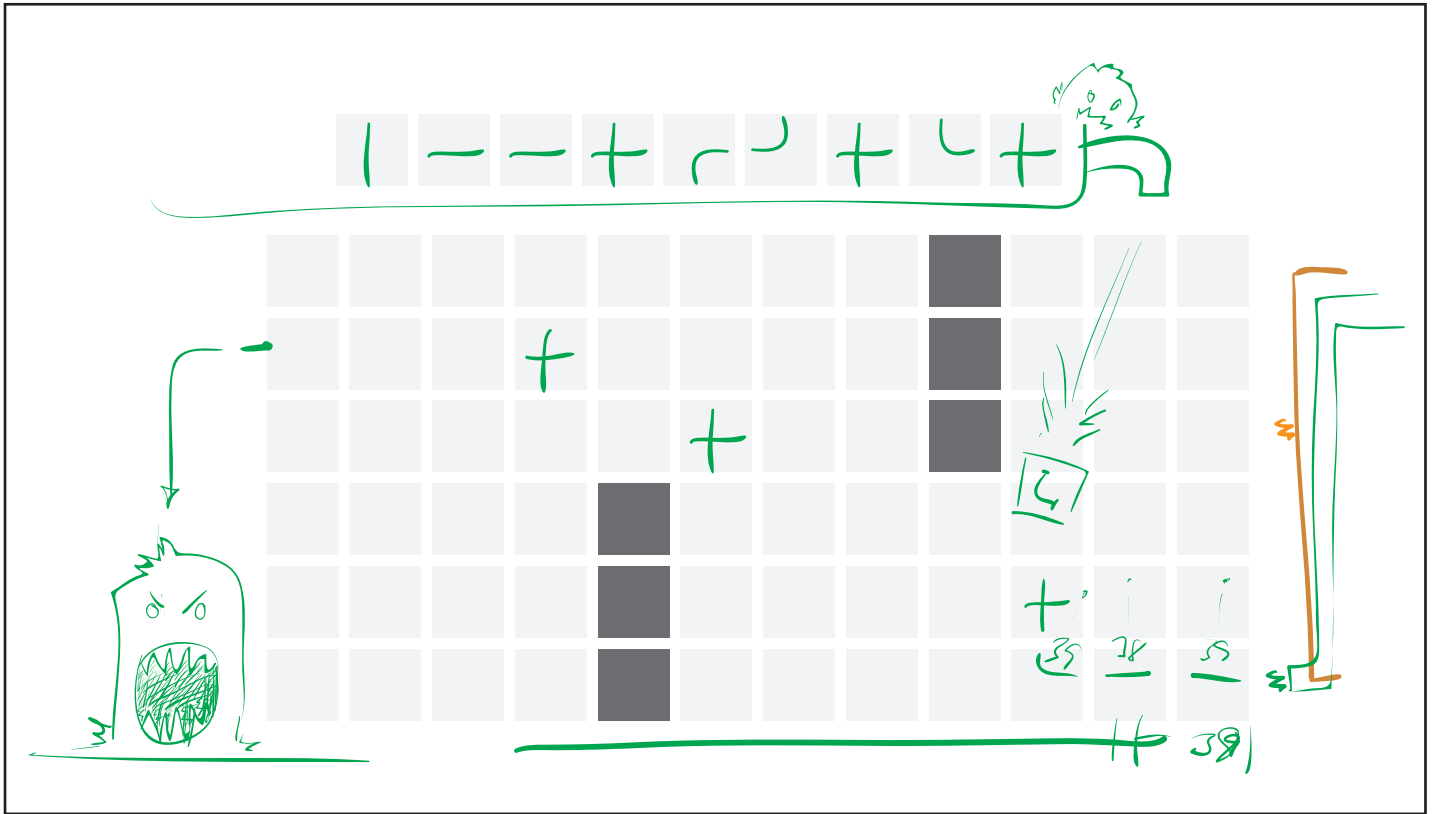


# FRESHQUEEZE!



**THE OBJECTIVE OF THE GAME IS TO GUIDE THE "FRESHQUEEZE" LIQUID ALONG A STRAW TO FEED THE THIRSTY MONSTER.**

**YOU MAY CREATE A PATH USING STRAW BLOCKS THAT GUIDE THE LIQUID FROM THE STARTING LINE TO THE END, TRYING NOT TO SPILL IT OUT.**

**THE MORE BLOCKS FILLED, THE MORE POINTS EARNED. YOU ALSO EARN EXTRA POINTS USING SPECIAL ITEMS.**

**ALL ALONG THE GAME YOU WILL HAVE NEW CHALLENGES AND NEW FEATURES.  
CHECK IT ALL AND DON'T FORGET TO BE QUICKER THAN THE  
FRESHQUEEZE-MACHINE!**

# LEVEL 1

ONE START / ONE EXIT



NORMAL BLOCKS



# LEVEL 2

ONE START / ONE EXIT



NORMAL BLOCKS



SCENE BLOCKS



# LEVEL 3

ONE START / ONE EXIT



NORMAL BLOCKS



DIRECTIONAL BLOCKS



SCENE BLOCKS



# LEVEL 4

ONE START / ONE EXIT



NORMAL BLOCKS



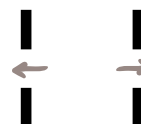
DIRECTIONAL BLOCKS



SCENE BLOCKS



SCENE SIDE PORTALS



# LEVEL 5

MULTIPLE START / EXIT



NORMAL BLOCKS



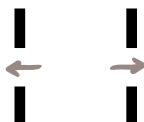
DIRECTIONAL BLOCKS



SCENE BLOCKS



SCENE SIDE PORTALS



# LEVEL 6

MULTIPLE START / EXIT



COLORS LIQUID



NORMAL BLOCKS



DIRECTIONAL BLOCKS



COLOR BLOCKS



SCENE BLOCKS



SCENE SIDE PORTALS



# **SOME THINGS ABOUT GAMEPLAY**

**LIKE THE OLD GAME, YOU CAN CHANGE A BLOCK YOU PLACED IN THE GRID JUST PUTTING A NEW ONE OVER IT.**

**ALSO, AT THE TOP YOU CAN SEE THE NEXT AVAILAIBLE BLOCK.**

**MOREOVER THERE IS A MINIMUM NUMBER OF BLOCKS THE PLAYER SHOULD FILL, SHOWN IN THE BOTTOM OF THE SCREEN. THAT WILL MAKE THE PLAYER THINK MORE THAN JUST PUTTING ONE BLOCK BESIDE THE OTHER..**