Contents

Pressure Drop Help Contents

Welcome to the Pressure Drop help file.
Choose one of the items in the below for help on the subject.

Menaces

Sinister spheres -match the colour of the spheres before shooting them.   If they reach the tube, they will explode and break it.

T-Rexert -this appears on the tube and pushes your Chromagun off target.   It can only be destroyed by ramming it with the help of the wind cannon.

TQX MOWYX -does the same as T-Rexert, but requires more effort to destroy.

P-Ray -flies over the tube, shooting rays at you.

Wall -this appears at anytime and in any position on the tube.   If you do not want to run into a brick wall, you can destroy it by battering it, but it will be much easier to destroy it using the Wind Cannon..

Hall Of Fame

If at the end of your game your score is sufficiently high your name will automatically be entered into the hall of fame.   To view the hall of fame select the **Hall Of Fame** option from the drop down menu.

Level Progression

If you successfully complete a level you will automatically progress to the next level.   You are given a certain number of tries to complete each level.   If you are unsuccessful in completing a level in a certain number of tries, the game is over and you will have to start again at Level 1.   As you complete five levels or a zone, you may enter a password to save you from having to re-start at the beginning of the game.

Passwords

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

Player controls

Listed below are the default keys for Pressure Drop one and two player modes.   The player can change these keys by selecting **Redefine Keys** from **Game Options** on the drop down menu.   Redefined keys are stored with the players name, therefore if you reload a previous player your key setting will also be reloaded.

1 - Player Keys

Cursor key left	Moves Chromagun to the left.
Cursor key right	Moves Chromagun to the right.
Right Shift	Selects a power-up.
Enter	Activates the Power-ups.
Cursor key up	Moves the Chromagun one colour to the right.
Cursor key down	Moves the Chromagun one colour to the left.
Space bar	Shoots the Chroma ray.

2-Player keys

C	Moves Chromagun to the left.
V	Moves Chromagun to the right.
Left Shift	Selects a power-up.
Tab	Activates the Power-ups.
Q	Moves Chromagun one colour to the left.
A	Moves Chromagun one colour to the right.
B	Shoots the Chroma ray.

Sound Options

The player can turn on or off the sound fx and music independantly by selecting **Sound** from **Game Options** on the drop down menu.

Game Objectives

Use your Chromagun to beat the twenty game zones, by changing the colour of the descending bricks that are falling upon you. In order to make the blocks disappear, you must alter the colours and tone of each brick so that they match. To change the colour of the bricks, rotate the Chromagun with the colour of your choice facing upwards, then shoot them by peeing the space bar.

If the bricks hit the pressure ray, the pressure ray will rise higher. For every brick destroyed, it will move down. When the ray descends to the loader, counter number 12, you have won the level. If nine bricks hit the ray, you lose the level.

Your lightning fast reflexes will help you control the Chromagun..

Tips and Tactics

Practice your control of the Chromagun, learning all the special moves.

Learn how to utilise the Wind cannon.

Shoot the bricks with the right colour ray.

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

Learn and practice using the Power-ups and the appropriate time to utilise them.

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

You can stop   your opponent from destroying a block of bricks by changing their colour..

Competition mode

For those of you who wish to play against each other, you can enter the Pressure Drop competition mode.   Each round is timed to last 99 seconds.   The player with the highest score, based on the points awarded at the end of the time limit is the winner.

Points are awarded for the following actions:

Hitting another player.
Using the power ups.
Destroying bricks.
Scoring points in the game.

At the end of each round a statistics screen appears, breaking down each players score.

A special move can be played to help you beat your opponent: **THE ELECTRIC WALL** Give your opponent a shock by pressing fire 3 times.   An electric wall will then appear for four seconds.   You can use this as a shield to protect yourself, or to knock your opponent of his stride, or to steal points from the other player.

Power Ups and Brick Types

Power Ups :

Destroyer -Destroys all bricks on the screen

Bomb -Sets a time bomb ticking on the tube

Joker -Allows you to destroy five bricks with one shot

Time off -This switches the time counter off for a short time

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

Shield -An electric wall appears to shield you

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

Speed -Increases the speed of your Chromagun for a limited period of time

Energy -Recharges Zeerom batteries.

Green for go -Turns all the bricks on the screen to green

500 points -Increases your score by 500 points

x 3 -This triples the points value of each destroyed block

Wall -This makes a wall appear on Zeeroms tube

Brick Types :

Regular bricks--the colour of these bricks remain the same.   Blocks of bricks can only be destroyed once all the individual bricks are the same colour and tone.

Two-tone bricks -you can only change the colour of the base of each brick by matching the colour of the base to the   top in order to destroy it.

Kaleidoscope bricks - the colours in this row are constantly rotating from left to right

Traffic Light bricks -bricks with different coloured circles in the middle. Destroy them by changing the colour of the traffic light to match the rest of the brick, or change the brick colour to match the colour 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 colour as the rest of the brick.

Connecting bricks -if these bricks connect with another brick as it falls down the screen, it will make one block. They must all be the same colour before they can be destroyed.

Credits

Windows 95 Version:
Mark Stamps

Producer:
Scott Baynes Fordham

Executive Producer:
Ian Saunter

Original Version:
Effecto Caos

Compression Code:
Paul Blyth

Design:
Enrique Morera & Daniel Mauro

Adapted by:
Miguel A. Tartaj Mig

Graphics & Animation:
Greg Butler, Wade Childress, Brian Flora, Julie Jaros, Dave Nakabayashi, Richard McBride, Lee Montgomery, Jay Shuster, J. Manuel Fernandez Oli, Scott Baynes Fordham

FX & Music:
Andrew Barnabas, Enrique Morera, Daniel Mauro

Game Testing:
Dean Miller Bosh, Tom Oswald DDS, Jim Archer, Ben Simpson, Stuart Saunders, Richard Edwards, John Conklin II, Tony Ciarrocchi, Barry Gear, Jamal Jennings, Eric Liu, Josh Viers