



InvisiClues™
The Hint Booklet for
ENCHANTER™

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 ENCHANTER, 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 the dragon wear red sneakers?

- A. Search the laundry room.
- B. NITFOL the dragon and ask him.
- C. Because his blue ones were in the wash.

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 ENCHANTER, 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.

Prepared with DILIGENCE and
fine ATTENTION to DETAIL by
**THE GUILD OF
CARTOGRAPHERS**



*Cartographers
Hark!*

Be forewarned that the enclosed map is
ENCHANTED, and carries a spell,
which will transform whosoever breaks
the seal into a consummate babbling
idiot. **DO NOT**, therefore, open or
disturb this map in any way, nor re-
move it from the Guild Archives
unless you have direct orders from me
who are acting under the supervision
of a registered Enchanter.

Longin
Guild Master

Brave Enchanter;

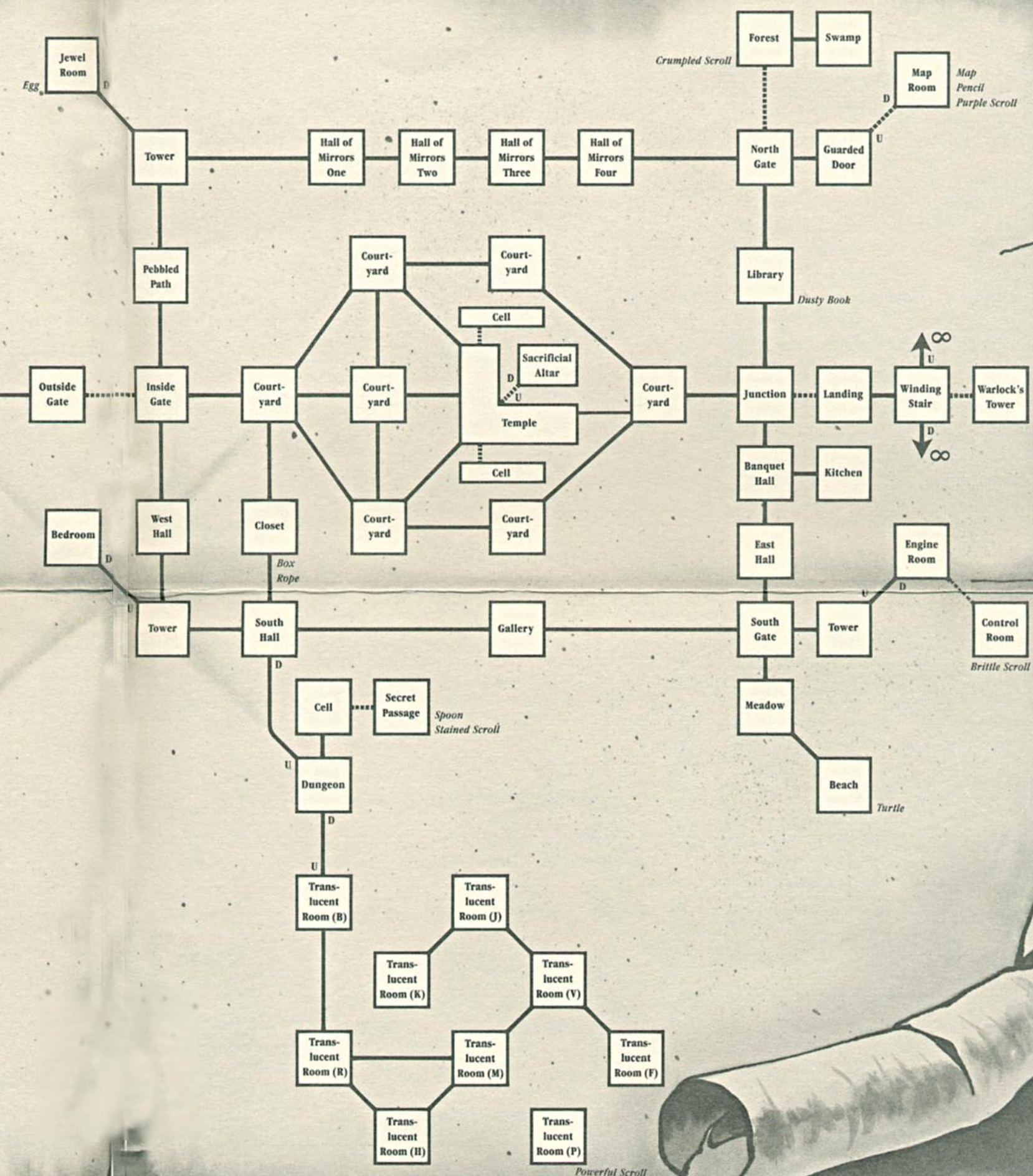
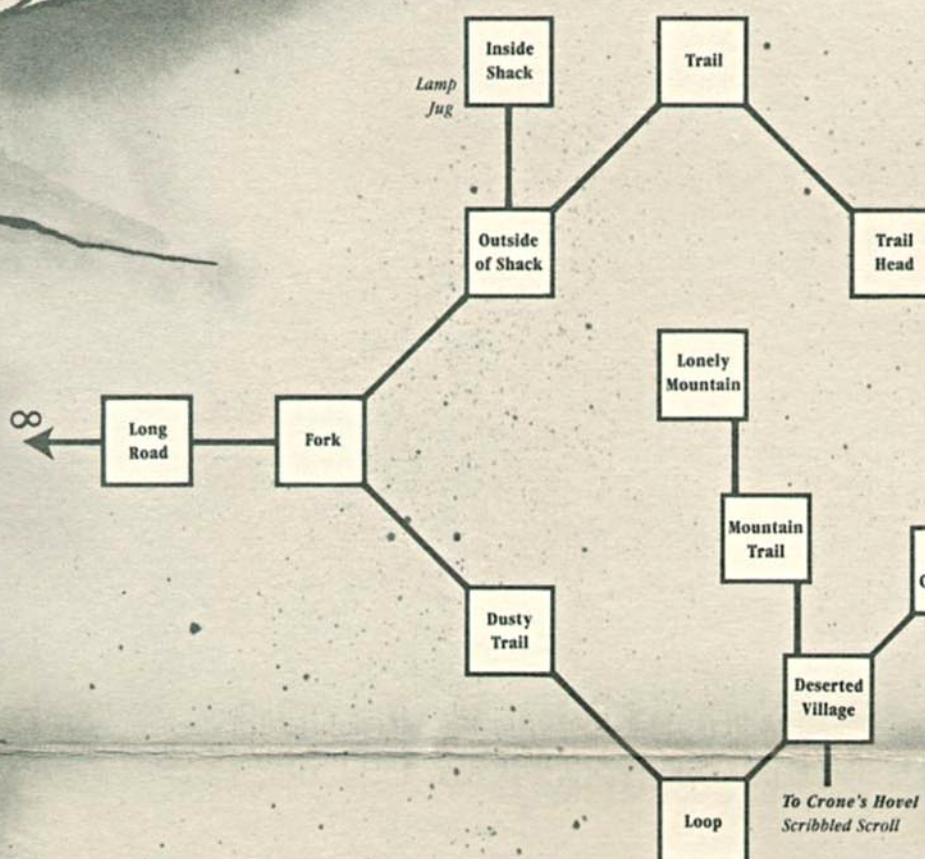
I have heard your plea for help in traversing the strange terrain you now find yourself upon, and am sending this map to aid you.

I am Iafe, a cartographer's apprentice who was present at the Guild meeting where your request was thrown open to discussion. A few spoke up in your behalf, and said that one bold enough to accept such a dangerous mission deserved what assistance we could offer; but the older cartographers are jealous of their ancient handiworks, and in the end it was they who refused to send you succor in your time of need.

I alone dared to disobey their ruling. Being small and agile, I managed one night to steal into the archives, and past the keeper of the scrolls, and made away with the old chart you now hold,

Of course, Tongnir's admonition turned out to be nothing more than a simple childish ruse. *Curses and *Omens may have been all well and good in the time of our elders, but I'm sure you'll agree with me that such mumbo-jumbo should hold no dread for the enlightened man of today. Therefore, without fear of repercussions, I am having this parcel delivered to you by a hnoch-hneed sailor down by the hichety-hochety-docks. Do not be afraid to open the map; for as I have already proved, the stupid superstitions of our forefathers are branngh carvoochie whoosh! as you can see fordny-gordny miblevoogl'gweek self. The plain fact is that a manguddadoo whuzziguddadoo juzzlik mihlewrennawennsed; hlaotu berigna nicto. Bwip-bwip? Nezzpahhh? Mwée! And so, with best whishhh bzzuzu thwingalukhalukha for a speedy rétoornies pchooginhgink kwazoortchty pwangh, I remain your humbibleebumbib-llbeebummph-zipbwongbwoww! servant,

II Imbweebweequohkhwap'whap'whupaagfe



Legend

- Normal passageway
- Passageway requiring special equipment or problem solving
- ∞ Passageway continues to infinity

Notes: All horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid giving away problems, objects not immediately visible upon entering a room are not shown. Where more than one direction leads to the same place, only one is shown.

