

# Deadline

## Introduction to Deadline

*Deadline* is the first of Infocom's mystery adventures. You are part of the mystery, as the detective called in to investigate the murder of Mr. Robner. With the aid of Sergeant Duffy, you have 12 hours (computer time) to discover, prove, and arrest the murderer. You have to work fast before another murder is committed.

## Characters

- Mrs. Robner** This unfaithful wife leaves useless mail in the foyer.
- George** This music-loving son knows of a new will in a hidden closet.
- Mrs. Rourke** This gossipy maid plays no real part except to clean the house.
- Mr. McNabb** This crusty old gardener mumbles about "elephants" in his rose garden.
- Ms. Dunbar** Robner's overacting secretary who is having an affair with Mr. Baxter.
- Mr. Baxter** Mr. Robner's criminally implicated business partner who fools around with his friend's secretary.

## General Hints

Before you can arrest a suspect, you must be able to prove a motive, ample opportunity, and lack of an alibi. If you arrest

a suspect without proper evidence, he (or she) may get away with murder!

Every time you find a new piece of evidence, be sure to examine and analyze it.

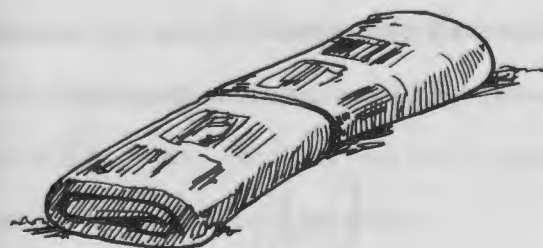
## Room Notes

1. **South lawn**—Nothing here is important.



2. **East lawn**—Nothing here is important.
3. **East side of house**—Nothing here is important.
4. **Orchard path**—Nothing here is important.
5. **In the orchard**—If you lean the ladder from room #28 up against the house here, you can climb up to room #35.
6. **Among the roses**—If you wait until McNabb has been to the garden, and then ask him to show you the **holes**, he will lead you to two rectangular holes in the garden. If you put the ladder in the holes, it will lean perfectly up to room #49. Remove the ladder and dig the earth. If you dig enough, you will find a shard of a cup. Analyze it.

7. **Garden path**—Nothing here is important.
8. **North lawn**—Nothing here is important.
9. **West lawn**—Nothing here is important.
10. **West side of house**—Nothing here is important.
11. **West of front door**—You can get to room #16 if you have opened the window.
12. **Front path**—A newspaper appears here around 11 a.m. Read it carefully. Ms. Dunbar will come here and drop a ticket stub, if you scare her enough (see How to Win). Get the stub and ask her about it.



13. **East of front door**—Nothing here is important.
14. **Foyer**—Some time after the newspaper arrives, a letter will arrive. Don't bother with it. It is a red herring.
15. **North of foyer**—Nothing here is important.
16. **Living room**—This is where the will is read. Dunbar and Baxter have a meeting here.
17. **Corner**—Nothing here is important.
18. **Dining room**—Nothing here is important.

19. **Kitchen**—Open the cupboards and count the saucers and plates.
20. **Pantry**—Nothing here is important.
21. **Bottom of stairs**—Nothing here is important.
22. **Stairs**—Nothing here is important.
23. **South hallway**—Nothing here is important.
24. **Mrs. Rourke's room**—Nothing here is important.
25. **South hallway**—Nothing here is important.
26. **South closet**—Nothing here is important.
27. **Mrs. Rourke's bathroom**—Nothing here is important.
28. **Shed**—The ladder can usually be found here.



29. **Behind the shed**—Nothing here is important.
30. **Top of stairs**—Nothing here is important.

31. **North upstairs hall**—Nothing here is important.
32. **Guest room**—Nothing here is important.
33. **South upstairs hall**—Nothing here is important.
34. **Dunbar's bathroom**—Open the cabinet and look at the *Lo Blo*.
35. **End of south hall**—Nothing here is important.
36. **Closet**—Nothing here is important.
37. **Hallway**—Nothing here is important.
38. **Master bedroom**—Nothing here is important.
39. **Bedroom balcony**—Nothing here is important.
40. **Master bathroom**—Nothing here is important.
41. **Dunbar's bedroom**—Nothing here is important.
42. **Hallway**—Nothing here is important.
43. **Upstairs closet**—Nothing here is important.
44. **Hallway**—Nothing here is important.
45. **George's bedroom**—Nothing here is important, but you'll usually be able to find George here early in the game.
46. **George's bathroom**—Nothing here is important.
47. **End of hallway**—Nothing here is important.
48. **Library**—Come up here right when you get in the house, and get the pad, the pencil, and the calendar. Shade the pad with the pencil. Drop the pencil. Look at the rug. Turn the page of the calendar. Go to George's room (room #45), and show him the calendar. Drop the calendar.





**49. Library balcony**—Look at the railing. Look at the floor. Hide here when George opens room #50.

**50. Hidden closet**—If you surprise George while he is opening the safe, you should look in the safe, and get the Focus papers.

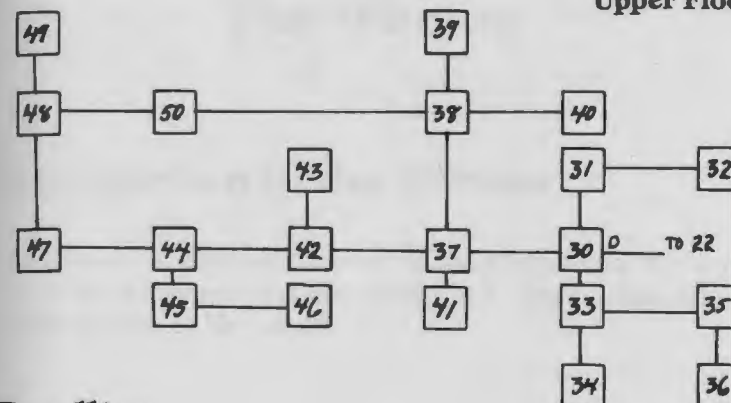
## How to Win

- Go to room #48.
- Get pencil, pad, calendar.
- Shade the pad with the pencil.
- Drop the pencil.
- Turn the page of the calendar.
- Look at the rug.
- Look in the basket.
- Look at the crumpled papers.
- Open the balcony door.
- Go north to room #49.
- Look at the railing.
- Go to room #45.
- Show the calendar to George.
- Go to room #34.
- Open the medicine cabinet.
- Look at the *Lo Blo*.
- Go to room #16.
- Open the window.
- Wait for Baxter.

- Show the pad to him.
- Go to room #12.
- Wait until the newspaper arrives.
- Read it carefully.
- Go to room #16.
- Ask Baxter about Omnidyne.
- Wait until 11:45.
- Go outside and look for McNabb.
- Say "McNabb, show me holes."
- Follow him to room #6.
- Dig the dirt at the holes until you find a piece of porcelain.
- Analyze the fragment for *Lo Blo*.
- Go to room #16.
- Stay there until the will is read.
- Go up to room #49—Pay no attention to what George says.
- Wait 10 minutes.
- Go to room #48.
- Look at the shelves.
- Push the button.
- Look in the safe—Pay no attention to George or the new will.
- Get the papers.
- Go to room #16.
- Show Baxter the papers.
- Show Baxter the lab report.
- Show Dunbar the papers.
- Show Dunbar the lab report.
- Accuse Dunbar.
- Go around to room #11.
- Go north.
- If Dunbar and Baxter suddenly stop talking, wait, and follow Ms. Dunbar when she leaves; otherwise, keep going to room #11, and then north until she does leave.
- Keep following her until she drops a ticket stub in room #12.
- Get the stub.
- Ask Dunbar about the stub.
- Go to room #16.

- Ask Baxter about the stub.
- Go to room #19.
- Count the saucers.
- Count the plates.
- Count the cups.
- Go to room #4.
- Get the ladder.
- Go to room #6.
- Look at the ladder.
- Put the ladder in the holes.
- Go up.
- Arrest Dunbar and Baxter.
- You have now won *Deadline!*

## Upper Floor



## Deadline

## Lower Floor

