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# PIPE DREAM™

## INSTRUCTION MANUAL



BULLET-PROOF SOFTWARE

Official Nintendo Seal of Quality

# PIPE DREAM™
## INSTRUCTION MANUAL

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## Introduction

Can you think under pressure? How about under *flooz* pressure? You'll find out when you play *Pipe Dream*, the fast-flowing game of speed, strategy and plumbing. *Pipe Dream* has 36 increasingly cunning stages, with almost infinite variations in each one. Make your pipeline as long as you can, but always stay ahead of the flow or your score will go down the drain. What are you waiting for? *Take the plunge!*

## Getting Started

To start *Pipe Dream* on your Nintendo Game Boy®, turn off your hand unit and insert the cartridge as described in your owner's manual. Turn your game system on and wait for the Title Screen. Then press any button to display the Selection Menu. Once the menu is displayed, select your mode of play (1 PLAYER, 2 PLAYERS or PASSWORD). Then select LEVEL and BGM (background music). Move up and down with the ✚ button, then press the A button to start the game.



## Modes Of Play

There are three modes of play, One-Player, Two-Player-A (competitive) or Two-Player-B (cooperative):

**One-Player** –You may select your starting level. The starting level affects *flooz* speed and the number of pieces displayed in the dispenser. You can play up to 36 stages.

## Modes Of Play *(continued)*

To play the Two-Player versions of *Pipe Dream*:

1) Turn off both Game Boys and insert a *Pipe Dream* cartridge in each machine.
2) Connect the Game Boys together with the Video Link cable.
3) Turn on both Game Boys.
4) Select 2 PLAYERS on the Selection Menu.



## Modes Of Play *(continued)*

**Two-Player-A** (competitive) – This is just like the One-Player version, except each time you make a loop, you advance your opponent's *flooz* by 4 pipe pieces. The player who selected 2 PLAYERS mode first is Player-One. Each player can select their own starting level. Player-One uses the upper cursor, Player-Two the lower cursor. Player-One then presses A button to start the game. Only Player-One can pause the game.

## Modes Of Play *(continued)*

The rules for competition mode are as follows:

- The player with the highest score wins the stage.
- The player who wins 3 stages in a row wins the game.
- In case of a tie, play again.
- The player whose game ends first (who fails to make the distance) must wait for their opponent to finish.



## Modes Of Play *(continued)*

**Two-Player-B** (cooperative) – This is just like the One-Player version, except that each player takes turns placing pipe pieces.

### Levels

LEVEL determines the number of pipes displayed in the pipe dispenser (in the upper left corner of the screen) and the speed of the *flooz*.

| LEVEL | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| Pipe Dispenser | 5 | 4 | 3 | 2 | 1 |
| *Flooz* speed | slow | > | > | > | fast |

## How to play *Pipe Dream*

*Pipe Dream* starts on an almost empty playfield, with only a starting piece. The object is to score as many points as possible by constructing a continuous pipeline from the starting piece.

As you play, pipe pieces appear in a dispenser to the left of the playfield. The next piece to be played appears on the bottom of the dispenser and over the playfield. You can place a pipe anywhere, even if it doesn't connect with other pipe sections. In fact, you'll learn to place pieces in a pattern that anticipates connections many moves in advance.



## How to play *Pipe Dream* *(continued)*

The timer on the right side of the playfield shows the time left until the *flooz* starts flowing from the start piece, through the pipeline you've made. Lay down as many pieces as possible before the *flooz* starts. Once it starts flowing, keep placing pipe pieces and adding to the pipeline before the *flooz* catches up to the end of the pipeline. When the *flooz* reaches the end of the pipeline, the stage is over. When the *flooz* nears the end of the pipeline, the "Danger!" music will play. It will stop playing when you add more pipe.

## How to play *Pipe Dream* *(continued)*

You can "blast" a previously played piece by placing a new piece on top of it. The old piece will explode and the new piece will be put in its place. There is a short time delay for replacing pieces; it also costs you 50 points for each piece replaced. Once a pipe piece fills with *flooz*, you can no longer replace it. Special pipe pieces (like the Start Piece) may not be "blasted."

You may pause the game by pushing START after the stage has begun. Press START again to resume play.

Once you have placed all the pieces you can, you may press the SELECT key and the *flooz* will speed up and end the stage quickly. You will score double points for each pipe piece the *flooz* flows through at fast speed.



## Advancing to the next stage

There are 36 stages in the game. In order to advance to the next stage, the *flooz* must flow through a minimum number of pipe pieces. The DISTance counter in the upper right of the screen shows the remaining number of pipe pieces to be filled to reach minimum distance. As the *flooz* enters a pipe piece, the counter drops by one. When the counter reaches zero, you are assured of advancing to the next stage. Crossovers count as two pieces for minimum distance. If you do not reach minimum distance, the game is over.

## Advancing to the next stage *(continued)*

At higher stages, many things change:

- The minimum distance increases.
- The *flooz* flows faster.
- **One-Way** pipe pieces appear in your pipe dispenser. The *flooz* will only flow in one direction through these.
- **Reservoir** pieces appear. The *flooz* takes a little longer to fill these up, so they gain you some valuable time, as well as add to your score.
- **Bonus Pipes** show up. These will earn you extra points if the *flooz* passes through them.
- **Tunnels** allow the *flooz* to flow off one side of the playfield and reappear on the other side.
- **End Pieces** show up. You must connect the pipeline to this piece after you have reached minimum distance. You gain extra points for using this piece.



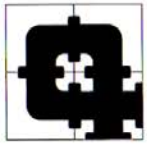
## Scoring

You will receive points for the following when the *flooz* flows through the pipe sections:

| Type | Base Score |
|---|---|
| **Normal Pipe** | 50 |
| **One-Way Pipe** | 100 |
| **Reservoir** | 200 |
| **Bonus Pipe** | 400 |
| **Tunnel** | 800 |
| **End Piece** | 1600 |
| **Blasted Piece** | -50 |
| **Unused Piece** | -50 |

## Scoring *(continued)*

Whenever the *flooz* crosses over itself (loops), a bonus is awarded (see Example 1). The first loop is worth 500 points, the second and later loops are worth the previous loop bonus plus 100 points. So the second loop is worth 600 points, the third 700 points and so on.



Example 1



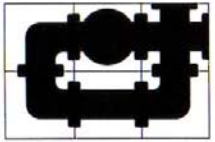
## Scoring *(continued)*

If a special piece is used in a loop, then the loop bonus is increased by the Loop Bonus Multiplier (see below). Loop Bonus Multipliers are additive. If you are able to include several special pieces in a loop, their multipliers are added together. If you have two of the same pieces in a loop, you only get the multiplier once.

| Type | Loop Bonus Multiplier |
|---|---|
| **Normal Pipe** | no effect |
| **One-Way Pipe** | no effect |
| **Reservoir** | x2 |
| **Bonus** | x4 |
| **Tunnel** | x8 |
| **Compound Loop** | x4 |

## Scoring *(continued)*

If a Reservoir is included in the first loop, the loop bonus is 500 x 2 = 1000 points (see Example 2). If the Reservoir is in the second loop, the loop bonus is 2 x (500+100) = 1200 points.

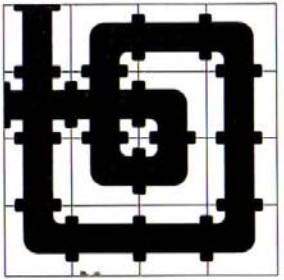


Example 2

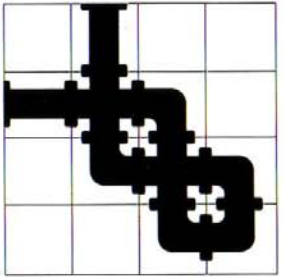


## Scoring *(continued)*

A compound loop is a loop within an loop (see Examples 3 and 4).



Example 3



Example 4

## Scoring *(continued)*

Both diagrams above show two loops. Pass through a cross loop twice and the second bonus score is multiplied by four.

You receive double points for all pipe pieces and bonuses while the *flooz* is in FAST mode after you press SELECT.

Once your pipeline exceeds DIST, all scores are doubled.

At the end of each stage, if you fill the entire playfield with a continuous pipeline, you are awarded a bonus of 100,000 points.



## Scoring *(continued)*

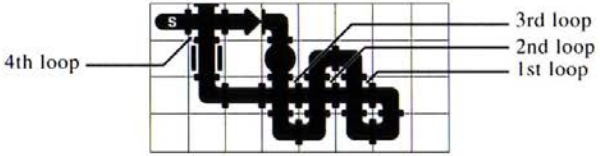
**RESULT display**

At the end of each stage, the resulting score earned during play is displayed.

| | |
|---|---|
| POINT | points for Basic Pipes through which the *flooz* passed. |
| BONUS | points for Bonus Pipes, loops, etc. |
| PENALTY | points lost for "blasted" and unused pipe pieces. |
| TOTAL | result of adding POINT and BONUS and then subtracting PENALTY. |

## Scoring *(continued)*

The following is an example of bonus point calculation:




In this example, minimum distance has been reached, so the value of the fourth loop at normal speed will be...

$$2 \times 1 \times (\ 2 + 4 + 4\ )$$

$$(\text{DIST}) \times (\text{SELECT}) \times (\ \text{Reservoir} + \text{Bonus Pipe} + \text{Compound Loop}\ )$$

$$\times [\ 500 + (\ 100 \times 3\ )] = 16{,}000 \text{ points}$$

$$\times [\ \text{1st crossover} + (\ 100 \times \text{crossover number} - 1\ )] = \text{total points}$$



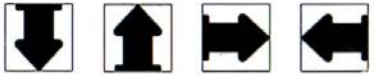
## Plumbing Parts

You'll encounter a variety of pipes and specialty pieces as you progress through the stages of *Pipe Dream*. Here's a preview.

**Basic Pipes:** The seven Basic Pipe pieces conduct the *flooz* straight, around corners, and back across itself in a cross. Remember, the *flooz* always flows straight through crossover pieces.

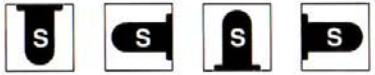


**One-Way Pipes:** The *flooz* can only flow in the direction of the arrow, so be careful how you use them.



## Plumbing Parts *(continued)*

**Start Pieces:** Soon after the stage begins, the *flooz* oozes out of the Start Piece, identified by an "S".




**End Pieces:** On higher stages, you'll find an End Piece, identified by an "E". You must connect the end of your pipeline to the End Piece to complete the stage. Remember, you still need to reach minimum distance.



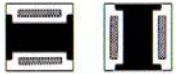



## Plumbing Parts *(continued)*

**Reservoirs:** Reservoirs are your friends, because they slow down the *flooz* briefly, buying you a little time. The *flooz* has to fill the entire Reservoir before it continues out the other side. Using a Reservoir earns you 200 points and including it in a loop doubles the loop bonus.



**Bonus Pipes:** You earn 400 points when the *flooz* flows through a Bonus Pipe. Your loop bonus is quadrupled (x4) if a Bonus Pipe is used in a loop.



## Plumbing Parts *(continued)*

**Tunnels:** Tunnels allow you to connect your pipes to the opposite side of the playfield. You earn 800 points when the *flooz* passes through a Tunnel, and your loop bonus is x8 if you include the Tunnel in a loop. (It is possible, you'll see.)



## Passwords

After you have completed 4 stages, you will receive a password. Use this to start up from the next stage. If you use the 4th stage password, you will start on stage 5. Provided below is a table to record your passwords:

| Stage No. | Password |
|---|---|
| 5 | _____ |
| 9 | _____ |
| 13 | _____ |
| 17 | _____ |
| 21 | _____ |
| 25 | _____ |
| 29 | _____ |

## Playing Tips

- Plan ahead. Learn how to visualize the completed pipeline and place pieces accordingly. If you don't need a piece right away, put it where you can use it later. Needlessly "blasting" pieces wastes points and, more importantly, time.
- If you want a big score, don't be too eager to advance to the next stage. Earn as many points as you can on each stage.
- Use crossover pieces wisely. Each one can deliver bonus points. Make sure you place them where there's enough room to loop back through.
- Even if you're way ahead of the *flooz*, work fast. That way, you'll have time to figure out how to fill as much of the playfield as possible.



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