

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*.

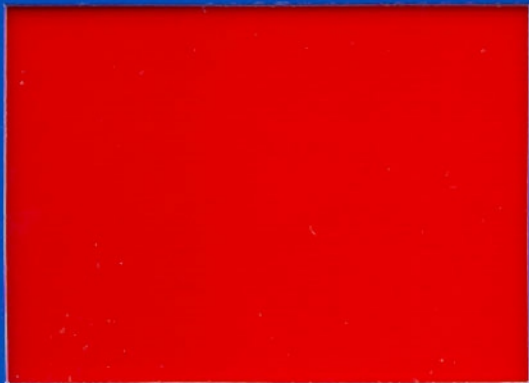
It's equipped with many features useful for research, including a searchlight, grasping extensor claws, sonarscope, depth control, and automatic pilot. But it has no weapons, so you'll need help to make it ready to deal with a monster. Fortunately, your good friend "Tip" will keep you company and assist 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.

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**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 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 "Communicating

with SEASTALKER" section of your Instruction Manual.

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 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