

PRESSURE

Greetings Comrade! It is very important that the pressure aboard the submarine be correctly regulated. Otherwise, the sub might be crushed by the depths of the ocean. And you have been selected to manage the pressure within the submarine.

You are welcome to teach others how to manage the pressure, but you may not show them these directions. This paper is for your eyes only. Sorry, Comrade. It is to represent the vast amount of training you have received.



When everything is working perfectly, you will see the screen on the left on the Submarine Pressure Panel. This is good, and you will likely see this screen for the majority of the adventure.

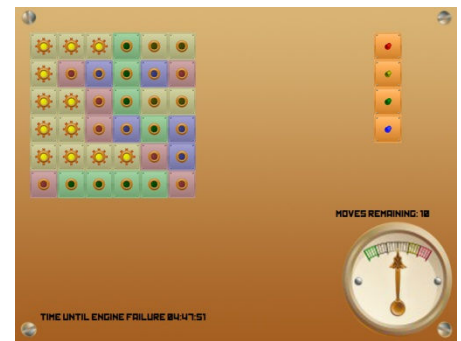
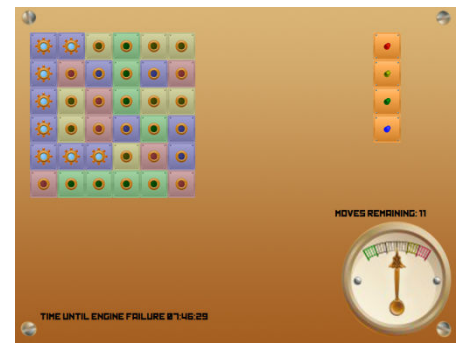
Regardless, you should check the pressure frequently. A loud klaxon should sound when the pressure is unbalanced, but loud is relative on a submarine, so you should be prepared to check frequently.

When the pressure becomes critical, you have only a handful minutes to fix it. A timer will appear on the screen and you will have to vent the pressure by setting all the lights to the same color.

This is done by tapping on the pins to the right of the grid. Tapping on a pin will set all *lit* lights to that color. It will also cause all lights of that color that are connected to lit lights to light up as well.

The top image to the right is before the yellow pin is tapped. The image beneath it is after the yellow pin is tapped. As you can see, more lights have been lit and the number of moves remaining has decreased by one.

You only have so many moves to light all the lights. If you fail, pressure will continue to build up. If you succeed then you will have to restart the process until the arrow in the bottom right hand corner is all the way to the left.



Note that your job will get harder as time goes on. You will have a larger grid of lights and possibly even more colors with subsequent releases of pressure.

Please note that you have the most difficult job aboard the sub. If you fail to relieve the pressure then the pressure will build and the arrow will go toward the red. If it reaches all the way to the right, the sub will be crushed. Don't let that happen Comrade.