

The Supervisor's Complete Guide to **ADRIFT**

Welcome, Supervisor. On the following pages, you are going to learn all you need to know to successfully complete your job as the central fallback authority of Bluetide.

This is where you are:



Your sensory deprivation tank lies in the center of the underwater complex known as Bluetide, in a dome dedicated to your well-being alone. The artificial intelligence that takes care of your life support and physical functions is also located there. You will find it to be quite a protective entity.

You are always connected to the systems that govern and control the city. Therefore, you will always be able to access every function of the city and get an overview of the overall situation and all needs of...

But when you're reading this, you have lost this connection, right? Then we should see what we can do about that.

Your assets

Unfortunately, your state as Bluetide's Supervisor prevents you from physically moving through the city. Fortunately, there are mobile systems you can still control through a limited wireless connection network known as LINK. These systems are:

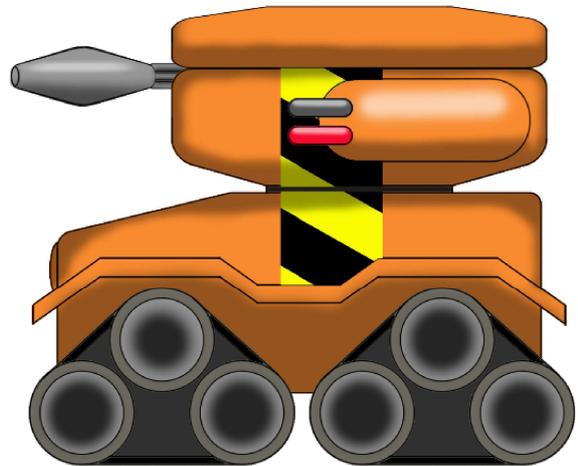


Public Appeal Unit (PAU)

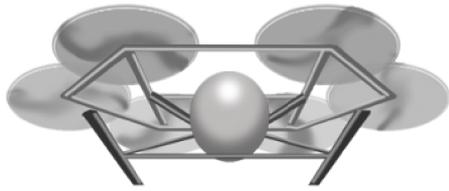
In the early days of Bluetide, these bipedal robots were operative throughout the city. Their main function was to provide a "face" the citizens of Bluetide could talk to so they had the feeling that someone in the city was listening to them. This psychological safeguard was only needed for the first few years, after which the PAU robots were, one after the other, decommissioned. The unit under your control is still mobile and capable of using its in-built loudspeaker for communication, and it can generate an image of its surroundings based on the reflection of sound around it. However, the camera it once had has been damaged.

Emergency Containment Unit (ECU)

ECU's main function is to locate and repair leaks in the inner structure of Bluetide. It is therefore outfitted with a strong welder and capable of both cutting and welding almost every material used in the city. Unlike PAU, it only has a rudimentary intelligence described by some as that of a "hyperactive poodle", but its gas sensors makes it useful for sniffing out problems.



Warning! With its sub-par intelligence, ECU is incapable of identifying living creatures and therefore poses a latent risk to the citizens of Bluetide! Use its welder in the vicinity of people only after taking all precautions against accidents! Remember: it is YOUR task as Supervisor to prevent accidents!

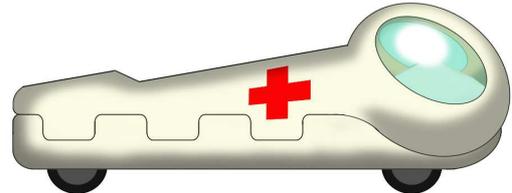


Diagnostics Readout Unit (DRU)

DRU robots only serve to interact with both electronic and positronic systems. They are airborne and highly mobile. However, their sensors can only detect electromagnetic fields. They can uplink to most systems in the city.

First Aid Device (FAD)

FAD robots serve as transport units for medical emergencies. They carry powerful diagnostic sensors capable of determining the physical condition of people and are able to administer basic stabilizer medication.



Warning! The FAD unit under your control has not been under regular maintenance for 97.2 years! The stabilizer medication inside is probably no longer usable!

The Artificial Intelligences

While you are the Supervisor of Bluetide, everyday tasks are usually handled by the city's artificial intelligences. Your task is to survey the AIs in their actions and to make sure they do not pose any threat to the citizens of Bluetide. These are the six major AIs:

AIRE - Artificial Intelligence for Recreation and Education
MAI - Medical Artificial Intelligence
TAI - Technical Artificial Intelligence
CAILE - Central Artificial Intelligence for Law Enforcement
Supervisor Life Support
Central Memory

Of these AIs, only AIRE, MAI, TAI and CAILE at times directly interact with the citizens of Bluetide and were therefore given "names" and personalities so that the citizens could relate to them better. AIRE and MAI have female voices whereas TAI and CAILE have male voices. AIRE is specialized in interpreting human behavior and relating to human interaction. MAI has a full understanding of the workings of the human body and psyche and can diagnose both physical and mental deviations from the norm. TAI is capable of repairing, reshaping and rebuilding all systems in the entire city and has full control over its production facilities. CAILE has control over the Law and Order Unit (LOU) robots and is tasked with both the internal and external defense of Bluetide against threats to the well-being of its citizens.

What Is Going On Here?

Hints when you find yourself suddenly disconnected from the city

- 1.** Each of the robots under your control can give you different information regarding the state of the city. Before you do anything, take every robot everywhere and take note of special circumstances you find.
- 2.** There may be situations that endanger the integrity of the robots under your control. Should you encounter these situations, choose wisely whether the danger is worth taking.
- 3.** Even though Bluetide is currently in a Night Cycle and there is a curfew on the streets, you may still encounter residents. Do not forget that you are responsible for the safety and well-being of these residents.
- 4.** When interacting with residents, try to find out what motivates them. They may be more helpful if you try to understand their motivations. PAU can initiate contact with them, and you can talk to residents through PAU.
- 5.** Aside from residents of the city, you may find yourself in the need to make contact with the systems of the city. DRU can interact with most systems as long as it can find an interaction point.
- 6.** If you need something as an asset you do not have, you may be able to produce it by using the production facilities of the city.
- 7.** Seaweed is the main source of food in Bluetide. Respect the seaweed.
- 8.** Remember that Bluetide was built to offer its residents a healthy, happy and safe life without trouble. It was not built as a prison, and you do not have the authority to order the residents around. You serve them; they do not serve you!
- 9.** Sometimes you may not be able to solve problems without help. In these cases, try your best to find help.
- 10.** If you do not find help among the residents of the city, your last resort is to find help with the AIs. If you are looking for the AIs, try to remember their basic functions and think of locations they will probably monitor at all times.



Meet Hinami

This bubbly and energetic young lady is Hinami. You will quickly get to know her if you check out the hydroponics in the city. Hinami loves to sing and dance and recite poetry, and she is a carefree soul. If you're feeling depressed, chances are that she's the one to cheer you up. And there's more to her than what meets the eye...

- Hinami doesn't know what she's capable of, but she often does the exactly right thing intuitively. Listen to what she tells you and try to use her intuition.
- Hinami is very easy to read. She never holds back her emotions, and she is easily motivated to follow these emotions. If you show her that you are on her side, she will be on yours.
- Hinami has a very childish side to her that wants to be cuddled and tended to. She has a great imagination and will often make up her own explanations for why things are as they are. These explanations are often more pleasant than the truth. She can probably not handle the truth well.
- Hinami wants to feel needed. If you give her something to do, she will be happier than if you just ignore her or tell her to remain quiet.
- Just as Hinami doesn't really know what she's capable of, there are some things she believes she is good at where she actually has no experience whatsoever. Try to gently, very gently, protect her from hurting herself in these situations.
- Never forget that Hinami loves her life in Bluetide. She loves being underwater, she loves watching the life outside in the sea, she loves that she can do whatever she wants without anyone telling her off, and she very, very much loves seaweed.

If Hinami doesn't help you at some point, you've probably been too blunt with her.

If Hinami gets hurt, you either didn't trust in her intuition or didn't protect her from making a mistake.

If Hinami isn't behind you one hundred percent in the end, you didn't take into account the points above.



Meet Erika

This scientific and thoughtful mind is Erika. You will meet her in the medical labs of Bluetide where she is conducting "research" of an unknown kind. Erika is both careful and curious and knows almost as much about Bluetide's specifications as you do. She can come up with an idea for almost any problem if you let her.

- Erika is the only person you'll meet who will directly tell you what she needs. Provide that to her, and she'll help you out.
- While a pro in all matters technical, Erika has problems around people - especially around people with a greater confidence than her. She may need your help against these people if you want her to trust you.
- If Erika has a plan, she has a plan, and it's probably a rock-solid plan. Her brain can come up with good solutions to virtually any problem. If she proposes a plan and you do not accept it, expect her to be less than enthusiastic about it.
- While Erika is great at planning and thinking, she isn't quite as well when it comes to physical tasks. If she has a plan and you see a way of helping her with that plan, make it clear that she should better accept your help. After all, teamwork isn't usually her strong side, so help her with that.
- Erika knows Bluetide every bit as good as you, especially in regard to its technical aspects. You may wonder where she has all that knowledge from, but it's not a good idea to try and press her for that information. She won't like feeling bullied around, and she also won't like hearing that she didn't have to work for all she knows. Respect her skills!
- Erika's analytical mind can handle the truth well, even if it's an uncomfortable truth. She has also probably drawn her own conclusions about life in Bluetide, so don't try to pretend that it's as perfect as it looks.

If Erika doesn't help you at some point, she doesn't trust you any longer.

If Erika gets hurt, you didn't help her with a physical task when she needed the help.

If Erika isn't behind you one hundred percent in the end, you didn't take into account the points above.



Meet Sachiko

This beautiful yet mysterious woman is Sachiko. You will meet her in the tidal power plant where she is... probably thinking about how to gain more power. If that's not just what she wants you to think. Sachiko is manipulative and sly and will try her best to somehow get the most out of dealing with you... if you allow her to.

- Sachiko won't work with people who refuse to play her games. If you outright refuse to cooperate with her, she'll lose interest in you.
- On the other hand, if you continue to do exactly what Sachiko wants and what Sachiko tells you, you may find that sometimes taking her advice isn't as advantageous as it looks.
- If you want Sachiko to play fair with you, show her that you have some backbone in that floating body of yours. Don't just offer her the first thing that comes to your mind, wait and see what she wants and decide whether it's worth giving. And if you think she's asking for too much, don't be afraid to say no. You might get some interesting information.
- Never openly show Sachiko that you do not trust her, even if you don't. She doesn't like people who see through her machinations too often.
- Sachiko's approach to interact with people is sometimes a little single-minded - she may go to extremes without even noticing it. It may be a good idea to hold her back before she goes too far.
- To Sachiko, sharing information is a sign of trust, and she's just the right person to take any sort of information at face value and not read anything wrong into it. Also, with the sort of position she holds in Bluetide, don't you think she's very happy with the way things are down there?

If Sachiko doesn't help you at some point, she doesn't believe she has anything to gain from helping you.

If Sachiko gets hurt, one of her ideas didn't quite work out the way she thought it would. Maybe you should have talked her out of it.

If Sachiko isn't behind you one hundred percent in the end, you didn't take into account the points above.

If Sachiko stabs you in the back, she didn't play fair with you in the first place. Try to negotiate differently after she's decided to join you.



Meet Minako

This headstrong and motivated personality is Minako. You will meet her in the residential area of Bluetide. Her initial attitude is not exactly trusting, but as soon as you gain that trust, you will find her a reliable and capable companion. Minako strongly dislikes technology and loves to work with her own hands, and she's pretty good with them.

- Minako is a bit of a conspiracy theorist, with the entire city being one big conspiracy against her. She will need a sign of trust from you... one that gives her back the control she believes she's lost.
- With her rebel attitude, Minako can easily fall back into her distrusting personality. However, she's unlikely to double-cross you if she thinks you are firmly on her side. Show her that you are.
- Being around people who are visibly smarter than Minako is something that unsettles her. Show that you respect her even if her skills aren't up to that of others.
- If Minako distrusts other people, this distrust can extend to you if you side with these other people.
- Minako hates robots. She really, really hates them with a passion. If it was her decision alone, she'd never work together with a single robot. Also, there are some robots she'd love to smash to pieces. Don't you think you could make her happy by allowing her to do just that?
- Minako has strong positive feelings about the first people who came to Bluetide. Any sort of information that contradicts these feelings won't be well-received by her. Also, she doesn't like being surrounded by machines, so how do you think she likes living in Bluetide in general?

If Minako doesn't help you at some point, you've lost her trust.

If Minako isn't behind you one hundred percent in the end, you didn't take into account the points above.

If Minako gets hurt, it's because of bad Karma. She doesn't like robots, and if there's a robot around to help her, that robot will - unwillingly - be the cause of her downfall. The only solution to that problem is to get rid of that robot, and there's only one way to get rid of that robot - with Minako's help early on. Before you do *anything else*, bring a robot who can communicate with her to her location, then bring the offending robot to her. Minako will do the rest for you; just don't run away or attack her.

Odds and Ends

- After you've seen each and every good and normal ending (one of each for each of the girls), replay the game another time and get to the final chapter safely. There's a surprise waiting for you.
- If you want to go for full completion, you need to fail twice. One failure is to lose all of your robots except for DRU. The other is to make your problem the problem of the AIs.
- You can easily get rid of PAU if you remember that it is damaged. In *Bluetide*, damaged robots are either repaired or recycled.
- You can get rid of FAD by using it to declare a perfectly healthy person a medical emergency. MAI will take care of the rest.
- You can get rid of ECU with the help of someone who doesn't like robots.
- The best place to contact an AI is a place that the AI constantly monitors. The medical labs, for example, are constantly monitored by MAI. Now if only some running experiment wouldn't interfere with DRU's ability to locate MAI...
- You may need both ECU and DRU to make that connection you want.
- Hidden karaoke contests may be explained in greater detail in the Developer's Notes.
- *Suspended* by Michael Berlyn is a game you should at least have played once.