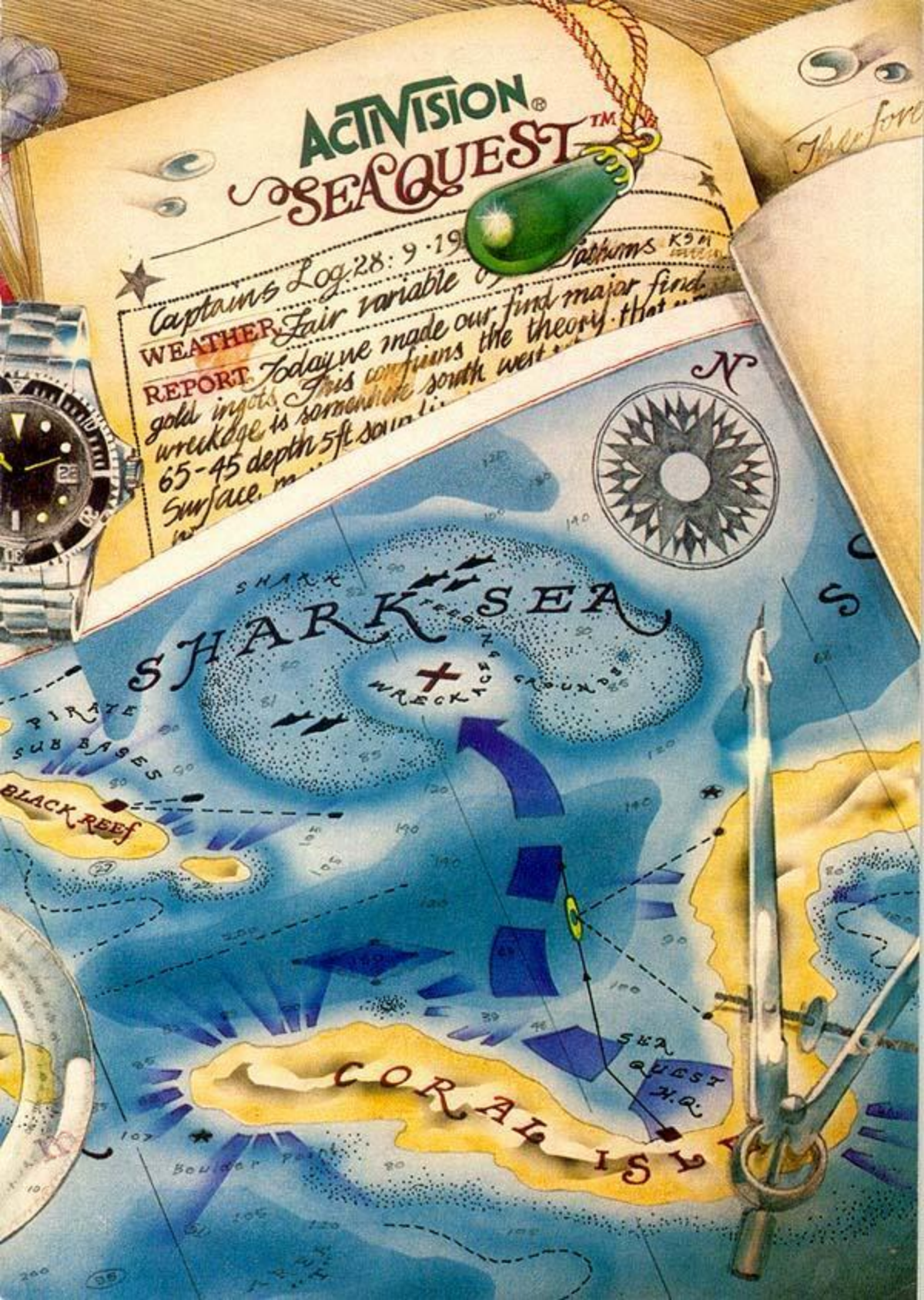

ACTIVISION®
SEAQUEST™
Captains Log 28: 9 ·19
WEATHER Fair variable
REPORT Today we made our find major find
gold ingots. This confirms the theory that
wreckage is somewhere south west
65-45 depth 5ft
Surface
N
SHARK SEA
SHARK
FREIGHTER
WRECKAGE
GROUNDS
PIRATE
SUB BASES
BLACK REEF
SEA
QUEST
H.Q.
CORAL ISL
Boulder Patch

SEAQUEST™ BASICS

Your divers have retrieved the buried treasure, and now you must come to their rescue. The object of Seaquest is to retrieve as many treasure-divers as you can, while dodging and blasting enemy subs and killer sharks. All before your oxygen runs out!

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in Joystick Controller/s (solo player uses left Joystick).
5. Set both difficulty switches to **b** to begin. Switches in this position will cause fast continuous fire from your submarine. Set switches in **a** position for slower continuous fire.
6. Select game with select switch:

Game 1	**Game 2**
One player	Two players taking turns

7. **To start,** press game reset. This will position your sub on the waves, place three reserve subs on the horizon and fill your oxygen tank. The action begins as soon as you submerge.
8. **The Joystick Controller** is held with the red button in the upper left position. Press the red button to fire torpedoes, hold it down for continuous fire. Pull the Joystick back and you'll submerge; push it forward and you will ascend. Move the Joystick left or right to face your sub to the left or to the right. Push the Joystick to the left or right to move your sub in that direction.
9. **Rescue divers** by cruising into them with your sub. As soon as you have retrieved your sixth diver, you'll hear a quick beep. Now surface and listen to six gold ingots, worth valuable points, plunk onto your deck (see "Scoring").
10. **Scoring.** When the game begins, every killer shark and enemy sub is worth 20 points. Every time you surface with six divers, the value of enemy subs and killer sharks increases by 10, up to a maximum of 90 points each. Rescued divers start at 50 points each. Then, their point value increases by 50, every time you surface, up to a maximum of 1000 points each. Also, you'll be further rewarded with bonus points for all the oxygen you have remaining the moment you surface. The more oxygen you have left, the more bonus points you're given.

Note to owners of Sears Tele-Games® Video Arcade™: Difficulty is called skill, and **a** is **expert, b** is **novice.**

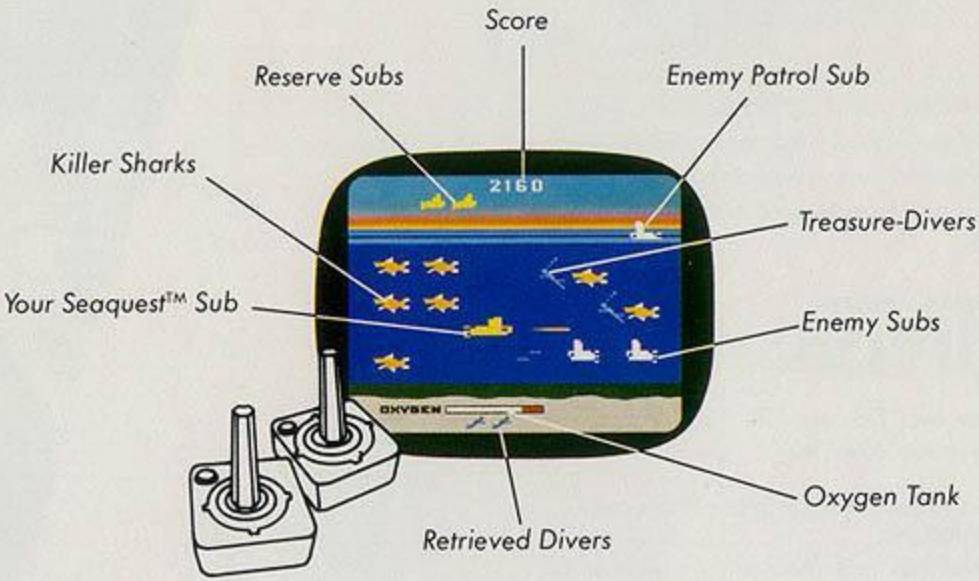
SPECIAL FEATURES OF SEAQUEST™ BY ACTIVISION®

Your Oxygen Gauge is at the bottom of the screen. Whenever your sub is underwater you'll be using up oxygen at a constant rate. When the oxygen tank is almost empty, a continuous beep alarm will sound and the alarm light will flash. You have 8 seconds to surface for air! If you don't surface in time, your sub will blow up and you'll lose one diver. Each time you're forced to surface, with less than six divers, you lose one diver. And, if you surface with no divers on board, you'll lose your sub.

Killer Sharks and Enemy Subs are deadly. If your sub collides with anything except your own divers, your sub will explode. And, the longer you're out in the ocean, the rougher the seas become. So after each round, take a breath—enemy subs and sharks will increase in speed.

The Enemy Patrol Sub will appear on the surface when you've rescued your second group of six divers. Avoid it. If you collide, your sub will explode, and you'll lose one diver. While you are refilling your oxygen tank, the Patrol Sub will move in on you. Your sub cannot move away until its oxygen tank is full. So when you surface, do so as far from the Patrol Sub as possible!

You have Reinforcement Submarines. You start the game with four subs in your fleet—one ready at sea-level and three waiting on the horizon. Each time you increase your score by 10,000 points, an extra sub will be delivered to your base. You can only have six reserve subs on the screen at one time.



GETTING THE FEEL OF SEAQUEST™ BY ACTIVISION®

Mastering the movement of your submarine will be your first and most important duty. Be careful not to oversteer! "Steady as she goes" is a good rule for beginners. Also, practice "Silent Running"—navigating your sub around sharks and enemy subs without firing. It takes skill to learn this technique, but remember: your real mission is to rescue divers—they're worth the most points!

JOIN THE ACTIVISION "SUB CLUB"

Once your sea legs are steady, you can propel yourself into the "Sub Club." Reach a score of 50,000 points (or more) and you'll be eligible to join this prestigious organization. Just send us a picture of your TV screen with your name and address and we'll present you with an official "Sub Club" emblem.



HOW TO JOIN THE SEAQUEST™ "SUB CLUB"

Tips from Steve Cartwright, designer of Seaquest.™



Steve Cartwright is a Senior Designer at Activision®. Before creating Seaquest™, Steve designed Barnstorming™ and MegaMania™ for Activision.

As you'll quickly discover, you can't join the Sub Club overnight. It'll take confidence, sharp aim and lots of practice. Also, here are a couple of important pointers that should help.

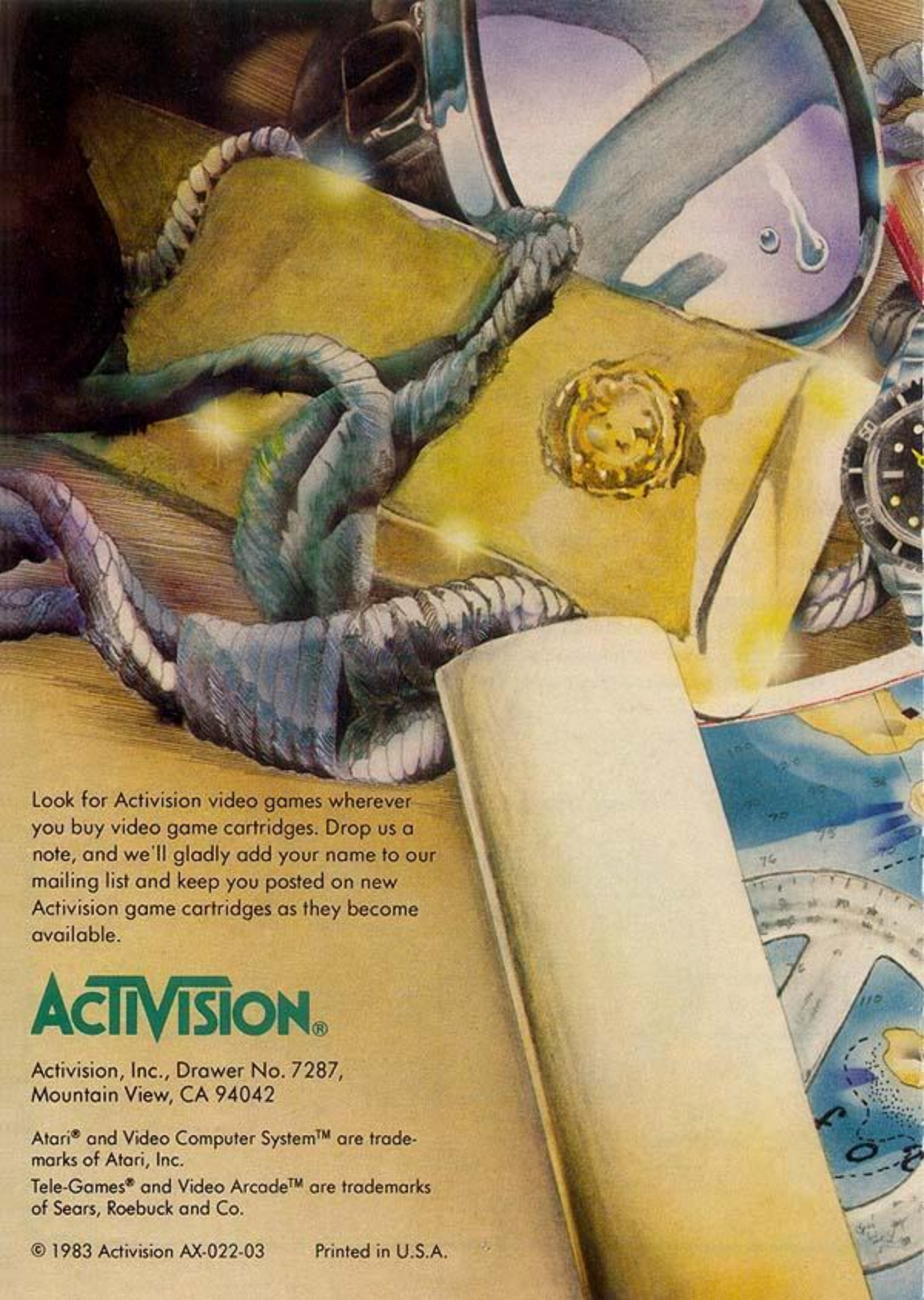
As soon as you've picked up your sixth diver, start watching out for the Patrol Sub. It's important to surface in the right spot, especially since the Patrol Sub sails faster and faster as the game progresses.

And, every time you surface, you increase the game's level of difficulty. So, keep your surfacing to a minimum, with one exception: when you've got five divers aboard, and your oxygen's running low—surface to refill your oxygen supply. You'll lose one diver, but you can easily pick up two more to resurface and gain a lot of extra bonus points.

Practice "Silent Running". It's the best technique I know of to really learn underwater navigation.

And, next time you return to shore, drop me a note. I'd love to hear your tall tales from the high seas.

Steve Cartwright



Look for Activision video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION®

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Mountain View, CA 94042

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