

Pressure Gauge

by John K. Harvey

I. Setup.

Plug the “Pressure Gauge” Game into your Atari 2600 or compatible console. Turn the power on. If the words “Pressure Gauge” do not appear, then something is probably hooked up incorrectly.

II. Startup

Pressure Gauge is a one-player game that challenges individual reflexes (a.k.a. one’s thumb). Pressing the Select Switch will load the Programmer’s screen, a demo written to test scrolling text capabilities. This eventually blossomed into two scrolling demos which Randy Crihfield is selling at his website. To start the game (either from the startup screen or the Programmer’s screen) press either the reset button or the fire button on the second controller.

III. Gameplay

To play Pressure Gauge, first wait for the theme music to end. Notice that there is a small bar on the left on the screen. This is the Range Bar. The object is to press the button on controller one whenever the first bar (the Filler Bar) is inside the Range Bar’s boundaries. When this occurs, the Status Bar will fill up partially towards its goal. If enough correct moves are made before time runs out, then the level advances and things get even more tricky. See Figure 1 for details.

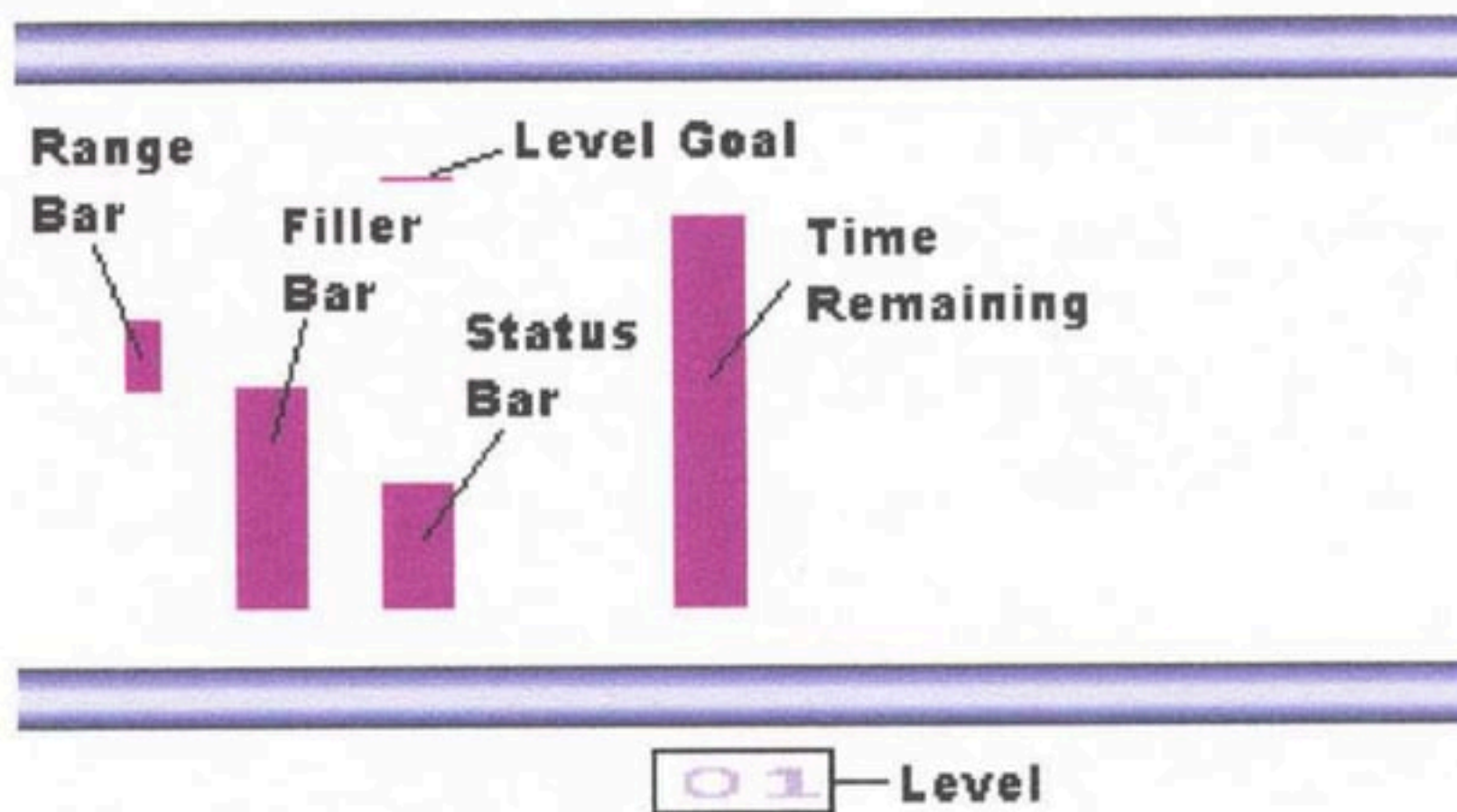


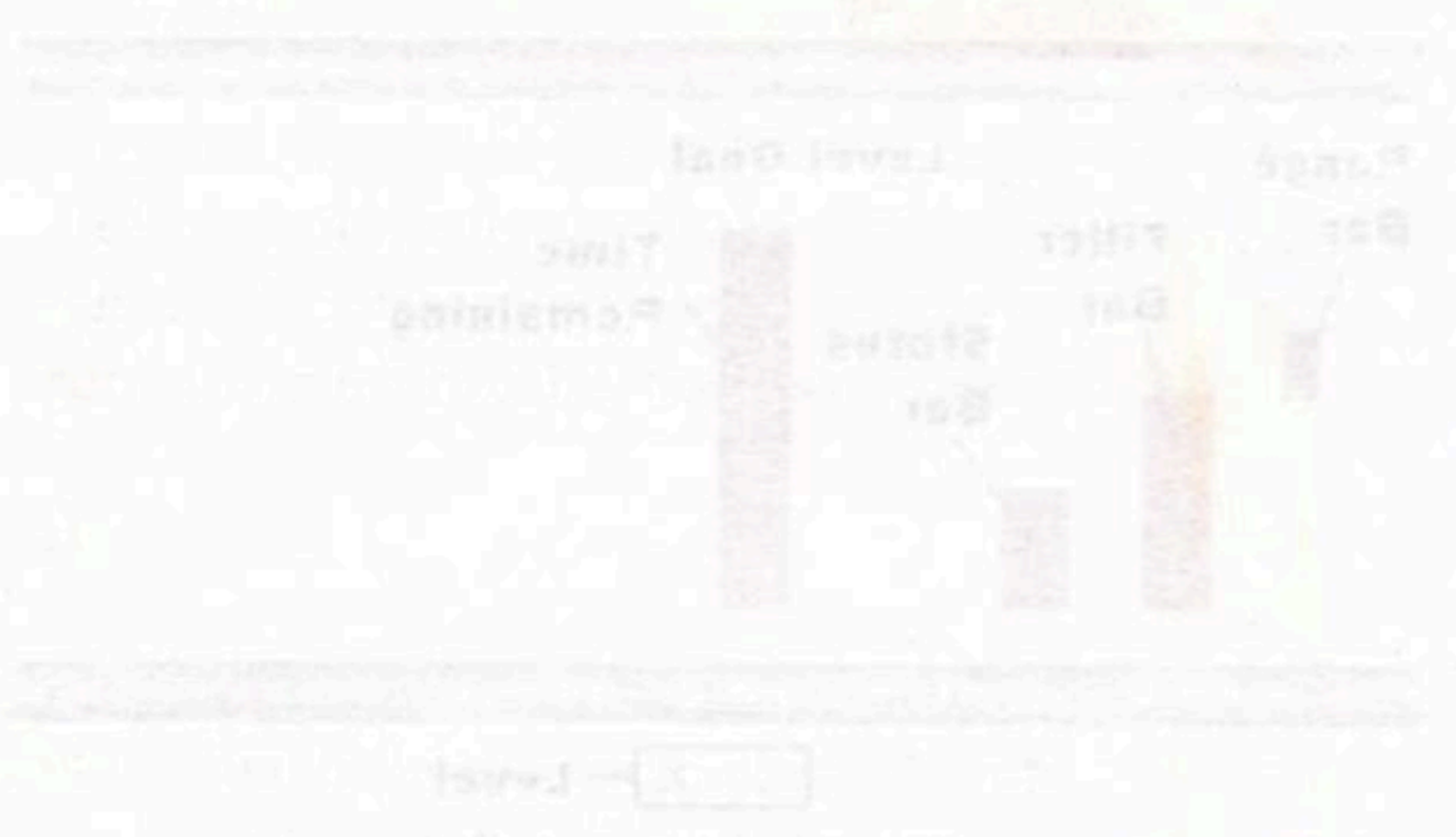
Figure 1

IV. Features

- Programmer's screen featuring scrolling text
- “Fluxing” and moving Range Bar.
- Right controller button acts as reset for those games where the reset button is just too far away...

V. Credits

Special Thanks to: Ed Federmeyer and Bob Colbert for giving me inspiration to start, and everyone else in the Atari community who helped with time and effort to get a rookie programmer on his way. And thanks to Nick Bensema for his “How to draw a playfield document” and to Randy Crihfield for his help in moving the project forward.



Feel free to drop me a line at
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and tell me what you think.

And be sure to watch Randy Crihfield's page:
<http://www.angelfire.com/ma/hozervideo>
for updates on other games that I'll be making.

Thank you for playing. I hope you enjoyed it.

-John K. Harvey