

Inflatum User Guide

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Main menu overview



Main Menu Key

a	Combined score	Total score from each chapter's best score. This is used to determine your position in the Steam leaderboard.
b	Show leader board	Shows your position and score on the Steam leaderboard, along with those players close to you.
c	Select hero	Allows you to select which hero you play with. Hedgehog is used for practice. Hedgehog starts off snoozing—but don't worry, he dreams of giving you hints! Give him a little startle to get him underway. Hedgehog unlocks the selected chapter for Armadillo and Pangolin. Hedgehog does not contribute to the score. Pangolin is the normal play. Pangolin starts walking immediately (except chapter 6) and gives no guidance. Winning with Pangolin will unlock the next chapter for Hedgehog and also contributes to the score. Armadillo is the challenging play. It is similar to pangolin except you will most inflatables are leaking gas giving an extra challenge! Selecting the hero changes the book to the right for the hero you have selected. <u>Hero button color key</u> Beige: The hero is selectable for the chapter selected. Brown: Not available for the chapter selected. Unlock Pangolin and Armadillo on the selected chapter by winning the chapter with Hedgehog. Green: The hero is selected.

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d	Select chapter	You can select which chapter to play. You can only play chapters that have been unlocked for the hero you have selected. Hedgehog will be able to play any unlocked chapter, whereas Pangon and Armadillo will be able to play the chapter once won with Hedgehog. <u>Chapter button color key</u> Beige: The chapter is available for the hero you have selected. Brown: The chapter is not available for the hero you have selected. Green: The chapter is selected. You can also select the book title or the credits at any time.
e	The hero's adventure book	The chapter left page shows you your stricken family in the chapter you have selected. The right page is the title of the currently selected chapter. When you start the chapter you will zoom into the page! When the borders of this page are flashing, you can click the page to start the chapter, though you can also start with the play button. Under the book is an explanation of what the selected hero will do.
f	Play button	This button will start the chapter when available. Note, it has the same effect as clicking the left page of the book when flashing.
g	Help button	Provides some basic help and purpose. This manual has much more information, however.
h	Controls button	Gives some basic information about the screen button and keyboard keys. This manual has much more information, however.
i	Settings button	You can change some play settings in the main menu. The same settings are also available in the chapter screens. The settings are: Audio: You can change the volume of the Sound effects, Music and Ambiance. Lock mouse to inflatable: This is an advanced technique that always repositions the mouse to the inflatable that is selected. This helps when an inflatable is moving around the screen and you want to keep inflating it. Note though, this can be confusing to new players as it repositions the mouse on your behalf, which can be unexpected. Show Messages: The messages give some additional information to the player which scroll up the screen. You can toggle them on or off. The default is on. Play intro: When you start a chapter, an 10 - 20 second introduction is played that gives you some clues. If you want to get into the action immediately, set this to off. Note you can also skip the intro with the skip intro button when it is playing. It is toggled and the default is on. Reset Game: Starts the entire game from the beginning and resets your score to zero. Be careful though, this can't be undone.
j	Exit button	Ends the game entirely, and closes the window.

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Chapter Overview



Chapter Overview Key

a	Health bar	Gives an indication of the hero's health. The health bar drops down and changes to red when the health is low.
b	Camera zoom	This shows the level of camera zoom. You can zoom in and out by adjusting the circular bar, if you want to focus on a particular object. The same can be achieved with the mouse scroll wheel if you have one.
c	Follow hero	Selecting this button will zoom the camera to the hero. The same can be achieved with the keyboard space bar. It will remain highlighted while the hero is being followed.
d	Radar/Map	A selectable area that represents the whole map and allows you to navigate quickly.
e	Food/Bonus Panel	The insect food is collected to feed your family. Some food is easy to obtain, and some food is harder to find or might require you to do something specific to make it available. On some chapters, the food is replaced to bonus items in keeping with the chapter aesthetic. The food / bonuses add to your score for the chapter. The food panel shows how much you have collected and how much is available in the chapter. If you finish the chapter with less food collected than available, you might have to search for the food and do something else to collect it.
e*	Score Panel (*Pangolin and Armadillo only)	This panel shows your score for the chapter and the best score you have achieved for the chapter. The score is tallied up when you successfully complete the chapter. The score is determined by : 1) The remaining gas at completion 2) The hero's health at completion 3) Food/Bonus collected The score is added to a combined score on the menu screen which is used to determine your leaderboard rank.
f	Pause the game and show menu	Pause the game and music. A pause panel will appear with several buttons to control the game. (See Pause Menu, below).
g	Sleep talk	Only available from the hedgehog when he is asleep. He will give you clues about interacting with the world.

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h	Startle inflatable	There is often an inflatable next to the hero which can be popped to wake up the hedgehog. The hedgehog can also be awoken with the commence game button, but it is more fun this way!
i	Snail: Slow down button	This button will slow down the play by a factor of 3. It is particularly useful when you want to see in more detail what happened to the hero.
j	Rabbit: Speed up button	This button will speed up the play three times over. It is particularly useful when the chapter challenges have been beaten and there is a long trip to reach the family. This button will save you time.
k	Quit intro/ Commence play	This button will show quit the intro when the intro is playing. The same can be achieved by pressing the escape key on the keyboard It will show "Commence play" if the intro has been quit, and you are playing with a hero that is asleep. It will wake the hero and start them walking forwards. Note, this applies to Hedgehog on all chapters (except 14), and Pangolin and Armadillo on chapter 6.
l	Inflation gauge	Shows the inflation level for the selected inflatable. If the inflation goes too high, it will pop!
m	Inflatable name	The name of the inflatable.
n	Gas tank	There are two gas tanks: Air and helium. Helium usually makes the inflatable rise upwards. On most chapters, you can only play with one type of gas or the other. However, on some chapters you can mix gas from either tank and you toggle the gas by pressing the G key or the G button on the tank. Note, they will also show the amount of gas remaining when playing with Pangolin or Armadillo. Playing with Hedgehog does not consume gas.

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Chapter: Points of Interest



Points of Interest Key

a	A hazard	Something that will hurt or kill the hero. Your objective is to protect the hero from these hazards.
b	The gas tank	The gas tank will inflate the inflatable when the left mouse button is clicked.
c	An inflatable	The inflatables will require some interaction to beat the chapter. They are shown as blips-with-rings on the radar. They can also be zoomed to with the left-right arrow keys. Inflating these inflatables will consume gas (when playing with Armadillo or Pangolin) so be careful about repeatedly inflating and deflating them. They will glow with various colours: When playing with the Hedgehog, they typically glow typically gives an indication of the ideal inflation to beat the chapter (ie. green). When not playing with Hedgehog, they will just indicate how close to popping the inflatable is.
d	The hero's family	The hero reaching the family is the objective of each chapter.
e	Food	Bonus food for the hero to collect along the journey. It glows brightly periodically to help you see it.

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Using the radar



a	The hero	The hero is shown in red. You can zoom to it by clicking on the red radar blip, or pressing the space bar.
b	A chapter inflatable	A chapter inflatable is shown on the radar in various colours and will have rings circling around it. The colour changes to the inflatable colour according to its inflation. Ie. It is the same colour that the inflatable glows. You can zoom to it by clicking on it in the radar , or by navigating to it with the left/right arrow keys on the keyboard.
c	The hero's family	You can zoom to the family location by clicking the green radar blip in the radar.
d	Any other location	You can zoom to any location on the radar by clicking the radar representation of that location. Note, if you click on the radar below the ground level, you will be zoomed to a position above ground level.

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Pause Menu



Pause Menu Key

a	Resume	The hero is shown in red. You can zoom to it by clicking on the red radar blip, or pressing the space bar.
b	Restart Chapter	Use this button to try the chapter again. Very useful when your hero dies, and sorry to say, your hero will die often!
c	Exit Chapter	Exit to main menu. There is nothing else to say about this button.
d	Settings	You can change some play settings from the chapter. The same settings are also available in the main menu. The setting are: Audio: You can change the volume of the Sound effects, Music and Ambiance. Lock mouse to inflatable: This is an advanced technique that always repositions the mouse to the inflatable that is selected. This helps when an inflatable is moving around the screen and you want to keep inflating it. Note though, this can be confusing to new players as it repositions the mouse on your behalf, which can be unexpected. Show Messages: The messages give some additional information to the player which scroll up the screen. You can toggle them on or off. The default is on. Play intro: When you start a chapter, a 10 - 20 second introduction is played that gives you some clues. If you want to get into the action immediately, set this to off. Note you can also skip the intro with the skip intro button when it is playing. It is toggled and the default is on.
e	Next Chapter	This button is only available when the next chapter is unlocked for the hero you are playing with.

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f	Save Inflations	This is a very important button and is only available when you play with the Hedgehog. It will save the amount of gas in each inflatable and will start with the same amount when you replay the chapter. Note, it will only restart with the saved amount if you replay the the same chapter again next time. If you play another chapter, it wont remember the saved amounts for previously saved chapters. This button is important to learn what to do when playing with the Hedgehog. Once you can beat the chapter with the Hedgehog, you can use what you have learned to play with Pangolin or Armadillo where there is no guidance or save inflation button, and unlock the next chapter. It also saves a lot of time re-inflating the inflatables again and again - you can just tweak the gas to eventually beat the chapter!
g	Controls	Reminds you of the buttons and keys you need to play the chapter.

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Interacting with the mouse

Left mouse button	Inflate an inflatable with the left mouse button. Be careful not to pop the inflatable... unless you need to!
Right mouse button	Deflate an inflatable with the right mouse button.
Mouse scroll wheel	Use the scroll wheel to zoom the camera in and out. You can also use the circular zoom bar on the top left of the screen.

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Interacting with the keyboard

Space bar	Zoom to the hero and follow it. Same as the binoculars button.
Left arrow / A	Zoom to the nearest chapter inflatable to the left, if there is one.
Right arrow / D	Zoom to the nearest chapter inflatable to the right, if there is one.
G	When on a level with changable gas, G will toggle the active gas tank.
U	Toggles the User Interface on and off (to see more of the screen).
R	Toggles the Radar on and off (to see more of the screen).
Esc	The escape key has a number of functions depending on the context: 1) If the introduction is playing, it will skip the intro. 2) If the game is paused, it will skip the pause, and resume play.
S	Slows the play down (S low). Same as the snail button.
F	Makes the play speed up (F ast). Same as the Rabbit button.

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Hints and Tips

Hedgehog first!	Best to practice with Hedgehog first. Hedgehog will give you tips when asleep and allows inflation before you wake him up. When playing with Hedgehog you usually get clues in the colour of the inflation glow. Lastly, the Hedgehog gives you access to the save inflation button which will save a lot of time each time you replay the chapter. When you win with hedgehog, you can repeat with Pangolin or Armadillo to unlock the next chapter (for Hedgehog).
Lock mouse to inflatable	This is a handy setting that allows you to keep inflating while the inflatable is moving. It also repositions the mouse to the inflatable when you select it from the radar. Note, it can be a bit confusing at first because it repositions the mouse cursor on your behalf, but very handy when you get the hang of it.
Radar space	Try clicking in various locations on the radar that are not occupied. There may be something interesting in that space that helps overcome the challenge, or help to obtain bonus food.
ToolTips	Chapter 1 provides tool tips when you hover over them.