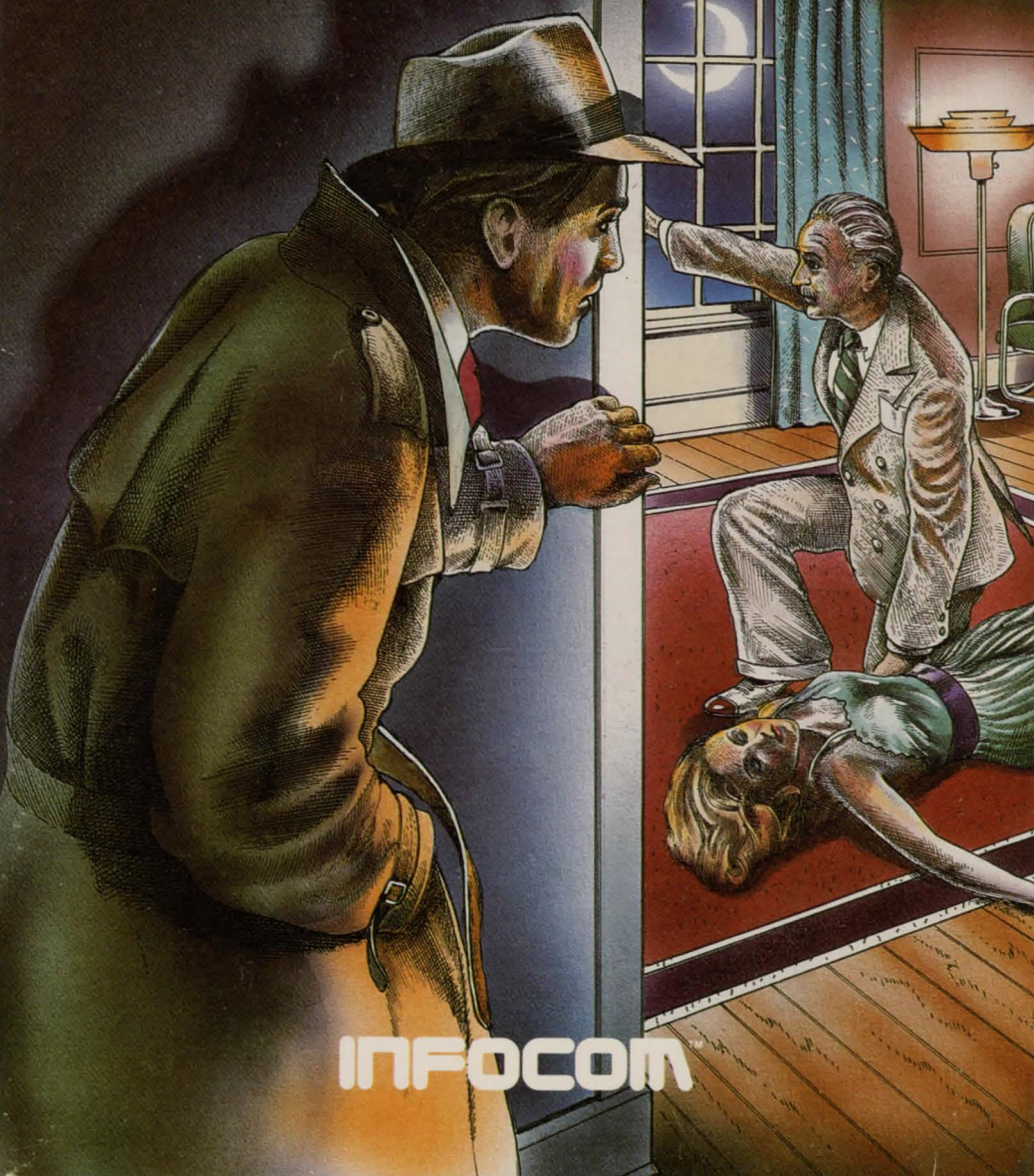


InvisiClues™
The Hint Booklet for
The **WITNESS**™



INFOCOM™

Introduction

What are InvisiClues?

The essence of all INTERLOGIC™ games is solving problems. The purpose of InvisiClues hint booklets is to maximize your enjoyment of the game by giving you only those hints that you need to continue playing and complete the game.

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 this problem.

How to use this booklet

If you are stuck at some point in The WITNESS, find the question that most pertains to your problem. Uncap the marker and run it *once* over the first hint. The writing will appear within 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:

Why did trusty Sgt. Duffy cross the road?

A.

B.

C.

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

Once you have finished The WITNESS, 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.

This booklet is copyrighted and all rights are reserved by Infocom, Inc. This document may not, in whole or part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Infocom, Inc. Willful violations of the Copyright Law of the United States can result in civil damages of up to \$50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or a \$10,000 fine.

DEADLINE, The WITNESS, INTERLOGIC, and InvisiClues are trademarks of Infocom, Inc.

© 1983 Infocom, Inc.

Printed and manufactured in U.S.A.

What crime am I supposed to investigate?

A.

B.

C.

D.

What if I don't go in the house?

A.

B.

C.

D.

E.

F.

G.

How do I enter the house?

A.

B.

C.

D.

Is there anything special about the windows?

A.

B.

C.

D.

E.

F.

G.

H.

What are the buttons used for?

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

Should I investigate the can of worms?

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

What significance do the clocks have?

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

What use is the broom?

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

What can I learn from the mystery book?

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

Are the handcuffs useful?

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

Will the matchbook help me solve anything?

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

What should I do with the threatening note?

- A.
- B.
- C.

Can the radio tell me anything?

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

Can I conclude anything from the records?

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

What should I glean from the newspaper?

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

Is there anything useful in the workshop?

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

Is the car key a clue?

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

Does the cat have any significance?

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

What can I learn from the footprints in the back yard?

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

Can I determine anything from the footprints in the side yard?

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

Will the footprints in the front yard help me solve anything?

- A.
- B.
- C.

(continued on next page)

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

What if my cast doesn't match anybody's shoes?

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

Who rings the doorbell?

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

Who calls on the phone?

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

Does Monica really go to the movie?

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

Why would Monica want to go to the movie?

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

What does Monica do in the workshop?

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

Why does Monica go into the kitchen?

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

What prompts Monica to enter the office?

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

On what occasions does Phong enter the kitchen?

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

What does Phong do in his bedroom?

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

Why does Phong go outside?

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

Where is the key?

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

What can I do with the cars?

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

How is "O.K." really spelled?

A.

B.

C.

D.

E.

What is Linder's plan?

A.

B.

C.

D.

E.

F.

G.

What is Monica's plan?

A.

B.

C.

D.

E.

F.

G.

What part does Phong play?

A.

B.

C.

D.

E.

F.

What is Stiles's plan?

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

How does Terry fit into the scheme?

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

Why does Duffy arrive at the house?

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

What is Linder's motive?

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

What is Monica's motive?

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

Does Phong have a motive?

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

What incentive does Stiles have to commit the murder?

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

Can you establish a motive for Terry?

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

How does this story end?

- A.
- B.

(continued on next page)

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

How do I prove my case to the satisfaction of a jury?

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

What are the possibilities when I make the arrest?

A.

B.

C.

D.

E.

F.

G.

H.

I.

For Your Amusement

(after you've finished the game)

Have you tried ...

INFOCOM™

Infocom, Inc., 55 Wheeler St., Cambridge, MA 02138