

DEADLINETM



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 the subsequent well-publicized trial.

Note: these are the authentic plans of the Robner estate, and contain somewhat more detail than the sensationalized computer novelization of the events following Mr. Robner's death.

For information and price lists for other Deadline or Zork games or products write:

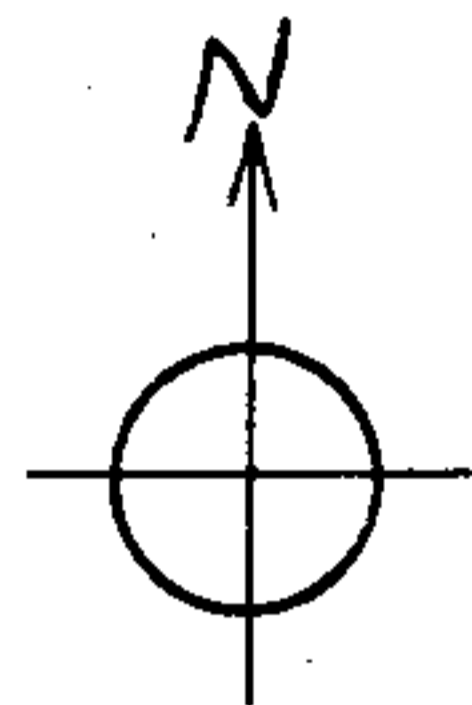
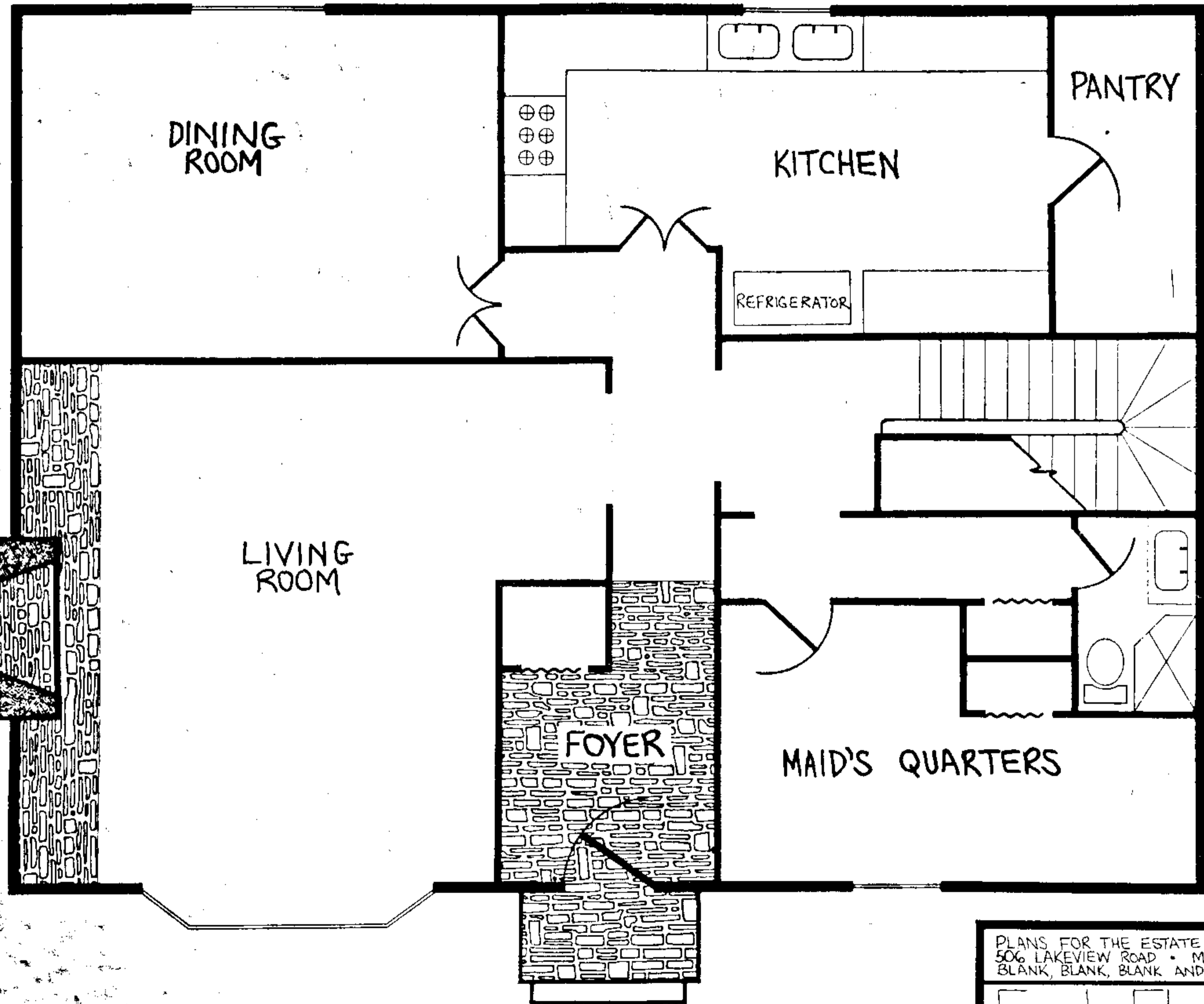
Zork Users Group

P.O. Box 20923

Milwaukee, WI 55220-0923

Deadline Blueprints were designed by S. Meretzky and produced by the Zork Users Group.

Deadline and Zork are trademarks of Infocom Inc. The Zork Users Group is an independent group not affiliated with Infocom Inc., the producers of Deadline and Zork software.



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

First Floor Plan

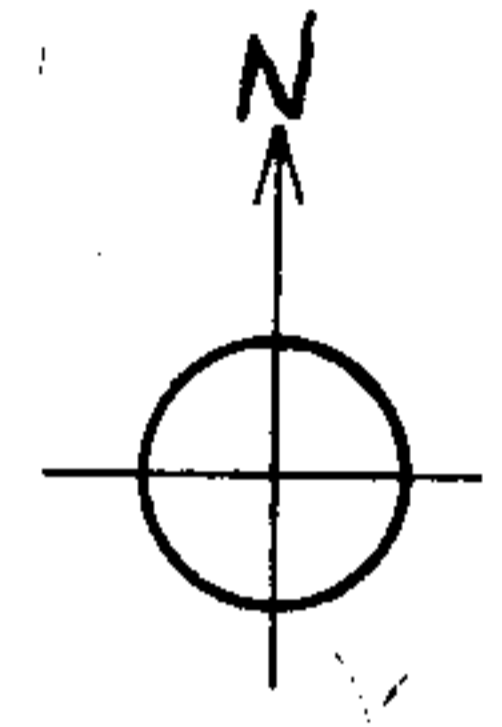
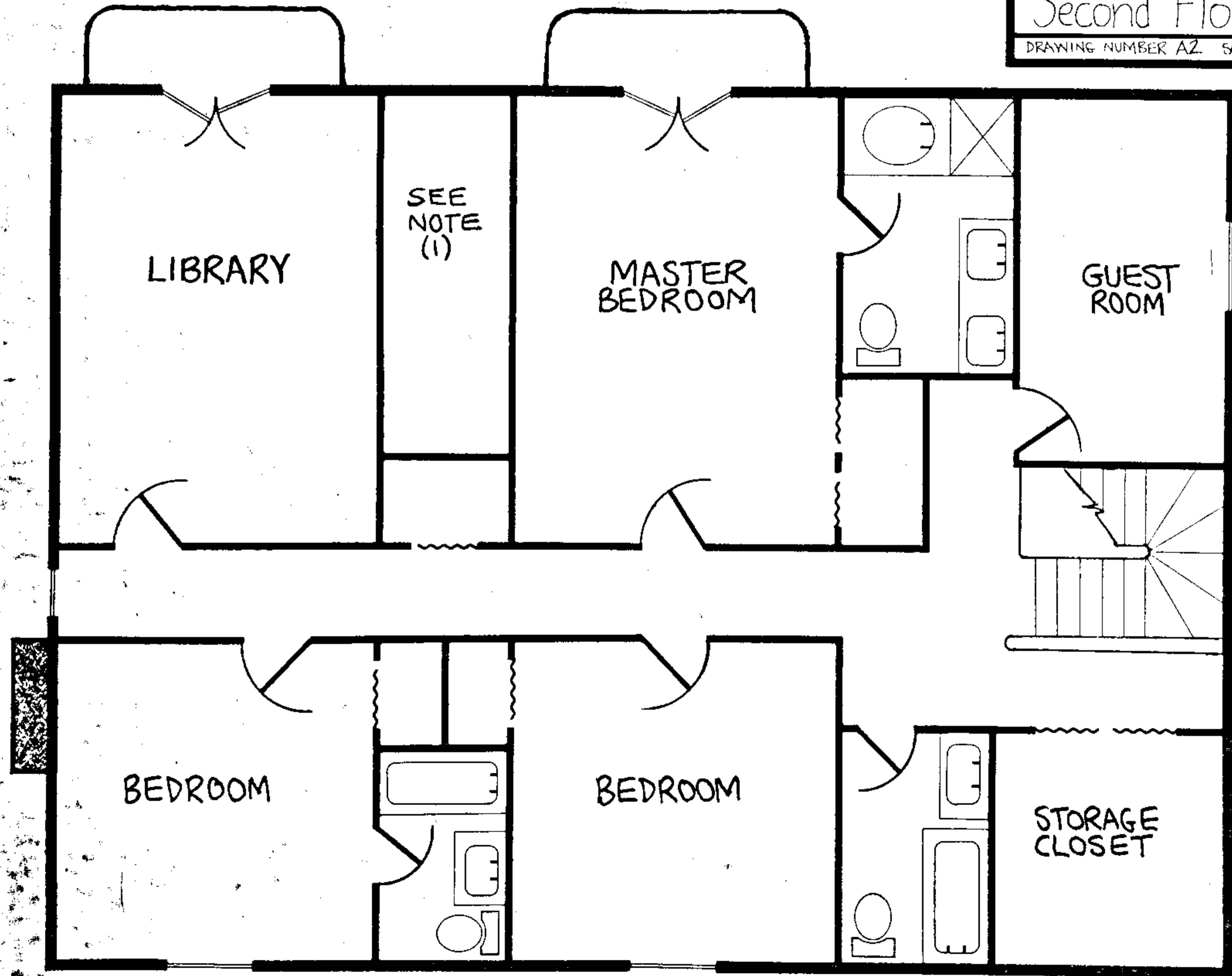
DRAWING NUMBER A1 SCALE: 1"=8' DATE: 9/1/82

(1) WORK TO BE COMPLETED BY ANOTHER CONTRACTOR

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

Second Floor Plan

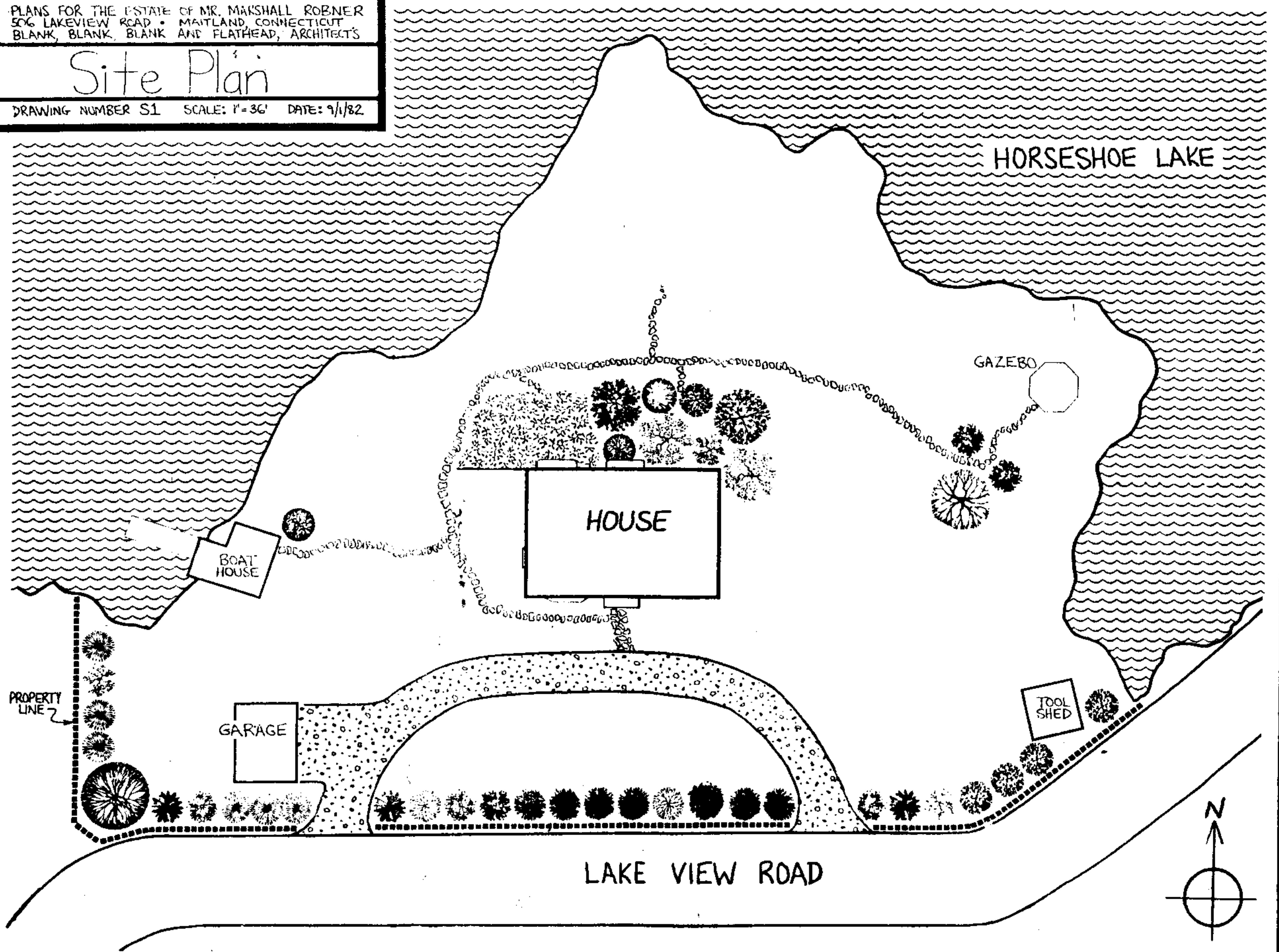
DRAWING NUMBER A2 SCALE: 1"=8' DATE: 9/1/82



PLANS FOR THE ESTATE OF MR. MARSHALL ROBNER
506 LAKEVIEW ROAD • MANTLAND, CONNECTICUT
BLANK, BLANK, BLANK AND FLATHEAD, ARCHITECT'S

Site Plan

DRAWING NUMBER S1 SCALE: 1"=36' DATE: 9/1/82



DEADLINE™



This supplement to the Robner Estate Blueprints is a free addition supplied by the Zork Users Group for those Blueprint purchasers who are interested in Deadline™, the computer mystery game based on Mr. Robner's well-publicized murder. Deadline players may find it a more accurate representation of the geography of the game.

KEY

- unrestricted connection
- restricted connection
- verbal (non-compass) connection

When several connections exist between locations, only one is shown.

