

SINK OR SWIM

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**USER
MANUAL**

Sink or Swim User Manual by
DARREN JOBLING

Kevin Codner Interview
DAVID TAYLOR

SINK OR SWIM

AT HOME WITH KEVIN CODNER

It's the teeth you notice first. Even from the shore it is possible to see the heliograph smiles of the deeply tanned water-skiers. This is California, home of the rich, the famous and the rich famous dental hygienists. It is also home to the man I am here to interview, a star with the brightest smile of all.

Where to begin? Do you mention his first film, the poignant drama, **"The Big Chill"**, and the (literally) bit part role of Alec, a man who is shot in the opening sequence, and whose arm appears twice more in the movie. There were no Oscar nominations for best supporting limb that year. Or what about the time, when as a struggling actor he took part in such er..classic movies as **"Bongo players from Mars"** and **"Surfing Blues II - The Tide Goes Out"**.

No, I decide to draw a discrete veil on his youthful endeavours, for we are here today to talk about his current incarnation as a Hollywood heart throb. A part that he plays with the consummate ease of a natural. So Kevin Codner, This Is Your Life (well some of it at least).

It is noon and we sit beside a palm shaded pool, the cool clear water glitters invitingly. It's actually Perrier, Codner explains later. At my feet an elegantly coiffured Poodle daintily picks at a slice of prime fillet.

"So Kevin, your latest movie, what's it about?"

Kevin Codner looks thoughtful for a moment.

"Well it's about two hours", he chortles, laughter lines creased into right angles.

"No seriously, it's an action adventure type film, in which I play the handsome hero valiantly rescuing passengers on a slowly sinking ocean liner. It'll make the **'Poseidon Adventure'** look like a trip on a boating lake."

"The character you play in *Sink or Swim* (for this is the movie we are here to discuss), is very much the clean cut man of integrity who you

Kevin Codner



SINK OR SWIM

also play in films such as **"LFBJ"**, and the **"Gardens of Corn"**. Does this typecasting worry you? Would you rather not move away from this kind of role?"

"No I'm quite happy with the image I seem to have created, though naturally as an actor I need to stretch myself dramatically, and so in this movie I play a clean cut man of integrity who wears a face mask. This, I feel, makes all the difference."

High in the cobalt sky, a few wispy clouds vainly try to spoil the day.

"Your co-stars in **"Sink or Swim"** seem particularly dumb, what were they like to work with?"

"Ah yes the *Dim Passengers!* Hey they were great, if there was any blind panicking to be done, they were right there screaming for all they were worth. They all deserve either oscar nominations or brain transplants! Archie Passenger was the best, during filming he'd often visit the house for cocktails. He'd ring the front door bell and I'd call for him to come straight through. Which he would, without even opening the door! Expensive in doors, but what a guy!"

"Finally Kevin, the future. What projects are in the pipeline?"

"My first project is a well earned holiday, though definitely not a cruise! After that, more clean cut men of integrity I'm afraid, and who knows, if **"Sink or Swim"** captures the public's imagination possibly even a follow up."

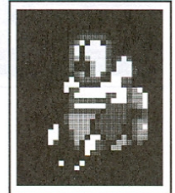
I thank Kevin Codner and walk back to my hired convertible for the short drive to the Hilton Hotel. Before starting the engine I remove my mirror shades.

Kevin Codner, what a hero! What teeth!

Archie Passenger



Kevin Codner



SINK OR SWIM

AMIGA LOADING INSTRUCTIONS

Switch on the computer. When the "Workbench" prompt appears, insert the **SINK OR SWIM** Disk One in the drive, and the game then loads automatically. Insert Disk Two when requested.

Sink or Swim automatically identifies extra memory available for use on loading.

ATARI ST LOADING INSTRUCTIONS

Switch on the computer and place the **SINK OR SWIM** Disk One in the drive. The game then loads automatically. Insert Disk Two when requested.

Sink or Swim automatically identifies extra memory available for use on loading.

IBM PC LOADING INSTRUCTIONS

Switch on the **PC** and enter **DOS**. Insert the **SINK OR SWIM** Disk One into drive **A** and type **A:** followed by **[ENTER]**.

Then type **SOS [ENTER]**. Insert further disks when requested by the program.

Choose your Graphics Adaptors by moving the pointer with the cursor keys and pressing **[ENTER]**.

SINK OR SWIM

SCENARIO

The **SS Lucifer**, complete with a cargo of **Dim Passengers**, has been badly holed by an Iceberg off the east coast of Greenland.

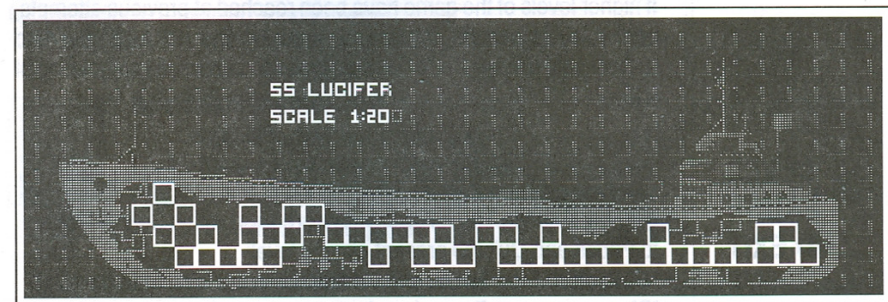
Hearing the news on his small isolated Sea Rescue Station just north of Iceland, **Kevin Codner** springs into action and climbs into his **Explorer Class Submersible** equipped for a daring rescue mission.

As the emergency lighting bathes the ship in an eerie red glow Kevin knows he has got problems - in fact a whole shipload of them!

Dim Passengers are invading the engine room, fleeing the numerous fires raging throughout the ship. Pistons in the Engine Room have gone haywire and pipes have burst, sending torrents of scalding steam everywhere...and, oh yes, the small matter of 70,000 gallons of ice cold sea water pouring into the hull faster than the pumps can handle.

Of course Kevin could run for it - but he isn't that sort of hero...

SS LUCIFER



SINK OR SWIM

CONTROLS

Kevin Codner is controlled via a Joystick connected to the relevant port on the 16-Bit computer. The following movements are available to our hero:

LEFT or RIGHT

- Walk in appropriate direction

FIRE + JOYSTICK MOVEMENT

- Jump in the direction indicated

UP

- Allows Kevin to climb up a ship's ladder or crawl underneath girders and pipework

DOWN

- Climb down ladders or to stop crawling on pipes and additional ironwork.

DOWN + FIRE

- Used to drop Bombs or remove emergency airtanks from their wall holdings. Also used to control various switches on the ship and perform specialist manoeuvres.

CODED LEVEL ENTRY

Once Sink or Swim has loaded, current High Scores and credits are displayed.

If higher levels of the game have been reached at previous attempts, earlier levels can be skipped by pressing the **"SPACE"** bar and entering the playing Code Word as given on successful completion of a level.

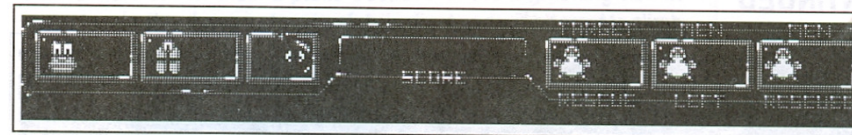
LEVEL PAUSE AND EXIT

Use the keyboard to enter the Code Word and press **ENTER** to gain acceptance. The following keys are used within Sink or Swim to Pause and Quit the present playing level:

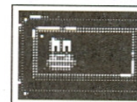
- "ESCAPE"** - Loose one life and begin the level from the start
- "P"** - Pause Level
- "Q"** - Quits Level

SINK OR SWIM

INFO PANEL

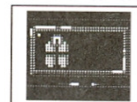


Once the game has been started by pressing **Fire** on the High Score and credits screen, the main playing level is displayed. At the bottom of this screen, the informational panel is displayed which is used throughout the rescue to provide Kevin Codner with essential information.



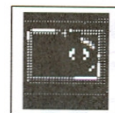
KEVIN CODNER'S LIVES

KC begins the game with Three Lives, and this meter indicates the Number of Lives Remaining.



AIR SUPPLY

Kevin has a compressed air supply held in tanks on his back. This allows him a certain amount of time to swim under water to complete essential tasks. The figures indicate remaining supply levels.



BOMB FUSE INDICATOR

The bombs used to blast their way through the SS Lucifer have variable length fuses. Pressing and holding Fire when dropping a bomb increases the length of the fuse as indicated on this panel.



SCORE

Current score based on Dim Passengers rescued and their method of escape.

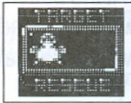
SINK OR SWIM

INFO PANEL CONTINUED



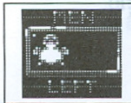
TARGET RESCUE

The number of Dim Passengers required to open Kevin Codner's escape hatch is given at the start of the level, and counts down as Passengers reach the Level Exit.



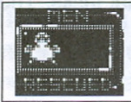
HEAD COUNT METER

This meter gives the current numbers of Dim Passengers still present in this portion of the SS Lucifer.



SAFE PASSENGERS

This figure gives the exact number of Dim Passengers rescued from the level by Kevin Codner.



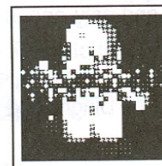
The Cargo of Dim Passengers are released into the sealed compartments of the SS Lucifer via Escape Chutes. Although the Passengers are in a blind panic because of the frightening rise in water levels, they have a strong safety instinct and will attempt to climb away from the water at every available opportunity.

Kevin Codner must quickly assess the situation existing in this section of the hold, and use all of his considerable abilities to help the Passengers reach their Escape Hatch.

Once the target number of Passengers have escaped from the present Ship Compartment, an escape hatch opens for Kevin Codner to leave the level. Alternatively, he may stay on the screen in an attempt to rescue more Passengers for Bonus Points.

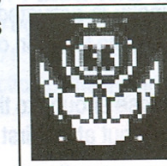
Dim Passengers that fall from platforms into the freezing water filling the hold become "Drowners". It is essential that they are rescued

DROWNERS



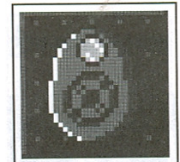
before they succumb to the cold and are transformed into "Angels" and depart from this Earthly Plane.

ANGELS

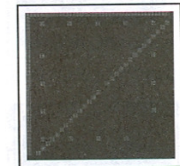


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RESCUE THOSE DIM PASSENGERS



DIM PASSENGERS'
ESCAPE HATCH



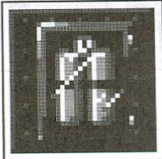
KC's ESCAPE HATCH

LIFE AND DEATH

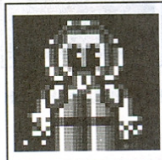
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RESCUE ALTERNATIVES

1. JET PACKS



WALL HOLDER



BLASTED DP

2. RESCUE DINGHY

Dim Passengers are unable to rescue themselves, so Kevin has to put into action two major "**Drowner**" rescue alternatives:

Conveniently placed throughout the SS Lucifer in case of emergencies such as this, the Packs are retrieved by smashing the glass whilst pulling down on the Joystick and pressing **Fire**.

The Jet Packs then fall into the water through the action of gravity and are picked up by the "**Drowners**" who blast off the level to safety.



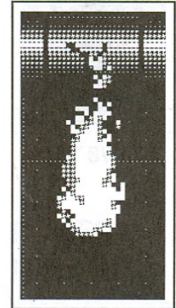
When the level goes horribly wrong, the Rescue Dinghy can be launched to save all of the "**Drowners**" currently in the water. The Dinghy is activated by pressing the "**SPACE**" bar and only one is available to Kevin on every level.

If close enough to the "**Drowners**" they climb aboard the Dinghy and jump out at the first sight of any dry land.

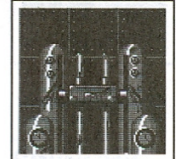
Although not as definite a rescue as the Jet Packs, the Dinghy gives the Dim Passengers another opportunity to escape the transformation to "**Angels**".

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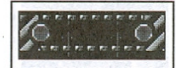
BURST STEAM PIPES



CRUSHERS



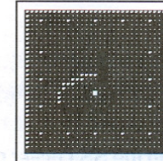
CONVEYOR BELTS



The Dim Passengers are blundering everywhere in a state of total panic, and these burst pipes hold steam at over **2,000 °F!** That's enough to vaporise a Dim Passenger, or even Kevin Codner, in their tracks!

KC is able to plaster over these cracks by climbing up and along the pipework pressing **Fire** to seal off the blasting jets of steam.

VERTICAL SWITCH



Crushers are to be avoided at all cost - they make pancakes out of everything without showing any signs of remorse.

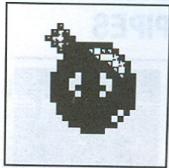
Nothing can stop these mammoth pieces of machinery - so be careful!

These moving platforms can be used to contain Passengers, or transport them to different sections of the ship. The belts move to the left and to the right via switches found on the ship's walls. Pressing **Fire** whilst next to these switches reverses the direction of the moving platform.

Beware - some switches are inactive and have no effect on the Conveyor Belt's movements.

SINK OR SWIM

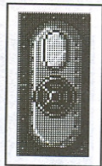
BOMBS



Kevin Codner is equipped with a number of bombs that are activated by pulling down on the Joystick and pressing **Fire**. The longer the Fire button is held down, the longer the fuse used for timed detonations. The length of fuse is indicated on the score panel at the bottom of the screen.

Bombs are ideal for blasting difficult items such as Crates and Bulkheads into oblivion, and revealing what lies behind some of these large obstacles.

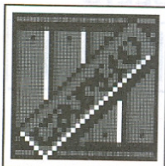
BULKHEADS



The Bulkheads placed within the SS Lucifer can withstand pressures of up to **20,000 pounds per square inch**. However, they do become difficult obstacles when the water is around the Dim Passengers' ankles and they are stuck behind one!

A carefully placed bomb however can soon eradicate the problem for good.

CARGO

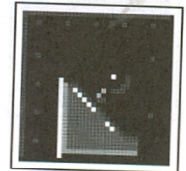


Cargo is unique in Sink or Swim as it can be used to both aid and hinder the rescue progress.

Bombs can blast the Cargo out of the path of escaping Passengers, or be moved by mechanical devices to form bridges or platforms.

SINK OR SWIM

MAGNETIC HOIST



HOIST SWITCH

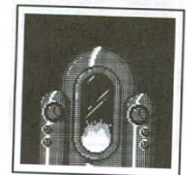
Magnetic Hoists are found in cargo storage areas of the ship, and can be used to manoeuvre Cargo boxes. The Magnetic Hoist has its own control station, marked with a diagonal switch.

To operate the hoist, Kevin Codner should be positioned beside the diagonal switch and the fire button pressed and held down. The hoist can then be raised and lowered as well as moved left and right via the Joystick.

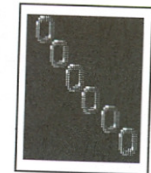
Not so much a hazard, more an irritation. With water, ice and fire getting everywhere, there are certain to be short circuits and blackouts replaced by the red glow of emergency lights.

If the number of Dim Passengers required to complete the level falls below the number not yet converted to "**Angels**", the lighting dims on the level indicating that a successful rescue is no longer possible.

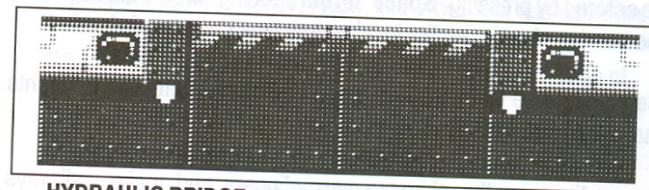
POWER FAILURES



SWINGING CHAINS



Inaccessible ledges and previously impossible sections of the ship can be reached with a couple of Tarzan-like swings. It isn't easy though, so be careful to avoid any unexpected obstacles!



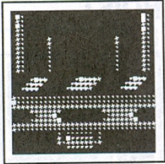
HYDRAULIC BRIDGE

Hydraulic Bridges were originally used to seal off sections of the SS Lucifer's Hold. They cover gaps whilst activated by wall switches.

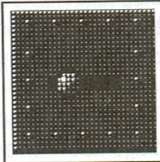
HYDRAULIC BRIDGES

SINK OR SWIM

CREW LIFTS

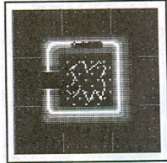


Crew Lifts can be utilised by Kevin Codner to raise Dim Passengers to different ship levels on their way to the escape hatch. Whilst the switch is in the **Off** position, the Lift beds make useful platforms to bridge areas of the ship. When switched **On**, the lifts are activated by body pressure raising the Lift bed to higher levels.



SWITCH

ELECTRIC FIELDS



Faulty Earths and water logged generators have caused Electric Fields to arise around certain pieces of electric equipment and powered doors. These are deadly to both Kevin Codner and the Dim Passengers.

ADDITIONAL NOTES

Kevin Codner has periods of invincibility which are indicated by circling stars around his body.

Passwords are given at the end of every level which should be noted on successful rescue of the Dim Passengers. These Passwords can be entered by pressing "**Space**" on the opening screen, thus avoiding the need to play the earlier levels every time the game is loaded.

Care should be taken around fires, KC has no protective garments that shield him from the flames.

Ice sections on the ship are very slippery and make walkways treacherous to traverse.

If a particular rescue approach just isn't working, go back to the Drawing Board and think again - it may be easier than you think!

Program: Andrew Drake

Graphics: Anthony Gallop

Graphic Design: Steven Wannell

Level Design: Andrew Drake, Anthony Gallop, Steven Wannell and Robert Tucker

MADE IN UK

SINK OR SWIM

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SINK OR SWIM

CREDITS

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SINK OR SWIM

CODED LEVEL ENTRY

LEVEL 1	LEVEL 31	
LEVEL 2	LEVEL 32	
LEVEL 3	LEVEL 33	
LEVEL 4	LEVEL 34	
LEVEL 5	LEVEL 35	
LEVEL 6	LEVEL 36	
LEVEL 7	LEVEL 37	
LEVEL 8	LEVEL 38	
LEVEL 9	LEVEL 39	
LEVEL 10	LEVEL 40	
LEVEL 11	LEVEL 41	
LEVEL 12	LEVEL 42	
LEVEL 13	LEVEL 43	
LEVEL 14	LEVEL 44	
LEVEL 15	LEVEL 45	
LEVEL 16	LEVEL 46	
LEVEL 17	LEVEL 47	
LEVEL 18	LEVEL 48	
LEVEL 19	LEVEL 49	
LEVEL 20	LEVEL 50	
LEVEL 21	LEVEL 51	
LEVEL 22	LEVEL 52	
LEVEL 23	LEVEL 53	
LEVEL 24	LEVEL 54	
LEVEL 25	LEVEL 55	
LEVEL 26	LEVEL 56	
LEVEL 27	LEVEL 57	
LEVEL 28	LEVEL 58	
LEVEL 29	LEVEL 59	
LEVEL 30	LEVEL 60	WELL DONE!!!