

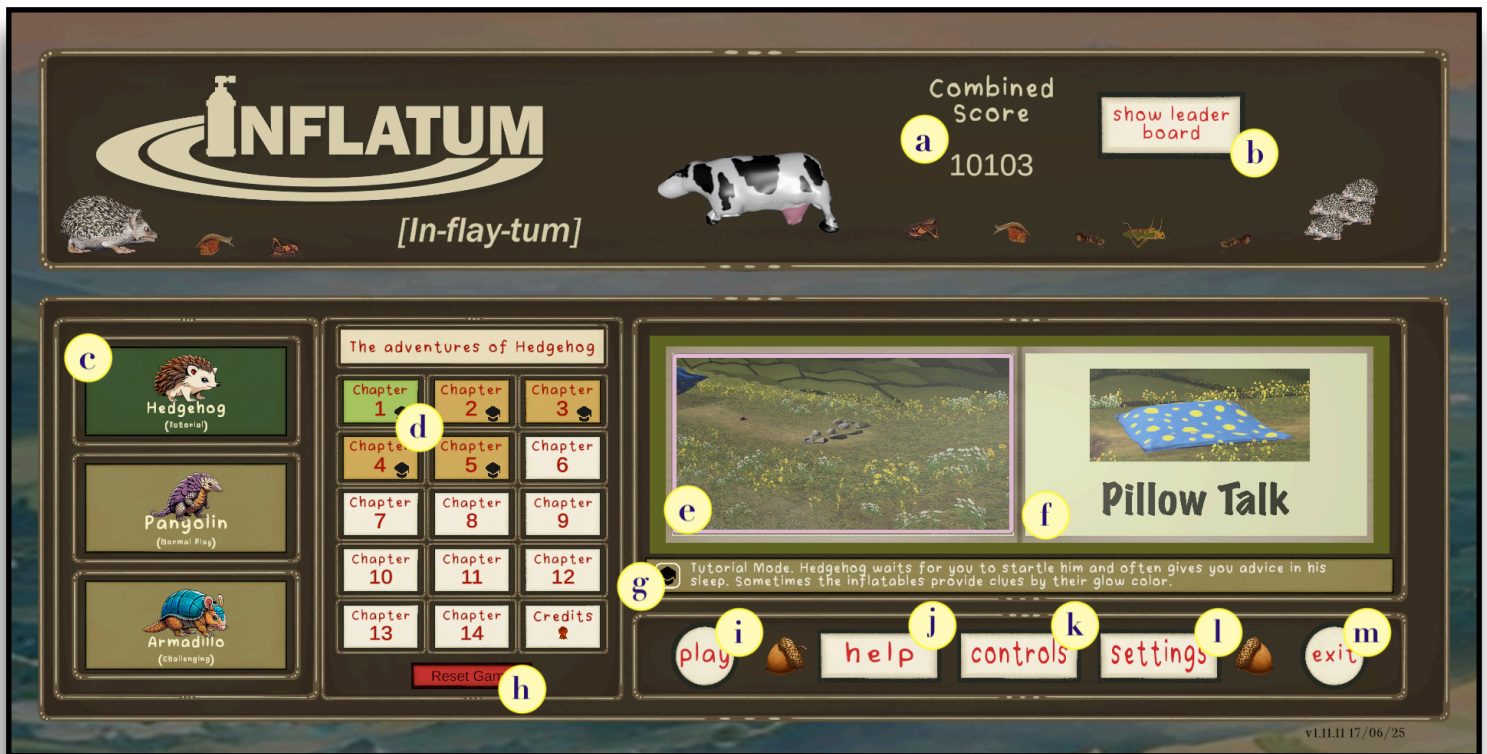
# Inflatum User Guide



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## Main menu overview



## Main menu key

a	Combined score	Total score from each chapters 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	<p>Allows you to select which hero you play with.</p> <p>Hedgehog is used for practice. Hedgehog starts asleep and gives you guidance and hints in his sleep. You can startle him to get him underway. Hedgehog cannot unlock the next chapter nor does the hedgehog contribute to the score.</p> <p>Pangolin is the normal level play. Pangolin starts walking immediately (except chapter 7) and gives no guidance. Winning with pangolin will unlock the next chapter and also contributes to the score.</p> <p>Armadillo is the challenging play. It is similar to pangolin except you will most inflatables are leaking gas giving an extra challenge!</p> <p>Selecting the hero changes the book to the right for the hero you have selected.</p>
d	Select chapter	<p>You can select which chapter to play. You can only play chapters that have been unlocked. Chapters 1 - 5 are tutorial chapters giving a lot more guidance when you play with hedgehog. Chapters 1 - 6 start out unlocked.</p> <p><u>Key</u></p> <p>Green: The currently selected chapter</p> <p>Orange: is a tutorial chapter. There is more guidance in these chapters.</p> <p>Yellow: An unlocked chapter you can play at any time.</p> <p>Grey: A locked chapter you cannot play yet.</p>

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e	Chapter left page	The chapter left page shows you your stricken family in the chapter you have selected. 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.
f	Chapter right page	The title of the currently selected chapter.
g	Hero information	Gives you a bit of information about the hero you have selected. Refer to Select hero above for more information.
h	Reset game	This button will reset your scores and locked chapters as though you are entering the game for the first time. WARNING: Press this button with case!
i	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.
j	Help button	Provides some basic help and purpose. This manual has much more information however.
k	Controls button	Gives some basic information about the screen button and keyboard keys. This manual has much more information however.
l	Settings button	You can change some play settings in the main menu. The same settings are also available in the chapter screens. The setting are: <b>Audio:</b> You can change the volume of the Sound effects, Music and Ambiance. <b>Lock mouse to inflatable:</b> 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. <b>Show Messages:</b> 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. <b>Play intro:</b> 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.
m	Exit button	Ends the game entirely, and closes the window.

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## Chapter overview



## Chapter key

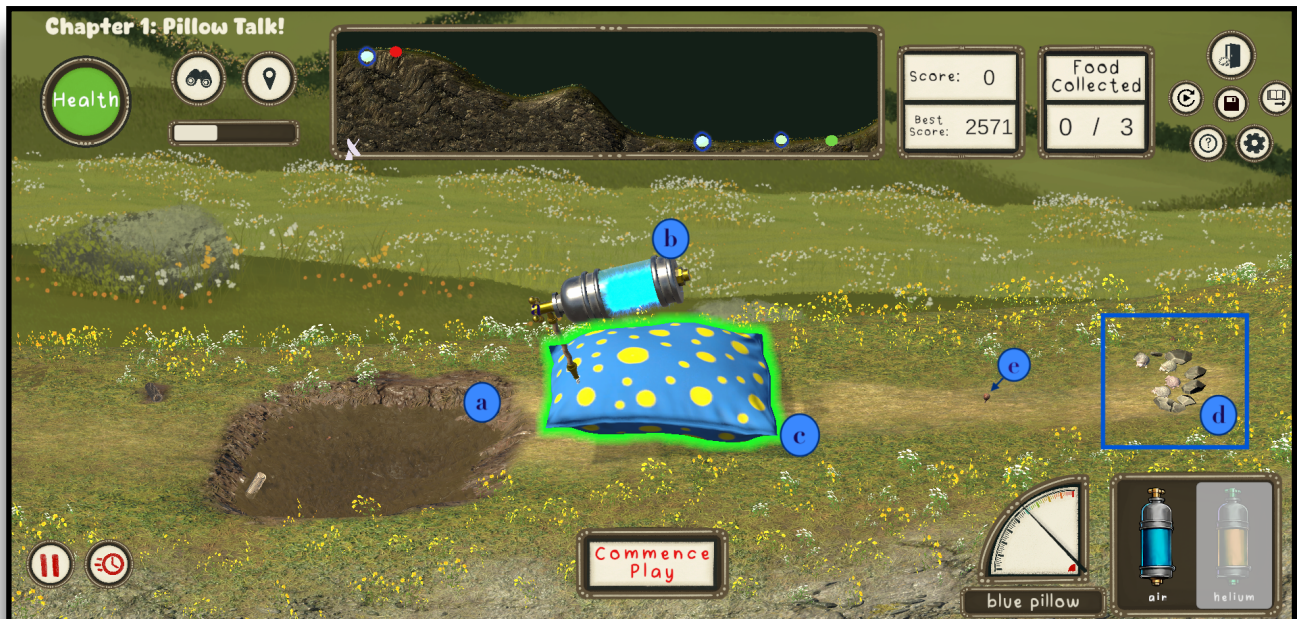
a	Health bar	Gives an indication of the hero's health. The health bar drops down and changes to red when the health is low.
b	Follow hero	Selecting this button will zoom the camera to the hero. The same can be achieved with the keyboard space bar. It will remain highlighted while the hero is being followed.
c	Pin hero	Selecting this button will zoom the camera to the hero, but will not follow it.
d	Camera zoom	This shows the level of camera zoom. You can zoom in and out by adjusting the bar, if you want to focus on a particular object. The same can be achieved with the mouse scroll wheel if you have one.
e	Radar/Map	A selectable area that represents the whole map and allows you to navigate quickly.
f	Score panel	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 aggregated to a combined score on the menu screen which is used to determine your leaderboard rank.
g	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.



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<b>h</b>	Replay chapter button	Use this button to try the chapter again. Very useful when your hero dies, and sorry to say, your hero will die often!
<b>i</b>	Exit to main menu	Exit to main menu. Nothing else to say about this button.
<b>j</b>	Save inflation levels	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 that chapter again next time. If you play another chapter it won't record 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!
<b>k</b>	Next chapter button	This button is only available when the next chapter is unlocked. You can use it to go directly to the next chapter if you win this chapter.
<b>l</b>	Help button	Provides some basic help and purpose. This manual has much more information however.
<b>m</b>	Settings button	You can change some play settings from the chapter. The same settings are also available in the main menu. The settings are: <b>Audio:</b> You can change the volume of the Sound effects, Music and Ambiance. <b>Lock mouse to inflatable:</b> 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. <b>Show Messages:</b> 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. <b>Play intro:</b> 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.
<b>N</b>	Sleep talk	Only available from the hedgehog when he is asleep. He will give you clues about interacting with the world.
<b>o</b>	Pause game	Pause the game and music. A pause panel will appear and you can resume the game from the play button on the bottom left of the pause panel.
<b>p</b>	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.
<b>q</b>	Quit intro/Commence play	This button will show quit 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 the hedgehog on all chapters, and the pangolin and armadillo on chapter 6 only.
<b>r</b>	Inflation gauge	Shows the inflation level for the selected inflatable. If the inflation goes too high, it will pop!
<b>s</b>	Inflatable name	The name of the inflatable.
<b>t</b>	Gas tank	There are two 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 change the gas by selecting which tank you want, or by pressing the f key on the keyboard to toggle between them. Note, they will also show the amount of gas remaining when playing with pangolin or armadillo. Playing with hedgehog does not consume gas.

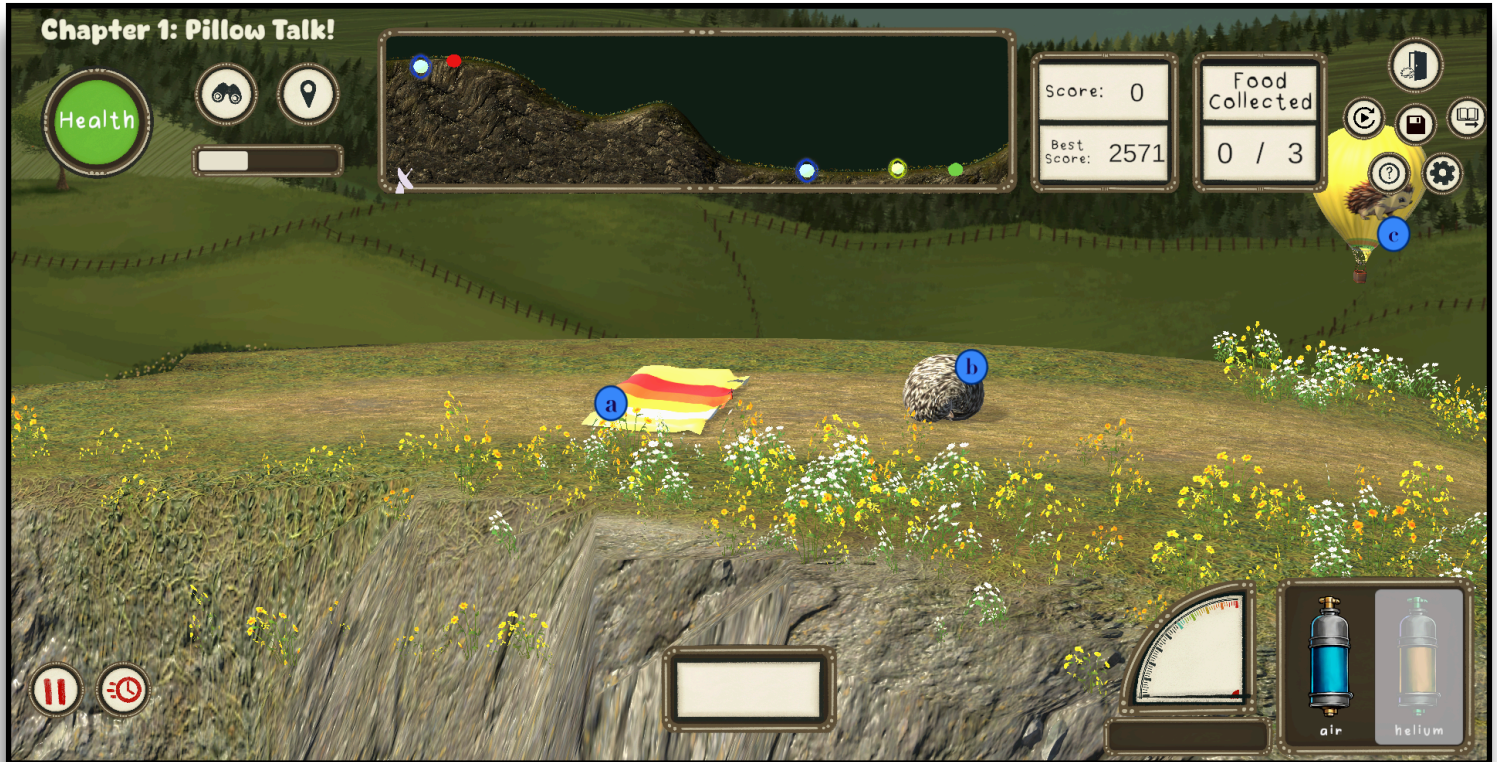
## Chapter: Points of interest (1)



<b>a</b>	A hazard	Something that will hurt or kill the hero. Your objective is to protect the hero from these hazards.
<b>b</b>	The gas tank	The gas tank will
<b>c</b>	A chapter inflatable	The chapter 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 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: On tutorial chapters, or when playing with the hedgehog, the glow typically gives an indication of the ideal inflation to beat the chapter (ie. green). When not in tutorial chapters, they will just indicate how close to popping the inflatable is.
<b>d</b>	The hero family	The hero reaching the family is the objective of each chapter.
<b>e</b>	Food	Bonus food for the hero to collect on the way.

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## Chapter: Points of interest (2)



a	A wake-up inflatable	Inflatables right next to the hero are used to wake up the hero when they are asleep. Inflating these inflatables does not consume gas. If you prefer, you can wake up the hero immediately with the commence play button. They achieve the same thing.
b	The hero	See select hero from the main menu key, for more information.
c	A hidden inflatable	There are several inflatables across the chapters that are not important to beating the chapter, but are there just for fun. [In the game development pipeline, these inflatables will provide Steam achievements]. Inflating these inflatables does not consume gas. They will not show up on the radar, nor will they be accessible from the arrow keys on the keyboard.



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## Using the radar



<b>a</b>	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>b</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. I.e. 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.
<b>c</b>	The hero's family	You can zoom to the family location by clicking the green radar blip in the radar.
<b>d</b>	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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## 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 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.
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.
F	When on a level with selectable gas, F 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 into. 2) If the game is paused, it will skip the pause, and resume play.

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## Hints and Tips

Hedgehog first!	Best to practice with the hedgehog first. The hedgehog will give you tips when asleep and allows inflation before you wake him up. When playing with the 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. Once mastered with the hedgehog, play with the pangolin to unlock the next level.
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.