



blush

Instruction
Manual

Story

Meet Pizzy!

This is Pizzy. He is a blob of pigment, living happily in the beautiful, colorful world. He has a fun ability... if he jumps into a bucket of paint, he will turn the same color as the paint. This means he can look different everyday and have even more fun!



But one day, the evil trolls showered the world with latex paint, and warped the natural colors of the world! This caused certain objects to develop strange powers.

But what is this? When Pizzy jumps onto one of these strange objects, his color blends in with the object's color. What's more, when the object changes color, it has a different power! Pizzy was not sure what these objects were, but they looked a bit like a platform.

Now it is up to you to help Pizzy learn how to use these new powers to restore the world back to its original powers. Good luck!

Controls

Left/Right keys:

Horizontal movement



Up key: Jump



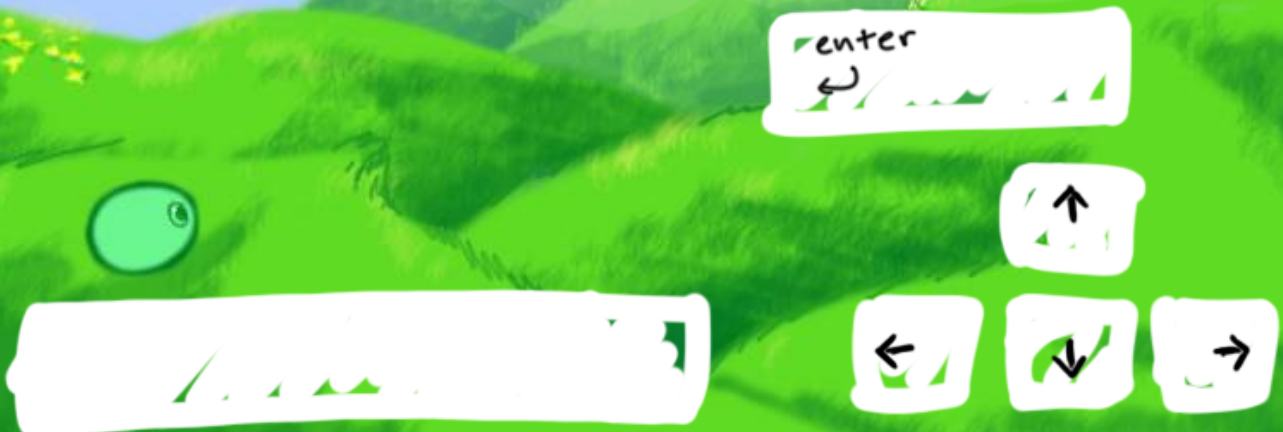
Spacebar: Throw a paint glob



Controls

Enter key: Choose a selection made in a menu

All arrow keys: Select options in a menu

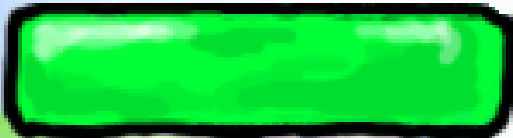


Gameplay

Objective

Restore the rightful colors!

The goal of each level is to turn all the platforms into each of their correct colors, which is given to you in an answer key. But watch out! When a platform changes colors, it gains a different ability. Even if a platform is the right color, you might accidentally change it again to a different color.



Mix colors together

Change a platform's color by jumping onto it or shooting a paintball at it. The color of you or the paintball will blend with the color on the platform. You can change your own color by jumping in one of the primary-colored buckets of paint. Be careful! If you mix opposite colors together, the platform will turn permanently brown!



Gameplay

User Interface

Bucket

Platforms

Pizzy



Answer Key

Color Wheel

Gameplay

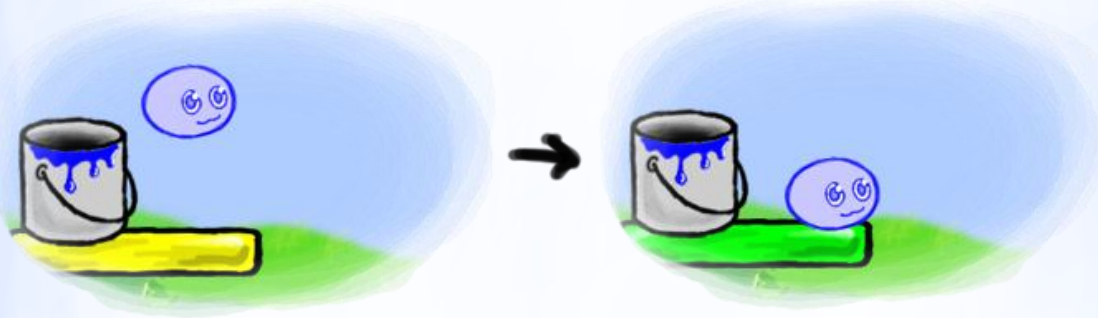


How to Blend Colors!

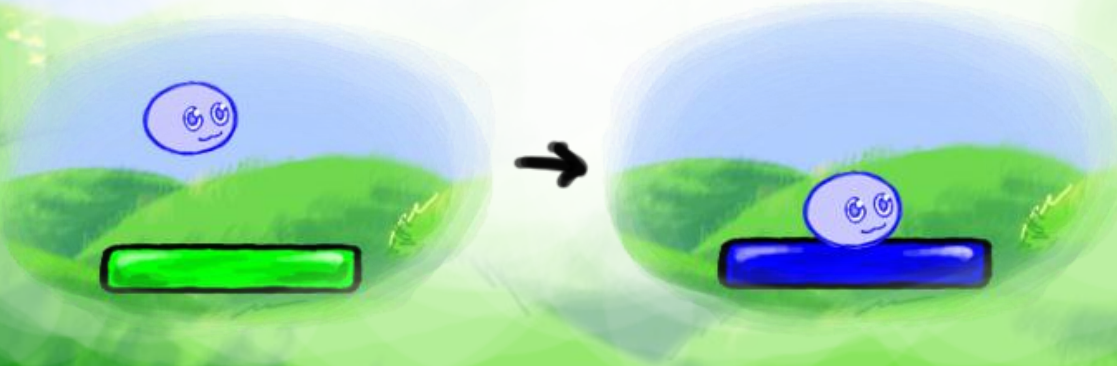
Pizzy can only be a white or a primary color (red, yellow, blue). Pizzy can never change its color unless he jumps into a colored bucket.



If blue Pizzy jumped onto a yellow platform (primary colored), the platform will turn green (secondary color).



If blue Pizzy jumped onto a green platform (neighboring secondary color), the platform would turn blue.

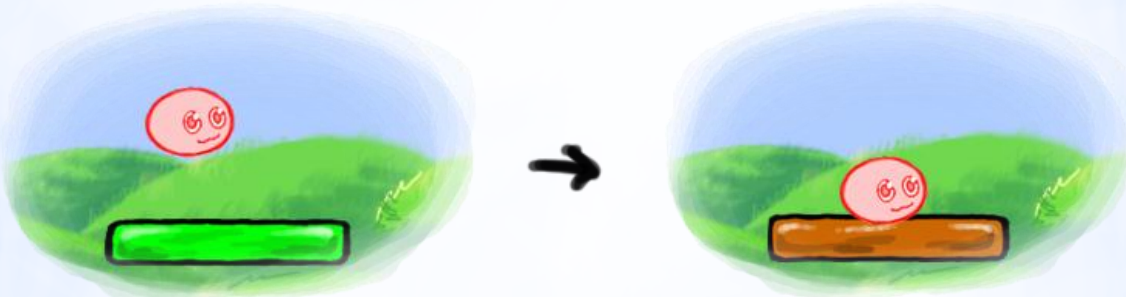


Gameplay



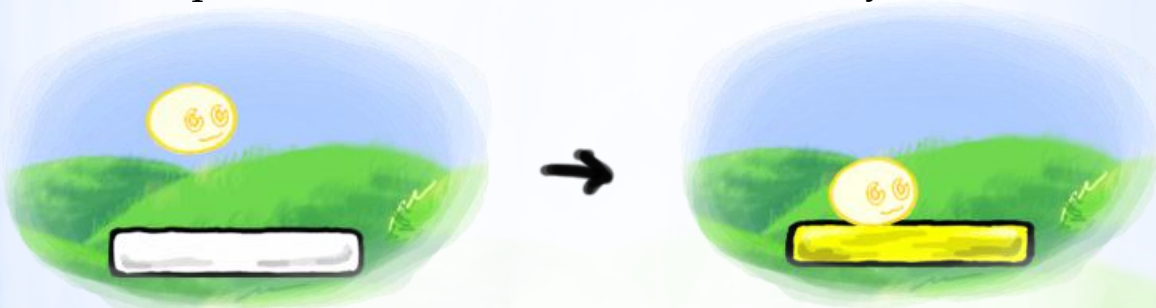
How to Blend Colors!

If **red** Pizzy jumped onto a **green** platform (opposite secondary color), the platform would turn **brown**.



Brown platforms will stay **brown** forever and have no powers.

White platforms will turn the color of Pizzy.



White Pizzy will not change any platform colors.



Gameplay

Meet the Platforms

Red - *The Fan*, will blow a wind current at Pizzy in a certain direction



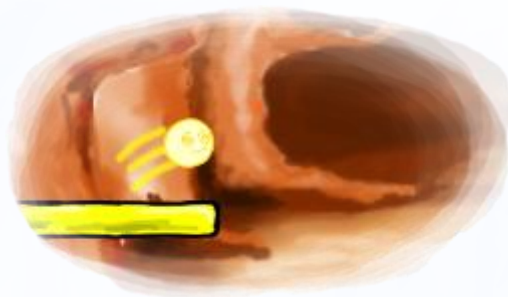
Orange - *The Teleporter*, will teleport Pizzy and his paintballs from one orange platform to another



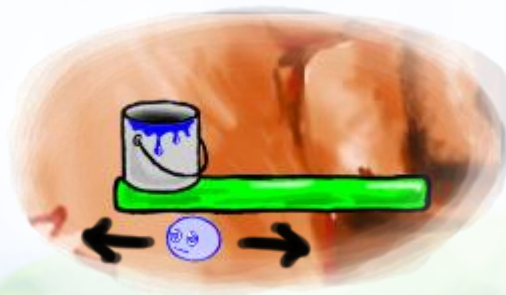
Gameplay

Meet the Platforms

Yellow - *The Elongater*, will make Pizzy's jumps longer



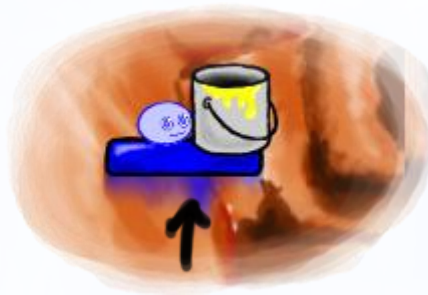
Green - *The Sticker*, will make Pizzy stick to the platform from all sides



Gameplay

Meet the Platforms

Blue - *The Elevator*, will make the platform travel up and down



Purple - *The Walkway*, will make the platform travel left and right



Level Editor

Click and Drag **Pizzy**, **Platforms**, or **Tokens** from the bottom display onto the Game Screen above it:

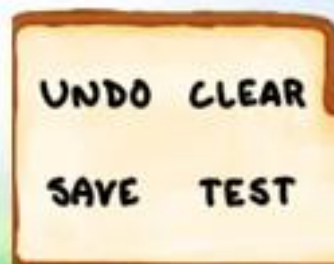


Delete an item by dragging it into the **Trash Can**:



Change level **Background** and **Music** by clicking the arrows.

Undo last change, **Clear**, **Save**, or **Test** your level to try it out!



Level Editor

Once **Pizzy** is on the screen, his icon on the menu grays out, enabling you to click **Test** to play-test your newly created level!



If you don't like something, you can **re-edit** your level. **Right-Click** an element to change its **properties**:



Level Editor

Scroll through ◀ ▶ to change start and end platform colors

Direction of fan in case platform turns red
◀ ▶ turns platform vertical

SML platform sizes

Add Buckets to the platform

Hit "Off" click and drag to determine platform motion range.
Hit "off"

The Platform Menu is a rectangular panel with a brown border and a light tan background. It contains the following elements:

- Start Color:** A blue square with left and right arrow buttons.
- Goal Color:** A green square with left and right arrow buttons.
- Fan Direction:** An upward-pointing arrow with a right arrow button.
- Platform Size:** A square containing the letter 'S' with left and right arrow buttons.
- Bucket #:** A square containing the number '0' with a right arrow button.
- Minion:** A square containing the text 'On'.
- Platform Area:** A square containing the text 'Off'.
- Save:** A rectangular button at the bottom left.
- Cancel:** A rectangular button at the bottom right.

Platform Menu

Install

Minimum Requirements:

- Windows XP (Service Pack 3), Windows Vista (Service Pack 2), or Windows 7
- A graphics card that supports Shader Model 1.1 and DirectX 9.0
- 1.6 GHz+ processor
- At least 120 MB of free disk space
- 1 GB of RAM

Visit <http://www.blush.xtremhost.com/download.html> to download the necessary installation files. Then extract the files and run setup.exe. The game will be launched and placed in your programs under a folder called Microsoft. After installation you may remove the installation folder. To uninstall go to Programs and Features in your Control Panel, select Blush, click Uninstall/Change, and then click OK. Enjoy.



Credits

Jeran Fox (Project Leader, Artist, Programmer)

Animations, backgrounds, characters, items, platforms, data management

Ben Liu (Programmer)

Object interaction, GUI design and art, GUI interaction, object powers

Nora Ng-Quinn (Musician, Programmer)

Level Editor, GUI design and art, GUI interaction, background music

Jie Ren (Programmer, Artist)

Animations, Physics, object interaction, object powers

Matt Slemon (Lead Programmer)

Physics, Level Editor, object interaction, object powers



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