

InvisiClues™
The Hint Booklet for

INFIDEL



FI AMAN ALLAH!
HEREAFTER YOU SHALL PURSUE
YOUR FOOL DREAM OF THE
HIDDEN PYRAMID AND ITS
RICHES ALONE!
MAY THE JACKALS FEED
WELL UPON YOUR BONES

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 INFIDEL, 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:

Can I trust Hassan, the used camel dealer?

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 INFIDEL, 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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Camping Out

How do I open the trunk?

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

Where can I find food?

- A.
- B.
- C.

Where can I find water?

- A.
- B.
- C.

How can I get the airplane to land?

- A.
- B.

(continued on next page)

- C.
- D.
- E.

What good is the sleeping bag?

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

What's the black box in the wooden crate?

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

How do I use the cigarette pack?

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

Where will I find the pyramid?

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

Okay. I've found the pyramid. How do I get in?

- A.
- B.
- C.

(continued on next page)

- D.
- E.
- F.
- G.
- H.

The Chamber of Ra

What's in the jar?

- A.
- B.
- C.

What's the significance of the altar?

- A.
- B.
- C.

Is there any way to get down the steep staircase?

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

Around the Circular Room

How do I keep the statue from breaking?

- A.
- B.

How do I get past the stone doors?

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

What can I do with the panels in the goddesses' rooms?

- A.
- B.

How do I get to the Netherworld?

- A.
- B.

How do I get to the Netherlands?

How can I use the opal cluster as a light source?

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

The Barge and Temple Area

How do I get the barge back to the Nile?

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

Can I take the beam?

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

(continued on next page)

- I.
- J.
- K.

How can I get the large painting from the temple?

Whose skeleton do I come across in the Inner Chamber?

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

What can I do with the jeweled ring?

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

Where is the bronze chalice?

A.

B.

C.

D.

The Cube Region

I've matched the wall colors on five sides of the cube, but the sixth is giving me a headache. What should I do?

A.

B.

C.

There seems to be a room missing. What should I do?

A.

B.

C.

D.

What's the significance of the panel?

A.

B.

C.

What should I do when the mummy appears?

A.

B.

C.

D.

E.

What significance is the sixteen-step staircase?

A.

B.

What do I do at the bottom of the stairs?

A.

B.

C.

What's going on in the western end of the Narrow Passageway?

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

How can I keep the floor from disappearing?

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

How can the rats help me?

The Antechamber Area

How do I get through the inset doorway in the south Antechamber?

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

What's the significance of the stone slab in the Annex?

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

What is the spatula used for?

A.

B.

C.

D.

How do I get through the doorway in the north Antechamber?

A.

B.

C.

D.

E.

F.

Can I take the scarab?

A.

B.

C.

D.

(continued on next page)

E.

F.

G.

Can I open the sarcophagus?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

What do I do when Craige shows up?

Hieroglyphic Dictionary

This dictionary is included for those players who feel that the translations of one or two symbols would be helpful. It is one interpretation of what the hieroglyphs mean; others may be equally valid. (Then again, they may not.)

*->		! =!	
#		\ /	
->		(.)	
< ...		!	
!		(
!)	
!		/	
< + >		@ =	
!!!		/	
::		\	
... >		./	
.-		\.	
< -*		=! =	
()		*	
/! \		+ / +	
:		=	
(= =)		*	
:		- -	
:		:	
...			
(*)			

;		< : : : >	
*		!-	
=		!*	
.		*!	
> ...		> * >	
!		(@)	
--		(@@)	
!		(@@@)	
< . >		(@@@@)	
< : >		(+)	
< : : >		#.	
< : : >		-	
< : : >		!	
< : : >		!!	
< : : >		!@!	
< : : >		(())	
< : : >		/ / \ \	
**		=	
-)		=	
		--->>	

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