

BLUPIMANIA

A compelling game of brain-twisting logic

Sliding scale of difficulty from really easy to the wildest extreme

Installation

To install **BLUPIMANIA**, introduce the CD-ROM in the CD-rom player, named **d**.

DOS: type: **d:install**

Windows 3 go to the **Program-manager**, select **Execute** and type: **d:install**

Windows95 select **Start**, then **Execute** and type: **d:install**

The installation program proposes the installation of the game in the **c:\blupiman** directory. There must be about 510 kbytes still available in the lower memory.

To run **Blupimania**, type the two following commands:

```
CD BLUPIMAN
BLUPIMAN
```

Scenario

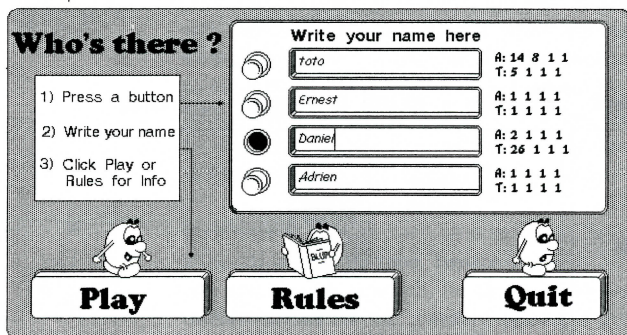
BLUPI comes out of a hole holding on to a balloon. Unfortunately he let's it blow away. BLUPI is lost, he turns to the left or the right and does various unpredictable things of his own. The object of the game is to **help him find another balloon**, so that he can move on to the next riddle. There are **more than 120 riddles** in the game grouped in four different levels according to their difficulty. You have to solve one riddle to be able to move onto the next, but you can always change levels. **BLUPIMANIA** also offers the option of **creating your own riddles** in level 5. Each level is made up two distinct phases:

1) BLUPI has no antenna

In this phase you have to direct one or more **independent BLUPIS**, by modifying the decor, e.g. by placing a fence to prevent BLUPI from falling down a hole.

2) BLUPI has an antenna

In this mode BLUPI **can be remote controlled**. There may also be other independent BLUPIS moving around the screen. They too must be helped, as the riddle is not solved until every BLUPI has found a balloon! You have to modify the world around them, e.g. to put a fence in place, you have to move the remote controlled BLUPI to the place you have chosen.

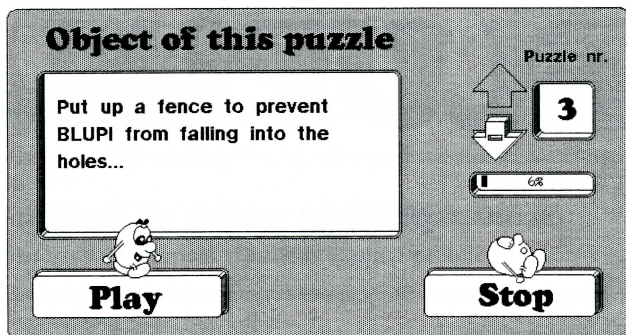


Use

First, using the mouse, you have to press a round button to activate an empty box, then write your name in the box. Up to four players can use **BLUPIMANIA**. The numbers which appear on the right indicate the riddles solved at the four levels (I: independent phase, R: remote control phase) by each player. Each player's data are saved separately.

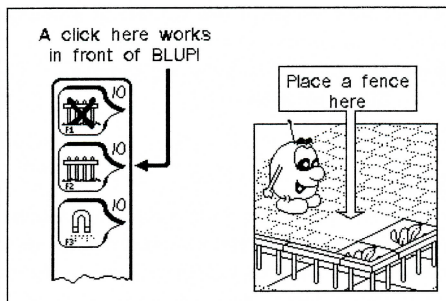
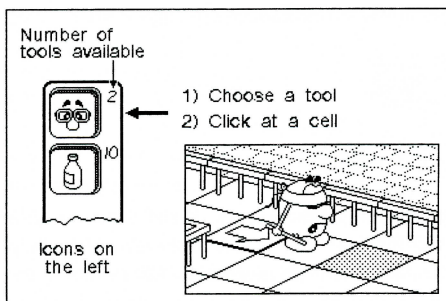
The **Play** button asks you to choose your level. A click on the machine on the right enables you to change various parameters : speed, screen-scrolling, music and sound level, how to control your robot. Blupimania then tells you the next aim.

The left side of the screen shows three very useful zones during the game.



a) An array of icons

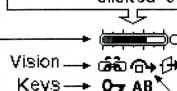
1 when the BLUPIS are independent **2** when a BLUPI is remote controlled



b) Information about the last BLUPI clicked on

BLUPI loses a bit of energy with every step he takes. When he drinks he gets stronger. When he is very weak, he walks very slowly and cannot jump

Info about the last BLUPI clicked on



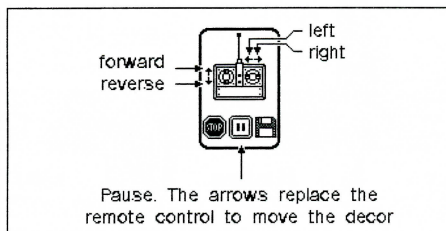
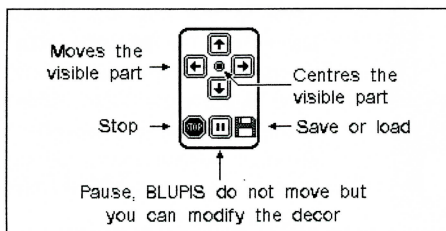
Overflow. If BLUPI drinks any more, he will burst!

BLUPI can go through walls

BLUPI can jump over certain low obstacles

c) An action zone

1 when the BLUPIS are independent **2** when a BLUPI is remote controlled



Tools

The **tools** change with each riddle. The following are the principal buttons which may appear:



enable the placing or destruction of a **fence**



enable the placing of obstacles. The arrow indicates an obstacle over which BLUPI can jump if he has enough energy



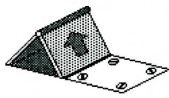
provides a **pair of spectacles**. The next blindfolded BLUPI will recover his sight if he passes here, if he can already see, he can jump over them



provides a **table with food** for all the BLUPIS who pass here

Objects

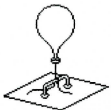
The first objects which BLUPI meets are described below. The others appear progressively and you will find out what to do with them as the game proceeds.



BLUPI comes out of this hole holding onto a balloon. When BLUPI falls back to earth, he is always blindfolded and walks towards the right. If there are several entrance holes in the game, the first BLUPI always comes out of the one which is nearest the bottom left-hand corner. The cell situated in front of this hole is generally a plate with screws, because nothing can be placed here. The plate may also be replaced by a trapdoor, to ensure that only one BLUPI comes out.



If BLUPI falls into this hole, he is lost. Luckily, he will come out of one of the entrances hanging onto his balloon, but he will have lost all his good points (vision, strength, etc.). This type of hole can be blocked with a box, a light obstacle or a ball, it will then be like a normal surface. If the remote controlled BLUPI falls into a hole, you have lost.



Here is the balloon that BLUPI must find. There may be several hidden here and there in the decor. As many BLUPIS as there are balloons will come out of the ground, either all out of the same hole, or out of several different holes.



BLUPI can move over the different types of ground surface. You cannot place an object on a manhole cover, a plate with screws or any other special surface.



When BLUPI comes out of his hole he is blindfolded. He moves straight forward until he comes to an object. If he comes to a **pair of spectacles** he immediately regains his sight. He will then move towards objects which interest him: balloons, tables with food on them, books, etc. BLUPI always looks in three directions to find something interesting: in front a), to the right b) and to the left c). In the example above, he will choose direction "c", because he can see a table with food on it. If BLUPI sees something interesting in front of him, and he is moving towards it, he will not change direction if another object is placed to the right or left of him even if it is nearer. This is also true of magnets!



BLUPI needs **energy**. Each time he drinks, his strength increases, as can be seen from the indicator in the info zone. Beware of indigestion if BLUPI drinks too much! When BLUPI has not got enough strength, he cannot jump over low obstacles, nor push boxes or balls. Certain bottles contain a violent poison; if BLUPI drinks from them he becomes sick and blindfolded. It is up to you to discover which ones make him ill.

Building your own riddles

At level 5 you can build your own riddles using three new buttons:

Construction: for drawing a decor, placing different objects in the cells.

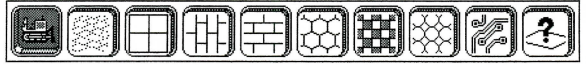
Tools: for defining the tools available in the array of icons and for describing the riddle.

Modify: for deleting, moving or duplicating a riddle.

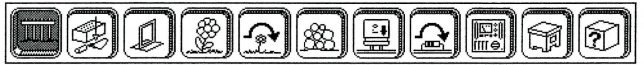
As many BLUPIS as there are balloons to find always come out. BLUPI uses the first hole on the bottom left of the screen. If a BLUPI slips on a banana skin, a new BLUPI will come out to replace him.

During the construction phase, the array of icons shows little triangles to indicate that a subsidiary array can be shown by moving the mouse to the right while holding down the button:

The following **buttons** are used to place various types of **ground surface**. They are also used to delete part of existing decor. The first button, a bulldozer, lays a ground surface similar to those around the area. The last button lays a special surface or item, (a manhole cover, a plate with screws, etc.) on which nothing else can be placed.



These buttons are used to place various passive **obstacles**.



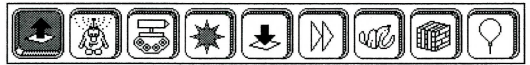
These buttons are used to place various **dynamic**



obstacles: spectacles, tables with food, magnets, etc. You can place several identical doors and/or keys (an A key will open any door called A). Each BLUPI can carry a maximum of three keys (one of each). You can also place several detonators and/or bombs. Any detonator will cause all corresponding bombs to explode.

These buttons are used to place following items:

- entrance holes
- a remote controlled BLUPI (only one per riddle)
- electrocuting devices
- boxes where BLUPI is insensitive to electrocution
- holes into which all BLUPIS can fall
- accelerators
- banana skins
- boxes, structures, balls or sliding devices
- balloons to be found



A click in the decor places an object selected from the array. If the object is not the right one, click again at the same place. In this way you will set the angle of an accelerator, the direction of a one-way strip or of an object to be pushed (a box, structure or ball), etc. Be careful to position first the objects at the back of the decor, then the objects at the front. It is impossible to reach cells which are hidden by tall objects.

If you want to pass on your own riddles to a friend, you must duplicate the BLUPIXE.DAT, BLUPIXF.DAT, BLUPIXG.DAT or BLUPIXH.DAT file according the player selected (E=1, F=2, ...). These files contain the level 5 riddles made by each of the four players. If someone gives you a file of riddles named BLUPIXE.DAT, for example, and you want to try them, you must create a new player. If the new player is in the fourth and last position, type the following order at DOS prompt: **copy a:blupixe.dat blupixh.dat (ENTER)**.

Contest send us your riddles. The most original ones will be rewarded and added to the next edition of **Blupimania**