CONTENTS

Copyright

1.   Before you start

To play **Planet Blupi**, your system must have the following (or better):

OS	Microsoft Windows 95
CPU	Pentium 60 minimum (Pentium 120 recommended)
RAM	8 Mbytes
CD-Rom	Double speed (at least 300 Kbytes/s)
Video card	1 MB local bus, compatible with Microsoft DirectDraw, 640x480 pixels with 256 colors)
Sound card	Any sound card supported by Windows 95
Input devices	Keyboard and mouse
Hard drive space	30 Mb

2.   Installation

1. Insert **Planet Blupi** CD into your drive

2. Double click on the "*My computer*" icon

3. Double click on the icon corresponding to your CD-Rom drive

4. Double click on "*Install* "

5. Follow the instructions ...

The installation checks if the Microsoft DirectX libraries are on your computer, and automatically installs them if necessary.

Should any problems occur, read the file "*readme.txt*".

3.   The story
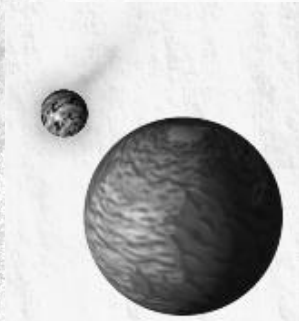
Blupi's life on his planet is just perfect. Everything is nice and quiet until the day a strange meteorite falls in a remote arid region.

Some time later, Blupi realizes that his crops are being destroyed by huge spiders.

It also seems that despite his excellent physical condition, Blupi has caught a curious disease. He now sneezes and coughs a lot.

What is going on ?

Well, the strange meteorite is in fact a spaceship. The only survivor of the crash is a large, mean-looking robot. And the only thing he wants to do is build factories to produce all sorts of fiendish machines to take over Blupi's planet.

Blupi needs your help and skills to take advantage of all the natural resources at hand to get rid of these intruders...

It's a good thing there are lots of Blupis around. Remember : many hands make light work ! You'll find out how to add Blupis to your team, and how to get them all to work at the same time.
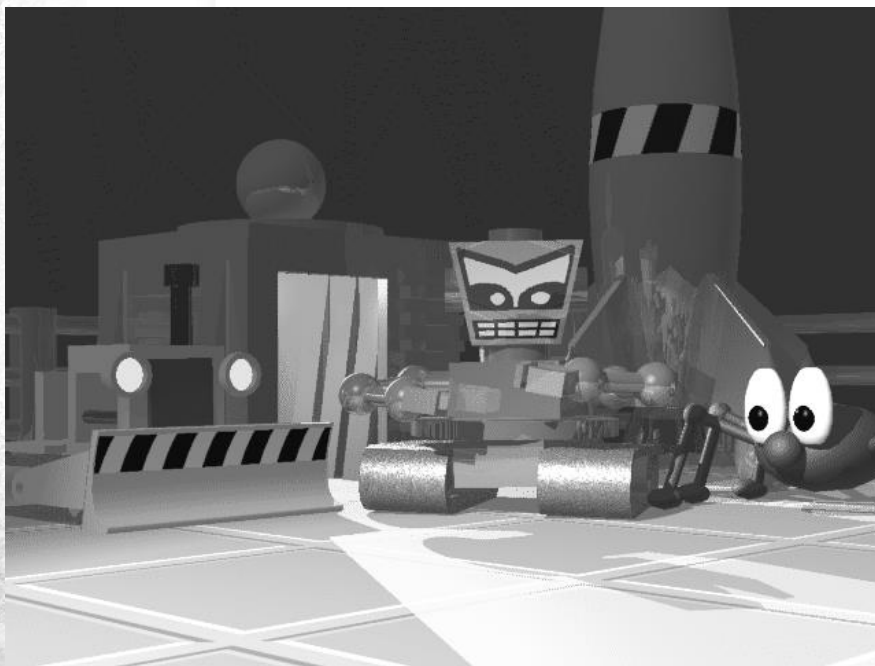
4.   How to play

Once the game is installed, proceed as follows to play :

1. Insert the "*Planet Blupi*" CD in your drive

2. Click on the "*Start*" menu, then choose "*Programs*", "*Blupi*" and "*Planet Blupi*".

After a few seconds, you will see the main screen with five options:

Demo

Watch some spectacular moments of the game.

Training
These six interactive training missions will help you learn how to take full
advantage of the game's cunning interface.

Missions
This is the main part of the game. There are 30 missions. As you progress through
the game, you'll find them more and more difficult and exciting.
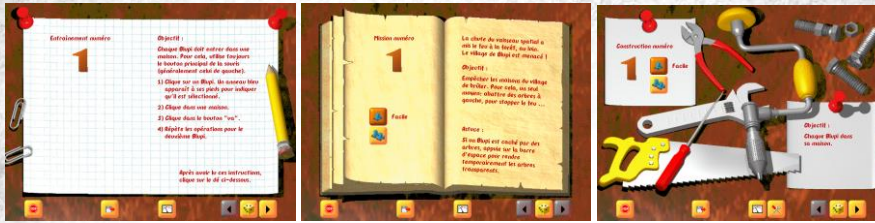
Construction
Why not design your own missions, and get your friends to solve them ?

Quit BLUPI
Return to Windows 95.

Before running a training program or a mission, a sheet or an open book will appear on the screen briefing you on the situation and the mission you are to fulfill. These pages can be called up at any time.

Easy or **Difficult**
Enables you to choose the skill level. It influences the firing speed and the number of enemies produced by the master robot.

Terminate
Comes back to the Blupi home screen.

Open another game

Continue a previously saved game.

Settings

Fix your own settings (see paragraph 6).

Build this game
This button can only be used in *construction* mode when you design your own missions. (See paragraph 11)

Previous game

Go back to the previous mission.

Play this game
Start a training program or a mission.

Next game
Go to the next mission. If there are no more, the button will be gray.

When a game is **interrupted**, the buttons change. This is the new set of functions :

Quit this game
Use this button if you wish to abandon the mission you are playing or if you wish to start a new game.

Open another game

Continue a previously saved game.

Save the game

Saves the game in one of ten slots. The training's or mission's number is given automatically.

Settings
Fix your own settings (see paragraph 6).

Help
This button will only appear after several minutes. It gives clues and ideas to tackle the various problems you encounter.

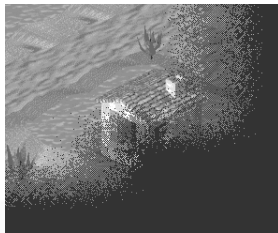**Continue this game**

Picks up the game where it was interrupted.

5.   The screen

While you play, this is what your screen will look like :

The dark zones are those Blupi has not yet visited. As he advances, these zones are revealed. Make sure you explore the whole area. If not, you might miss out on some crucial information !

The enemy bases are most certainly hidden away in the remote areas.

By clicking on the small yellow triangle (top center), you can access the goal of your mission without interrupting the game. After several minutes, the "?" button will appear. Use it to get clues and ideas on how to tackle the problems you run into.
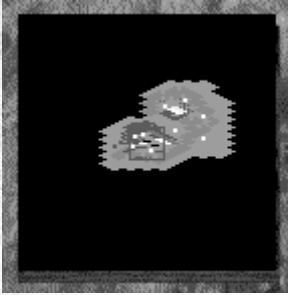
The **map** (top left) gives you a general view of all the visited zones. Blupis are represented by yellow spots and enemies by red spots.

A **left button** click will move the scenery to the place selected on the map.

A **right button** click on the map will order the selected Blupi to reach that point.
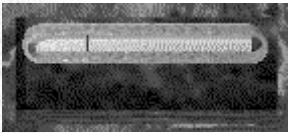
Below the map are the gauges. The first one, either red or blue, indicates how much energy the selected Blupi has. When it turns red, Blupi has lost almost all of his strength. At this stage, he must eat tomatoes. The second gauge appears only when Blupi is in action. It indicates how much work he has already done. When the yellow bar reaches the far right, it means that the job is over.

Just under the gauges, you will find a panel with all the characters and items in this game. The numbers on the right indicate how many of each item are active in the game.

Caution: Only the items on the ground are accounted for. Any item carried by a Blupi is ignored, and only unoccupied boats and jeeps are taken into account.

If you click on an icon, the corresponding item is pinpointed by a yellow arrow. If there are several similar characters or items, they will all be pointed out one after the other. A click on a Blupi will select it.

If the list is too long, use the yellow arrows to scroll the panel.

Finally the bottom left zone contains three buttons :

Stop
Stops the game temporarily. You may pick the game up later where you left it.

Settings
Enables you to fix basic settings such as music, volume and so forth (see paragraph 6)

Save
This will save the game in its current state. You can continue the game whenever you wish. Ten games can be saved at a time. If you save the game in the same slot as another game, the new one will automatically replace the previous one.

6.   The settings
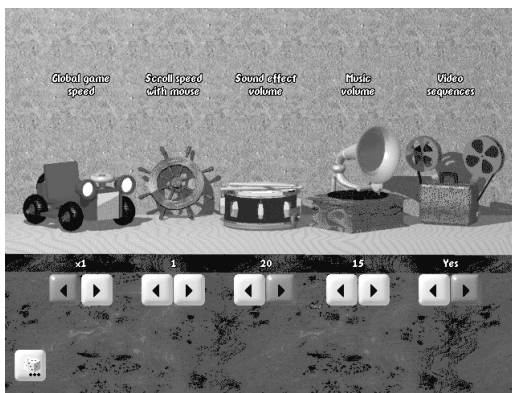
Global game speed (x1 to x2)
This enables you to double the game's speed. You can also use the F5 (x1) and F6 (x2) keys while playing.

Scroll speed with mouse (none, 1 to 3)
This setting influences the scrolling speed when the mouse hits the screen edges and corners. When the keyboard arrows are used, the scrolling is always the fastest.

Sound effect volume (0 to 20)
This sets the volume of all sounds in the game.

Music volume (0 to 20)
Music is only played during training programs and missions.

Certain missions are preceded by a short video sequence. Use this setting to bypass them.

7.   The mouse

Give orders to Blupi so he can fulfill his missions. He will execute them to the letter. You must go through 3 steps using the **left button** :
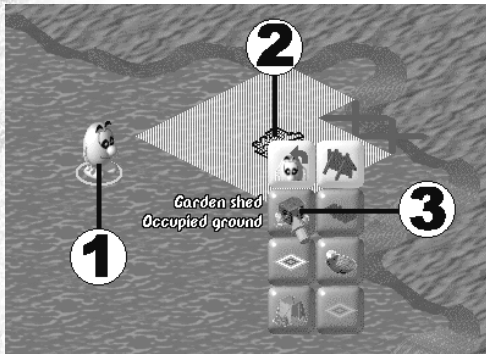
1.   Select a Blupi.
2.   Click on the place where you want Blupi to intervene.
3.   Choose the action you need him to do in the pop-up menu.

Once a Blupi is selected, a **red** or **blue** ring will appear under him (depnding on how much energy he stil has). This means that he will execute the order you have given him. If a second order is to be executed and he is already selected, you do not have to select him a second time.

For example, if you want to build a garden shed, you must :

1.   Select a Blupi.
2.   Click on the pile of planks. A menu pops up.
3.   All you have to do now is to click on "*garden shed*".

Some orders may temporarily be impossible to execute. They appear in gray buttons.

A small text written in red will explain the problem : "*inappropriate ground", "too close to water*", etc.

If you don't want to execute any of the actions in the popup menu, just move the mouse away.

While a Blupi is working, you can select another Blupi and get him to work as well. In fact, you can have as many Blupis working at the same time as you wish.

When a Blupi is growing tomatoes or cutting down trees, he will only stop when he has no more strength. If you want him to stop working, you must select him and then click a second time so that the pop-up menu appears. Then use "*Stop*". A small STOP sign appears indicating that Blupi will finish his job and then stop (see paragraph 9).

When Blupi has finished growing tomatoes, you often ask him to eat them in order to gather strength. If you click on a garden shed so that he carries on growing tomatoes, a new button will appear :

1: Grow tomatoes...
2: Eat

If you click on this button, Blupi will repeat these operations. He will produce tomatoes as long as he has room to stock them.

Other operations can be repeated as well :

- Make a bunch of flowers and transform them in a laboratory.
- Extract iron, make a bomb, a jeep or an armor.
- Cut down a tree, build a stockade, a bridge or a boat.

In these cases, Blupi stops when he is hungry.

It is possible to select several Blupis at the same time in two different ways :

1. Keep the Shift key pressed down and click on the Blupis you wish to select.

2. When your mouse is on a Blupi, keep the mouse key pressed down. A rectangle will follow the moves you make. In this case, all Blupis in the rectangle are selected.
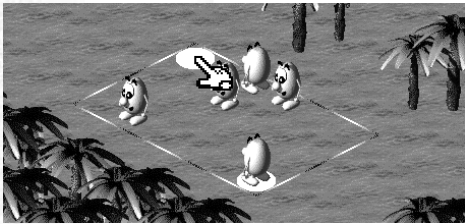
The right mouse button is a shortcut giving the selected Blupi the order to execute the most useful action required at that moment. For example, if you click on a pile of planks, Blupi will take it. If Blupi is carrying flowers, a click with the right button on a laboratory will transform the flowers, etc. A click with the right button on tomatoes will order the selected Blupi to eat the tomatoes if he is hungry or simply carry them.

When the mouse hits the screen edge, your view will follow in the same direction. You can set the scrolling speed you want in the settings (see paragraph 6).

8.   The keyboard

These keys can be used either in a training program or a mission.

Arrows

Arrow keys move the displayed part of the planet in four directions.

Space bar

By hitting this key once, all items become transparent. It is then easy to view a Blupi hiding behind a tree or a house. Hit the key again, and everything comes back to normal.

Pause

This key enables you to pause the game. Everything comes to a stop : music, sounds, etc. Hit the key again to resume the game.

F1

Hit this key to read the mission text while playing. A panel will appear above. Hit the key again and it disappears. This is the same as clicking in the yellow triangle at the top of the screen.

F5 and F6

F6 doubles the game speed. Blupis faster, cut down trees faster etc. Be careful because everything else goes faster as well : enemies, fires, etc. If things get out of hand, press F5 to set everything back to normal speed.

F9 to F12 and Ctrl+F9 to Ctrl+F12

When you press Ctrl+F9, the place you're at is bookmarked. After having scrolled your screen with the keyboard arrows, use F9 to come back to the place you bookmarked. With Ctrl+F9 to Ctrl+F12, you can bookmark up to four different places and return to them instantaneously by using F9 to F12.

Home

Shows the part of the planet where you started the mission.

9.   The game

Blupi

When a Blupi is selected, a ring will indicate how much strength he has. The bigger the blue zone, the more strength he has. When it is nearly completely red, this means that he is very weak. He cannot do anything and he must eat tomatoes or he will die.

When Blupi is carrying an item, he cannot jump.

The helper robot

Once Blupi has taken platinum from the master robot, he can build a friendly robot. This machine can do almost any job : grow tomatoes, build garden sheds, etc but it can't make anything related to stone. It can't be teleported or use any means of transport either. On the other hand, friendly robots don't need to eat : they are never tired.

When an alien sees a helper robot, he doesn't consider it an enemy. After all, these robots are issued from alien technology. Use your new friends to make deep incursions into enemy territory.

Normal grounds

Normal grounds are covered with grass, sand or snow. This depends on the region. It is possible to build garden sheds and grow tomatoes on normal grounds.

Inflammable grounds

These grounds can also be used to grow tomatoes, however they can be threatened by fire even if there are no trees.

Sterile grounds

Nothing grows on these grounds. In some rare places, you might find some iron in the underground.

Water

Blupi cannot swim. If he needs to cross water, he can do it :

1. By jumping if the stretch is not too large
2. By building a bridge
3. By making a boat

Blupi can only jump if he's strong enough and isn't carrying anything. He'll need a bridge or a boat to carry items over to the other side.

None of the enemies can cross water, except for viruses. They cannot build or use boats either.

Ice

Ice does not stop Blupi from moving around but it slows him down. It is also very tiring, so Blupi must eat large quantities of tomatoes in order to gather enough strength. A jeep can solve the problem.

Plants

These small plants are decorative : they are useless to Blupi.

Trees

Trees play a very important role in Blupi's life : he can chop them down to produce the planks he needs to build garden sheds, stockades, incubators, bridges, boats, etc But trees can also be a hazard : they can burn or slow him down or even stop him completely. If there is a forest fire, he must either cut down a line of trees or run away as fast as possible.

If the trees are thinly spread out, Blupi can cross the forest easily, but if it's thick, he can't walk through it.

Rocks

Blupi can carve rocks to produce the stones he needs to build defense walls and other kinds of buildings. It's a long and tiresome job to carve a big rock, and you get the same result if you carve a small rock. So choose small rocks rather than large ones.

Flowers

Three types of flowers can be transformed in a laboratory.

1. Yellow flowers : Once distilled, they make a marvelous medical potion which can heal a contaminated Blupi.

2. Green flowers : When you crush them, they produce a slimy mess ideal for making sticky traps.

3. Blue flowers : A few mashed petals mixed with one of Blupi's secret substances produce a powerful explosive - Blupimite.

Blupi must gather flowers in bunches that are easy to carry before taking them to a laboratory.

Incubators

You'll need to build an incubator when you want to hatch baby Blupis. Baby Blupis always come in fours ! To make an incubator, you must place a pile of planks on either a normal or inflammable ground. Then you must ask a Blupi to put the eggs in it. A young born Blupi is always hungry, so you must have a sufficient quantity of tomatoes nearby. Blupi eggs are always well hidden. Nobody knows where these eggs come from (but a little mystery makes it more fun, doesn't it ?)

Garden sheds

A garden shed is the basic tool to produce food for Blupis. To build one, you need a pile of planks on normal or inflammable ground. By clicking once on a garden shed, the selected Blupi will grow tomatoes as long as he has enough strength to do so.

Palisades

These stockades will protect the Blupis from spiders, viruses, bulldozers and electrocutors. However, they attract jumping bombs and they are inflammable.

You need a pile of planks to build a stockade.

Walls

These stone walls protect the Blupis from the same enemies as the stockades. However, they are more resistant and do not catch fire. Their main drawback is that it is such a tiring job to build them that Blupis always die once they have finished one.

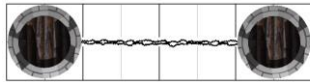You need a pile of stones to build a wall.

Bridges

Bridges can get you across water stretches in a straight line. To build the first part of a bridge, you must place a pile of planks on the water edge. If the opposite bank is not straight, it is impossible to build a bridge. In this case a text written in red will say "Opposite bank no good". If the bridge isn't long enough, you will have to bring another pile of wood to the same place as before. Caution : as the bridge is made of wood, it burns easily. Bulldozers cannot cross bridges.

Protection towers

The towers protect Blupi from certain enemies. A double death ray links 2 towers up if they are 1 or 2 squares apart. When Blupi wants to pass, the ray automatically shuts down. These rays kill spiders and viruses. However, all the others enemies can bypass them.

The towers are 2 squares apart : they are linked up by a death ray.

3 squares between the towers : they're too far apart for a death ray to link them.

You need a pile of stones to build a tower. If the pile of stones is isolated or too far from another tower, a text in red will say "isolated tower". This indicates that a death ray will not be activated. You can ignore this warning when, for example, you are building the first tower.

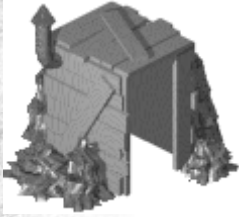Building a tower is so tiresome for Blupi he will die once he has finished.

Laboratories

Using clever alchemy, Blupi produces different items from flowers : sticky traps, medical potions and even Blupimite, a highly efficient explosive. With tomatoes, he can make a deadly poison that will kill spiders.
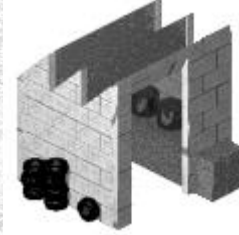
You need a pile of stones to build a laboratory.

Mines

Blupi uses mines to dig and extract iron ore. All he needs to build a mine is a pile of planks. However iron ore ground is rare. So before building the mine, Blupi must carry out a survey first. Only sterile grounds may contain iron. Once Blupi has found a vein, he marks the place with a flag.

Factories

In factories, Blupi can make some very useful items from iron ore and platinum. He can even make jeeps, time bombs and armors (from mission 19 onwards).

Teleporters

Teleportation allows Blupi to move from one teleporter to another in a flash, and with very little energy. To build a teleporter, you must put a pile of planks on either normal or inflammable ground. You cannot have more than 2 teleporters. In some missions, there is already one teleporter. In this case, Blupi can make only one more teleporter which will connect him with the other one.

The teleporters can only be used with living creatures. This means that if Blupi is carrying something, he can't be teleported. The same goes if he's in a jeep or wearing his armor. Neither the friendly robots nor the enemies can use a teleporter.

Dynamite

Dynamite packs can be obtained by transforming blue flowers in a laboratory. A dynamite pack will explode if Blupi sets fire to the fuse. Unfortunately Blupi dies because the fuse is very short. If Blupi places the dynamite near a bulldozer or near the master robot, either of them will try to crush the dynamite : they will be destroyed. Any dynamite nearby will explode as well.

Hint : if Blupi is carrying dynamite when he lights the fuse of a another dynamite pack, the explosion will be much more powerful.

Sticky traps

Sticky traps are obtained by transforming green flowers in a laboratory. When a spider, a bulldozer, a jumping bomb, an electrocutor or even the master robot pass nearby, they get stuck in the trap.
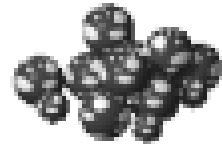
Time bombs

Time bombs are far more deadly than dynamite. Once the fuse is alight, Blupi must quickly move away. If a bulldozer or a master robot crushes the bomb, the time bomb will not explode. You must therefore be careful that neither a bulldozer nor a master robot get too close to the time bomb.
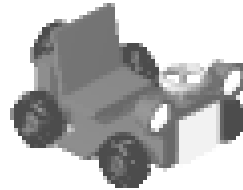
Time bombs are made from iron in a factory.

Poison

Tomatoes can be transformed in a laboratory into deadly poison. As spiders are very short sighted, they are incapable of seeing which tomatoes are dangerous. Unfortunately bulldozers can crush these traps very easily.

Jeeps

Jeeps help Blupi to move around quickly. When driving, Blupi can transport any item he wants. If he is tired, he can still drive. When he is in a Jeep, bulldozers or electrocutors cannot attack him but viruses can.

To make a Jeep, you need iron and a factory.

Boats

When large stretches of water have to be crossed, the boat is the best means of transportation (from mission 18 onwards). Blupi can sail even when he is tired. Blupi is protected from electrocutors and viruses when he is in a boat.

To build a boat, you must place a pile of planks near the water edge.

Armors

Armor protects Blupi from all his enemies including fire and explosions.

Blupi can carry an item if he is wearing his armor. He can't put his armor on or take it off if he is carrying something. Blupi can move around in his armor without getting tired but he can't put it on if he is tired.

Obviously he can't drive a Jeep or use a boat if he is wearing his armor. Neither can he grow tomatoes, cut down trees, build anything or use a teleporter.

To make armor, you need iron and a factory (from mission 19 onwards).

10.   The enemies

Fire

As yet, no one has found out why there are forest fires on Blupi's planet. The space vessel crash is suspected to be the main cause. However, it is possible the master robot is deliberately setting fire to the forests.

The heat generated by a burning tree is such that even the trees further away catch fire. Caution : anything made of wood is threatened !

Spiders

Spiders are greedy creatures. They are attracted to tomatoes no matter how far away they are from them. As spiders are short sighted, they are also go for the poisoned tomatoes. Sticky traps do not attract spider but they do get stuck in them. The death rays generated by protection towers kill them.

**Viruses**
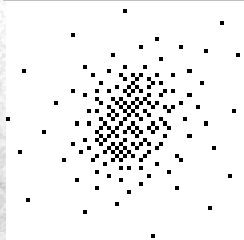
Viruses move around very slowly. They can cross water and bypass the blue barriers surrounding enemy camps. Fortunately, they can be stopped by trees, palisades and walls. The death rays between the protection towers eliminate viruses. As viruses are stupid, they can only move in one direction making them easy to stop, as they cannot bypass any obstacle put in front of them.

If Blupi is contaminated by a virus, he sneezes and turns green. He will then be incapable of doing anything. To heel a sick Blupi, you must transform the yellow flowers into a medical potion in a laboratory.

Bulldozers
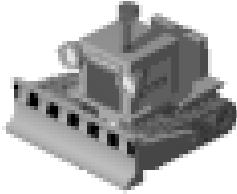
Bulldozers are ruthless. They move at the same speed as Blupi. They crush everything they can, including Blupis. In fact they systematically crush everything Blupi makes or produces : piles of wood, planks or stones, tomatoes, flowers, etc. Fortunately bulldozers explode when they try to crush dynamite. Sticky traps stop them, but they can drive through death rays. They can't cross bridges.

Initially a bulldozer doesn't move. But if a Blupi is close by, it will automatically turn on and chase him.

Jumping bombs

Jumping bombs detect anything made of wood : garden sheds, palisades, boats and even planks. They then start to jump in the target's direction. The moment they close down on it, they explode and destroy everything in the neighbourhood. These bombs can cross the death rays. They can also cross bridges but they get caught in sticky traps.

Electrocutors

Electrocutors are stupid but terrifying things. They cross bridges and pass through death rays. Luckily, sticky traps can stop them.

If Blupi finds out how they work, it will be easy to get rid of them. Electrocutors work in 3 different stages :

1. The electrocutor detects Blupi's presence and moves very quickly in his direction. If Blupi changes position early enough, the electrocutor will carry on his own way.

2. Once it is close to its target, the electrocutor will turn in circles to reload its batteries.

3. When the batteries are fully charged, the electric shocks will cross anything : stockades, walls, etc.

It is during the second stage that the electrocutor is most vulnerable. If Blupi is in a boat or a Jeep or wearing his armor, he is protected against the electric shocks.

The master robot

The master robot is the head of all enemies. He builds the factories that produce spiders, viruses, bulldozers, etc. If you destroy the master robot, all his production will come to an end. On his own, the master robot is harmless but he is usually very well protected !

The master robot has one fatal phobia : he'll attempt to crush dynamite. You can imagine the result !

Enemy factories

Blupi cannot use these blue factories. All the enemies are produced in these factories by the master robot. It is in your interest to destroy all the blue factories. The picture on the left is the master robot's central reloading unit. Every type of building produces a different kind of enemy.

The rocket

The Master robot used the blue rocket to come to Blupi's planet. This is why you should not destroy it. You'll need it to send the master robot back to where he belongs. You will find out about that once you get to that stage.

11. Create your own missions

You can design up to 20 different missions of your own, easy or difficult, all depending on your imagination and mood.

The top left map shows the entire scene (no dark zones are shown). The inventory is replaced by 2 columns of buttons.

Scenery choice
Choice of a region for the scenery : *prairie*, *forest*, *desert* or *forest under snow*. The ground, plants, trees and other elements will change but Blupi's capabilities won't. For example, Blupi can cut down a palm tree as easily as a pine tree under snow. He can also produce tomatoes on snow as it is "*normal ground"* .

Music choice
You can choose from 9 different types of music. If you wish to listen to the music, just click twice on the corresponding button.

Available buttons
Can be used to prohibit certain actions like making armor. It is best to prohibit a "natural" action according to the environment for example, if you do not want to make any dynamite, do not plant blue flowers !

Ending conditions
These conditions will determine if the mission is a success or not. For example the condition "*Blupi in house*" means that every house must have a Blupi inside. The condition "*no more enemies*" means that you must eliminate every enemy wherever they may be. The condition "*Blupi on striped paving stones*" requires 4 Blupis on each paving stone. Only one of the other objects is required. You can cumulate 2 conditions. For example, "*no more enemies*" and "*Blupi on striped paving stones*". In this case, you will have to fulfill both conditions in order to win.

Quit construction

Quits the *construction* mode. The scenery shown on the screen when you quit will

be shown in the beginning of the mission. If you press the Home key while playing this mission, you'll come back to this part of the scene.

The right column shows the different elements you can place in your scenery : types of ground, plants, items and characters. As long as the mouse button is pressed, a pop-up menu will appear on the right giving you a choice of items.

Grounds, striped paving stones, incubators and teleporters.

Plants, trees and flowers.

Buildings, barriers, rocks and various items.

Friendly characters (Blupis and helper robots) and enemies (spiders, viruses, bulldozers, etc.)

Places or eliminates a fire in a forest or on inflammable ground.

Cancels the last operation made for the scenery construction except for the ones linked with either characters or fires.

If you click several times on the scenery with most of the buttons, the drawn items will change. For example, a group of trees, will be any 1 of 6 different groups of trees.

It is possible to fill a complete zone with trees or items by pressing the Ctrl key and clicking on the scenery. You can use the same procedure to delete with the "X" icon.

The folder in which you have installed *Planet Blupi* contains a folder named "*Data*". This is where you will find the files with your private missions : "*world200.blp*" to "*world219.blp*" correspond to your missions 1 to 20. For example, mission 5 is stored in file "*world204.blp*". If you wish to send your creations to another player, all you have to do is to copy the corresponding file. However, you may not sell these missions.

12.   Technical assistance

Information is available on the Internet :

http://www.blupi.com

If you have any questions, use Blupi's e-mail address :

blupi@epsitec.ch

You can also fax your questions to us :

++41 24 426 15 62

Or simply address your questions in writing to :

EPSITEC SA
Blupi
CH-1092 Belmont
Switzerland

13. Credits

Concept	Daniel Roux
Programming	Daniel Roux, Denis Dumoulin
Graphics	Daniel Roux
Voices	Daniel Roux, David Besuchet, Michael Walz, Garry Goodman
Missions	Daniel Roux, Adrien Roux, Denis Dumoulin
Beta testers	Denis Dumoulin, Adrien Roux, Michael Walz, René Beuchat, Pierre Arnaud, Michèle Cottler, Arnaud Cottler, Daniel Durussel, Audrey Durussel, Laurianne Durussel, Philippe Menu, Michael Bloch, Florian Stutzmann, Fabrice Bodmer, Rachel Besuchet, Pauline Rochat, Antoine Richoy, Fabrice Marquis, Steve Guex, Simon Lopez, David Piot, Yves Burgos, Jeremy Kull
Translations	Christian Alleyn, Michael Walz, David Besuchet, Cedric Freeman, Adrienne Magnin, Wendy de Pauli
Marketing	Christian Alleyn