



InvisiClues™
The Hint Booklet for
ENCHANTER™

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 ENCHANTER, 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:

Why did the dragon wear red sneakers?

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.

Once you have finished ENCHANTER, 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.

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Starting Out

Why was I chosen for this task?

A.

B.

How many times must I go west before I arrive at my destination?

A.

B.

C.

Is there anything important in the shack?

A.

B.

C.

What can I do about the crone?

A.

B.

C.

What is the significance of the Lonely Mountain?

A.

B.

How do I signal the monsters approaching by sea?

- A.
- B.
- C.

Eating, Drinking and Sleeping

What do I do when I get thirsty?

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

What do I do when I get hungry?

- A.
- B.
- C.

What do I do when I get tired?

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

Where did some of my possessions go while I slept?

A.

B.

C.

Where are the magic pajamas?

A.

B.

C.

What is the significance of the dream with the damsel?

A.

B.

C.

What is the significance of the dream with the cartoon figure?

What is the significance of the dream in which something seems to be lost?

A.

B.

C.

D.

E.

What is the significance of the dream with the dancing penguins?

A.

B.

C.

D.

E.

What is the significance of the dream with the glowing face?

A.

B.

C.

D.

What is a leading cause of insomnia?

What is a leading cure for insomnia?

What is a leading cause of Interlogic games?

Inside The Castle

How do I get into the castle?

A.

B.

C.

D.

E.

What do I use for light in the castle?

A.

B.

C.

What's going on in the Dungeon?

A.

B.

C.

What can I do with the silver spoon?

A.

B.

C.

D.

The Hall of Mirrors

Are the mirrors useful for anything?

A.

B.

C.

D.

E.

F.

Who is the adventurer?

A.

B.

The Library

Read any good books lately?

A.

B.

C.

What can be done with the rat tracks?

A.

B.

C.

The Egg

What is the egg good for?

- A.
- B.
- C.

Can the egg be opened?

- A.
- B.
- C.

What can I make with the egg?

- A.
- B.
- C.

Can I fix what's inside the egg?

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

The Temple

How can I avoid being taken prisoner in the Temple and adjoining areas?

- A.
- B.
- C.

Can I stop the guards from taking me away?

- A.
- B.
- C.

Do the guards become bolder as the game goes on?

Once I'm taken prisoner, is there any escape?

- A.
- B.

Can I survive the sacrifice?

- A.
- B.
- C.

Can I get the dagger from the being that sacrifices me?

- A.
- B.

Is Krill the being that sacrifices me?

When the statue approaches, should I pray or run?

- A.
- B.
- C.

Will the BOZBAR spell be of use to me?

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

The Jewelled Box

What is a Gordian Knot?

How can I unravel the rope?

Can I cut the rope?

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

Can the adventurer cut the rope?

- A.
- B.

How can I use magic to open the box?

- A.
- B.
- C.

The Sea

How can I swim away from the castle?

- A.
- B.

Is the turtle significant?

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

How do I make turtle soup?

- A.
- B.
- C.

The Engine Room

Is there any way to shut off the machinery from the Engine Room?

Is there any way to shut off the machinery from the Control Room?

Can I reliably get to the Control Room without becoming a pancake?

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

Can I get back from the Control Room safely?

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

(continued on next page)

E.

F.

G.

How can I talk to the turtle when it's too noisy?

A.

B.

The Forest

Where is the forest?

A.

B.

How do I get into the forest?

A.

B.

C.

How do I avoid the herd of dragons in the forest?

A.

B.

C.

D.

Is there anything important in the forest?

A.

B.

C.

What is the significance of the frogs?

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

How can I turn one of the frogs into the Prince of Kaldorn?

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

Magical Spells and Objects

What is Thaumaturgy?

How, exactly, does one cast a spell?

How long do spells last?

Is there a limit to how many times I can cast a spell?

- A.
- B.

Do I always need to copy spells into my book?

- A.
- B.

Why can't I copy some spells into my spell book?

A.

B.

What on earth is the FILFRE spell good for?

How many spells can I keep memorized?

A.

B.

Why do I have trouble with spells when I get tired?

What happens when I've exceeded the number of spells I can memorize?

Why does Belboz take powerful spells away from me?

A.

B.

How can I use the KULCAD spell?

A.

B.

C.

D.

E.

F.

The Adventurer

How can I meet the adventurer?

- A.
- B.
- C.

Why doesn't the adventurer seem to like me?

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

What can the adventurer do for me?

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

- E.
- F.
- G.
- H.
- I.

How can I get the adventurer where I need him?

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

Maps

Are any of the maps useful?

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

How can I remove the globe?

- A.
- B.

What is the map on the ground good for?

- A.
- B.

What can I do with the pencil?

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

Can I sharpen the pencil?

- A.
- B.

The Translucent Rooms

What is the evil presence I feel in the Translucent Rooms?

- A.
- B.
- C.

Once the evil presence is released, can I stop it?

- A.
- B.

Why stir up the evil presence anyway?

- A.
- B.

How, exactly, do I get the powerful scroll?

A.

B.

C.

D.

The Winding Stair

How long does the Winding Stair continue?

A.

B.

C.

D.

E.

Krill

Who is Krill?

What is he doing?

A.

B.

C.

Why do things in the castle seem to deteriorate with time?

A.

B.

C.

How can I find Krill?

A.

B.

C.

D.

E.

How do I survive the bottomless pit?

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

How can I defeat Krill?

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

How do I defeat the dragon?

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

How do I defeat the shape?

- A.
- B.
- C.

How do I defeat the mongoose?

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

Odds and Ends

What is happening when my mind is “probed”?

A.

B.

Is Enchanter really Zork IV?

A.

B.

Will there be a sequel to Enchanter?

A.

B.

When You're Done

Do the spells' names have any meaning?

A.

B.

C.

D.

Do spells work on unintended objects?

Have You Tried...?

(When you think you've seen everything)

Scoring Points

(As a last resort)

The Spells and Their Locations

(Use only as a last resort)

Spells	Locations

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