

# Codename: ICEMAN

One of the toughest adventures ever produced by Sierra, *Codename: ICEMAN* was designed by Jim Walls, who did the far easier *Police Quest* series. *ICEMAN* casts you as a Naval officer assigned to rescue an American diplomat held hostage by terrorists in Tunisia, a mission that entails much more than mere logical puzzle-solving. You've also got to master the controls of a nuclear submarine, for *ICEMAN* combines Sierra's conventional animated adventure with a submarine combat simulator.

Besides getting past a pair of Soviet warships, you must decipher some bewildering secret codes to obtain vital clues, then don scuba gear and swim to shore before running out of air. Numerous animated sequences tell the story as you meet other secret agents, go topside on the sub to scan the horizon, and finally confront the terrorists in a spectacular showdown. There's even a chase scene (but you're allowed to skip it if those hairpin turns prove too tricky to negotiate).

The sound effects are among Sierra's best, from the authentic ping of sonar to the bubbles from your scuba tank and the whirring and grinding of tools in a machinery shop. And the hard-driving music brings to mind the theme song of *Top Gun*.

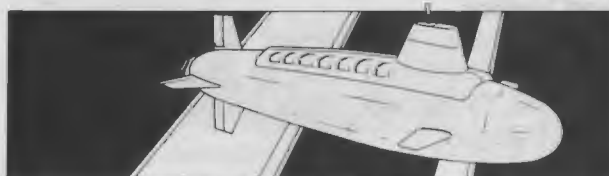
Don't go near *Codename: ICEMAN* unless you're fully prepared for some unique tests. This is Sierra's most topical tale and one not to be missed by simulator aficionados.

**Type:**  
Animated Adventure/  
Submarine Simulator Hybrid

**Difficulty:**  
Advanced

**Systems:**  
MS-DOS (512K required, 640K on PCjr, 8 mhz or better and hard disk recommended, mouse/joystick optional, CGA/EGA/MCGA/VGA/Hercules, Roland MT-32/Ad Lib/Game Blaster/IBM sound boards); Atari ST (512K); Amiga (512K); Macintosh

**Company:**  
Sierra, Inc.



## The Solution

### Tahiti: Reading and Rescuing

Get magazine. Read magazine. Stand. Walk left. Play ball. When girl chases ball into ocean, follow her. Follow CPR instructions from manual. After you've saved her, walk to chair and get shirt. Go to the resort lobby.

### Dancing with Stacy

Walk to the clerk and get key. Walk to the sign on the back wall and look sign. (Note phone number.) Go to the bar and walk to the girl with black hair who's sitting alone at a table. Dance with girl. (Type stop when you want to quit dancing.) Follow girl to table. Sit. Buy Stacy drink. After animated sequence, sit. Answer Yes to her question.

### At Stacy's Hut

When you and she are outside her hut, kiss Stacy. Answer Yes to her question. Once inside, sit. Talk. Kiss Stacy (until you see fireworks). Stand. Get note. Read note. Leave hut. Look sand. Look glimmer. Get earring. Look earring. Open earring. Look in earring. Get microfilm. Walk to your hut. Open door.

### In Your Hut

Open closet. Search clothes. Search pockets. Get black book. Walk to nightstand. Open drawer. Get change. Get ID card. Leave. Walk to resort lobby. Insert change in newspaper machine. Open door. Get message from clerk. Read message. Return to hut. Use phone. (Type in General Braxton's number: 1-202-555-2729.) Talk. Call the transport service (555-6969). Talk. Go to beach in front of the lobby and enter the boat.

### Washington, D. C.

Talk to driver (at airport). Show ID. At Pentagon, show ID to guard at front desk. Push button (on elevator). Show ID to guard. Go through door. After briefing, stand and get envelope. Leave briefing room and get ID from guard. Look at ID. Get ID. Leave Pentagon.

### **Pearl Harbor**

Talk to driver at Oahu Airport. Yes. Show orders. At the USS Blackhawk, walk up gangplank and salute flag. Salute deck officer. Request permission to come aboard.

### **USS Blackhawk: In Your Quarters**

When standing in your quarters, open drawer. Get vernier caliper. Open bookshelf. Get decoding book. Close bookshelf. Exit through door on left. Read instruction manual for directions on how to pilot the sub. At the first stop, stand and follow the Captain to his quarters.

### **In Captain's Quarters**

When Captain asks for number to briefcase, type 134. Get combination (23448803). Get envelope. Open envelope. Look chart. Look orders. Follow Captain back to Control Room. Walk to map table and look map.

### **Plotting a Course**

Use the chart from the game package to plot a course (72N x 170W, 86N x 86W, 83N x 2W, 65N x 23W, 36N x 12W). After entering all the waypoints, return to your quarters and put calipers in drawer. Sit at control panel. When the Captain says the radio's ready to receive coded messages, stand and walk to the two men on the left. Get messages (write them down).

### **The Jammed Torpedo Conveyor**

Go to the Torpedo Room. Talk. Cycle equipment. When conveyor stops, examine conveyor. Go to Machinery Room.

### **The Machinery Room:**

#### *Making a New Cylinder*

Open cabinet. Get cotter pin. Get cylinder (six inches). Walk to lathe. Use lathe. Set lathe (one inch). Turn on lathe. Walk to drill press. Use drill. Get bit (1/4-inch). Turn on drill. Walk to grinder. Use grinder. Walk all the way left into the Engine Room. Open drawer. Get hammer. Return to Torpedo Room.

#### *Repairing the Conveyor*

Fix conveyor. Insert cotter pin. Cycle equipment. When torpedo is loaded, return to Engine Room and put hammer in drawer. Walk to Galley if you wish to gamble. Otherwise, head for the control panel and skip the next paragraph.

### **The Galley and Boss Dice**

You can play the dice game if you wish, but it isn't necessary. To play, type Get Bottle. You can either quit after you've won the bottle, or keep playing and try to win the magnetic device (which requires winning the bottle and all the old salt's money). Play it only if you really enjoy it, since you can get by without the bottle or the device—though the device will save you some time and effort later on.

### **The Russian Destroyer and the Icebergs**

At the second stop, the Captain tells you to accompany him topside. Follow him up the ladder. When he grumbles, talk. After the animated sequence, save and return to the control panel. Turn on silent running (Shift F4); turn active sonar off (Shift F3). Don't go faster than five knots. Dive to about 700 feet but don't fire a torpedo yet. Remain at 700 feet until you see a white line. (Numerous torpedoes will miss, so don't worry.) When the white line is about halfway across the screen, fire all your Harpoon missiles. Be sure to target first. Don't fire when enemy torpedoes are near. After sinking the destroyer (which may take more than a few attempts), fire decoys at any incoming torpedoes, because torpedoes will hit you otherwise.

### **Decoding the Messages**

At the second stop, stand and get messages. Write down the letters. Go to the Captain's quarters and open the safe and briefcase. Look briefcase. Insert ID card. When you see the viewer, insert microfilm. Abbreviations are "A" for Army, "N" for Navy, "AF" for Air Force and "M" for Marines. "N" is the only one you need to remember. Close briefcase.

Go to your quarters and stand in front of computer. Look book. Convert the letters into numbers; a pair of letters (like "FD") represents a two-digit number ("FD" = 14). For the CIA messages, add uisff; if you get a number higher than nine, subtract ten. The first number of each set represents the page you turn to in your instruction manual. The second number tells you the line in the purple box, and the third number tells which word to look at. For each code you will have two words. Use computer. Type in the words. The computer will decode the words. Decode both messages in this manner.

### **The Icebergs, Ice Station, and the Russian Alpha Sub**

After sinking the destroyer, you must navigate through the icebergs. Do not dive or surface. When past the icebergs, you'll get a message about Ice Station. Contact Ice Station. You'll get two more messages. Decode them as before. When the Alpha sub attacks, you may either sink it or evade it. Either way, start diving as soon as you get word of the sub. To evade the sub, dive to 2,300 feet (bottom of ocean) and shut off engines. The Alpha will eventually leave. To sink it, dive about 1,000 feet (until the water temperature rises to three degrees). Stay there with your engines off until the sub (white line) passes all the way across the screen and back again. Use stingray torpedoes to sink the sub.

### **The USS Coontz**

After getting past the Alpha sub, you must follow the USS Coontz to Tunisia. When you get a message about sonar pings at irregular intervals, turn on active sonar (Shift F3) until you hear a pair of pings. Shut the sonar off quickly. Use the right and left arrow keys to bring the Blackhawk (blue bar) under the cross. Then use the keys to follow the cross to the other end of the screen (you will have to speed up and slow down during the trip. Save often).

### **Preparing to Leave the Blackhawk**

When the Captain tells you to come to periscope depth and speed, attain a depth of 70 feet and a speed of five. He'll tell you to come take a look. Stand. Look in periscope. Turn it to 40 degrees, 283 degrees. Push the down arrow key. Walk to Sonar Man. Say: Get distance to oil rig. Get distance to harbor (2,850 yards and 1,640 yards). Walk downstairs to the Engine Room.

### **Problems with the Diver Vehicle**

Push button and get diver. Test diver. Examine vibration. Examine shaft.

### **Machinery Room**

Get the key from the man. Open cabinet. Get washer and nut (both half-inch). Walk to Engine Room. Open drawer and get wrench (half-inch).

### **Getting the Scuba Suit and Other Gear**

Go to Locker/Food Room. Open cabinet. After the officer takes the scuba suit, go to Torpedo Room. Go to the cabinet next to the door. Get plastic explosives and both boxes of flares. Return to Engine Room.

### **Repairing the Diver Vehicle**

Put **xbtifs** on shaft. Put **ovu** on **xbtifs**. Tighten **ovu** with wrench. Open drawer. Put wrench in drawer. Enter coordinates: first distance 2,850, first heading 283; second distance 1,640, second heading 40. (Before proceeding, make sure you are carrying no metal objects other than the key; if you are, you may have not have time to return them and will have to restore a saved game.) Climb ladder. Open door. Get gear.

### **Blowing the Oil Rig**

Save. Swim west until your distance stops decreasing (525 yards), then swim north until you reach the oil rig. Plant bomb. Quickly swim east until your distance stops decreasing (450 yards), then swim north. If you have the magnetic device, swim up into the harbor and skip down to the "Tunisia" section.

### **Entering the Harbor (Without the Magnetic Device)**

(Be prepared to restore a game, for you'll have to repeat these steps until you complete them without running out of air.) Swim west two screens and get the bottle. Enter the cave behind a rock in the upper left of the screen. In the cave, light a flare in each room, then swim in the direction the sparks travel (see map for route, but bear in mind that it does not show all rooms in the maze). The exit from the room with the rocks is in the lower right corner. It's very tricky, even when you know the precise location of the exit. (On the inset map, position the cursor over the area to get your bearings, then swim down from the east side of the screen, then west and down. In the next room, move east a bit, then down and exit to the right).

### **In the Harbor, After the Caves**

Wait for the fisherman's net. Put bottle in net. Wait for net to lower again. Swim east two screens. Hide diver. Swim west two screens, then north (up).

### **Tunisia: The Fisherman and the Fish**

Say **jdfnbo** to the fisherman. Look fish. Get line. Look weight. Open capsule. Look map. Go west. Go through left door. Open crate. Get clothes. Leave and go east. North. West.

### **The Oasis and another Map**

Say **jdfnbo** to the girl. Get map. Look map. Give map to Stacy. East. East. North. West. Walk through double doors.

## In the Apartment

Open icebox. Get butter dish. Open butter dish. Get paper. Look on top of icebox. Get tape. Walk to counter. Get tvhbs jar. Open jar. Empty jar. Open bottom. Get rubber. Get weapon. Walk to phone. Get business card. Use phone (03-120-1204). Talk. Use phone (13-555-8097). Talk. After the knock at the door, open door. When caterer asks for money, draw gun. Get clothes. Tie caterer. After Stacy arrives, go outside.

## Meals on Wheels

Before exiting van, get food and hide gun in food. Open door. Walk to guard. Inside the compound, put food on table. Remove lid. Get gun. Shoot guard. Shoot guard (type quickly or die!). Untie Ambassador. Wear clothes. Type "leave." During car chase, slow to 20 mph while turning, or skip the chase altogether.

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### Map Key:

#### Code-name: ICEMAN

A: Magazine, Shirt

B: Room Key, Phone Number of Dinghy Service

C: Stacy

D: Note

E: Earring, Microfilm

F: Black Book (General's number), Change, ID Card

G: Message from General

H: Envelope (Orders); Obtained in Pentagon Briefing

I: Caliper, Decoding Book

J: Briefcase (chart), Combination to Safe

K: Cotter Pin, Cylinder, Lathe, Bit, Drill Press, Grinder, Key, Washer, Nut

L: Hammer, Wrench, Diver Vehicle

M: Scuba Gear

N: Flares, Explosives

O: Second Bottle

P: Net

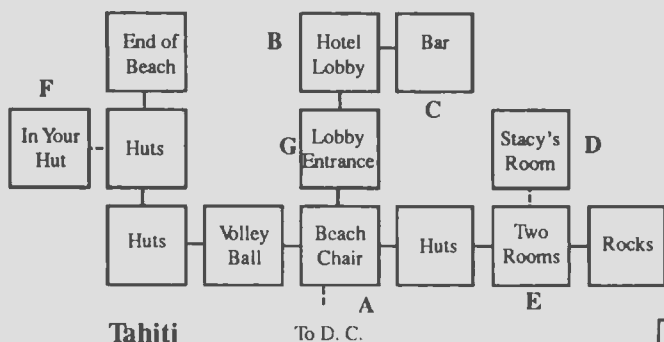
Q: Fisherman, Fish, Line, Weight, Capsule, Map

R: Crate, Disguise

S: Stacy, Map

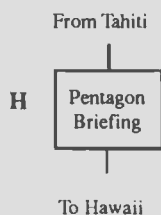
T: Butter Dish, Paper, Tape, Sugar Jar, Business Card, Clothes, Food, Phone

U: Lid, Ambassador, Clothes

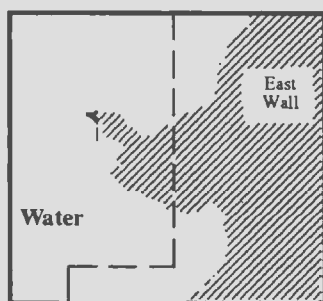


Tahiti

To D. C.

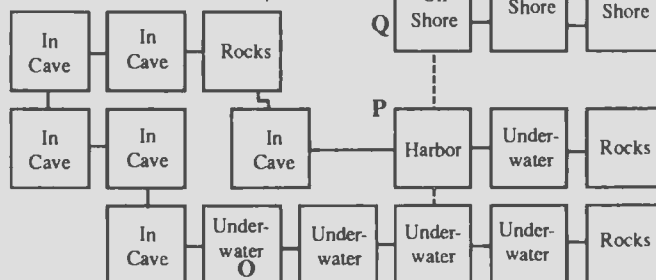


To Hawaii

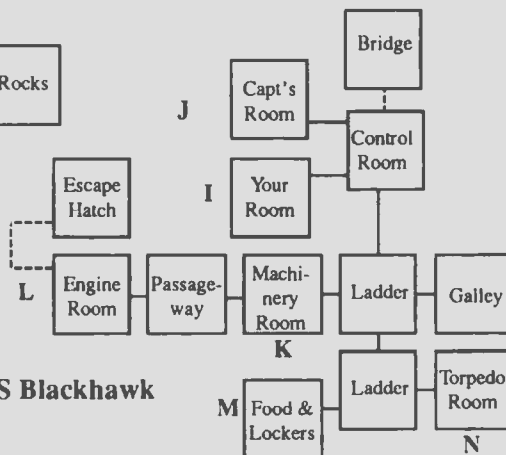


Inset of Rocks room in Caves  
(follow dotted line: top to bottom)

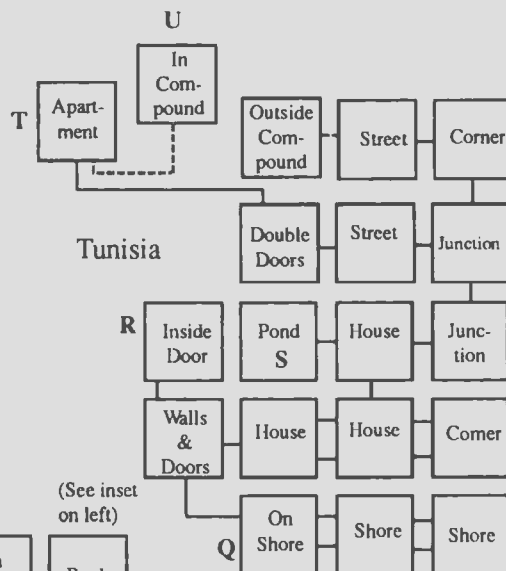
### The Harbor & Caves



### USS Blackhawk



### Tunisia



# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)