



Screen pictures shown
may be different machine
versions of game.



Escape from the enemies Seabase.
Fuggite dalla Base Marina nemica.
Escapa de los enemigos "Sea Base".
Ontvlucht de vijandelijke Zeebasis.
Flygt fra fjendernes Sobase.
Breachen Sie aus dem feindlichen Seestützpunkt aus.
Echappez-vous des ennemis dans votre
mini sous-marin.
Keyboard Only

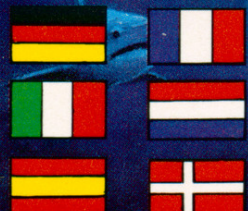
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DELTA

SEABASE
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Wild Bunch
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Seabase Delta

* Correct at time of printing

SEABASE DELTA

© C. P. TORRANCE & C. LIDDLE

(written with the aid of "The Quill", courtesy of Gilsoft)

THE GAME

You, Ed Lines, the famous reporter have sent the "SUBSUNK" message from the stranded submarine "SEA-LION" only to have it intercepted by enemy agents.

The enemy agents use a mysterious magnetic force to draw the sub into "SEABASE DELTA". You must unravel the secrets held in the base then locate the mini-sub and make good your escape.

LOADING

COMMODORE 64 OWNERS

After connecting your tape unit to your Commodore 64 according to the User Manual, place the rewind cassette into the tape unit. Press SHIFT and RUN/STOP simultaneously on your Commodore 64, and press PLAY on the tape unit.

COMMODORE 128 OWNERS

Switch on your Commodore 128, and type GO 64, and press RETURN. Press Y and RETURN. Now follow the instructions for Commodore 64 owners, given above.

PLAYING THE GAME

To move around SEABASE DELTA, and perform any actions, you must enter instructions into the computer in the form of Verb/Noun sentences (you will be informed of any consequences of those actions). For example, if you were at a location with an exit to the North, entering GO NORTH (some instructions can be abbreviated to one letter, i.e. N for North) would take you to the new location.

During this adventure you will discover various objects which may, or may not, help you.

HEY THERE!!!

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