

KEVIN CODNER

IN

SINK OR SWIM

FEATURING
DIM PASSENGERS



ZEPPELIN
PREMIER



KEVIN CODNER

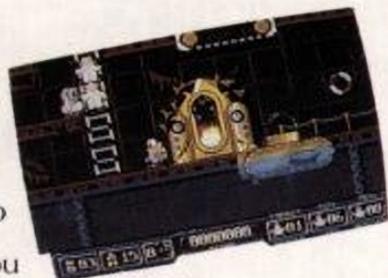
IN

SINK OR SWIM

FEATURING

DIM PASSENGERS

You've really been dropped in the deep end this time. On a ship that's sinking fast, you have to rescue hundreds of passengers before the water floods in and time runs out.



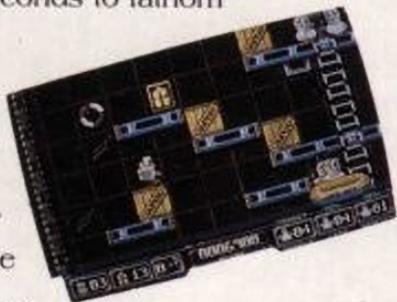
Women and children

first? Forget it.

They're all in a blind panic because they're on a one way voyage to the

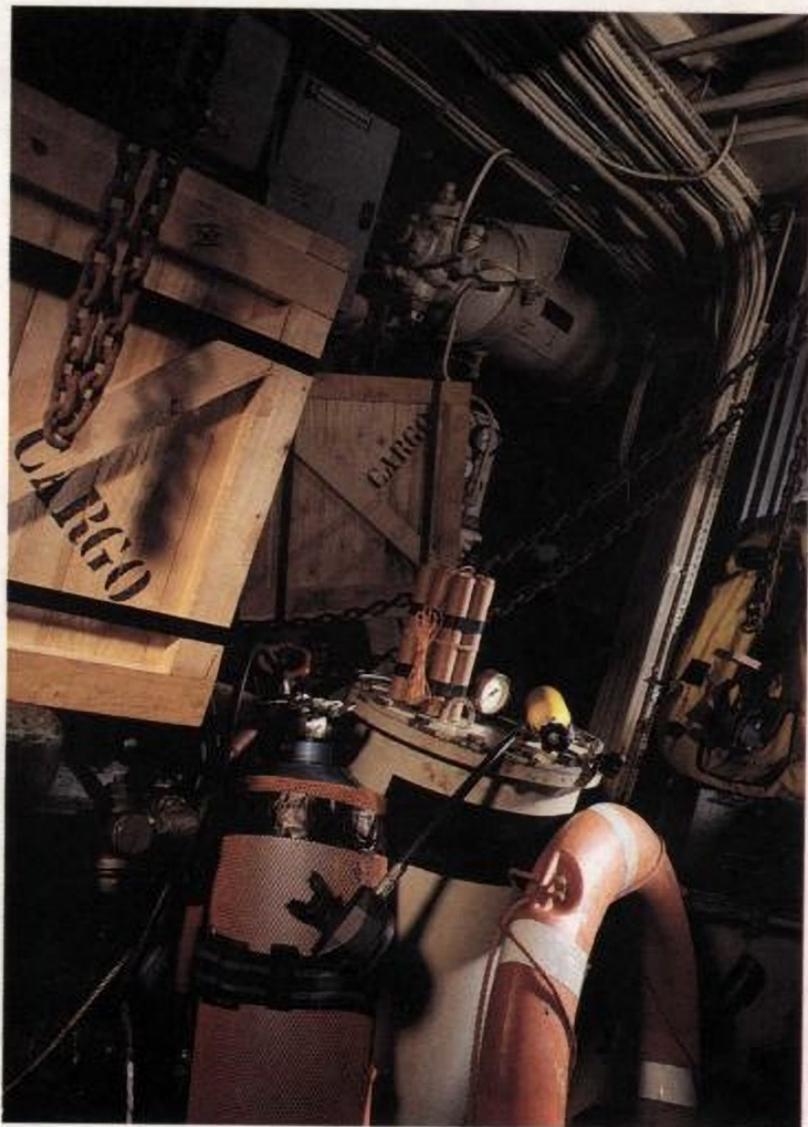
bottom of the sea. So they're depending on you to keep your head above the water that's coming in so fast, you've only got seconds to fathom a way out.

It's a massive ship, with passengers in the engine rooms, the automated hold, the cabins, they're all over



the place and you have to rescue them now.

So send that SOS - Sink or Swim. The game that's in a different 20,000 leagues.



16 BIT SCREEN SHOTS