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How to play EmPipe

Rule

The object of this game is to connect pipes to let water flow from the Start to Finish. Pipe tiles are provided as shown in the Next window. Move mouse cursor to a square on the game field where you want to place a tile, and press the left mouse button. You can place a tile anywhere except Start, Finish, Pass, or other obstacles. You can replace a tile that is previously placed if no water flows on it. In stages where there are more than one Start and Finish tiles, you must connect the same color of water. In stages where there is a Pass tile, only the same color of water as shown on the tile can flow on it.

If there is time after you connect pipes from the Start to Finish, you can press Accelerate button on the right bottom corner, or "A" on the keyboard, so that the water flows faster and you will get bonus score.

Scoring

1 point will be added when water flows one step. If there is more than one color flows at the same time you will get that many points per one step.

If water is accelerated, 2 points will be added per one water step.

100 points will be added when you advance one stage.

Hints

Here are some hints as to how to become good at this game:

Move the Next Window where you can see well. The Next window can be moved by dragging the title bar with mouse left button.

Plan the water route as soon as each stage begins. As the stage becomes complicated, you might end up with connecting whatever possible tile to extend, and then there will be no space to connect it to the Finish tile. As soon as each stage begins, plan the route instantaneously, and connect tiles as you plan.

Guess a good place to place a tile. If a tile does not fit immediately by the open pipe, try to place it where it might be useful later. This will save much time compared to discarding precious tiles at the same place.

Keep your fingers cross. Sometimes, stage configuration becomes very complicated, and for the worst case, there may become no possible way to connect all the Start, Pass and Finish tiles. Keep your fingers cross so that you will get easier stages.

Tiles

Here are some tiles used in the game.



Start: The water of the color shown on this tile will start flowing.



Pass: The water of the same color must flow on this tile before it reaches the Finish tile.



Finish: The water of the same color must flow until this tile.



Non-color pipe: These are the tiles provided in the Next window. Use them to connect pipes as you would like to. There is one special tile among them --- Cross tile is useful when water must cross another kind of water.



Obstacles: You cannot place any pipe tiles on these obstacles.



[Game] Menu

New

Starts the game from the beginning.

Pause

Pauses the game.

Resume

Resumes the game from pausing.

Accelerate

Accelerates the water flow.

Next

Exits the graphics between stages and proceeds to the next stage.

Exit

Exits the game.

[Option] Menu

Settings...

Selecting this menu will cause the [Settings] dialog to appear so that you can control the sound and the mouse cursor. See also **[Settings] Dialog**.

High Score...

Selecting this menu will cause the [Hall of Fame] dialog to appear with top five high scores.

[Settings] Dialog

Sound

Music - Selecting this check box will enable the music play while starting the new game, etc.

Effect - Selecting this check box will enable the sound effect when placing pipe tiles, etc.

Tone - allows you to change the sound tone in order to adjust the sound difference among computers.

Auto Mouse Cursor - Selecting this check box will cause the mouse cursor to indicate the next pipe tile shape. This will ease the game greatly.

Copyright

EmPipe is now Freeware. You can freely use, copy and distribute this software. You have no obligation to send moeny.

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