

## DEADLINE

**Company:** Infocom, Inc.

**Suggested Retail: \$49.95**

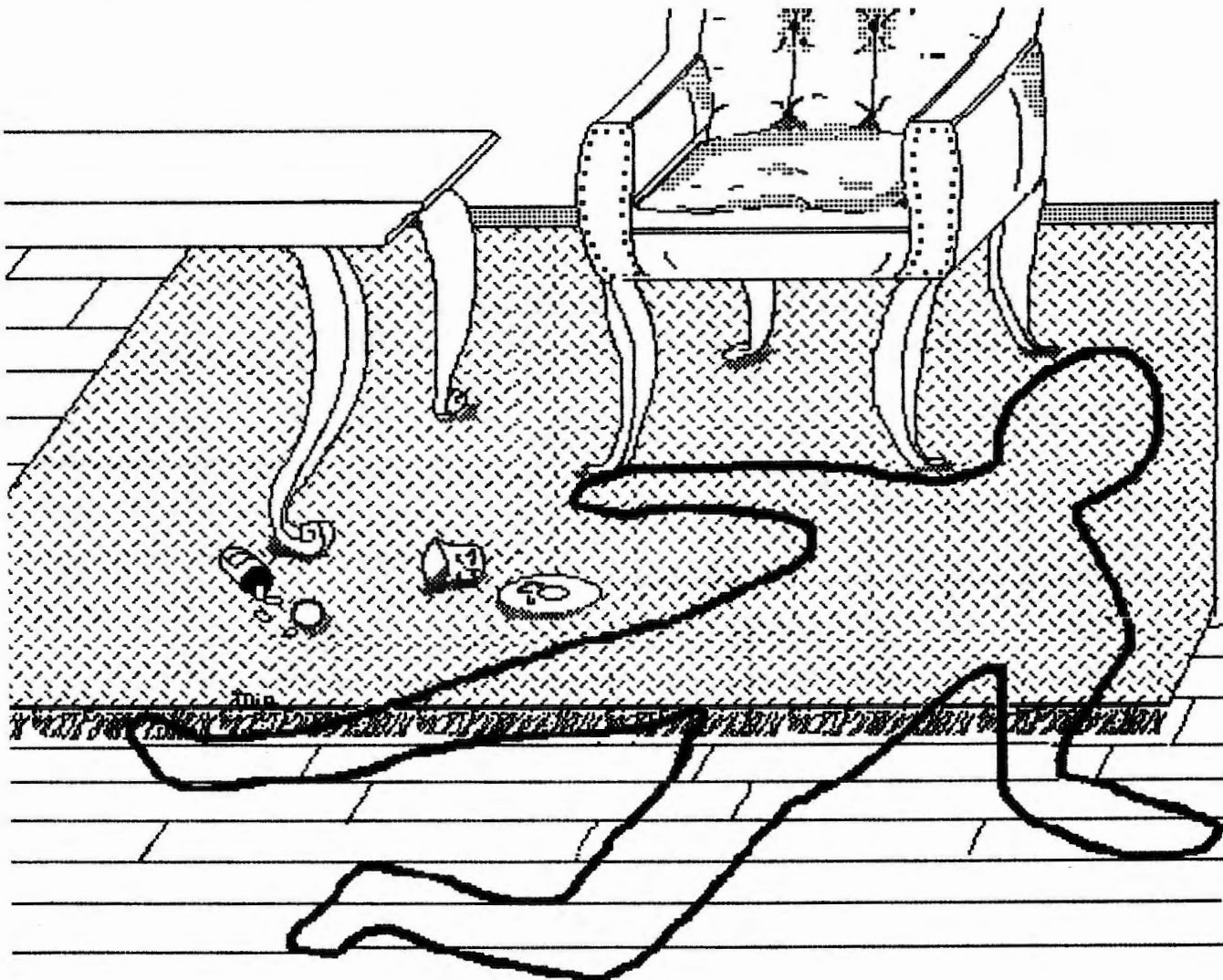
**Type:** The first of a series of all-text mystery adventures.

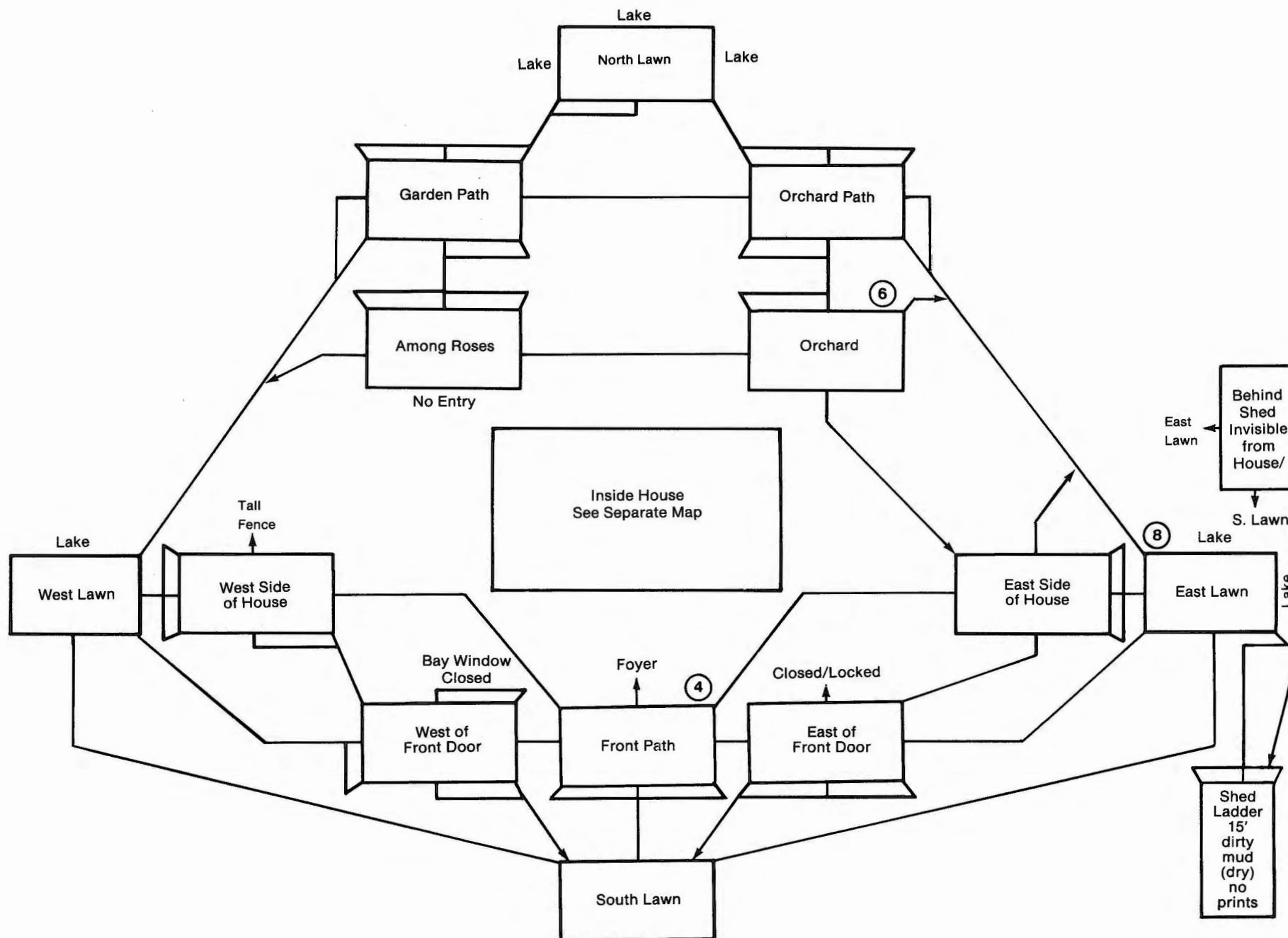
**Description:**

You, the Detective, are called upon to investigate the apparent suicide of a wealthy and philanthropic industrialist. You encounter no monsters or wizards, just seven characters you can talk to, question, or watch as they move about independently. You have twelve hours to unravel the mystery and arrest one or more of the four principal suspects. You will have to prove motive, opportunity, and means. There are twenty-five possible endings, ranging from dismissal by the Grand Jury to conviction by the Trial Jury. Some endings come with shocking suddenness; others give you clues for your next attempt at solving the mystery.

### Playability:

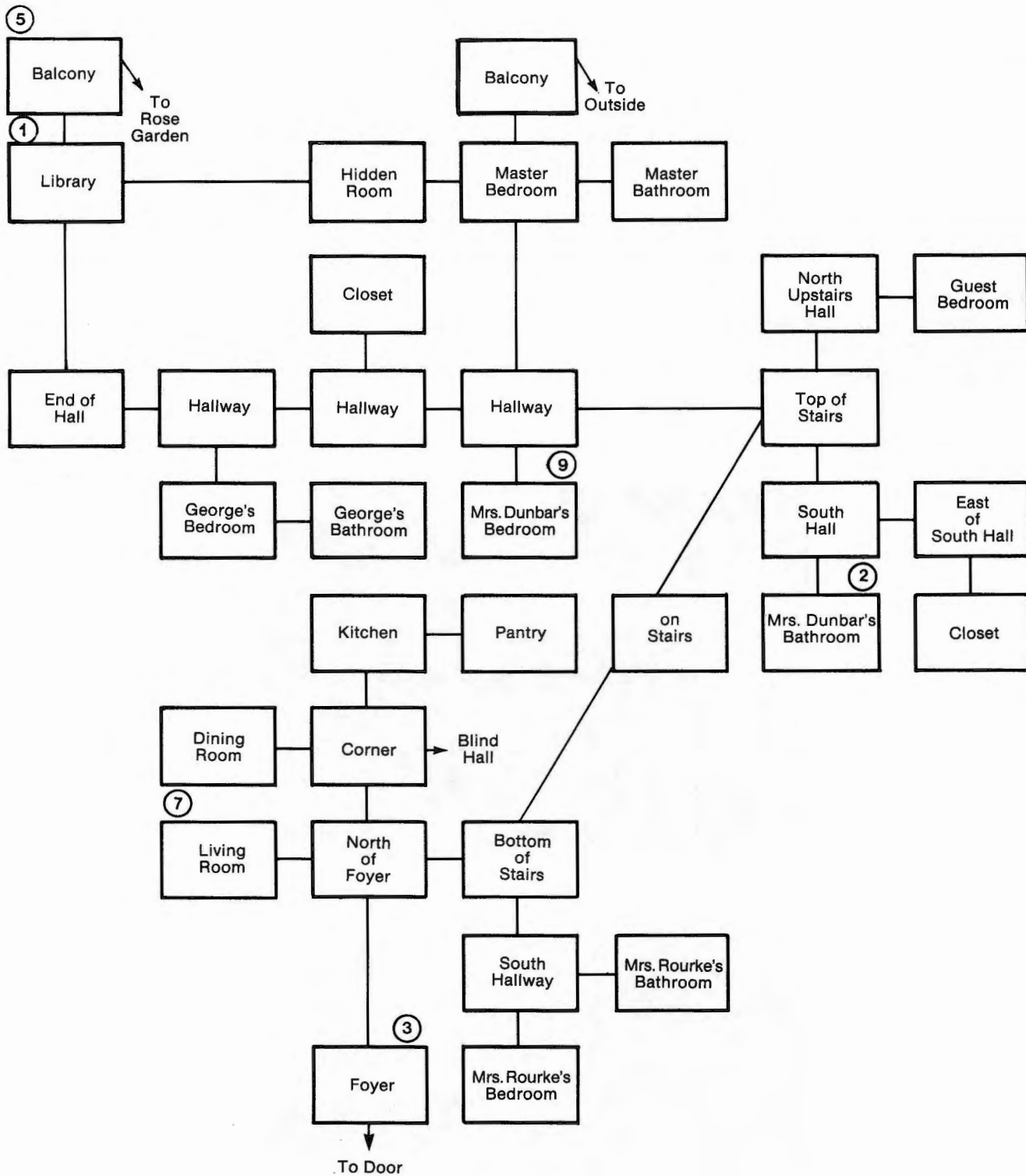
Totally engrossing. You feel as if pulled directly through the CRT and right into the mansion with the suspects. While the game offers a moderate difficulty level and number of puzzles, the convoluted puzzles demand interaction and one of them proves quite tough. This game requires considerably more deductive logic than adventures usually call for.





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## Inside House



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1. Read Calendar (July 7). Turn Calendar (July 8). Rub Pencil on Notepad. At about 9:00, the phone will ring. Pick up Phone.
2. Get Loblo Bottle. Read Loblo Label.
3. Around 9:15, an envelope will be delivered to the Foyer. Open Envelope and Read the Letter. Interesting possibilities, but you'll never get a conviction!
4. Around 11:25, the Herald (newspaper) will arrive. Read Paper. Read Second Section.
5. Around 12:00, attend reading of the Will. Show George the Calendar. Follow George (who is upset and goes to his room), and go out on the Library Balcony. Look into Library. Save Game when George appears. When George disappears, enter Library and Examine Bookshelf. Push Button after three Waits (give him time to open the safe). Alternate solutions evolve by waiting for longer or shorter periods. Try them all. Get Stack of Papers. Have fun with the new Will.
6. After around 11:20, find McNabb, who will be mumbling to himself. Ask McNabb about the Roses. Ask McNabb to Show Me the Holes. Follow McNabb. Dig in the Soil. Search the Dirt. Analyze Porcelain for Loblo. Get Lab Report (later).
7. Ask Dunbar about Loblo Bottle. Show her the Lab Report. Accuse Dunbar. (She should be very uptight now, and if Baxter is present, should glance nervously at the two of you.) Move away and wait for her to pass by you. Follow Dunbar (out the Front Door), where she will fish for a cigarette. Get (dropped) Ticket Stub. Ask Dunbar about the Ticket Stub.
8. Wait and Follow until Dunbar and Baxter are together. Show Baxter the Newspaper and the Second Section. Ask Baxter about Ticket Stub. Show him the Lab Report. Show him the Stack of Papers. Save Game. Arrest them individually, then Arrest Baxter *and* Dunbar. Try hiding behind shed; if they aren't already there, they'll come.
9. As an alternate, don't arrest either. Wait in Foyer for Dunbar to go by, heading for her room. Wait upstairs for pistol shot. With everyone assembled in Dunbar's room, Ask Baxter for Pen. Arrest Baxter. As a second alternate, wait for Dunbar in her room, talk a while, and then leave. By the way, did you ever read the end of the book in the Living Room?