

# **Sewer Sam**

*By Interphase*

**Sewer Sam . . .Underground patriot.**

**Sam is waiting at Central Park for his girlfriend Sally. There she is! He rushes to greet her and the next thing he knows, he's scrambling around the sewers of New York. But three Russian submarines have been detected in the city's sewers and the system has been blocked off. The only way Sam can get out is to sink all 3 subs. He will try his best, but he only has a revolver and three lives. So he's going to need a lot of help from you!**

## **To Set Up**

**Set up your ColecoVision or Adam as instructed in your owner's manual. (Use game controller #2 to start Adam) Be sure to switch the power OFF before inserting or removing game cartridges. Press the \* key for level selection and number of players (one or two can play). The game will start when you choose your skill level. Level 1 is easiest, 4 is more difficult. Key "0" will stop the action at any time. Press any other key to resume play.**

## **Controls**

**You can make Sam go forward, back or to either side using the joystick. You can also make him swim, climb the walls and even jump down. The side-buttons trigger Sam's six-shooter. But be careful! It takes a few seconds to reload after he's fired 6 shots. Watch the indicator at the bottom of the screen. It tells you how many shots Sam has left.**

## **Tunnel Visions**

**There are three types of sewers. Some have solid doors, some have water canals, and some have pits. Sam changes sewers by entering black passages located along the walls. Once he's gone through, the City Works Dept. effectively seals the passage so Sam can't get back. Each time he enters a new sewer, Sam gets a fresh supply of oxygen. This is important because without oxygen, Sam dies.**

**Every sewer has Nasties. When Sam says "Oh No! " it means the Nasties are coming. Get ready! They come in all shapes and sizes and they're all out to get Sam. If they do, he says "Ouch!" and loses one of his 3 lives.**

**The only Nasties that can't kill Sam are the Sewer gulls. They just carry him back through the sewer. But this costs Sam oxygen. The spiders are another story. Not only can they bite Sam, they also spin webs. If Sam gets caught in them he'll be temporarily paralyzed. This makes him easy prey for the other Nasties.**

**The ultimate Nasties are the submarines. They are located only in water canals, and only in some of those. Check the distance indicator at the top of the screen. It tells you how far Sam has traveled into the sewer. If it's red, it**

means there's a dreaded submarine at the end. Sinking a sub is not easy, and Sam must sink it, or die in the attempt! He has to avoid being shot himself while trying to hit the emerging missiles. Three missiles have to be shot while they are being raised, so timing is very important. At first, the missiles are yellow. When Sam shoots one down, they turn orange. When he hits the second, they turn black. When he shoots three, the submarine sinks and Sam continues his search for the next sub. When 3 have been destroyed, he climbs back up to the street to greet his girlfriend, Sally.

### **Scoring on the Nasties**

Whenever Sam shoots a Nasty, he gets points. The score he gets depends on what Nasty he shoots and how many sewers he has explored. This is shown as a multiplier at the bottom of the screen. (Points x multiplier = score). The basic points are as follows:

Slow bats .....2 points.  
Fast bats .....3 points.  
Sewer gulls .....10 points.  
Spiders .....3 points.  
Sewer grunts .....5 points.  
Hissing snakes ....12 points.  
Crocodiles .....7 points.  
Sharks .....10 points.

The following are not affected by the multiplier:

Entering a new sewer .....25 points.  
Shooting a missile .....100 points.  
Sinking 1st and 2nd subs ....1000 points.  
Sinking 3rd sub .....5000 points.

(congratulations!)

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