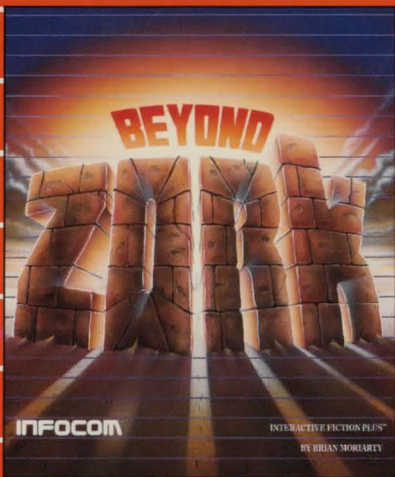


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InvisiClues

The Hint Booklet for
Plundered Hearts and Beyond Zork



INFOCOM

Introduction

What are InvisiClues?

Since a major element of interactive fiction is solving puzzles, players often get stuck at various points in the story. *InvisiClues* hint booklets 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 usually 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 *Plundered Hearts* or *Beyond Zork*, 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 you're 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, the books are not immortal. *InvisiClues* you've developed will begin to irrevocably fade after a few months.)

Here's a sample question for you to try:

There's a bird nearby with a jewel in its beak. How can I get it?

- A. _____
- B. _____
- C. _____

Your marker contains more than enough 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" sections. Don't develop these sections until you've finished, though, or you'll probably have many of the puzzles spoiled for you.

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INVISICLUES FOR PLUNDERED HEARTS

The Ship

Good Gracious! What is this extremely improper scene at the very beginning?

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

Pirates are attacking *Lafond Deux*! What can I do?

- A. _____

I'm stuck in the Captain's Quarters! How can I escape?

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

How do I get on deck?

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

(continued on the next page)

- E. _____
- F. _____
- G. _____

I can't climb the ladder! My skirts get in the way!

- A. _____

Immodest I must be to get on deck, but I cannot, so undressed, preserve my virtue from Jamison's lusty crew. How may I move around?

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

How can I prevent the ship from blowing up?

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

(continued on the next page)

- G. _____
- H. _____
- I. _____
- J. _____

How can I stop the *Helena Louise* from dashing on the rocks?

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

How can I rescue my father, trapped as I am aboard the *Helena Louise*?

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

I escape the ship but drift out to sea. How can I get ashore?

- A. _____
- B. _____

Of what use is the skiff?

- A. _____
- B. _____
- C. _____

The Mansion

How can I get into the mansion?

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

Who is this woman who keeps throwing me out of the kitchen? How can I make her stop?

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

There is a loose slat at the back of the folly. Is it important?

- A. _____
- B. _____

How do I get the pistols in the Parlour?

- A. _____
- B. _____

The Ball

I haven't been to a ball in so long! How can I get in?

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

I don't have an invitation to the ball!

A.

B.

C.

D.

I'm Cinderella, with nothing to wear to the ball! Where's my fairy godmother?

A.

B.

C.

D.

Lafond is threatening to kill my father unless I dance with him. What shall I do?

A.

B.

C.

Rescuing Papa

Jamison can't find Papa anywhere, nor can I. Where else should I look?

A.

(continued on the next page)

B.

C.

D.

E.

F.

G.

Lafond said he'd send for me when he was ready. I've been waiting around for hours and nothing has happened. What's taking so long?

A.

What do I do to get by the crocodile?

A.

B.

C.

D.

E.

F.

G.

(continued on the next page)

H.

I.

J.

K.

Here's a locked cell and I have no key.

A.

B.

C.

Robert's fallen into the quicksand! How can I save him?

A.

B.

C.

D.

Lafond's Bedroom

Where is Lafond's room?

A.

B.

How can I escape Lafond's clutches? I'm in his room, helpless and terrified.

A.

B.

C.

D.

E.

F.

G.

H.

I.

The butler is napping in the hall, but I can't stop Lafond from pawing me!

A.

B.

C.

D.

E.

I've gotten rid of Lafond, but the butler won't let me leave the room!

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

I've made it out of Lafond's room, but he catches me afterwards!

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

Rescuing Nicholas

(If you haven't been in Lafond's room, don't develop these.)

Oh no! I can't get past this crocodile again!

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

Cookie is asking me if I know where Jamison is. What do I say?

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

I've found Jamison, but Crulley won't let me near him!

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

Now I can't free Nicholas!

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

Now I can't wake Nicholas!

- A. _____
- B. _____

Men! I woke and freed Nicholas, but he kissed me and ran off! Where'd he go?

- A. _____

The Endgame

They're duelling in the ballroom! How can I stop them?!

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

Alack, alas! Lafond has killed Nicholas! Where shall I turn? What can I do? What shall become of me?

- A. _____

They're duelling on the beach! How can I stop them?!

- A. _____
- B. _____

Crulley's about to kill Nicholas! What can I do?

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

Explanations of the Four Different Conclusions

The four possible final ranks are:

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

INVISICLUES FOR BEYOND ZORK

Grubbo-by-the-Sea

Why can't I talk to the old sailor?

A.

B.

C.

What's the significance of the sailor's painting?

A.

How do I get the driftwood out of the water?

A.

What's a shillelagh?

A.

B.

C.

A leprechaun stole my shillelagh! How do I get it back?

A.

B.

C.

D.

What's the significance of the sign outside the tavern?

- A. _____
- B. _____
- C. _____

How do I get into the tavern?

- A. _____

One of the bandits threw a dagger at me! What should I do?

- A. _____
- B. _____
- C. _____

Why won't the cook let me take the giant onion?

- A. _____
- B. _____
- C. _____

How do I get into the wine cellar?

- A. _____
- B. _____

The Wine Cellar

The Lore and Legends of Quendor doesn't say anything about rat-ants!

- A. _____
- B. _____

What do I do with the crinkly scroll?

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

I can't read the runes on a scroll! What's going on?

- A. _____

I spoke the Word on the crinkly scroll. What happened?

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

My scroll disappeared! How do I get it back?

- A. _____

How do I see in the dark?

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

I just found a wand (stick, rod, stave, cane or staff)! How do I use it?

- A. _____

How do I get the tiny crown from the discipline crab?

- A. _____
- B. _____
- C. _____

Can I do anything with the pile of seashells?

- A. _____

Why can't I climb the stack of crates?

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

(continued on the next page)

- F. _____
- G. _____
- H. _____

My lantern keeps going out. Where can I recharge it?

- A. _____
- B. _____
- C. _____

Help! A skeleton is strangling me!

- A. _____
- B. _____

How do I decipher the runes on the amulet?

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

Of what use is the amulet?

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

How do I get back upstairs out of the cellar?

- A. _____
- B. _____
- C. _____
- D. _____
- E. _____
- F. _____
- G. _____
- H. _____
- I. _____
- J. _____

I saved my game just before I entered the wine cellar. When I restored and went down again, the geography was different! What's going on?

- A. _____
- _____

The Lighthouse

What's the meaning of the inscription on the cliff wall?

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

That giant slug is tough! Anything I can do to improve my odds?

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

How do I get the dust bunny?

- A. _____
- B. _____
- C. _____

These dust bunnies are driving me nuts! What do I do?

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

Is there any way to get rid of the dornbeast?

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

(continued on the next page.)

- G. _____
- H. _____
- I. _____

Is there anything in the debris besides the chest?

- A. _____
- B. _____

How do I open the sea chest?

- A. _____
- B. _____
- C. _____

What on earth can I do with a vague outline?

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

What is a palimpsest?

- A. _____
- B. _____

The Ethereal Plane of Atrii

Where am I?

- A. _____

An outline is blocking my path!

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

What are these curtains doing here?

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

Is there anything I can do with the Implementors?

- A. _____
- B. _____
- C. _____

Accardi-by-the-Sea

Why aren't there any price tags in the weapon shop?

- A. _____
- B. _____
- C. _____

Which weapon should I buy?

- A. _____
- B. _____
- C. _____

I only have one zorkmid! Where can I find more?

- A. _____
- B. _____
- C. _____

How do I get into the Guild Hall?

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

(continued on the next page.)

F.

G.

H.

I.

J.

K.

What can I do with the hurdy-gurdy?

A.

B.

C.

D.

E.

The Moors

Help! An eldritch vapor is stealing my possessions!

A.

B.

C.

The pterodactyl won't let me near. Should I ignore him?

A.

B.

C.

D.

E.

How do I treat the pterodactyl? He still won't let me near!

A.

B.

C.

D.

E.

F.

Why should I want a pterodactyl for a friend?

A.

B.

C.

(continued on the next page.)

D.

E.

F.

G.

H.

The pterodactyl disappeared! Where did he go?

A.

B.

Is the whistle useful?

A.

B.

C.

The winds make navigation a real pain. Is there anything I can do?

A.

B.

C.

D.

E.

(continued on the next page.)

F.

G.

The Castle

What's the Magick password that will lower the drawbridge?

A.

B.

C.

D.

Help! I keep getting caught by the Queen!

A.

B.

C.

D.

Is the morgia bush good for anything?

A.

B.

C.

How do I get the jar?

A.

B.

How do I get out of the castle?

- A. _____
- B. _____

Mizniaport

Haven't I seen this old woman somewhere before?

- A. _____
- B. _____

How do I buy things in the boutique?

- A. _____
- B. _____

Which armor should I buy?

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

Do I need the horseshoe?

- A. _____
- B. _____

How do I shoe the unicorn? I can't find any nails!

- A. _____
- B. _____
- C. _____

I can't reach the saddle!

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

That unicorn sure looks sad. Isn't there anything I can do for her?

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

The Fields of Frotzen

How do I get past the lightning at Edge of Storms?

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

How do I catch the butterfly?

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

Is there any way to get a scarecrow?

- A. _____

What do I do with the scarecrows?

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

(continued on the next page)

- E. _____
- F. _____
- G. _____
- H. _____
- I. _____
- J. _____

- K. _____

How do I get by the corbies blocking off part of the fields?

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

Where'd this farmhouse come from?

- A. _____
- B. _____
- C. _____

Froon

How do I polish the giant boot?

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

Nothing is happening here in Froon. What do I do?

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

Does it matter which key I take?

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

Gurth

The street hawker dropped something!

- A. _____
- B. _____

This old woman looks awfully familiar.

- A. _____

Is there anything I need to buy in the Magick Shoppe?

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

Can I do anything at the Shady Wall?

- A. _____
- B. _____

The Jungles of Miznia

How do I get into the gondola?

- A. _____
- B. _____

Are the support towers good for anything?

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

What can I do with the mossy rock?

- A. _____
- B. _____
- C. _____

It's completely dark! What happened?

- A. _____

Is there any light source besides the lantern?

- A. _____
- B. _____
- C. _____

Is there anything to do inside the idol?

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

Why can't I see the secret door in the idol?

- A. _____
- B. _____
- C. _____

How do I get back outside of the idol?

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

I can see the Crocodile's Tear, but I can't reach it without falling into the idol! This is driving me crazy!

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

I lost the jewel! How do I get it back?

A.

B.

C.

D.

E.

F.

Poor widdle baby hungus! Is there any way to rescue him?

A.

B.

C.

D.

What can I do at the waterfall?

A.

Thriff

How do I stop the hunter from finding the minx?

A.

B.

C.

Where do I find chocolate truffles?

A.

B.

C.

D.

E.

F.

Those truffles don't last very long, do they?

A.

B.

C.

D.

E.

F.

G.

H.

I.

Can I do anything at the Rock Wall?

A.

Is there anything I can do in the Chapel?

A.

B.

C.

How do I get the reliquary?

A.

B.

C.

(continued on the next page.)

D.

E.

What is the glyph in the snowy clearing?

A.

B.

The Christmas tree monsters won't let me past!

A.

B.

C.

D.

Where do I find a caterpillar?

A.

B.

C.

D.

E.

F.

G.

Is the leaflet useful for anything?

A.

B.

What do I do with the little black book?

A.

How did that dome get on top of the mountain?

A.

B.

C.

D.

How do I stop the glyph from melting with the snow?

A.

How do I thwart the Christmas tree monsters?

A.

B.

C.

D.

E.

F.

G.

I buried the Christmas trees, but they still trample the village!

A.

B.

C.

D.

I can't return to the clearing! It's too hot!

A.

B.

C.

D.

E.

F.

I made it to the Lava Flow! Now what?

A.

B.

C.

What tool do I need to inscribe a glyph?

A.

B.

C.

D.

Where can I study glyphs? I don't know which one to inscribe!

- A. _____
- B. _____
- C. _____

Is the thing in the reliquary useful?

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

What can I do with the gray sphere?

- A. _____
- B. _____
- C. _____
- D. _____
- E. _____
- F. _____
- G. _____
- H. _____
- I. _____
- J. _____

(continued on the next page.)

- K. _____
- L. _____
- M. _____
- N. _____
- O. _____
- P. _____

The Forest

What does the inscription on the boulder mean?

- A. _____
- B. _____
- C. _____

How do I get across the bridge?

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

The Ruins

Help! I can't kill the undead warrior!

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

Are the weeds at the Glare good for anything?

- A. _____
- B. _____

What is the significance of the arch in the Plaza?

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

How do I get the helmet out of the trench?

- A. _____
- B. _____
- C. _____

I don't know exactly where (when?) to dig!

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

Underground

How do I see underground? It's dark.

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

Is there any way to stop the lucksuckers?

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

How do I deal with the lurking presences in the dark?

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

What is the shadow in the corner?

- A.
- B.

How do I deal with the shadow?

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

I don't want to strangle baby grues! How do I survive the ur-grue's attack?

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

Look at all that plunder! How do I bring it home?

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

That Which Can be Named

Weapons

Animals

Variable Magic Items Lists

Wands

Scrolls

Potions

Treasure Locations and Values

(Note — Magick items can also be resold for zorkmids.)

Treasure

Location

Value

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HB-IR1/IZ8-BOK