



TEXAS INSTRUMENTS COMPUTER SOFTWARE

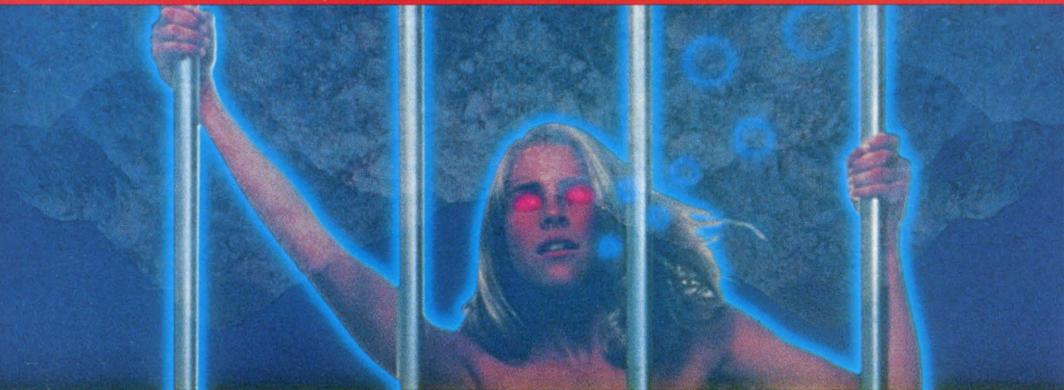
FATHOM™

*Fathom is a trademark of Imagic

ENTERTAINMENT SPEECH CARTRIDGE

Designed for use with the TI-99/4A Home Computer only. To activate speech (optional), the **Solid State Speech™ Synthesizer** must be attached to the computer.

Free Neptune's daughter! Change from a seagull to a dolphin and search the skies and seas for the missing pieces of Neptune's magical Trident. Avoid perilous obstacles on your way. Find all the Trident pieces and you can free Neptina!



IMAGIC

Fathom*

Programmed by: Neil McKenzie for
Imagic

Voice by: Elizabeth Moore

Book developed and written by: Dennis
Lamb for Imagic in conjunction with the
staff members of Texas Instruments
Instructional Communications.

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Solid State Cartridge program and data
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See important warranty information at
back of book.

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Introduction

Rescue Neptune's daughter, Neptina! Chained to the bow of a sunken ship, she awaits her freedom. Her father is powerless to save her because his enemies have broken his magical Trident into three pieces. You, Mortal, must travel to the heights of the heavens and the depths of the sea in search of the scattered pieces.

Touch clouds and seahorses until you find the magical stars that become a part of the powerful Trident.

With Fathom, you can

- Transform into a seagull or a dolphin
- Enjoy multi-screen graphics in this one-player adventure
- Hear realistic sound effects that enliven the action
- Advance through nine levels of play as your skills improve
- Use the Joystick Controllers or the keyboard
- Have fun with synthesized speech that simulates the excitement of flight and underwater exploration

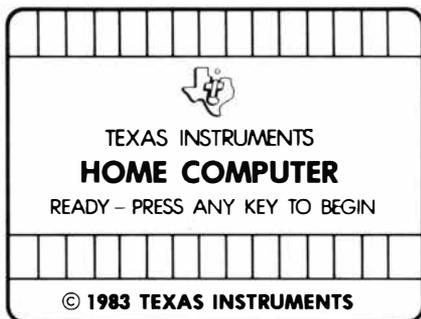
Note: Fathom is designed to work with or without the Texas Instruments *Solid State Speech*[™] Synthesizer (sold separately). However, the Speech Synthesizer must be attached to the computer to activate speech capabilities.

Using the Solid State Cartridge

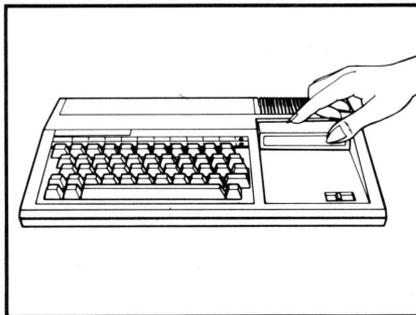
Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.
2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).
3. Turn the computer ON, and wait for the master title screen to appear.



4. Slide the cartridge into the slot on the console.



5. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

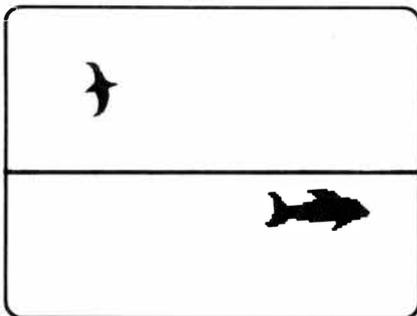
Removing the Cartridge

1. To remove the cartridge at the end of play, press **QUIT** to return to the mastertitle screen.
2. Remove the cartridge from the slot.

The Quest for Neptune's Daughter

Enter a fantasy world of adventure as you rescue Neptina. Reassemble Neptune's powerful Trident that has been changed into magical stars and scattered among clouds in the sky and seahorses in the sea. Transform yourself into a seagull or a dolphin to search for the pieces of the Trident. As you travel the sky and sea, the

screen automatically shows your progress. Maneuver past invisible barriers blocking your course. Time is short! Your efforts to rescue Neptina rapidly drain your energy. Save Neptina before your energy is gone or she will be held captive forever!

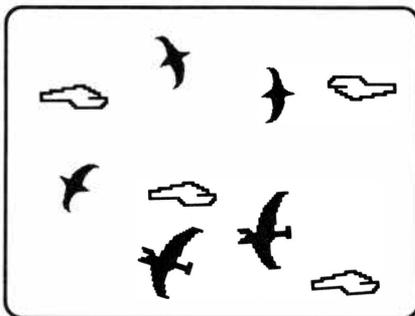


Choosing Your Form

When the game begins, you have the form of a seagull. Keep this form to search the sky, or select the dolphin form to search the sea. You can change from seagull form to dolphin form only when both dolphin and seagull appear on the same screen.

Beginning Your Quest

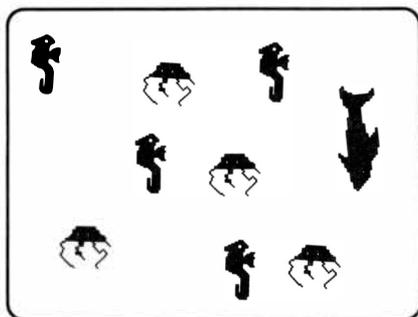
To rescue Neptina, you must find three magical stars. Each star you touch becomes a part of the Trident and appears at the bottom of the screen. You have the power to free Neptina by touching her only after you assemble all three parts of the Trident.



Searching the Sky

In your search, look to the highest heavens. You may have to search higher and higher as you progress through the game.

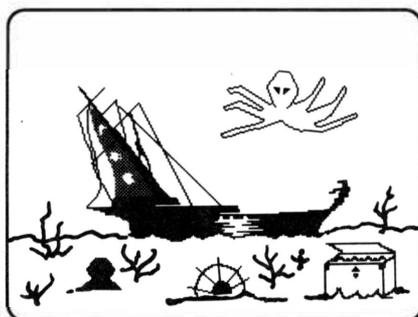
In the sky, ravens and volcanic lava slow you down and deplete your energy. Touch each cloud to gain energy. Clouds also may hide magical stars. To uncover a star, you must touch all the clouds on the screen. When a star appears, touch it to form a part of the Trident.



Searching the Sea

In your search, you may have to swim deeper and deeper in the sea to find the pieces of the Trident.

Avoid jellyfish, seaweed, crabs, and sharks. They slow you down and deplete your energy. Touch seahorses to gain energy and find magical stars. To uncover a star, you must touch all the seahorses on the screen. When the star appears, touch it and a part of the Trident appears at the bottom of the screen.



Rescuing Neptina

After touching three stars, the Trident is assembled, and you have the power to rescue Neptina. You now face a new challenge—to find the path that leads to Neptina. Avoid entangling seaweed that slows your progress.

When you reach the bottom of the ocean, elude the giant octopus that guards the ship. Touch Neptina to free her. You then gain energy and points and advance to the next level of play.

As a mortal, you are able to become either a seagull or a dolphin and travel throughout Neptune's vast kingdom. The screen shows only the section of the kingdom in which you are flying. When you reach the limits of the kingdom, an invisible boundary keeps you from continuing. Before you begin your

journey, you can press **AID** for instructions. You can assume the powers of movement of the seagull or of the dolphin by using either keyboard or joystick control.

Becoming a Seagull

When the game begins, you have the form of a seagull and can begin your search immediately.

If you have selected the dolphin form and wish to return to the seagull form, you can be transformed only when the dolphin is near the surface of the sea.

Follow these instructions to transform from a dolphin to a seagull.

- Press the **B** or / key.
- Push the Joystick Controller forward (away from you) while pressing the **FIRE** button.

Soaring through the Sky

Use these strategies in your quest.

- Search the sky before the sea.
- Look for stars in all regions of the sky.
- If you are forced from the screen by an obstacle before you touch all the clouds on the screen, you can return to the screen. However, all clouds reappear and you must touch them again to uncover the star.

Using the Keyboard to Fly

Use these keys to travel through the sky.

Press	Action
(←) S, J	Moves seagull left
(→) D, K	Moves seagull right
Q, Y, V, (.)	Flaps wings to move seagull up

Using the Joystick Controllers to Fly

Use the Joystick Controllers to travel through the sky.

Press	Action
Lever left	Moves seagull left
Lever right	Moves seagull right
FIRE button	Flaps wings to move seagull up

Becoming a Dolphin

You can transform into a dolphin only when the dolphin and the seagull appear on the screen at the same time.

Follow these instructions to transform from a seagull to a dolphin.

- Press the **F** or **L** key.
- Pull the Joystick Controller backward (toward you) while pressing the **FIRE** button.

Swimming through the Sea

Use these strategies to help you in your quest.

- Look for stars in all regions of the sea.
- If you are forced from the screen by an obstacle before you touch all the seahorses on the screen, you can return to the screen. However, all seahorses reappear and you must touch them again to uncover the star.
- Find the path through the seaweed to reach the sunken ship.

Using the Keyboard to Swim

Use these keys to swim through the sea.

Press	Action
(←) S, J	Moves dolphin left
(→) D, K	Moves dolphin right
(↑) E, I	Moves dolphin up
(↓) X, M	Moves dolphin down

Using the Joystick Controllers to Swim

Use the Joystick Controllers to swim through the sea.

Press	Action
Lever left	Moves dolphin left
Lever right	Moves dolphin right
Lever forward (away from you)	Moves dolphin up
Lever back (toward you)	Moves dolphin down

Ending Your Quest

To complete your quest successfully, you must balance your units of energy. As you travel, you can gain units of energy. But be careful! If you exceed 999 units, you lose all your units of energy and jeopardize your mission.

To save energy and plan your strategy, press PAUSE to stop the game action temporarily. When you rescue Neptina, your quest is finished. You are awarded points and advance to the next level. Begin a new quest by pressing REDO or BACK.

Energy

You begin each level of Fathom with 100 units of energy. As you travel through the air and sea in search of stars, you gain and lose energy units.

Some obstacles drain more energy than others. The number of energy units you lose depends on the length of time you are stopped by one of these obstacles.

Action	Energy Units
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Travel sky or sea	Lose 1 per second
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Touch cloud	Gain 5
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Touch seahorse	Gain 5
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Touch star	Gain 25
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Hit bird	Lose 2-4
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Hit jellyfish	Lose 1-10
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Hit volcano rock	Lose 1-10
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Hit crab	Lose 1-10
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Hit shark	Lose 10
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Hit octopus	Lose 10
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Scoring

In Fathom, your score increases when you touch a star and when you rescue Neptina. Each time you rescue Neptina, your remaining energy units for that level of play are used to calculate your score.

Action	Points
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Touch star	50
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Rescue Neptina	Remaining energy units × level of play
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Pausing During a Game

To pause during a game, press the **P** key.
Press any key to resume the game.

Ending the Game

If you wish to stop playing the game at any time, press **QUIT**. The game ends automatically when you run out of energy units.

Playing Again

To play the game again, press one of these keys:

REDO Begins the game

BACK Returns you to the Fathom
title screen

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your *User's Reference Guide*.

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desk lamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

In Case of Difficulty

If the cartridge programs do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then press any key to make the master selection screen appear. (**Note:** In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

Three-Month Limited Warranty Home Computer Software Cartridge

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

Warranty Coverage

This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship.**

Warranty Duration

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

Warranty Disclaimers

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above three-month period. Texas Instruments shall not

be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Performance by TI Under Warranty

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

TI strongly recommends that you insure the Hardware for value prior to mailing.

U.S. Residents:

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Canadian Residents:

Texas Instruments Consumer Service
41 Shelley Road
Richmond Hill, Ontario, Canada
L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

Texas Instruments Consumer Service
6700 Southwest 105th
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503) 643-6758

Important Notice of Disclaimer Regarding the Programs

The following should be read and understood before purchasing and/or using the software cartridge.

TI does not warrant that the Programs will be free from error or will meet the

specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

Texas Instruments makes no warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the programs and makes all programs available solely on an “as is” basis. In no event shall Texas Instruments be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of the programs and the sole and exclusive liability of Texas Instruments, regardless of the form of action, shall not exceed the purchase price of the software cartridge. Moreover, Texas Instruments shall not be liable for any claim of any kind whatsoever by any other party against the user of the programs.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

Quick Reference Guide

TI-99/4A

(←) **S, J** Moves the seagull or dolphin left.

(→) **D, K** Moves the seagull or dolphin right.

(↑) **E, I** Moves the dolphin up.

(↓) **X, M** Moves the dolphin down.

Q, Y, V, or (.) Flaps the wings to move the seagull up.

B or / Selects seagull form (available only when the dolphin is near the surface of the sea).

F or L Selects dolphin form (available only when the dolphin and seagull appear on the screen).

P Stops the game temporarily.

FCTN 7 or 7 (AID) Provides game instructions.

FCTN 8 or 8 (REDO) Repeats the game.

FCTN 9 or 9 (BACK) Returns to the Fathom title screen.

FCTN = (QUIT) Returns to the master title screen.

For rapid play, Fathom allows you to press the number key without the **FCTN** key for **AID**, **REDO**, or **BACK**.

If the optional Joystick Controllers are used, you have four directions to maneuver the dolphin, but only three directions with the seagull. Move the lever in the desired direction.

Note: The **ALPHA LOCK** must be in the ●FF (up) position when using the Joystick Controllers.



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INSTRUMENTS**