

InvisiClues™
The Hint Booklet for

SPELLBREAKER™



INFOCOM™

Introduction

What are InvisiClues?

Spellbreaker is an expert-level interactive story. Although it is designed to allow players who are relatively inexperienced to see many of the puzzles, even expert players may find some of them difficult to solve without help. Even the best players playing the “easiest” games sometimes get stuck or just don’t know what to do next. The purpose of *InvisiClues* is to help get you past such bottlenecks.

The invisible hints are designed to progress from a gentle (or sometimes silly) nudge in the right direction to a full answer. The questions and section headings attempt to give away as little as possible. Usually the section heading is a relatively innocuous geographical marker, and some questions and answers for the puzzles will appear in two sections in slightly altered form. You should not assume that a question on a certain topic indicates that the topic even exists in the story. Also, the length of the responses may or may not mean anything. This booklet includes dummy questions and dummy clues to help confuse that issue.

How to use this booklet.

If you are stuck at some point in *Spellbreaker*, find the question that most pertains to your problem. Uncap the marker and run it *once* over the first hint. The writing will appear in a second or two. If you’re still stumped, go on to the next hint. (Remember to recap the marker when you’re done to prevent it from drying out. By the way, these booklets are not immortal. *InvisiClues* that have been developed will start to fade after several months.)

For example:

How can I get into the secret conference room?

1.

2.

3.

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’ve finished the story, try the things in the “For Your Amusement” section. Don’t look at them before you’ve finished, though—they may reveal too much about certain puzzles.

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Table of Contents

Introduction	1
The Council Chamber	3
The Packed Earth Room	4
The Temple	10
The Soft Room.	11
The Water Room	12
The Air Room	14
The Dungeon	16
The Light Room	17
The String Room	18
The Changing Room.	18
The Good Room	21
The Plain	21
The Dark Room	22
The Volcano.	24
The Vault	25
The Sand Room	28
The Magic Room	30
Stuff and Things	32
Cube Details.	36
Magic Details	36
Details of Cubes' Effects on Spells	37
Spells and Their Locations	38
How the Points Are Scored	38
For Your Amusement	39

The Council Chamber

Why are the guildmasters so angry at me?

1.
2.

Who is this "shadowy figure" who turned all of the other guildmasters into amphibians?

1.
2.
3.

Belwit Square is filled with orange smoke. How do I get rid of it?

1.
2.
3.
4.

How do I get into the storied Manse?

1.
2.

What's this cube I found?

1.
2.
3.
4.

How do I get out of Belwit Square to get to the rest of the story?

1.
2.
3.
4.
5.
6.
7.
8.
9.

The Packed Earth Room

I just arrived in Packed Earth, and it's pitch black! What do I do?

1.
2.

I just arrived in Packed Earth; where did the cube go?

1.
2.
3.

Why can't I force my way through the north exit?

1.
2.
3.

I went west from Packed Earth to get to Cave Entrance, but going east from Cave Entrance doesn't get me back to Packed Earth. What happened? How do I get back to Packed Earth?

1.
2.
3.

I've gotten past the ogre, but I can't take anything from his lair.

1.
2.

How do I get past the ogre?

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.

What is the significance of the box?

1.
2.
3.

Help! I have all these featureless white cubes and I'm having trouble keeping them straight. What can I do?

1.
2.
3.

What is the significance of the avalanche?

1.
2.

How do I get to the small building at the top of the mountain?

1.
2.
3.
4.
5.
6.
7.
8.

Where can I find some mountaineering equipment?

1.
2.

How do I start an avalanche at Cliff Top?

1.
2.

Why won't the hermit let me take his cube?

-

How do I get the hermit to give me the cube?

1.
2.
3.
4.
5.
6.
7.

What can I do to get by the serpent?

1.
2.
3.
4.
5.

What is the zipper?

1. [Redacted]
2. [Redacted]
3. [Redacted]
4. [Redacted]
5. [Redacted]

Is there anything else interesting about the zipper?

1. [Redacted]
2. [Redacted]
3. [Redacted]
4. [Redacted]
5. [Redacted]

Why can't I go down through the muddy hole?

1. [Redacted]
2. [Redacted]
3. [Redacted]

How do I get down off a roc?

1. [Redacted]
2. [Redacted]

How do I get the cube from In Roc Nest?

1. [Redacted]
2. [Redacted]

(continued on next page)

3. [Redacted]
4. [Redacted]
5. [Redacted]
6. [Redacted]
7. [Redacted]
8. [Redacted]
9. [Redacted]

Holy farmer's breakfast! The roc's egg hatched! What do I do???

1. [Redacted]
2. [Redacted]
3. [Redacted]

How do I get out of the roc's nest?

1. [Redacted]
2. [Redacted]
3. [Redacted]

The Temple

What do I do with the idol?

1.
2.
3.
4.
5.

How do I get the eye?

1.
2.

I've found a cube here, but I can't take it.

1.
2.
3.
4.
5.
6.
7.
8.

I've gotten the idol to "open up" to me, but it "closed" again. What do I do?

1.
2.

The Soft Room

How can I get through the west exit?

What is the significance of the rabbit?

1.
2.

I followed the rabbit down into the rabbit hole. What do I do with the cakes I found?

1.
2.
3.

How do I get the weed out of the ground? It's stuck.

1.
2.
3.

Why doesn't the weed grow?

1.
2.
3.

The Water Room

Oh no!! Some of my possessions got damaged when I went south! What can I do??

1. [Redacted]
2. [Redacted]
3. [Redacted]
4. [Redacted]

How can I stop the grouper from eating my cube?

1. [Redacted]
2. [Redacted]
3. [Redacted]
4. [Redacted]
5. [Redacted]
6. [Redacted]
7. [Redacted]
8. [Redacted]
9. [Redacted]

What's so special about the bottle, anyhow?

1. [Redacted]
2. [Redacted]
3. [Redacted]

Can I do anything useful with the grouper?

1. [Redacted]
2. [Redacted]
3. [Redacted]
4. [Redacted]

I found another cube! But I can't get it. What should I do?

1. [Redacted]
2. [Redacted]
3. [Redacted]

How do I get up through the trap door in the Oubliette?

1. [Redacted]
2. [Redacted]
3. [Redacted]
4. [Redacted]
5. [Redacted]
6. [Redacted]
7. [Redacted]
8. [Redacted]
9. [Redacted]
10. [Redacted]
11. [Redacted]
12. [Redacted]
13. [Redacted]

Is there anything to do with the narrow channel?

1.
2.
3.
4.
5.
6.
7.
8.

I've found a moss-covered cube. How do I get it?

The Air Room

How can I get off the Glacier without dying?

1.
2.

Can I get a carpet from the merchant?

1.
2.

How do I get a carpet?

1.
2.
3.

(continued on next page)

4.
5.
6.

Hey! I didn't get the carpet I wanted!

1.
2.
3.
4.

What does the red carpet do?

1.
2.
3.

What does the blue carpet do?

1.
2.
3.
4.

The Dungeon

How do I open the cabinet?

1.
2.
3.
4.
5.

What use is a moldy book?

1.
2.
3.
4.

What is the speck on the horizon?

1.
2.
3.
4.
5.

I'm in the Boneyard and I didn't die. What happened?

1.
2.

The Light Room

I don't see anything of value here. Is there?

1.
2.

Yipes! That lava fragment almost hit me. How do I keep from getting hit by another flying fragment?

1.

How do I get the fragment?

1.
2.
3.
4.
5.
6.

The String Room

Who is Belboz?

1.

I don't see anything of value at the Enchanter's Retreat. Is there?

1.

2.

How do I know the answer to the question?

1.

2.

3.

The Changing Room

Of what significance is the filigreed carving of a compass rose?

1.

2.

3.

4.

5.

6.

How do I get out of the Octagonal Room?

1.

2.

3.

4.

Why are some of the runes silver and some lead?

1.

2.

3.

4.

Why are some of the arms of the compass rose silver and some lead?

1.

2.

3.

4.

5.

6.

Something's changed in the Octagonal Room, but I still don't know WHAT THE *#(?\$)@ IS GOING ON?!!

1.

2.

I don't know, I don't know, I just don't know.

1.
2.
3.
4.
5.
6.

I've found a gold rune! What do I do now?

1.
2.
3.

The Good Room

I've done everything I can think of, and I still can't get to the Dragon cube!

1.
2.
3.
4.
5.

The Plain

How can I get the green eyed rock to help me?

1.
2.
3.
4.

How do I get what the rock wants?

1.
2.
3.
4.
5.

How do I get to the brown eyed rock?

1.
2.
3.
4.
5.

How do I get the cube from the brown eyed rock?

1.
2.
3.

The Dark Room

I'm in a dark room. How do I get out?

1.
2.
3.
4.
5.

Okay, I'm out of the dark room, but it's still dark. What's wrong?

1.
2.
3.
4.

I can't get past the grues. Help!

1.
2.
3.
4.
5.
6.

How do I keep from waking the baby grue?

1.
2.
3.
4.
5.

I keep dying in the light pool!

1.
2.
3.
4.
5.

The Volcano

How do I get back to the Volcano Base from the Volcano?

1.
2.

What is that outcropping?

1.
2.
3.
4.

How do I get to the outcropping?

1.
2.
3.
4.
5.
6.

How do I avoid the heat of the lava?

1.
2.
3.
4.
5.

(continued on next page)

6.

7.

8.

How can I get off the outcropping now?

The Vault

What use is the treasure?

1.
2.

How do I get the vault door open?

1.
2.
3.
4.
5.
6.

I have a pile of junk in my inventory. How did that get there?

1.
2.
3.

What happens to all the cubes I took from the Outer Vault?

1.
2.

What's going on in here?

1.
2.
3.
4.
5.

How do I prevent the alarm fairy and guards from showing up?

1.
2.
3.
4.
5.

How do I get past the guards and down the hallway out of the Bank?

1.
2.

How do I find out which cube I want?

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

(continued on next page)

13.

14.

15.

16.

17.

The Sand Room

Like wow, man, deja vu! Haven't I been here before?

1.

2.

3.

4.

5.

6.

(continued on next page)

7.

8.

I went UP from the Sand Room, and I keep dying when I try to leave!

1.

2.

3.

4.

I went DOWN from the Sand Room, and I keep dying when I try to leave!

1.

2.

3.

4.

5.

GAK! I finally found a use for the key, but it's booby-trapped!

1.
2.
3.
4.

The Magic Room

How do I get through the east exit?

1.
2.

How can I save the world?

1.
2.

What is the significance of the hypercube?

1.
2.
3.

Why do I get frozen at the ending? I'm not doing anything to deserve this.

I get frozen at the end and I never thaw. How can I thaw?

1.
2.

Time runs out before I can do anything. Help!

1.
2.

When can I do something without getting noticed and frozen?

1.
2.
3.

Okay, now I have some time. What do I do?

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.

Why do I get the final ranking that I do at 600 points?

1.

2.

Why isn't there an alternative ending?

Stuff and Things

What good is the burin?

1.

2.

3.

4.

5.

6.

What good is the gold box?

1.

2.

3.

4.

5.

6.

What good is the zipper?

1.

2.

3.

4.

5.

6.

What good is the brass lantern?

1.

2.

3.

What good is the compass rose?

1.

2.

3.

4.

5.

6.

What good is the moldy book?

1.

2.

3.

What good is the wrought iron key?

1.
2.
3.
4.
5.
6.

What good is the ogre's club?

1.
2.
3.

What good is the vellum scroll?

1.
2.
3.
4.
5.
6.
7.

What good is the carpet?

1.
2.
3.
4.
5.
6.

What things can I ask Belboz about?

What things can I ask the hermit about?

Cube Details

Found in ...	Decoration	Property	BLORPLE to ...

Magic Details

My spells don't always work. Why?

1.
2.
3.

Details of Cubes' Effects on Spells

Spell	Cubes that increase chance of success

When I use a spell on a scroll, the scroll disappears and I can't use the spell again. Help!

1.
2.

Spells and Their Locations

Spell	Location
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]
[blacked out]	[blacked out]

How the Points Are Scored

[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]

(continued on next page)

[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]

For Your Amusement

(after you've finished the story)

What did we name the cubes here at Infocom?

[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]
[blacked out]

Have you tried ...

[blacked out]
[blacked out]
[blacked out]

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