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 for-ward to entertaining a true American hero.

Once again,
Congratulations,

The President

The President

Submariner's Progress Log

Sub's name _____ Captain's name _____

DATE	WIND SPEED	SAVED PLACE	SCORE	REMARKS

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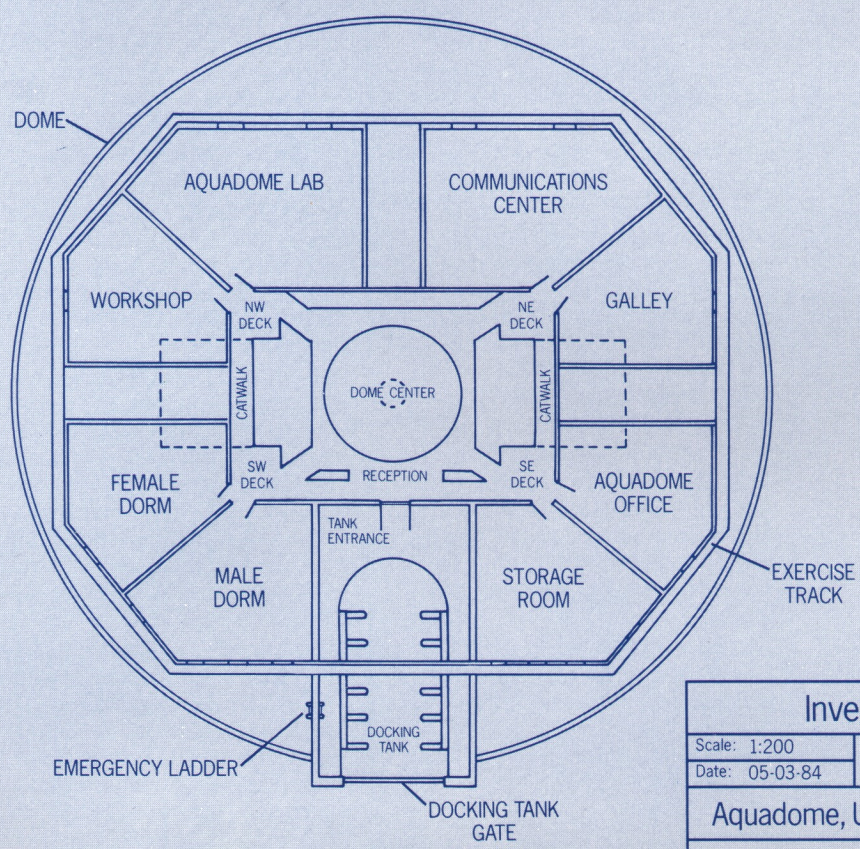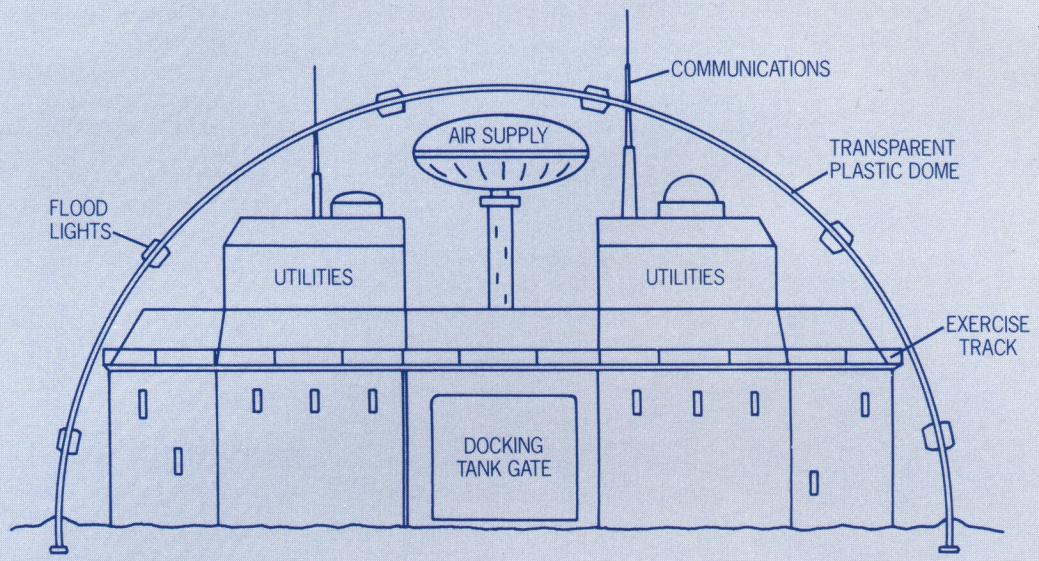
BILL GREENUP—Bill comes from a different background altogether. Basically he used to be a beach bum with a knack for scuba diving and "shade tree" mechanic work. Now he's joined society in a big way. He's cut his hair and found himself a job as a crack scuba diver at the Aquadome.

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.
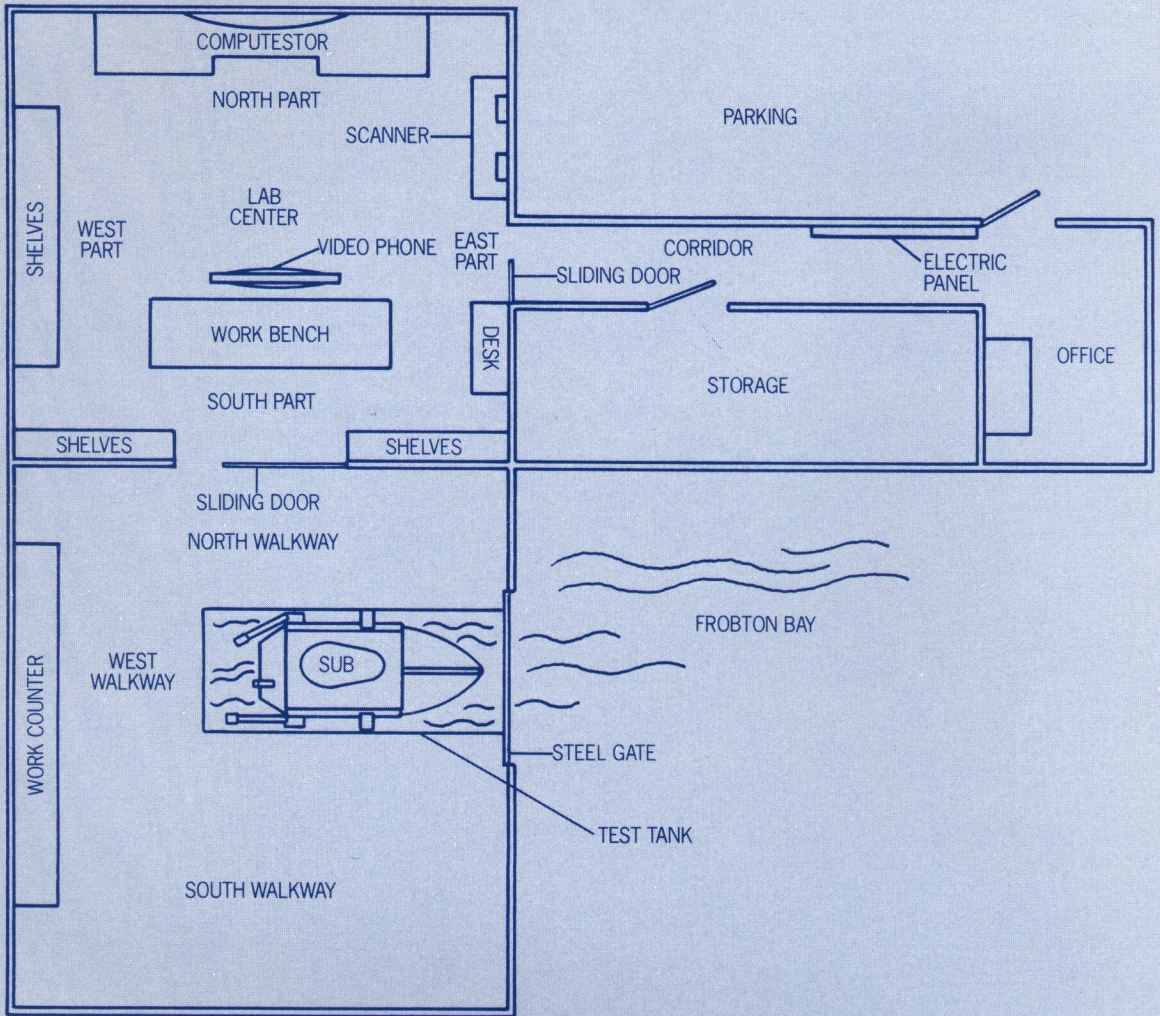
SHARON KEMP—She's fresh out of college—the Massachusetts Institute of Technology. Naturally, she's pretty familiar with all types of science and technology, and this job as an inventor's assistant fits her well. Her father was a famous college professor and an old friend of your father's. In fact, sometimes 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.

COMMUNICATIONS

AIR SUPPLY

TRANSPARENT
PLASTIC DOME

FLOOD
LIGHTS

UTILITIES

UTILITIES

EXERCISE
TRACK

DOCKING
TANK GATE

DOME

AQUADOME LAB

COMMUNICATIONS
CENTER

WORKSHOP

NW
DECK

NE
DECK

GALLEY

CATWALK

DOME CENTER

CATWALK

FEMALE
DORM

SW
DECK

RECEPTION

SE
DECK

AQUADOME
OFFICE

MALE
DORM

TANK
ENTRANCE

STORAGE
ROOM

EXERCISE
TRACK

EMERGENCY LADDER

DOCKING
TANK

DOCKING TANK
GATE

COMPUTESTOR

NORTH PART

SCANNER

PARKING

SHELVES

WEST PART

LAB CENTER

VIDEO PHONE

EAST PART

CORRIDOR

ELECTRIC PANEL

SLIDING DOOR

DESK

OFFICE

WORK BENCH

SOUTH PART

STORAGE

SHELVES

SHELVES

SLIDING DOOR

NORTH WALKWAY

WORK COUNTER

WEST WALKWAY

SUB

FROBTON BAY

STEEL GATE

TEST TANK

SOUTH WALKWAY

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

Instruction Manual for SEASTALKER™

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.

Table of Contents

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 Frobton 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

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 MEN-
TIONED 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 IN-
DIRECT) OBJECT WITH "(your verb)." You can use
multiple objects (that is, nouns or noun phrases sep-
arated 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 numer-
als, 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 RE-
WORD THAT OR TRY SOMETHING ELSE. SEA-
STALKER 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-rooooooom!

> 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 ZORK 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 WIT-NESS™ 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
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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 DART GUN, 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.

THE DISCOVERY SQUAD

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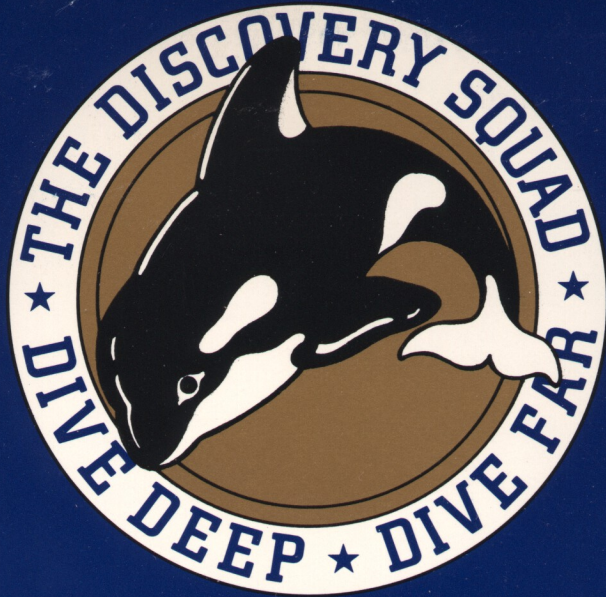
In SEASTALKER, you are a famous young scientist and inventor. As the story opens, you are working in your private lab when the commander of the Aquadome calls you for help. The Aquadome is being attacked by a huge mysterious sea monster!

It's time for action! To get to the Aquadome, you'll have to travel through Frobton 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.