For your IBM - or compatible - PC

BLUP! 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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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 aggressive 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 disk drive.

2) Type the following DOS commands:

a: [ENTER]

install [ENTER]

<table>
<thead>
<tr>
<th>BLUPI - Install program</th>
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<tbody>
<tr>
<td>The directory where BLUPI will be installed is: C:/BLUPI-M</td>
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<tr>
<td>If you want to change this press SPACE now</td>
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<td>If the drive and path are OK then press ENTER</td>
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[ENTER]

Directory C:/BLUPI-M has been successfully 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)

Choose a language by pressing [F], [E], [D], [I], [S] or [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:

dos 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, [0] to [9]. You can also use your mouse, if available, to click in various objects in the house.
**Letter (A)**

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].

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**Letter (F)**

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 (K)**

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 4 or 6. 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 O**

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.

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**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**.

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.

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:

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.    .
thickness
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**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:

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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:

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The 3 top right buttons:

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NB: An EPSON compatible 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 A to J.

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 Y, then type:

cd .. ENTER
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 perseverance.