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Introduction

What are InvisiClues?

The essence of all INTERLOGIC™ games is solving problems. The purpose of InvisiClues hint booklets is to maximize your enjoyment of the game by giving you only those hints that you need to continue playing and complete the game.

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 STARCROSS, 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:

Are my Rat-ants losing their flavor?

| A | |
|----|----------------------|
| В. | |
| o | resident significant |

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 STARCROSS, 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.

Table of Contents

| Introduction | | * | .*. | | | | | | | * | | | | | /a) | * | , 1 |
|--------------------|----|------|-----|-----|----|----|-----|-------|------|------|----|---|---|---|-----|---|-----|
| On the Starcross | | | * | | | | | | | | * | * | * | | | | 3 |
| The Red Airlock. | | | | | | | , | | | | | | | | | | 6 |
| The Weasel Ship | | | | | | | | | | | | | | | | * | 8 |
| The Computer Ro | | | | | | | | | | | | | | | | | 10 |
| All the Aliens | | | | | | | | | | | | 7 | | 4 | | | 12 |
| The Laboratory. | | | | | | | | | | | | | | | | | 17 |
| The Inner Region | | | | | | | | | | | | | | | | | 19 |
| The Bubbles | | | | | | | | | | | | | | | | | 22 |
| General Question | | | | | | | | | | | | | | | | | 24 |
| How All Points Are | E | arı | ne | d (| as | a | las | st re | esc | ort) | | | | | | | 29 |
| For Your Amusem | er | nt (| aft | er | yc | u' | ve | fir | nish | nec | (t | | | | | | 31 |
| | | | | | | | | | | | | | | | | | |

On the Starcross

| How | do I turn off the alarm bell? |
|------|---|
| A. | Personal Section of the Property of the Section of |
| B. | |
| C. | If a push/a stick cell button. On the human programmer of these. |
| | |
| How | do I read the output of the mass detector? |
| A. | |
| B. | |
| | |
| | uni the chartise for distancional representation of min |
| | dimensions) Each objection and to do and under the |
| What | is the significance of the ship's registration? |
| A. | -measure rand decision of the second |
| В. | Tres no bires (managed and |
| How | do I reply to the message from Ceres? |
| A. | LEADING TO SERVICE A LE |
| В. | |
| | |

| How | do I use the ship's controls? | Is there a way to get the computer to shut up |
|-------|--|---|
| A. | | A. |
| B. | tried touching them, turning them on, etc.7 | B. Og tulming tien |
| C. | The computer much be dead to octobarses, as naviged | What do I do with the tape library? |
| | is fully automated." (You'ca)) also got mains reports from | A. |
| How | do I know which unidentified mass I should go to? | В. |
| A. | | C. |
| В. | | D. / |
| C. | | How can I leave the ship? |
| | | A. |
| How o | do I set a course for a particular object astance, UMO8)? | B. |
| Α. | The existence parties courses. | C. Puren the makes suffered supply the pelen |
| В. | THE RESERVE THE PARTY OF THE PA | Constitution and the year and the second |
| | Levelus Luci Annas Pic La La Maria de la Companya d | D. |
| C. | A THE ICOMPLITER, SET COURSE FOR UMO | How do I get back to the Starcross? |
| D. | value, from your spaces on a service the range, there and phillips | |
| E. | 017 or COMPUTER, R IS 150. | What is the safety line for? |
| Na. | COMPUTER, THETA IS 210. | recomile, tissa you to the ship! |
| | Micagasa the Allomate Way of an article for second | |
| | | |

| How do I land the Starcross on the unidentified mass? | How do I get into the Artifact? | |
|---|--|-----|
| A. | A. | |
| B. | ould be flung into space? You copen the Red A | |
| C. | 2000 | |
| cu attenuatio land | B. Mayo you examined the scallatone on the drary | |
| How fast is the Artifact spinning? | C. Mis is a service of the control o | |
| ssuming that the "gravity" being simulated at the outer over is 1G, it would have to rotate once every 30 seconds | pocios. | 100 |
| so. This would mean that the rotational speed is about | D. | |
| 1850 kilometars per hour on the outer surface. | E. | |
| How do I maneuver the Starcross to the fore end of the Unidentified mass? | | |
| A. | E CONTRACTOR | |
| B. | G. | |
| | The proof of the following who are for an extensive | |
| | н. | |
| | | |
| The Red Airlock | | |
| What do I do with all the strange protrusions around the airlock? | Is the sculpture significant? | |
| A. | A. | |
| B. First it is not really necessity as long as an continue. | B. | |
| C. | C. | |
| | | 17 |

| What | t is the significance of the tiny column made up of only nexagon? |
|------|--|
| A. | Printsophican accompanies on accompanies |
| B. | the part the burnes is acidadication comass. This was |
| | Committee to a committee of the committe |
| C. | |
| Once | inside the Artifact, can I take off the space suit? |
| | |
| The | e Weasel Ship |
| What | do I do with the visor fragment? |
| A. | |
| В. | |
| How | do I open the engine room door? |
| Α. | |
| В. | |
| How | are the controls operated? |
| Α. | |
| В. | |
| | |
| | |

| What | t is the significance of the skeleton? |
|------|--|
| A. | |
| B. | |
| C. | |
| D. | |
| How | do I hide the violet rod? |
| A. | |
| B. | |
| | The state of the s |
| C. | |
| D. | |
| E. | |

The Computer Room

| A. | |
|-----|---|
| | |
| В. | |
| C. | |
| How | can the computer be repaired after the electrical fire? |
| A. | |
| B. | |
| Whe | re is the missing card? |
| A. | |
| В. | |
| C. | |

| wnat | does the enunciator panel signify? |
|------|--|
| Α. | |
| B. | |
| C. | |
| D. | |
| | e se pro-reggergere e closuro annotamento de la companya del companya de la companya de la companya del companya de la company |
| E. | |
| F. | |
| G. | Longitude Particular and particular |
| Н. | |

All the Aliens

| How | do I kill all the Weasels? |
|-----|--|
| A. | |
| B. | |
| C. | |
| How | can I get past the palisades? |
| A. | |
| B. | |
| C. | |
| How | do I pass the hostile Weasels? |
| | |
| How | do I get the brown crystal rod from the Alien Chief? |
| A. | |
| B. | |
| C. | |
| D. | |
| E. | |
| F. | |

| What | does the Alien Chief's gesturing mean? |
|--------|--|
| What | can the Weasel slave do for me? |
| Г | can the weaser slave do for me? |
| Α. | |
| В. | |
| What | is the significance of the unicorn meat? |
| Α. | |
| В. | |
| | |
| C. | |
| Te las | |
| | |
| D. | |
| E. | |
| | |
| | |
| How | do I find my way through the Warren? |
| Α. | |
| В. | |
| C. | |
| | |

| What | should I do with the ladder? |
|-------|--|
| Wha | t is a grue? |
| Can I | reach the body in the debris? |
| A. | the same reported and the school of the same and the |
| В. | |
| How | do I get the grues' rod? |
| Α. | |
| B. | |
| C. | |
| D. | |
| E. | |
| F. | |

| Wha | t do I do about the Spider? |
|-----|-----------------------------------|
| A. | |
| В. | |
| C. | |
| D. | |
| E. | |
| F. | |
| How | do I escape the web? |
| | |
| Whe | re do I find the lubricant? |
| A. | |
| В. | |
| C. | |
| | |
| How | do I answer Gurthark's questions? |
| | |
| How | do I get Gurthark to follow me? |
| A. | |
| B. | |

How do I get the red rod from the Rat-ants? A. B. C. D. E. How did the Rat-ants get to the Artifact? A. B.

The Laboratory

| What | is the silvery globe in the Laboratory? |
|-------|---|
| | |
| | |
| What | do I do with the silvery globe? |
| A. | |
| В. | |
| C. | |
| Can I | take the blue rod? |
| Α. | |
| В. | |
| C. | |
| D. | |
| E. | |
| F. | |
| G. | |
| L | (continued on next page) |

| н. | The Inner Region |
|---|---|
| to constitute de los quedos eras | Is there any significance to the bands of metal, grass, and forest? |
| I. | |
| J. | |
| K. | How do I catch a unicorn? |
| | What is the significance of the unicorn hunt? |
| low do I turn off the projector? | A. |
| A. | |
| B. C. | В. |
| What causes the loud clicking sound? | What is the machine to the left in the Repair Room for? |
| | A. |
| What is done with the red and blue disks? | В. |
| A. | |
| B. | , С. |
| C. | What is the purpose of the machine on the right in the Repair Room? |
| D. | A. |
| | В. |
| low can the lights be dimmed? | (continued on next page) |

18 InvisiClues

| C. | | How is the Drive Bubble hatch opened? |
|------|----------------------------------|---|
| 0. | | A. |
| D. | | В. |
| What | t do the groups of dots mean? | C. |
| A. | | How do I get back down from the Drive Bubble hatch? A. |
| B. | | |
| | | В. |
| C. | | Why do things fall in curves? |
| | | |
| D. | | How can I get up to the bubble at the fore end? |
| E. | | A. |
| F. | | В. |
| | | C. |
| | | |
| | | D. |
| | | E. |
| G. | | . F. |
| How | do I get up to the Drive Bubble? | |
| A. | | G. |
| - | | н. |
| B. | | |

The Bubbles

| Α. | |
|----------|---|
| В. | |
| C. | |
| there o | any reason to use the black rod? |
| Α. | |
| В. | |
| | |
| | the Control Bubble beach? |
| | open the Control Bubble hatch? |
| Α. | |
| В. | |
| hy is th | ne clear crystal slot rejecting my clear crystal rod? |
| A. | |
| В. | |

| What is do | ne with the five slots? |
|------------|--|
| | |
| What is go | ing on with the spots, squares, and screen? |
| Α. | |
| В. | |
| | |
| | DENTROP SELECTED AND ASSESSED AS A SECOND OF THE SECOND AS A SECON |
| C. | |
| D. | |
| | |
| | |
| E. | |
| | |
| 100 | |
| Why do th | e spots flash? |
| | |
| How do I g | et back down from the Control Bubble? |
| Α. | |
| В. | |
| | the second of th |

General Questions

| Why | is the Artifact suddenly shutting down? |
|------|---|
| | |
| Wha | does a flashing light in the airlock mean? |
| How | in the world do I revive the plants to replenish the air? |
| Α. | in the world do frevive the plants to replenish the all. |
| В. | |
| What | is the significance of the maintenance mouse? |
| | |
| Whe | e are the mouse holes? |
| A. | |
| B. | |
| How | can I get through the mouse hole? |
| A. | |
| B. | |
| C. | |
| D. | |
| | (continued on next page) |

| E. | |
|-------|--|
| | |
| F. | |
| | |
| How | do I recharge the ray gun? |
| A. | |
| B. | |
| | |
| | |
| | |
| | |
| How | do I read the charge indicator on the ray gun? |
| | |
| How | are the settings on the ray gun changed? |
| A. | |
| B. | |
| Can I | fix the gun so it won't misfire? |
| A. | |
| B. | |
| 0 | |
| C. | |
| | (continued on next page) |

| D. | |
|------|--|
| E. | |
| What | is the significance of the "glass cleaner"? |
| A. | |
| B. | |
| C. | |
| D. | |
| How | do I leave through the Yellow Airlock? |
| Α. | |
| В. | |
| C. | |
| Once | I am drifting in space, how do I get back to the Artifact? |
| A. | |
| B. | |
| C. | |
| D. | |

| What | is the metal basket for? |
|---------|--|
| | |
| How o | do I stop the air from becoming unbreathable? |
| Α. | Taristy (Care Call Soft, 18 Alaba Sale Care) |
| В. | |
| C. | |
| How o | do I get to the Green Dock? |
| | |
| Where | e is the charcoal? |
| Α. | |
| В. | AND CONTRACTOR AND |
| | |
| C. | |
| Can I d | do anything with the damaged mice? |
| | The state of the s |
| s ther | e any significance to the trash bin? |
| Α. | |
| В. | |
| C. | |
| What | is the hole in the garage? |
| | |

| How | do I turn on the lights in the darkened area? |
|---------------|--|
| A. | |
| B. | |
| C. | |
| D. | Waste on the second sec |
| s the Obse | ere anything special about the projector in the ervatory? |
| A. | |
| В. | |
| C. | |
| D. | |
| E. | |
| F. | |
| Vhe | re do I find the orange crystal rod? |
| A. | |
| B. | |
| C. | |
| D. | |

How All Points Are Earned

(Use only as a last resort!)

| item of value | value | where it is found |
|---------------|-------|-------------------|
| * | | |
| | | |
| | | |
| | | |
| | | |
| BIRLIAN. | 1 | |
| | | |
| 1 | A | |
| | | |
| | | |
| | | |
| | | |
| | | |

Other Points You receive 25 points for:

For Your Amusement (after you have finished the game)

| Have you ever | | |
|--|--|----|
| | | Ry |
| | | |
| | All oil Comments | |
| The state of the s | Particular to the production of the | |
| | on or or you all yourselve syntactors | |
| The state of the s | And a green province to the manual to the land | |
| No. of the last of | | |
| | | |
| | | |
| | | |
| | | |
| | Control Colonia Coloni | 7 |
| | | |
| | Miles to the second | |
| | | |
| | | |
| | | |
| A PRODUCTION | | |

| Have you ever | |
|--|--|
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| The state of the s | |
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