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BLUPIMANIA II



1. BLUPIMANIA II

BLUPIMANIA II is a real brain-crusher. In this outstanding game for Windows, you have to solve all sorts of puzzles. Some are easy, but don't be fooled, some are really hard.

Blupi, the little round yellow fellow must climb up a really high tower. Each floor is a game level with a puzzle that has to be solved. Your role is to help Blupi find his balloon. As soon as he grabs it he flies up to the next floor, where a new challenge is waiting...

Tell Blupi what to do and he will execute your orders. For example Blupi can push crates but not pull them. To make him push a crate just click on Blupi and then on the edge of the crate you want him to move. Blupi can also drive different machines and cranes. Sometimes he must prevent dumb robots from falling into holes.

2. REQUIRED HARDWARE

BLUPIMANIA needs a modern computer in order to run correctly. The graphic board is essential for good performance. This is the reason why the game usually runs slower on notebook computers.

- o Processor 500 MHz
- o 64 Mb RAM
- o 3D graphics accelerator board with 16 Mb RAM
- o 100 Mb of free disk space
- o Windows XP, 2000, ME, 98 or 95

Following graphic accelerator boards are recommended:

- o nVidia GeForce 2, 3, or 4
- o Matrox G400, G450 or Parhelia

3dfx Voodoo boards are not officially supported but the game may work with them anyway (no guarantee).

3. INSTALLATION

Normally the installation program starts automatically once you have inserted the CD-Rom. If not, open the CD-Rom (usually drive **D:**), start the "autorun" program and follow the instructions.

DirectX 8a will be installed automatically if necessary.

4. PLAYER

Several different players can play **BLUPIMANIA** on the same computer. Each player's progression as well as his/her personal workshop will be stored individually.



The first time you run the game, the players list is empty. Click "**New**", enter your name or pseudo and click "**Create**". Then click "**Select**".

5. MAIN MENU



"**Puzzles**" contains 80 puzzles divided into 5 floors.

To begin with, the buttons "**Challenges**" and "**Workshop**" are inactive, this is normal.

In "**Options**" you can change all sorts of settings.

Use the "**Change player**" button to change the current player.

6. OPTIONS



6.1. Device

Drivers	Drivers supported by your 3D board. Preferably choose the one containing "HAL" and avoid those containing "T&L" or "Emulation".
Resolution	Choose the screen resolution and the number of colors. E.g. 1024x768x32 means a width of 1024 pixels, a height of 768 pixels and a 32 bit color depth. If the game runs sluggishly try lower screen resolutions and/or color depths.
Full screen	Normally the game's window takes up the whole screen. If you want it to run in a small window on your desktop, deactivate this option. In windowed mode only the 640x480 screen resolution is available.
Apply changes	If you have changed any of the settings in the Device tab you must validate the changes by clicking on this button.

6.2. Graphics

<input checked="" type="checkbox"/>	Lens flare	Simulate lens flare in the camera when it faces the sun.
<input checked="" type="checkbox"/>	Sunbeams	Those funny vertical beams produced by reflected sunlight above water.
<input checked="" type="checkbox"/>	Weather	Rain or snow in certain worlds.
<input checked="" type="checkbox"/>	Effects on water	Splashes on water and lava.
<input checked="" type="checkbox"/>	Shadows	Shadows on the ground.
<input checked="" type="checkbox"/>	Dirt	Display dirt on objects.
<input checked="" type="checkbox"/>	Detailed objects	Show objects with more details.
<input checked="" type="checkbox"/>	Decorations	Display trees, plants animals and other useless but beautiful stuff.

	Mouse pointer with shadow	This is only available in Full Screen mode. Display a shadow behind the pointer.
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If the game runs sluggishly try to remove some of these options.

6.3. Game

	Horizontal and vertical scroll speed	Horizontal and vertical scroll speed when you use the arrow keys or the when the mouse pointer comes near the edges.
	Mouse scrolling	The screen will scroll when the mouse pointer comes near an edge or when you move the mouse while keeping the right mouse button depressed.
	Horizontal / vertical scrolling inverted	Inverts the scroll direction when the mouse pointer comes near an edge or when you press the right mouse button.
	Screen tilting during explosions	This is obvious isn't it ?
	Film sequences	Show Blupi hanging from his balloon at the beginning of each puzzle.
	Show hints	Display hints that may help you how to solve the puzzle if you've been stuck for 10 minutes.
	Tooltips	Show tooltips when the mouse pointer stops over controls.
	Accelerate when a puzzle is long to resolve	Blupi will run faster if you've spent 10 minutes or more in the same puzzle.

6.4. Controls

Default key	Action	Exact meaning
Left arrow	Scroll left	Scrolling in all four directions.
Right arrow	Scroll right	
Arrow up	Scroll up	
Arrow down	Scroll down	
Wheel up or Delete	Rotate clockwise	Use the mouse wheel to rotate the camera.
Wheel down or Page down	Rotate counter clockwise	
Space bar	Stop action	Stop Blupi's current action, for example if you have given him an inappropriate order.
F1	Instructions	Show instructions for the current puzzle. Some puzzles don't have instructions.

6.5. Sound

	Blupi's voices	All sounds uttered by Blupis
	Sound effects	Sounds such as explosions, falling crates, motors etc.
	Ambient sound	Sound related to water and lava.
	3D Sound	Enable 3D sound effects available with certain sound cards.

7. PUZZLES



The 80 puzzles are dispatched into five floors. Each floor contains 4 worlds and each world contains 4 puzzles. To begin with you only have access to the first floor. You may choose any of the little red buttons in order to select a puzzle from one of the other worlds ("Paradiso", "Volcano" or "Mechano"). As soon as the 16 puzzles of the first floor have been solved you have access to the second floor and so on.

Start puzzle...	Start a puzzle which has not yet been solved.
Play again just for fun...	Start a puzzle which has already been solved, just for the fun of it.
Cancel	Return to the main menu.



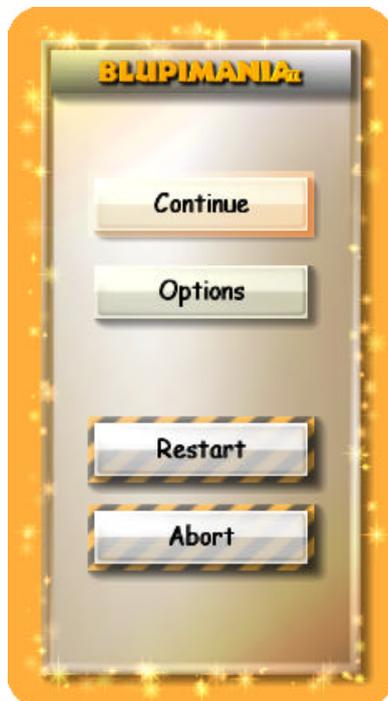
Choose the puzzle by clicking on the buttons 1 to 4 on the left of the image. A red button means that the puzzle has not yet been solved.

7.1. During the game

As you play the following buttons may appear.:

	Place	Function
	Top right	Show a menu that allows you to change the options, restart or quit the puzzle. You can also press the Esc key.
	Bottom left	Show hints that may help you solve the puzzle. This button appears after 10 minutes.
	Bottom right	Close the instruction window. F1 opens it again.
	Bottom left	Cancel the last action. This is very useful if you have given Blupi an inappropriate order, so you don't have to start again from scratch.
	Bottom left	Stop Blupi's current action, for example if you have given him an inappropriate order.

Following menu is displayed when you click  or if you press the **Esc** button:



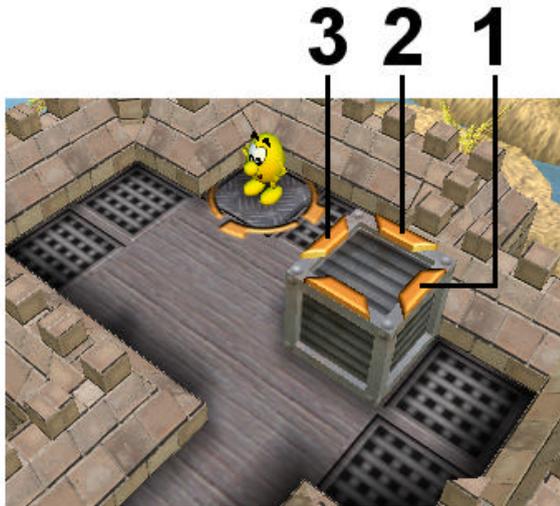
Close the menu and continue with the current puzzle

Show the Option screen

Start again

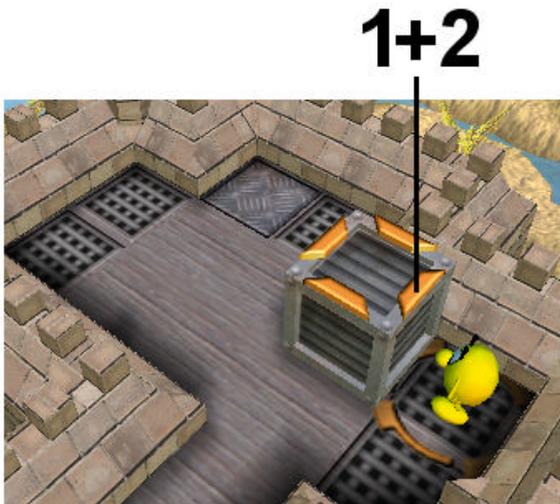
Quit the current puzzle

7.2. Tips and tricks



You can give each Blupi several orders in advance. No need to wait until Blupi has finished pushing. In the example above you can click buttons **1**, **2** and then **3** without waiting and Blupi will carry out the orders. While Blupi is working you can click any of the other buttons.

The buttons on crates disappear while they are being pushed.

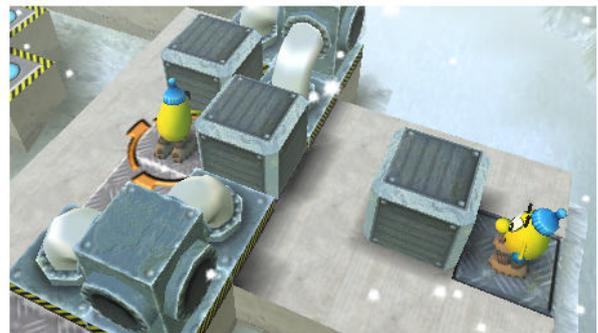
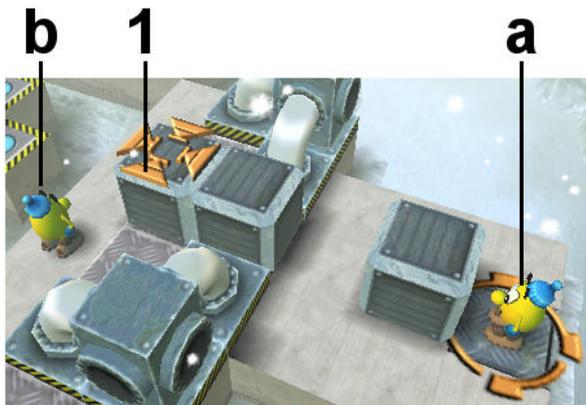


If you click twice on the button “**Push once**“, Blupi will push the crate twice.

3 + click



If you click a button and press one of the keys **2** to **9** at the same time, the action will be repeated 2 to 9 times. Press the **3**, and keep it pressed. Now click the button to push a crate. Blupi will push the crate 3 times. You can also use this trick for pushers and destroyers.



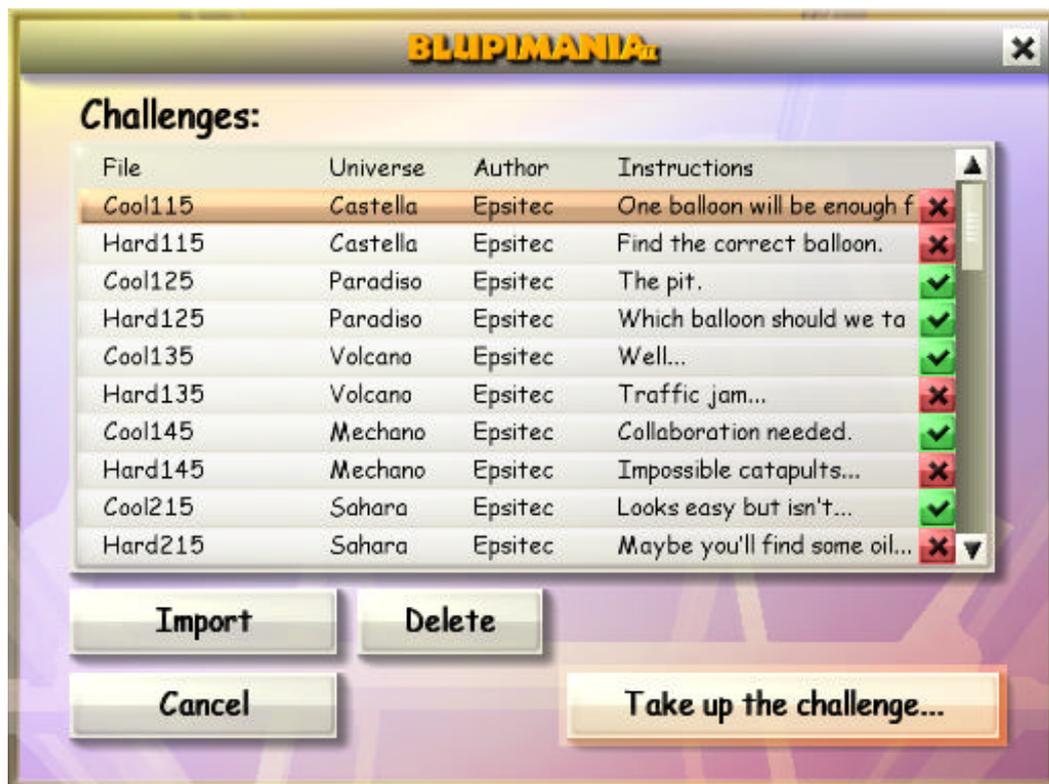
When you give an order that is impossible to carry out, the instructions will automatically be passed on to another Blupi if possible. All orders given in advance will be transferred to the other Blupi. In the example above Blupi **a** is selected. If you click button **1**, Blupi **b** will automatically be selected because Blupi **a** cannot reach the crate.



If you press the **Ctrl** button at the same time as the arrow keys, the camera will turn (left and right arrows) or look up and down (up and down arrows).

If you keep the right mouse button pressed, you can move the camera around with the mouse.

8. CHALLENGES



Once all 16 puzzles of the first floor have been solved (see chapter 7, page 8), you will have access to the first challenges. There are "cool" and "hard" challenges. Some of the hard ones just seem impossible to solve but don't give up, they all have a solution.

Some of the challenges are not accessible immediately because the worlds they belong to have not yet been completed in the "Puzzles" section or because they are under construction and have not yet been tested. All accessible challenges have a solution.

Take on the challenge...	Try to solve the puzzle.
Import	If you have downloaded puzzles or if you have received puzzles by e-mail, put them into the "Blupimania2" subfolder which you find in your "My Documents" folder. The Import button will show all puzzles in this folder and will allow you to import them into the list of challenges.
Delete	Delete a puzzle for all players.
Cancel	Return to the main menu.

9. WORKSHOP



Once all 16 puzzles of the first floor have been solved (see chapter 7, page 8), you will have access to the workshop, where you can build your own puzzles. Each player has a personal workshop. In the workshop you can prepare your puzzles and once you have tested them, you can export them so they will be accessible to the other players.

New	Create a new puzzle. You can only create puzzles in worlds that have been completely solved in the "Puzzles" section (see chapter 9.1, page 13).
Rename	Rename the file.
Delete	Delete the file in your workshop.
Modify	Modify the puzzle (see chapter 9.2, page 15).
Test	Test the puzzle. In this mode the hints are always visible.
Export	Once a puzzle has been successfully tested you can export it. (see chapter 9.3, page 19).
Cancel	Return to the main menu.

9.1. New

You can only create a new puzzle if you have already solved puzzles 1 to 4 of the corresponding world.

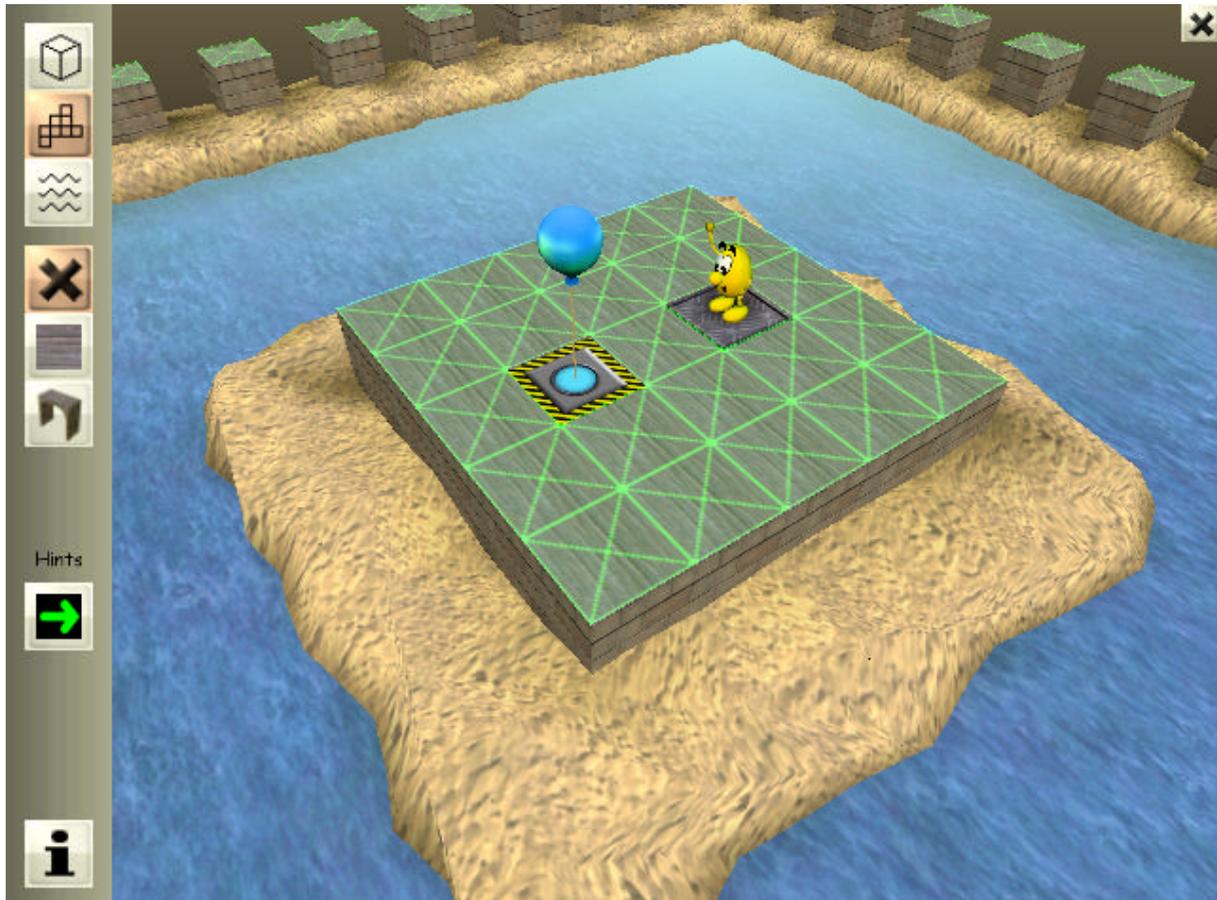


Crates, mines, and other usual objects are available in all worlds. But other objects are only available in certain worlds:

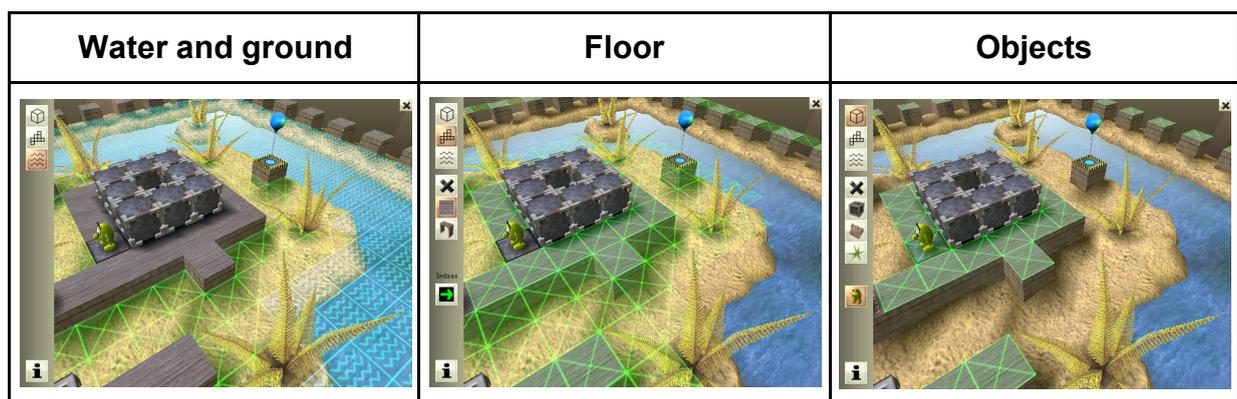
1	Castella	
	Paradiso	Springboard
	Volcano	Crane
	Mechano	Trap, catapult
2	Sahara	Tunnel
	Glacia	
	Samba	Pusher, column
	Medieva	Crazy robot, door
3	Vegeta	
	Inferno	Force potion
	Futura	Bowl, window pane
	Alibaba	Perforator, bowl, tunnel
4	Studio	Trap, bowl
	Cata	Trap, catapult
	Allegro	Trap, cage
	Cemento	Bomb, bowl
5	Labo	Trap, bowl, window pane
	Mystica	Trap, glue potion, force potion
	Fantasia	Trap, cage, cart, force potion, glue potion
	Natura	Trap, destructor, cage, cart, force potion, glue potion

9.2. Modify

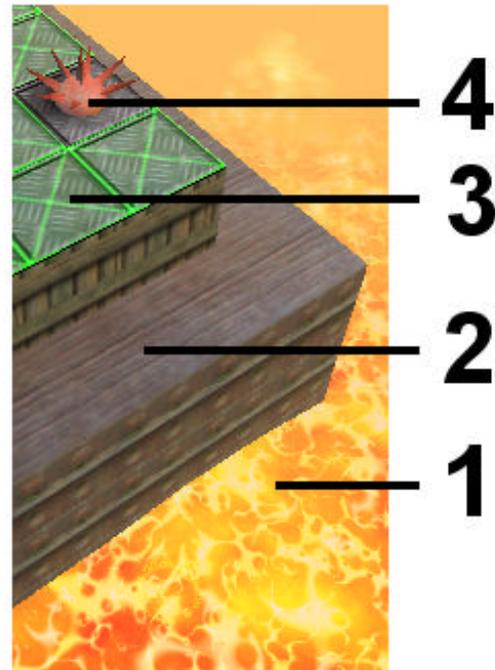
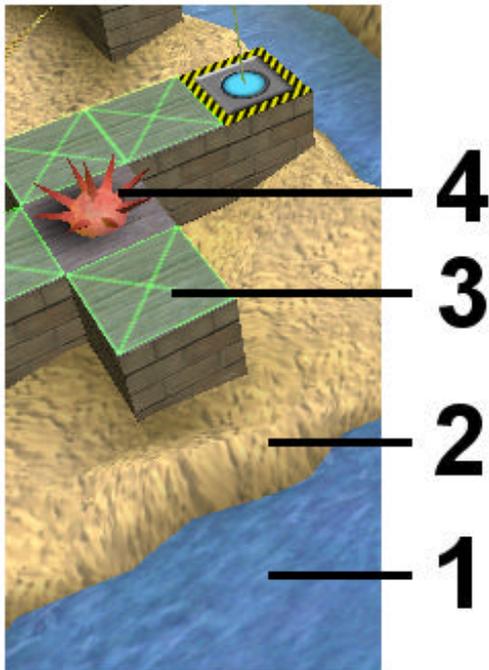
Launch the editor to actually draw your puzzle. To begin with there is only a small square with just one Blupi and one balloon.



With the 3 buttons at the top you determine which layer you are working in. Water and ground are in the lowest layer. The intermediate layer is the floor and the objects are in the top layer. Blupi can only walk on the floor layer.



The green grid show the squares you can act upon.



	Objects	Put objects (4) on the floor (3) or to delete them.
	Floor	Draw the floor (3). Objects (4) can only be put on the floor, but not on the ground (2).
	Water	Draw ground (2) or water (1). In some worlds water is replaced by lava or by ice.

9.2.1. Water

Usually the construction of a puzzle starts with the lowest layer, Simply click on a square with water to transform it into ground. By maintaining the mouse button depressed you can easily draw large amounts of ground.

Because of the perspective it is not always easy to see if a square is actually ground or water. The blue and green grid will help:

	Blue	Water, ice or lava
	Green	Ground



You can only change ground into water. If floor or floor with objects are present, you must remove them to be able to switch ground into water. First remove the object and then the floor.

9.2.2. Floor

Floor can only be drawn on the ground. By maintaining the mouse button depressed, you can easily draw large amounts of floor. Only the squares with green crosses will be modified. You cannot draw floor directly over water.

	<p>Delete floor so it will become ground again. You can only delete where you can see the green crosses. If there is an object, you must delete it prior to deleting the floor beneath it.</p>
	<p>Put floor on the ground or change existing ground.</p>
	<p>Bridges that can be built over water near normal floor.</p>
	<p>Draw hints. For arrows and numbers you can click several times in order to choose the direction.</p>

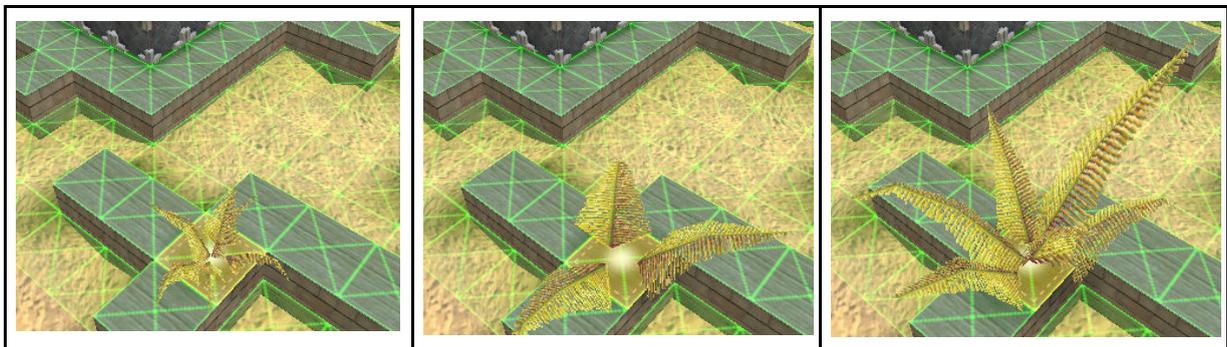
All these icons change slightly according to the world the puzzle is designed for.

9.2.3. Objects

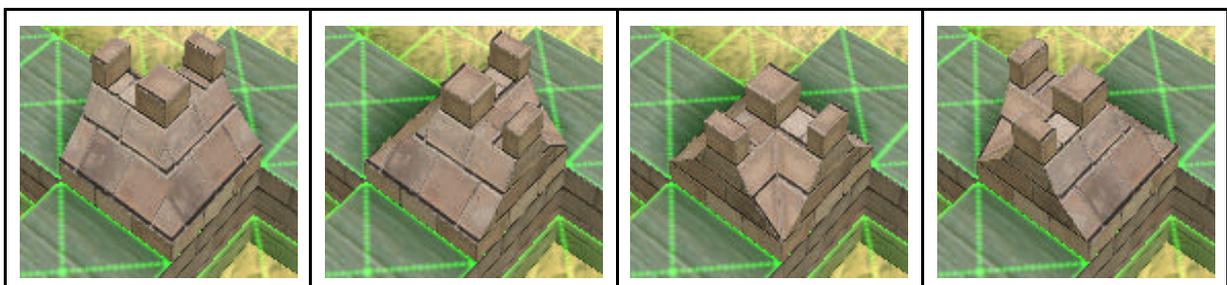
You can only put active objects such as crates, balloons, bowls, Blupis etc. on a floor but not directly on the ground. Decorative objects like plants and trees can also be put directly on the ground. You can put objects on the squares with green crosses.

	Delete objects.
	Add crates, bowls, carts etc.
	Add decorative objects, mines and traps.
	Add trees and plants.
	Add large objects such as cranes and catapults.
	Add Blupis or Balloons.

All these icons change slightly according to the world the puzzle is designed for.



Some objects such as plants or trees exist in different shapes. In order to choose the shape you want, click several times on the same square.



Some objects can be oriented in four different directions. Click several times on the same square to chose the direction you want.

Large objects such as the crane and the catapult take up several squares. All squares must be green otherwise the object cannot be added.

9.2.4. Information about the puzzle

	Click this button if you want to edit the instructions and/or hints for your puzzle.
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Instructions	This text will be shown at the beginning of the puzzle and each time you press F1 . The beginning of this text will also be shown in the last column of the list of challenges (see chapter 8, page 12).
Hints	Here you can type some ideas to help solving the puzzle in relationship with the hints drawn on the floor. This text will only appear after 10 minutes of hard thinking.
Author	Author of the puzzle.

9.3. Export

Before you can export a puzzle, it must be **tested**, that is you must solve it at least once. This is to make sure that there is a solution to the puzzle, so that anyone who gives it a go won't get stuck in a puzzle that is impossible to solve.



In the challenges (for all players)

Your puzzle will be available to other players on your computer. It will appear in the list of challenges.



In the "My documents\Blupimania2" folder.

Your puzzle will be copied to the "Blupimania2" folder in your "My Documents" folder, so you can send it to friends by e-mail or by any other means.

10. CREDITS

Developer	EPSITEC SA Mouette 5 CH-1092 Belmont Switzerland www.epsitec.com
Programming	Daniel Roux, Denis Dumoulin, Michael Walz
Artwork	Daniel Roux
Puzzles	Daniel Roux, Denis Dumoulin
Test	Denis Dumoulin, Michèle Cottler, Arnaud Cottler, Linda Roux, Adrien Roux, Nolvène Roux
Translations	Michael Walz, David Besuchet