

InvisiClues™  
The Hint Booklet for  
**S'EASTALKER™**



# INTRODUCTION

## What are InvisiClues?

The essence of all interactive fiction games is solving problems. The purpose of InvisiClues hint booklets is to maximize your enjoyment of the game by giving you only those hints that you need to continue playing and complete the game.

The invisible hints generally progress from a gentle nudge in the right direction to a full answer. The questions, which naturally have to be visible, have been worded to give away as little as possible. You should not use the presence or absence of a question on a certain topic as an indication of importance, and you should not assume that long answers are associated with important questions. This booklet includes dummy questions and answers in order to minimize the problem.

## How to use this booklet

If you are stuck at some point in SEASTALKER, find the question that most pertains to your problem. Uncap the marker and run it *once* over the first hint. The writing will appear within a second or two. If you are still stumped, go on to the next hint. (Remember to recap the marker when you are done to prevent it from drying out. And by the way, these books are not immortal. InvisiClues you've developed will start to fade after six months.)

For example:

## What kind of diet is Tip on?

A.

B.

C.

Your marker contains more than enough fluid to develop the entire booklet. However, if your marker gets lost or dried out, you can order a replacement marker for a nominal fee.

Once you have finished SEASTALKER, try the things in the "For Your Amusement" section. Don't look at them before you've finished, though—they may reveal the answers to certain problems.

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# THE LAB

**Why is the alarm bell ringing?**

- A.
- B.
- C.
- D.

**The picture and sound on the videophone are fuzzy. What should I do?**

- A.
- B.

**How can I get better reception on the videophone?**

**How do I finish my conversation on the videophone?**

- A.
- B.

**Why can't I walk away with the microphone?**

**Why did the videophone conk out?**

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.

**How can I fix the videophone?**

- A.
- B.
- C.
- D.

**What is the storage closet used for?**

- A.
- B.

**Why does Tip always follow me around?**

- A.

*(continued on next page)*

- B.
- C.

**Why does Sharon Kemp look embarrassed?**

- A.
- B.
- C.
- D.

**Is there anything I should look at in the file cabinet?**

- A.
- B.
- C.

**How do I get out of the lab building?**

- A.
- B.
- C.

**Where is the submarine?**

- A.
- B.
- C.
- D.

Why won't the submarine start?

What should I do with the catalyst capsule?

A.

B.

C.

D.

## THE SCIMITAR

How do I get the Scimitar moving?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

K.

Should I set my throttle to slow, medium, or fast?

A.

B.

C.

D.

The Scimitar is overheating! What should I do?

A.

B.

C.

D.

E.

How do I open the engine access panel?

A.

B.

C.

How can I fix the regulator?

A.

B.

C.

How do I keep from disturbing the machinery in the crawl space?

- A.
- B.
- C.
- D.

How do I use the sonarscope?

- A.
- B.
- C.
- D.

How do I use the depth finder?

- A.
- B.

How do I use the hydrophone?

How do I use the temperature gauge?

## THE BAY AND OCEAN

How do I keep from getting hit by the speedboats?

- A.
- B.
- C.

How do I find my way through the bay?

- A.
- B.
- C.

Ships keep running into Tip and me. What should I do?

- A.
- B.
- C.
- D.

**Where is the Aquadome?**

- A.
- B.
- C.
- D.
- E.

**What is the Friendly Mermaid trying to tell me?**

- A.
- B.
- C.
- D.
- E.

# THE AQUADOME

**How do I enter the Aquadome?**

**Now that I am at the Aquadome, what should I do?**

- A.

*(continued on next page)*

- B.

**Why is everyone having trouble breathing?**

- A.
- B.
- C.
- D.

**How can I fix the air supply system?**

- A.
- B.
- C.
- D.
- E.

**Where is the Fram Bolt wrench?**

- A.
- B.
- C.
- D.

**Is the black box useful for anything?**

- A.
- B.
- C.

**Should I let Mick examine my sub?**

- A.
- B.

**Why does Commander Bly want to talk to me?**

- A.
- B.
- C.
- D.

**Do I need the emergency survival unit?**

- A.
- B.

**What is that oddly shaped metallic object?**

- A.
- B.
- C.
- D.
- E.

**What happened to the air supply system?**

- A.
- B.

**Is Commander Bly in love with anyone?**

- A.
- B.
- C.
- D.
- E.
- F.



**I found a "mushy" diary. What should I do with it?**

- A.
- B.
- C.
- D.
- E.

**Amy Lowell asked to borrow the Scimitar. Should I let her?**

- A.
- B.
- C.
- D.
- E.

**What do I do with the dart gun?**

- A.
- B.
- C.
- D.

**What about the "49er" Prospecting Bazooka?**

- A.
- B.
- C.
- D.

**How do I know when I'm ready to leave the Aquadome?**

**What does the fine grid do?**

- A.
- B.
- C.

**Who put the stew in the galley?**

- A.
- B.
- C.

**Is someone trying to kill me?**

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.

**What should I do with the syringe?**

- A.
- B.

**Hey, where is Bill Greenup going and how can I stop him?**

- A.
- B.
- C.
- D.
- E.

**I'm ready to leave the Aquadome. What should I do?**

- A.
- B.

## **THE BATTLE**

**Where's the Snark?**

- A.
- B.
- C.

**I have spotted a cloud of silt ahead. Should I continue?**

- A.
- B.
- C.

**How did Sharon get in the Sea Cat?**

- A.
- B.

**Is Sharon a traitor?**

- A.
- B.
- C.
- D.
- E.

**Is Tip a traitor?**

- A.
- B.
- C.
- D.

**Am I a traitor?**

- A.
- B.
- C.
- D.
- E.
- F.
- G.

**Why can't I get around the Snark?**

- A.
- B.
- C.
- D.

**What should I do with the dart?**

- A.
- B.
- C.

**What should I do with the bazooka?**

- A.
- B.
- C.
- D.

# HOW POINTS ARE SCORED

(use only as a last resort)

Points / Actions


Points / Actions

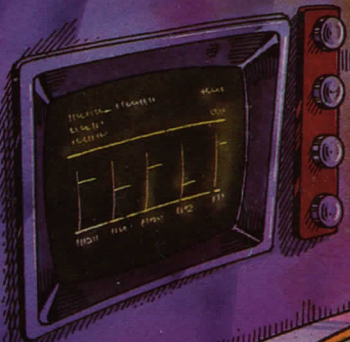
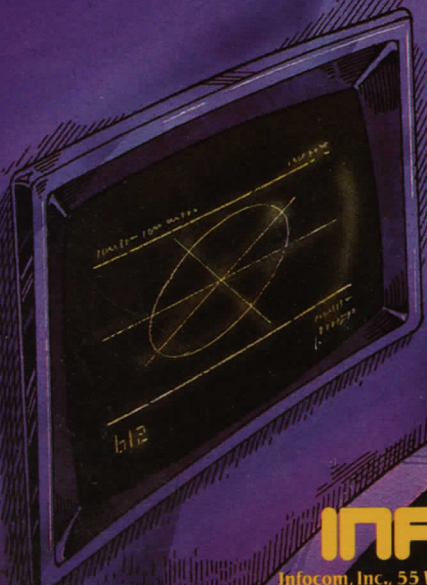
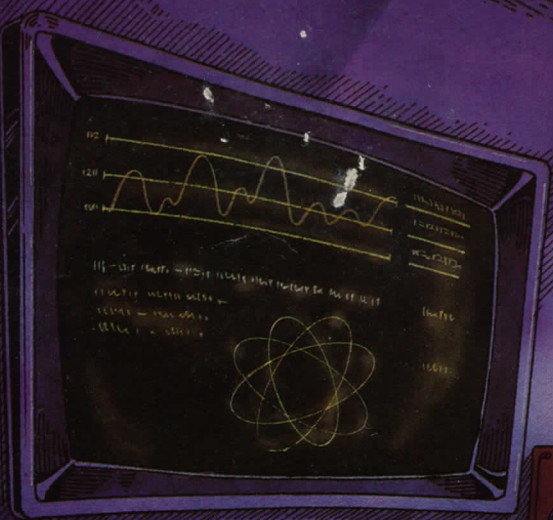

# **FOR YOUR AMUSEMENT**

(after you've finished the game)

**Have you ever:**


**Have you ever:**



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