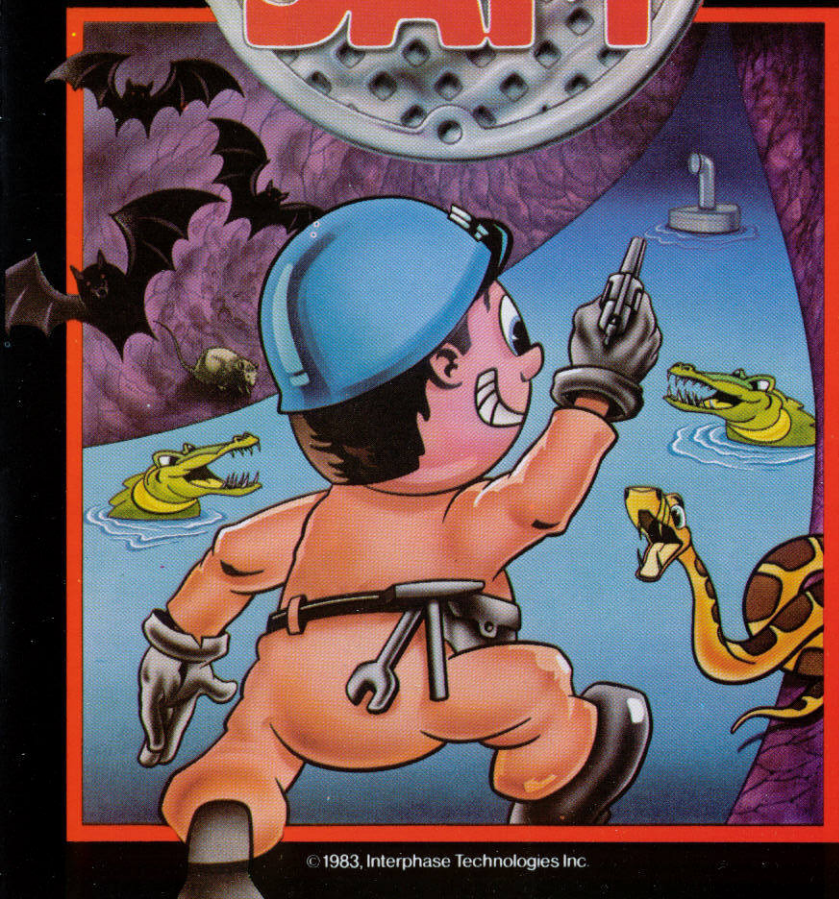


SEWER SAM



SEWER SAMTM

A fun filled video adventure for the whole family.



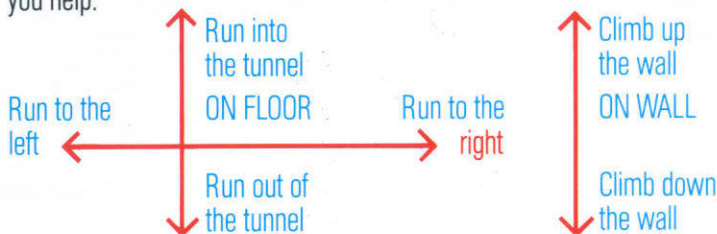
HOW TO PLAY SEWER SAM

SEWER SAM is a trouble shooter for the City Works Department. There's something going on down in the sewer system and SAM has been sent to investigate. Unfortunately, threatening nasties hide in the tunnels. Watch out, SAM! You will choose SAM's passage through the maze and will aim his trusty six shooter. The more nasties that you are able to shoot, the higher you will score. Somewhere in the maze, lurk the super-nasties... three enemy submarines that have invaded the city sewer system. SEWER SAM must destroy these intruders to complete his job!

SEWER SAM can creep, walk, run and race through the tunnels. There are two kinds of tunnels... brown ones with dry floors and blue ones which are half-filled with water. Notice that SAM can't move as quickly through water because of his big, heavy boots.

HOW TO MOVE SAM

Our hero moves with the use of the disc on your hand control. Here's how you help:



It's important to note that once SAM reaches the tunnel's end, he has to stop, he can't go any further and must choose either the door on his right or his left.

TUNNEL TRAVELLING

SAM moves from tunnel to tunnel by running into the black passages which appear from time to time along his route. Connecting passages can only be found in the last half of the tunnel. Once SAM leaves a tunnel, the City Works Department efficiently seals it off and SAM can't run back into it.

SAM's tunnel position can be seen by looking at the position/distance indicator at the top of your screen. The bar graph lengthens as SAM ventures farther into the tunnel. When the colour turns red, it warns that a dreaded submarine is somewhere up ahead!

HELPING SAM SHOOT

SAM's revolver holds six shots. The number of bullets left in his gun is shown by the number on the right of your position indicator. When it reads "0," it turns red as a warning that it's going to take SAM about six seconds to reload. So evade the nasties until you get some more ammunition!

Setting up to play Sewer Sam

1. Make sure your SEWER SAM game cartridge is firmly placed label side up in the cartridge slot.
2. Turn on your TV and tune it to the same channel as the Channel Select Switch on your game console (channel 3 or 4).
3. Turn the game console ON/OFF switch to ON.
4. Once the "Interphase Presents Sewer Sam" title appears on your TV, press the disc on the hand-held controller.
5. The TV will now show "Number of Players?". Press one or two, depending on whether you're playing a one- or two-player game.
6. Next you'll see "Skill Level." Choose levels 1, 2, 3 or 4 and press the appropriate button.
7. Press ENTER, and you're ready to start SAM searching for submarines!
8. To start a new game press any key, select number of players and skill level, press ENTER again, and you're ready to play.

NOTE: Always make sure your game console is OFF before removing or inserting a game cartridge.

Score Values

(at the beginning of the first tunnel)

The Nasties

Score Values

(at the beginning of the first tunnel)

| | | | |
|-----------------|-----------|------------------|------------|
| Slow Sewer Bird | 5 points | Snake | 40 points |
| Fast Sewer Bird | 10 points | Crocodile | 50 points |
| Spider | 15 points | Submarine Rocket | |
| Bat | 20 points | Launcher | 100 points |
| Rat | 25 points | Submarine | 250 points |

Every time SAM enters a new tunnel, you get 50 points. After destroying the third submarine, you get a bonus of 10,000 points. Congratulations!

How the Nasties move

The tunnels are full of nasties out to get SAM. You must either evade them or shoot them to protect our faithful hero.

The Sewer Birds



These birds come from deep in the tunnel and their touch is deadly to SAM. Some are fast, others are slow.

Bats



Bats can't kill SAM, but they can carry him back through the tunnel.

Spiders



Spiders move around the tunnel walls and can spin a web around SAM. Unless SAM is touched by the spider or any other life threatening nasty, SAM is soon released and allowed to continue his journey.

Rats



Rats can't kill SAM either, but they enjoy nibbling at his boots, slowing him down for a few seconds. Shoot accurately because these rats will follow SAM everywhere ... even up the wall!

Snakes



These sneaky snakes follow SAM too. They can't climb walls, preferring to wait for SAM to come down ... then they bite him.

Crocodiles



Crocodiles swim in water tunnels. They bob up and down looking for SAM. You never know where they'll appear next. But look out ... they're deadly when they show their teeth.

Submarines

These mini-marauding nasties are the worst of all hazards that SAM has to face. When a submarine appears, all the other nasties disappear. SAM can't run from subs ... he must stand and fight. First he sees the periscope, then the missile launcher. Once the missile is launched, SAM may be killed



either by the missile, or by the explosion it makes. SAM has to be a good shot because he must score a direct hit on the launcher while the missile is being raised on deck. A direct hit by SAM will stop the launch. Three missile hits will explode the submarine and cause it to sink. There are three submarines in the fleet to destroy.

Tips from the city works department

- 1** The number and types of nasties that SAM meets will change with the distance he's travelled and also with the number of tunnels that SAM has explored.
- 2** Remember that when crocodiles' mouths are closed, SAM can safely step right over them.
- 3** Since the tunnels form a fixed maze and the submarines are to be found at random, you should spend as much time as possible searching the water tunnels for submarines and high scores!
- 4** A final word of caution... as SAM's adventure progresses, the nasties will begin to work as a team to get SAM. So put on your hardhat and your rubber boots... man the controls and help SEWER SAM accomplish his mission in the tunnels. Good luck!



WARRANTY

Interphase Technologies Inc. warrants to the original consumer purchaser of this Interphase video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If any cartridge is discovered to be defective within the warranty period, Interphase agrees to have it either repaired or replaced (at the company's option), free of charge upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the company's Customer Service Center.

This warranty is limited to both electronic and mechanical parts and does not apply to normal wear and tear. It is not applicable if the defect has arisen through abuse or modification.

This warranty is in lieu of any other express warranty or representation. Interphase is not liable for any special, incidental, or consequential damages resulting from use of this cartridge.

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