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# Pressure Drop Help Contents

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## **Menaces**

*Sinister Spheres* -match the color of the spheres before shooting them. If they reach the Chromatube, they will deplete the power of the Chromagun.

*Walls* -appear at any time and in any position on the Chromatube. You must destroy them by constantly battering them.

## **Level Progression**

If you successfully complete a level you will automatically progress to the next level. You are given three tries to complete the game. After three tries the game is over and you will have to start again at Level 1. When you complete each Zone, made up of 5 levels, you will be given a password.

## Passwords

Upon completion of a Zone you will be given the password for the Zone you are about to enter. You can use these passwords to jump to the later Zones in the game. The passwords are entered through the *Enter Password* option in the menu.

## Player Controls

Listed below are the default keys configurations for **Pressure Drop** in one and two player modes. You can change these keys by selecting the **Redefine Keys** tab in **Options** in the menu. Redefined keys are stored with the player's name, therefore if you reload a previous player, your key setting will also be loaded.

### *1 - Player Keys*

Up Cursor Key	Rotates the Chromagun one color clockwise
Down Cursor Key	Rotates the Chromagun one color counter-clockwise
Left Cursor Key	Moves Chromagun to the left
Right Cursor Key	Moves Chromagun to the right
Spacebar	Shoots the Chroma ray
Right Shift	Allows you to toggle through the Power-ups you have collected
Enter	Activates the currently selected Power-up

### *2-Player keys*

Q	Rotates the Chromagun one color clockwise
A	Rotates the Chromagun one color counter-clockwise
C	Moves Chromagun to the left
V	Moves Chromagun to the right
B	Shoots the Chroma ray
Left Shift	Allows you to toggle through the Power-ups you have collected
Tab	Activates the currently selected Power-up

## Sound Options

You can turn the sound effects and music on and off independently by going to the menu, selecting the **Options** item, and clicking on the **Sound** tab.

## **Game Objectives**

Use your Chromagun to beat the twenty Zones by destroying the descending bricks. To destroy the bricks you must alter the color and tone of each brick in the block so that they all match. To change the color of the bricks, rotate the Chromagun to the color of your choice then shoot them by pressing the Spacebar.

If the bricks hit the Pressure Ray it will rise higher. For every brick destroyed, it will move down. If nine bricks hit the ray, you lose the level.

## **Tips and Tactics**

Practice your control of the Chromagun.

Learn how to utilize the Wind Cannons.

Carefully choose the color you will fire to avoid running out.

Try to destroy as many bricks as possible. It is better to destroy more small bricks than fewer larger ones.

Learn to use the Power-ups you have collected at the most appropriate time.

In two-player mode, make sure you communicate with each other to help other overcome problems.

## Power-ups and Brick Types

### Power-ups:



**Destroyer** -Destroys all bricks on the screen



**Joker** -Allows you to destroy the next five bricks with one shot each



**Stop Bricks** -Stops all bricks from dropping for a brief period of time



**Strength** -Increases the strength of your Chromagun for a limited period of time



**Green for Go** -Turns all the bricks on the screen to green



**500 Points** -Increases your score by 500 points

### Brick Types:



**Regular Bricks** -- blocks of bricks can only be destroyed once all the individual bricks are the same color and tone.



**Two-tone Bricks** -- you can only change the color of the base of each brick; by matching the color of the base to the top you will destroy it.



**Kaleidoscope Bricks** -- the colors in this row constantly rotate from right to left.



**Traffic Light Bricks** -- bricks with different colored circles in the middle. Destroy them by changing 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 are constantly switching. 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 bricks connect with other Connecting Bricks as they fall down the screen. They must all be the same color before they can be destroyed.



## **Credits:**

### **Windows 95 Version:**

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### **Producer:**

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### **Special Thanks:**

Kim Hilquist  
Li Kramer  
Kris Olson  
Jack Perez

