

Scimitar Logbook



XXX
Confidential

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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

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.

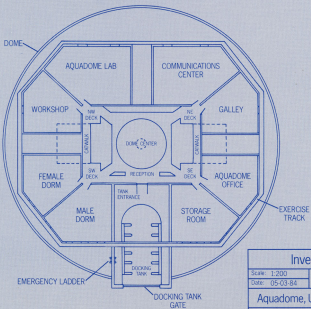
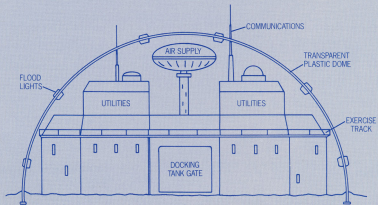
BILL GREENUP—Bill comes from a different background altogether. Basically he used to be a beach bum with a knack for scuba diving and "shade tree" mechanic work. Now he's joined society in a big way. He's cut his hair and found himself a job as a crack scuba diver at the Aquadome.

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.



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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.