



BABE & WATCH MULTI SCREEN

SQUEEZE

♥♥♥♥♥♥♥♥♥♥
INSTRUCTION
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 **Montrose.is/games**

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GAME STORY

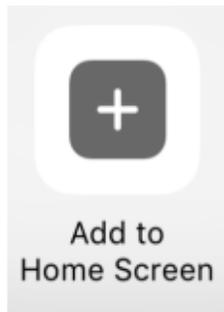
You are the world's best lover, but now you've found your greatest challenge! Can you outlast this bodacious babe laying before you? It seems like her breasts are very sensitive, giving her almost orgasmic pleasure. Grab her boobs, handle them carefully but firmly to make this pretty partner of yours cum. How satisfied can you make her?

STARTING UP "SQUEEZE"

1. To start SQUEEZE, go to <http://montrose.is/gameb> in your browser.
2. After the loading has finished, you will see quick instructions. On desktop, pressing any key will start the game. On mobile, touching the screen will start the game.

OFFLINE PLAY

1. On iOS, you can play SQUEEZE offline without any Internet connection. To install to your home screen, visit the web version just as you normally would. Click the  button at the bottom of the screen
2. Scroll through the bottom options until you find "Add to Home Screen".
3. Touch this option and then "Add" on the screen that follows. You will now have a SQUEEZE icon on your home screen that you can use to launch SQUEEZE anytime. You will need to launch SQUEEZE at least once from the home screen for it to be available offline.



PLAYING WITH MAME

1. To play SQUEEZE with MAME (<http://mamedev.org/>), download the needed art and data from <https://ssl.montrose.is/gameb/squeeze.zip>
2. Unzip it to create a "squeeze" directory containing "roms" and "art" subdirectories.
3. Depending on the application you use to unzip, you may instead get the desired "squeeze" directory inside another directory also named "squeeze". If this happens, be sure to move the inner directory or change the command line paths listed below appropriately.
4. To play, launch your copy of MAME using the "roms" subdirectory as the "rompath", the "art" subdirectory as the "artpath", and "gnw_mickdon" as the game to launch.

WINDOWS:

On Windows, this is done via the following command:

```
C:\PATH\TO\mame\mame64.exe -rompath C:\PATH\TO\squeeze\roms  
-artpath C:\PATH\TO\squeeze\art gnw_mickdon
```

Where the "C:\PATH\TO\" portions match your actual installation.

LINUX:

On Linux:

```
mame -rompath ~/path/to/squeeze/roms -artpath ~/path/to/squeeze/art  
gnw_mickdon
```

Where the "~/path/to/" portions match your actual installation.

Please note that you may need to use the command line to launch MAME as the GUI will often reject custom ROMs and the command line version will still warn you that this is a custom ROM. This warning is safe to dismiss.

With the default MAME key bindings, the UP key will trigger the left hand and the RIGHT key the right. The LEFT and DOWN keys duplicate the action of pressing the UP and RIGHT keys at the same time. To make MAME consistent with the desktop web version: Map "P1 Up" to the LEFT and F keys. Map "P1 Right" to the RIGHT and J keys. Clear the mappings for "P1 Left" and "P1 Down".

TIME SET

1. When SQUEEZE is loaded, the clock can be set using LEFT TOUCH/F to set the hour and the RIGHT TOUCH/J to set minutes. Please be attentive to AM/PM.
2. Setting the time isn't necessary as SQUEEZE can use the desktop or mobile device's clock to set the time. To do skip time set, just start GAME A or GAME B.



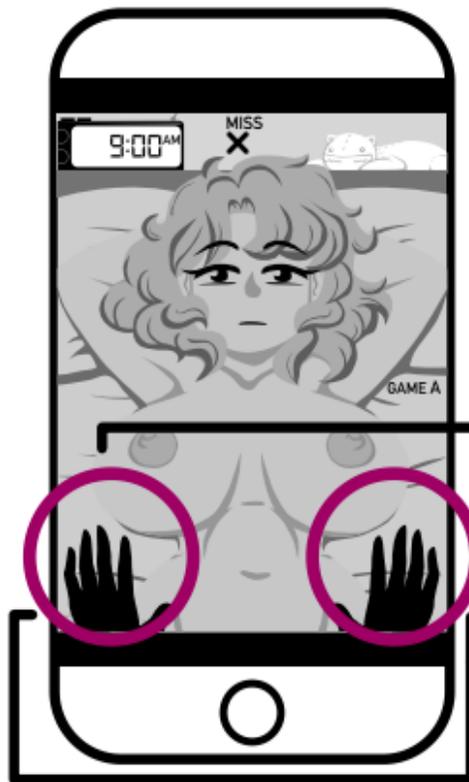
ALARM SET

1. SQUEEZE has a built in alarm. It is turned on and off with the 0 key on desktop and by touching the Bell on iOS.
2. When the alarm is toggled in this manner, alarm set mode will be entered. The Bell being visible indicates that the alarm is armed.
3. In the alarm set mode, the alarm can be set with LEFT for hours and RIGHT for minutes.
4. When you are happy with the alarm time, press the 5 key on desktop or touch the Clock on iOS.

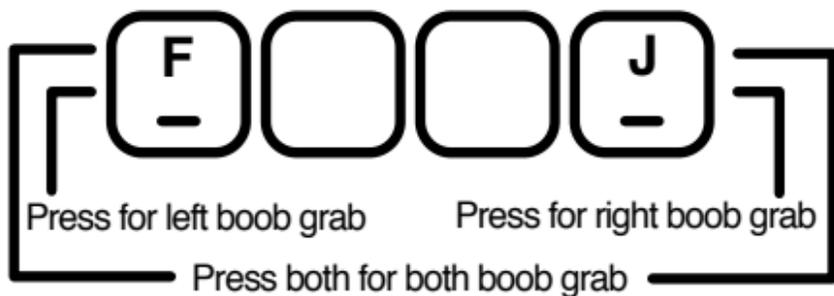
5. If the alarm trips when not in a game, an alarm will sound and an alarm symbol will flash. To mute the sound, touch the time on iOS or press the "5" key on the desktop.
6. When playing a game, the alarm will not sound even if tripped. However, an alarm symbol will flash.

CONTROLS

iOS:



Desktop:



Touch for left boob grab

Touch for right boob grab

Touch both for both boob grab

STARTING OF GAME

1. SQUEEZE supports two modes: GAME A and GAME B. GAME A is the single player game. GAME B is for two or more partners to challenge each other!
2. On the desktop, GAME A is started with the 1 key and GAME B is started with the 2 key.
3. On iOS, GAME A is started by touching GAME A on the screen and GAME B by touching GAME B.

GAME A

1. SQUEEZE is a game of intimate communication and memory. The object is to properly repeat the sequence of moves desired by the girl.
2. When the game begins, the girl will convey the first move she wants you to make with her eyebrows.
3. If you properly perform it, she will convey the first move again followed by a second. If you properly perform both moves (in order), she will add a third and so on until she is satisfied!

4. Each time you complete a sub-sequence, the girl will award you five points.
5. The girl will let you make up to three mistakes before she gives up on you. How long can you last?

MISS
X X X

GAME B

1. GAME B is for two or more partners. When GAME B begins, the girl is ready to memorize a sequence of 31 moves.
2. These can be taught to her silently just as they would be performed in GAME A. After the 31st move is given, the girl will start to ask that these moves be performed just as in GAME A.
3. In this way, multiple players can challenge each other. Two players might take turns with one teaching the girl and the other trying to satisfy her.
4. Multiple players might compete for a high score on a sequence entered by a neutral party. There's no wrong way to play!
5. To help with switching between players, the first move requested in GAME B is always the right boob grab. The moves taught by the player always come afterwards.

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