

FULL PIPE



Game Manual



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THEY SAY:

You'll have to satisfy hunger of insatiable Ballgulpers with a help of indispensable helper - Ballspiter. Also you will battle against steadily growing forces of powerful Dangling.

THEY SAY:

You tried all thinkable ways of striking up acquaintances with girls and you have no result? Try this one. 100% result is guaranteed!

THEY SAY:

During the Russian Game Developer's Conference, KRI-2004. John Romero and Tom Hall took a great interest in Full Pipe... Has anyone seen them since?

INTRODUCTION

Full Pipe exists. In reality. Until recently it was difficult to get there, but today it's available for everyone. Full Pipe visitors give it various descriptions. Some say our worlds are alike, though others claim the opposite...

The history of Full Pipe started in year 1997. Andrew Golovljov (C.E.O.) and Ivan Maximov (a prizewinner of numerous animation and movie festivals) have imagined a surreal and psychedelic world. But this world remains mystical only in the beginning. Once you will get acquainted with it, you'll get it.

They say that game characters talk despite the game has no dialogues. Just get a closer look.



Full Pipe is a large microworld, divided into several levels of various composition. Game cells with diverse non-playing characters are connected with simple pipes you can crawl through. Each cell is one of a kind. We have struggled to achieve coziness and individuality among these pipe joints: a wallcrack here, a little bit of notch there, a spiderwebbed brick setting, a half-abraded pattern or scripture... By the way, to the point of scriptures. They say, that they contain helpful information and clues.

And be careful. Visiting Full Pipe can make you really happy. It's impossible to create such games without a smile. Because they bring fun!

SYSTEM REQUIREMENTS

Pentium II 300 MHz or compatible

No less than 64 MB RAM memory

610 MB free hard drive space for installation

Windows'95/98/ME/2000/XP with DirectX 8.0 or later

DirectX Certified Video Card capable of supporting 800x600x16 resolution mode

DirectX-compatible Sound Card

keyboard, mouse



INSTALL INSTRUCTIONS



To install FULL PIPE (Total Flush), first insert the CD-ROM labeled FULL PIPE (Total Flush) into your CD-ROM drive and follow the on-screen instructions.

If you have Autorun enabled, then you will shortly see an Autorun menu. Click on the 'Install' button.

If your Autorun is not enabled, click on the icon representing your CD-ROM drive under 'My Computer'. This will bring up a listing of the files on FULL PIPE (Total Flush) Disk. Find AUTORUN.EXE and double-click to launch in install application.

The README.TXT file in the CD contains up to date information that was not available when the manual went to press. We suggest you view the README to get the latest information and changes. You can do this from the Autorun menu by clicking on the View Readme button.

HOW TO PLAY

Since Dude falls through the Pipe for the first time his adventure begins in a very strange world. It would be better to look around a bit for a moment or two.

Your primary game input device is a computer mouse. You can control Dude, the main character, by clicking certain locations of the game screen, while cursor will change appearance according to whatever action possible:



"Foot" cursor: Allows moving to a location on the game screen.



"Hand" cursor: Allows to trigger various objects with bare hands.



"Holding Hand" cursor: Allows to trigger various objects with an item from the inventory.



"Dropping Hand" cursor: Allows to use an item, but possibly for no purpose.



"Foot and Arrows" cursor: Allows to crawl through pipes or scroll the game screen where possible.



"Arrow Down" cursor: Dude will gladly jump here.



"Arrow Left" or "Arrow Right" cursors: Will make Dude to bend, throw, blow, etc.

You can access the contents of Dude's knapsack (Inventory) by moving cursor to the top of the screen. Clicking knapsack objects will move them to Dude's hands, changing the cursor image.

There is an item Dude always keeps to himself – a map. Clicking the Map icon will display the pipe structure of places already visited.

Rightclicking mouse or pressing Tab and Esc keyboard buttons will hide the map.

Please note: during game cuts Dude will ignore your commands.



Sometimes Dude will need to move through so-called 'Arcades' where mouse controls require a little knack:

- to press an item at a given time;
- to press and hold left mouse button (the cursor will change to "Arrow Left" or "Arrow Right"), sidestepping, aiming or evading blows before releasing left mouse button;
- to move along the game screen dynamically;
- to leftclick or rightclick timely.

During 'Arcades' an onscreen help will be displayed.

You can also use several keyboard commands:

F1: to display help, containing description of cursors and action buttons.

Space: to toggle upper panel (knapsack) display.

Tab: to toggle the Map display.

Pressing Esc will skip Intro, hide the Map or enter Game Menu to:

- "Save": saves current progress. Pick "Empty" slot or overwrite an existing one.
- "Load": loads previously saved game.
- "Authors": displays credits.
- "Resume game": resumes current game, leaving the Game Menu.
- "New game": starts a new game. Warning: your game progress will be lost!
- "Egression": quits the game.

"Treble clef" and "Loudspeaker" sliders adjusts music and sound effects volume.

TROUBLESHOOTING

You can use command line options for troubleshooting the game:

-s: to disable sound

Example: fullpipe.exe -s

-i: to skip intro

Example: fullpipe.exe -i

-ac: to record all your actions in fullpipe.apl. Be sure to have enough free disk space on your hard drive before using this command. You will need approximately 5 MB for 30 minutes of recording

Example: fullpipe.exe -ac

-ar: to playback the recorded actions from the fullpipe.apl file (press Alt+F4 to exit the playback mode)

Example: fullpipe.exe -ar



TECHNICAL SUPPORT

Technical support E-mail: support@pipestudio.ru
Please try to adhere the report form rules. Thank you!

Fill the subject field with "Full Pipe".

Letter body should contain text information about your:

- Windows and DirectX version;
- Core processor;
- RAM memory amount;
- Hard drive free space amount;
- Video card and it's driver version;
- Sound card and it's driver version;
- Detailed problem description.



You are also welcome to the Full Pipe game website at <http://pipestudio.ru/fullpipe/>

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CREDITS

PIPE studio

Script:

Ivan Máximov
Andrey Golovljov

Game designer & Project manager:

Andrey Golovljov

Background artists:

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The Programmer!:

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"1C" company

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Aleksandr Gurin

Marketing and PR:
Nikolay Baryshnikov
Svetlana Gorobets
Anatoliy Subbotin

Design and positioning:
Sergey Konovalov



Tailpiper (aka
BazooCruncher)

Special thanks to Vladimir Prygin and Oleg Uzhinov for their help in script-writing and to Marianna Bashkirova for assistance in software development.

Special thanks to "NIKITA" company for granting the game engine.

NOTES



Elephantine

Lined writing area for notes.

