

SinkSub for Windows



Contents

[How to play](#)

[How & why to register](#)

[Registration form](#)

[The Swedish marine's military ranks](#)

[Disclaimer of Warranty](#)

How to play SinkSub

The goal of this game is to destroy the hostile mean submarines, and try to stay alive while doing it. At your disposal, you have a minesweeper and the swedish marine's latest weapon, the subsensitive sinkbomb. Hey, don't laugh, they're pretty sophisticated handled right ! They work like this, if touched by a hard surface, (such as a subshell), they'll explode. This mean, it's up to you to drop them at the right time. The number of currently available sinkbombs is shown in the statusbar. The number of sinkbombs is not limited, but you can only have a limited number of sinkbombs in the water. If the bombnumber reads zero you'll have to wait until a sinkbomb explode, then a new bomb will be reloaded. The amount of sinkbombs will differ from level to level.

The submarines will try to bomb you out of the skies with their boatsensitive floatmines. These floatmines are faster than your sinkbombs and often appear in larger amounts.

- I wouldn't trust a sub passing by just below my hull if I were you !

If you get blown away by a floatmine, and you sure will, the same level restarts and you'll have to go for it again, hoping that the subs will be nicer to you this time. When you start a new game you have three lives, as seen on the statusbar, but you can earn more lives by being a good bomber, (or by eating lot's of vegetables or never to walk under ladders or ...).

The points you get by bombing a sub depends on the sub's depth and speed. The highest points you can get for one sub is 3000, the lowest is 100. For every 25000 points you'll get an additional live.

Buttons



Moves ship to the left, or brakes if the boat is moving right.



Moves ship to the right, or brakes if the boat is moving left.



Releases a sinkbomb to the left side of the boat.



Releases a sinkbomb to the right side of the boat.

These buttons above works both on the main and the numeric keyboard.



Activates the helpsystem.



Starts a new game.



Pauses a running game.



Resumes a paused game.

How & why to register

Thank you for playing SinkSub for Windows, if you enjoy this game please register.

As a registered user you will get:

1. Your own personally registered copy of this game.
2. An unlimited version, the levellimitation will not bother you any longer.
3. Chance to achieve the highest military rank, Admiral.
4. Something to brag about at work.
5. If you're unemployed you'll have something meaningful to do.
6. A rich, interesting and happy life, I hope...

And nevertheless, you would be supporting the official concept of shareware



- I would feel more comfy if you registered.

Well, are you convinced ?

Here's how to register...

[Registration form](#)

SinkSub for Windows REGISTRATION FORM

Please use this registration form to register SinkSub for Windows.

Paying the registration-fee entitles you to use SinkSub for Windows version 1.0, and all other subsequent releases that may be distributed.

Please complete this form and send it to :

Anders Wihlborg
Carl Krooksgata 35
252 25 HELSINGBORG
SWEDEN

YES, I would like to register SinkSub for Windows !

I'll pay the registration-fee of 10 US\$ with/by :

- enclosing with this order the appropriate amount of money.
Preferably US Dollars or Swedish kronor, but the equivalent amount in any other currency (only papermoney) will be accepted too.

- transferring the appropriate amount of money to your postal giro account :
425 09 86-9
On behalf of Anders Wihlborg, Helsingborg, Sweden
'SinkSub for Windows registration'

Send my registrationnumber to (please write clearly) :

Name :

Address (don't forget the country) :

By registering SinkSub for Windows I acknowledge and consent to the 'Disclaimer of warranty' as stated in the helptext and I also acknowledge and accept that my registration-fee will under no circumstance, totally nor partially, can or will be refunded.

Date : _____ Signature : _____

The Swedish marine's military ranks



Admiral



Vice Admiral



Rear Admiral



Commodore 1st Class



Commodore



Commander



Lieutenant Commander



Lieutenant



Sub-Lieutenant



Acting Sub-Lieutenant



Chief Petty Officer



Petty Officer



Cadet Officer



Leading Seaman 1st Class



Leading Seaman



Leading Seaman



Ordinary Seaman

Disclaimer of warranty

By using and/or registering SinkSub for Windows you acknowledge and consent to the following disclaimer of warranty:

SinkSub for Windows, including all related programs, texts, and files, is supplied "as is". The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability, compatibility now or in the future with any configuration of computing equipment or software, or of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the normal use or abuse of SinkSub for Windows. The author specifically and categorially disclaims responsibility for damages, direct or consequential, resulting from installation or use of SinkSub for Windows or related programs or files which have been distributed after any modification - either deliberate or unwitting - by any party other than the author, or distributed in any fashion that would otherwise violate the terms of this license.

Shareware Concept

The shareware concept is a 'try before you buy' system of purchasing quality software. Instead of paying a relatively large sum of money to buy a commercial product, and then find out its not what you need, shareware is different. Shareware allows you a trial period, usually 30-90 days, to see if the software meets your needs, or brings you enjoyment. If you continue to use the software beyond the author's trial period, you are expected to pay the registration fee. Some shareware products offer additional features and/or support when you register. By registering you encourage the author to produce more quality software at very affordable prices.

