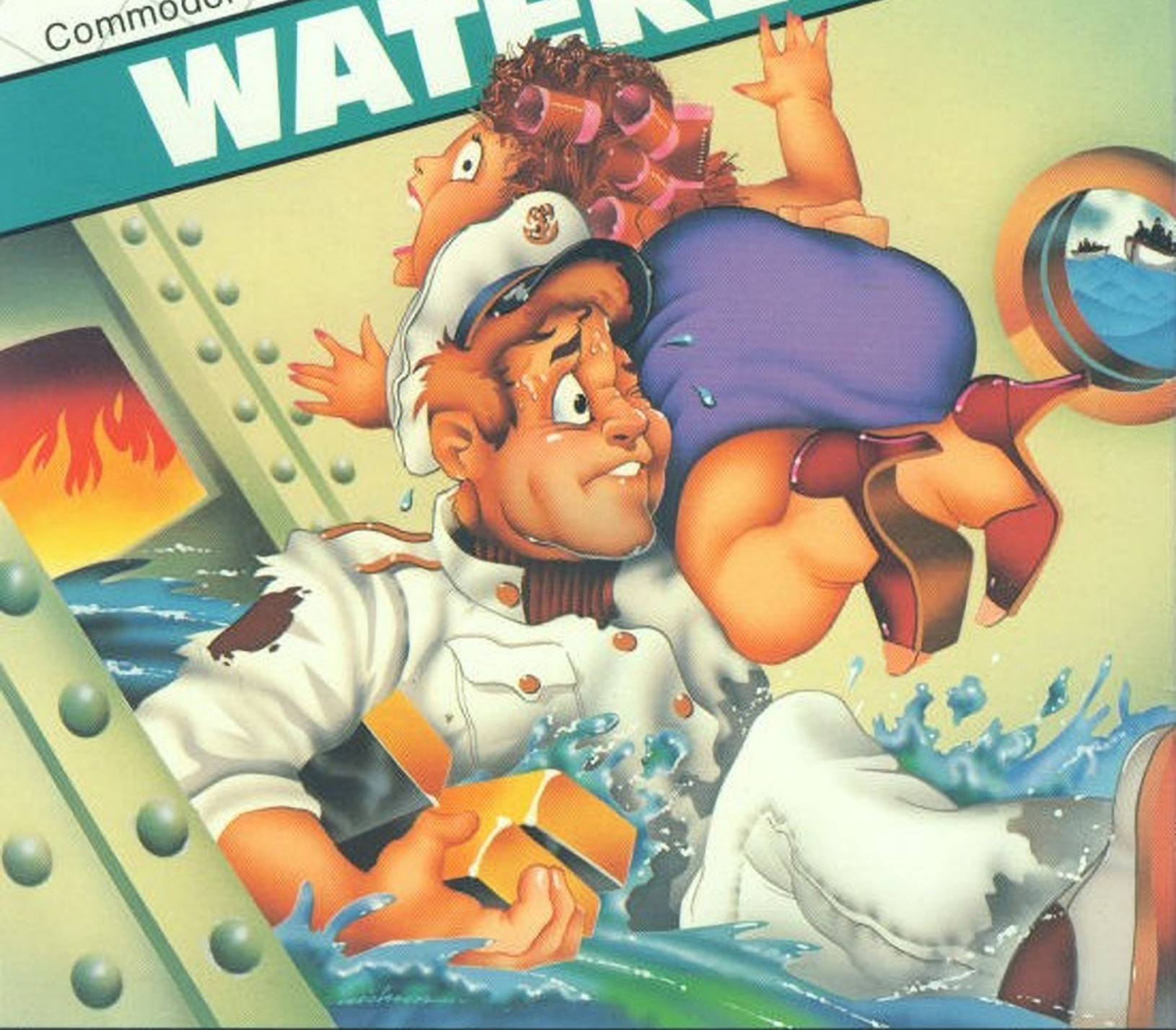


Commodore 64™

WATERLINE

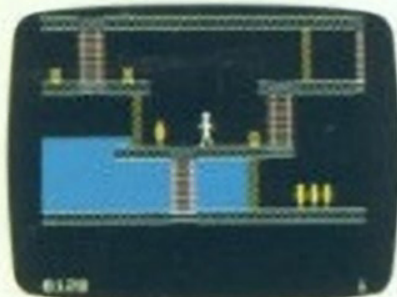


TROLLIX™

WATERLINE

Developed by Steve Morris
Produced by Sidley McKay

Aboard the S.S. Slipshod, things are getting a little out of hand.



Joystick required.

It seems that the navigator mistook an iceberg for Pittsburgh, and tried to pull into port. With predictable results.

Soon every stateroom on the ship will have an ocean view.

But before you get that sinking feeling, take heart. Captain Clutch is in command.

He'll stoke the boilers to keep the game afloat, lead the passengers to the lifeboats and rescue a few bars of gold along the way.

If the boilers don't explode, everything will be shipshape in no time. But just in case, how long can you tread water?

TRONIX™

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