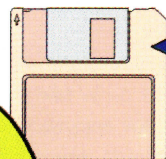## For your IBM - or compatible - PC

BLUPi
AT HOME

a smart game for kids

CONTENTS: a 3"1/2 HD floppy disk

- suitable for **age 3 to 8**

- match a letter with an action
- recognize numbers
- find the odd-man-out
- find matching pairs
- paint and draw
- lots more ...

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1 Introduction

A whole generation or more of children have grown up fascinated by computer games, but unfortunately not all of these games are the best for the development of your child. The player gets caught up in a mindless, repetitive routine and in some cases, when an element of competition sets in, the slower or less agressive child is excluded.

BLUPI is a likeable little fellow. He is the fruit of an entirely **new approach to teaching**. The child is no longer expected to strive to outwit other players, or even to compete with the machine. The computer is seen as a playmate and encourages the child´s natural aptitudes. **The programme moves ahead at the child´s own pace** and obeys his commands.

It is amazing to observe a little child´s reactions to a computer. He has neither preconceived ideas nor apprehension and is very quick to discover, learn and memorise new information. He is fascinated by the graphics and animation which appear in answer to his wishes.

By pressing different keys, BLUPI can be made to have all sorts of

adventures. If the player presses B, BLUPI will take a **bath**; the letter D will call a **doctor**, etc.

Some letters and the numbers lead to **games** : finding matching pairs, the odd-man-out, drawing, etc.

"BLUPI **at home**" is intended for children **aged three and upwards**.

2 Installing

It is recommended to install the BLUPI programme on your **hard disk**. This is quick and easy to do. A BLUPI_M directory of 0.8 Mbytes will be created.

In the following instructions **c :** is the hard disk and **a :** the floppy disk drive.

NB : For some models of PCs the hard disk may be **d :** and the floppy disk, **b :** !

1) Insert the BLUPI floppy disk into the drisk drive.

2) Type the following DOS commands :

a : ENTER

---

install ENTER

```
BLUPI - Install program

The directory where BLUPI will be installed is :
C:\BLUPI-M

If you want to change this press SPACE now
If the drive and path are OK then press ENTER
```

ENTER

```
Directory C:\BLUPI-M has been succesfully created

Copying file C:\BLUPI-M\BLUPI.EXE
Copying file C:\BLUPI-M\BLUPI.COL
Copying file C:\BLUPI-M\BLUPI01.COL
Copying file C:\BLUPI-M\BLUPI02.COL
etc.
Installation completed - Press any key
```

ENTER

The installation is now completed. The BLUPI-M directory contains all the necessary files. You no longer need the floppy disk, which should be stored carefully to install BLUPI again, should you change PC for example.

NB : The BLUPI software is **protected against pirating**. You can copy BLUPI onto a blank diskette to obtain a **demonstration** version of **BLUPI at home**.

3 How to use BLUPI.

To run **BLUPI at home**, type in :

```
cd blupi-m (ENTER)
blupi (ENTER)
```

```
        Français        Italiano

        English         eSpañol

        Deutsch         Português
```

Choose a language by pressing (F), (E), (D), (I), (S) ou (P). As an example, we have chosen English !

NB : The choice of a language only appears the first time you run the programme. If you wish to change languages later, press (F2).

If the message **"not enough memory"** appears, type DOS command :

```
mem (ENTER)
```

```
        655360 bytes total conventional memory
        654336 bytes available to MS-DOS
  ⇒     628992 largest executable program size
        etc.
```

If the third figure must read **at least 440´000.** If it is less, then you must

remove a certain number of utilities and drivers loaded previously. This requires a modification of the CONFIG.SYS file. If necessary ask a specialist to help you.

Play can now commence. Press any letter, (A) to (Z), or number ,(1) to (9). You can also use your **mouse**, if available, to *click* in various objects in the house.
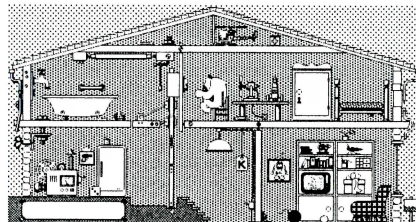
Letter Ⓐ

Find the matching shadow. The object of the game is to turn up 5 pairs of cards (image/shadow).
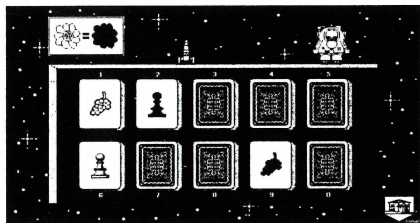
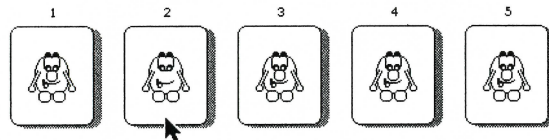To turn up a card, *click* in it with your **mouse** or press a number.

NB :   In all card games, 10 = **⓪** key.

If a pair is turned up it remains visible, if not the cards will be turned over again. When all 5 pairs are complete, the game starts again.

**NB :**   To end all games, *click* in the house, bottom left or right, or press **HOME**.

Letter Ⓕ

Spot the odd-man-out. In this game, 5 BLUPIs are shown to the player. 4 are identical, and one has a missing arm, or foot, etc. *Click* in the odd-man-out with the **mouse**, or press number ① to ⑤.
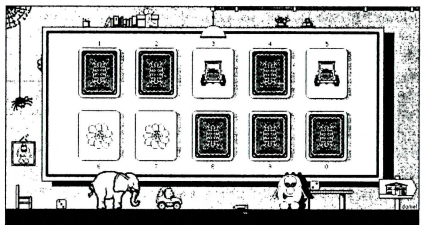

Letter Ⓚ

Vowels and consonnants. BLUPI goes to a secret room behind the bookcase where he has to catch vowels (A E I O U) on a cart.

Move the cart using the **mouse** or by pressing the arrows ◁ or ▷. Do not catch the consonnants.
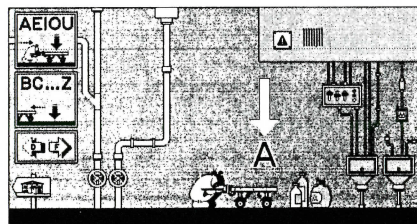
Letter [M]

Find matching pairs. The object of this game is to turn up 5 pairs of identical cards.

To turn up a card, *click* in it with your **mouse** or press a number.

If a pair is turned up it remains visible, if not the cards are turned over again. When all 5 pairs are complete, the game starts again.

Letter [Q]

Find the matching letters. The object of this game is to find 5 pairs of cards with the same letter.

To turn up a card, *click* in it with your **mouse** or press a number.

If a pair is turned up it remains visible, if not the cards are turned over again. When all 5 pairs are complete, the game starts again.

Letter [Z]

BLUPI draws a zig-zag, and then goes down to the basement to do some drawing and graffiti. Now you can draw, using the **mouse**.
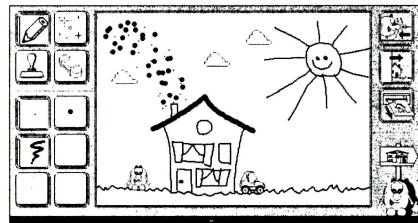

NB : If there is no **mouse** connected to the PC, BLUPI will not go down to the basement, and you cannot do any drawing, sorry !

There are **4 buttons**, upper left on the screen. *Click* in these to obtain a **pencil**, a **stamp**, an **eraser** or... **magic**.


pencil ➡ ⬅ magic

stamp ➡ ⬅ eraser
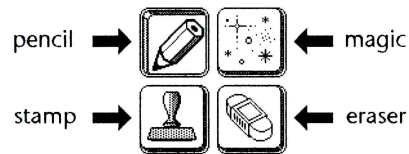
According to which implement you choose, the **6 buttons** lower left on the screen change.

If you choose a **pencil**, **2 buttons** determine the **thickness** of the pencil line and **4 others**, its **colour** :
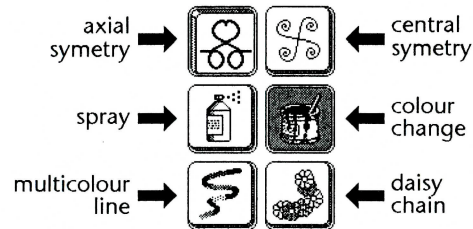
 ← thickness
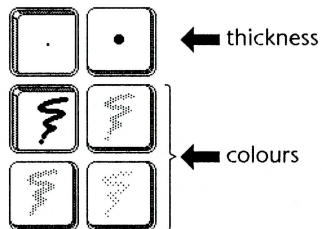
← colours

NB : The **4 colour buttons** will not appear if you have black & white screen.

If you choose the **rubber stamp, 5 designs** appear. The **sixth button** brings up 5 new designs :.

designs ➡ ← designs
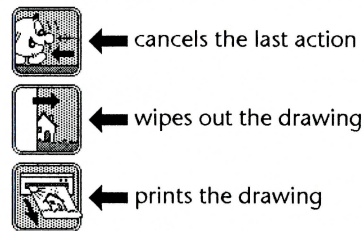
← change the 5 designs
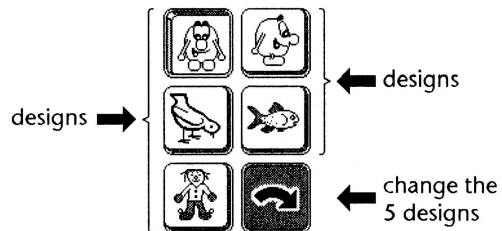
The **eraser** can be used to rub out. You can choose either a **wide** or a **narrow eraser**.

If you choose the **magic** implement, the **6 lower buttons** offer the following :

axial symetry ➡ ← central symetry

spray ➡ ← colour change

multicolour line ➡ ← daisy chain

The 3 top right buttons :

 ← cancels the last action

← wipes out the drawing

← prints the drawing

NB : An EPSON compatbile printer can be connected to the **parallel port LPT1:**. If another port is used, it can be redirected by the DOS command "`mode`".

Number ①

The object of this game is to recognize the **number 1** in different styles. *Click* in the cards showing a 1 with the **mouse**, or press letters Ⓐ to Ⓙ.
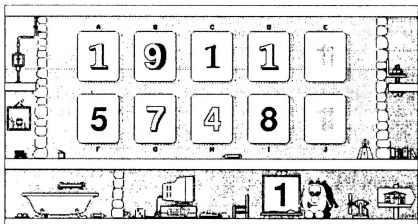
Numbers ②, ④, ⑦, ⑧ and ⑨

In these games, the player must find all the cards with 2, 4, 7, 8 or 9 dots.

Numbers ③ and ⑥

Here the player must find the card with 3 or 6 which corresponds with the figure on the blackboard.

Number ⑤

The object of this game is to find the number 5 hidden among several strange shapes.

At the end of an action or a game, you can press :

F1	help screen
F2	change **language**
F3	noises ON or OFF
F4	music ON or OFF
F5	high speed ON or OFF
CTRL-P	prints the screen on an EPSON compatible printer.

To quit **BLUPI** when the game is over, press ESC :

```
                    QUIT  Yes/No ?
```

answer Yes by pressing letter Ⓨ, then type :

`cd . .` ENTER

4 PS :

We hope you have enjoyed BLUPI. Please don´t hesitate to let us have your comments and suggestions.

More fun for kids by Epsitec System is to come out soon. For example, **BLUPI EXPLORER** is an adventure game for children aged 6 to 15. BLUPI explores a 22-room castle, seeking for 60 treasures. On his way, he can pick up useful objects to help him unlock doors, leap over walls, let down draw-bridges, etc. This game encourages logical thinking and perseverence.