

SEASTALKER

There's something down there, something terrifying. Now you've got to face it...because now only you can save the Aquadome—the world's first undersea research station.

The alarm sounds and your submarine, the Scimitar, stands waiting. But not so fast—you haven't even tested the Scimitar in deep water, and the crew at the Aquadome may have a traitor in its ranks. So be careful! You have terrifying possibilities to consider, mysteries to unravel, life-and-death decisions to make!

Success won't come easily. It may not come at all—because if you challenge the deep without all your wits, you just might wind up as shark bait.

SEASTALKER shifts your brain into high gear.

Here's adventure in the tradition of Jules Verne's *20,000 Leagues Under the Sea*. But instead of reading pages from a book, you become the main character. And your skills in planning and deduction make the story unfold into a fantastic undersea exploration.

No video game comes close to the experience of SEASTALKER. Why?

Because every full-sentence command that you type into your computer moves you farther into the awesome mysteries of the dark ocean... and every puzzle must be solved, with brains, and with daring.

It takes courage and a keen mind to join the Discovery Squad. For instance, you'll need to uncover the secrets of tricky crewmen—*Marv must know something about the black box; maybe I should follow him and see what he does?* And you'll find out what it means to do or die—*If I don't figure out how to fix this sub soon, that monster's going to attack.*

So come on in—it's time to see if you can create the kind of story that legends are made of.

Try these other Infocom games for more advanced players.

The fantastic worlds of the classic ZORK® trilogy, ENCHANTER™ and SORCERER™! The mystery of DEADLINE™ and The WITNESS™!

Great science fiction action with STARCROSS™, SUSPENDED™ and PLANETFALL™! High adventure amid the pyramids with INFIDEL™!

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INFOCOM

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Hidden in the depths of every SEASTALKER package are:
Your Submarine Logbook
Eight Top Secret Infocoms
Instant Decision Files
Neutral Charts
and Your Discovery Squad Badge



The White House, 1600 Pennsylvania Avenue, Washington, D.C. 20500

Dear Friend,

Congratulations on your election into the Discovery Squad! I knew that one day you would join the ranks of this elite group of inventors. Everyone here in Washington is happy for you. But I'm wondering, how are you going to make the acceptance ceremony next week if you're right in the middle of testing your new sub, the Scimitar? Awards on Monday, submarine launch on Tuesday—you must not get much rest!

In any case, I'm not going to be able to fly in for the Scimitar's christening because I have to be in China for some diplomatic business. But, after you've finished your first mission, heaven knows what it might be, my wife and I would like you to come to the White House for a visit. She's never met anyone from the Discovery Squad before, and she's really looking forward to entertaining a true American hero.

Once again,
Congratulations,

The President
The President

Submariner's Progress Log

Sub's name Scimitar Captain's name _____

DATE	WIND SPEED	WATER TEMPERATURE	SCORE	REMARKS

To be completely prepared for your adventure, you should read this Logbook carefully before you start. As you read, remember that all words written in capital letters are commands that you can type into your computer to play. For instance, DIVE and OPEN THE

BOX THEN TAKE THE PEARL are both valid commands.

Remember, SEASTALKER understands complete sentences and recognizes over 800 words. Listed here in the Logbook are dozens of examples and words that will make playing easier.

Also, once you've studied the blueprints and diagrams, you'll know where you are and what things look like. That makes it easier to decide what to do next.

NAVIGATION

Destination - Aquadome

Getting to the Aquadome takes more than just a keen sense of direction. For one thing, you'll probably want to take a look around the lab before you leave, talk to some of the people, and use some of the equipment. You may want to TURN ON THE VIDEOPHONE, for instance.

You can always move from place to place, whether you're walking or in your sub, the Scimitar, by typing the compass direction you want to move. SEASTALKER understands eight compass directions: NORTH, EAST, SOUTH, WEST, NORTHEAST, SOUTHEAST, NORTHWEST, and SOUTHWEST. Or you can use these short forms: N, E, S, W, NE, SE, NW, and SW. Of course, sometimes you may need to go UP or DOWN (or U or D). Other times you may want to go IN or OUT. Here are a few examples of movement commands:

CLIMB UP THE LADDER
GO DOWN THE RAMP
NE
WALK WEST

If you know which room you want to go to and you don't want to examine things along the way, just type GO TO (wherever it is you want to go). For example: GO TO THE OFFICE.

Submarine Navigation

Once you leave the Research Lab and head out into Frobton Bay, you'll need to look at the map on the inside of this package to see where to go. For instance, if you want to HEAD NW THEN SET THROTTLE TO MEDIUM, just type it in and then hit the RETURN (or ENTER) key. You'll start moving right away, and you can watch your progress on the sonarscope. (See Infocard #6.) Your sub moves at three speeds: SLOW, MEDIUM, and HIGH. To change speeds

just type SET THROTTLE TO (SLOW, MEDIUM, or HIGH). If you want to DIVE TO 5 METERS just type it in. (Your sub dives in multiples of five meters: 5, 10, 15, etc.) If you want to SURFACE just type it in. Look on the right-hand page for more detailed navigational information.

Undersea Exploration

You're off to save the Aquadome. But, really top-notch submariners usually examine things and people along the way. Any curious object, creature, or person should be investigated. The more you know, the better your chance to save the Aquadome.

Whenever you go into a place, SEASTALKER tells you its name in parentheses. For instance, (lab center). When you go into a place *for the first time*, SEASTALKER describes it in detail. Everything in each place is within your reach. You don't have to walk around to PICK UP an object or EXAMINE something. If you want a detailed description of a place *every time* you enter, there are important special commands that you can type in. See the section on page 6 called "Five-Star Commands." The words to look for are VERBOSE, BRIEF, and SUPERBRIEF.

Tips for Smart Skippers

Many things that you'll discover in SEASTALKER are important because they give you clues about the puzzles you want to solve. So examine anything and everything. As the story begins, something like this might happen. Suppose your first command after you see the prompt (>) is:

GO EAST
Then you hit the RETURN (or ENTER) key, and the computer responds:
(east part)

You are standing in the east part of your lab. A doorway leads out past the Electrical Panel through a short corridor to the office of your lab assistant, Sharon Kemp. A Microwave Security Scanner stands against the wall. An intercom sits on your desk. Tip is off to the west.

>
You're curious about the scanner, so you type:
TURN ON THE SCANNER
and then you hit the RETURN (or ENTER) key. The computer responds:
No beep occurs. Scanner displays: NO INTRUDER PRESENT ON GROUND.

As you play the game you'll notice that SEASTALKER understands many different kinds of sentences. The examples you see listed below may not really be ones you use in the game, but you're sure to use commands like them. Here are some examples:

TAKE THE MIKE
PUT ON THE AMULET
PICK UP THE CATALYST CAPSULE
DROP IT
GO OUT
DROP THE MIKE ONTO THE WORKBENCH
WALK NORTH
SW
GO TO THE SUPPLY ROOM
GET IN THE SUBMARINE
PUSH THE JOYSTICK EAST
EXAMINE THE DEPTH FINDER
SHOOT THE MONSTER WITH THE DART
LOOK AT THE SONARSCOPE
LOOK UNDER THE WORK BENCH
LOOK BEHIND THE COMPUTESTOR
AIM SEARCH BEAM TO STARBOARD
QUESTION TIP

Now you have a basic idea about exploring. Next you'll learn how to deal with the people that you meet along the way.

The Ultramarine Bioceptor "Scimitar"

Operating Controls for the Two-Seater Test Sub

THROTTLE controls the Scimitar's speed. There are four speed commands: STOP, SLOW, MEDIUM, FAST. If you SET THROTTLE TO SLOW, the Scimitar travels through one "sea square" each turn. (You can see these "sea squares" on the nautical chart of Frobton Bay. Each side of a square is 500 meters long. That's about 1/3 of a mile.) MEDIUM speed is two "sea squares" per turn, and FAST is three.

DEPTH CONTROL directs the Scimitar's automatic guidance system to keep you a certain depth below the water's surface. When you SET DEPTH TO (a number) METERS, the Scimitar starts moving to that depth. It will change depth by 5

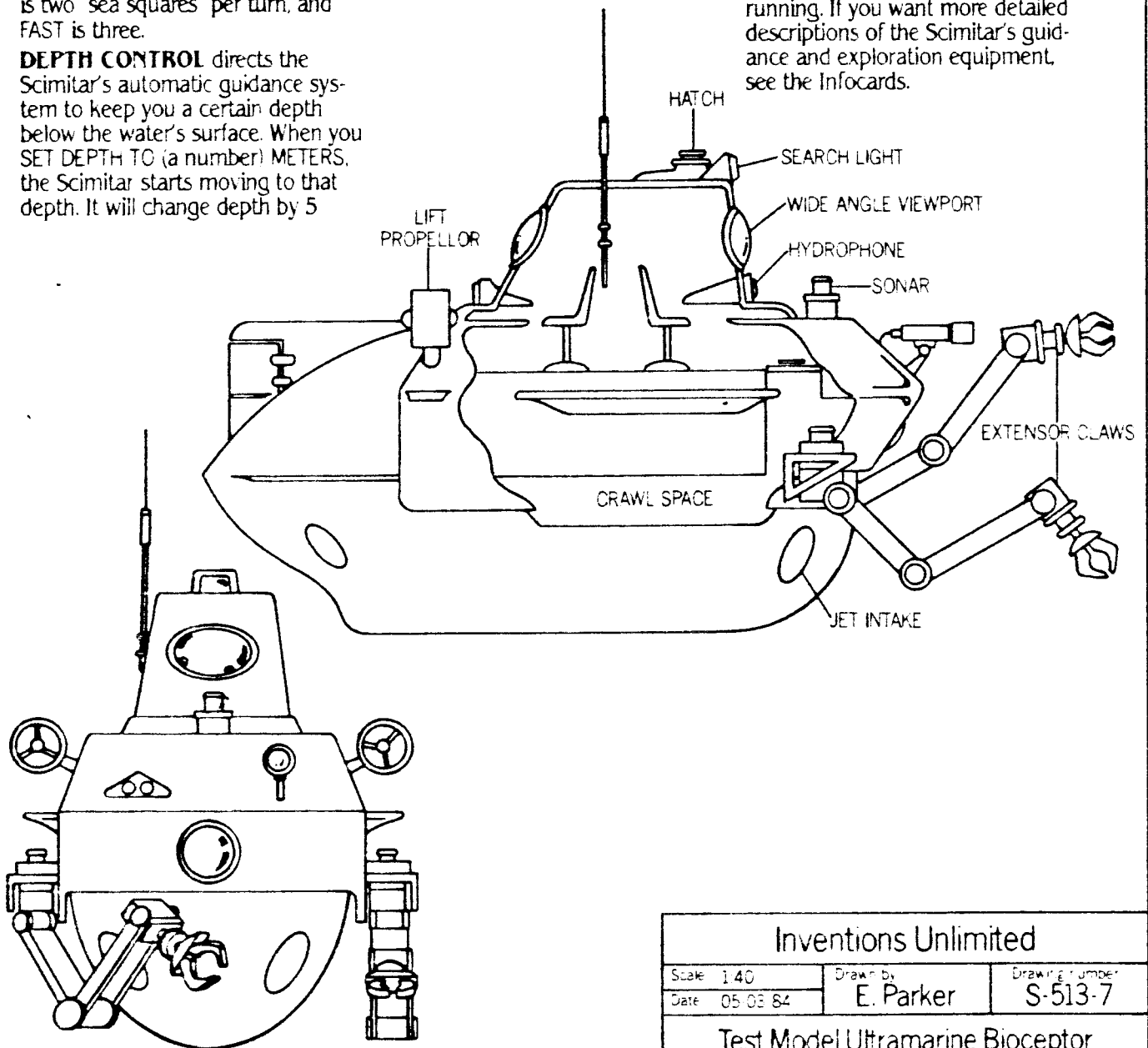
meters for each "sea square" that it moves through, or, if the throttle is closed, by 5 meters for each turn.

JOYSTICK turns the Scimitar to face any of the eight compass directions.

AUTO PILOT switches all the sub's operating controls, except the throttle, into automatic, so you don't have to pilot the sub yourself.

REACTOR-CATALYST CAPSULE - REACTOR LEVER. The secret of the sub's power supply is its midget plasma-fusion reactor. To make it work, you put a catalyst capsule into the reactor and push the reactor lever. The sub will not move without a catalyst capsule in place.

ENGINE STARTER BUTTON works like a car key to get the Scimitar running. If you want more detailed descriptions of the Scimitar's guidance and exploration equipment, see the Infocards.



Inventions Unlimited		
Scale 1:40	Drawn by E. Parker	Drawing number S-513-7
Date 05 03 84		
Test Model Ultramarine Bioceptor		
Side View, Front View		

THE 'SUBMARINER'S' GUIDE TO LEADERSHIP AND DISCIPLINE

Talking to Your Crew Members

You have a whole crew of workers who'll be assisting you. Your constant companion Tip is probably the most important because he's with you all the time. So if you need answers to specific questions, ASK TIP ABOUT (something or someone). He can often help.

Of course, there are a lot of other crew members you'll be talking to, and you can give them commands, too. Look at your Infocards in the package for a short description of some of the people you'll meet. There are simple rules to follow when talking to people.

1. To talk to a person, type their name, then a comma, then whatever you want them to do. For example:
MARV, CHECK THE SONAR EQUIPMENT
TIP, FOLLOW ME
MICK, GO TO THE DOCKING TANK, THEN
FIX THE SUBMARINE
2. You can ask a question by typing ASK (someone) ABOUT (something or someone). If you're not sure what to ask about, you can try QUESTION (someone)—but the person you talk to may not be very helpful.

Complex Commands for Master Submariners

Once you've mastered some simple commands, you'll want to try some more complex ones. For example, if you want to TAKE, EXAMINE, or DROP more than one object, you can do it in one command by separating the objects with a comma or the word AND. Here are some examples:

TAKE THE BLACK BOX, OXYGEN GEAR,
AND UNIVERSAL TOOL

DROP THE MIKE AND THE LOGBOOK

In other cases you may want to do a few things in a row by using the word THEN.

For example:

MICK, GO TO THE DOCKING TANK, THEN
FIX THE SUB

OPEN THE ACCESS PANEL, THEN CLIMB
THROUGH IT

And there's another way to enter multiple commands at one time: separate them with a period. For instance:
READ THE SIGN. OPEN THE ACCESS
PANEL. GO THROUGH IT
Then when you hit RETURN (or ENTER), SEASTALKER obeys all the commands. (If the computer can't understand one of your commands, it ignores that one and any that follow it on the same line.)

Keyboard Operation

SEASTALKER looks only at the first six letters of each word you type and ignores any letters after that. So, the words ELECTRIC and ELECTRONIC look like the same word to SEASTALKER.

SEASTALKER uses many words that it will not recognize in your sentences. For example, you might see "Sunlight shimmers across the dusty cobwebs" in the description of a place. However, if the program doesn't recognize the words SUNLIGHT or COBWEBS when you use them, then you know that you don't need the sunlight and cobwebs to finish the story; they are in the description only to make the story more interesting. SEASTALKER recognizes nearly all the words that you are likely to type. If SEASTALKER doesn't know a word that you want to use, or any word that means the same thing, you're probably trying to solve the puzzle the wrong way.

Five-Star Commands

Sometimes you'll want to type a one-word command to SEASTALKER instead of a sentence. Some commands give you information and others let you start or stop the story. You've already read about some of these commands. And you can use them again and again.

BRIEF commands SEASTALKER to display everything about a place or thing only the first time you see it. This is the way it works when the story begins.

DIAGNOSE commands SEASTALKER to

give you a brief report about your health. INVENTORY (or I) commands SEASTALKER to display a list of everything you are holding.

LOOK (or L) commands SEASTALKER to describe the place you are in.

QUIT (or Q) allows you to quit playing. (If you want to quit for now, but continue from this same place at another time, use the SAVE command instead.)

RESTART stops the story and starts it over from the beginning.

RESTORE lets you continue playing from any place where you used the SAVE command.

REVISION tells you the Revision number and the Serial number of your copy of SEASTALKER.

SAVE lets you stop playing for now, but continue from this same place at another time, by making a "snapshot" on a separate storage diskette.

SCORE tells your current score and a rank based on it.

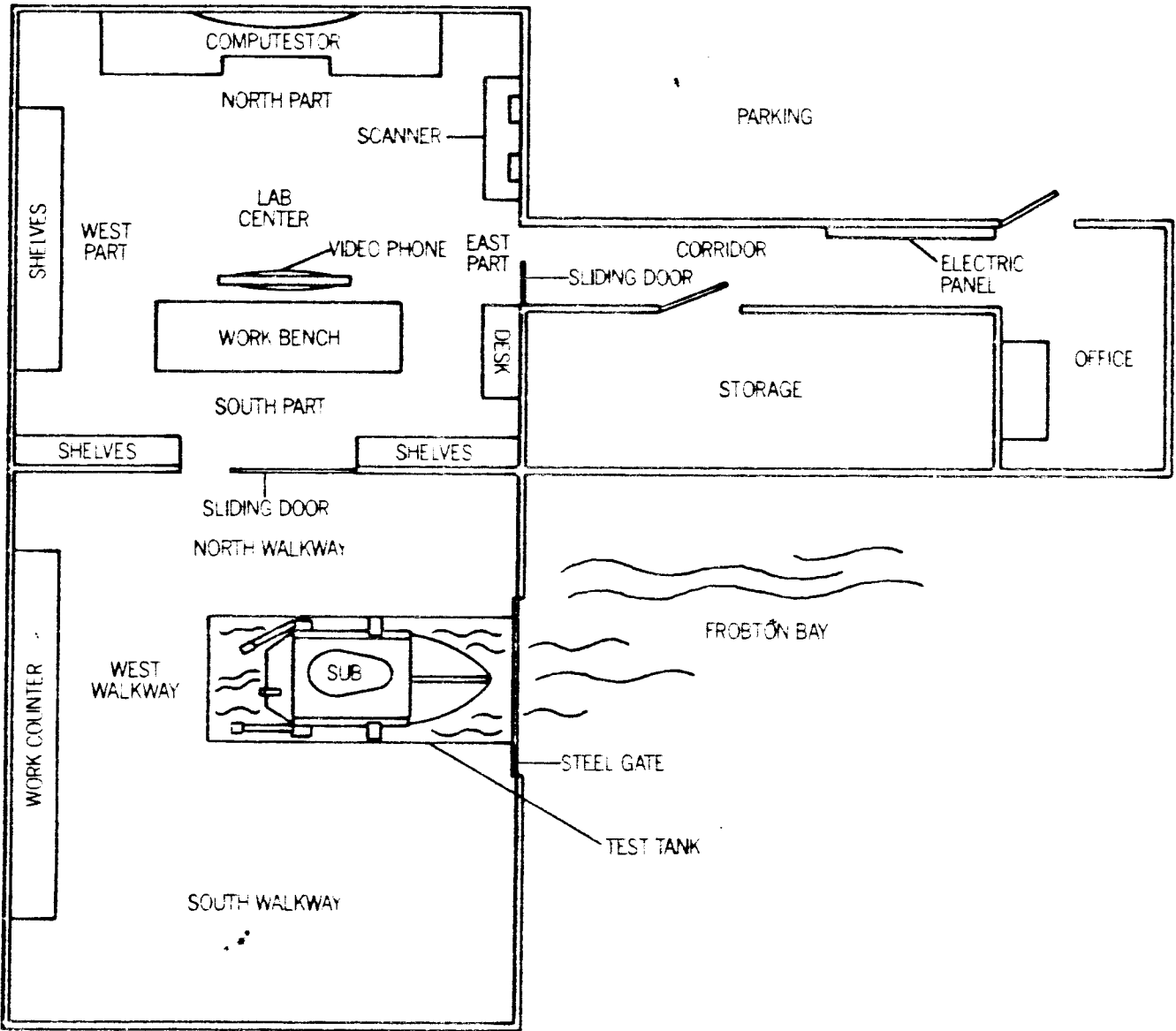
SCRIPT commands your printer to start making a transcript of the story as you play. (This feature does not work on all computers. See your Reference Card.)

SUPERBRIEF commands SEASTALKER to display only the name of a place, even the first time you see it.

UNSCRIPT commands your printer to stop making a transcript.

VERBOSE commands SEASTALKER to display everything about a place or thing every time you see it.

WAIT (or Z) causes time to pass in the story. Normally, between your commands nothing happens in the story. You could leave the computer, travel around the world in a sub, and return to the story to find that nothing has changed. If you are waiting for a person to arrive or waiting for something to happen, you can type WAIT or WAIT FOR (someone) to make time pass in the story without doing anything.



Inventions Unlimited		
Scale: 1:100	Drawn by: E. Parker	Drawing number: L-62-9
Date: 05-03-84		
Private Lab and Test Tank		
Top View		

AVOIDING UNDERSEA MUTINY

Bad Commands

If you're making commands that don't make sense to SEASTALKER, explanations will come up on your screen that tell you what has gone wrong or what you might do instead. Here are some examples of SEASTALKER explanations:

I DON'T KNOW THE WORD "(your word)".
The word you typed is not in the program's list of words. Sometimes you can use another word that means the same thing. If not, SEASTALKER probably can't understand what you're trying to do.

I DON'T UNDERSTAND THE WORD "(your word)" WHEN YOU USE IT THAT WAY.
The program knows the word you typed, but it couldn't understand the word in the way that you used it. Usually this means the program knows the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, you used LOWER as an adjective, but the program might recognize it only as a verb, as in LOWER THE BOOM.

I COULDN'T FIND A VERB IN THAT SENTENCE!
Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

I COULDN'T FIND ENOUGH NOUNS IN THAT SENTENCE!
SEASTALKER expected a noun and couldn't find one. This usually means

that your sentence was not complete, such as PUT THE LAMP IN THE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE!
A valid SEASTALKER sentence has no more than two "objects." They are called the "direct object" and the "indirect object." For example, there are too many objects in PUT THE SOUP IN THE BOWL WITH THE SPOON.

BE SPECIFIC: WHAT THING DO YOU WANT TO (your verb)?
You used the word HIM or HER or IT, but SEASTALKER didn't know what you meant. You should answer by typing the name of the person or thing you meant.

I BEG YOUR PARDON?
You hit the RETURN (or ENTER) key after the prompt (>) without entering a command.

YOU CAN'T SEE ANY (thing) HERE!
The thing mentioned in your sentence was not visible. It might be somewhere else or inside a closed container.

THE OTHER THING (or THINGS) THAT YOU MENTIONED ISN'T (or AREN'T) HERE.
You used two or more nouns in the same sentence, and at least one of them wasn't visible.

YOU CAN'T GO THAT WAY.
There was no way to go in the direction you tried.

YOU CAN'T USE MULTIPLE DIRECT (or

INDIRECT) OBJECTS WITH "(your verb)".
You can use more than one object only with certain verbs, like TAKE, DROP, and PUT. (This means objects separated by the word AND or a comma.) You can't use more than one object with most verbs, like ATTACK, so you can't ATTACK THE MONSTER AND THE ENEMY.

I ASSUME YOU MEAN THE (thing).
You typed a word that the program knows as an adjective, like BLUE, without a noun, but it knew what you meant anyway. It's just telling you what noun it thinks you meant.

USE NUMERALS FOR NUMBERS. FOR EXAMPLE "10."
The program found a number word in your sentence, like TEN, but it understands only numerals, like 10.

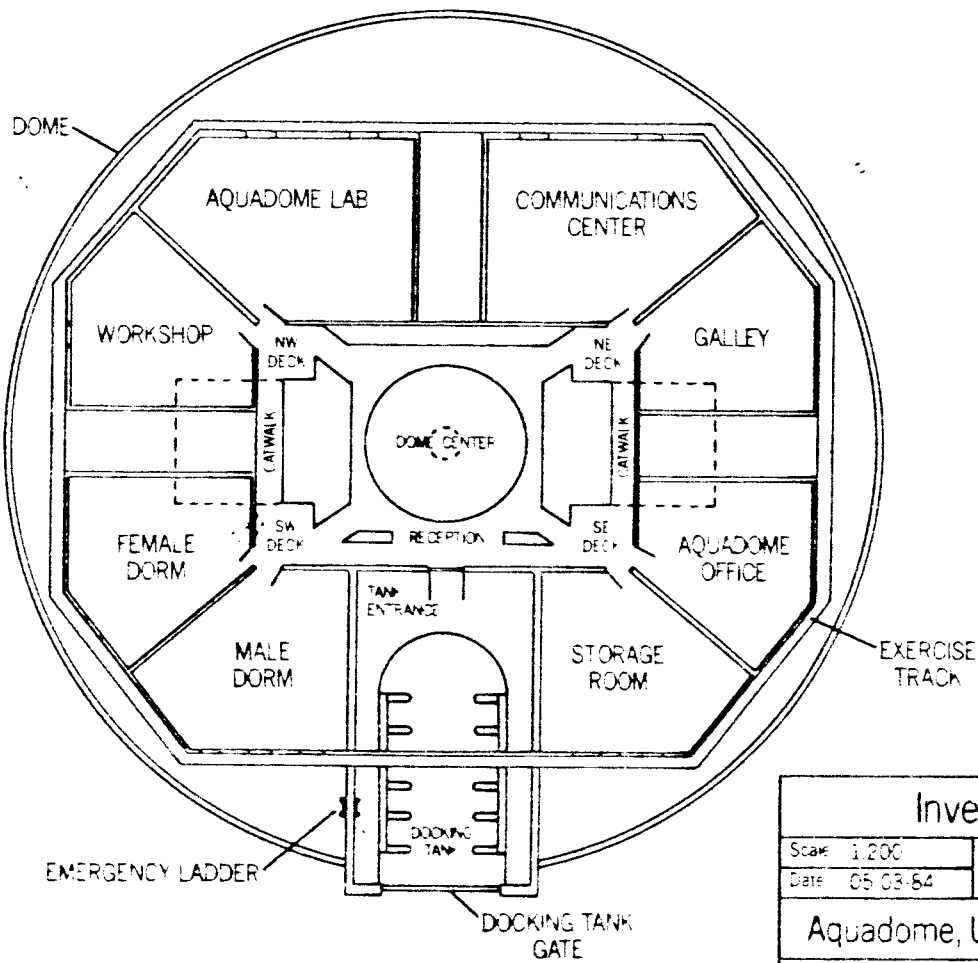
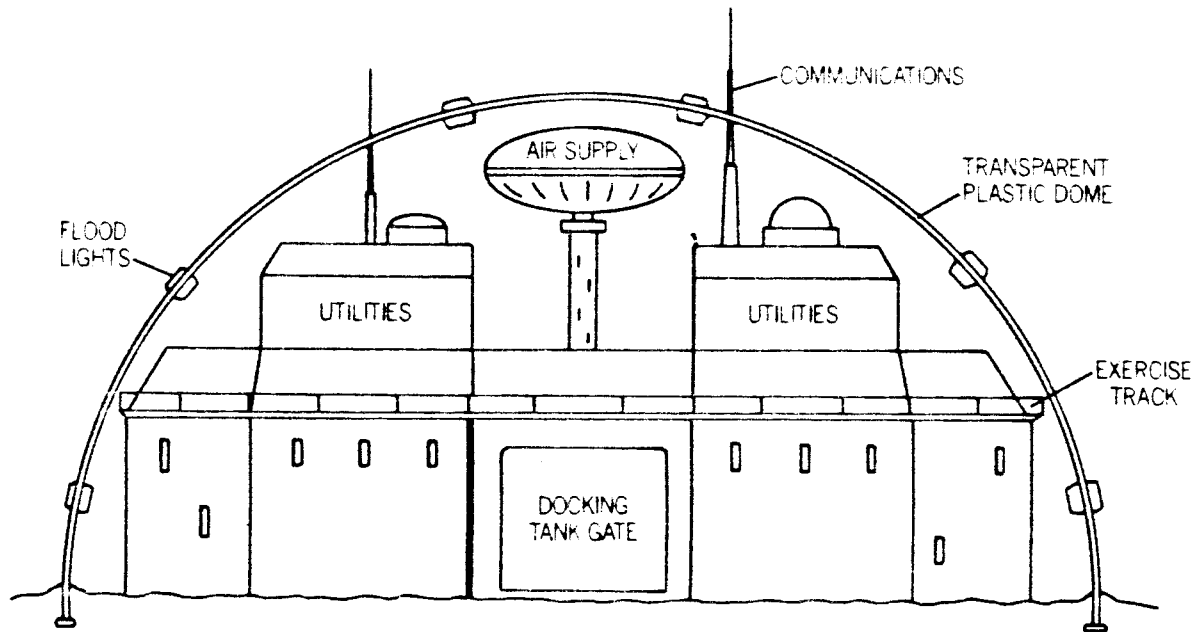
PLEASE USE UNITS WITH NUMBERS.
The program found a number in your sentence without any units to tell what the number means. You should use a word after the number like METERS or TURNS.

SORRY, BUT I DON'T UNDERSTAND. PLEASE REWORD THAT OR TRY SOMETHING ELSE.
The program thought your sentence was nonsense, such as GIVE HIM WITH TOOL. Or it didn't understand the syntax of your sentence, such as SMELL UNDER THE ROCK. Try doing what you want in a different way.

Command Summary

Here is a list of some, but not all, of the action verbs that SEASTALKER understands. Remember that you can use prepositions with these verbs; for example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

ADJUST	AIM	ANSWER	ARREST	ASK	ATTACK	BRING	CLIMB
CLOSE	CUT	DESTROY	DIVE	DOCK	DROP	EMPTY	ENTER
EXAMINE	EXIT	FILL	FIND	FIX	FOLLOW	GIVE	HELLO
KICK	KILL	KISS	KNOCK	LAUNCH	LISTEN	LOOK	MOVE
OPEN	POINT	PULL	PUMP	PUSH	PUT	RAISE	READ
SCREW	SEARCH	SET	SHOOT	SHOW	STOP	SURFACE	TAKE
TELL	TEST	THANK	TIE	TURN	UNLOCK	UNTIE	WAIT
WALK	YELL						



Inventions Unlimited		
Scale: 1/200	Drawn by: E. Parker	Drawing number: A-503-2
Date: 05-03-64		
Aquadome, Undersea Research Station		
Side View, Top View		

MAYDAY AT THE AQUADOME

It's Time to Boot Up

Now you know the basics of the game. And you're probably damn tired of waiting to begin your mission. Well, now it's time. To run SEASTALKER, follow the instructions on the Reference Card in your SEASTALKER package.

First the program will ask you for your first and last name, so it can use them in the story. Then it will display the title of the story, followed by the first bit of action and a description of the place where the story begins. Then, the prompt (>) will appear. The prompt (>) means that SEASTALKER is ready for your command.

Each time you finish typing a command, press the RETURN (or ENTER) key. The program will carry out your command(s), and another prompt will appear.

Shore Leave

You're probably going to need a break in the action to rest and decide how you'll finish your mission, or you may just want to quit at some point and start over from the beginning. If you want to stop playing, and you don't care about saving your place for another time, type the command QUIT. Just to be sure, SEASTALKER will ask you if you really want to leave the story, and you should type YES. If you want to start over from the beginning of the story, type the command RESTART. Once again, SEASTALKER will ask if that is really what you want to do.

If you want to stop playing for now, but continue from this same place at another time, type the command SAVE. Since it takes many hours to finish SEASTALKER, you probably won't finish in one sitting. The SAVE command lets you continue playing later without having to start over from the beginning. It makes a "snapshot" of your place in the story on another diskette. If you are

a cautious or careful player, you may want to save your place before you try something dangerous or tricky. Then you can return to the same place, even if you get "killed" or lost.

To save your place, just type SAVE after the prompt (>) and then follow the instructions on your Reference Card. Remember that most computers need a blank, initialized diskette for storage. Remember also that you may not be able to use that diskette for anything else.

To continue playing from any place where you used the SAVE command, just type RESTORE after the prompt (>) and follow the instructions on your Reference Card. Then you can continue playing. You can type LOOK to get a description of where you are. And you can use RESTORE on any "snapshot" you have made whenever you want.

A Final Word

There are lots of ways to accomplish your SEASTALKER mission. Some puzzles that you find along the way may have more than one solution, and you may not need to solve others at all. Sometimes solving a puzzle one way will make it harder to solve another, and sometimes it will make it easier.

The better you get at solving the puzzles and mysteries of the game, the higher your score will be. Watch it go up as you improve your exploratory skills.

You'll like playing SEASTALKER with a friend because you may find a puzzle hard while a friend may find it easy. So two or more players often can have more fun, and do better, than one.

Use the maps that come with your SEASTALKER package to help you decide where to move. Remember that there are eight compass directions, not counting IN and OUT, or UP and DOWN.

"Good hunting!"

Mail Call

Here at the Cambridge chapter of the Junior Adventure Story Writers Club (J.A.S.W.C.), we take great pride in the quality of our work. Even after our stories are in your hands, we still want to make them better.

Your comments are important. No matter how much testing we do, some "bugs" never crawl into view until thousands of you begin typing all those millions of sentences into the program. If you find a "bug", or if you think the program should recognize a certain word or sentence, or if you found a certain puzzle too hard or too easy, or if you'd just like to tell us what you thought of the story, then write to us! We love an excuse to stop working and fool around for a while, and a letter from you would be just such an excuse!

Write to:

J.A.S.W.C.

c/o Infocom, Inc.

55 Wheeler Street

Cambridge, Mass. 02138

You can call the Infocom Technical Support Team to report "bugs" and technical problems, but not to get help playing the game, at (617) 576-3190. If your diskette fails within 90 days after purchase we will replace it free of charge. Otherwise, we will replace it for a fee of \$5.00 U.S. currency. Please mail us your registration card if you'd like to be on our mailing list and receive our newsletter.

A Sample of Interactive Fiction

This transcript is not from SEASTALKER, but it shows most of the usual things that you can do while playing. It shows several simple puzzles and their solutions, and it should give you a good idea of how interactive fiction works. (The comments inside brackets () are not real parts of the transcript. They explain what's going on.)

You are lying on your bed, trying to do your homework and listen to the radio at the same time. Suddenly your telephone rings!

>ANSWER THE PHONE
You pick up the receiver, but you can't hear who's calling because the radio is too loud.

>TURN OFF THE RADIO
That's better! Now you can tell that it's your mother, calling from her office.

>MOTHER, HELLO
"Hello, dear. Someone just asked me to go meet a visitor at the airport. Could you please drive here to pick me up?"

>MOTHER, RIDE THE BUS
"That wouldn't get me there on time."

>BORROW A CAR
You can't see any car here. (It can make a big difference if the program thinks you're not talking to someone.)

>MOTHER, BORROW A CAR
"I tried that, but I just can't find one. Won't you please do this favor for me?" (Answer yes or no) >YES

"Thank you, dear. I'll do a favor for you soon. Goodbye!"

>MOTHER, GOODBYE
If it isn't one thing, it's another — as soon as you hang up the phone, the doorbell rings!

>GO TO THE FRONT
(I don't know the word "front".)

>GO TO THE FRONT
(I assume you mean the front door.)
It's in the front hall! Now you're there too.
(front hall)

The front hall is bare, except for a coat rack and a rug. A door into the living room is on the east side, and the front door is on the south.

>OPEN IT
When you open the front door, your friend Pat steps in and says, "Hi! What's up?"

>MY MOTHER NEEDS A RIDE
(I don't know the word "needs".) (And that command doesn't begin with a verb.)

>COME WITH ME TO MY MOTHER'S OFFICE
(Sorry, but I don't understand. Please reword that or try something else.)

(The command looks okay, but the program doesn't recognize that form.)

>COME WITH ME
"Okay, let's go!"

>FIND THE CAR
It's usually parked in the garage.

>GO TO THE GARAGE
Pat goes with you.
(garage)

The garage is just big enough for one car, two bikes, and a bunch of garden tools. There is a car-sized door on the east wall and a people-sized door on the west. The family car, a snazzy convertible, is parked here.

>GET IN
(What do you want to get in?)

>CAR
Pat goes with you.
(car)
You are now sitting in the driver's seat of the convertible, and Pat is sitting beside you.

>START THE CAR
"Hey," says Pat. "why won't it start? Did you put the key in?"

>FIND THE KEY
You should know where it is — it's your house!

>PAT, WAIT HERE

"Okay" Pat settles into the seat and gets comfortable.

>GO WEST
You can't go that way while you're in the car.

>GET OUT
(out of the car)
(garage)

The family car, a snazzy convertible, is parked here.

>GO WEST
(If you're looking for something, you should probably go one room at a time.)
(kitchen)

The kitchen looks a lot like most kitchens: a stove, a sink, a fridge, shelves, and so on. The last of this morning's coffee is in a pot on the stove, and the faucet is dripping a little.

>DRINK THE COFFEE THEN FIX THE FAUCET
You don't have time for that. You don't have time for that. (Sometimes the computer will seem to act foolish or repeat things. After all, it's only a machine!)

>LOOK AT THE SHELVES
The shelves hold cookbooks, spices, knickknacks, a cookie jar, and so on.

>LOOK IN COOKIE JAR
It's full of cookies!

>TAKE A COOKIE AND A SPICE
cookie: Taken.
spice: Don't be silly!

>FIND THE KEY
It's right here, on the shelf.

>LOOK AT THE SHELVES
The shelves hold cookbooks, spices, knickknacks, a cookie jar, and so on. A car key is also visible on the shelf. (Sometimes you have to try hard to find something in a crowded place.)

>TAKE KEY, WEST, PUT IT IN LOCK
Taken.

You can't go that way. (If one of your commands doesn't work, the program ignores the rest of your input line.)

>E
(garage)
The family car, a snazzy convertible, is parked here.

>IN
(car)
You are now sitting in the driver's seat of the convertible, and Pat is sitting beside you.

>INVENTORY
You are holding:
a car key
a cookie

>PUT KEY IN LOCK
Done.

>GIVE THE COOKIE TO PAT
"Hey, thanks!"

>I
You are empty-handed. (The short word for INVENTORY is I.)

>START THE CAR
Vr-r-r-roooooom!

>BACK OUT
(I don't understand the word "back" when you use it that way.) (The program recognizes the word "back" but not as a verb.)

>GO EAST
Oops! You ran into the closed garage door! It's a good thing you weren't driving very fast!

>GET OUT
(out of the car)
(garage)
The family car, a snazzy convertible, is parked here.

>OPEN DOOR
(Which door do you mean, the car-sized door, or the people-sized door?)

>CAR-SI
Okay, it's now wide open. (If you want to save time while typing, you can always shorten words to six letters.)

>IN
(car)
You are now sitting in the driver's seat of the convertible, and Pat is sitting beside you.

>E
The car backs out of the garage and into the street. (This is the end of the sample transcript. Have a good trip!)

**IMPORTANT:
READ THIS CARD BEFORE YOU BEGIN.**

The object of the game is to save the Aquadome from an unknown danger. You're not exactly sure what it is, but as a brilliant young inventor and member of the Discovery Squad, it's your job to find out and to do something about it. You'll have to navigate your sub, the Scimitar, to the Aquadome, and then start solving the mystery with the help of the people that work there.

Getting started

1. To start the game ("boot up"), see the Reference Card that's inside your SEASTALKER package.
2. When you see the prompt (>) on your screen, SEASTALKER is waiting for your command. There are three kinds of commands that SEASTALKER understands:
 - A. Direction commands such as GO WEST
 - B. Commands to do things such as LOOK AT THE BOOK
 - C. Commands given to people such as MARV, GIVE ME THE KEY
3. To go places, north, east, south, etc., just type the direction you want to go: N, E, S, W, NE, SE, SW, NW, UP, DOWN, IN, OUT. (Notice that you can type the eight compass directions with one or two letters.) Or type GO TO (a person, place or thing)
4. To do things, look at things, or explore places, just type whatever it is you want to do. For example: GO TO THE AIRLOCK; or OPEN THE HATCH; or EXAMINE THE BOOK are all commands that you might use. Once you are familiar with simple commands, you'll want to try some more complex ones. Some examples of these can be found in the Logbook section called "Complex Commands for Master Submariners."
5. To give commands to people, just type their name, then a comma, then the command. For example: BILL, GIVE ME THE TOOL, or TIP, TURN ON THE SONARSCOPE.
6. Important! After every command, you should hit the RETURN (or ENTER) key. This will make SEASTALKER respond to your command.
7. The special line on your screen is the status line. It tells you three things: the name of the room or area you are in, your score and the number of turns you have taken during the game.
8. You can pick up and carry some items in the game. For example, if you type TAKE THE TOOL, you will be carrying the tool. You can type INVENTORY (or I) to find out what you are carrying.
9. If you have any trouble playing, just refer to the Scimitar Logbook for more detailed instructions and sample commands.
10. When you want to stop playing, save your place for later, or start over, see the instructions in the "Shore Leave" section of your Logbook.

Some clues to help you get started.

1. Answer the Videophone
2. Turn on the microphone
3. Ask Bly about the problem

ATARI®

I. What You Need

Required

- ATARI 400 or ATARI 800 computer
- 32K bytes of RAM
- One ATARI 810 disk drive

Optional

- One or more **blank**, formatted diskettes (for SAVES)
- 40K or 48K bytes of RAM (for faster execution)
- Printer connected to the printer port of an ATARI 850 interface module (for SCRIPT)
- Second 810 disk drive (for convenience with SAVE)

II. Loading the Game

One-sided Games

1. Turn off the computer and remove the installed cartridge(s), if any.
2. Turn on Drive 1, insert the game diskette, and close the drive door.
3. Turn on your computer. The disk drive will spin the diskette and the program will load in about thirty seconds. If you have an XL series computer, press the OPTION key as you turn on the computer. Continue to hold the OPTION key down during the entire program loading sequence.
4. If nothing appears on your screen, something is wrong. (See the Troubleshooting section)

Two-sided Games

1. Follow steps 1 to 3 for one-sided games above using side 1 of the game disk.
2. When you are prompted to do so, remove the disk, turn it over, and insert it in the drive. You will not need side 1 again unless you reload or RESTART the game.
3. Press the RETURN key to complete the loading process.

III. Talking to the Game

Whenever you see the prompt (>) the game is waiting for you to type in your instructions. You may type up to two full lines of text at a time. If you make a mistake, use the DELETE key to erase the error one character at a time. (Warning: Do not delete the prompt!) When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear. If a description will not fit on the screen all at once, [MORE] will appear in the bottom left portion of the screen. After reading the part on the screen, you will need to press the space bar to see the rest of the description.

WARNING
DO NOT turn disk drive power on or off with disk in drive. DO NOT remove or replace disk while busy light is on. Any of these actions will damage disk and void warranty.

IV. SCRIPTing

The SCRIPT function is an optional feature which is not necessary to play the game and may not be available with certain hardware.

If the SCRIPT command works with your hardware configuration, you may make a transcript of the game as you play it:

1. Connect the printer to the printer port of an ATARI 850 interface module connected to the computer.
2. Turn on the printer and the interface module.
3. Load the game as described above.
4. To start the transcript at any time, use the SCRIPT command.
5. To stop the transcript, use UNSCRIPT.
6. SCRIPT and UNSCRIPT may be used as often as desired as long as the printer is left on-line.

V. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current whereabouts in the game. Depending upon the type of game, it may also show other information.

Score

In games that keep a score, such as the ZORK® underground adventures, the right side of the status line will show something like this:

Score: 245/920

The first number is your score and the second is the total number of moves you have made. In the example, you have 245 points in 920 moves.

Time

In games that keep track of the time (e.g., the mystery thriller DEADLINE™), the right side of the status line will look something like the following:

Time: 9:22 am

This shows the current time of day in the game.

VI. Restarting the Game

The game may be restarted either by using the RESTART command or by pressing the S/RESET key. For a two-sided game, it will be necessary to reinsert the game disk using side 1. You must do this before pressing the S/RESET key. In the case of RESTART, you should wait until you are prompted to do so.

VII. Saving a Game Position

WARNING The diskette used for SAVE and RESTORE is maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the diskette will be destroyed by the SAVE command.

To save the current position, use the SAVE command. You may SAVE up to five different game positions on each storage diskette and RESTORE them in any order. To keep track of these different positions, each is assigned a number (from 0 to 4). Each time you SAVE a game position, it will overwrite any position that is already on your storage diskette with the number you specified. If you want to SAVE more than one position, you must use a different position number for each one.

When you enter the SAVE command, the game will respond:

Please insert SAVE diskette,
Position (0-4) (Default = 0)

1. Before inserting the SAVE diskette, type a number between 0 and 4 to tell the game to use that position on the diskette. Do not press the RETURN key after the digit. (Alternatively, you may press the RETURN key without typing a digit to tell the game to use the default, which in this case is 0.) The game will respond:

Drive (1-8): (Default = 1)

If you have only one disk drive, proceed as follows:

2. Press RETURN to tell the game to copy to Drive 1. It will then respond:

— Press RETURN key to begin —

3. First, however, remove the game diskette from the disk drive.

4. Insert the storage diskette and close the drive door. (To prepare this diskette, see Initializing Storage Diskettes.)

5. Now press the RETURN key to begin. The diskette will spin for forty seconds or less, then it will respond:

Please re-insert game diskette,

— Press RETURN to continue —

6. Remove the storage diskette from the drive and insert the game diskette (side 2 for a two-sided game) again. Close the drive door.

7. Press the RETURN key. If all is well, the game will respond:

Ok

If it responds

Failed

consult the Troubleshooting section.

You may now continue playing. You can use the storage diskette and the RESTORE command to return to this position at another time.

If you have more than one disk drive, follow the above procedure, but omit the steps numbered 3, 5, and 6. Use the appropriate drive number in step 2 for the disk drive that you use in step 4.

VIII. Restoring a Saved Game Position

To restore a previously saved game position, enter the RESTORE command. Then follow the steps (1 to 7) for SAVE above.

IX. Initializing Storage Diskettes

Storage diskettes are made using the standard DOS diskette formatting procedure. See ATARI's "Disk Operating System Reference Manual" for detailed instructions.

X. Troubleshooting

A. If the game fails to load properly or SAVE/RESTORE fails, check each of the following items. If none of these offers a solution, call your ATARI dealer for assistance.

1. Check to see that your ATARI and disk drive(s) are plugged in correctly, connected properly, and that everything is turned on.

2. Check to see that the diskette was inserted correctly, and that the drive door(s) is closed.

3. Inspect the diskette carefully for any visible damage.

4. Be sure that the diskette is in the proper drive. The game diskette may only be run from Drive 1 (side 1 for two-sided games). For SAVE/RESTORE, be sure that you have typed the correct drive number for the storage diskette.

5. For SAVE, be sure that the storage diskette is not write-protected (i.e., there is nothing covering the notch on the side of the diskette).

6. Also for SAVE, be certain that the diskette has been initialized properly. As a last resort, try a different diskette.

7. Try again; the problem may only be momentary.

If all else fails, you can call the Infocom TECHNICAL HOTLINE at (617) 576-3190. Please note that this number is for **technical** problems only.

B. If your game hangs or displays an internal error number, run the following procedure.

After booting the diskette and receiving an initial screen, type \$VERIFY. The diskette will spin for 45 seconds, and a message similar to one of the following will appear:

1. "Game correct." The diskette has not been damaged, the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible that the program contains a bug. If you suspect a bug, call the Infocom Technical Hotline.

2. "Internal error. End of Session." This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try the \$VERIFY process on another computer (such as your dealer's). If the game ever replies "Game correct," the problem is in your hardware.

If you repeatedly get an internal error message with more than one computer, the diskette has most likely been damaged. Please send the **diskette only** to Infocom for testing.

3. "\$VERIFY is not in my vocabulary." Send the diskette to Infocom for replacement. If your warranty has expired, please enclose \$5.00.

INFOCOM

Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138

Infocard #1

TIP RANDALL—Tip is your closest pal and constant companion. Basically, there's nothing this guy can't do. He's an expert pilot, submariner, surfer, and swimmer. He's more of a jock than an inventor such as yourself, but his bulldog courage and rollicking high spirits make him a great companion in any adventure.

COMMANDER ZOE BLY—This woman's delicate beauty is hard to resist, but when you start to talk to her, wow—what a tough one she is. For one thing, she's a champion athlete and a superachiever. For the past three months now, she's been commander at the Aquadome. She's an Honor Graduate of the Navy Frogman School and the Galley Institute of Technology. You'll see soon enough that she doesn't have much patience with people who don't meet her standards. And that attitude tends to make some people real mad.

MICK ANTRIM—Mick was probably out earning a buck before most of us were even born. In fact, you won't find anybody who knows more about nuclear power, undersea navigation, or communications. That's pretty good for a guy who never had a formal education. Funny thing is, Mick doesn't like to settle arguments with his tongue; he'd rather use his fists. Naturally, he doesn't take well to Commander Bly's kind of discipline.

Infocard #2

MARV SIEGEL—This guy knows more about sonar gear than anyone at Inventions Unlimited. His experience comes from having worked for the Defense Department. He fits in well with his co-workers at the Aquadome, and has even learned how to scuba dive.

BILL GREENUP—Bill comes from a different background altogether. Basically he used to be a beach bum with a knack for scuba diving and "shade tree" mechanic work. Now he's joined society in a big way. He's cut his hair and found himself a job as a crack scuba diver at the Aquadome.

WALT "DOC" HORVAK—Walt's probably the most dedicated scientist around, so dedicated that sometimes you get the impression he's a loner. He's always working on some new experiment or scuba diving. Walt doesn't look like the "doctor" type, but he spent a lot of time working in a hospital before he got interested in marine biochemistry. If you're looking for any kind of medical advice, he's the one to ask.

Infocard #3

SHARON KEMP—She's fresh out of college—the Massachusetts Institute of Technology. Naturally, she's pretty familiar with all types of science and technology and this job as an inventor's assistant fits her well. Her father was a famous college professor and an old friend of your father's. In fact, sometimes you get the feeling that she's your own sister. But there's something about her that you just can't get close to.

AMY LOWELL—She's a Navy woman through and through. Always a tomboy at heart, Amy's been to the Navy Frogman School and had lots of neat jobs like this one. She's still in college at Columbia University and works at the Aquadome during the summer.

DR. JEROME THORPE—Dr. Thorpe is one of those scientific geniuses who lock themselves up in their labs and discover things. Unfortunately, sometimes the things they discover or create aren't too good. Thorpe's claim to fame is his AH (AMINO HYDROPHASE) organisms that he supposedly manufactured from the AH molecule. There's an interesting article about him and his experiments in the Science World magazine.

Infocard #4

ENGINE COMPARTMENT—It is located through an access panel in the bulkhead just below and to the right of the control panel. If you have to enter this area **CRAWL CAREFULLY**. Too much movement or wiggling around may pose serious dangers.

EMERGENCY SURVIVAL UNIT—This equipment can save your life should your sub develop major problems. It has two parts:

1. An alarm that goes off if your sub runs low on oxygen or the air pressure starts to drop.
2. A needle that jabs you and wakes you up if you've passed out or don't answer the alarm.

EMERGENCY OXYGEN GEAR—This is a little canister of oxygen that you can wear around your neck. When you turn the valve, you can breathe air through a straw at the top. There is one canister in the Scimitar.

Infocard #5

SONARPHONE—Underwater communication relies on sound waves that are sent and received over this sonar transceiver. The Sonarphone has a loudspeaker for communicating messages. It comes on automatically when signals are incoming.

DEPTH FINDER—This device uses echo soundings to determine the depth of water under the sub. It is usually turned on when the sub is moving. During a dive, an orange warning light comes on and a warning buzzer sounds when the sub comes within 10 meters of the bottom. The light turns red and the buzzing becomes shriller when the sub comes within 5 meters of the bottom. You must take immediate action when this happens.

REACTOR—The Scimitar is powered by a midget nuclear reactor. The secret of the reactor is a special capsule that must be inserted into the reactor by the push of a lever that starts the fusion process.

Infocard #6

SONARSCOPE—This instrument works like radar and shows you solid objects or Sea Cat sonar signals within 2500 meters in any direction and at the same depth as the Scimitar. Reading the sonarscope is like reading the map in your game package. As you read it, remember your sub always appears directly in the middle of the screen. So, as you move, it may look as if the land is moving instead of you. If you're on a collision course with something, a yellow light will come on. This light will turn red and a loud buzzer will sound if you're within one turn of a collision. You should change course any time a yellow light appears.

TEST BUTTON—Many of your inventions have built-in self-testing devices. This troubleshooting circuitry is activated by pushing a test button. The test results are then displayed on a readout.

BRASS SEARCH LIGHT—This light comes on automatically when your sub descends beyond the depths of sunlight penetration. You can aim it left or right (port or starboard) to illuminate objects up to 1000 meters away.

Infocard #7

EXTENSOR CLAWS—These are remote-controlled devices on the outside of your sub and are used for hunting and probing. They extend up to 5 meters and can be swiveled and aimed in any direction. The commands for moving the claws are TAKE, DROP, AIM, SHOOT.

AQUATIC DART GUN—Originally designed as a tranquilizer gun, this dart gun may be helpful if you encounter a large creature. Each dart contains a tranquilizer and can be shot at a fish to make it drowsy.

The "49er" PROSPECTING BAZOOKA—This bazooka is useful for prospecting in undersea rock formations. Instead of a bullet, it fires a hollow tube that bores into rock. When it's removed from the rock, this tube contains a core sample that can be raised to the surface with a winch. The 49er is usually fired by a diver from a shoulder-held position.

SEA CAT—This interesting little craft is an Inventions Unlimited creation that crawls along the sea bed like an underwater bulldozer. The Sea Cat is segmented into two parts, the main body that crawls along the bottom, and a rear power pod that propels it. Mounted directly above the main body is a single rocket pod that can be fired in any direction ahead of the craft.

Infocard #8

COMPUTESTOR—A machine for troubleshooting your inventions, machines, or systems. It is connected to several other machines in the lab. To use it type ASK COMPUTESTOR ABOUT (a device).

MICROWAVE SECURITY SCANNER—It sweeps the entire grounds of the Research Lab with harmless microwaves. Any human not wearing a special identification badge will be detected if they are on the property. If intruders are detected, the alarm will beep loudly.

ELECTRICAL PANEL—Inventions Unlimited generates its own electrical power. Your lab receives its power through the Electrical Panel that's located in the corridor just EAST of your lab.

CIRCUIT BREAKER—This breaker controls the power supply to all Videophone equipment in the lab. It can be tripped by anyone inside the lab by simply flipping the switch.

VIDEOPHONE—This communications device is connected to the Aquadome and all other Inventions Unlimited buildings. It's in the middle of your lab and it works like a telephone. But instead of just listening to the other person, you can look at them on a screen. Answer the videophone by turning it on, then turn the knob to tune it in.

Infocard #1

1. Look inside that _____.
2. Tell him about the _____ in the Scimitar.
3. Put the black box on the sonar equipment. Then send _____ to check the sonar system. See if he reports the black box

Infocard #2

1. _____ is in the dormitory locker.
2. Ask _____ to fix the Scimitar.
3. Look at the _____ that Tip brought along.

Infocard #3

1. Check the _____.
2. Has the _____ been sabotaged?
3. A _____ must be inserted in the reactor. Sharon was supposed to do it.

Infocard #4

1. Who removed the _____ while you were in the docking tank?
2. Get behind _____ and shoot his power pod.
3. Tip says "We know what was causing it-but _____ doesn't know, that we know".

Infocard #5

1. Check the _____ under your seat.
2. The gate won't respond to remote-control signal without _____.
3. Don't forget the _____.

Infocard #6

1. _____ has a Universal Tool that fits anything.
2. The _____ was last seen to the southeast.

3. If you shoot the Snark with the _____, it will be intact for scientific study.

Infocard #7

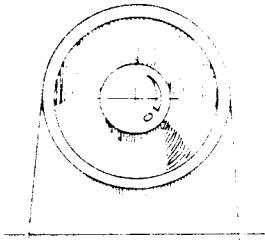
1. Try the _____. It can probably dent anything.
2. "Doc" may be able to make a Snark _____.
3. Fit the Prospecting Bazooka to the Scimitar's _____.

Infocard #8

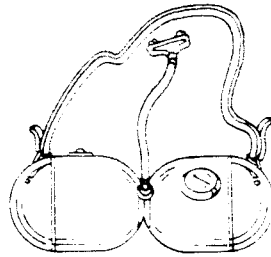
1. The Aquadome needs help! Take the _____ there at once.
2. Turn on the _____.
3. There's no response because there's no _____.

Important Submariner's Equipment

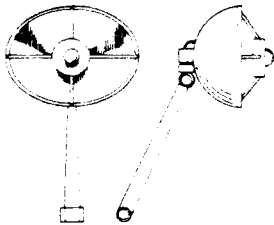
HYDROPHONE



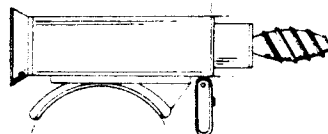
EMERGENCY OXYGEN GEAR



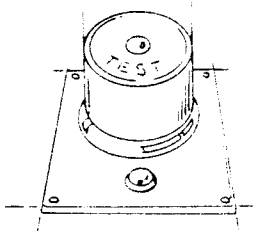
SONARPHONE



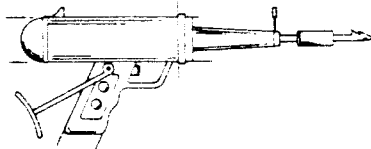
THE "49er" PROSPECTING BAZOOKA



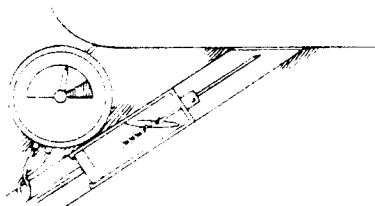
TEST BUTTON



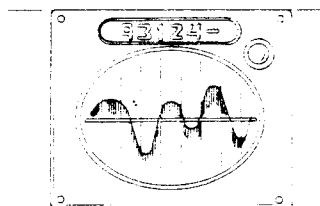
AQUATIC DART GUN



EMERGENCY SURVIVAL UNIT



DEPTH FINDER



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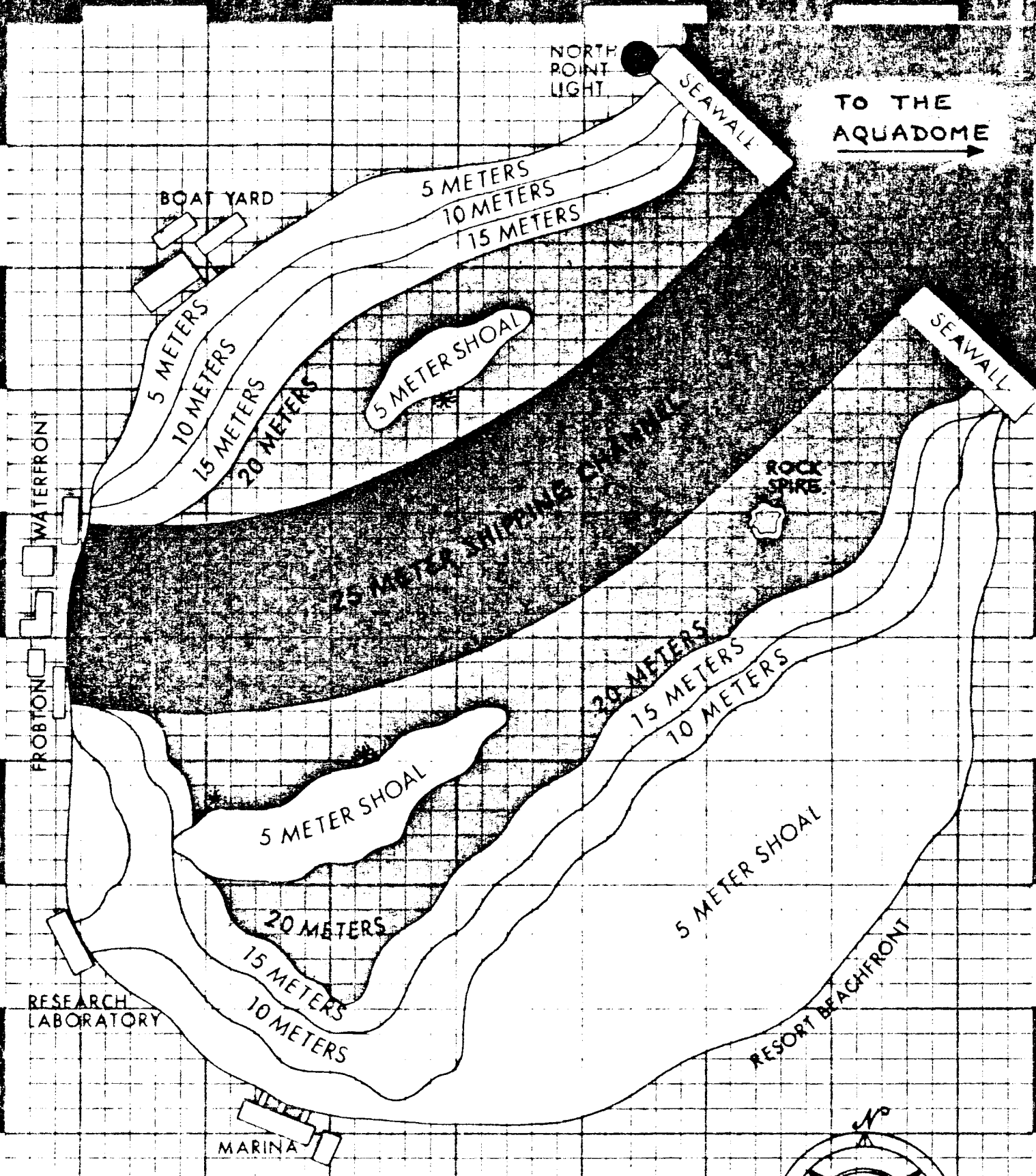
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Infocom, Inc., 35 Wheeler Street, Cambridge, MA 02138

A nautical chart of Frobton Bay. For navigational reference only.

NORTH
POINT
LIGHT

TO THE
AQUADOME
→



ONE SQUARE EQUALS 500 METERS

2500

2400

5000

* CAUTION:
SUBMERGED WRECKS
JUST BELOW THE SURFACE.

