

InvisiClues™  
The Hint Booklet for  
**PLANETFALL™**



**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 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 PLANETFALL, 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 can I remove tough stains from a soiled patrol uniform?

A.

B.

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 PLANETFALL, 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.

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

PLANETFALL, STARCROSS, SUSPENDED and InvisiClues are trademarks of Infocom, Inc.

© 1983 Infocom, Inc.

2 3 4 5 6 7 8 9—89 88 87 86 85

Printed in U.S.A.

# Table of Contents

Introduction . . . . .	1
Aboard the Feinstein . . . . .	3
The Pod Trip . . . . .	5
The Dormitory Area . . . . .	6
The Admin/Mech Area . . . . .	8
The Elevators and Tower Area . . . . .	11
The Helicopter Trip . . . . .	12
The Shuttle Trip . . . . .	14
The Systems and Library Area . . . . .	15
The ProjCon and Lab Area . . . . .	18
The Computer... and Beyond . . . . .	20
General Questions . . . . .	23
How All Points Are Earned (as a last resort) . . . . .	27
For Your Amusement (after you've finished the game) . . . . .	28

# Aboard the Feinstein

How do I get past Blather?

A.

B.

How can I get Blather to stop giving me demerits?

A.

B.

What do I do about Lieutenant Measle?

A.

B.

What should I do with the Ambassador?

How can I get the translator from the Ambassador?

How can I get the celery from the Ambassador?

How can I get the map from the Ambassador?

What should I do in the Galley?

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

How do I get out of the Brig?

- A.
- B.
- C.

The Feinstein keeps blowing up! How can I prevent it?

- A.
- B.
- C.

Is there any way to open the escape pod bulkhead?

- A.
- B.

## The Pod Trip

How do I control the pod?

- A.
- B.

I keep getting killed during the pod trip. Help!

- A.
- B.
- C.

Is there any way to keep the pod from falling into the water?

Should I take the emergency provisions that appear?

How do I leave the pod once it has landed?

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

I keep drowning Underwater. How can I avoid this?

- A.

(continued on next page)

B.

C.

## The Dormitory Area

What is the significance of the Balcony?

What is the significance of the ruined castle?

What is the significance of the Rec Area?

A.

B.

How do I get past the locked door with the dial?

A.

B.

C.

D.

What is the significance of the four dorms?

A.

B.

What is the significance of the sanitary facilities?

A.

B.

How do I open the padlock?

A.

B.

C.

D.

E.

F.

How do I open the tin can?

A.

B.

C.

How do I open the door at the south end of the Mess Hall?

A.

B.

C.

D.

What is the ladder for?

- A. You need to reach the rift.
- B. You've probably seen the obstacle.
- C. The rift.

How can I get food from the dispenser in the Kitchen?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]

## The Admin/Mech Area

Is there any significance to the Physical Plant?

[Redacted]

Is there any significance to the crack in the corridor floor?

[Redacted]

Is there any significance to the deactivated robot in the Robot Shop?

- A. Yes, indeed.
- B. [Redacted]

How do I operate the reactor elevator?

- A. [Redacted]
- B. You'll need the reactor elevator access pass.
- C. Don't develop further until you've been on the helicopter trip.
- D. [Redacted]

How do I fix the reactors?

- A. [Redacted]
- B. Some of the reactors are broken.
- C. Try replacing the [Redacted] box in [Redacted].
- D. Oh, come on, you haven't been to the reactor room yet?

How do I cross the rift?

- A. [Redacted]
- B. You'll need to [Redacted] which you may not have [Redacted].
- C. It's behind the [Redacted].
- D. [Redacted] the [Redacted] [Redacted].

How can I see in the darkened areas?

[Redacted]

What is the chemical dispenser for?

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

What do I do with the acid and base?

- A.
- B.
- C.

How do I reassemble the disassembled robots?

- A.
- B.
- C.

What is the significance of the Plan Room and the Systems Monitors?

Is there any way to take the hose?

## The Elevators and Tower Area

How do I open the doors in the Elevator Lobby?

- A.
- B.

How do I operate the upper and lower elevators?

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

What is the significance of the Helipad?

How do I enter the Helicopter?

What is the significance of the Observation Deck?

Should I do anything with the birds?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

What is the significance of the communications receive console?

- A. [Redacted]
- B. [Redacted]

What is the significance of the communications send console?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]

# The Helicopter Trip

Where do I find the helicopter?

[Redacted]

Where do I find the key to the helicopter control panel cover?

- A. [Redacted]
- B. [Redacted]

Where do I find the helicopter access card?

- A. [Redacted]
- B. [Redacted]

How do I use the helicopter?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]

What destination should I select?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]



# The Shuttle Trip

Where do I find the shuttle?

You need to use the lower elevator to get to it.

How do I operate the shuttle?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

How do I use the shuttle controls?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]

I keep crashing when I arrive at the other station.

- A. [Redacted]
- B. [Redacted]
- C. You're going between 5 and 20, you will survive, but 10 units will be damaged.

# The Systems and Library Area

What is the medicine in the Infirmary?

Read the label.

How can I get through the small door in the Repair Room?

- A. [Redacted]
- B. It's "impossible!"
- C. [Redacted]

How can I open the cabinets in the Repair Room?

Use the [Redacted]

How can I repair Achilles?

- A. You won't be if you [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. Unfortunately, [Redacted] microfilm [Redacted]
- E. There is [Redacted]

Is there a good fromitz board anywhere?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

Is there a good bedistor anywhere?

- A. [Redacted]
- B. [Redacted]

What is the significance of Planetary Defense?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]
- F. [Redacted]
- G. [Redacted]

What is the significance of Course Control?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]

(continued on next page)

- F. [Redacted]
- G. [Redacted]
- H. [Redacted]

What is the significance of this second Physical Plant?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

How do I use the computer terminal in the Library Lobby?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

How do I use the microfilm reader?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

How do I summon the librarian?

- A. [Redacted]
- B. [Redacted]

# The ProjCon and Lab Area

What is the significance of SanFac F?

A. [Redacted]

What is the significance of the ProjCon Office?

A. [Redacted]

B. [Redacted]

Is the logo important?

A. [Redacted]

B. [Redacted]

Is the mural important?

A. [Redacted]

B. [Redacted]

C. [Redacted]

Who is Burstini Bonz?

[Redacted]

What is the laboratory area for?

A. [Redacted]

B. [Redacted]

Is it safe to enter the Bio Lab?

A. [Redacted]

B. [Redacted]

What is the card on the floor of the Bio Lab?

A. [Redacted]

B. [Redacted]

How can I get the card from the Bio Lab?

A. [Redacted]

B. [Redacted]

C. [Redacted]

D. [Redacted]

E. [Redacted]

F. [Redacted]

F. [Redacted]

G. [Redacted]

Is it safe to enter the Radiation Lab?

A. [Redacted]

B. [Redacted]

Where is the radiation suit?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]

## The Computer . . . and Beyond

What does the computer do?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

What is the significance of the printout?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]

How does the Miniaturization Booth work?

- A. [Redacted]
- B. [Redacted]

(continued on next page)

- C. [Redacted]
- D. [Redacted]
- E. [Redacted]
- F. [Redacted]

I've gotten to Station 384. What do I do now?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]
- F. [Redacted]
- G. [Redacted]

Is there any way to communicate with the giant spider?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

How do I get past the giant microbe?

- A. [Redacted]
- B. That won't have any effect while the laser is set to 1, of course.
- C. If you don't keep shooting the laser, they'll get close enough to eat you.
- D. [Redacted]
- E. [Redacted]
- F. [Redacted]
- G. [Redacted]

How do I get back from the strip area?

[Redacted]

How do I get out of the Lab Office?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]
- F. [Redacted]

Omigod!!! The mutants are loose and they're after me!!!  
How do I get rid of them?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]
- F. [Redacted]
- G. [Redacted]

## General Questions

What do I do with my ID card?

[Redacted]

What happened to everything I was carrying when I fell asleep?

- A. [Redacted]
- B. [Redacted]

How do I read that crazy native language?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

I keep starving to death. What can I eat?

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

Where can I sleep?

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

Where can I find a light source?

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

What is a grue?

How can I use the Teleportation Booths?

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

How does the laser work?

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

Where do I find a new laser battery?

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

Why are some of my magnetic-striped access cards randomized?

- A.
- B.



# For Your Amusement

(after you've finished the game)

Have you tried...

... talking to, or throwing something at, Bunker?
... talking to the "Arturo" robot?
... talking to anyone in the store?
... talking to anyone in the hallway?
... talking to anyone in the Rec Area?
... talking to anyone in the office?
... talking to anyone in the lab?
... talking to anyone in the kitchen?
... talking to anyone in the bathroom?
... talking to anyone in the storage room?
... talking to anyone in the elevator?
... talking to anyone in the hallway or pouring acid on it?
... talking to anyone in the hallway?
... talking to anyone?
... reading the lower?
... removing your uniform while Bunker or Floyd were present?
... destroying the mural?
... "losing" the lower elevator card from Floyd and then giving it to him?
... giving Floyd the Lazarus breast plate?



**INFOCOM<sup>TM</sup>**

Infocom, Inc., 125 CambridgePark Dr., Cambridge, MA 02140