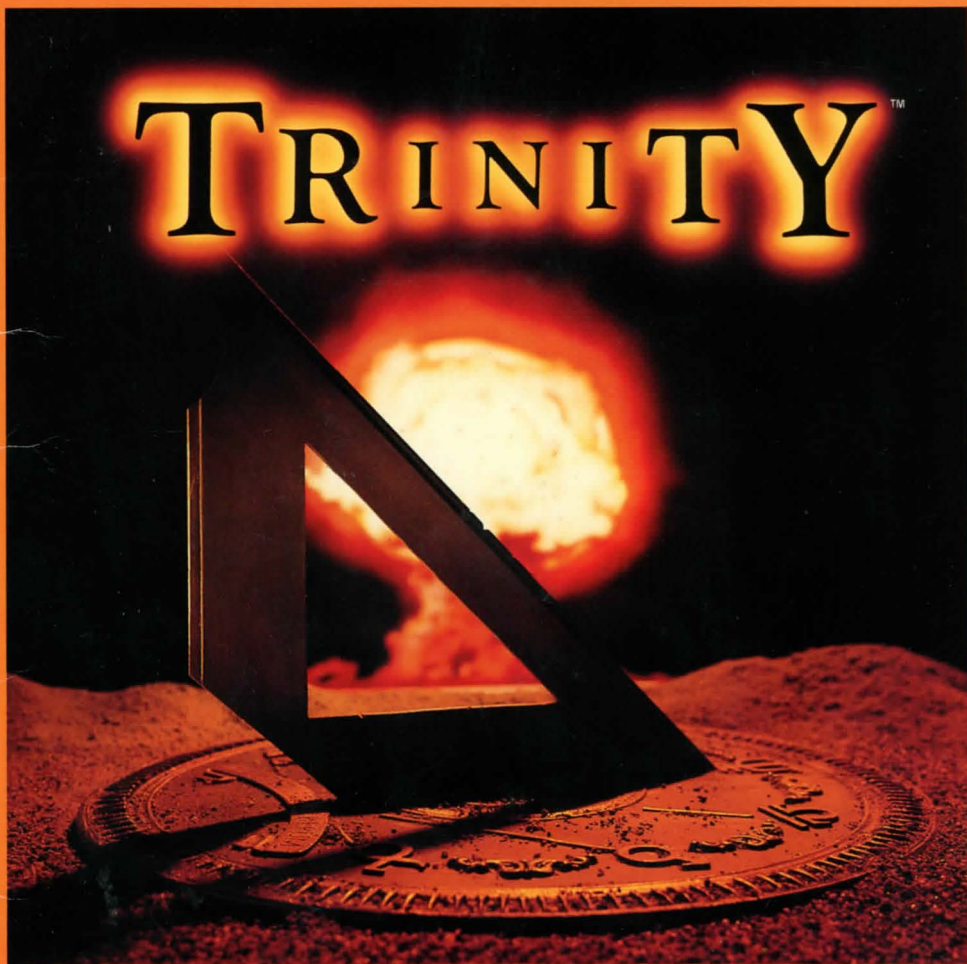


InvisiClues™
The Hint Booklet for

TRINITY™



INFOCOM™

Introduction

What are InvisiClues?

Trinity is a standard-level story. Although it is designed to allow players who are unfamiliar with interactive fiction to see many of the puzzles, even experienced players may find some of the puzzles difficult to solve without help. Even the best players sometimes get stuck. The purpose of *InvisiClues* is to help you get past bottlenecks and continue with the story so you can enjoy it.

The invisible hints are designed to progress from a gentle (or sometimes silly) nudge in the right direction to a full answer. The questions and section headings attempt to give away as little as possible. Many of the puzzles are interconnected, so you may have to look under more than one section heading to find all the questions you have about a particular problem. You should not assume that a question on a certain topic indicates that the topic even exists in the story. Also, the length of the answers may not mean anything. This booklet contains dummy questions and answers to help confuse that issue.

How to use this booklet.

If you are stuck at some point in *Trinity*, 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 to the next hint. (Remember to recap the marker when you're done to prevent it from drying out. By the way, these books are not immortal. *InvisiClues* that have been developed will start to fade after several months.)

For example:

How do I fold a piece of paper to make it look like a bird?

A.

B.

C.

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

Once you've finished the story, try the things in the "For Your Amusement" section. Don't look at them before you're finished, though—they may reveal too much about certain puzzles.

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The Kensington Gardens

Who is the bird woman?

- A.
- B.
- C.

What is a "p"?

- A.

How do I buy a bag of crumbs?

- A.
- B.
- C.

Should I feed the pigeons?

- A.

A roadrunner just took off with my ruby! How do I get it back?

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

What should I do with the paper bird?

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

How do I get the bubble-making equipment from the boy?

A.

How do I stop the boy from leaving?

A.

Who is the woman with the umbrella?

A.

Why won't the sign painter let me use the stepladder?

A.

B.

C.

D.

How do I stop the perambulator from sliding out from under me?

A.

How do I get the parasol?

A.

B.

C.

D.

What is a "Wabe"?

A.

Is there anything useful in the Wabe?

A.

B.

C.

D.

What do the symbols on the sundial mean?

A.

B.

1.

2.

3.

4.

5.

6.

7.

How can I survive the hydrogen bomb attack?

A.

B.

C.

D.

Is there a way to cross the grass?

A.

B.

C.

D.

E.

F.

G.

H.

I.

The wind is blowing the wrong way! What do I do?

- A.
- B.
- C.

What do I do at the Long Water?

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

Beyond the White Door

Where am I?

- A.

How can I get the ichor in the flytrap?

- A.
- B.
- C.

Who is the boy?

- A.
- B.
- C.

How can I get the bubble-blowing equipment from the boy?

- A.

What's a pergola?

- A.
- B.
- C.

Who is Felix Klein?

- A.
- B.

Everything is backwards! What happened?

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

Where can I find a light source?

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

My candle won't stay lit!

- A.
- B.

How can I get to the mesa?

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

I need a cutting tool. Where's the nearest hardware store?

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

Who is "Wabewalker"?

- A.

How do I open the crypt?

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

An iron door is blocking the tunnel! How do I get out of the barrow?

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

How do I stop the barrow wight from killing me?

- A.
- B.
- C.

How can I carry water?

- A.
- B.

How can I get the lump of metal?

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

The icicles are out of reach! How do I get one?

- A.
- B.

What is the significance of the giant book?

- A.
- B.
- C.

What is the liquid in the cauldron?

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

What is the magpie babbling about?

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

Where can I find some milk?

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

How do I milk a grue?

- A.
- B.
- C.

I still don't have any milk. How do I get some?

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

Where can I get some honey?

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

How can I get the honey off my hand?

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

How can I stop the bee from chasing and killing me?

- A.
- B.
- C.

Where can I find a lizard?

- A.
- B.
- C.

Where can I find garlic?

- A.
- B.
- C.

I've got all the ingredients for the spell, but what do I do with them?

- A.
- B.
- C.

How do I survive the explosion?

- A.

I have a dead animal in the cage. What happened?

- A.

Why are the shades crossing the river?

- A.

How do I cross the river?

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

(continued on next page)

F.

G.

The oarsman won't take my 20 p. Where can I find a silver coin like the shades have?

A.

B.

C.

The Toadstools

How do I open the doors in the toadstools?

A.

B.

C.

D.

I'm inside a toadstool but the door closed on me. How do I get out?

A.

B.

C.

How can I stop the shadow?

A.

B.

C.

D.

E.

F.

My threads clash. What do I do?

A.

B.

C.

D.

E.

F.

G.

H.

How do I get the shadow to stop on the toadstools?

A.

B.

C.

D.

The Mercury Door

How do I survive in Earth Orbit?

A.

B.

C.

D.

E.

F.

How do I get to the satellite?

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

How do I get back to the white door?

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

Big deal! I came, I saw and I left. What's there to do in space?

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

The Pluto Door

How do I catch the skink?

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

How do I keep the skink once I've caught it?

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

Where do I kill the skink?

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

How do I fix the talk button on the walkie-talkie?

- A.
- B.

How do I know what to tune the walkie-talkie to?

- A.
- B.

My light went out. What happened?

- A.
- B.

The Neptune Door

How do I get out of the building?

- A.
- B.

How do I get past the crabs?

- A.
- B.

How do I get the coconut?

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

What are those messages I keep hearing?

- A.
- B.

The Libra Door

How do I get a rodent?

- A.
- B.
- C.

How do I keep a lemming?

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

How do I infiltrate the Russian camp?

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

What are those messages I keep hearing?

- A.
- B.

The Mars Door

How do I survive falling?

- A.
- B.
- C.

Who is the little girl?

- A.
- B.

How do I survive the bomb?

- A.
- B.
- C.

How do I get back to the white door?

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

The Alpha Door

How can I get back through the white door? It closed on me.

- A.
- B.

What do the lines on the bookmark mean?

- A.
- B.

How do I open the access panel?

- A.
- B.
- C.

What's all the commotion below the shack?

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

How long do I have before the bomb explodes?

- A.
- B.
- C.

How do I open the wooden box?

- A.
- B.
- C.

I don't have time to do everything before the bomb explodes!

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

How can I find the correct frequency to tune my walkie-talkie?

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

Who are "Able," "Baker" and "Pittsburg"?

- A.

What do I do in the shallow crater?

- A.
- B.
- C.

Where can I find a screwdriver?

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

I got bitten by the snake! What do I do now?

- A.
- B.

How can I search the Assembly Room without getting bitten by the snake?

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

I fell in the reservoir and lost what I was carrying. Where did it all go?

- A.
- B.
- C.

How do I get the binoculars?

- A.

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

I have a dead animal in the cage. What happened?

- A.

What's the purpose of the vessel hanging in the steel frame?

- A.
- B.

How do I prevent the roadrunner from eating all my crumbs? I need to drop the bag of crumbs so it doesn't get ruined by water.

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

How do I get into the shelter or blockhouse?

- A.

Where do I find the key to the lock?

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

How do I get the key?

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

Can I do anything with what's inside the box without getting caught?

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

- E.
- F.
- G.

How do I get back up to the top of the tower without getting arrested?

- A.
- B.
- C.

How do I prevent the roadrunner from waking up the dog while I'm there?

- A.
- B.

How do I get rid of the searchlight?

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

(continued on next page)

- I.

How do I sabotage the bomb?

- A.

How can I see the wires in the access panel? It's dark in there.

- A.
- B.

Which is the correct wire?

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

I sabotage the bomb but still lose. Why?

- A.
- B.
- C.

Epilogue

What's going on?

- A.

What do I do now?

A. _____

B. _____

The Quotations

HOW POINTS ARE SCORED

Action

Points

Action	Points

(continued on next page)

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