

InvisiClues™
The Hint Booklet for

Suspect™

*You're not sure who's who. But one thing is certain:
someone is dead. And now they're
pointing fingers at you.*



INFOCOM™

Introduction

What are InvisiClues?

The essence of all interactive fiction is solving problems. The purpose of InvisiClues hint booklets is to maximize your enjoyment of the story by giving you only the hints that you need to continue and complete 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 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 the problem.

How to use this booklet

If you are stuck at some point in *SUSPECT*, 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 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:

What does trusty Sgt. Duffy do after he runs after a thief on a hot day?

A.

B.

C.

Your marker contains more than enough fluid to develop the entire booklet. However, if your marker gets lost or dries out, you can order a replacement marker for a nominal fee.

Once you have finished *SUSPECT*, 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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DATELINE: RAPPANOC, MARYLAND— The Ashcroft Estate

How can I get to the office before Veronica?

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

What should I do with Veronica?

- A.
- B.

Why is the Detective so unobservant?

- A.
- B.

(continued on next page)

C.

D.

What should I do with any evidence I find?

A.

B.

How did the thief get into the house?

A.

B.

C.

D.

E.

Is the fairy mask important?

A.

B.

C.

D.

E.

F.

Where can I find the business card?

What does the business card mean?

A.

B.

What can I learn from the Purchase and Sale Agreement?

A.

B.

C.

D.

What is the significance of the silver bullet?

A.

B.

C.

D.

E.

What is the significance of the hair?

A.

B.

C.

Who is the guest whose coat Smythe gets tangled in?

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

Does the rain amount to anything significant?

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

How do I get past the dog?

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

What about the footprint?

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

What is a Brewster?

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

What can I do with the broken glass?

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

What do the various costumes mentioned in the Ballroom mean?

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

(continued on next page)

- I.
- J.
- K.
- L.
- M.
- N.

Where is the master bedroom?

Where is the safe?

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

How do I get upstairs?

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

Is there anything important in the east coat closet?

- A.
- B.

Is there anything helpful in the Library?

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

Where are the torn pages?

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

What can I do in the dining room?

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

What is burning in the fireplace?

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

What is the significance of the list?

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

Where can I find the origin of the list?

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

How did Sergeant Duffy get to Maryland, anyway?

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

Is Rappanoc a real place?

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

What is Michael doing in the garage?

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

Where are the pumpkins that I read about in the Maryland Rambler?

- A.
- B.

What can I do with the toolbox?

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

What can I do in the west bathroom?

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

Where were Linda and Richard at the time of the murder?

- A.
- B.
- C.

Why is Linda such an air head?

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

Who committed the murder?

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

Was Cochrane involved?

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

Where was Cochrane at the time of the murder?

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

Was Michael involved in the murder?

- A.
- B.
- C.

How do I prove Alicia's involvement?

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

How do I prove Asher's involvement?

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

Where does Marston fit in?

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

Was Ostmann involved?

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

How does Smythe figure in?

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

DATELINE: RAPPANOC, MARYLAND—County Jail

Help! I keep getting arrested!

- A.
- B.

How can I prove my innocence?

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

THE EVIDENCE: Part I

Do not develop these answers until you have solved the game (or are absolutely mind-boggled).

NOTE:

Evidence	Location
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THE EVIDENCE: Part II

Don't develop this section unless you are absolutely sure who committed the murder, but don't want to tell the Detective.

NOTE: There are pieces of evidence that, as a group, will lead you into trying to escape. If that evidence is not shown to the Detective, you will lose the case.

WARNING:

- A.
- B.
- C.

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

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

FINAL COPY

Do not read the following articles until after you have solved the murder.

Article I

[Redacted content]

[Redacted text block]

Article 2

[Redacted text block]

Article 3

[Redacted text block]

FOR YOUR AMUSEMENT

Have you tried:

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