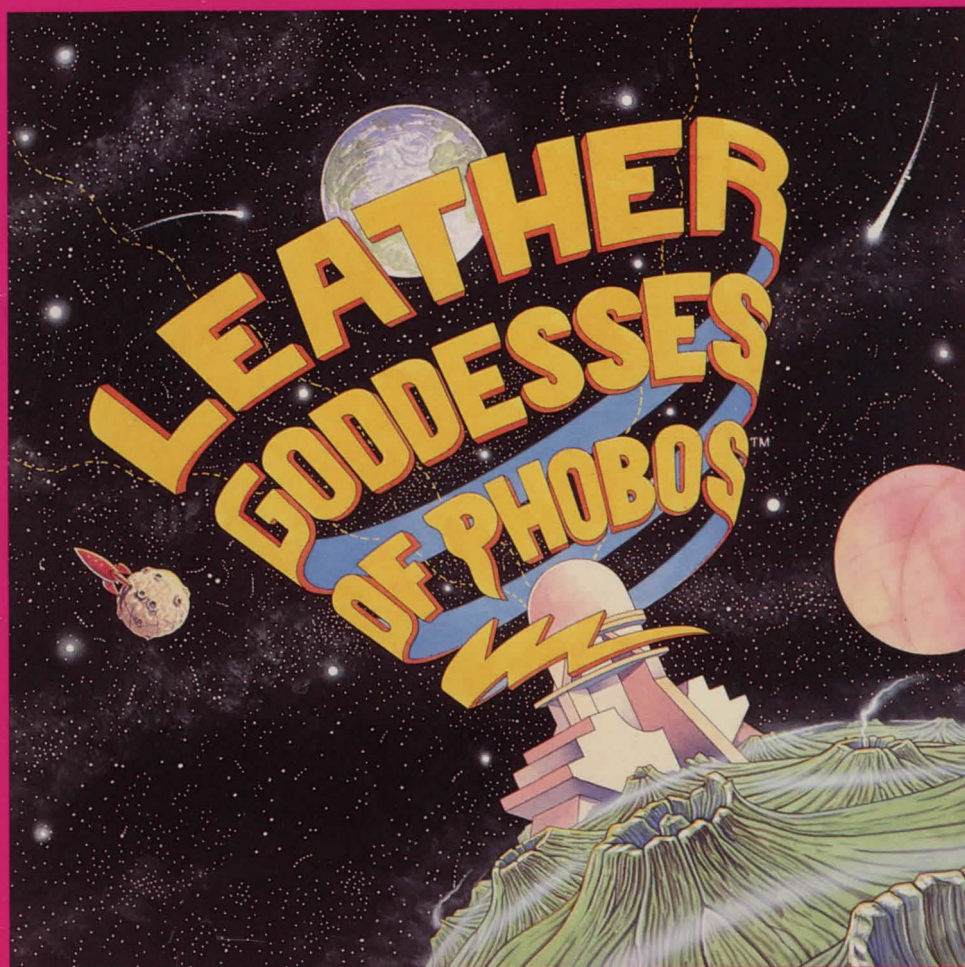


InvisiClues™
The Hint Booklet for



INFOCOM™

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Introduction

What are InvisiClues?

Since a major element of interactive fiction is solving puzzles, players sometimes get stuck at various points in the story. The purpose of *InvisiClues* hint booklets is to give you just enough of a hint to allow you to still solve the puzzle on your own. Thus, you can still have the thrill of discovering the solution, and can then continue onward in the story.

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, absence, or length of a question as an indication of the importance of the question's topic. Dummy questions and answers have been inserted to prevent you from using this hint booklet in that manner.

How to use this booklet

If you are stuck at some point in *Leather Goddesses of Phobos*, 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, after reading and thinking about this clue, you are still stumped, go on to the next hint. (Remember to recap the marker when you are done or it will dry out. And by the way, this book is not immortal. *InvisiClues* you've developed will begin to irrevocably fade after around six months.) Here's a sample question for you to try:

Can Professor Wurble help me save Pittsburgh from the hideous Yogurt Slime Monster?

- A.
- B.
- C.

Your marker contains more than enough Amazing Miracle *InvisiClues* Fluid to develop this entire hint booklet. However, if your marker dries out or gets lost, you can order a replacement marker for a nominal fee.

Once you have finished the game, look at the "For Your Amusement" section. Don't develop this section until you've finished, though, or you'll probably have many of the puzzles spoiled for you.

Joe's Bar

How can I get out of the bar area?

- A.
- B.
- C.

This section on Joe's Bar sure was a short section, huh?

- A.

The Prison Area (Phobos)

How can I get out of my cell?

- A.
- B.

Is the hunk of brown food important?

- A.
- B.
- C.

How can I prevent being killed by the Leckbandi guards?

- A.

Is this Trent/Tiffany character important?

- A.
- B.

Is there any way to light the Closet that is north of the Observation Room?

- A.

How can I get the basket off the shelf?

- A.
- B.
- C.

How can I leave the prison area?

- A.
- B.

Is the basement important?

- A.
- B.

Is the scrap of paper in the Other Cell meaningful?

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

Venus

How can I get past the Venus flytrap?

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

(continued on next page)

- E.
- F.
- G.

Is the untangling cream important?

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

How can I get out of the tree hole?

- A.
- B.

What is the can of stain for?

- A.
- B.
- C.

What can I give the salesman to get his machine?

- A.
- B.

How does the odd machine work?

- A.
- B.

(continued on next page)

- C.
- D.
- E.
- F.
- G.
- H.
- I.

Can I get into the house?

- A.
- B.
- C.

How can I get the rubber hose out of the cage?

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

Egad! I'm stuck in the cage in the body of a gorilla!

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

(continued on next page)

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

Is the Vizicomm Booth important?

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

How can I get off Venus?

- A.
- B.

Mars

The Ruined Castle Area

What should I do about the frog?

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

(continued on next page)

- G.
- H.
- I.
- J.
- K.
- L.
- M.

How can I catch the mouse?

- A.
- B.
- C.

> HINTBOOK, TELL ME ABOUT KING MITRE AND THE ANGLES.

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

Along the Grand Canal

How can I control the royal barge?

- A.

(continued on next page)

B.

C.

How can I decode the coded message from Among the Dunes?

A.

B.

C.

Just past the bend, there are docks on both sides of the canal, but I can only get the barge to stop at one of them. Is there any way to get to the other?

A.

B.

C.

D.

E.

F.

How can I land if I'm in the canal on the raft?

A.

Is there anything to do at the Dunetop?

A.

Is there anything to do around Canalview Mall?

A.

How can I buy an exit?

A.

B.

C.

D.

E.

F.

G.

H.

I.

What does the buoy mean?

A.

How does the white circle at the Oasis work?

A.

B.

C.

D.

E.

Is the rabbit important?

A.

B.

Is there any way to get past the ion beam without dying?

A.

B.

(continued on next page)

- C.
- D.
- E.
- F.
- G.
- H.
- I.
- J.

The Sultan's Palace

Is there anything for me to do in the Laundry Room?

- A.

Is the Oriental Garden important?

- A.
- B.

What should I do at the Minaret?

- A.
- B.
- C.

The Sultan/Sultanness keeps getting impatient and killing me.

- A.

The Sultan/Sultanness keeps sneezing and then killing me.

- A.

Omigosh! The Sultan/Sultanness killed Trent/Tiffany!

- A.

What is the answer to the riddle?

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

What number should I give to the harem guard?

- A.
- B.
- C.

What should I do in the Inner Harem?

- A.
- B.
- C.

It's too dark in the Catacombs to see!

- A.

How can I find my way around in the Catacombs?

- A.
- B.
- C.

(continued on next page)

D.

Ack! I keep getting attacked in the Catacombs!

A.

B.

C.

How can I get out of the Catacombs?

A.

What do I need to do in the Catacombs?

A.

The South Polar Region

Omigosh! I lost Trent/Tiffany at the Icy Dock!

A.

How can I get past the penguins?

A.

B.

C.

How can I stop the gypsies from getting killed?

A.

What should I do with the baby?

A.

B.

How can I get into the igloo?

A.

B.

(continued on next page)

C.

D.

E.

F.

G.

H.

I.

J.

What's with the weird geography around the igloo?

A.

Cleveland

Are the rake, the sack, or the leaves useful?

A.

B.

C.

D.

Can I get the telephone directory without flooding the basement?

A.

B.

C.

D.

E.

Is there anything interesting about the bedroom?

A.

How can I get the headlight?

A.

B.

C.

D.

E.

F.

G.

H.

Ack! Trent/Tiffany got killed by a truck!

A.

B.

Is there a way to stop the Ford's brakes from failing?

A.

B.

Is there anything to do in the Garden?

A.

B.

C.

D.

HELP!!! How can I get out of Cleveland?

A.

B.

(continued on next page)

C.

D.

E.

The Spaceship Scene, Near Saturn

Ack! When I get to the Hold, I'm blown up!

A.

Ack! Trent/Tiffany keeps getting blown up when we go to the Hold!

A.

B.

Is the stallion useful?

A.

B.

C.

D.

What is that rumbling noise?

A.

B.

C.

D.

E.

F.

I keep dying from the cold In Space.

A.

B.

How can I get past Thorbast/Thorbala?

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

How can I save the young man/woman from the space monster?

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

What should I do after saving the young man/woman?

- A.
- B.
- C.

Is there any way to land on Titan without crashing?

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

(continued on next page)

F.

How do I get away from this spaceship section of the story?

- A.
- B.

Among the Mountains of Neptune

Is there any way to get a light source into the cave?

- A.
- B.

Is the love potion useful?

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

How can I keep the baboons and the gibbons away from me?

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

How can I leave Neptune without being blasted by the Throbber Rays?

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

The Boudoir and Plaza (Phobos)

What is this Boudoir and what do I do here?

- A.
- B.

Okay, now I'm in the Plaza. What do I do here?

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

General Questions

What's my goal in this story?

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

How can I change the gender of my character in the story?

- A.

The scoring seems pretty cockamamie. How does it work?

- A.
- B.

(continued on next page)

- C.
- D.
- E.

Shucks! It won't let me into LEWD mode.

- A.
- B.

I'm not really picking up the 3-D in the comic. Can you give me some tips?

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

What exactly are the seven scratch 'n' sniff odors, and where do they appear in the story? (Don't develop the answers until you've finished the story, or you might see things you don't want to see!)

1.
2.
3.
4.
5.
6.
7.

Some other odors we were considering: Shark, Peanut Butter, Capers, Bubble Gum, Whipped Cream, Mushroom, New Car, Angelova's Perfume, Dead Skunk.

Is a marsmid anything like a zorkmid?

- A.

1. The first step in the process of the research is to identify the problem or question that you want to answer. This is often done by reviewing the literature on the topic and identifying gaps in knowledge.

2. The second step is to design the study. This involves deciding on the methods you will use to collect data and the variables you will measure. It also involves deciding on the sample size and the way you will select your participants.

3. The third step is to collect the data. This is often done through surveys, experiments, or observations. It is important to ensure that the data is collected in a way that is reliable and valid.

4. The fourth step is to analyze the data. This involves using statistical methods to summarize the data and to test hypotheses. It is important to ensure that the analysis is done in a way that is appropriate for the data and the research question.

5. The fifth step is to write the report. This involves summarizing the findings of the study and discussing their implications. It is important to ensure that the report is written in a clear and concise way and that it includes all the necessary information.

This section tells you where to find the eight items on the parts list. Use it only as a last resort.

	Item	Location
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		

This section should only be used as a last resort, or for your own interest after you've completed the game. For more information about how scoring works in *Leather Goddesses of Phobos*, see the scoring question in the General Questions section.

Event	Points
Waking up in the laboratory	from 1 to 5 points
Feeling the impact	from 16 to 20 points
Getting the dead machine from the machine	from 4 to 10 points
Returning to your body in the Laboratory	from 30 to 40 points
Reaching the end point	from 40 to 45 points

20 LGOP InvisiClues

[illegible]

For Your Amusement

You shouldn't develop anything in this section until you've finished *Leather Goddesses of Phobos*. Things in this section will invariably give away the answers to puzzles in the game.

(The page contains faint horizontal lines, suggesting it was part of a lined notebook.)

LGOP InvisiClues 21

1. The first step in the process of the scientific method is to ask a question. This question should be based on an observation or a problem that you want to solve.

2. Next, you need to do some background research. This will help you to understand what is already known about the topic and what you need to find out.

3. Then, you should formulate a hypothesis. This is a statement that you think is true, but you need to test it to see if it is.

4. After that, you need to design an experiment. This is a plan that you follow to test your hypothesis. It should include a control group and an experimental group.

5. Once you have designed your experiment, you need to carry it out. This means following the steps of your experiment and collecting data.

6. Finally, you need to analyze your data. This means looking at the results of your experiment and seeing if they support your hypothesis.

7. If the results do support your hypothesis, then you can accept it. If they do not, then you need to reject it and come up with a new hypothesis.

8. The scientific method is a way of thinking that helps us to understand the world around us. It is a process that we can use to solve problems and answer questions.

9. It is important to remember that the scientific method is not a straight line. Sometimes, you may need to go back to an earlier step if you find that your hypothesis is wrong or if you have new information.

10. The scientific method is a powerful tool that can help us to learn about the world and to solve problems. It is a process that we can use to think critically and to make decisions based on evidence.

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