

Under the Sea

Heike Borchers

Walkthrough

Throughout the game, the **analyze** command triggers an adaptive hint system.

For each location, this walkthrough first lists the essential commands to complete the game, followed by optional things to try. Commands separated by ‘-’ are to be executed in sequence. ‘/’ denotes alternative choices.

Beach

The goal is to get ready for diving, by finding the pressure gauge that fell off your scuba gear.

- **look under trunk.** You’ll find the pressure gauge. The text says that you attach it to your gear immediately; no additional commands are necessary.
- **wear gear.**
- **south.** You enter the Lagoon.

Optional: For help on where to find the wreck, use the sequence

- *take shovel – dig under tree – read map*

Optional: Some of the things you can do for fun here (more actions are possible):

- *x me / climb tree / dance / sing / credits*

Lagoon

The goal is to acquire the glass jar and the piece of paper inside. Both items are needed later.

- **take jar – open jar – yes.** This will partly destroy the piece of paper, but you will still be able to read the parts you need for solving the Morse code puzzle in the reef top; only the letter „t“ will have to be guessed because it is missing.
- **south.** You reach the Reef Top.

Optional: For a complete Morse code table:

- *After taking the jar: **north** (you reach the Beach) – **open jar** – **take paper** – **south** (you go back to the Lagoon). By opening the jar in the Beach you avoid soaking the piece of paper and can read the whole Morse code alphabet*
- **south**. You reach the Reef Top.

Reef Top, first visit

The goal is to establish communication with the snapper Sabina. She will ask you to bring her something in the color 'poenk', and offer to teach you the fish language in return.

- **talk to snapper** (a bunch of similar commands work as well). She answers with a string of bubbles.
- **greetings**. That word is found by translating her bubbles using the Morse code alphabet on the piece of paper you found in the jar in the Lagoon. Big bubbles stand for long dashes, small bubbles stand for short dots.
- **east** – then pick **1** or **2** to report your progress. You reach the Coral Forest.

Optional:

- *Instead of going east to the Coral Forest, you can follow the directions on the map and go south to the Deep Blue. If you examine the hatchway at the wreck here, you will find out that you cannot open it without help. Apart from gaining this clue, nothing can be achieved in the Deep Blue yet.*

Things you can do for fun or for better clues (examples, more actions are possible):

- *If the Morse code puzzle is solved: **ask snapper about poenk** / **ask snapper for name** / **ask snapper about grue** / **ask snapper about seahorse** / **ask snapper about treasure** / **ask snapper about wreck** / **ask snapper about hatchway** / **ask snapper about way** / **pet snapper** / **ask snapper to follow***

Coral Forest

During your first visit, nothing can be achieved here. You have to come back when you learned the fish language.

- **south**. You reach the Plankton Rendezvous.

Optional: Things you can do for fun here (examples, more actions are possible)

- ***x corals** / **x tube sponge** / **x sea anemone***

Plankton Rendezvous

The goal is to fashion a light source.

- **put plankton into jar** (you will need this later in the cave) – pick report **1** or **2** – **north** (you reach the Coral Forest) – **east** => You reach the Cave.

Optional things you can do for fun here (examples, more actions are possible):

- *talk to plankton*

Cave

If you have a light source (= the plankton in the glass jar), you can go up. Without a light source, you cannot go through the passage.

- **up** => You reach the Shore of the Hidden Island.

Shore of the Hidden Island

The goal is to pick up the rod. You will need it later.

- **take rod – north** => you reach the Small Forest.

Small Forest

Here you have two goals. One is to help the hogerbear so that he gives you the flat stone. The other one is to take the berry to get the first ingredient for a poenk liquid.

- **take berry – give rod to bear** (you receive the flat stone in return)
- **south** – pick report **1** or **2** (you reach the Shore) – **east** => You reach the Small Meadow.

Optional things you can do for fun here (examples, more actions are possible):

- *drop plankton / listen to birds / pet bear*

Small Meadow

The goal is to produce a 'poenk' liquid that you can bring to the snapper.

- **take daisy – take poppy – put berry, daisy and poppy on grindstone – grind with stone – put liquid into jar**

- **west** (you reach the Shore of the Hidden Island) – **wear gear – down** (you reach the Cave) – **west** (you reach the Coral Forest) – **west** => You reach the Reef Top.

Optional things you can do for fun here (examples, more actions are possible)

- *pet sheep*

Reef Top, second visit

The goal is to give the jar with the poenk liquid to the snapper Sabina. She will teach you the fish language in return.

- **give jar to snapper** (now you can communicate with other marine creatures than Sabina the snapper) – **east** => You reach the Coral Forest.

Coral Forest, second visit

The goal is to convince the napoleonfish to follow you to the wreck.

- **ask fish to follow** (a bunch of similar commands work as well): the napoleonfish will now follow you until you reach the wreck in the Deep Blue; if you go ashore, like on the beach, it will wait for you to return and then automatically follow you again.
- **west** – pick report 1 or 2 (you reach the Reef Top) – **south** => You reach the Deep Blue.

Optional things to do with the napoleonfish for fun here (examples, more actions possible)

- *ask fish for name / ask fish about treasure / ask fish about wreck / ask fish about grue / pet fish / ask fish about way / talk to fish in a location other than the Coral Forest*

The Deep Blue

The goal is to convince the napoleonfish to open the blocked hatchway.

- **ask fish to push planks aside** (a bunch of similar commands work as well): you can now enter the wreck.
- **enter wreck** => you are now in the Wreck.

The Wreck

The goal is to answer the sentinel's questions so that it lets you open the treasure chest.

- **open chest – 4** (this is the password, the number of the letters in the word ‚five‘ – **spell** (this is how you found the password; ‚count‘ would work to) – **open chest**
- **take locket** (or: **take coins**; or: **take gemstones**) – **exit** – pick report **1** or **2** => You have collected one of the three kinds treasure (you can only get one), and are in the Deep Blue.

Optional things you can do for fun (examples, more actions are possible)

- *In the Wreck: ask octopus to open chest / ask octopus for name / ask octopus to move chest / ask octopus about way*
- *In the Deep Blue: ask napoleonfish to move chest / ask napoleonfish to follow*

Return to London

The goal is to go back to London and report to the Adventurers' Society.

- From the Deep Blue: **north** (you reach the Reef Top) – **north** (you reach the Lagoon) – **north** (you reach the Beach, where your ship is waiting).
- **board** => The End. **The ending varies according to three things:** the report versions you chose to log (three different endings based on your choices), the item you picked from the treasure chest (three different events based on your choice), and how often you used the **analysis** command (different events if used not at all, 1–3 times, 4–9 times, or 10+ times).

Optional things you can do for fun before boarding:

- *Before you go back to the beach, you can revisit all previous locations if you like; the game can only be finished by boarding your ship at the beach.*

Thank you for playing *Under the Sea!*

— Heike Borchers