

InvisiClues™
The Hint Booklet for

WISHBRINGER™



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 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 WISHBRINGER, 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're done to prevent it from drying out. And by the way, these booklets are not immortal. InvisiClues you've developed will start to fade after six months.)

For example:

What is the plural of "platypus"?

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've finished the story, 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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1 2 3 4 5 6 7 8 9—89 88 87 86 85

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Table of Contents

Introduction	1
Festeron	3
Ye Olde Magick Shoppe	11
Witchville	14
The Tower	27
The Library	30
The Seven Wishes	34
How Points Are Scored.	38
How Points Are Lost.	39
For Your Amusement	40

Festeron

Somebody inside the Post Office is calling me. What should I do?

- A. The Post Office door may give you a clue. **EXAMINE** it.
- B. Since the door is open, why not **GO INSIDE** and see what's going on?

Where is the Magick Stone?

That's for us to know, and for you to find out.

Who is Mr. Crisp?

- A. Is he your neighbor's old dog?
- B. Ah, he's the very funny fellow who's been the daydreamer!
- C. Oh, you'd better go with the seer.

When should I open the envelope that came in my WISHBRINGER package?

The story will tell you. Festeron!

How do I get into the cemetery?

- A. **WALK INTO THE CEMETERY**.
- B. You're not going to let the cops get you out of here, are you?
- C. Go on, chicken! **WALK INTO THE CEMETERY** and announce your presence to the gravedigger!

Who is the gravedigger?

LOOK AT THE GRAVEDIGGER and find out.

How do I get the flowers out of the hearse?

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

What should I do with the umbrella?

- A.
- B.
- C.

How do I get through the locked gate in the Twilight Glen?

- A.
- B.
- C.

Why won't the poodle let me near the cottage?

Why won't the poodle let me go north, into the village?

- A.
- B.
- C.

How do I get past the poodle?

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

I left the envelope behind, and the poodle won't let me go back for it!
What can I do?

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

Who is Miss Voss?

- A.
- B.

Why won't Miss Voss give me back my library card?

A.

B.

C.

What should I do with the violet note?

A.

B.

C.

Who is "Corky"?

A.

B.

C.

How do I get inside the Library?

A.

B.

C.

D.

Who is Sgt. MacGuffin?

How do I get the chocolate?

A.

B.

C.

D.

What should I do in the Park?

A.

B.

C.

D.

How do I catch the goldfish?

A.

B.

The movie theater is closed! How do I get inside?

A.

B.

Why can't I take things out of the big mailbox?

How do I play the video game?

A.

B.

C.

What do I do with the seahorse?

A.

B.

C.

What happened to the church mouse?

How do I get the candle?

A.

B.

C.

D.

What should I do with the pile of leaves?

A.

B.

C.

Who wrote the message in the sand?

How do I get to Misty Island?

A.

B.

C.

D.

E.

What do I do with the horseshoe?

A.

B.

How do I get into the lighthouse?

A.

B.

C.

What should I feed to the pelican?

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

What's the easiest way into the impenetrable forest?

What can I do with the gnarled, rotten tree?

- A.
- B.

What can I do with the dead branch?

- A.
- B.

Mr. Crisp just fired me! What did I do wrong?

Ye Olde Magick Shoppe

Why is "Magick" spelled with a "k"?

- A.
- B.

How do I get into the Magick Shoppe?

A gust of wind blew the door shut! How do I open it again?

- A.
- B.

How do I take the naughty birthday cards?

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

Why can't I approach the curtain?

- A.
- B.

Who is the old woman?

- A.
- B.
- C.

Why did the Shoppe become strangely quiet all of a sudden?

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

I found a bug! The clock on my status line stopped. Should I call Infocom?

- A.
- B.

Who is "The Evil One"?

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

What should I do with the metal can?

- A.
- B.

Why does the metal can rattle?

- A.
- B.
- C.

Why can't I move when the old woman touches my forehead?

- A.
- B.

Who is "Chaos"?

- A.
- B.
- C.

Witchville

What happened to Festeron? Everything's changed!

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

Where is Wishbringer, the Magick Stone?

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

Where is the Evil One?

Who is Thermofax?

Thermofax won't leave me alone! What should I do?

- A.
- B.
- C.

How do I get down the steep trail? It's too foggy to see!

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

What's the significance of the vulture?

- A.
- B.
- C.

How do I get past the toll gate?

- A. Why don't I just pay the troll?
- B. The troll won't take your gold coin? Gee, tough luck.
- C. Maybe there's something else you can give the troll.
- D. What about some water?
- E.
- F. There are three ways to get past the troll.
- G. Two of the ways involve using the Magic Stone.
- H.
- I. The troll may or may not be friendly when you give gold.
- J. You'd better be very, very careful.
- K. If you're holding Wishbringer and the horseshoe, and you wish for gold, you'll get gold. But if you wish for the troll to give you the gold coin.
- L. Another way past the troll is to WISH FOR DARKNESS. It'll scare him away just as thoroughly as the gold.
- M. You can't WISH FOR DARKNESS until you've found the grue's milk.
- N.
- O. Using the horseshoe to get past the troll is only if you've already released the snake.
- P. If you've already released the snake, you'll have to use Wishbrink.
- Q. The north-south road is the closed road that leads to the troll. To cross it, you'll need the grue's milk or a horseshoe.

What is the significance of the giant stump?

- A.
- B.
- C.

What is a grue?

How do I milk a grue?

- A.
- B.

Where do I find the grue's milk?

- A. Grues like to stay spoiled.
- B. Grue refrigerators are cool and well-ventilated.
- C. Grues like to stay refrigerated in the Grue's Nest.

How do I get the grue's milk without being devoured?

- A. Avoid waking up the grue with light or noise.
- B. Call the grue's name out loud, and keep it up to the D.D.
- C. Cover the beast's mouth so it can't hear.
- D.
- E.

How do I get around in the dark?

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

Why can't I blow out the candle?

- A. []
- B. []

What is the Boot Patrol?

[]

The Boot Patrol threw me in jail! How do I get out?

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

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- G. []
- H. []
- I. []

How do I get rid of the big mailbox?

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

Why is the small mailbox following me around?

- A. []
- B. []

How do I get through the Cemetery?

- A. []
- B. []

What is an eldritch vapor?

- A. Any relation to Eldridge Cleaver?
- B. They're mischievous but generally harmless ghosts that hang around computer stores at night, annoying passers-by with supernatural tricks.

The eldritch vapors stole everything I was carrying! What should I do?

- A. ...
- B. ...
- C. ... possessions randomly or ... aren't they?

What's inside the pit?

- A. ... LOOK INSIDE THE PIT.
- B. If you found a platypus, congratulations!
- C. If not, you should have discovered the pit already, that is, if you were all the way in there.
- D. ...
- E. ... the message in the sand!

What is a platypus?

...

What do I do with the platypus?

- A. ... do anything with it.
- B. ...
- C. ...

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- D. ...
- E. ... platypus.
- F. ... of them in...
- G. ... platypuses are great swimmers.
- H. ... with my...
- I. ...
- J. ...
- K. ...
- L. ...
- M. ...
- N. ...
- O. ... BRANCH OUT OF THE PIT.

Why are there so many platypuses in the story and packaging?

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

What should I do with the silver whistle?

- A. What silver whistle?
- B. Oh, that silver whistle? Well, you can always EXAMINE THE WHISTLE.
- C. If you're really adventurous, you could even (dare we say it?) GIVE THE WHISTLE.
- D.
- E.
- F.

How do I get to Misty Island?

Head the other way, you may be over-sailing.

What should I say to King Anatinus?

- A.
- B.
- C. TAKE THE HAT.
- D.
- E.
- F. Don't worry? I'll be right with you.

What should I do with the wizard's hat?

- A. Do what the King told you to do.
- B.
- C.

What is the significance of the pelican?

How do I get into the movie theater?

- A.
- B.
- C. You can't go in without the golden ticket.
- D. Oh GIVE THE GOLDEN TICKET TO ME! YOU'VE GOT TO GO IN!

The movie is all fuzzy and indistinct! What's wrong?

- A.
- B.
- C.
- D. Did you look inside the camera? The lenses were dropped.
- E. Oh, well. Looks like they're all gone. But my camera was dropped in the 50's era.
- F.
- G.

Where can I get a token for the video arcade?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]

I found the token! How do I get it?

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

How do I play the video game?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]
- F. [Redacted]
- G. [Redacted]
- H. [Redacted]
- I. [Redacted]
- J. [Redacted]
- K. [Redacted]
- L. [Redacted]

The hellhound won't let me past! What can I do?

- A. Maybe you can bribe the hellhound the same way you bribed the meddler.
- B. I can always bribe him.
- C. I could try to get past the hellhound.
- D. I could try to get past the hellhound.
- E. I could try to get past the hellhound.
- F. I could try to get past the hellhound.
- G. I could try to get past the hellhound.
- H. Refer to the previous video for instructions on how to play the video game.
- I. The hellhound will only let me past if I work if you work.
- J. I could try to get past the hellhound.
- K. I could try to get past the hellhound.
- L. You can't even get past the hellhound.
- M. Wait until he goes to sleep and then you can get past.
- N. I could try to get past the hellhound.

The Tower

How do I get into the tower?

- A. Didn't King Anstinus say something about getting into the tower?
- B. You need a Wizard's Power.
- C. The hellhound won't let me.
- D. I could try to get past the hellhound.
- E. GIVE THE WIZARD'S HAT TO THE PELICAN. A WIZARD CAN GET INTO THE TOWER.

How did the Princess get captured again?

Help! Mr. Crisp is getting ready to torture me!

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

Mr. Crisp is gone, but I'm still in chains! What should I do?

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

(continued on next page)

- D.
- E.
- F.
- G.

Where did Mr. Crisp go?

- A.
- B.

How do I free the Princess from the torture machine?

- A.
- B.

How do I get out of the torture chamber?

- A.
- B.

What is the significance of the paintings in the Round Chamber?

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

The drawbridge is closed! How do I get out of the Tower?

The suit of armor is chasing me! What should I do?

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

Why is the room above the Round Chamber all blurry?

- A.
- B.

What should I do with the telescope in the Laboratory?

- A.
- B.
- C.

What is the significance of the bubbling chemicals?

What is the purpose of the control panel?

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

The Library

How do I get into the Library?

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

How can I see in the Library? It's Dark.

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

(continued on next page)

I.

J.

Where's the key to unlock the circulation desk?

- A.
- B.
- C.

How do I get the spider out of the Library books?

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

How do I open the glass display case in the Museum?

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

(continued on next page)

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

How do I get out of the library with the sculpture?

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

What should I do with the sculpture?

- A.
- B.
- C.

(continued on next page)

- D.
- E.
- F.

Who's the old woman in the Library?

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

How do I escape from the sinister being?

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

The Seven Wishes

What Advice can I get from the shell?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]
- F. [Redacted]
- G. [Redacted]
- H. [Redacted]

Where is WISH FOR RAIN useful?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]

When should I WISH FOR FLIGHT?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]

Why would I want to WISH FOR DARKNESS?

- A. [Redacted]
- B. [Redacted]
- C. [Redacted]
- D. [Redacted]
- E. [Redacted]
- F. [Redacted]
- G. [Redacted]
- H. [Redacted]

What happens when I WISH FOR FORESIGHT?

- A.
- B.
- C.

Why didn't the WISH FOR MAGICK work?

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

Why should I WISH FOR LUCK?

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

(continued on next page)

- F.
- G.

I just neutralized my Luck Wish! What should I do?

Where should I WISH FOR FREEDOM?

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

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