

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,

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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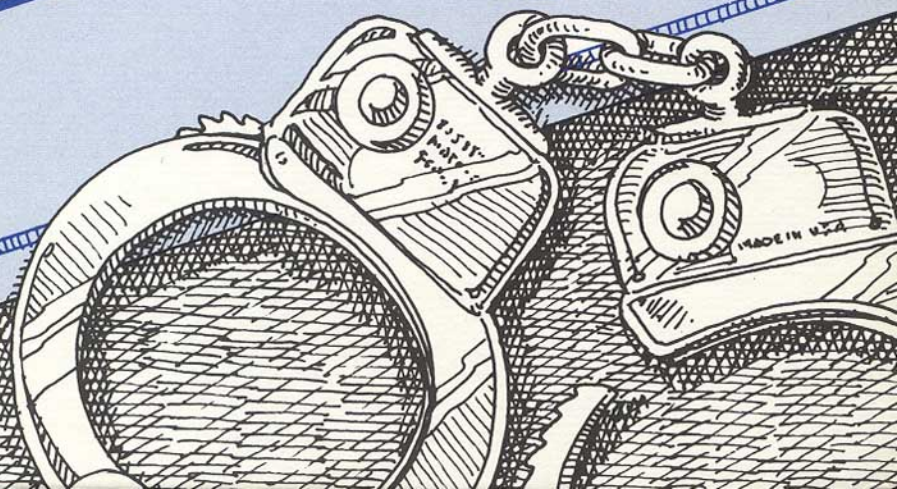
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These blueprints are reproductions of the original plans for the Robner estate.

They are being reprinted and made available because of the keen public interest in Marshall Robner's suspicious death and subsequent well-publicized trial.

# DEADLINE<sup>TM</sup>





# SITE PLAN



HOUSE

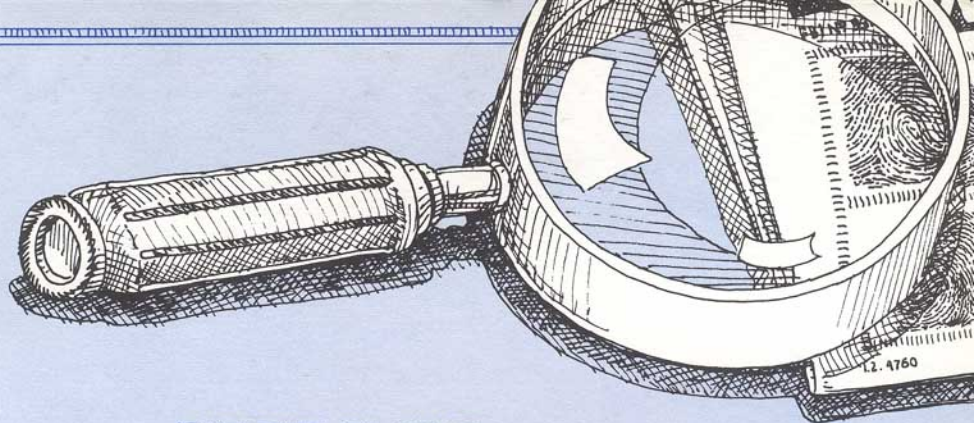
TOOL  
SHED

PROPERTY LINE

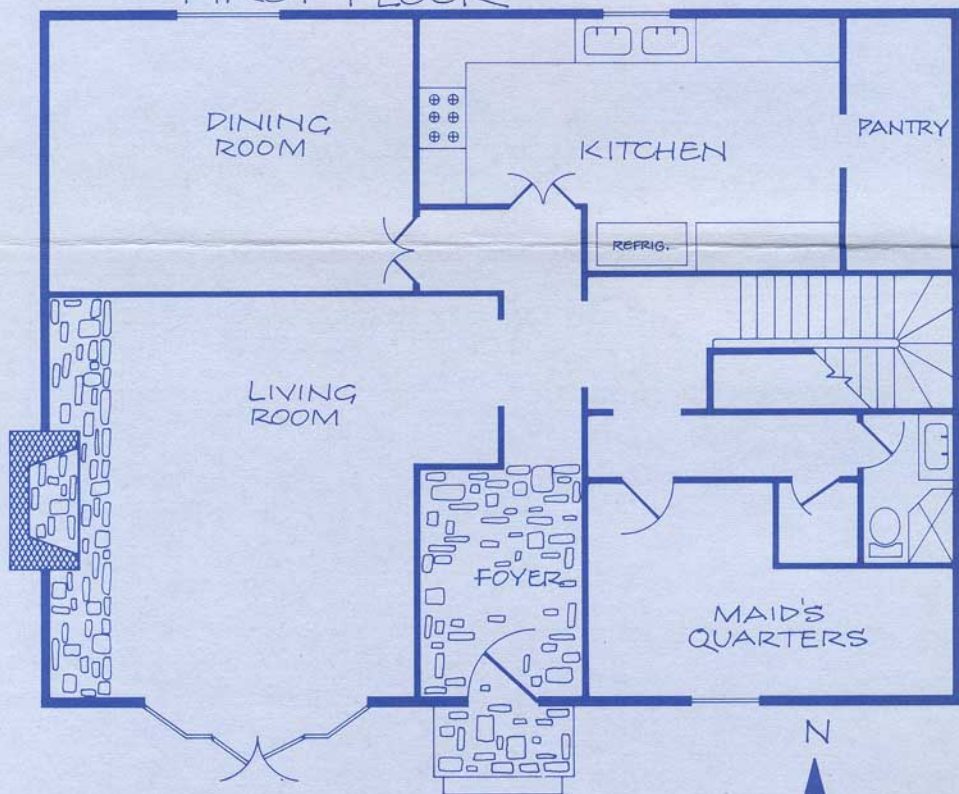
PLANS FOR THE ESTATE OF MR. MARSHALL ROBNER  
506 LAKEVIEW ROAD MAITLAND CONNECTICUT  
BLANK, BLANK, BLANK & FLATHEAD ARCHITECTS

MR. MARSHALL ROBNER

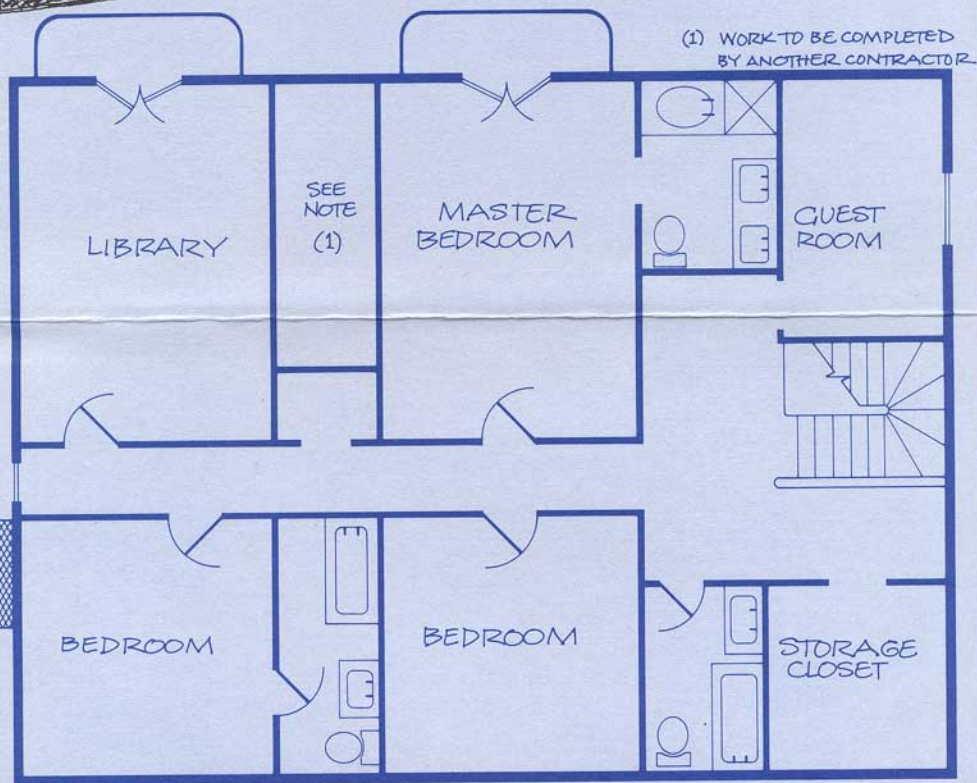
DRAWING # A1 SCALE 1"=36' DATE 9/1/75



## FIRST FLOOR







SECOND  
FLOOR

PLANS FOR THE ESTATE OF MR. MARSHALL ROBNER  
506 LAKEVIEW ROAD, MAITLAND, CONNECTICUT  
BLANK, BLANK, BLANK, & FLATHEAD, ARCHITECTS

MR. MARSHALL ROBNER

DRAWING # A 2

SCALE 1" = 8'

DATE 9/1/75