

DEADLINE

An INFOCOM™ Adventure

 **commodore**  **64**



You Have 12 Hours To Solve One of the Most Baffling Cases In the Annals of Criminology. Game Kit Includes a Dossier of the Crime... But It's Up to You to Uncover the Clues! A Best-Selling Suspense Adventure From the Authors of ZORK!

**DOCUMENTARY
EVIDENCE**



 **commodore**

DEADLINE

An INFOCOM™ Adventure

DEADLINE™, the first great mystery of the computer age, initiates you into the genre of real-life adventure. When you take on DEADLINE, you're not just pitting yourself against a 12-hour time limit to solve one of the cleverest and most baffling cases in the annals of criminology. You're encountering a totally original concept in interactivity that literally puts the case in your hands. Working from an actual dossier on the crime and piecing together the myriad clues along the trail, you face a challenge so sophisticated that your suspects possess independent, flesh-and-blood personalities. And some of those personalities are so treacherous that, should you make the wrong move, one of them may do you in.

Features

- Avg. length of journey 20 hrs.
- Language INTERLOGIC™ Machine Language
- Vocabulary 600+ words*
- Understands complete sentences Yes*
- Multiple SAVE feature Yes

*Only the INTERLOGIC prose series achieves this level of sophistication

Other Adventures Available

ZORK™ I: The Great Underground Empire confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of ZORK and escape with them and your life.

ZORK™ II: The Wizard of Frobozz takes you into new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound your quest with his capricious powers.

ZORK™ III: The Dungeon Master is the final test of your wisdom and courage. Your odyssey culminates in an encounter with the Dungeon Master himself. Your destiny hangs in the balance.

STARCROSS™, a mindbending science fiction first, launches you headlong into the year 2186 and the depths of space. Ahead of you is a challenge issued eons ago, from lightyears away—and only you can meet it.

In **SUSPENDED™**, you will strategically manipulate six robots. Each has a distinct perception of the world and offers you specific abilities. For instance, one specializes in sight, a second in hearing, and a third in accessing information from computer memory banks. Through them, you will solve an intertwined myriad of realistic and original problems.

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