

InvisiClues™

The Hint Booklet for



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 ZORK III, 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 Lord Dimwit Flathead throw his grandfather clock out the window?

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.

You can use the listing of how all the points are scored as a last resort. Once you have finished ZORK III, 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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Central Area

How do I climb the endless stair?

How do I get the sword in the stone?

A.

B.

C.

How can the runes be translated?

A.

B.

C.

How do I climb the channel in the Damp Passage?

What will increase traction?

A.

B.

C.

How can I clear the rubble in the Damp Passage?

A.

B.

Where do I find the old and wizened man?

- A.
- B.

How do I waken the old and wizened man?

- A.
- B.

What do I do about the old and wizened man?

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

Can the phosphorescent moss be kept alive for more than 10 moves?

- A.
- B.

How can I open the Great Iron Door?

- A.
- B.

How do I get the rust remover tube from the warlock?

How do I get out of the chasm?

- A.
- B.

I'm trapped on the Aqueduct. What do I do?

- A.
- B.
- C.

Can the lake be crossed?

- A.
- B.

What is required to walk on water?

- A.
- B.

How do I catch the fish?

What is a Roc?

What can be done with the swamp gas?

- A.
- B.

How do I transport the swamp gas?

- A.
- B.
- C.

How can I get the shiny object?

What is the table with the "Scenic Vista" sign for?

- A.
- B.
- C.

Is there anything under the manhole cover?

How do I get a light source to the southern end of the lake?

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

How can I get to the coal in the Dead End?

- A.
- B.

What light source can I take to the west of the Timber Room?

- A.
- B.

The Land of Shadow and the Cliff Area

What do I do about the hooded figure?

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

Why do I see myself?

- A.
- B.

How do I freeze the quicksand?

- A.
- B.
- C.

How do I get to the ship?

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

How do I open the chest?

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

Can the man at the cliff be trusted?

- A.
- B.
- C.

What is in the tree house?

- A.
- B.
- C.

I have the treasure, but how do I mend the staff?

- A.
- B.
- C.

I have the staff; how do I get the treasure?

- A.
- B.

What is the significance of Smokey the Bear?

- A.
- B.

What is in the vial?

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

The Royal Museum

When are the museum personnel on duty?

- A.
- B.

Is there anything I can do when I'm trapped in the small square room with marble and sandstone walls?

- A.
- B.
- C.

Where do I find dynamite?

- A.
- B.

What are the ladders for?

- A.
- B.

What is the slot for?

- A.
- B.
- C.

I'm lost in the puzzle. How do I get out?

A.

B.

C.

D.

E.

What was the "snap" I heard?

What does the gray machine do?

A.

B.

C.

What does pushing the button on the gold machine do?

A.

B.

C.

What does the black machine do?

A.

B.

C.

How can I read the plaque in the Technology Museum?

How do I unlock the cage?

A.

B.

C.

How do I take the royal jewels?

A.

B.

C.

D.

E.

F.

G.

H.

I.

What do I do about the robot?

Beyond the Secret Door

What does the red button do?

A.

B.

C.

D.

E.

What do I do about the red beam of light?

A.

B.

C.

D.

E.

What is the wet suit for?

Is the mirror important?

A.

B.

How do I break the panel?

- A.
- B.

The Rectangular Box

What is the significance of the different colored walls?

- A.
- B.

What is the significance of the pine wall?

What is the significance of the mahogany wall?

What is the long pole for?

- A.
- B.

What is the short pole for?

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

What is the T-bar for?

What is the significance of the direction the arrow is pointing?

Is the wobble significant?

- A.
- B.
- C.

How can I undress the stone?

- A.
- B.

Why am I being killed while inside the box?

A.

B.

C.

The Guardians of Zork

How can I pass the Guardians of Zork?

A.

B.

C.

D.

E.

How is the scuba tank attached to the wet suit?

A.

B.

I seem to have gotten past the Guardians, but I'm still being killed. What should I do?

How do I open the large wooden door with the barred panel?

A.

B.

What must I do to satisfy the old man at the large door?

A.

B.

C.

D.

E.

F.

G.

H.

I.

The Dungeon

Why won't the Dungeon Master follow me?

- A.
- B.

What should be thrown into the flaming pit?

- A.
- B.

What will scratch the marble?

What are the sundial and button for?

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

How do I unlock the bronze door?

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

How do I get out of the cell?

- A.
- B.

General Questions

What is my goal? What am I supposed to be doing?

How does the scoring in this game work?

- A.
- B.
- C.

How do I relight the burned-out torch?

A.

B.

How can I repair the lamp?

What is a compass rose?

Where do I use the timber?

A.

B.

What do I do with the glue repellent?

Where can I find the amulet?

A.

B.

How Points Are Earned

(Use only as a last resort.)

You earn one point when you . . .

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