

InvisiCluesTM

for

ZorkTM II: The Wizard of Frobozz

produced by the Zork Users Group

illustrations by David Ardito



Introduction

The success of the Zork I InvisiClues booklet has prompted me to forge ahead with another. Those of you who are new to an InvisiClues booklet should read this introduction carefully.

Much of the fun of playing Zork is the thrill you get when you solve a problem. This booklet was designed to maximize that thrill by giving you only as much help as *you* need to get past those small hurdles which *you* find frustrating so that you can get on with the solution to that problem and enjoy the rest of the game.

Great care was taken to avoid giving anything away unintentionally. The invisible hints often progress from a gentle nudge in the right direction to a full answer. The questions themselves, which had to be visible, were worded so as to reveal as little as possible about the game. Do not use the presence or lack of a question on a certain topic as an indication of what is important, and do not assume that long answers are associated with important questions. Dummy questions and answers have been inserted to minimize this problem. If you let the questions found in this booklet influence your game, you will be sorry.

The listing of all the treasures and their locations should be used only as a last resort. Once you have completed the game, you may want to try the "for your amusement" suggestions. Do not look at these before the game is over as they reveal solutions to some of the problems.

How to use this booklet

If you are stuck in the game, find the question which pertains to your problem in the appropriate section of the booklet. Use the A.B. Dick latent image marker which came with the booklet to develop the first answer. Use the boxes as a guide and run the marker *once* across each line. Allow a second or two for the image to develop. It is not necessary to rub the marker back and forth over the same area.

If used properly, the marker should last through the entire booklet. Be sure to recap it tightly when it is not in use. If the marker dries up or is lost, more can be ordered from the Zork Users Group.

An attempt was made to write this booklet in the same spirit as Zork. Hopefully it will be fun to use. Your comments and suggestions for changes and improvements are always welcome. Happy Zorking.

Mike
Cambridge, Massachusetts
July, 1982



Table of Contents

The Carousel Area 2

The Oddly Angled Room 6

The Bank 8

The Volcano Area 10

The 'Alice' Area 12

The Wizard's Workshop 15

General Questions 18

For your amusement (after you've finished) 22

Treasures: their values and locations 24

This booklet is copyrighted and all rights are reserved by the Zork Users Group. 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 the Zork Users Group. 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.



The Carousel Area

What is the solution to the riddle?

A.

B.

C.

Is it possible to leave the carousel heading west?

I'm getting tired of the carousel; can it be stopped?

A.

B.

C.

How can I map the area around the carousel room?

A.

B.

What do I do with the clay brick?

A.

B.

C.

D.

E.

How do I open the door in the tiny room?

A.

B.

C.

D.

E.

F.

G.

Is there a way to get past the ice in the ice room?

A.

B.

C.

D.

E.

F.

Yes

Have you tried melting the glacier with anything.

There is one nearby. A large, portable source of heat is nearby.

Where do I find an ice pick?

What is going on in the topiary?

How do I catch the Unicorn and get the golden key?

- A. "The Unicorn is a mythical beast"
- B. Only one of royal blood may approach a Unicorn
- C.
- D.

How do I enter the gazebo?

How do I get past the Dragon?

How do I kill the Dragon?

- A. You are too puny to harm him directly
- B. Even bombs have no effect
- C. Have you noticed that if you attack the Dragon he will follow you?
- D.

How do I get out of the aqueduct?

Can I kiss the Princess?



How do I open the door in the guarded room?

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

What do I do about the lizard doorkeeper?

- A.
- B.
- C.

How do I move the menhir?

- A. Blasting will have no effect on it
- B.
- C.
- D.

What do I do with the glue repellent?

The Oddly Angled Room

Does the club have any use?

- A.
- B.
- C.

How do I re-ignite the club? *If you examine it, you'll notice it was never ignited*

What do the glowing diamonds signify?

How do I break the glassy substance?

- A.
- B.
- C.

What is the significance of the convention of wizards?

- A.
- B. 



Why does my sword glow when I am at the bottom of the stairs?

What in the world do I do in the oddly angled room?

If you solve this without my help at all, my cap is off to you.

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



The Bank

What is the curtain of light for?

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

How do I turn off the alarm system?

- A.
- B.
- C.

How do I get out of the small room?

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

How does carrying the portrait affect where I will end up?

How many places can I get to from the depository?

How do I get into the vault?

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

How do I get out of the vault?

- A.
- B.

What must I give the Gnome to be let into the vault?

Where do I find the gold ingot?

- A.
- B.



Volcano Area

What are the basket and canvas for?

- A.
- B.
- C.

Once I've determined what the basket and canvas are, how do I use them?

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

How do I extend the lava tube?

- A.
- B.

How do I leave the volcano without being killed?

What do I do about the Gnome?

10 InvisiClues The Volcano Gnome appears only if you are stranded on a ledge. He will help you, but only for a fee.

Which of the three paths down to the valley is best?

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

How can I translate the books?

- A.
- B.
- C.

How can I open or remove the rusty old box?

- A.
- B.

Who is M. Agrippa?

What is the significance of the mines and smelter?

- A.
- B.
- C.

The 'Alice' Area



Can I get up the well, and if so, how?

- A.
- B.
- C.

What does the engraving say?

- A.
- B.

How do I catch the magic mouse?

- A.
- B.

Can the writing on the cakes be read?

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

Can the Mad Hatter be cured?

- A.
- B.

How do I get back down from here?

- A.
- B.

What do the cakes do?

- A.
- B.

What can I do with the flask of poison?

- A.
- B.
- C.

How can I get the object under the water?

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

How do I cross the chasm?

How do I control the robot?

What is EBCDIC?

What is a footpad?

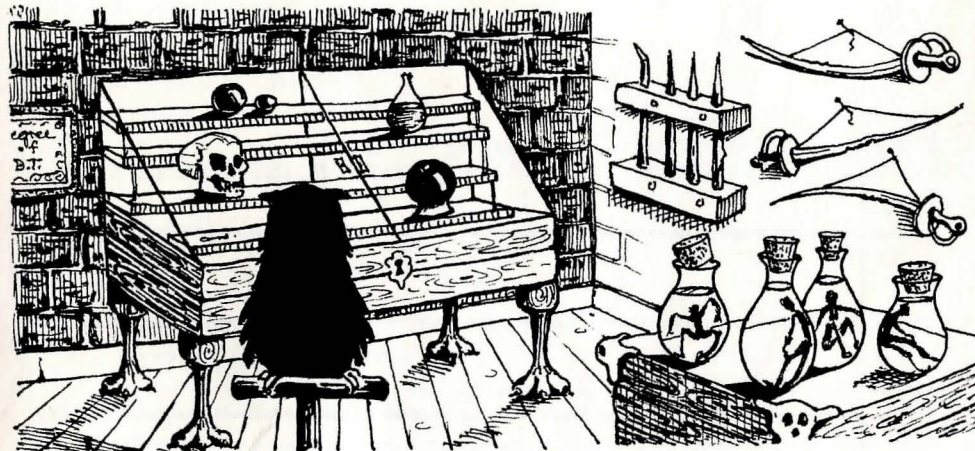
- A.
- B.
- C.

How can I take the red sphere?

- A.
- B.

What do the buttons do?

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



The Wizard's Workshop Area

Can I open the Wizard's trophy case?

- A.
- B.

How do I take the Wizard's wands from the wand rack?

- A.
- B.

What do I do with the yellow sphere?

- A.
- B.

How can the owl be released?

- A.
- B.

What do I do with the black sphere?

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

Can the flying owl be caught?

- A.
- B.
- C.

How do I detach the stands from the bench?

What are the stands for?

- A.
- B.
- C.

Does the pentagram have any significance?

What do I do with the palm tree?

How do I kill the serpent?

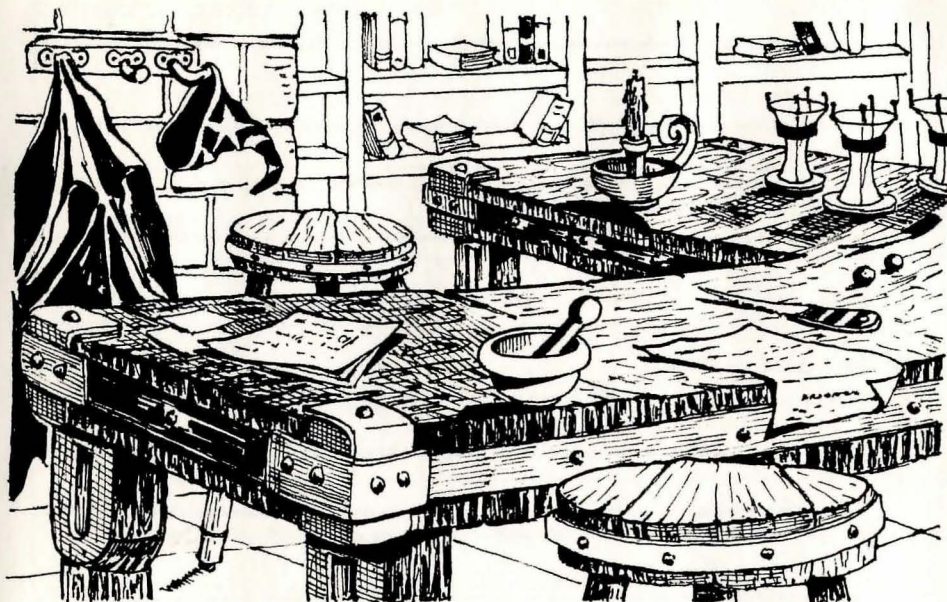
- A.
- B.
- C.

How do I enter the aquarium?

- A.
- B.

How do I satisfy the Demon?

- A.
- B.
- C.



General Questions

What is the object of this game?

- A. Part of the object of the game is to discover the object of the game
- B. If you just keep solving problems, eventually you will find that you have finished the game

What should I do with the treasures I've found?

- A.
- B.

What do I do about the Wizard?

How many spells are there in this game?

- A.
- B.
- C.

What does the "fantasize" spell do?

How do I cast a spell?

- A.
- B.
- C.

Is there anything special about the spells the Wizard mumbles?

Where should I play the violin?

- A.
- B.

How can I get the pearls back from the housekeeper?

- A.
- B.

How do I get past Cerberus?

- A. The "fierce" spell is not recommended
- B. The "float" and "feeble" spells are not strong enough,
- C.
- D.

Where does saying "Hello aviator" cause something to happen?

- A.
- B.

What do I do for light when my lamp runs out?

Can the Demon help me?

- A.
- B.

Where do I find the white sphere?

A. Try looking into the blue sphere

B. It is actually clear, not white

C.

D.

E.

Are the spheres useful for anything?

A.

B.

C.

D.

How many spheres are there?

A.

B.

C.

How do I get down the staircase beyond the landing without being killed?

A.

The landing is guarded by "magical runes"

B.

close in on you as if
searching for something

C.

You must have the wand.



What do I do with the perfect rose?

Must something so beautiful have any other use?

A.

B.

What do I do with the heads on poles?

A.

I suggest that you
not disturb the remains

B.

Let the dead rest in Peace,

What is the significance of "Feel free"?

A.

Both words begin with an "F"

B.

I have all the points but somehow don't feel finished. What do I do?

A.

Type: score

B.

The grave repellent
label is a subtle hint,

C.

The crypt is a place of death.

D.

E.

I've finished the game but don't have all 400 points. What's going on?

Don't let it bother you. You have really completed the game

A.

B.

I haven't finished the game and I don't have all 400 points.

So what else is new?

For your amusement (after you've finished the game)

Have you ever tried... *setting off the bomb in the dusty room and then waiting in the ballroom tied to the ledge.*

petting or killing Cerberus after putting on his collar

removing Cerberus's collar

attacking the Princess

taking the serpent

diagnosing yourself while under certain spells

waiting around the Topiary

*reading matchbook, Wizard's degree, bills, stamp...
repeatedly looking at the Wizard's quarters*

giving something to the robot

remaining in the vault when the curtain door closed

casting spells on a gnome

*giving the bomb to the Dragon, Guano's Wizard...
getting killed after freeing the Demon*

giving treasure to the dragon (and finding it afterwards)

saying "hello" to everyone

*telling the robot to take the Wizard's wand
repeatedly using the wand before it was recharged*

asking the robot to read or eat the cakes

pointing the wand at yourself

kissing the Wizard, Dragon...

putting the coin in the well and making a wish

saying play Wizard, play dragon

squeezing anything

burning or eating the zorkmid bills



Treasures: their values and locations (use only as a last resort)

treasure	value	where found
pearls	15	
gold key	15	
dragon statue	20	
x red sphere	20	
violin	20	
portrait	20	
ruby	15	
zorkmid bills	25	
x blue sphere	20	
x candy	15	
x black sphere	30	
crown	20	
x clear sphere	20	
stamp	10	
x collar	15	
zorkmid coin	20	
x wand	30	

x unavailable when Demon asks for treasures

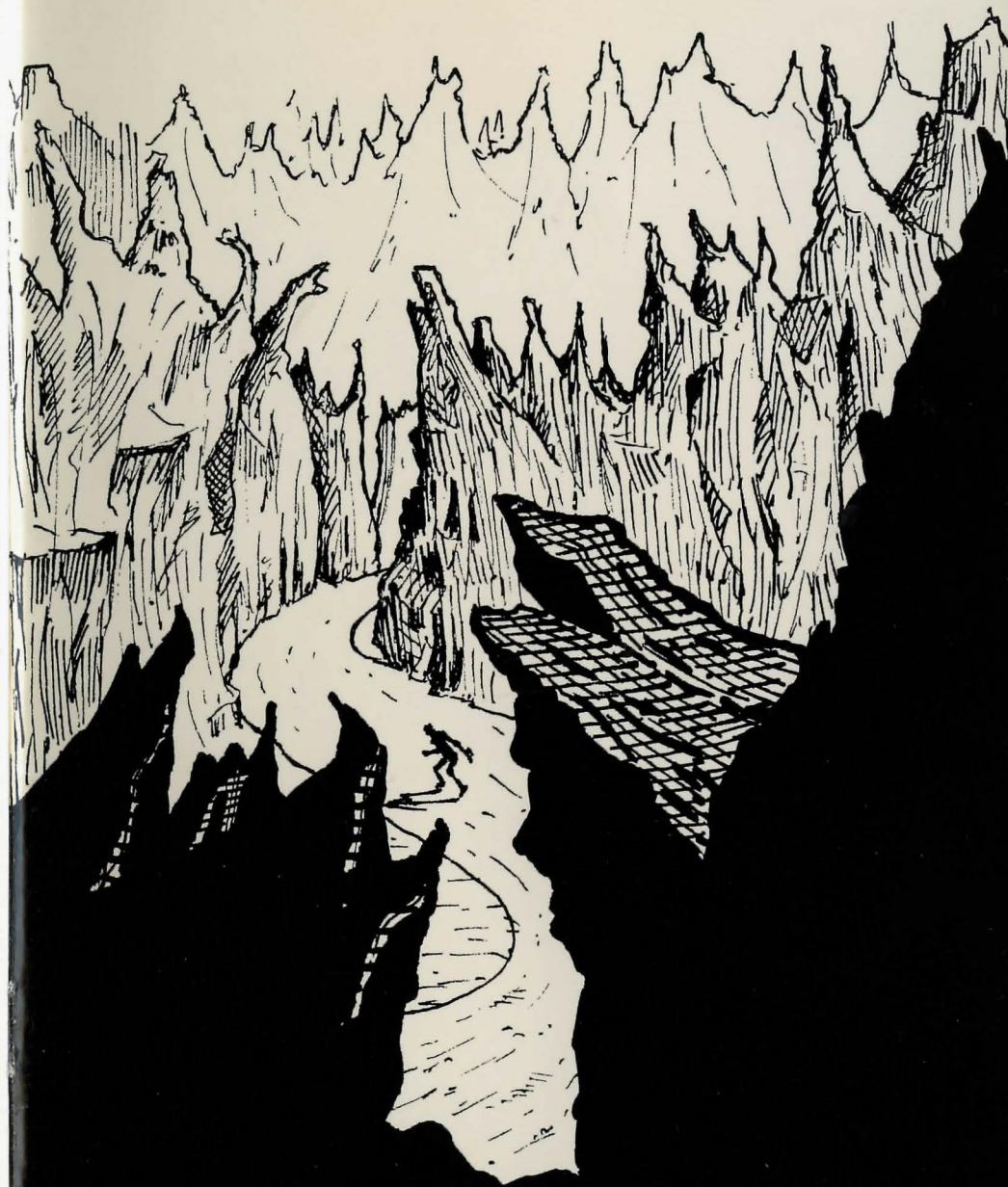
Other points

330 total

solving the riddle (5)
top of well (10)
killing the dragon (5)
entering workshop (10)
solving maze (5)
Cerberus room (10)
entering anteroom (3)
entering crypt (2)

50 total

2 points per treasure given to the demon
(20 maximum since 10 treasures are available)



The Zork Users Group specializes in the Interlogic™ series of games offered by Infocom. In addition to maps, InvisiClues, and assorted game memorabilia, we are a source for all Interlogic games on all systems for which they are available on a non-exclusive basis.

For information and price lists for other games and products,
write:

Zork users group

PO BOX 20923

• MILWAUKEE, WISCONSIN 53220-0923

