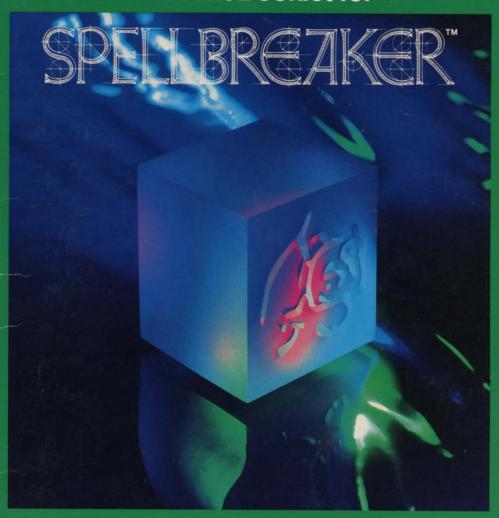
# InvisiClues<sup>™</sup> The Hint Booklet for



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. |  |
| J. |  |

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     | ١,  |  |  |  |  |  |   |  |   |  |   | 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          |     |  |  |  |  |  |   |  | * |  | v | 32 |
| Cube Details              |     |  |  |  |  |  |   |  |   |  |   | 36 |
| Magic Details             |     |  |  |  |  |  |   |  |   |  |   | 36 |
| Details of Cubes' Effects |     |  |  |  |  |  |   |  |   |  |   | 37 |
| Spells and Their Location |     |  |  |  |  |  |   |  |   |  |   | 38 |
| How the Points Are Scor   | red |  |  |  |  |  |   |  |   |  |   | 38 |
| For Your Amusement .      |     |  |  |  |  |  | * |  |   |  |   | 39 |
|                           |     |  |  |  |  |  |   |  |   |  |   |    |

## **The Council Chamber**

|              | Country Charleson  |
|--------------|--|
| Why a        | re the guildmasters so angry at me?  |
| 1.           |  |
| 2.           |  |
|              |  |
| Who is amphi | s this "shadowy figure" who turned all of the other guildmasters into bians? |
| 1.           |  |
|              |  |
| 2.           |  |
| 3.           |  |
| Belwit       | Square is filled with orange smoke. How do I get rid of it?                  |
| 1.           |  |
| 2.           |  |
| 3.           |  |
| 4.           |  |
| How d        | o I get into the storied Manse?  |
| 1.           |  |
| 2.           |  |
| What's       | this cube I found?   |
| 1.           |  |
| 2.           |  |
| _            |  |
| 3.           |  |
| ,            |  |

| How do I get out of Belwit Square to get to the re-   | st of the story?  Cave Entrance doesn't get back to Packed Ear |
|---|--|
| 2.  | 1.   |
| 3.  | 2.   |
| 4.  |  |
| 5.  | 3.   |
|   | I've gotten past the og  |
| 6.  | 1.   |
| 7.  | 2.   |
| 8.  |  |
| 9.  | How do I get past the c  |
|   | 1.   |
| The Packed Earth Room I just arrived in Packed Earth, and it's pitch black  | 2  |
| 1.  | 4.   |
| 2.  | 5.   |
| I just arrived in Packed Earth; where did the cube  | e go?  |
| 1.  | 7.   |
| 2.  |  |
| 3.  | 8.   |
| Why can't I force my way through the north exit?  | 9.   |
| 1. The manufactor of the state | 10.  |
| 2.  |  |
|   | 11. Constant   |
| 3.  | 11.  |

ked Earth to get to Cave Entrance, but going east from t get me back to Packed Earth. What happened? How do I irth? re, but I can't take anything from his lair. ogre?

| What is the significance of the box?                 | Where can I find s   | om   |
|--|--|------|
| 1.   | 1.   |      |
| 2.   | 2.   |      |
| 3.   | How do I start an a  | ıva  |
| Help! I have all these featureless white cubes and   | 1. I'm having trouble keeping  |      |
| them straight. What can I do?                        | 2.   |      |
| 1.   | Why won't the her  | mi   |
| 2.   |  |      |
| 3.   | How do I get the h   | err  |
|  | 1.   |      |
| What is the significance of the avalanche?           | (Special States and ) 10 (1995)  |      |
| 1.   | 2.   |      |
| 2.   | The second secon |      |
| How do I get to the small building at the top of the | e mountain?  |      |
| 1.   | 4.   | T)   |
| 2.   | 5.   |      |
| 3.   | 6.   |      |
|  | 7.   |      |
| 4.   | What can I do to g   | et l |
| 5.   | 1.   | Gt I |
| 6.   |  |      |
| 0.   | 2.   |      |
| 7.   | 3.   |      |
| 8.   | 4.   |      |
|  |  |      |

| vnere | can I find some mountaineering equipment?  |
|-------|--|
| 1.    |  |
| 2.    |  |
| low d | o I start an avalanche at Cliff Top?   |
| 1.    | The state of the s |
| 2.    |  |
| Vhy v | von't the hermit let me take his cube?   |
|       |  |
| low d | o I get the hermit to give me the cube?  |
| 1.    |  |
|       |  |
| 2.    | The second secon |
|       |  |
| 3.    | The state of the s |
| 4.    | THE RESERVE OF THE PERSON OF T |
| 5.    |  |
| 6.    |  |
| 7.    |  |
| Vhat  | can I do to get by the serpent?  |
| 1.    |  |
|       | The state of the s |
| 2.    | Electric Committee of the Committee of t |
| 3.    |  |
| 4.    |  |
| 5     |  |

| What is the zipper?  | 3.   |
|--|--|
| 1.   |  |
| 2.   | 4.   |
| 3.   | 5.   |
| 4.   | 6.   |
| 5.   |  |
| s there anything else interesting about the zipper?  | 7.   |
| 1.   | 8.   |
| 2.   |  |
| 3.   | 9. Usua ily on the management the other as set became and representation of the control of the c |
| 4.   |  |
| 5.   | Holy farmer's breakfast! The roc's egg hatched! What do I do???  |
| Why can't I go down through the muddy hole?  | 1. Consider the control of the contr |
| 1. The same of the same of the same that the same of t | 2.   |
|  | 3.   |
| 2.   |  |
| 3.   | How do I get out of the roc's nest?  |
| low do I get down off a roc?   | 1.   |
| 1.   | 2.   |
| 2.   | 3.   |
| low do I get the cube from In Roc Nest?  | The state of the s |
| 1. Control of the property of  |  |
| The same and same to   |  |
| 2.   |  |
| (continued on part page)   |  |

# The Temple

| What    | do I do with the idol?   |
|---------|--|
| 1.      | Harris Charles and |
| 2.      |  |
| 3.      |  |
| 4.      |  |
| 5.      |  |
| How d   | o I get the eye?   |
| 1.      |  |
| 2.      | THE PROPERTY OF THE PROPERTY O |
| I've fo | und a cube here, but I can't take it.  |
| 1.      |  |
|         |  |
| 2.      |  |
| 3.      |  |
| 4.      |  |
| 5.      |  |
| 6.      |  |
| 7.      |  |
| 8.      |  |
|         |  |
|         | otten the idol to "open up" to me, but it "closed" again. What do I do?  |
| 1.      |  |
| 2.      | AND THE RESIDENCE OF THE PARTY  |
|         |  |

# **The Soft Room**

| Цанга    | and and through the west suits   |
|----------|--|
| HOW C    | an I get through the west exit?  |
|          | A STATE OF THE PARTY OF THE PAR |
| What i   | s the significance of the rabbit?  |
| 1.       |  |
| 2.       | Harrist and the second of the  |
| l follow | wed the rabbit down into the rabbit hole. What do I do with the cakes I  |
| 1.       |  |
| 2.       | Total Residence of the State of |
| 3.       |  |
| How d    | o I get the weed out of the ground? It's stuck.  |
| 1.       |  |
| 2.       |  |
| 3.       |  |
| Why d    | oesn't the weed grow?  |
| 1.       |  |
| 2.       |  |
| 3.       |  |

|       | Water Room !! Some of my possessions got damaged when I went south! What can   |
|-------|--|
| 1.    | Tracta produce ways to green and the first section of the first section  |
| 2.    |  |
| 3.    | A Language Blue English  |
| 4.    | The LIP great to learly SLORPLA because of the control of the cont |
| low c | an I stop the grouper from eating my cube?   |
| 1.    |  |
| 2.    |  |
| 3.    |  |
| 4.    |  |
| 5.    | And the second s |
| 6.    | A SHARLES TO THE REAL PROPERTY OF THE PARTY  |
| 7.    |  |
| 8.    |  |
| 9.    | An error of the first  |
| Vhat' | s so special about the bottle, anyhow?   |
| 1     |  |

| Vall I ( | ao anything useful with the grouper?   |
|----------|--|
| 1.       | Marie Carlot Control of the Control  |
| 2.       | Chess, our les   |
| 3.       | The state of the s |
|          | 10039  |
| 4.       |  |
|          | d another cube! But I can't get it. What should I do?  |
| 1.       | The latest the second s |
| 2.       | nd you do  |
| 3.       | The plant has been all the parties of the parties o |
|          | a Land up through the tree deep in the Out II-II-O   |
| now a    | o I get up through the trap door in the Oubliette?   |
|          |  |
| 2.       |  |
| 3.       |  |
| 4.       | Charles and the same of the sa |
| 5.       | Mind audient of the Air Rock Charles Language Control (1989)   |
| 6.       | The second secon |
| 7.       |  |
|          |  |
| 8.       |  |
| 9.       | Control of the Contro |
| 10.      | man confliction is such that for if you contribute a configuration for the first   |
|          |  |
| 11.      | Total many state por us to said  |
| 12.      | In greate an Ice Nos.  |
| 13.      |  |

3.

| there any    | thing to do with the narrow channel?   | 4.   |      |
|--------------|--|--|------|
| 1.           |  |  |      |
| 2.           |  |  |      |
| 3.           |  | 6.   |      |
| 4.           |  | Hey! I didn't get the carpet I wanted!   | 1    |
| 5.           |  | 1.   |      |
| 6.           | The second secon |  |      |
| 7.           | Manager Bender Call  | 2.   |      |
| 8.           | A MARKO Y CULTANIA, ORAN DI UNIONO SIGENO CONTRA LA CONTRA DE LA CONTRA DELA CONTRA DE LA CONTRA DELA CONTRA DE LA CONTRA DELA CONTRA DE LA CONTRA DELA CONTRA DE LA CONTRA DE LA CONTRA DE LA CONTRA DELA CONTRA DELA CONTRA DE LA CONTRA DELA CONTRA DELA CONTRA DELA CONTRA DE LA CONTRA DELA CONT | 3.   |      |
| ve found a   | moss-covered cube. How do I get it?  | 4.   | Li 4 |
|              |  |  |      |
|              |  | What does the red carpet do?   |      |
| he Ai        | r Room   | 1.   | H    |
|              | et off the Glacier without dying?  | 2.   |      |
| 1.           |  |  |      |
| 2.           |  |  |      |
| an I get a d | carpet from the merchant?  |  |      |
| 1.           |  | 3.   |      |
| 2.           |  | The second secon |      |
| ow do I ge   | et a carpet?   | The second secon |      |
| 1.           | and the second s | What does the blue carpet do?  |      |
| 2.           | The state of the s | 1.   |      |
| 3.           | Constitution of the party of th | 2.   |      |
|              |  | 3.   |      |
|              | (continued on next page)   | 4.   |      |

# The Dungeon

| How d  | o I open the cabinet?  |
|--------|--|
| 1.     |  |
| 2.     |  |
| 3.     |  |
| 4.     |  |
| 5.     |  |
| What   | use is a moldy book?   |
| 1.     |  |
| 2.     | The second secon |
| 3.     |  |
| 4.     |  |
| What i | is the speck on the horizon?   |
| 1.     |  |
| 2.     |  |
| 3.     |  |
| 4.     |  |
| 5.     |  |
| m in   | the Boneyard and I didn't die. What happened?  |
| 1.     |  |
| 2.     | The second secon |

# **The Light Room**

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

| 1. | That is a volcano erupting. The scientific interest alone should leep |
|----|---|
| 2. |   |

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

| _ |  |  |  |
|---|--|--|--|
|   |  |  |  |

| ow d | ow do I get the fragment? |  |  |  |  |
|------|---------------------------|--|--|--|--|
| 1.   |                           |  |  |  |  |
| 2.   |                           |  |  |  |  |
| 3.   |                           |  |  |  |  |
| 4.   |                           |  |  |  |  |
| 5.   | mack minuted and          |  |  |  |  |

| The String Room Who is Belboz? |  |  |
|--------------------------------|--|--|
| WIIO IS                        | MAN WHO IS BELBOZ  |  |
| I don't s                      | ee anything of value at the Enchanter's Retreat. Is there?             |  |
| 1.                             |  |  |
| 2.                             |  |  |
| How do                         | I know the answer to the question?                                     |  |
| 1.                             |  |  |
| 2.                             |  |  |
| 3.                             |  |  |
| Of what                        | Changing Room significance is the filigreed carving of a compass rose? |  |
| 1.                             |  |  |
| 2.                             |  |  |

| ow d           | o I get out of the Octagonal Room?  |
|----------------|---|
| 1.             |   |
| 2.             |   |
| 3.             |   |
| 4.             |   |
| /hy a          | re some of the runes silver and some lead?  |
| 1.             |   |
| 2.             |   |
| 3.             |   |
| 4.             | Black Control of the |
| /hv a          | re some of the arms of the compass rose silver and some lead?   |
| 1.             |   |
| 2.             |   |
| 3.             |   |
| 4.             |   |
| 5.             |   |
| omet<br>#(?\$) | hing's changed in the Octagonal Room, but I still don't know WHAT THE @ IS GOING ON?!!  |
| 1.             |   |
| 2.             |   |
| 2.             |   |

3.

4.

5.

6.

| don't know, I don't know, I just don't know.   | The Good Room  |               |
|--|--|---------------|
| 1.   | I've done everything I can think of, and I still can't get to the Drag   | on cube!      |
| 2.   | 1.   |               |
| 3.   | 2.   |               |
| 4.   | 3.   |               |
|  | 4.   |               |
| 5.   | 5.   | 1             |
|  | The Plain  |               |
|  | How can I get the green eyed rock to help me?  |               |
| 6.   | 1.   | 54 5 T        |
|  | 2.   | - (M3)        |
| A STATE OF THE PARTY OF THE PAR |  |               |
| The same of the sa | 3.   |               |
| to found a gold wine! What do I do now?  | 4.   | TO PRODUCT OF |
| ve found a gold rune! What do I do now?  | How do I get what the rock wants?  | 25721         |
|  | 1.   | Et your       |
| 2.   | 2.   |               |
| 3.   | 3. Type have the comment of the comm | 7000          |
|  | 4. Find a love framework   |               |
|  | 5.   | 31472         |
|  |  |               |

| low do I get to the brown eyed rock?            | Okay, I'm out of the dark room, but it's still dark. What's wrong? |
|---|--|
| 1.  | 1.   |
| 2.  | 2.   |
| 3.  | 3.   |
| 4.  | 4.   |
|   |  |
| 5.  | I can't get past the grues. Help!                                  |
| low do I get the cube from the brown eyed rock? | 1.   |
| 1.  | 2.   |
| 2.  | 3.   |
|   | 4.   |
| 3.  | 5.   |
|   | 6.   |
| The Dark Room                                   |  |
| 'm in a dark room. How do I get out?            | How do I keep from waking the baby grue?                           |
| 1.  | 1.   |
| 2.  | 2.   |
|   | 3.   |
| 3.  | 4.   |
| 4.  | 5.   |
| 5.  | I keep dying in the light pool!                                    |
|   | 1.   |
|   | 2.   |
|   | 3.   |
|   | 4.   |
|   | 5.   |
|   |  |

| The    | e Volcano e e e e e e e e e e e e e e e e e e e  |
|--------|--|
| How d  | o I get back to the Volcano Base from the Volcano?   |
| 1.     | a Control of the Cont |
| 2.     | The same and publication and make any constraint lines are an any and the same and  |
| What i | s that outcropping?  |
| 1.     |  |
| 2.     |  |
| 3.     |  |
| 4.     |  |
| How d  | o I get to the outcropping?  |
| 1.     |  |
| 2.     |  |
| 3.     | Consultation of the Consul |
| 4.     |  |
| 5.     | The second secon |
|        |  |
| 6.     | Control of the Contro |
| How d  | o I avoid the heat of the lava?  |
| 1.     | The contract of the contract o |
| 2.     |  |
| 3.     |  |
|        |  |
| 4.     |  |
| 5      |  |

(continued on next page)

| 6.   |   |
|------|---|
|      |   |
|      |   |
| 7    |   |
| 7.   |   |
|      |   |
|      |   |
| 8.   |   |
| ow c | an I get off the outcropping now?                               |
|      |   |
|      |   |
|      |   |
| he   | <b>Vault</b>  |
|      |   |
| hat  | use is the treasure?  |
| 1.   |   |
|      |   |
|      |   |
|      |   |
|      |   |
| 2.   |   |
| ۷.   |   |
| ow c | lo I get the vault door open?                                   |
| 1.   | the teller cored attacks built that or we are the time belt and |
| 2.   |   |
| ۷.   |   |
|      |   |
| 3.   |   |
| 4.   |   |
|      |   |
| 5.   |   |
| 5.   |   |
|      |   |
| 6.   |   |
|      |   |

| I have | a pile of junk in my inventory. How did that get there? |
|--------|---|
| 1.     |   |
| 2.     |   |
| 3.     |   |
| 3.     |   |
| What h | appens to all the cubes I took from the Outer Vault?    |
| 1.     | The property of the lag has not                         |
| 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.     |   |
|        |   |

| low do I get pas  | t the guards and down the hallway out of the Bank?   |
|-------------------|--|
| 1.                |  |
| 2.                |  |
| low do I find out | t which cube I want?   |
| 1.                |  |
| 2.                |  |
|                   |  |
| 3.                |  |
| 4.                |  |
| 5.                |  |
| 6.                |  |
| 7.                | or No. 70 To Storing a control of the separate production in Toronto.  |
| 8.                |  |
|                   |  |
|                   |  |
| 9.                | mony mes and   |
|                   | Sand Les Man Land Control Cont |
| 10.               |  |
|                   |  |
| 11.               |  |
|                   |  |
| 12.               |  |
|                   |  |
|                   |  |

| 13. |  |
|-----|--|
|     |  |
|     |  |
|     | The same and the s |
| 14. |  |
| 17. |  |
|     |  |
|     |  |
| 15. |  |
|     |  |
|     |  |
| 16. |  |
|     |  |
|     |  |
| 17. |  |
|     |  |
|     |  |
| The | Sand Room  |
|     | vow, 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.     |  |
|        |  |

28 Spellbreaker InvisiClues 29

| I fina | lly found a use for the key, but it's booby-trapped!   |
|--------|--|
|        |  |
|        |  |
|        |  |
|        | County of the County Co |
|        |  |
|        | lagic Room   |
|        | et through the east exit?  |
|        |  |
|        |  |
|        |  |
| can I  | save the world?  |
|        |  |
|        |  |
| is the | e significance of the hypercube?   |
|        |  |
|        |  |
|        |  |
|        |  |
|        |  |
| do I g | et frozen at the ending? I'm not doing anything to deserve this.   |
| 1      |  |
| frozer | at the end and I never thaw. How can I thaw?   |
|        |  |
|        |  |

| can I do so | mething without getting noticed and frozen? |
|-------------|---|
|             |   |
|             |   |
|             |   |
| now I have  | some time. What do I do?                    |
|             |   |
|             |   |
|             |   |
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|             |   |
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|             |   |
| - Pr        | · ·   |

| Why d  | o I get the final ranking that I do at 600 points?   |
|--------|--|
| 1.     |  |
| 2.     |  |
| Why is | n't there an alternative ending?   |
|        |  |
|        |  |
|        |  |
| Stu    | ff and Things  |
|        | good is the burin?   |
| 1.     |  |
| 2.     |  |
| 3.     |  |
| 4.     |  |
|        |  |
| 5.     |  |
| 6.     |  |
|        | good is the gold box?  |
| 1.     | you is the gold box:   |
| 2.     | 1) on the benefittees of the bold and  |
|        |  |
| 3.     | ag to a desort of the second o |
| 4.     | The second control of  |
| 5.     |  |
|        |  |

| 300      | od is the zipper?  |
|----------|--|
| 1.       |  |
| 2.       | att a men in the same of the s |
| 3.       | A A REPORT OF THE REPORT OF TH |
| 4.       | ntp 20 granted in ce it?   |
| 5.       | m gattan forman ?  |
| 6.       | en (S. Lucius et al. bend norginn en Lumainan<br>Linda in de lega lega en Lucius III il il also antendra en<br>Lucius III de lega en la companya de lega II il il also antendra en   |
| Vhat god | od is the brass lantern?   |
| 1.       |  |
| 2.       |  |
| 3.       |  |
| What god | od is the compass rose?  |
| 1.       |  |
| 2.       |  |
| 3.       |  |
| 4.       | the carving.   |
| 5.       |  |
| 6.       |  |
| What god | od is the moldy book?  |
| 1.       | dere is moley and december that the second s |
| 2.       | and positions of the state of t |
| 3.       | AS INNERSE CONTRACTOR OF THE PROPERTY OF THE P |

32 Spellbreaker InvisiClues 33

| What ! | good is the wrought iron key?  |
|--------|--|
| 1.     | The state of the s |
| 2.     | The second secon |
| 3.     |  |
| 4.     | THE RESERVE THE PROPERTY OF THE PARTY OF THE |
| 5.     |  |
| 6.     |  |
| What ( | good is the ogre's club?   |
| 1.     |  |
| 2.     | 2 Company of the comp |
| 3.     |  |
| What ! | good is the vellum scroll?   |
| 1.     |  |
| 2.     |  |
| 3.     |  |
| 4.     |  |
| 5.     |  |
| 6.     |  |
| 7.     | mand one of the second of the second of the second of the second one of the second of  |

| Nhat        | good is the carpet?  |
|-------------|--|
| 1.          |  |
| 2.          |  |
| 3.          |  |
| 4.          | The sales of the s |
| 5.          |  |
| 6.          | ALCOHOLD THE STATE OF THE STATE |
| <b>Nhat</b> | things can I ask Belboz about?   |
|             |  |
|             |  |
|             |  |
| HEI         |  |
|             |  |
|             |  |
| Ty. 17      |  |
|             |  |
| <b>Nhat</b> | things can I ask the hermit about?   |
|             |  |
| 14 14 1     |  |
|             |  |
|             |  |
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|             |  |

34 Spellbreaker InvisiClues 35

# **Cube Details**

| Found in           | Decoration                | Property              | BLORPLE to          |
|--------------------|---------------------------|-----------------------|---------------------|
|                    | Anket (P.                 | Mann 1                | Phiked A A          |
|                    |                           | Thirty Line           |                     |
|                    |                           | SECTION SECTION       | Particular          |
|                    | The wife of               | Selection of the last |                     |
| NAME OF THE OWNER. | Description of the second | THE RESIDENCE         | 40000               |
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|                    |                           |                       | THE RESERVE AND THE |
|                    |                           |                       |                     |
|                    |                           |                       |                     |
|                    |                           |                       |                     |
| Towns I had        |                           |                       |                     |
|                    |                           |                       |                     |
|                    |                           | -                     |                     |

# **Magic Details**

My spells don't always work. Why?

| 1. |  | or still book, you will be the of |
|----|--|-----------------------------------|
| 2. |  |                                   |
| 3. | AND THE PARTY AN |                                   |
|    |  |                                   |

# **Details of Cubes' Effects on Spells**

|             | Colonia Coloni |             |
|-------------|--|-------------|
|             | Old Charles and Ch |             |
|             | An extended the second   |             |
| Entre 1     | Ar. Fr   |             |
|             |  |             |
|             |  |             |
| No.         |  |             |
|             | N. S. T. S.  |             |
|             | The state of the s |             |
|             | STATE OF THE PARTY |             |
| May - 1     | THE RESERVE THE PERSON NAMED IN  |             |
|             | Lay 100 pistory  | TAR         |
|             | Mind; Death  |             |
|             | Share Cranethry  |             |
| A Line      |  |             |
|             |  |             |
|             |  |             |
|             | terror of the market of the state of the sta |             |
| nen I use a | a spell on a scroll, the scroll disappears and I can't use t   | he spel     |
| ain. Help!  | a spell on a scroll, the scroll disappears and I can't use t   | - S - S - S |

| Spell               | Locati |       |       | ions      |     |                    |
|---------------------|--------|-------|-------|-----------|-----|--------------------|
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| * (A) (A) (A)       |        |       |       |           |     |                    |
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| low th              | ne Poi | nts A | re Sc | ored      |     |                    |
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| low th              | ne Poi | nts A | re Sc | ored      |     |                    |

For Your Amuseument (after you've finished the story) What did we name the cubes here at Infocom? Have you tried ... (continued on next page)

(continued on next page)

| Have you tried   |
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| Additional and a second |
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