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ADVSIG,
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MARYBOROUGH, 4650



THE 'SUB' EDITORIAL RAMBLE



WHILE THE ED IS RESCUED FROM A GRUE, A SUB TAKES CHARGE

Welcome to another edition of the ADVSIG gazette. My name is Michael Spiteri, and I have been given the pleasure of editing this month's gazette. The usual editor, Ernie SuGrue decided to wander back down into the caverns of ZORK to see what's new. Unfortunately, like most ZORKers, he was swallowed by a Grue. Don't despair! The Grue has been recovered, and Ernie should be back in charge in no time.

If you believe that story, then you'll believe anything I write. No, in fact, Ernie is just settling into a new dungeon, and is a bit too busy to edit this month's gazette.

I've tried to keep the gazette as close to the original style as possible, though I must apologise for the unavoidable amendments.

It's back to the ol' 80 column page cos my Commodore Printer cannot handle any more. My Commodore Printer also cannot put tails on the 'g' 'p' 'y' 'j' letters, so do not adjust your contact lenses if things seem a bit strange.

Have we got an issue for you!!!! We have a special review of the all new Telerium adventure, PERRY MASON, and we also take a look at the adventure games that have taken the world by storm - the ZORKS. We herald the return of LEMONS, and leave the marketplace open to you with ADVENTURES 'R' US. You can also have a laugh with A FUNNY THING HAPPENED.

Remember the maze in ZORK I? You'll find a map of it in the gazette - exclusive to ADVSIG members!!

Happy Adventuring



Michael Spiteri



LEMONS



SHERLOCK HOLMES IS ATTACKED BY THE KILLER BUG!

Yes, it's back, the dreaded lemon is here once again. This time, not so much a lemon, more of a warning.

Melbourne House, famous for games such as The Hobbit and Castle of Terror, last year released an adventure game entitled 'Sherlock' for the CBM64 & Spectrum. The game itself was of a high standard, requiring expert adventuring and quick thinking. Unfortunately, a bad habit common among many of Melbourne Houses adventures (especially The Hobbit) was the dreaded BUG. Strangely enough, though, the BUG only appeared in certain copies of Sherlock. The BUG had a terrible habit of putting you right off the game. The BUG did things like CRASHING the game just when you were going good, making the game understand a command one time then ignoring it another, etc. etc.

So, if anybody out there in adventureland are considering buying this game - make sure the copy you buy works ok. Insist on being allowed to play the game for ten minutes or so, or asking for a demonstration - cos \$40 is a lot to pay for a product, and is a lot more when the product doesn't work!!

That's all for LEMONS this month, but don't be scared to talk about a product that isn't what the ads say it is.



HAVE A READ OF THIS!!!



THE RULES OF RUNNING ADVSIG

All information published in 'The ADVSIG Gazette' is believed to be accurate, and in the public domain at the time of printing, unless otherwise stated. It would be appreciated if any inaccurate material, or copyright material that is published be advised to ADVSIG as soon as possible so that it can be retracted.

All views expressed in 'The ADVSIG Gazette' are personal views only.

'The ADVSIG Gazette' is published bi-monthly by the 'Adventure Special Interest Group'. Individual copies of 'The ADVSIG Gazette', are \$2.50 including postage. Membership to 'ADVSIG' is \$10.00 per annum, and includes six copies of the Gazette.

Submissions on any topic regarding computer adventures, including reviews, hints, maps etc are welcomed by the group.



A FUNNY THING HAPPENED.....



Most adventure Games feature humourous responses to certain commands. In this section is a list of things you can try in your adventure Game that gives a funny reply. Some may lead to death, so SAVE your Position first. Also, if you are still completing an adventure, you may find out something about solving the adventure that you wanted to find out by yourself. You have been warned.

In Infocom's DEADLINE:

try....looking under the bed
try....leaving the estate
try....kissing & raping People
try....arresting Ms Dunbar when she's dead
try....cleaning things

In Infocom's WITNESS:

try....kicking the cat
try....shooting things

In Scott Adam's ADVENTURLAND: try...blowing up the dragon

In Scott Adam's VOODOO CASTLE: try...smoking the Pot!

In Scott Adam's PIRATE COVE: try...weighing the anchor

In the DALLAS QUEST: try...shooting the rat with the rifle

In the ASYLUM: try...looking up

In Infocom's HITCHHIKERS GUIDE TO THE GALAXY:

try....feeding the dog the sandwich
try....talking while you are dead
try....kicking the screen door

In Infocom's PLANETFALL:

try....kicking Blather
try....fighting Blather
try....kicking Floyd



BEFORE WE GO ANY FURTHER.....



THE ADVSIG GAZETTE WAS CREATED USING:
PRINT SHOP & GRAPHIC DATA DISKS 1-3
AND.....THE EASYSRIPT WORDPROCESSOR



ADVENTURES 'R' US



ADVSIG OFFERS ITS MEMBERS THE CHANCE TO PURCHASE
GREAT GAMES DIRECT FROM THE U S OF A!

Let's face it guys & gals, you don't really enjoy stalking all the computer stores every time a great new adventure game comes out, do you?

Let ADVSIG get the games YOU want safely to your doorstep.

ADVSIG will attempt to get any program for you as quickly as possible. The usual time is five weeks from when we get your order until you receive the adventure game.

Ordering via ADVSIG is simple! All you have to tell us is:

- a) Your name and address.
- b) The name of the computer you own.
- c) The name of the game (trendy, eh?).
- d) The name of the makers.
- e) The maximum 'American Amount' you are willing to pay.

The Australian equivalent of the American Amount will be more. The American Amount includes postage fee from USA to ADVSIG.

VERY IMPORTANT NOTE!!!!!!!

*CUSTOMS DUTY AND POSTAGE FROM ADVSIG IS NOT INCLUDED IN THIS COST!!!!

In general, it will cost about \$65 - \$70 for an INFOCOM adventure.

When you order a program, please include a cheque for \$50.00. Any extra amount will be advised as soon as possible. More info available from Ernie.

So come on, take advantage of this versatile club facility!!!



THE REVIEWS



BECOME PERRY MASON, THEN VENTURE INTO THE DARK
PERILS OF THE ZORK TRILOGY - PLUS MORE!!!!



PERRY MASON - THE ADVENTURE



**PERRY MASON: THE CASE OF THE MANDARIN MURDER
ANOTHER MAMMOTH DISK ADVENTURE FROM TELARIUM!!
REVIEWED BY MICHAEL SPITERI**

PERRY MASON is the new 4-disk graphic adventure game from Telerium. This game has to be one of the best games on the market. It is interesting, engrossing, and very addictive. The game features a strong and difficult plot: Laura Kapp, a middle-aged woman, has just come out of a mental institution, with the threat of a divorce from her husband, Victor. The following morning after her release, Victor was found shot dead in his living room. About 15 feet away from his corpse lay Laura Kapp, delirious, with a gun lying near her hand - covered in her fingerprint. You, as Perry Mason, must prove in court that Laura Kapp is innocent, and you must be able to reveal the real killer.

The game starts in Mason's office. Here you may then visit Victor Kapp's apartment to search for clues. Unfortunately, preventing you from tampering with any items is Sergeant Holcomb. Eventually he kicks you out, so you are left to prepare the case. On hand is Paul Drake, who is too ready to investigate anything you want. Drake is quite a useful character, in fact, he is essential for completing the game. You may then visit Laura Kapp (who has been arrested) in prison. After getting a few clues from her you return to your office and examine files on the witnesses that will be testifying.

The next and final part of the game takes place in court. The prosecution introduces several witnesses, and both parties cross-examine them. You may object to any question asked by the prosecution, providing you give a good reason. Whether the judge will sustain or overrule your objection is another matter. During the trial you may ask Paul Drake to investigate things, and get Della (your assistant) to give testimony summaries. After all the witnesses have been cross-examined, the result is left to the jury.

The game features dazzling graphic displays of almost all locations, and ALL witnesses. The text is very descriptive and makes very pleasant reading. Various bursts of music in certain points of the game help build the very strong atmosphere. As for the vocabulary, it is huge, though not quite as large as those in Infocom games. The game understands full sentences easily. The only main gotcha is the response time - in some cases it is up to 5 minutes long!!!

The introduction and demo screens are very neatly set out and are graphically/musically superb. Packaging and documentation are of the same high standard. It is impossible to do justice to the game in such little space, so I suggest you play the adventure yourself.

This is no doubt the best Telarium adventure. It is of a quality much higher than its predecessors (Fahrenheit 451, Amazon etc.), and competes easily with the Infocom range of adventures. A lot of work has gone into this adventure, and it lies in a class of its own. Don't miss it!!



THE CLASSIC ADVENTURE



MELBOURNE TURN AN OLD GAME INTO A NEW ONE!!

REVIEWED BY MICHAEL SPITERI

Classic Adventure - Melbourne House

Ah, that's what I like to see, a complete, chunky text adventure game. Remember the world's first adventure game - Colossal Cave? Well this is one of the best versions of that adventure for the Commodore 64. This adventure is very similar to those programmed by Level 9 adventures. Each location is described in such great detail and length. The descriptions are very enjoyable to read and are used effectively. The idea of the game is to recover a large amount of treasures from an underground world. You'll encounter all sorts of problems, so many in fact, that I don't know where to begin. Here we have an exact (well almost) replica of the original adventure that started it all off. All the original problems are there, spread over lots and lots of locations. An extraordinary HELP command plus a very useful SAVE/LOAD feature. This game is as the title suggests - A CLASSIC ADVENTURE. Very neatly packaged and with adequate instructions. The game loads under three minutes with the PAVLODA speed loading technique. This game offers reasonable value for money. If you've always wanted to know what the original adventure looked like, you can't go wrong with this - a game with no frills. Hundreds of people have spent weeks trying to solve this adventure, will you become one of them? One for the experienced and the curious.

(Review from an ADVENTURE SPECIAL to be printed in an upcoming issue of the Australian Commodore Magazine)

THE ZORK TRILOGY



ZORK I - THE UNDERGROUND EMPIRE



ERNIE SUGRUE VENTURES DEEP INTO THE SECRET EMPIRE TO BRING YOU THIS 'CLUESOME' REVIEW. NOW PLAY THE GAME.

This one started it all for Infocom.
It is superb, legendary, famous, infamous.
It's humorous, serious and simply a joy to play
- it is of course ZORK I - the beginning of the nightmare.

ZORK I is the original adventure from Infocom, and it is quite simply put - the largest selling adventure ever, no buts, no maybes. From a surprising simple premise of finding 20 treasures and return with them to a small white house, ZORK I keeps players captivated for hours at a time - and collectively for a lot longer than that! As one American reviewer put it:- 'If it is 2 in the morning, then this must be ZORK.'

You begin just outside a small white house, near a mailbox. You may if you wish explore the forests surrounding the house, however the real adventure doesn't lie so much ahead of you, but more below you. After entering the house, collecting a few valuable items (more life saving, than valuable) you continue downwards. Be careful to take what you want with you when you descend, as 'the sound of someone locking the door behind you' prevents your retreat. Next comes the testy troll, who doesn't prove to be too much of a problem if you're persistent.

To the west of the troll is THAT maze. It is mappable, but it is a nightmare just the same. It must however be endured and conquered in order to complete the game. Be careful, however, don't touch anything suspicious (or do a SAVE first). A cute touch is opening the grate (from the maze) if you haven't disturbed the leaves above.

You must also cross a rainbow in order to collect (use your imagination), visit a disused mine, and also enter the Gates of Hell itself. While you are having all this fun (and avoiding the thief, at the same time), you must collect nineteen treasures. The twentieth treasure will be granted to you towards the end of the game.

The thief, whilst being a nuisance, is also vital to you completing the game. The egg must be opened, but if you try you will invariably fail. The thief being nimble and light fingered can help. Also, the Cyclops is another problem that will befall you. You may attempt to feed the tormented fellow, or use the WORDING of the Prayer book as a 'weapon'.

Overall, ZORK I is very enjoyable to play, and slips together with its successors ZORK II, and ZORK III very well to make an epic adventure trilogy. Infocom's excellent and legendary parser and descriptions are, of course, present here. Once you have completed ZORK I, you are informed there are two more to come.... the addiction to ZORK, has just begun, as have the reviews - the sequels to ZORK I are also reviewed in this issue. For anyone who has not experienced Infocom adventures, ZORK I would be an ideal starting point.



ZORK II - THE WIZARD OF FROBOZZ



**ANDREW HOWE LEAPS DEEPER INTO THE EMPIRE
TO MEET A TROUBLESOME WIZARD!!**

ZORK II is the second in the ZORK trilogy from Infocom. Originally ZORK I and II were a single game, but a mainframe computer was required to run the entire program. They have therefore been separated, but at no appreciable cost to gameplay.

ZORK II is subtitled "The Wizard of Frobozz", referring to the wizard who you must ultimately defeat to complete the game. For most of the game, however, the only appreciable object is to collect treasures, as in ZORK I. Your task is made more difficult through constant harassment from the Wizard who, rather than simply destroy you, delights in casting mischievous spells which slow your progress. When you finally triumph, the way is opened to ZORK 3.

The game itself is very enjoyable, for there is so much to do and so many problems to solve. You get a feeling of helplessness, with the Wizard watching your every move and you being powerless to prevent it. This makes it an exciting game, as you struggle against powers beyond your comprehension to succeed in your quest. The usual Infocom humour is present, but not as much as in other games.

ZORK II offers several advancements over ZORK I. The game is more interactive, for there are several characters with whom you may converse and perhaps even get to help you. It is also slightly more complex than the 'treasure hunt' kind of adventure, of which ZORK I is a good example.

ZORK II is, however, extremely (perhaps even excessively) difficult to solve. The problems appear in droves, most with no obvious solution. The game is extremely order-related, meaning that you must solve one problem in order to solve another. This means that much time is wasted trying to solve problems which cannot be solved until later in the game. Some problems border on the impossible - the maze of diamonds, for instance. It took the purchase of the hint book before the game was finally unravelled. However, it will certainly provide you with lasting enjoyment. (After all, if three people working together could not solve it, it should present you with a reasonable challenge!)

Overall, ZORK II is an excellent game. More complex than ZORK I but lacking the atmosphere of ZORK III. It is thus different from its companions to warrant playing. Recommended.



ZORK III - THE DUNGEON MASTER



**MICHAEL SPITERI IS DRUGGED AND DROPPED EVEN DEEPER!!!
HE MUST FACE THE ULTIMATE CHALLENGE...GULP!!**

Begad! I've never been one to complain, but to drug me and dump me into the depths of ZORK III just so you members can have a decent review is too much!! ZORK III goes even deeper underground, and sooner or later it will either get very hot, or I'll end up in France.

ZORK III is relatively a small world compared to its cousins, and this, I'm afraid, mean fewer Problems. "Good" you may say, "Now I can solve it quickly!!" Well, take my word for it, you'll be playing ZORK III for many more hours than ZORK I & II. The Problems that do exist are so tough and frustrating, many ZORKers would soon have the idea of climbing up back into ZORK II, then back up into ZORK I, then out of the house and catch the next bus home!!

Well here I am at the bottom of the staircase, not far from me is the slightly worn old brass lamp. Walking a little further I came across my faithful Elven sword. Now come the King Arthur impressions cos the sword is embedded in stone.

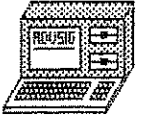
An underground ocean exists, hang on for a second and something interesting will happen. Then more water abides in the lake. A quick dip here takes me elsewhere!! With locations like the Scenic Vista and a smelly cave (which are linked in one way or another) I knew I was to sit here till at least 3 am. More characters live in ZORK III, all rather hostile - especially the big bloke at the end. I am, of course, talking about the DUNGEON MASTER. Believe me, he is not the type of guy you'd want to meet in a dark alley at midnight!

Let's face, you'd be pretty stupid if you jumped into ZORK III without attempting ZORK I & II. Although this game features the toughest Problems, it still has all the frustrating favourites that are familiar with ZORKers - strange characters, foreign writing, extraordinary locations and tantalising objects. All that plus the usual Infocom sooper-doooper features (large vocab, full sentence input, lengthy descriptions and unlimited humour). The atmosphere is just amazing and the game is typically Infocom. Need I say more?

Yes, I do need to say more. ZORK III is an excellent game, and ZORK would not be ZORK without the final adventure. Nuff said.



T-T-T-HAT'S ALL FOLKS



(WELL, ALMOST, ANYWAY)

'Bits an' Pieces from here
there and everywhere else.

INFOCOM has renamed its 'Junior' level adventures - Introductory. Apparently they found that adults beginning in adventures are turned off by the term 'Junior' as it is considered childish. Kids don't like the name for the same reason.

SPINNAKER has decided against releasing the 'Telarium' range of adventures for the Atari. Telarium adventures have made international bestselling novels, such as Fahrenheit 451 into adventure games, in most cases by using the original novel authors to either write or co-write the adventures.

INFOCOM has changed its mail order company. It originally used a company in Farmingdale NY, but after several (many) complaints about slack service and 'who cares?' attitudes have changed to a mail order company in nearby New Jersey. The new address to mail order Infocom products direct from them is:

Infocom Inc.,
PO Box 478,
Cresskill, 07624,
New Jersey, USA.

My view on the old mail order company in 'Lemons'.

So you've decided you love Hitchhikers Guide to the Galaxy so much that you wear you peril sensitive sunglasses while driving and wore your 'DON'T PANIC' button for weeks, even in the shower. Now, (trumpets and fanfare please!!) you can get the official 'I GOT THE BABEL FISH' t-shirt. They are black with the same lettering as on the front of your Hitchhikers package. Sizes available are S, M, L, and XL. Cost is US\$7.95 + postage. They can be ordered from the new address for Infocom mail order.

A simple quote from an insignificant paper:-

The quote 'without a doubt the best adventure ever seen on a computer'. The description was for Hitchhikers.

The date 'March 12, 1985'.

The insignificant newspaper 'The Times of London'.

That's about it for another excellently commercialised issue of 'The ADVSIG Gazette'. Comments are welcomed, and contributions are welcomed even more.

If you write and would like a personal reply, please enclose a 33c stamp. Next newsletter is due on November 1, 1985.

Reviews particularly are welcomed. The following, would be appreciated for next newsletter.

The Telarium Series.

However, any reviews would be welcomed. Please make them to 300-400 words if you can, but choose your own length. Make it interesting, check your grammar (I know, I don't, but I try!!), and don't repeat yourself. If it has a bad point, say so!! Also, please include your name ON the review itself. Thanks.



HELP LINE



IF YOU ARE STUCK IN AN ADVENTURE, WE WILL DO OUR BEST TO HELP.
CHANCES ARE, THE SOLUTION TO THAT PROBLEM IS NOT FAR AWAY!!!

PERRY MASON:

When the Prosecution asks a question, ALWAYS OBJECT. If the Judge asks you for a reason, then give him one. Keep objecting until the question is sustained. If the Judge overrules the objection instead of asking for a reason then this means that the question asked cannot be sustained.

HITCH-HIKERS GUIDE TO THE GALAXY:

Remove something from a maze, and carry both what you've got and haven't got. Then show all this to a very stubborn screen door. Huh? You'll work it out eventually.

THE HULK:

REMEMBER NIGHTMARE - those exact words could help you get out of trouble with the ants. Ants saves ants - think about it!! Wave goodbye to the bees!!

DALLAS QUEST:

JR enjoys dressing up, especially as native chiefs. Before you face the tribe, make sure you have the Photograph and the ring!!

THE WITNESS:

The couch in the office makes a good hiding place, so keep an eye on Monaca when she returns. After the murder, searching Phon9 might help you a little.

MASK OF THE SUN:

Stuck in one of the ruins? Try mucking about with the pedestals and what is on one of them - you need to know your right from your left. A Peddler and a magic Potion? Very useful is you cannot stop coughing.

- WARNING -

1:- The enclosed pages document the exact and full solution to DEADLINE, beginning on Page 2. The first page offers some nudging hints. If you do not want the real killer revealed, do not look at Page 2 or later.

2:- The method of solving the adventure is correct, and has been tested by following the instructions given inside.

3:- The words/phrases 'Infocom', 'Interactive Fiction', 'Deadline', 'Ebullion' and all other related words to this adventure are copyright: Infocom Inc, 125 Cambridge Park Drive, Cambridge, Mass., USA.

4:- This insert is a product of Adventure Special Interest Group. It is provided as a supplement to the September 1985 issue of 'The ADVSIG Gazette'.

ADVSIG'S COMPLETE
SOLUTION TO
INFOCOM'S
DEADLINE
THE ORIGINAL
INTERACTIVE MURDER
MYSTERY THRILLER

FIRSTLY, A LITTLE NUDGE

O.K. So you've got DEADLINE, found out that Marshall Robner isn't feeling too well at the moment, explored and done everything you can think of to try to prove who the murderer/s were. You can't seem to find enough evidence to satisfy the judge and jury into convicting the guilty.


No need to fear no more - ADVSIG's here. In the next page or two we'll explain what you need to do to prove who the murderers were.

-some subtle hints first-

- > There is a vital piece of evidence in the rose garden. Wait until Angus appears to be in a rage and then 'ASK ANGUS ABOUT ROSES'.
- > The notepad and pencil in the library also provide another piece of evidence. Separately they may not prove much, but bring them together....
- > A large house such as this must have more than one phone - especially if Mrs Robner prefers private calls. The phone call is unimportant anyway, as is the letter addressed to her.
- > If the kitchen seems bare of clues, try counting thing there.
- > The newspaper is part of the evidence you will need. Be sure not to miss either section.
- > The will reading is the beginning of the end - miss something here, and you may not get to solve the case.
- > Perhaps the person who is most obviously the murderer is even more obviously not: That person however, can solve a problem for you, that is, finding the new will.
- > If someone acts suspiciously, it may be an idea to follow them, to see what they do.
- > You must analyse a certain fragment for a certain chemical substance and receive the lab report, in order to make the suspects feel guilty.
- > The Focus Papers and the note from the library are also vital to obtain the correct solution.

***** The next page will contain the solution to DEADLINE(tm)

HOW TO SOLVE DEADLINE-



THE ACTUAL SOLUTION -

SOLVING DEADLINE-

To set the record straight from the beginning:- the murderers of Mr Robner are MR BAXTER- and MS DUNBAR-.

There are actually only a few things that you MUST do in order to successfully solve -DEADLINE-. You can also solve it partially and end up with a myriad of different endings (but more on that in the next section!).

You cannot solve the adventure until after the will reading, you can however do a great deal of the preliminary work before then. Go to the library and take the pencil and notepad. -SHADE NOTEPAD WITH PENCIL-. This reveals a partial message. It seems to be a message to Baxter regarding the impending merger of the two companies. The last line 'Reconsider before it is too late' seems to be a warning of some kind. In the interview with Baxter included with Deadline, he says that he didn't ever receive a note from Robner. A thorough search of the library will fail to find it. Also, in the library, be sure to examine the desk calendar by -TURN-ing -TO date-. One date in particular is revealing. Show this to George BEFORE the will reading at mid-day.

The phone call for Mrs Robner at about 9.00 am is unimportant. The newspaper will arrive around 11.00am on the front step. Be sure to thoroughly read both sections. Information about the proposed merger of Robner's company with Omnidyne is included in the newspaper. Also, around 11am, in the garden you will find Angus in a fluster. -ASK ANGUS ABOUT ROSES- will provide an insight into how the murder was committed. It is an idea not to enter the roses unless Angus goes with you. He may get temperamental and refuse to help you. After Angus has told you his story, and if he hasn't already showed you the damage, try -ANGUS, SHOW ME THE ROSES-. Try digging around the holes until you find what you are looking for. You must analyse it for something. Try -ANALYSE FRAGMENT FOR LOBLO-. Duffy will return after a while with a lab report. This is vital evidence.

Be sure not to miss the will reading at 12, or you will get a scolding from Mrs Robner. During the will reading, George will act suspiciously. After the reading has concluded, wait in the room until leaves. Follow him. He'll tell you to get lost, but just ignore him. When he goes to his room, go to the library balcony, and wait. He will enter the library and disappear into a side room. After he does this - -WAIT 7 MINUTES- and then follow him. You will catch him red-handed. He'll break down and tell story. Believe him as he is quite innocent.

Now is the time to let the suspects know you know. Go to the living room. Both Dunbar and Baxter should be there. Show the lab report to Dunbar. Now leave them alone for a few minutes. When you re-enter the living room, they seem to be discussing something that they would prefer you didn't hear. Leave them alone again, this time go and wait by the stairs.

If Ms Dunbar leaves the living room and goes upstairs, you have done something wrong and will not get the full solution. Ms Dunbar must go outside. Follow her. She will drop a ticket stub. Take it. -SHOW STUB TO DUNBAR-. She will confess to you about her night out with Baxter. Now, when Baxter appears- -SHOW STUB TO BAXTER-. He'll rattle on for a while trying to get find an excuse for not telling the police this earlier.. Now you got 'em. Simply -ARREST DUNBAR AND BAXTER- should end the proceeding once and for all.

Congratulations, you have solved one of the most devilish crimes ever to have been committed on a computer disk.

If you are still having trouble, you must do the following to convict both of them successfully.

- Find the note Robner had written to Baxter before his death. That is in the library and can be revealed to a certain extent with the pencil.-
- Read both sections of 'The Daily Herald'.-
- Find the fragment in the rose garden, and have it analysed for LoBlo. If you simply analyse it, you will be told only that it contains a strange chemical on it.-
- Get the new will and particularly the Focus papers from the safe near the library. You will need George's help to do this.-
- Show the lab report to Dunbar.-
- Obtain the ticket stub she drops while leaving the house and get separate statements from her and Baxter, by showing the stub to them separately.-
- You can then successfully arrest them for murder.



[WHY] & [HOW]

The reasons why, and exactly how---

Mr Robner's life was his company as was claimed by a number of the characters. George had realized that his father had lost control of Robner Corp, and a story in the second section of the Daily Herald indicated that Baxter intended to sell the company to Omnidyne, presumably to advance his career. Baxter admitted the merger plans, but claimed that Mr Robner was in complete agreement. This is contrary to what both George and Mrs Robner said. The note from the pad addressed to Baxter seemed to be Mr Robners last desperate attempt to save the company, by threatening to reveal Baxter's part in the previous Focus scandals, the details of which are unclear. Although Baxter denied getting the note, it is not in the trash. The papers detailing the scandals were kept in a locked safe, to which only George and Robner knew the combination.

Baxter had planned to murder Robner, playing on the known fact of Robner's depressive and suicidal state. He enlisted the help of his lover Dunbar, one of whose medicines was found to interact dangerously with Ebullion which Robner was already taking. The relationship between Dunbar and Baxter was kept quiet, although Mrs Rourke had an inkling of it as did George, when questioned in the secret room near the library.

After the concert at the Hartford Philharmonic, they returned to the Robner estate, where Dunbar placed LoBlo into Mr Robners tea. He died some time later.

After Robner had died, Baxter used the ladder to access the library, and exchanged the incriminating cup for a clean one. Counting the cups and saucers in the kitchen reveals a discrepancy. Whilst coming down the ladder after the exchange, Baxter apparently dropped the cup and failed to recover one piece. Mr McNabb found the ladder holes, which lead to the discovering of the fragment, whilst attending his roses next day.

THE OTHER OUTCOMES -

Not quite the correct way - but...

You can get yourself killed most easily by reading the ending of the novel 'Deadline' which can be found in the living room.

Another way of getting killed is if you interrupts Baxter while he is on his way to kill Dunbar. Interrupting Baxter either on the main bedroom balcony or in the master bedroom, after Dunbar has entered her room, will result in your death.

Dunbar will be killed by Baxter if you allow the game to continue after their meeting in the garden. She will also be killed if you only arrest her for the original murder. She dies of apparent suicide whilst released on bail.

You can arrest Baxter after Dunbar's death. The result will depend on a number of things. If you saw Baxter leave the scene of the shooting, seen the suicide note or pen, but have failed to find a motive for Baxter's killing of Robner, then he will be found guilty of just Dunbar's death. If you can provide a motive for Robner's murder by seeing the Focus papers and reading the shaded note then he will be convicted on both murders. If you can only prove the Robner murder, Baxter is acquitted as the jury believes Dunbar killed Robner and then committed suicide.

A 'bug' in early versions of 'Deadline' is the existence of a live Ms Dunbar after Ms Dunbar is murdered.

Well that's just about it. Armed with the above you should be able to get the correct, as well as a few incorrect but different conclusions to 'Deadline'.

Good Luck,

Your opinion on the layout and effectiveness on this special ADVSIG insert to the Gazette, would be welcomed.