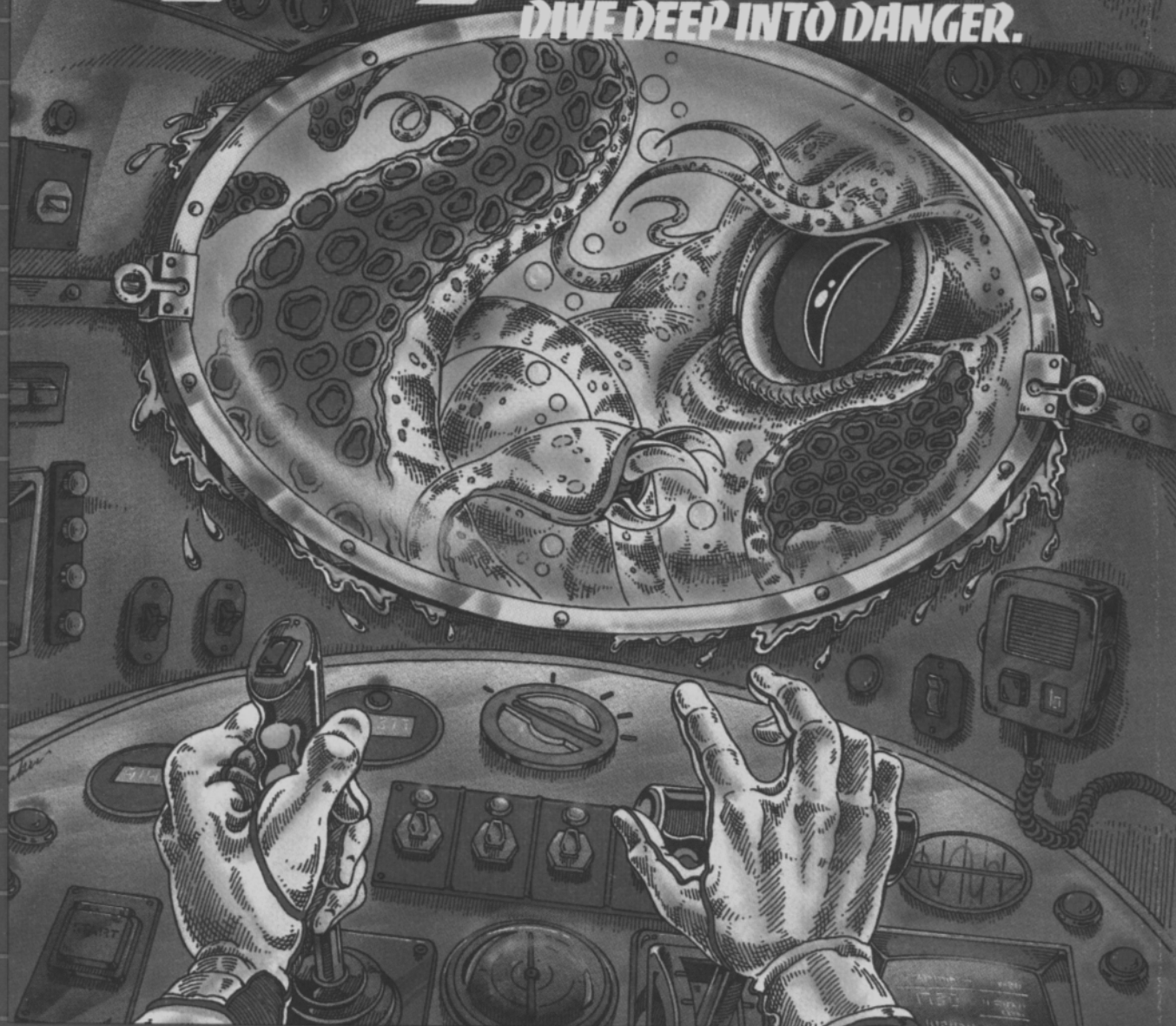


SEA TALKER™

DIVE DEEP INTO DANGER.



INFOCOM™

SOFTWARE FOR YOUR

COMMODORE 64

(1541 DISK)

IA2-C01

INTERACTIVE FICTION

TALES OF ADVENTURE

JUNIOR LEVEL

TAKE THEIR WORDS FOR IT!

“Infocom couldn’t have designed a better game to introduce new players to their text-only adventures. SEASTALKER has lots of action, intrigue, and surprises. It’s a great stimulus to the imagination, an ideal puzzle for the beginner, and a wonderful pastime for your nine-year-old to share with Mom or Dad.”

InCIDER magazine

“Your games are the best on the market.”

Paul, 14

Mt. Pleasant, South Carolina

“SEASTALKER is more than a game. It’s a totally interactive story that encourages logical thinking, planning and organization. It also stimulates players to develop creative strategies for problem solving, while encouraging reading. A game to be enjoyed by the whole family.”

DIALOGUE magazine

“Infocom games are the only games worth playing.”

Eric, 20, Programmer

St. Louis, Missouri

“SEASTALKER offers a first-class introduction to the world of interactive fiction....Though pitched to the junior set (9 and up), SEASTALKER can just as easily enthrall an oldster.”

PEOPLE magazine, *Picks & Pans*

“Thank goodness for Infocom!”

Alice, 23, Bookkeeper

Sunnyvale, California

“Despite the flurry of interest in graphic adventures, Infocom has held fast to the concept of letting the player imagine his or her surroundings.

This is much like the golden days of radio, when every listener could picture the rugged western terrain of the Lone Ranger or the city streets of the Thin Man.”

SOFTALK magazine

“Infocom is the best source for this new genre. Infocom adventures are particularly well written, with detailed descriptions, clever plot twists, surprising characters and a strong dose of zany humor.”

CHICAGO TRIBUNE Bookworld

Scimitar Logbook



XXX
Confidential

Property of: _____

Read this classified information carefully before you attempt to navigate the Scimitar. Failure to comply with the instructions in this Logbook may result in severe damage to the craft.



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

Inventions Unlimited

Personnel File

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. But 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.

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 he's even learned how to scuba dive.

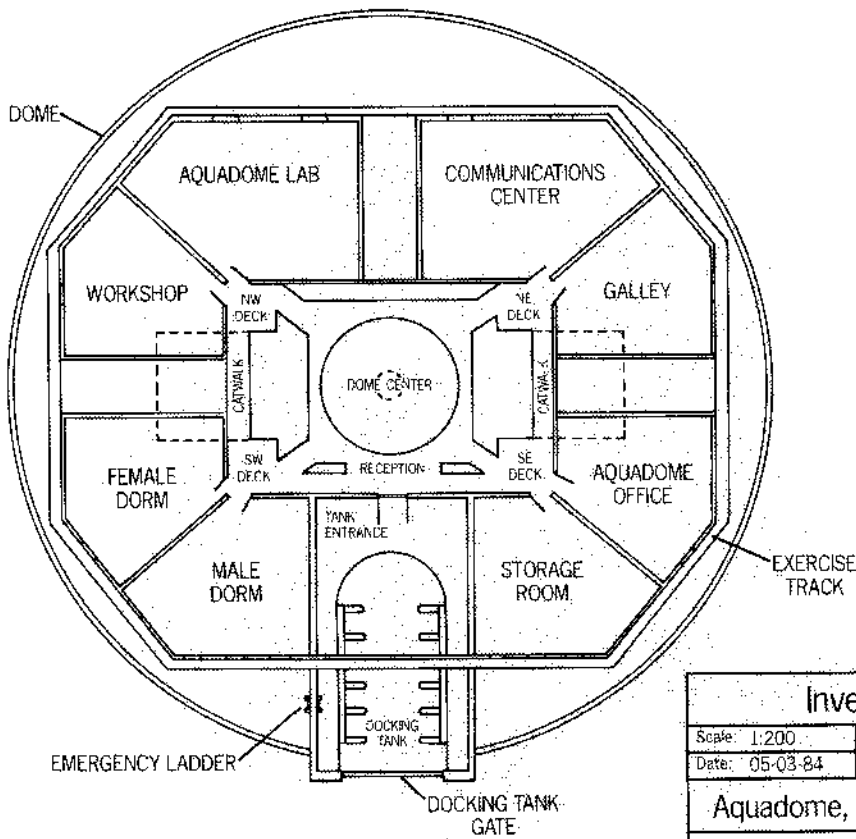
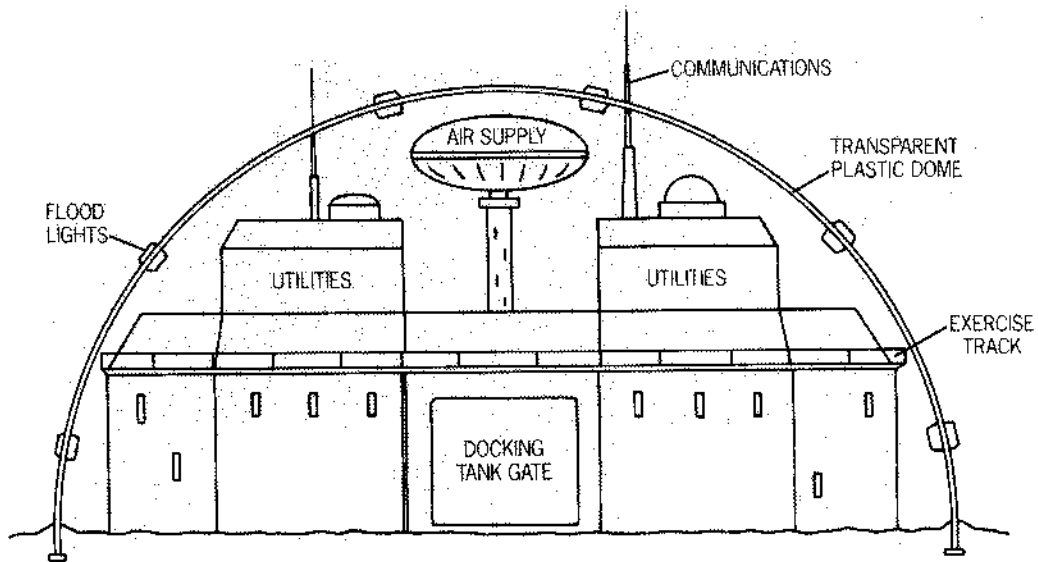
BILL GREENUP—Bill comes from a different background altogether. Basically he used to be a beach bum with a knack for scuba diving and "shade tree" mechanic work. Now he's joined society in a big way. He's cut his hair and found himself a job as a crack scuba diver at the Aquadome.

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.

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.



Inventions Unlimited

Scale: 1:200

Drawn by:

Drawing number:

Date: 05-03-84

E. Parker

A-503-2

Aquadome, Undersea Research Station

Side View, Top View

Equipment and Controls

Lab Equipment

COMPUTESTOR—It's 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 other people, you can look at them on a screen. Answer the videophone by turning it on, then turn the knob to tune it in.

Sub Equipment and Controls

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.

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.

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 nautical chart in this package. As you read it, remember that 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 or red light appears.

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.

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.

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, **be careful**. Too much movement or wiggling around may pose serious dangers.

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.

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

Aquadome Equipment

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.

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.

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

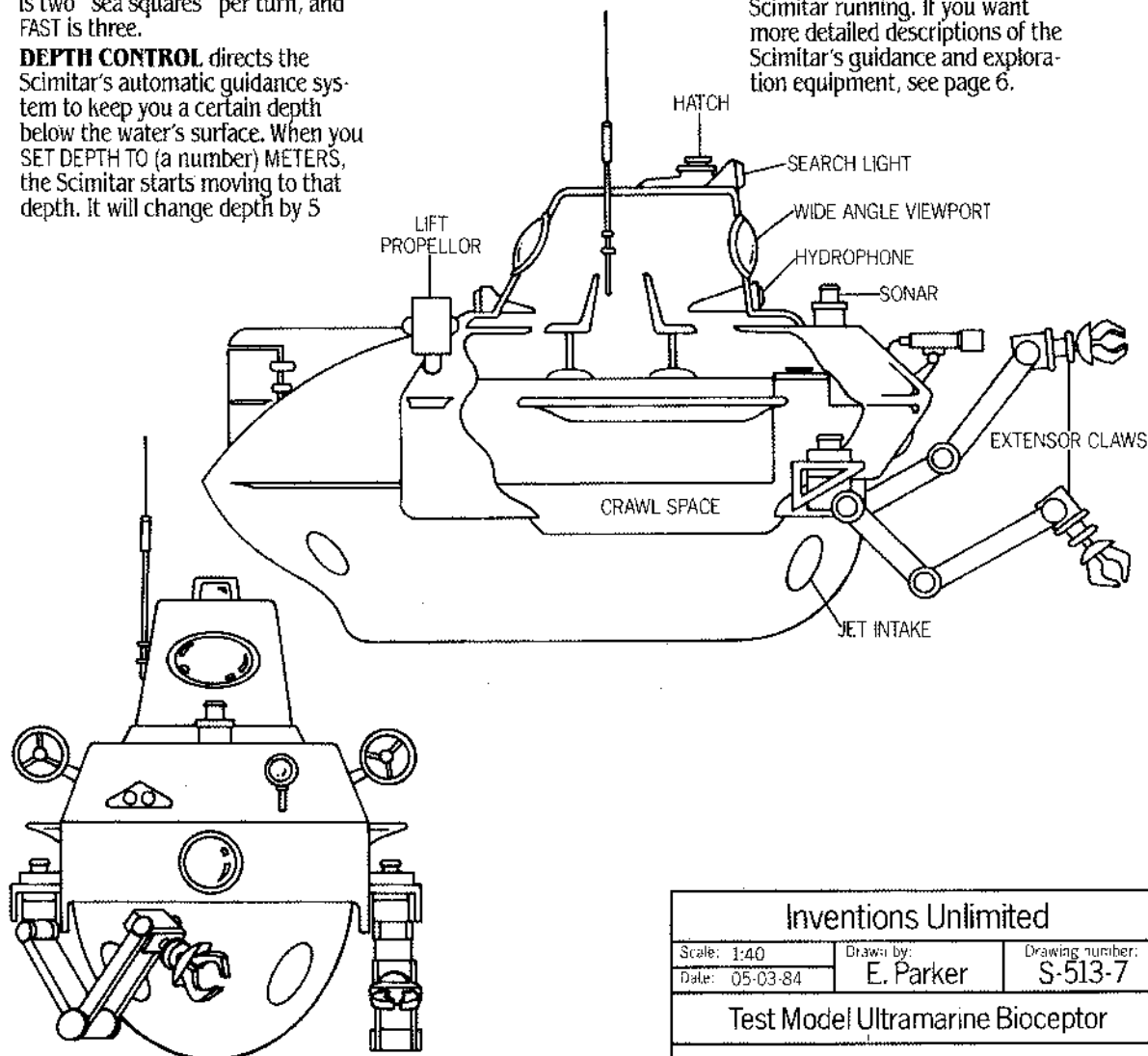
meters for each "sea square" that it moves through, or, if the throttle is closed, by 5 meters for each turn.

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

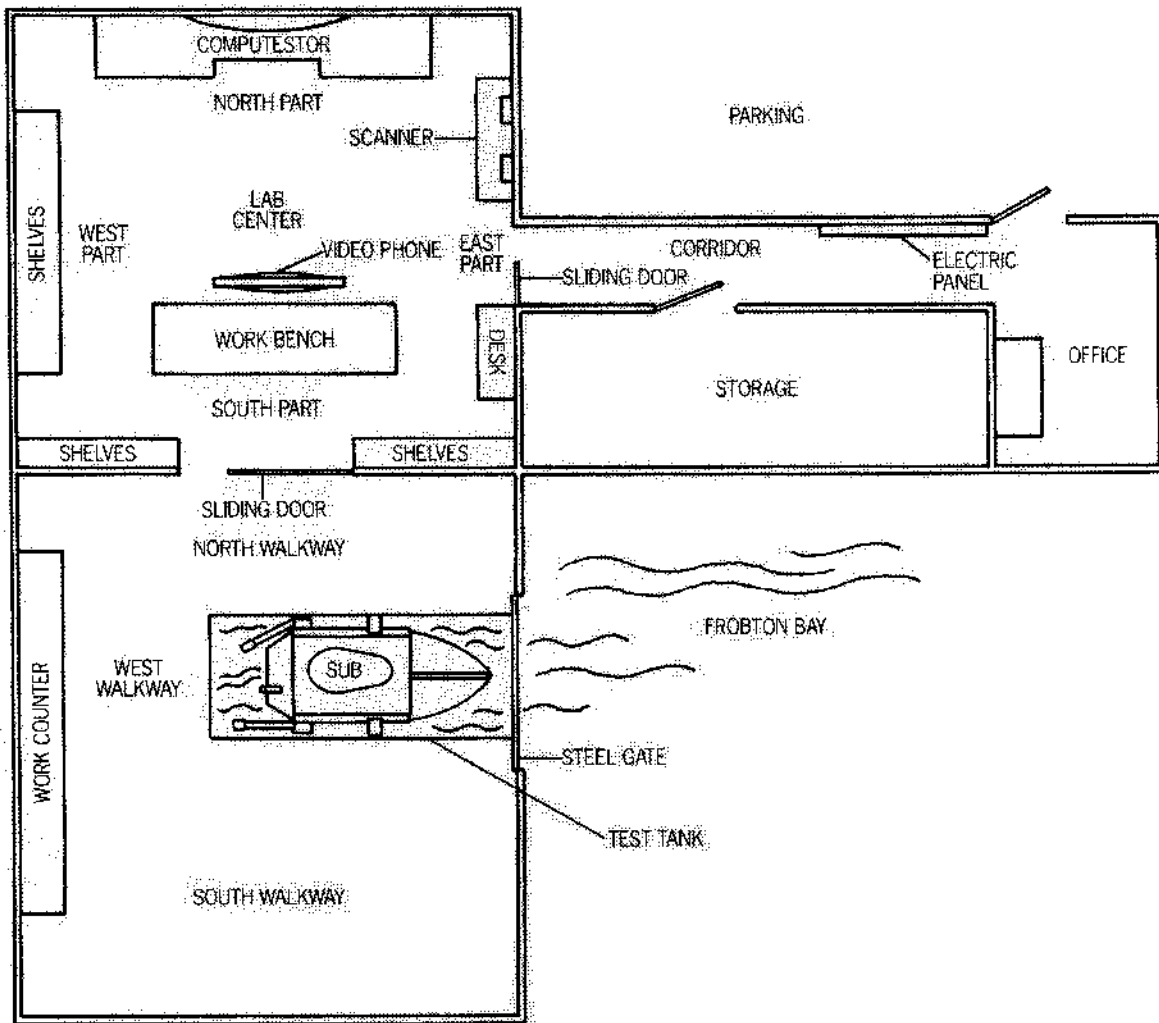
AUTO PILOT switches all the sub's operating controls, except the throttle, into automatic, so you don't have to pilot the sub yourself.

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 page 6.



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		



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		

Instruction Manual for SEASTALKER

Welcome to the world of Infocom's junior-level interactive fiction, a world where:

- you become the hero or heroine in a story,
- you can use your own thinking and imagination to guide the story from start to finish,
- you can meet other people, who may or may not help you, and
- you can go to new places, figure out mysteries and puzzles, and fight against monsters or enemies.

In SEASTALKER, you become a young inventor working in your father's business. Your newest invention is a small submarine that has only two seats inside, for you and your pal Tip. The submarine, called the *Scimitar*, can dive deeply into the sea to capture plants and animals for you to study. But you will have to use it to save your undersea scientific station from a sea monster that is attacking it!

If you're experienced with Infocom's interactive fiction, you may not feel like reading this entire manual. However, you should at least read about submarine navigation (on page 7). Also look at the appendix of recognized verbs (on page 18); some of them can be used in all Infocom stories, but others are special for SEASTALKER. If you study the blueprints and diagrams in your logbook (in the front of this booklet), you will know where you are and what things look like. That makes it easier to decide what to do next.

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This briefly describes the most important things to know about interactive fiction. It is <i>vital</i> that you know all these things before you begin your adventure.	

An Overview

Interactive fiction is a story in which *you* are the main character. Your own thinking and imagination guide the actions of that character and guide the story from start to finish.

Each of Infocom's interactive stories, such as SEASTALKER, tells you about a series of places, items, characters, and events. You can interact with these in many ways.

To move from place to place, type either the direction you want to go or the place where you want to go. When you go into a new place, read about it carefully. There may be something interesting or useful (or dangerous) there!

An important part of interactive fiction is solving puzzles. If you find a locked door or a ferocious beast in the story, don't think of it as an obstacle; it's just a puzzle to be tackled. Sometimes the best way to solve a puzzle is to find something in the story, then take it with you and use it in the right way.

When you play SEASTALKER, the story goes on only from the time you press the RETURN (or ENTER) key until you see the prompt (>). You could imagine a clock that ticks once for each sentence you type, and the story continues only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can think and plan your turns as slowly and carefully as you want.

SEASTALKER keeps track of your score and gives you points when it thinks you have done something "right." You may get points for solving puzzles, doing certain things, or visiting certain places. You can try to get a perfect score if you want, but you can also try to guide the story to an ending that you like and to have fun along the way.

Tips for Novices

1. 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 that you come across. Most of the objects that you can pick up in the story are useful for solving one or more of the puzzles.

2. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning. See page 16 for instructions.

3. Read the story carefully. Often there are clues in the descriptions of places and objects, as well as in signs, magazines, and so on. You should examine or read anything that might be important. Even a silly or dangerous action may give you a clue, and it might even be fun! You can always save your place first if you want. Here's a silly example:

> GIVE THE ROLLER SKATES TO THE SEA MONSTER
For a moment the sea monster thinks about eating the roller skates instead of you. Then it decides that you look tastier. It comes closer and closer.

Here you have learned that this sea monster doesn't like to eat roller skates, and you have a clue that maybe giving something else to the sea monster (a birthday cake?) would be safer.

4. Unlike other "adventure games" that you may have played, there are many ways to get to the end of SEASTALKER. 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.

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

6. If you really have trouble, you can order a hint booklet from Infocom by filling out and mailing the order form in your package. You don't *need* this booklet to enjoy the story, but it will make solving the puzzles easier.

7. Read the sample transcript on page 20 to get a feeling for how Infocom's interactive fiction works.

8. You can word a command in many different ways. For example, if you wanted to pick up a shiny hammer that was sitting on a table, you could type any of the following:

```
TAKE HAMMER  
TAKE THE HAMMER FROM THE TABLE  
PICK UP THE SHINY HAMMER  
GET THE HAMMER
```

In fact, if the hammer is the only object there that you can take, just typing TAKE would be enough. But more about that in the next section . . .

Communicating with SEASTALKER

In SEASTALKER, you type your sentence in plain English each time you see the prompt (>). SEASTALKER usually acts as if your sentence begins "I want to . . ." although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want; SEASTALKER doesn't care either way.

When you have finished typing a sentence, press the RETURN (or ENTER) key. SEASTALKER will respond, telling you whether your request is possible at this point in the story, and what happened as a result.

SEASTALKER looks only at the first six letters of your words, and it ignores any letters after the sixth. So, ELECTric, ELECTRical, and ELECTRonic would look like the same word to SEASTALKER.

One way to move around is to type the compass direction in which you want to go. You can use the eight compass directions: NORTH, EAST, SOUTH, WEST, NORTHEAST, SOUTHEAST, SOUTHWEST, and NORTHWEST. Or you can use these short words: N, E, S, W, NE, SE, SW, and NW. You can use UP (or U), DOWN (or D), IN, and OUT in some places.

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). You can find the names of places by looking at the maps in your logbook. For example:

GO TO THE OFFICE

You don't need to walk around or turn around in a place; anything that you can see there is within your reach.

Once you leave the Research Lab and head out into Frobron Bay, you'll need to look at the nautical chart included in your package to see where to go. If you want to HEAD NW, just type it in and press the RETURN (or ENTER) key. You'll start moving as soon as you set your throttle speed, and you can watch your progress on your sonarscope. (See page 6.)

Your sub moves at three speeds: SLOW, MEDIUM, and FAST. To set or change your speed, just type SET THROTTLE TO SLOW (or MEDIUM or FAST) and press the RETURN (or ENTER) key.

If you want to DIVE TO 5 METERS, just type it in. (Your sub dives in multiples of five meters: 5, 10, 15, 20, etc.) If you want your sub to SURFACE, just type it in. Look at pages 6 and 7 for more information about your sub.

SEASTALKER understands many different kinds of sentences. Here are some examples. You may not actually use these commands in SEASTALKER, but you'll certainly use commands like them in the story.

WALK NORTH
DOWN
NE
GO UP
TAKE THE DART GUN
PUT ON THE DIVING SUIT
LOOK UNDER THE WORKBENCH
GO TO THE SUPPLY ROOM
DROP THE MIKE ONTO THE WORKBENCH
EXAMINE THE DEPTH FINDER
PUSH THE JOYSTICK EAST
SHOOT THE MONSTER WITH THE DART
LOOK AT THE SONARSCOPE
LOOK BEHIND THE COMPUTESTOR
AIM SEARCH BEAM TO STARBOARD
QUESTION TIP
GET IN THE SUBMARINE

If you want to TAKE, DROP, or EXAMINE 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
EXAMINE THE DEPTH FINDER AND THE SURVIVAL
UNIT

You can type several sentences on one line if you separate them by the word THEN or by a period. (Each sentence will still count as a turn.) You don't need a period at the end of the line. If SEASTALKER doesn't understand one of the sentences, or if something unusual happens, it will ignore the rest of your input line (see "SEASTALKER Complaints" on page 18). For example, you could type all of these sentences at once, before pressing the RETURN (or ENTER) key:

PUT ON THE SAFETY GLOVES THEN OPEN THE
ELECTRICAL PANEL. GO SOUTH THEN TIE THE
ROPE TO THE RAILING THEN CLOSE THE HATCH.
LOOK AT THE CONTROL PANEL. PRESS THE
BLUE BUTTON

The words IT, HIM, and HER can be very useful. For example:

TAKE THE TOOLBOX. OPEN IT. PUT IT ON THE TABLE
CLOSE THE HEAVY METAL DOOR. LOCK IT
GO TO THE ACCESS PANEL THEN CLIMB THROUGH IT
GO TO DOC. ASK HIM ABOUT THE SUB

You have a whole crew of workers to help you in SEASTALKER, and you can "talk" to them and give them commands. Look at page 4 for a short description of some of the people you will meet. There are simple rules to follow when "talking" to people. To "talk" to a person, type the person's 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

You can ask a question by typing ASK (someone) ABOUT (something or someone). For instance:

ASK TIP ABOUT THE HYDROPHONE
ASK COMMANDER BLY ABOUT DOC

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.

SEASTALKER tries to guess what you really mean if you don't give enough information. For example, if you type that you want to do something, but not what you want to do it to or with, SEASTALKER may decide that there is only one possible thing that you could mean. When it does this, it will tell you. For example:

>GET OUT
(out of the choir)
You get off the chair and are now standing on the floor.

If your sentence is not clear enough, SEASTALKER will ask what you really mean. You can answer by typing just the missing information, not the whole sentence again. You can do this only at the very next prompt. For example:

>OPEN THE DOOR
(Which door do you mean, the sliding door or the storage room door?)
>SLIDING
The sliding door is now open.

SEASTALKER uses many words in its descriptions that it will not recognize in your sentences. For example, you might read, "Sunlight shimmers across the dusty cobwebs." However, if SEASTALKER doesn't recognize the words SUNLIGHT or COBWEBS when you type them, then you know that you don't need them to finish the story; they just give you a more vivid description of where you are or what is going on. SEASTALKER recognizes over 900 words, nearly all that you are likely to use in your sentences. If SEASTALKER doesn't know a word you used, or any word that means the same, you are almost certainly trying to do something that you don't need to do.

Starting and Stopping

Starting the story: Now that you know what to expect in SEASTALKER, it's time for you to "boot" your disk. To load SEASTALKER, follow the instructions on the Reference Card in your 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. (Your Reference Card tells what to do when a full screen of lines rolls by and the program waits until you're ready to go on.) 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.

Here is a quick exercise to help you get used to SEASTALKER. For your first command after the story begins, type in next to the prompt (>):

GO EAST

Then press the RETURN (or ENTER) key. SEASTALKER will respond with:

(east part)

You're in the east part of your laboratory. A doorway leads out through a corridor to the office of your lab assistant, Sharon Kemp. A Microwave Security Scanner stands against the wall. An intercom sits on the lab desk. The alarm bell continues to ring.
What next?

You're probably curious about the scanner, so at the next prompt (>) type:

TURN ON THE SCANNER

After you press the RETURN (or ENTER) key, SEASTALKER will respond:

No beep occurs. Scanner displays: "NO INTRUDER PRESENT ON GROUNDS."

The alarm bell continues to ring.

Saving and restoring: It will probably take you many days to finish SEASTALKER. If you use the SAVE command, you can continue at another time without having to start over from the beginning, just as you can put a bookmark in a book you are reading. The SAVE command puts a "snapshot" of your place in the story onto another disk. If you are cautious, you may want to save your place before (or after) trying something dangerous or tricky. That way, you can go back to that point later, even if you have gotten lost or "killed" since then.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring on your Reference Card. *Most computers need a blank disk, already initialized and formatted, for snapshots. If you use a disk with data on it (not counting other SEASTALKER snapshots), that data may be destroyed.*

You can restore a saved place any time you want. To do so, type RESTORE at the prompt (>), press the RETURN (or ENTER) key, and then follow the instructions on your Reference Card. You can then continue the story from the point where you used the SAVE command.

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) Just to make sure, SEASTALKER will ask if you really want to start over. If you do, type Y or YES and press the RETURN (or ENTER) key.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. Once again, SEASTALKER will ask if this is really what you want to do.

Remember when you RESTART or QUIT: if you want to be able to return to this point later, you must first use the SAVE command.

Appendix A

Important Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over whenever you want. Some count as a turn, and others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

BRIEF—This tells SEASTALKER to tell you all about a place or thing only the first time you see it. If you see it again later, SEASTALKER will tell you only its name. This is the normal way that SEASTALKER will act, unless you use the VERBOSE or SUPERBRIEF commands.

DIAGNOSE—This tells SEASTALKER to give you a brief report about your health.

INVENTORY—SEASTALKER will list what you are carrying. (You can use the short word I instead.)

LOOK—This tells SEASTALKER to describe the place you are in. (You can use the short word L instead.)

QUIT—This lets you stop. If you want to save your place before quitting, follow the instructions in the “Starting and Stopping” section on page 16. (You can use the short word Q instead of QUIT.)

RELEASE—This will show you the release number and the serial number of your copy of the story. Please send us this information if you ever report a “bug” in SEASTALKER.

RESTART—This stops the story and starts over from the beginning.

RESTORE—This lets you continue from any point where you used the SAVE command. See “Starting and Stopping” on page 16 for details.

SAVE—This puts a “snapshot” of your place in the story onto your storage disk. You can continue from the same place in the future by using the RESTORE command. See “Starting and Stopping” on page 16 for details.

SCORE—SEASTALKER will show your current score and a ranking which is based on it.

SCRIPT—This command tells your printer to begin making a transcript of the story as you play. A transcript may help you remember, but you don’t need it to play. It will work only on certain computers; read your Reference Card for details.

SUPERBRIEF—This commands SEASTALKER to tell you only the name of a place you have entered, even the first time you see it. Also, SEASTALKER will not tell you what things are there. Of course, you can always get a description of a place, and the items there, by typing LOOK. In SUPERBRIEF mode, there is no blank line between turns. This mode is meant for players who are already very familiar with the story. Also see VERBOSE and BRIEF.

UNSCRIPT—This commands your printer to stop making a transcript. Also see SCRIPT.

VERBOSE—This tells SEASTALKER to tell you all about a place or thing every time you see it. Also see BRIEF and SUPERBRIEF.

VERSION—This is the same as RELEASE.

WAIT—This will cause time to pass in the story. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap, 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. (You can use the short word Z instead of WAIT.)

Appendix B

Some Recognized Verbs

This is only a partial list of the verbs that SEASTALKER recognizes. There are many more. Remember that you can use prepositions with them. For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT and so on.

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

Appendix C

SEASTALKER Complaints

SEASTALKER will complain if you type a sentence that confuses it completely. SEASTALKER will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause SEASTALKER to ignore the rest of the sentences you typed, since the event may have changed your situation drastically.) Some of SEASTALKER's complaints:

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 were trying to do.

I DON'T UNDERSTAND THE WORD "(your word)" WHEN YOU USE IT THAT WAY. SEASTALKER knows the word you typed, but it couldn't understand it in that sense. Usually this is because SEASTALKER knows the word as a different part of speech. For example, if you type PRESS THE LOWER BUTTON, you are using LOWER as an adjective, but SEASTALKER might know LOWER only as a verb, as in LOWER THE BOOM.

I CAN'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! This usually means that your sentence was incomplete, such as PUT THE BOOK IN THE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE! An example is **PUT THE SOUP IN THE BOWL WITH THE LADLE**, which has three noun “phrases,” one more than SEASTALKER can digest in a single action.

BE SPECIFIC: WHAT THING DO YOU WANT TO (your verb)? You used the word **HIM, 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 pressed the **RETURN (or ENTER)** key without typing anything.

YOU CAN’T SEE ANY (thing) HERE! The thing in your sentence was not visible. It may be somewhere else, inside a closed container, and so on.

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 MORE THAN ONE DIRECT (or INDIRECT) OBJECT WITH “(your verb).” You can use multiple objects (that is, nouns or noun phrases separated by **AND** or a comma) only with certain verbs like **TAKE, DROP, and PUT**. 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 SEASTALKER 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 **URNS**.

SORRY, BUT I DON’T UNDERSTAND. PLEASE REWORD THAT OR TRY SOMETHING ELSE. SEASTALKER thought the sentence you typed was nonsense, such as **GIVE HIM WITH TOOL**. Or, you may have typed a reasonable sentence but used a syntax that SEASTALKER does not recognize, such as **SMELL UNDER THE ROCK**. Try typing what you want to do in a different way.

Appendix D

Sample Transcript

This transcript is not from SEASTALKER, but it does show most of the usual things you can do in the story. It shows several simple puzzles and their solutions, and it should give you a good idea of how Infocom's interactive fiction works. The player's sentences appear in capital letters after each prompt (>). The comments inside the 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?" > 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 FRON

(I don't know the word "fron".)

> 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 sentence 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.

[You can use the short word I instead of INVENTORY.]

> 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

[If you want to save time while typing, you can always shorten words to six letters.]

Okay, it's now wide open.

> 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!]

Appendix E We're Never Satisfied

Here at Infocom, we take great pride in the quality of our stories. Even after they're in your hands, we still want to make them better.

Your input is important. No matter how much testing we do, it seems that some "bugs" never crawl into view until thousands of you begin doing all those wild and crazy things in the story. If you find a "bug," or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, or if you'd just like to tell us what you thought of the story, write to us! We love an excuse to stop working, and a letter from you would be just such an excuse! Write to:

INFOCOM, INC.
55 Wheeler Street
Cambridge, MA 02138
Attn: TIP

Appendix F If You Have Technical Problems

You can call the Infocom Technical Support Team to report "bugs" and technical problems, but *not* for hints to solve puzzles, at (617) 576-3190. If your disk fails within ninety (90) days after purchase, we will replace it at no charge. Otherwise, we will replace it for a fee of \$5 (U.S. currency). If you call to report a "bug," please provide your release number, which you can find by typing the command RELEASE. Please mail us your registration card if you'd like to be on our mailing list and receive our newsletter, *THE NEW YORK TIMES*.

Appendix G About the Authors

Stu Galley was a student of physics and journalism when he discovered computers, which at the time were mostly just big number-crunchers. At first he thought computers were too much fun to be taken seriously, until he decided that physics was too little fun to be taken seriously. At MIT he discovered computer games and Lisp-like languages and met the other founders of Infocom. He began writing interactive fiction in 1982 and has authored *The WITNESS* and *SEASTALKER*, both for Infocom. His son enjoys interactive fiction more than his wife does.

Jim Lawrence has written fiction extensively for both children and adults in a variety of media: books, magazine articles, film and radio scripts, and comic strips, including "decision" strips. He estimates that he has written some sixty books of fiction, many of them under pen names, for series like *Tom Swift Jr.* and *Nancy Drew*. His radio credits include weekly scripts for *Sergeant Preston of the Yukon*, *The Green Hornet*, and *Sky King*. He has written for, and in some cases created and illustrated, the comic strips *Dallas*, *Joe Palooka*, *Captain Easy*, *Friday Foster*, and *Buck Rogers*. *SEASTALKER* is his first published work of interactive fiction.

Appendix H

Copyright and Warranty Information

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Appendix I

Quick Reference Guide

1. To start the story (“boot up”), see the separate Reference Card in your SEASTALKER package.

2. When you see the prompt (>) on your screen, SEASTALKER is waiting for your command. There are four kinds of commands that SEASTALKER understands:

A. Direction commands: To move from place to place, just type the direction you want to go: N (or NORTH), E, S, W, NE, SE, SW, NW, U (or UP), D, IN, OUT. Or type GO TO (a place).

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW. Once you’re familiar with simple commands, you’ll want to use more complex ones; they’re described in “Communicating with SEASTALKER” on page 14.

C. Commands given to people: To talk to other characters in the story, type their name, then a comma, then what you want them to do. For example: TIP, TURN ON THE SONARSCOPE or BILL, GIVE ME THE TOOL.

D. Special one-word commands: Some one-word commands, such as INVENTORY or DIAGNOSE, give you specific information or affect your output. A list of these appears in the “Important Commands” appendix on page 17.

3. Important! After typing your sentence or command, you must press the RETURN (or ENTER) key before SEASTALKER will respond.

4. On most computers, your screen will have a special line called the status line. It tells you the name of the place you’re in, your score, and the number of turns you have taken.

5. You can pick up and carry many of the items you’ll find in the story. For example, if you type TAKE THE DARTGUN, you will be carrying it. Type INVENTORY to see a list of the items you are carrying.

6. When you want to stop, save your place for later, or start over, read the “Starting and Stopping” section on page 16.

7. If you have trouble, look at a specific section of the manual for more detailed instructions.



In SEASTALKER, you are a famous young scientist and inventor. As the story opens, you are working in your private lab when the commander of the Aquadome calls you for help. The Aquadome is being attacked by a huge mysterious sea monster!

It's time for action! To get to the Aquadome, you'll have to travel through Fropton Bay to the ocean in your latest invention: a two-person submarine called the *Scimitar*. It's equipped with many features useful for research, including a searchlight, grasping extensor claws, sonarscope, depth control, and automatic pilot. But it has no weapons, so you'll need help to make it ready to deal with a monster. Fortunately, your good friend "Tip" will keep you company and assist you on your rescue mission.

Soon, though, you'll find yourself in a real pickle: while the sea monster attacks the Aquadome from the outside, a traitor may be sabotaging it from the inside! You'll have to be clever and quick to save the Aquadome from this double danger.

The Table of Contents for the instruction manual is on page 11. Take a look at it to see what you should read before you begin your adventure.

Card #1--Front:

IMPORTANT
READ THIS CARD BEFORE YOU BEGIN

The object of the game is to save the Aquadome from danger. 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 that 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 "Communicating with SEASTALKER" section of your Instruction Manual.

Card #1--Back:

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 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 Instruction Manual 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 "Starting and Stopping" section of your Instruction Manual.

Some clues to help you get started.

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

card #2--Front:

Infocard #1
Hidden Clues

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

card #2--Back:

Infocard #2
Hidden Clues

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

card #3--Front:

Infocard #3
Hidden Clues

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

card #3--Back:

Infocard #4
Hidden Clues

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

card #4--Front:

Infocard #5
Hidden Clues

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

card #4--Back:

Infocard #6
Hidden Clues

3. If you shoot the Snark with the _____, it will be intact for scientific study.
2. The _____ was last seen to the southeast.
1. _____ has a Universal Tool that fits anything.

card #5--Front:

Infocard #7
Hidden Clues

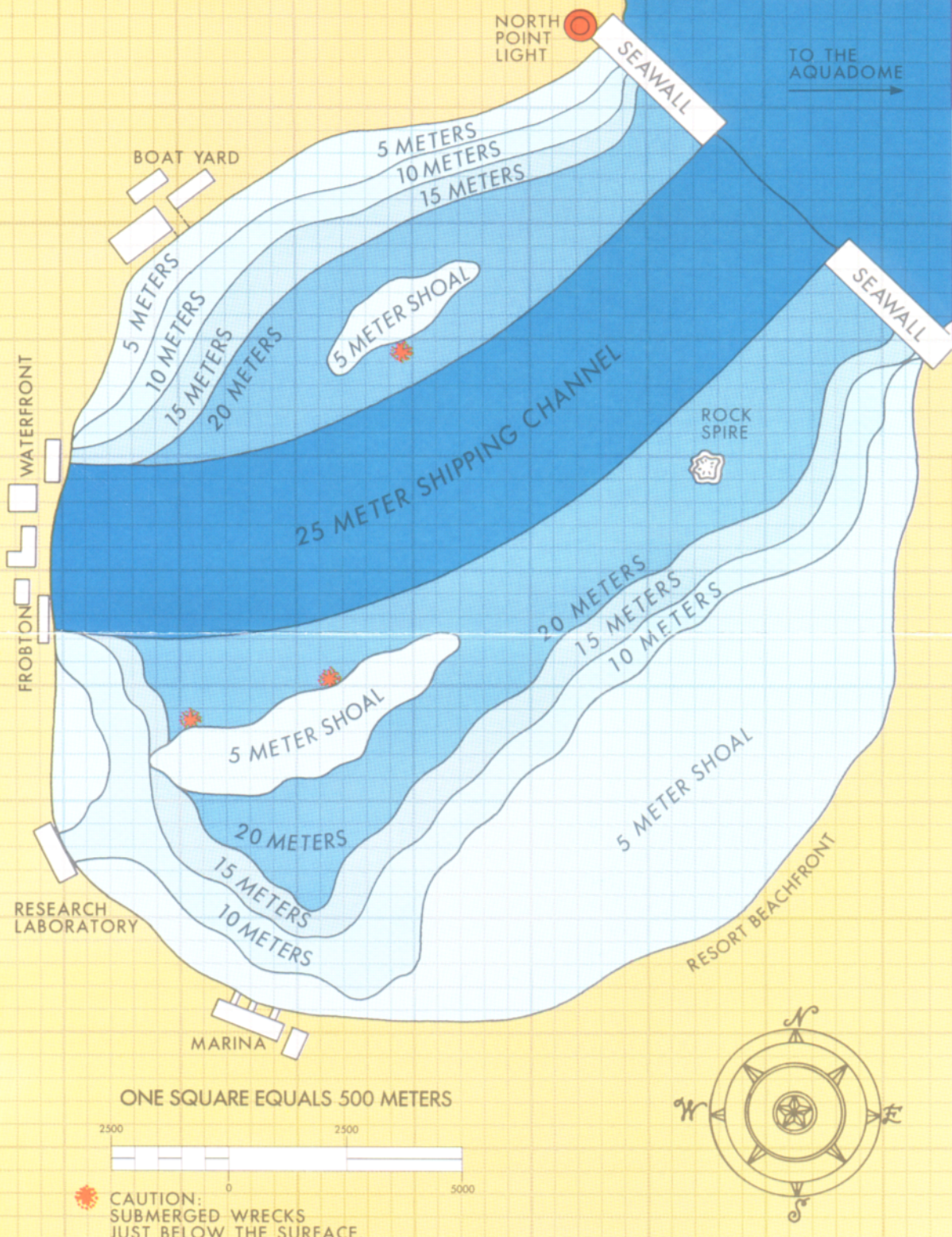
3. Fit the Prospecting Bazooka to the Scimitar's _____.
2. "Doc" may be able to make a Snark _____.
1. Try the _____. It can probably dent anything.


card #5--Back:

Infocard #8
Hidden Clues

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

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



 CAUTION:
SUBMERGED WRECKS
JUST BELOW THE SURFACE.



Hidden in the depths of every SEASTALKER package: your SEASTALKER disk, your Submarine Logbook, four top secret Infocards, an Infocard decoder, a nautical chart of Frobton Bay and your Discovery Squad Badge.

There's something down there in the ocean, something terrifying. And you have to face it—because only you can save the Aquadome, the world's first undersea research station.

The alarm sounds and your submarine, the *Scimitar*, is docked nearby. 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 many possibilities to consider, mysteries to unravel and life-and-death decisions to make!

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*Use the IBM PC version for your Compaq and the MS-DOS 2.0 version for your Wang, Mindset, Data General System 10, GRiD and many others.

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