighthouse. What went wrong?

A.

B.

C.

D.

E.

F.

## At Point Lookout

What time should I be at Point Lookout?

A.

B.

Johnny wants to see the money. What do I do?

A.

B.

Johnny wants to know if the treasure is deeper than 200 feet.  
What should I tell him?

A.

B.

C.

D.

E.

## At The Shanty, 11:45 a.m.

Should I attend this meeting?

A.

B.

C.

D.

## At the Ferry Landing

I wasn't invited to a meeting at the ferry. What meeting?

A.

B.

C.

D.

E.

F.

G.

H.

I.

After the meeting at the ferry landing, McGinty puts something suspicious on his desk. What can I do with it?

A.

B.

C.

D.

E.



How can I prove my suspicions about the traitor?

A.

B.

C.

D.

E.

F.

G.

H.

I.

Okay, I have my proof. Now what?

A.

B.

C.

D.

Who took my proof?

A.

B.

C.

D.

E.

# THE BOATS

## The Mary Margaret

What can I do with the small machine?

A.

B.

C.

D.

E.

F.

How do I use my deep-sea diving suit?

A.

B.

C.

D.

## The Night Wind

How do I use the drill?

A.

B.

C.

D.

E.

What diving equipment should I bring on board the Night Wind?

- A.
- B.
- C.

How do I prepare for my dive?

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

## TAKING THE PLUNGE

I'm ready to make the dive. How do I get into the water?

Yow! Sharks are around me. What should I do?

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

## THE WRECKS

### The Fianna

I'm having trouble finding The Fianna. How do I get there?

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

I found the golden statuette, but I can't carry it. What now?

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



# The Leviathan

What should I do with the mine?

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

I can't get through the narrow passageway. What should I do?

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

What do I do with the lobster?

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

How do I open the safe?

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

Oh no! The case is filling with water. What now?

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

Why does the drill sputter and die?

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

## The Intransigent

How do I get below deck?

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

What can I do with the air tank I found here?

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

## The São Vera

The ladder broke when I climbed down it, and now I'm trapped. What should I do?

How do I get past the bunks?

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

Okay, I've gotten past the bunks, but they keep on falling back again. What should I do?

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

What do I do with the squid?

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



I found two chests. How do I know which one contains the treasure?

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

Okay, I know which chest contains the treasure. How can I get it to the boat?

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

What should I do in the skeleton room?

- A.
- B.
- C.

How do I climb up the broken ladder to the middle deck?

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

How do I climb up the broken ladder to the top deck?

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

# GENERAL QUESTIONS

When is high tide?

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

I found a bug! The clock on the status line stopped. Should I call Infocom?

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

Someone is following me everywhere I go. What should I do?

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

How many wrecks are there in this story?

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



# HOW POINTS ARE SCORED

(use only as a last resort)


The Fianna:

--

The Leviathan:


The Intransigent:


The São Vera:






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