

InvisiClues™

The Hint Booklet for

# DEADLINE™



**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

Those of you who have used an InvisiClues book before will find this one a bit different. Due to the interrelated nature of DEADLINE's problems, many of the questions themselves are invisible. Do not develop any of the "Hidden Questions" until you are directed to do so.

If you are stuck at some point in DEADLINE, 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 wear red suspenders?

A.

B.

C.

Your marker contains more than enough fluid to develop the entire booklet. However, if your marker gets lost or dried out,

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you can order a replacement marker for a nominal fee.

Once you have finished DEADLINE, 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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## The Basics

Some advice:

A.

B.

C.

D.

E.

Communicating with DEADLINE:

# General Questions

Was it suicide?

Pros

Cons


Is there anything significant in the library?

A.

B.

What should I do with the bowl?

A.

B.

Is the notepad important?

What should I do with the calendar?

A.

B.

C.

*(continued on next page)*

D.

E.

F.

What happened to the chair Mr. Robner was sitting on?

Is the wastebasket important?

A.

B.

What is the significance of the telephone call?

A.

B.

C.

D.

Are the paintings important?

A.

B.

C.

D.

E.



**What is the significance of the mail?**

- A.
- B.
- C.

**Is Mr. McNabb useful for anything?**

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

**How do I leave the grounds?**

**Is the book useful for anything?**

- A.
- B.

**Are all of the drugs in the house significant?**

- A.
- B.
- C.

**Once Baxter has left, how do I find him?**

**How do I question Mr. Coates?**

- A.
- B.

**Is Steven's arrival important?**

- A.
- B.
- C.

**Where did Mr. Robner keep important documents?**

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

**Is the fireplace important?**

**What is the significance of the fragment?**

Is Mrs. Rourke useful for anything?

- A.
- B.
- C.

How do I open the kitchen window?

Who can show me the cellar entrance?

- A.
- B.
- C.

Is there a new will?

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

Is the newspaper important?

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

(continued on next page)

E.

F.

What is the ladder for?

- A.
- B.
- C.

Is there any significance to George's long vigil at the lake in the afternoon?

- A.
- B.

How do I get back from the attic?

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

What is the quickest way to summon Mr. Robner's brother?

- A.
- B.
- C.

(continued on next page)



D.

E.

Is Clement's grief sincere?

A.

B.

C.

## Develop Only If...

In this section, develop the clues *only* if the condition is met.

Someone acted strangely at the will reading or soon after:

A.

B.

You have analyzed the footprint:

You have found a couple of holes:

A.

B.

C.

D.

E.

You have found a destroyed document:

A.

B.

C.

D.

E.

Someone (other than Mr. Robner) has died:

A.

B.

C.

D.

E.

F.

G.

H.

I.

(continued on next page)

J.

K.

**You have entered the attic:**

**You have found the hidden closet:**

**After you have discovered the missing paintings:**

A.

B.

**You have found a diary:**

A.

B.

C.

D.

**You have solid proof of the method of Mr. Robner's death:**

A.

B.

# Hidden Questions

Develop the numbered questions only when you are directed to in other parts of this booklet.

1.

2.

A.

B.

C.

3.

A.

B.

C.

D.

E.

F.

4.

A.

B.

*(continued on next page)*



C.

D.

E.

F.

G.

H.

5.

A.

B.

C.

D.

E.

F.

6.

A.

B.

(continued on next page)

C.

D.

E.

F.

G.

7.

A.

B.

C.

D.

8.

A.

B.

C.

D.

9.

A.

B.

10.

A.

B.

11.

12.

A.

B.

C.

13.

A.

B.

C.

D.

E.

14.

A.

B.

C.

D.

E.

15.

A.

B.

C.

D.

16.

A.

B.

17.

A.

B.

C.



18.

A.

B.

C.

D.

19.

A.

B.

C.

20.

A.

B.

C.

21.

A.

B.

C.

22.

A.

B.

23.

A.

B.

C.

D.

E.

F.

G.

H.

24.

A.

B.

C.

D.

E.

F.

*(continued on next page)*

G.

H.

I.

J.

25.

26.

27.

A.

B.

C.

D.

28.

A.

B.

C.

D.

29.

A.

B.

C.

## Possible Endings

Do not look at these until you have finished the game.

A.

B.

C.



D.

E.

F.

G.

H.

*(continued on next page)*

I.

J.

## For Your Amusement

(after you've finished the game)

Have you ever tried:

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>





**INFOCOM™**

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