



**INSTRUCTION
MANUAL**

PIER PRESSURE

Thank you for selecting HEADCANNON's first solo release PIER PRESSURE! For full enjoyment, please avoid submerging your game in water or firing it into the eye of the sun. Also reading the manual carefully may help.



This official seal is your assurance that this game was made with Methyl™. The Methyl engine is created by Headcannon and targets various systems.

Always look for this seal when buying games that were probably made by Headcannon, it'll be there sometimes.

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INTRODUCTION

WAKE UP!



The muscle-bound crawfish scientist Tony has ostentatiously stolen the museum's Power Pearl under your watch! There's only one thing that can mean - you are so fired tomorrow... ..unless...

Commandeer one of the ancient ships from the display and give chase, blasting through sky and sea! Can you overcome the forces that stand between you and your paycheck? What will you find when you confront Tony in his hidden laboratory?



SHIPS

There are three different types of ship available to use, each with a unique set of abilities that will change the way you play the game.

They're all powered by a special energy used for defense, mobility, and weapons. Any action will drain "health", but destroyed enemies will release this same energy. Take them out to keep yourself going!

Trade energy at any time to upgrade the primary weapon or unleash a powerful special ability! Keep an eye on cooldown time though, and avoid getting hit or your weapon will be downgraded!



The middling PISTOL ship strikes a balance between speed, defense, and power. Hold the attack button to lay down sustained fire with its vulcan cannon.

PISTOL

Upgrades - Attack Power Up / Spread Shot
Special Ability - Shield

* Creates a temporary shield that makes you immune to any damage and reflects some projectiles back at your enemies.

Special Ability - FU-LA5R.

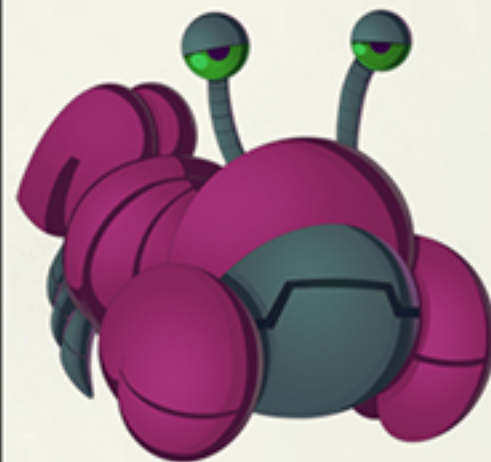
* A huge energy beam that can wipe out swarms of lesser enemies and devastate the tough ones.



TIP: Both players can use the same type of ship, but combining the unique powers of different types can create varying experiences!

TIP: Players will share energy harvested from enemies. Destroying more will keep both of you in the game!

SHIPS CONT.



The MANTIS is a flying tank, moving more slowly but cutting damage taken in half. Its powerful shots are fired individually and can be charged by holding the attack button.

MANTIS

Upgrades - Bullets are orbited by more bullets

Special Ability - Insta-Charge

* Trades some energy for a full-powered attack without having to charge.

Special Ability - Body Drill

* The Mantis spins like a drill and performs a short dash maneuver to avoid damage and tear through enemies.



Not a true "shrimp", the LURE ship takes quick and calculated handling. Although it takes a little more damage, it's slightly faster and its piercing laser can be fired in any direction.

LURE

Upgrades - Up to two extra turrets spread around the ship
Turret Rotation

* Use the special ability buttons to rotate the LURE's turrets and attack in any direction!

Turret Shield

* Each turret will shield you from danger, but any damage will totally disable it for a few seconds.

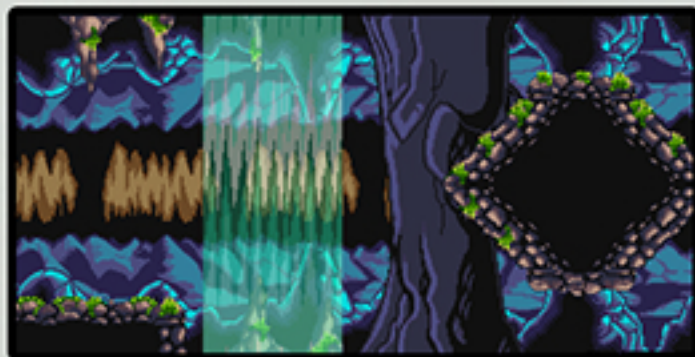
LEVELS



CRUSTACEAN STATION

The bustling city hub of the planet Ineptune. Headquarters of the interstellar energy company FOSL and home to the galaxy's largest pearl.

A sudden attack by TONY has caused a ruckus throughout the highways and skyscrapers! Fly through the commotion and ... that's not the right pearl...



LAMINAR GROTTO

Just beyond the city limits is a massive cave with tunnels that wind deep into the purple sea. With minor hesitation, you follow TONY's trail inside.

Watch for falling rocks! Avoid flooded areas - something very angry is lurking in the water and it's angling to take a bite out of anyone disturbing its work.

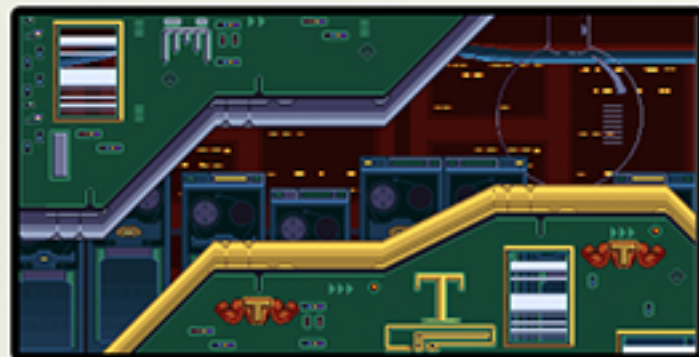
LEVELS CONT.



TURBULENT BOUNDARY

Seeing a way out of the caves, you find yourself deeper in the ocean than you realized. Turbines and electric traps protect miles of pipeline ahead, but TONY's laboratory is just in sight on the other side!

You're almost there, but... what is that gigantic four-armed thing coming your way?!



HIDDEN ZENITH

At last, you're in TONY's lab! Ancient technology from long ago has been repurposed to create a sprawling scientific wonderland! Weave through crushing pillars, electric sparks, and loose capacitors to finally confront TONY and face his creation...

QUESTIONS? PROBLEMS?

If you're experiencing difficulties such as an onslaught from a boisterous crawfish bent on snatching away your artifacts of immeasurable power, be sure to notify the proper seagoing authorities at your earliest convenience.

Don't call us. We really can't help you.



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