

# Under Pressure/Pressure Drop

The Most Fun You'll Have with Window® 95

The logo for SoftKey, featuring the word "SoftKey" in a stylized, cursive script font. A vertical line is positioned to the right of the text, and a horizontal line is positioned below the text, intersecting at the end of the vertical line.

CHANGING THE WAY AMERICA BUYS SOFTWARE

## Under Pressure Installation

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**NOTE:** **Under Pressure** requires Microsoft Windows 95. If you do not have Windows 95 installed, you will not be able to play **Under Pressure**.

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Insert the **Pressure Pack** CD into CD-ROM drive. The **Pressure Pack** installation will automatically start. Follow the on-screen instructions to install the program.

## Starting Under Pressure After Installation

To start the game, click on the **Start** button in the task bar. Select *Programs*, then select *Starhill*. Click on **Under Pressure**. Select *Start* in the **Game** menu.

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**NOTE:** If you play on **Easy** time, you can play through level 30. Select **Normal** time for 30 additional levels.

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## Object of the Game

**Under Pressure** is really easy to play and really challenging to complete. The object of the game is simple: Solve each puzzle by shifting chips into their corresponding energy tanks before time expires.

## Controls

**Left Mouse Button**—advances a row of tiles one space per click of the mouse button.

**Right Mouse Button**—rotates the direction of the cursor clockwise one quarter turn per each click of the mouse button.

**Pause**—You can pause the game using the function bar or by pressing 'P' on the Keyboard.

## Play Times

You can play **Under Pressure** on Easy or Normal time. Normal time gives you less time, making it more challenging to solve each puzzle in the allotted time. Normal also gives you 30 additional levels. You must Quit the current game before you can change your play time selection.

## Begin Play

**Under Pressure** is played using the left and right mouse buttons only. Click either mouse button once to activate the time clock and begin play.

## Function Bar Icon



### The Function Bar

**Hourglass**—counts down the time

**Heart**—shows how many lives you have

**Pause**—pauses the game when you click on it. To unpause, click the mouse button on pause again.

**Death**—allows you to quickly end this level and abort your frustration.

## The Game Board

**Chips**—each board contains a number of chips which come in several shapes. The chips and the row of tiles they are in will move when you press the left mouse button. The goal is to place the chips in their corresponding energy tanks. If you attempt to move a chip into a wall, it will destroy the chip and you may start again on that level. If you move a chip into the energy tank counters, your chip will explode.



**Tiles**—each board is made up of a series of tiles which make up the game board. All tiles in each row must be shifted in unison.



**Energy Tanks**—each board contains one or more energy tanks to receive chips. The object of the game is to move the chips into the tanks by shifting the tiles in the proper direction. A chip moved into an energy tank cannot be retrieved.



**Energy Tank Numbers**—next to each energy tank a number shows the chip capacity. When complete, the tank counter will read 'Full' and will not accept any more chips. Move the matching chips into their corresponding energy tanks for full credit. Placing the wrong chip in will count as half credit, which may leave you short.

## Gameplay Shifters



**Steel Bars**—bars cannot pass through walls and must be moved to allow tiles to shift.



**Wall**—chips cannot pass through them. Pushing a chip into a wall will explode your chip.



**X2**—one click of the mouse shifts the row two tile spaces in between these markers.



**X3**—one click of the mouse shifts the row three tile spaces in between these markers.



**Charger**—completely fills any energy tank. Insert this multi-colored globe where it can benefit you most.



**Bomb**—insert it before it explodes. Bombs begin counting down immediately.



**Transporter**—transports the chips between rooms.



**Mutant**—this chip rapidly changes into different types of chips. Insert it in the form that match the energy tank for full points.



**Stopper**—chips cannot be moved through it.



**LI, EF & TI, ME**—Fit these together for extra life or extra time.

## Help Files

**Under Pressure** has drop down help menus to assist you during the game. To access helpful information, click the right mouse button for pull down menus, or press 'F1' on the keyboard.

**Instruction Screens**—Two instruction screens are available at the beginning of the game and between levels. Direct the cursor to the help file on the menu bar and press the right mouse button.

## Level Progression

Once you have solved a level, you will automatically progress into the next one. If time runs out before you complete a level, the game is over: You will be returned to the title screen and must select 'Start again' from the game menu to continue playing. Play begins again at the last level successfully completed.

## **Passwords**

**Under Pressure** uses passwords to allow you access back to the furthest point you've achieved. Passwords are entered through the 'Password' option in the game menu. You will see the Password for each level on the function bar in each level.

## **Strategy**

At the start of a new game, take time to plan your strategy before the time clock is activated. Planning will become increasingly important as the levels and difficulty progress.

- Refer to the Help files if you get stuck
- Watch the time
- Learn from your mistakes
- Practice your moves and cursor placement

## Pressure Drop Installation

Insert the **Pressure Pack** CD into CD-ROM drive. The **Pressure Pack** installation will automatically start. Follow the on-screen instructions to install the program.

## Starting the Game

- Click on the **Start** button in the Task Bar
- Select *Programs*, then select *StarHill*, then select **Pressure Drop** and click once
- Once the game has loaded, select *New Game* in the **Game** menu or press the ENTER key

## Object of the Game

Use your Chromagun to destroy rows of falling bricks in each level. To destroy the sets of bricks, alter the color of each brick in a group so the bricks all match. To change the color of the bricks, rotate the Chromagun using the Up cursor and Down cursor keys with the color of your choice facing upward, then shoot by pressing the Spacebar.

When bricks hit the Pressure Ray, it rises higher. The Pressure Ray descends as bricks are destroyed. If the counter counts down 9 groups of bricks hitting the Pressure Ray, you'll lose the level. When you have destroyed enough bricks you have won the level and automatically begin the next one.

## Getting Started

Press the Enter key to begin the game or select in the game menu. As soon as bricks start dropping, begin firing at them to change their color.

## Controls

The controls are set to default standards so that you can play the game easily from the moment you load it on your computer. It automatically sets for 1-player mode, but it is easy to change the mode of play, and even the control key settings.

You can use your mouse for Windows help files, but you will not be able to use it during the game.

Default controls for 1-player mode

These are also the default controls for player 2 in the 2-player mode.

Spacebar—shoots the Chromagun  
Left Cursor key—moves Chromagun to the left across the screen  
Right Cursor key—moves Chromagun to the right across the screen  
Right Shift key—selects a power-up  
Enter key—activates the power-ups  
Up Cursor key—moves the Chromagun one color to the right  
Down Cursor key—moves the Chromagun one color to the left

## **Default**

Controls for player 1 in the 2-player mode.

**C key**—moves Chromagun to the left across the screen

**V key**—moves Chromagun to the right across the screen

**Left Shift key**—selects a power-up

**Tab key**—activates the power-ups

**Q key**—moves Chromagun one color to the left

**A key**—moves Chromagun one color to the right

**B key**—shoots the Chromagun

## **Game Elements**

### **Pressure Ray**

The Pressure Ray is the bar that you must keep the bricks from hitting.

### **Chromagun**

The Chromagun is the long tube the Chromagun slides on. Keep it free of menaces that will try to break it and walls that will block you.

### **Wind Cannons**

Located on both sides of the screen, these shoot your Chromagun across the screen. Move the Chromagun into the mouth of either cannon, and it will blow you across the screen. Press the fire button to stop your horizontal movement. You will move across the screen quickly, enabling you to destroy any menaces that have landed on the Chromatube. This is also a way for you to fix the tube if it has broken or to jump across the screen when the tube is broken.

## Power-Ups

**Destroyer**—destroys all bricks on the screen

**Joker**—destroys the next five bricks with one shot each

**Stop Bricks**—stops all bricks from dropping for a brief period of time

**Green for Go**—turns all the bricks on the screen to green

**500 points**—increases your score by 500 points

## Pressure Bricks

**Regular bricks**—change all the individual bricks in a block to the same color and tone

**Two-tone bricks**—change the color of the base of each brick to match the color of the top

**Kaleidoscope bricks**—the colors in this row constantly rotate from right to left

**Traffic Light bricks**—bricks with different colored circles in the middle. Change the color of the traffic light to match the rest of the brick, or change the brick color to match the color of the traffic light.

**Mirror bricks**—their two sides constantly flip. Hitting the mirror side will cause the Chromagun ray to weaken. Destroy it by changing the regular side to the same color as the rest of the brick

**Connecting bricks**—these connect with other bricks as they fall down the screen, making larger blocks. They must all be the same color to be destroyed

## Menaces

**Sinister Spheres**—Match the color of the spheres before shooting them. If they reach the Chromatube, they will temporarily deplete the power of your Chromagun.

**Wall**—appears at anytime and in any position on the Chromatube. Destroy it by continually battering it.

## Tips and Tactics

- Practice your control of the Chromagun.

- Use a 'Full Turn.' Turn the Chromagun 90 degrees on its side and it will rotate 180 degrees to its other side.
- Learn how to utilize the Wind Cannons.
- It is better to destroy more smaller bricks than fewer larger ones.
- Learn and practice using the power-ups and the appropriate time to utilize them.
- In two-player mode, make sure you communicate with each other to help each other overcome problems and threats.
- Refer to the online Help when you get stuck

## **Level Progression**

Once you complete a level you will automatically progress to the next one. You have one life and two continues to complete each level. As you complete five levels (a Zone) you will receive a password that you can enter later to avoid re-starting at the beginning of the game.

There is a limited number of each color to shoot. Strategy and good aim will keep you in the game longer. As play gets more difficult, you will notice the limited amount of color becoming a bigger factor in your chance to complete a level.

## **Passwords**

Pressure Drop uses passwords to allow you to skip to the furthest zone you've achieved. The passwords are entered through the password option in the game menu.

## **Hall of Fame**

At the end of the game, your name will be automatically entered in the Hall of Fame if you have achieved a high score.

## **2 Player Mode**

Two chromaguns are better the one! You and your partner can have loads of fun teaming up to advance to harder levels aster.

## **Notice**

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## Contacting Technical Support

If you have questions about Under Pressure/Pressure Drop, consult this User's Guide and the program's on-line Help system. If you're still experiencing difficulty, gather the following information:

- The version of Under Pressure/Pressure Drop and Windows® you're using.
- Amount of RAM in your system.
- A brief description of your problem, including the exact wording of any error messages.
- A list of the steps required to replicate the problem.

Contact Technical Support at:

(423) 670-2020  
9:00 am to 8:00 pm Monday through Friday  
(Eastern Standard Time)

Send correspondence to:

SoftKey Product Support Center  
9715 Parkside Drive  
Knoxville, TN 37922

For information regarding replacement diskettes and manuals, contact Customer Service at:

(800) 227-5609  
9:00 am to 6:00 pm Monday through Friday  
(Eastern Standard Time)