

InvisiClues™

TM

for **Deadline**™

illustrated by David Ardito

produced by the Zork Users Group



Introduction

Those of you who have used an InvisiClues book for *Zork I, II, or III*, or *Starcross* 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.

Much of the fun of playing Interlogic™ games is the thrill you get when you solve a problem. This book is designed to maximize this thrill by giving you only as much help as *you* need to get past those small hurdles which *you* find frustrating so that you can get on with the solution to that problem and enjoy the rest of the game.

Great care was taken to avoid giving anything away unintentionally. The invisible hints often progress from a gentle nudge in the right direction to a full answer. The questions themselves were worded so as to reveal as little as possible about the game. Do not use the presence or lack of a question on a certain topic as an indication of what is important, and do not assume that long answers are associated with important questions. Dummy questions and answers have been inserted to minimize this problem. If you let the questions found in this booklet influence your game, you will be sorry.

Once you have completed the game, you may want to try the "for your amusement" suggestions and the "possible endings." Do not look at these before the game is over as they reveal solutions to some of the problems.

How to use this booklet

If you are stuck in the game, find the question in the booklet which pertains to your problem. Use the latent image marker which came with the booklet to develop the first answer. Use the boxes as a guide and run the marker *once* across each line. It is not necessary to rub the marker back and forth over the same area. (Note: over a period of months the image is likely to fade.)

If used properly, the marker should last through the entire booklet. Be sure to recap it tightly when it is not in use. If the marker dries up or is lost, more can be ordered from the Zork Users Group.

Mike
Chicago, Illinois
May, 1983

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The Basics (start here)

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.

D.

E.

F.

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

A.

B.

Is the wastebasket important?

A.

B.

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.

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.

Is the newspaper important?

A.

B.

C.

D.

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?

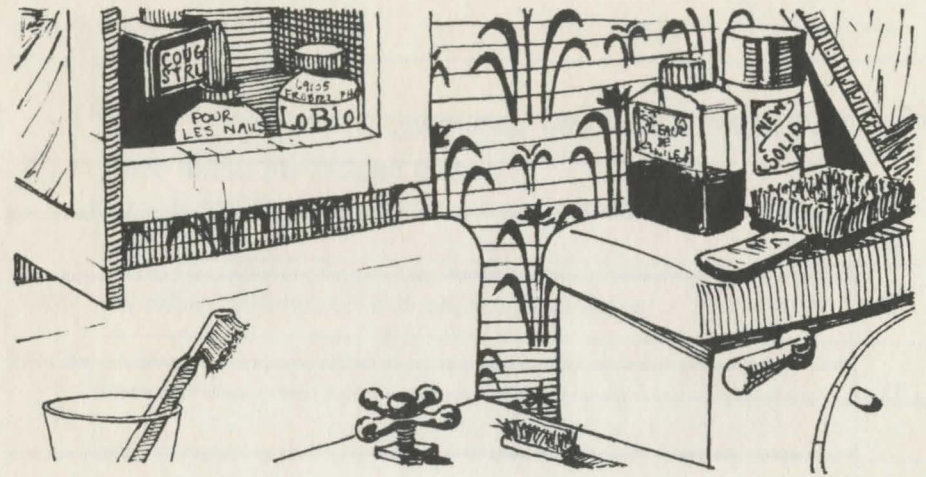
- A.
- B.
- C.
- D.

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

- A.
- B.
- C.
- 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:

- A.

You have found a couple of holes:

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

If you have found a destroyed document:

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

If someone (other than Mr. Robner) has died:

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.
- I.
- J.
- K.

You have entered the attic:

If you have found the hidden closet:

After you have discovered the missing paintings:

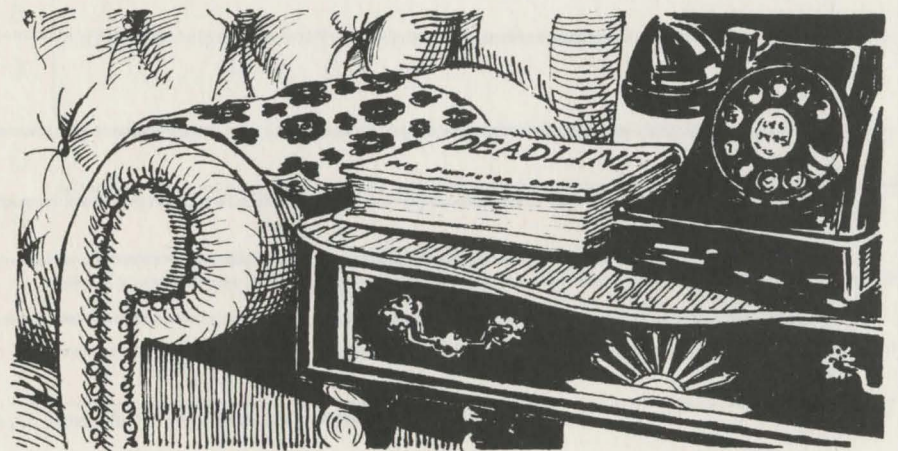
- A.
- B.

If you have found a diary:

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

If you have solid proof of the method of Mr. Robner's death:

- A.
- B.



B.

C.

D.

E.

F.

6.

A.

B.

C.

D.

E.

F.

G.

7.

A.

B.

C.

D.

8.

A.

B.

(answers to this question are continued on the next page)

C.

D.

9.

A.

B.

10.

A.

B.

11.

12.

A.

B.

C.

13.

A.

B.

C.

(answers to this question are continued on the next page)

D.	
E.	
14.	
A.	
B.	
C.	
D.	
E.	
15.	
A.	
B.	
C.	
D.	
16.	
A.	
B.	
17.	
A.	
B.	
C.	

(answers to this question are continued on the next page)

D.	
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.
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.

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B.

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C.

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D.

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E.

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F.

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G.

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H.

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I.

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J.

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For your amusement (after you've finished the game)

Have you ever tried:



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For information and price lists for other games and products,
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