

WATERLINE



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ROLIX™

Cove School Library

Getting started

Cartridge

1. Insert cartridge.
2. Plug joystick into control port #2.
3. Turn on POWER.
4. Press f5 to select level of difficulty.
5. Press f1 to begin play.

Diskette

1. Turn on POWER.
2. Insert diskette.
3. Plug joystick into control port #2.
4. Type LOAD "*", 8, 1
5. Press RETURN (title page will come up automatically, followed by a brief, tragic prologue).

Function keys

- f1**—Start and restart game.
- f3**—Freeze the action. (Press again to resume play.)
- f5**—Select level of difficulty.

Scoring

A point system may seem like a luxury aboard a rapidly sinking luxury liner, but aboard the S.S. Slipshod no amenity is too much. So here goes.

(The numbers in parentheses refer to the different levels of difficulty.)

Carrying a gold bar up on deck.

(1) 500 points (2) 750 (3) 1000 (4) 1250

Carrying a gold bar off the ship.

(1) 1000 points (2) 1500 (3) 2000 (4) 2500

Leading a passenger to safety.

(1) 1500 points (2) 2250 (3) 3000 (4) 3750

If you're still on deck and breathing after all the passengers are either saved or killed, you'll walk off with an extra 10,000 points.

Playing the game

Welcome aboard the first (and last) voyage of the S.S. Slipshod, the most magnificent luxury liner on the high seas of software.

The Slipshod is filled with two things: Passengers. And gold bars. Soon she'll be filled with sea water, too, as she heads for Davey Jones' locker.

In the role of the heroic Captain Clutch, your duty is to rescue as many passengers as possible. Being a human being, you'll also

want to rescue as much gold as possible.

One of the nice things about Waterline is that you can do both at the same time.

To save either gold or passengers, you must first bring them up from below onto the top deck. Passengers must be led upstairs. Gold bars must be carried.

Once on deck, passengers can walk to the lifeboats by themselves. Gold bars, on the other hand, can only be carried to safety by passengers. (One gold bar to a passenger.) So it makes sense (and cents) to have gold bars on deck for departing passengers to carry.

The Slipshod, being of faulty construction, tends to sink rapidly. So you have to work rapidly, too.

It's a good idea to stoke the boiler, which runs the pumps that control the rising waterline. This buys you time.

It is not a good idea, however, to stoke the boiler too much, because it will explode, bringing Waterline to an immediate, and spectacular, conclusion, complete with organ music.

Clutch can leap from one deck to another, and also hold his breath under water for long periods. However, even the Captain's lungs have their limitations.

The Captain also has but one life to give for his passengers. Spend it, and Waterline goes to a watery grave.

Things to know

1. There are four levels of difficulty. The higher the level the greater the number of passengers and gold bars to be saved. The waterline rises more quickly at higher levels, so passengers tend to panic more quickly.

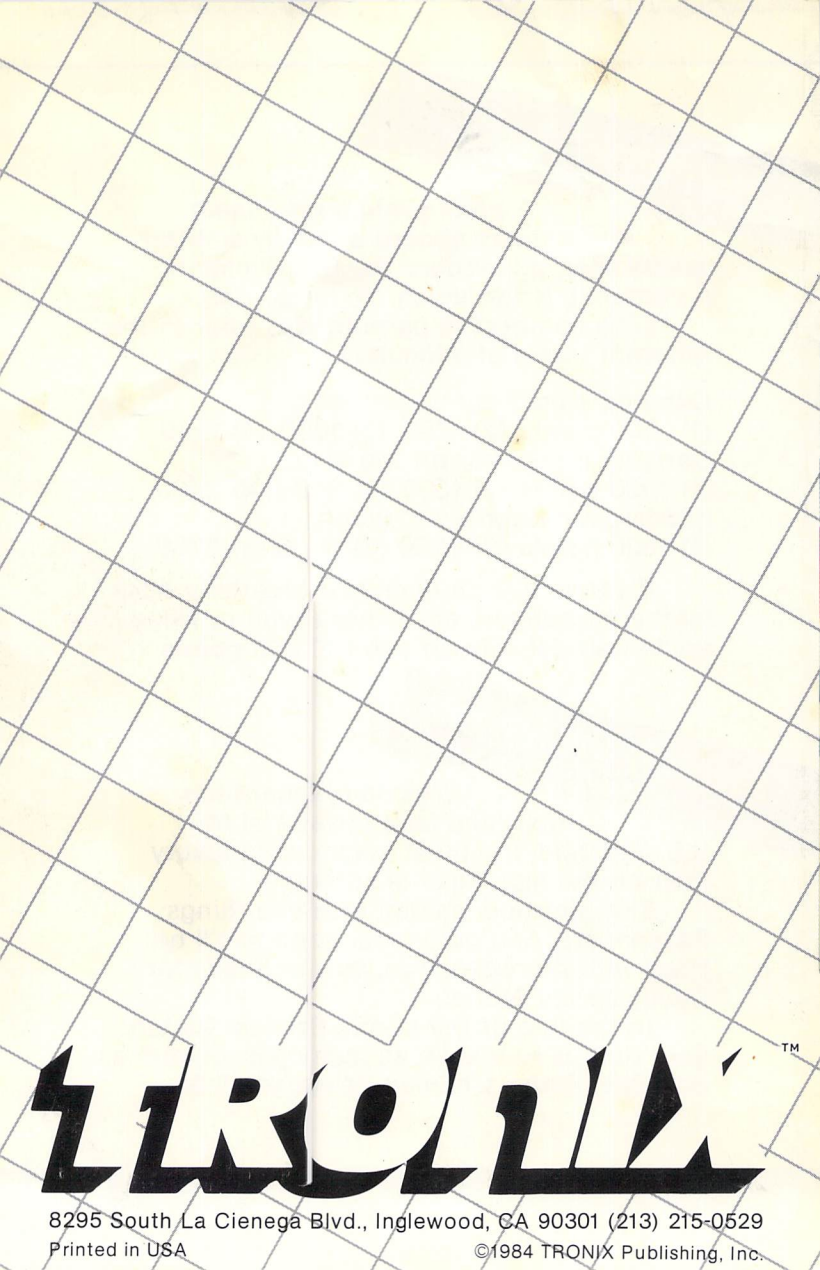
2. Airlocks open automatically if the water pressure on one side becomes excessive, or if the Captain walks through. To close an airlock, stand close, and press the fire button. Airlocks forced open by water pressure cannot be closed until pressure has been equalized. (Airlocks have also been known to get stuck.)

3. To pick up a gold bar, stand close, and press your fire button. You can carry up to three bars of gold at a time.

4. To stoke the boiler, stand close (to the left) and press your fire button.

5. To get a passenger (or two or three) to follow you to safety, stand close, and press your fire button. To release a passenger (while you hunt for gold or a larger group of passengers) press your fire button once again.

Passengers will panic and go their own way if you don't seem to know where you're going. After all, they're dying to get off the ship.



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Printed in USA

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