

## **FLUID PIPE LAYING IN A PIPE DREAM!!!!**

The flooz is loose! The runaway liquid threatens to flood the entire city, and it's up to the player to stop it. As they lay the pipeline, players must use careful strategy to keep the flooz flowing as long as possible. Once the first city block is saved, players continue on through 36 increasingly cunning levels.

The secret to PIPE DREAM is a cool head and sharp wits. Start by quickly examining where the starting point is located. Try to visualize the pipeline as it should appear so as to take as much of the fields as possible. Next, look at the pieces in the hopper, and see how they would fit into the scheme. If the next piece in line does not fit into the next space, try to 'see' where it could go for use at a later time. Don't waste too much time thinking about this, the flooz is flowing fast. Concentrate in staying as far ahead of the flow as possible by laying the normal straight and curved pipe.

As soon as you get a little breathing room, use the crossover pipes as much as possible. Flooz that crosses over itself is worth 500 points instead of the usual 50 points for a normal flow. This is the single best way to earn a high score in this game.

The other bonus that can push your score up substantially involves crossover pieces also. If you flow the flooz through five or more crosses, you'll earn an extra-and sizeable-bonus. This is hard for novice players, but after a while you'll see the patterns of pipe in the bin and be able to visualize configurations that will turn into high scoring layouts.

Eventually, a few pieces appear that may temporarily confuse the player; they won't seem to fit anywhere in the scheme of things. Don't panic. Here is where a key decision must be made. Players can place the pieces off to the side in an area they feel may be used later. This is a good option only if the pieces can be interconnected so that it will be easy to hook to them later on. Make this decision wisely; unused pieces cost the player 100 points each when the round ends. This can prove devastating to an otherwise acceptable score.

The other option depends on where the distance meter is. If the meter shows that the pieces already on-screen are enough to complete the minimum flow requirement, hit the flow button to end the round instead of haphazardly placing the unwanted pieces. This can be a key move because instead of losing points, players get double points for all pieces the flooz flows through after the flow key is pressed. (No matter what position the flooz flow is in, even if it's a fraction of an inch from the end of a run, use the flow button to finish the flow. All of your bonuses will double also!)

After the first few levels are complete, a bonus round allows the player to increase his score. Here, place the pieces in any connecting fashion

without concern for crossovers or long strategies. There is simply not enough time. Instead, just drop together the pieces that connect, and quickly dump the useless pieces off the side.

After the bonus round, the levels feature new twists such as obstacles or reservoirs. Try to avoid the obstacles by building the pipeline around them. The reservoirs are very important for two reasons. One is that they will buy the player extra time, since the flooz takes time to fill them. The other is that they are worth 500 points if the flooz passes through them. Head for them whenever possible.

Other items to look out for are the one-way and bonus pipes. Watch out when laying the one-way pipes. Flooz must pass through them in the direction of the arrow, otherwise the round ends when the flow hits the pipe. Bonus pipes are worth extra points if the flooz passes through them.

Finally, when a level begins, scan the borders for openings in the walls. These openings allow the flooz to pass through one side and appear on the other. This can be key when space on one side is running out!