SqueezePlay

Game Overview

How to Play

User Registration

Look out! Those things are after you!

Now you've gotten yourself into a pretty mess. You were told to stay away from that warehouse, that strange things happened there. Why, people had even heard bump sounds emanating from the building after dark!

Did you listen? Noooooo! Now you are faced with the task of corralling these *things* that you set free with your clumsy entry into the building. Those three packing crates that you knocked over as you came through the window seem to have been occupied...

Make sure that you box the things in so tightly that they can't budge an inch, and then get out of there! From the looks of some of those things they could be carnivorous!!!

How to Play the Game...

Your objective is to trap the spinning, mushy, and whirly things in the least amount of time possible. Trapping all the things on level one will move you to level two. Trapping them on level two will move you to the third and final level. Trapping all the things here will qualify you for the SqueezePlay hall of Fame if your cumulative time for all three levels is faster than any of those posted by the 10 best players to date.

Moving the Player

Moving the player is accomplished by pressing the arrow keys. Four way movement is supported, press the up arrow to move the player up, the down arrow to move the player downwards, etc....

Trapping the Things

Trapping the things is accomplished by corralling them with the blocks strewn about the playfield. The player can push multiple blocks at a time, in fact he can push many times his own weight in blocks (it's said that adrenalin can make one stronger) and never tire or slow down.

A thing is trapped when it can no longer move in any direction. Be careful of the cracks between blocks arranged diagonally, the things can squeeze through these cracks and make a play for you! While you are limited to movement in four directions, the things can move in eight.

Game Controls

Game Menu
```
Standard Game        F2
Custom Game...
Pause                F3
High Scores...       Ctrl+H
Sound                F4
Exit
```

Help Menu
```
Index...             F1
How to register...
Using help...
About SqueezePlay...
```

Customizing Game Sound

Limited sound is supported for those running under Windows 3.1 or higher. This sound effect may be replaced by one of your choosing by copying any standard **.wav** sound file into the directory where SqueezePlay resides and renaming the file **sqplay.wav**.

How to Register Your Copy of SqueezePlay

SqueezePlay is distributed as "ShareWare", your copy can be registered by sending a check or money order in *U. S. Funds* made payable to: **A. R. Henderson**

The registration fee for SqueezePlay is: **$15.00**

Upon receipt of your payment Henderson Graphics will ship you a disk containing the latest version of SqueezePlay and add you to their mailing list. As a bonus for registering SqueezePlay you will also receive over 50 original wallpaper patterns for your desktop.

Our mailing address is:

<div align="center">

Henderson Graphics
P. O. Box 1555
Stafford, Texas 77497

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Registering SqueezePlay, or any other ShareWare title, assures that the author(s) have continued incentive to provide updates, and to provide future ShareWare titles for your use. Please support ShareWare.

Thanks, and we hope you enjoy SqueezePlay!

Standard Game:
The normal SqueezePlay Game. Allows the player to compete for high score.

Custom Game:
This option allows the player to alter several game parameters; the background pattern, the block type, the enemy, number of enemies, and number of blocks. The Custom Game does not qualify for high score.

High Scores:
The SqueezePlay vanity board. Displays the top ten players.

ShareWare:
Try it before you buy it. If you like it and decide to keep it pay the authors the registration fee. If you don't like it, destroy the copy or pass it and all related files on to a friend who might, and owe nothing.

Henderson Graphics:
An independent software/graphics house comprised of several contributing individuals possessing combined experience of over twenty years in the computer industry, including over 5 years of Windows programming. Tight code and slick graphics are our specialties!