

InvisiCluesTM

for **Starcross**TM

produced by the Zork Users Group

illustrated by David Ardito



Introduction

The phenomenally favorable response from those who have tried InvisiClues has encouraged me to produce them for all of Infocom's games as they are released. Those of you who are new to an InvisiClues booklet should read this introduction carefully.

Much of the fun of playing Interlogic™ games 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 section "How all points are earned" 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. It is not necessary to rub the marker back and forth over the same area. (Note: over a period of months the image is likely to fade.)

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
Chicago, Illinois
October, 1982

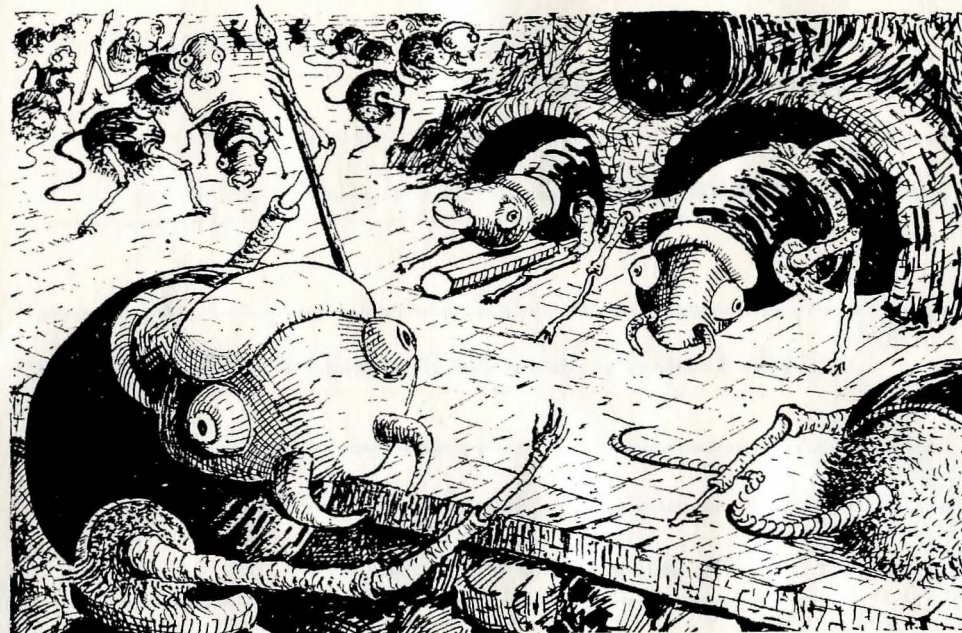


Table of Contents

On the Starcross	2
The Red Airlock	5
General Questions	7
The Weasel Ship	12
The Computer Room	14
All the Aliens	16
The Laboratory	20
The Inner Region	22
The Bubbles	25
For your amusement (after you've finished)	27
How all points are earned (as a last resort)	28

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Starcross is a trademark of Infocom Inc. The Zork Users Group is an independent group not affiliated with Infocom Inc., the producers of Interlogic game software. InvisiClues is a trademark of the Zork Users Group.

On the Starcross

How do I turn off the alarm bell?

A.

B.

C.

How do I read the output of the mass detector?

A.

B.

What is the significance of the ship's registration?

A.

B.

How do I reply to the message from Ceres?

A.

B.

How do I use the ship's controls?

A.

B.

C.

How do I know which unidentified mass I should go to?

A.

B.

C.

How do I set a course for a particular object (for instance, UM08)?

A.

B.

C.

D.

E.

Is there a way to get the computer to shut up?

A.

B.

What do I do with the tape library?

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

How can I leave the ship?

- A.
- B.
- C.

How do I get back to the Starcross?

What is the safety line for?

How do I land the Starcross on the Artifact?

- A.
- B.
- C.

How fast is the Artifact spinning?

How do I maneuver the Starcross to the fore end of the Artifact?

The Red Airlock

What do I do with all the strange protrusions around the airlock?

- A.
- B.
- C.

How do I get into the Artifact?

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

Is the sculpture significant?

A.

B.

C.

What is the significance of the tiny column made up of only one hexagon?

A.

B.

C.

Once inside the Artifact, can I take off the space suit?



General Questions

Why is the Artifact suddenly shutting down?

What does a flashing light in the airlock mean?

How in the world do I revive the plants to replenish the air?

A.

B.

What is the significance of the maintenance mouse?

Where are the mouse holes?

A.

B.

How can I get through the mouse hole?

A.

B.

C.

D.

E.

F.

What setting of the ray gun will blast open the mouse hole?

How do I recharge the ray gun?

A.

B.

How do I read the charge indicator on the ray gun?

How are the settings on the ray gun changed?

A.

B.

Can I fix the gun so it won't misfire?

A.

B.

C.

D.

E.

What is the significance of the "glass cleaner"?

A.

B.

C.

D.

How do I leave through the yellow airlock?

A.

B.

C.

Once I am drifting in space, how do I get back to the Artifact?

A.

B.

C.

D.

What is the metal basket for?

How do I stop the air from becoming unbreathable?

A.

B.

C.

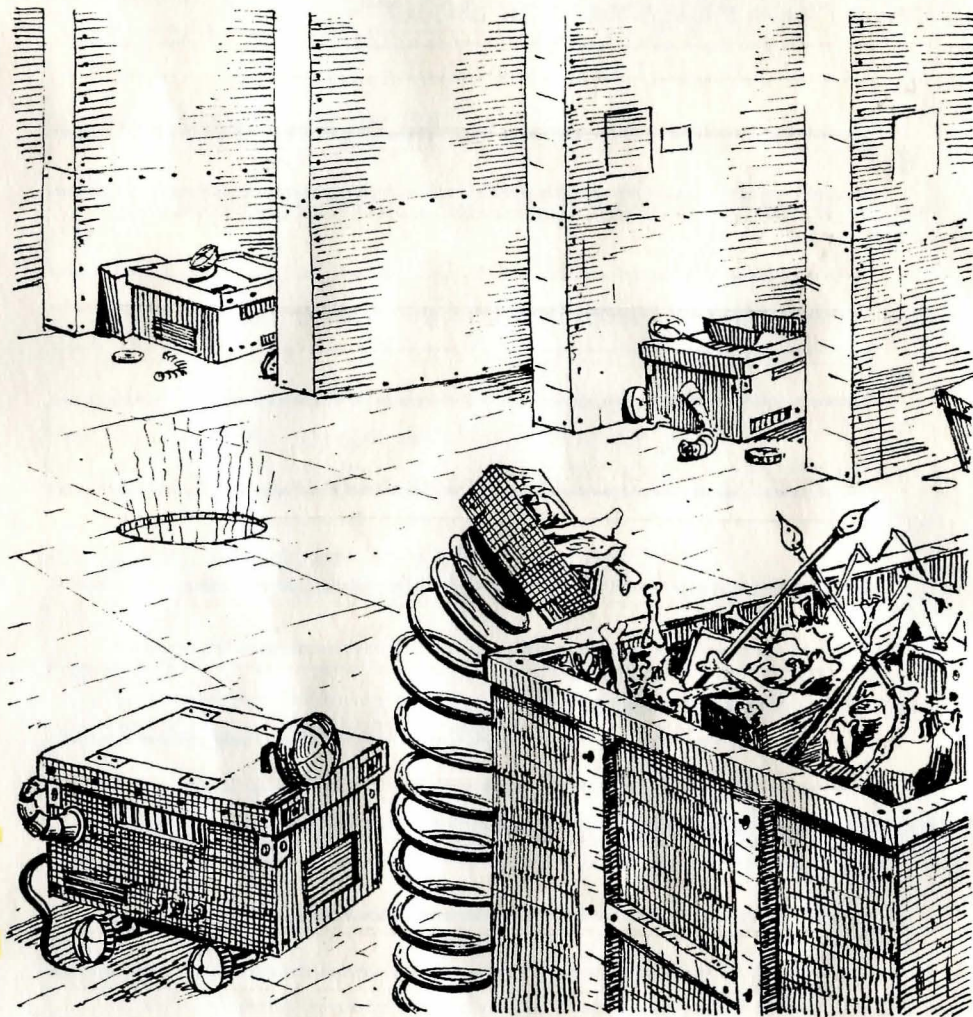
How do I get to the green dock?

Where is the charcoal?

A.

B.

C.



Can I do anything with the damaged mice?

Is there any significance to the trash bin?

- A.
- B.
- C.

What is down the hole in the garage?

How do I turn on the lights in the darkened area?

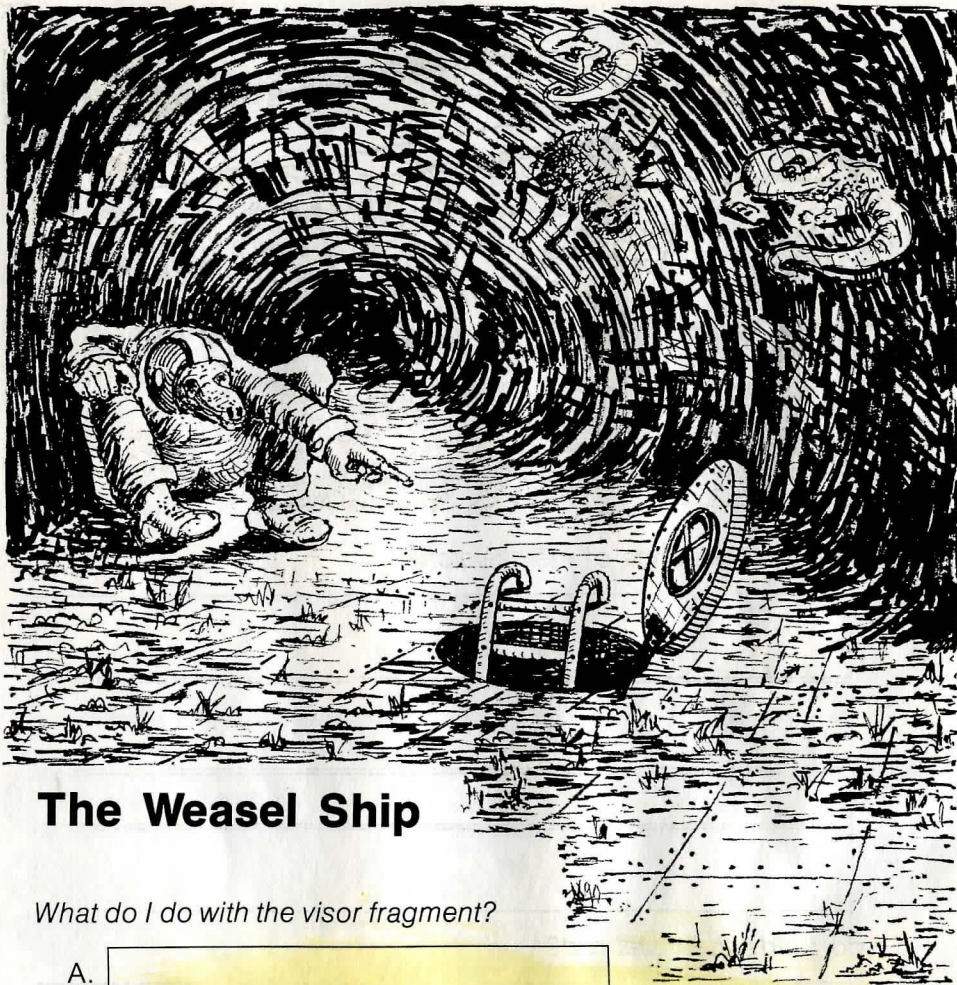
- A.
- B.
- C.
- D.

Is there anything special about the observatory projector?

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

Where do I find the orange crystal rod?

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



The Weasel Ship

What do I do with the visor fragment?

A.

B.

How do I open the engine room door?

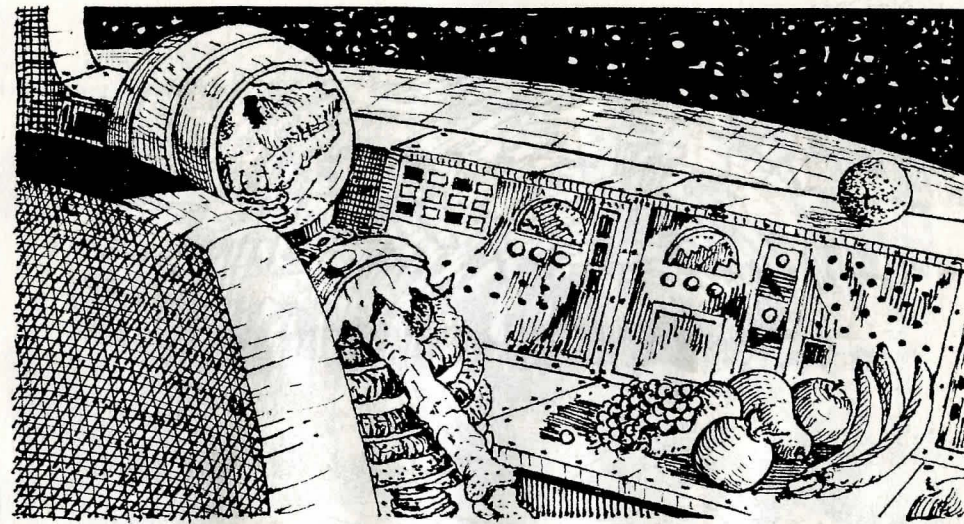
A.

B.

How are the controls operated?

A.

B.



What is the significance of the skeleton?

A.

B.

C.

D.

How do I hide the violet rod?

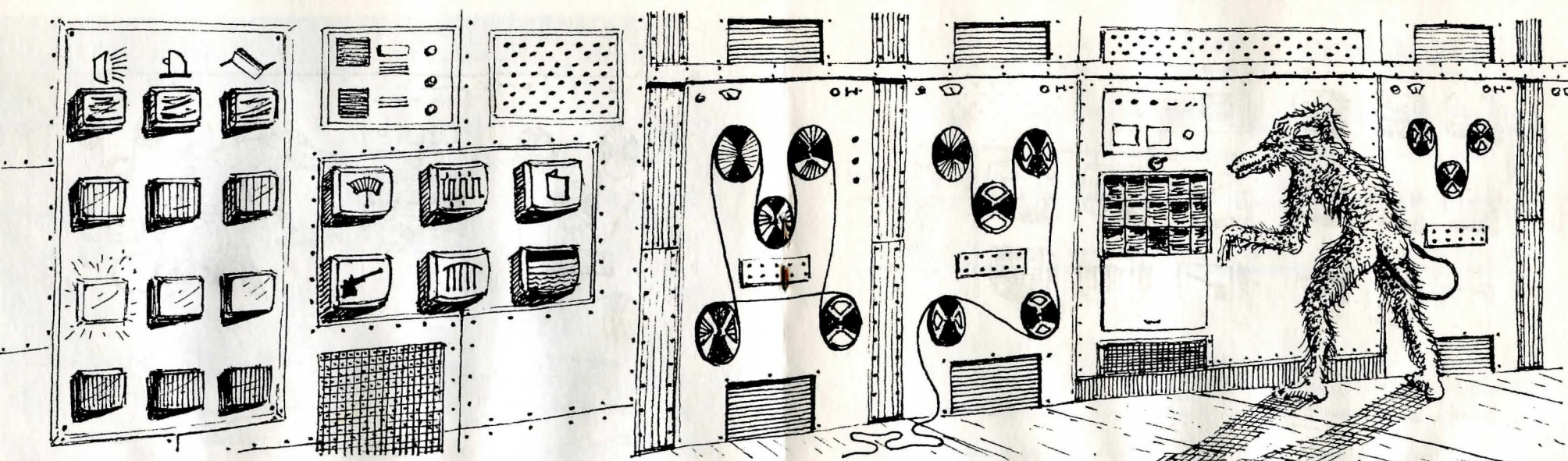
A.

B.

C.

D.

E.



The Computer Room

How do I fix the computer?

- A.
- B.
- C.

How can the computer be repaired after the electrical fire?

- A.
- B.

Where is the missing card?

- A.
- B.
- C.

What does the enunciator panel signify?

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

All the Aliens

How can I kill all the Weasels?

A.

B.

C.

How can I get past the palisades?

A.

B.

C.

How do I pass the hostile Weasels?

How do I get the brown crystal rod from the Alien Chief?

A.

B.

C.

D.

E.

F.

What does the Alien Chief's gesturing mean?

What can the Weasel slave do for me?

A.

B.

What is the significance of the unicorn meat?

A.

B.

C.

D.

E.

How do I find my way through the Warren?

A.

B.

C.

What should I do with the ladder?

What is a grue?

Can I reach the body in the debris?

A.

B.

How do I get the grues' rod?

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

What do I do about the Spider?

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

How do I escape the web?

Where do I find the lubricant?

- A.
- B.
- C.



How do I answer Gurthark's questions?

How do I get Gurthark to follow me?

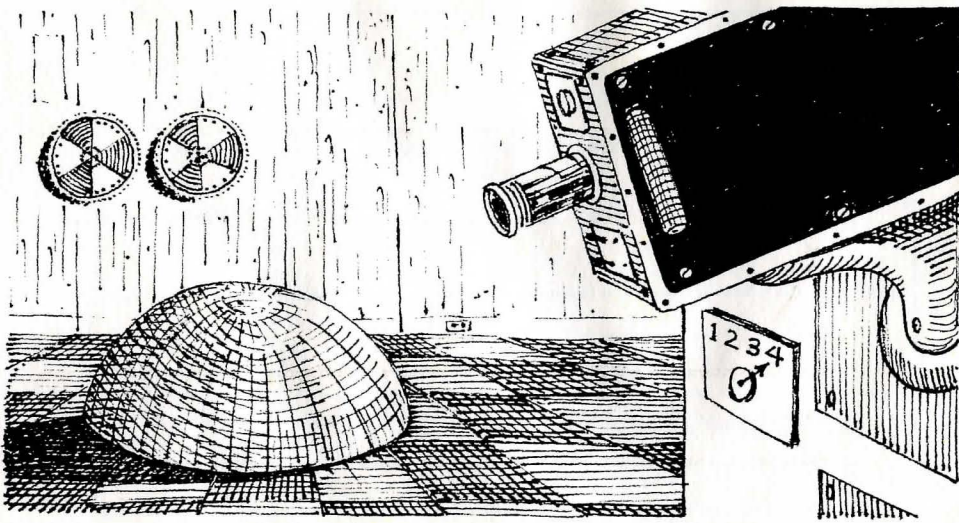
- A.
- B.

How do I get the red rod from the rat-ants?

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

How did the rat-ants get to the Artifact?

- A.
- B.



The Laboratory

What is the silvery globe in the laboratory?

What do I do with the silvery globe?

- A.
- B.
- C.

Can I take the blue rod?

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

- F.
- G.
- H.
- I.
- J.
- K.

How do I turn off the projector?

- A.
- B.
- C.

What causes the loud clicking sound?

What is done with the red and blue disks?

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

How can the lights be dimmed?



The Inner Region

Is there any significance to the bands of metal, grass, and forest?

How do I catch a unicorn?

What is the significance of the unicorn hunt?

- A.
- B.

What is the left machine in the repair room for?

- A.
- B.
- C.

What is the purpose of the machine on the right in the repair room?

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

What do the groups of dots mean?

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

How do I get up to the drive bubble?

- A.
- B.

How is the drive bubble hatch opened?

- A.
- B.
- C.

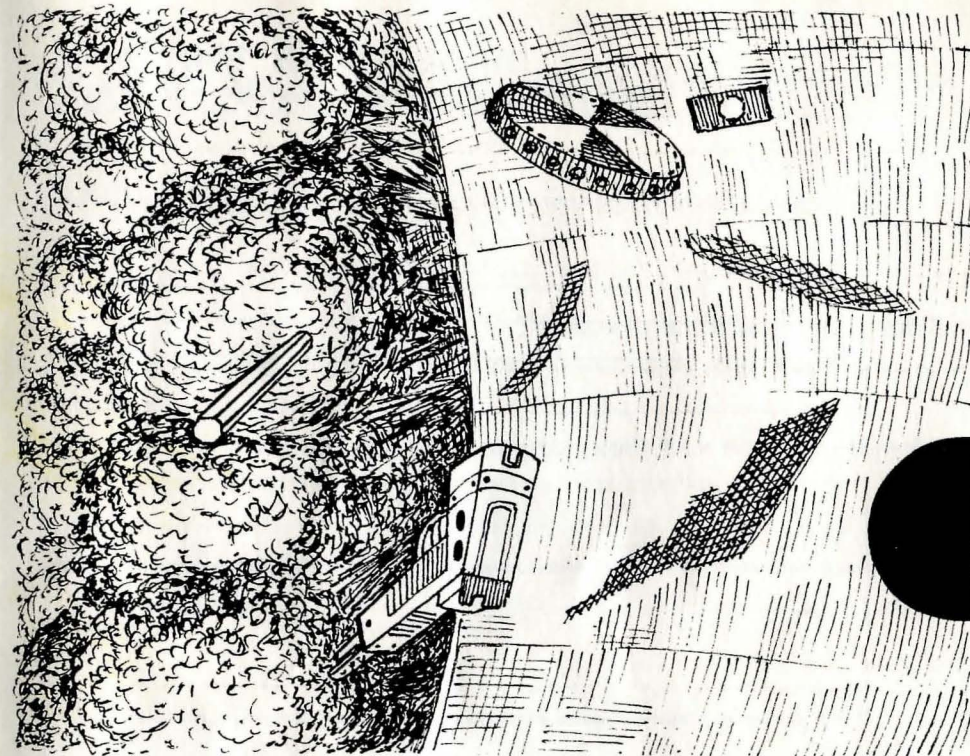
How do I get back **down** from the drive bubble hatch?

- A.
- B.

Why do things fall in curves?

How can I get up to the bubble at the fore end?

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



The Bubbles

How are the drive bubble controls activated, and what can I do with them?

- A.
- B.
- C.

Is there any reason to use the black rod?

How do I open the control bubble hatch?

- A.
- B.

Why is my clear crystal rod being rejected by the clear crystal slot?

A.

B.

What is done with the five slots?

What is going on with the spots, squares, and screen?

A.

B.

C.

D.

E.

Why do the spots flash?

How do I get back down from the control bubble?

A.

B.

**For your amusement
(after you have finished the game)**

Have you ever...

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

How all points are earned (use only as a last resort!)

value

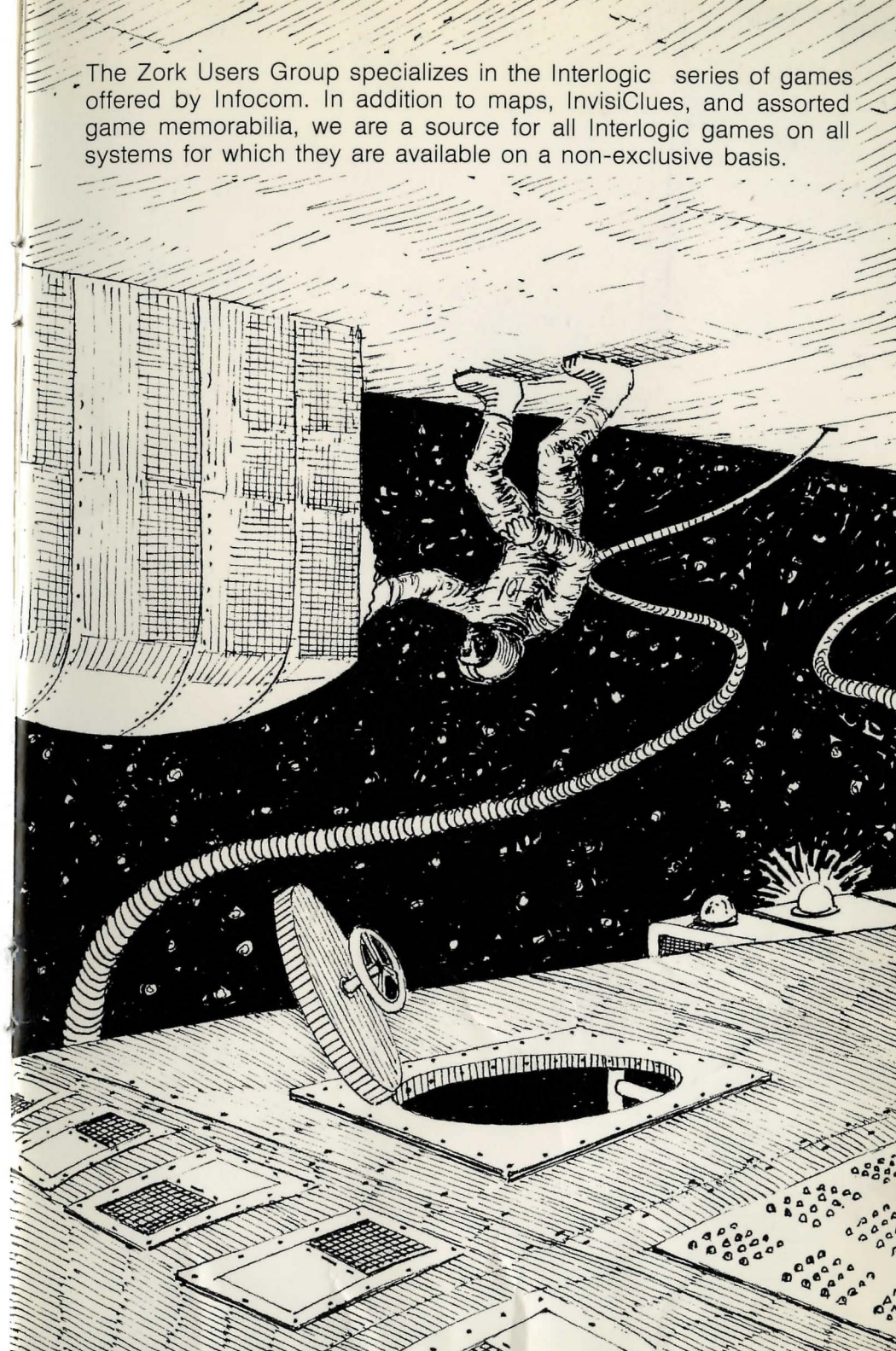
where it is found

[illegible]

Other points

You receive 25 points for:

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,
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