

KiPulKai



Manual

Earthling,

You are about to enter the KiPulKai adventure. We recommend you read this text before you start.

Our universe is a living world inhabited by many races: the numerous KiPulKai, the proud KiPoGo, the fragile KiBoa and the skilful KiGiu... We live in different natural environments: fertile plains, snowy mountains, arid deserts and bottomless pits... Our lands float in the sky in an endless circle. In some you will find cities and villages, while others are virtually uninhabited. Throughout your different missions, you will meet beings and animals unknown on Earth. You must find out which are friendly or dangerous and which are merely scared of you. Attract them, convince them or repel them...

You will soon discover the richness of our agriculture, the many facets of our knowledge and the creative aspect of our tools. When it comes to health issues or craftsmanship, you'll be surprised!

We are proud and independent people. We lead a quiet life; we attend to our business guided by our own tastes and personality. If you come to help us, take the time to observe us and understand us. Our problems are not that different from those on Earth!

We, the KiDeo, have prepared this manual for you, gathering all the important information you must know about our universe to get by in it and to become an expert on it. Get to know it step by step during your explorations.

Thanks for your help
and good luck!

The KiDeo



KiPulKai is an immense living, expanding universe inhabited by intelligent beings and animals in imaginary worlds. It is made up of the following:

- Mission worlds, which you can discover on your own or with friends to help their inhabitants. The secret of the KiBoa is the first Mission world.
- Community worlds, in which you will soon be able to meet your earthling friends to create projects together and create the future of KiPulKai.

When you start, you will receive a KiPulKai name, which will be yours henceforth. You must use this name to obtain experience points, develop your skills and to be identified by other players.

Throughout your adventure, you will get to know our technology and you will gain more experience. You can even become a renowned specialist and use the most sophisticated tools. We advise you not to let anybody play using your name as this could distort your character and your competence reports.

This boxed set does not only include the CD-ROM game: it also gives you a free subscription to the network game of your Mission world for one year (see the Installation section). You will also have access through the KiPulKai.com site to the reports on your game for one year.

If there is more than one player in your family, think of taking a family subscription. You can obtain more information on the KiPulKai.com web site.

INSTALLATION

Insert the CD in your CD-ROM drive.

Choose the language of the game.

Follow the on-screen instructions. The game will be installed automatically.

Important: If the installation program detects a configuration problem, it will tell you. In this case we recommend that you do not try to install the game.

Read the KiPulKai license agreement that appears and, if you agree with the terms and conditions, accept it.

If DirectX8.1 (or a higher version) is not installed on your computer, you will be given instructions on how to install it. Follow the on-screen instructions.

Once you have installed the game, restart your computer. If you start KiPulKai by clicking on the icon that has been created on your desktop, you can either register to play ([see Registration section](#)) or train with the tutorial ([see Discovery section](#)).

REGISTRATION (TO BE DONE BY PARENTS)

- 1- Click on the KiPulKai icon that has been created on your desktop.
- 2- Click on "Register" in the dialogue window. You will automatically connect to the registration page of the KiPulKai.com site.
- 3- Type the code number printed on the back of your manual and click "Next".
- 4- Type your name, e-mail and your child's first name.
- 5- Your parent's password and e-mail will appear. Keep your password carefully and, if possible, print it by clicking on the "Print" icon. You will receive a confirmation reply via e-mail. Click on "Return to KiPulKai interface".
- 6- The KiPulKai program will load the subscription parameters. Click on "Close" when the message "The operation has been successful" appears.



Important: If for some reason or other the operation has failed, you can carry out an update in the parent's section.

DISCOVERY

If you haven't already done so, click on the KiPulKai icon to start the game. If registered, your child's KiPulKai name will be shown in the dialogue and they will be ready to start the game ([see Play section](#)). Two other options are available: **PoKaiPo** and **Parents**.

PoKaiPo: With this option the child can access a training session to learn how to manage in this new universe and discover his personal tools. It is not necessary to be connected or to be registered to access the tutorial. We strongly recommend the child to train before they start a full mission.

Parents: To access the parent's section you will be asked to type your e-mail and the password you have been given on registration. There are 4 buttons: **Update**, **Player management**, **Change e-mail address** and **Quit**.

Update: A window will open with the KiPulKai name of your child or children. If you click on a name, you will obtain the dates when the game was first and last used and you can type the child's password if you like.

You can also configure the child's connection time limit per day (in minutes) and per week (in hours). If the child reaches the limit allowed, his access to the network game will be interrupted.



The update is necessary each time you register a child or a new Mission world.

Player management: This option allows you to obtain information about the players without update.

Change e-mail address: This option allows you to inform us directly about your change of e-mail while playing. Your previous e-mail is shown: type the new e-mail and enter your parent's password, then click on Validate. Don't forget to let us know of any changes, as your e-mail address is our link with you and the means to keep you informed.

Quit: This option brings you back to the name selection window.



If you want to know more about the mission reports, please refer to the Parent's section of this manual.

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1 . THE LOADING SCREEN

The selection window:

You will have received a KiPulKai name when you registered, remember it and keep it carefully as it is your link to our universe. Your name is unique. When you start KiPulKai, the loading screen will appear over a window with the following text:

My name is XXXXXX. This is your KiPulKai name. If there is more than one user, scroll down through the different names. Please [see the Settings section.](#)

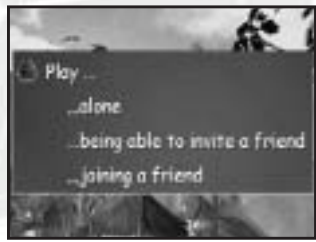
The loading screen



Selection window

Once your name has been validated, you can choose to play in different ways:

- **On your own:** This means you will be playing off-line. You will go straight to the first training mission. After this, the Mission world of the presently available episode will be available automatically.



You can choose:

- Your last saved game
- The last automatically saved position
- To start the episode from the beginning
- Other worlds. You can also change the Mission world if you have others available



Important: You do have the option to start again from the beginning to obtain all your points. However, once you have chosen to finish a mission, you will not be able to re-enter it. Please see the Experience section.

- **Inviting a friend:** If you want to invite a friend to play with others, select this option and click on **Connect** in the options menu after your game has been loaded. In this way you create a network game in which you are the host.
- **Joining a friend:** You must indicate the name of the friend whose game you want to play in the window that appears. If your friend is not present yet, you can wait or cancel if you like. If your friend is present, you can join them in the game as a guest or you can cancel. Please see the Network game section.



Note: If you haven't been connected for a while, new data may be available. In this case you will be asked to quit the game and to restart the game in order to update it.



The loading screen:

Before you start the game, some options will be available at the back of your screen:

NAME OF PLAYER: The name you have just validated will be shown. If you want to change it because you have made a mistake, click on it to see the name selection screen again.

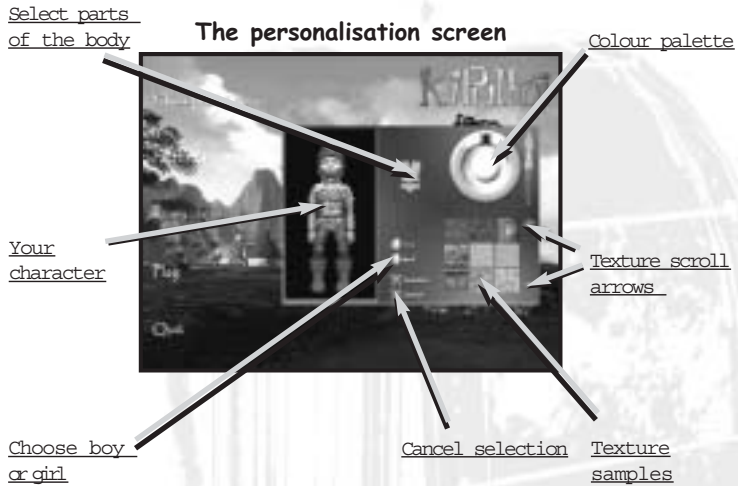
SETTINGS:

Graphic options: Choose the best compromise between speed and user-friendliness from the 6 options.

Password: Enter or change the child's password of your local station.

Language: Choose the language of the subtitles. If you are playing a network game with players of different countries, each will be able read the text in his or her own language and understand the KiPulKai language.

APPEARANCE: Create or modify your character: you can choose to be a girl or boy, select the texture of your clothes and the colours of your skin. The character turns around so you can see him better.



QUIT: To quit, just reply "Yes" to the question: "Do you want to quit KiPulKai? "

2. THE GAME SCREEN

When the game screen appears, wait a few seconds for everything to settle. The centre of the screen is your game environment.

The game screen:



The game environment:

HOW TO MOVE: You are now in our universe. You can move in all 4 directions using the arrow keys of your keyboard.

To slow down, press **SHIFT** (capitals) and **▲**

To walk round without making any noise, press **CTRL** and **▲**

To walk sideways, press **CTRL** and **◀** or **▶**


To turn your head, move the mouse (move the cursor towards the edges of the screen)

In difficult terrain, don't forget to look down and watch your step.

THE DOORS: In our world we have magical doors. If a door appears to be moving it means that it is open and you can click on it to walk through.

If the door is rigid you must first find its lock. It is either a simple red button you have to click on or a coded lock. Please [see the Lock section](#).



 **Important:** Each red button indicates a possible action. Don't forget to click on them

DANGER: Unlike in your world, water is very dangerous here. Don't put your feet in it! There are also very dangerous moving sands.

 **Important:** If your vision gets blurry, leave and find a quiet place to rest!

Beware of certain animals: they can attack you if they feel threatened or are defending their territory or cubs. Beware also of certain beings. It's up to you to decide what to do: you can chase them off, convince them, attract them, tame them, run away from them... [Please see the Dialogue windows section](#). Fortunately, most of the inhabitants of our universe are peaceful creatures.

SAVE GAME: To save at a specific moment, click on the Save game terminal. [Please see the Important objects section](#).

HELP: If you are stuck, click on a Help stone. [Please see the Important objects section](#).





Your pouch:

The bottom of the screen is made up of 2 parts: on the left, your pouch and the options, on the right the state of condition indicators. Place your cursor on the icons to see their names.

You need your pouch to carry out your mission. It contains the essential tools you must always carry with you and which you must win in the tutorial: **the scanner, the analyser, the energizer, the gourd and the money card.** Please see the [Your personal tools section](#).



Note: Your pouch will also allow you to keep objects you have found, exchanged or bought. By the way, many objects belong to someone already, so be careful whom you take them from.

To pocket



Open/Close

Options

Place

TAKE: Click on the object. It will appear on the right hand side of the screen.

PLACE: Take the object and click on the hand in the icon bar. To put it down in a specific place, don't forget to lower your head with the mouse.

OPEN/CLOSE: Click on the trunk in the icon bar. Your pouch will open and close.

TO POCKET: Take the object in your hand and click on the funnel, the object or the open pouch.

TAKE OUT OF POUCH: Click on the object in your open pouch.



Note: Look for the "put down tablets" that attract objects onto them when placed nearby.





The options:

The options allow you to quit the game or change your saved games. They also allow you to connect yourself on-line to play with others or become part of the Community.



QUIT: To quit, just reply "Yes" to the question: "You are about to quit KiPulKai. Are you sure?" Please allow KiPulKai to close properly.

CHANGE WORLD: You can choose to play the world you have finished again to obtain more points. You can also change worlds if you have others available.

CONNECT: If you are the host, once you connect yourself you will create a network game. From this moment your guest or guests can join you. Please see the [Playing with others](#) section.

WELLBEING: This option gives you information about your wellbeing. Please see the [Wellbeing](#) section.

EXPERIENCE: This option gives you information about your experience points. Please see the [Experience](#) section.



Condition indicators:

ENERGY: The red bar shows your physical condition. If it is too low, your capacity to do things will be reduced. You will become slower and slower. You may even have to quit the game. There is only one thing you can do to recover: sit down and rest. Please see the Danger section.



Important: If you don't fill your wellbeing needs by drinking and eating, you will lose energy. In this case rest and take care of yourself!



WELLBEING: the blue bar shows your general state or wellbeing. You must keep in good shape, eat regularly and drink often. To know your exact needs, click on the indicator bar or click on wellbeing in the options menu. Six needs are shown: hunger, thirst, health, comfort, knowledge and sensitivity. It's up to you to fulfil them. Please see the Wellbeing section. If you don't take care of yourself, your physical condition will be reduced very quickly and it will take you more time to recover.

3. THE DIALOGUE WINDOWS



Personal:

To make the dialogue box appear, right-click with the mouse

The following actions can be selected: **sit down**, **repel**, **get up**, **eat** and **drink**. These are your personal options. To close the window, click anywhere outside it. To select an action, click on it.



SIT DOWN: When your energy is low, take a moment to relax and sit down. Don't forget to do this before it's too late. When you are sitting down, you obviously can't move around but you can turn your head with the mouse to look around you. When you are on the raft, why not sit down and admire the view?

REPEL: Don't use this option light-heartedly, but if you are in danger you can use it to repel your enemy by knocking him down. Be careful though, he will most certainly be angry with you and will attack you back.

GET UP: Once you have rested, you must get up!

EAT: Take the object in your hand and click on Eat.

DRINK: Take the full gourd in your hand and click on Drink. To fill it, [please see the Your personal tools section.](#)



A little bit of advice: Make sure you always have fruit or vegfruit available and fill your gourd before you go to unknown places.



With other beings:

Right-click on the beings or animals you want to speak with. Another window will appear with the following dialogue options:

GOODBYE: To politely stop a conversation.

YES, NO: To reply to a specific question you have been asked. If you are asked something the person or being who asked you will be waiting for a reply.



I GIVE YOU, I LEND YOU, I SELL YOU: Click on one of these options: your cursor will change into a red arrow. Take the object in your hand or put it in your pouch. If the person takes an object, there is a possibility your friendship will grow. If the person does not want the object, he will tell you. If he buys an object from you, the amount will be added to your money card automatically.



Important: You will not be able to give, lend or sell any objects you don't own.

SHOW ME YOUR POUCH: If you want to negotiate with someone, it is important you know what you want from him. Click on this option, but be aware that he might not agree to negotiate, especially if you are a stranger to him. It's up to you to decide what to do and how to do it!

GIVE ME, LEND ME, SELL ME: Click on one of these options: your cursor will change into a red arrow. You must select an object with the arrow that can be analysed in the person's pouch or that is near him. If the object doesn't belong to him, he will refuse and tell you why.

COME: You can ask beings or animals to follow you, but they will not necessarily agree to do it. If they agree, it is because they already trust you. In this case they will follow you closely and will wait for further instructions from you.



Important: The beings will not always cross the doors with you.



With animals:

Animals have a less elaborate means of communicating: you can only give them objects, make them open their pouch or make them follow you.

4. EXPERIENCE AND WELLBEING

Experience points:

You gain experience depending on your progress and the paths you take. Each mission is more or less difficult to solve and gives you a different amount of points (an average of 6 and 15 points).

If you choose the easy way (stealing instead of manufacturing, for example) or use the Help stone, you automatically reduce the total number of points you can obtain.

At the end of the game, when you go through the Situation door, a panel will appear that shows you the amount of points you have gained in this mission, the maximum number of points you could have obtained and their distribution per task completed.


Your experience points will of course be accumulated from one mission to the next and from one world to another. You can become a truly sought after specialist when you play with others and when you are part of the Community.

Experience:



Task	Assigned	Total
Task 1	100	100
Task 2	100	100
Task 3	100	100
Task 4	100	100
Task 5	100	100
Task 6	100	100
Task 7	100	100
Task 8	100	100
Task 9	100	100
Task 10	100	100

Buttons:

 If you want to gain more experience points, reply "No" to the option "Next mission" and play again to try out new ways of playing and to accumulate more points.

SPECIALIZATION: Since there are many ways to progress in the game, each mission allows you to obtain more experience and become a specialist in different fields.

To obtain food, you can choose to grow it, buy it, pick it, take it by force or trade for it. If you want to grow your own food, you can use fertilizer and an irrigator to become more efficient. Your experience will increase automatically and your number of points will be distributed depending on your actions.

You will also be happy to notice that you will be able to use more and more sophisticated tools, which you could not use before. It's up to you to make the most of them and to let other players know about them!



Wellbeing:

In order to maintain your state of wellbeing during the mission, don't forget to take care of your body and spirit in the following 6 domains:

HUNGER: To nourish yourself properly you need around 3 vegruit or fruit meals a day. Don't forget that a day in our world is the equivalent of 2 hours on Earth.


THIRST: Your daily needs are around 3 gulps per day. To fill your gourd, take it and click on a fountain, the sea or a waterplant. Don't worry, the sea in our world is not salty!

HEALTH: If you don't do any silly things, you will remain in good health.

COMFORT: You are less demanding than most beings in our universe ; that is why you don't need much comfort. This is one of the reasons we have chosen you.

KNOWLEDGE: You know very little about our history and our technology. You need to learn a lot. Since you will use your scanner eagerly, you shouldn't worry too much about lacking knowledge. Please see the Objects and tools section.


SENSITIVITY: Play a little tune with the musical instrument from time to time and your sensitivity needs will be fulfilled. You can keep the wellbeing balance of those you meet by fulfilling their needs for food, comfort or health. In this way you help them of course, but you also gain experience points. Also think of making friends. It's up to you to find your allies or detect those who are dangerous or dishonest. The better you treat others, the more they will trust you, help you or give you useful information.

 **The intelligent beings you meet have more sophisticated needs than yours: don't forget this when you speak or negotiate with them. Find out how you can help them and give them what they need so they will help you solve the mission.**

5. OBJECTS AND TOOLS

There are many types of tools with different class levels in the KIPulKai universe. You already have the most important in your pouch. The others are for different professions.

All objects have different class levels, from the simplest to the most sophisticated. Therefore, don't be surprised if you can't read a knowledge stone with your scanner, or if certain information cannot be given to you with your analyser. If you see the text "????", this means you need a more advanced model.

 **To maintain the balance of our territories, certain objects such as knowledge stones, TuKis and logs cannot be transported from one mission to another. If you are keeping any of these in your pouch, you will not be able to move on to another mission.**



Your personal tools:

THE SCANNER: The scanner allows you to read the knowledge stones of our universe. Take it in your hand and click on the knowledge stone that is in your pouch or somewhere in the scenery. A small screen will open in which you can read the knowledge stone's information. There are different types of knowledge stones.



Important: The simple knowledge stones wear out if they are used too many times.

THE MONEY CARD: The money card is strictly personal; you cannot sell it nor exchange it. You will start your mission with the considerable sum of 30 KuaDe (1 KuaDe is the equivalent of 1 Euro). You can earn more if you find objects and make transactions. To fill your money card, don't hesitate to manufacture objects and tools, help others, or search around to find objects you can sell through the dispenser.



THE ANALYSER: The analyser allows you to obtain information about all the interactive objects in our universe. Take it in your hand and click on the object you want to analyse. You can analyse objects from your pouch or from the pouch of the being you are talking to. You can also analyse objects you will find in the scenery. A small screen will open in which you can read:

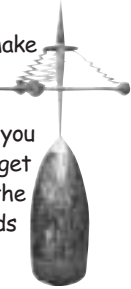



- Universal information such as the object's name, class or model, owner (if it has one) or user.
- Object specific information such as weight, strength, action range, capacity, vitamins, etc.



To obtain the specific information you may need a more sophisticated analyser, since the basic analyser you start out with on your first mission with may not be powerful enough. It's up to you to find the analysers you need!

THE ENERGIZER: The energizer's energy is essential to make certain tools like the lab, the lathe or the extractor function. It can also light a torch to help you see in the dark or make a fire. Take the energizer in your hand and click on the tool you want to use. You will hear when it starts energizing. If you forget to energize it, you will be told. It is important that you place the energizer near the tool while it is working. The distance depends on the class of tool you are using.



 **Don't forget to recharge your energiser on an energy terminal before you decide to use a tool or go on a long trip**

THE GOURD: You need the gourd to drink from. It can be filled with water from the fountains, the sea or rivers. Take the gourd and click on the water to fill it. Take the full gourd and click on Drink in the dialogue window to quench your thirst.



 **Important: You cannot leave a mission without your personal tools.**



Important objects:

DISPENSER: This funny cupboard is a dispenser. The shopkeeper uses it to sell all sorts of objects from simple fruit to the most sophisticated tools. There are dispensers with all sorts of objects and tools and others that sell only the most basic things.



To buy something, click on the dispenser to open it, and then click on the object you want to buy. Don't forget to use the analyser to know its features and price. Once you validate the transaction, the cost will be debited from your money card account. To sell an object, take it in your hand and click on the dispenser: the cost will be credited to your money card account.

KNOWLEDGE STONES: The knowledge stones contain the information and knowledge of our worlds. Read them with your scanner. The red stones give **essential** information to allow you to advance. The yellow stones inform you of science and technology related matters. The green stones give information about biology and history. And last but not least, the blue stones give out information about daily events.



HELP STONES: Those who have preceded you may have left some messages in the big help stones that look like knowledge stones.

If you click on them, they will give you information that will help you on the precise spot where you are stuck.

Each time you ask for help, their messages adapt themselves to your question, but this will take some experience points off you.



LOCK: The lock is a simple red button. Click on it to open the door or activate the mechanism it controls.

CODED LOCK: The coded lock is made up of 4 coloured buttons. Click on it to make objects or numbers appear above it: to the right (blue) to advance, to the left (yellow) to go back. When you feel you have the right combination, validate it by clicking on the red button.



MOBILE SLAB: The mobile slab, a technological phenomenon, is used very often in the KiPulKai universe. It can be used to travel from one place to another, as a lift or raft. A lock usually controls it. For safety reasons, you cannot get on it when it is moving.

TRIGGER SLAB: Some slabs trigger off a mechanism or another slab if a specific amount of weight is placed on them. Don't forget to analyse them!

ENERGY TERMINAL: The energy terminals are the only supply of energy found in our universe. These moving rocks are so precious that some are ready to fight over their control. To recharge your energizer, take it in your hand and click on the energy terminal.



SAVE GAME TERMINAL: These big white crystals that turn around in circles allow you to save your game. Click on them regularly, especially before you enter a difficult phase in the game.



LOGS: The logs light up when you use your energizer on them. They can be used as torches.





How to make the most of the tools:

OWNERSHIP: The beings of our world own different objects required to fulfil their wellbeing needs or to carry out their profession. They can buy or sell them from the dispenser as you can do.

You cannot take an object from someone for a long time. At the beginning, it is considered borrowed, but if you keep it for a long time or want to leave with it, then it is considered stolen. In this case your friendship might suffer.

In any case, you cannot give nor sell an object to the dispenser or to another being if it does not belong to you. For example, if you cultivate a plot that belongs to someone else, the vegfruit that grow in that plot will belong to its owner, not you.



Don't forget to use your analyser to know if an object already has an owner or not.

If someone lends you an object, you become its user but not its owner. You cannot leave a mission with an object if you are not its user or if it does not belong to you. If the object is not owned by anybody and you are its rightful user, you can continue.

Certain objects such as the TuKi, logs or knowledge stones cannot be transported from one mission to another. On the other hand, you must always carry your personal objects with you to move on to another mission.

THE LEVELS: There are more or less sophisticated versions of nearly all objects. The most advanced allow you to obtain better products, more precise information or are simply quicker or more powerful. Try out all the different class levels that exist to reach your objectives. Be aware though that experience is obtained through practice and can optimise a tool's capacity. Make good use of it!

1 . THE NETWORK GAME



Invite:

You have chosen "**invite a friend**" in the selection window. Click on "**Connect**" in the options menu once you have loaded your game. In this way you create a network game. A window will appear with the following text: "Type the name of the person you wish to invite." The name in question is the KiPulKai name of the friend you want to invite. Once you have typed in his name, your guest can join you.

A new option will appear in the options menu: "**Add a guest**". You can type in the name of another friend various times and can also erase it if you like.

Since you are the host, if you click on "**Disconnect**" in the options menu you will disconnect all the guests in the game.



Being invited:

You have clicked on "**Joining a friend**" in the initial screen. Type in the name of your friend to connect to the game.

If your friend is already present, your situation will load and you will find yourself teleported beside him in the game in a very short time. You can follow him, talk to him, give him some advice, exchange hints and ideas, pull a face at him, etc.

If he moves on to another area, you will do the same automatically. You can disconnect from the game in the options menu. In this case you leave your friend to play without you.

If he changes missions, you must connect again to join him.

If for some reason your friend is taking time to arrive, you can decide to wait for him or cancel at any time.

If your friend is present but has not invited you, a window will tell you. You can decide to wait for him to invite you or cancel at any time. Make sure to let him know you are waiting, otherwise he won't know!



The multiplayer screen:

Once you are connected, the multiplayer screen will appear as follows:



THE COMMUNICATION WINDOW: The upper part contains a KiPulKai button, a typing bar and a text window.

The typing bar: If you click on it, you can type your message. Make sure to write short messages. When you have finished, press ENTER. The text window will make your text appear followed by your name. If your friend replies, his message will be shown in the same place with his name.

The small arrows on the right allow you to scroll upwards to read the written sentences.

The KiPulKai button: This button allows you to switch to KiPulKai text mode (please refer to the correspondence table to know which keyboard key corresponds with which KiPulKai syllable). Once you have trained a bit, you will gain some experience and may enjoy communicating in a magical language that all players can learn no matter what nationality they are.



You need to know a few words before you can use it.

Here's some advice: start with S = Dae. This means Hello!

The correspondence table:

If you type: You write:	a Ba	i Bi	b Boa	n Buo	s Dae	d De
If you type: You write:	o Deo	l Du	m Gal	f Giu	h Goe	g Go
If you type: You write:	k Kai	x Ke	c Ki	q Kua	j Pao	y Pi
If you type: You write:	r Po	p Pul	w Tea	t Tel	v Toi	u Tu




YOUR CHARACTER is shown in colour to the right of 7 grey heads that show different expressions: very sad, angry, sceptical, happy, scared, surprised or unhappy.

When you place the cursor over a head, it becomes coloured and your character on the right will gradually take on its expression until it reaches the maximum position. You can stop when you are happy with the expression you see.

You can also click on the expression to reach its maximum position or return to neutral position by clicking on your character. Don't hesitate to try out different expressions- your friends will have a ball!

THE GUEST LIST: A movable window will indicate the friends that are already present in green and the friends you are waiting for in red. If a friend arrives when you have already started playing, you are told to wait a few minutes before continuing.

 If you have exceeded the connection time limit your parents have set for you, a message will tell you. In this case you cannot access the multiplayer game. The only way to be able to play is to ask your parents to revise your daily or weekly connection time credit in the Parents section.

1. HOW TO COMMUNICATE

Here are some suggestions to play with your friends:

Don't allow bad language. This shouldn't prevent you from using funny or flowery language!

Write short messages, use abbreviations and wait for a reply.

Use the KiPulKai language once you know a few words. This will allow you to write faster and to communicate with children who speak different languages.

Use your character's physical expressions to show your feelings.

Wait for the virtual characters you have met to finish talking before you communicate with your friends.

Communicate your experience in each profession to create teams with complementary talents. Once you know the game well and you have created a network of friends, you will be able to meet them soon in the Community and get together based on common interests.

1 . NATURE

In our universe the worlds are divided into territories that slowly float in space-time. It is possible to pass from one territory to the next by crossing the territory doors but it is said that only the KiDeo are capable of crossing worlds by using the World Gates.



Certain territories are fertile and green while others are wild and arid. You will discover all sorts of landscapes: high mountains, vast plains and steep-sided lakes. You are surrounded by nature: only the KiGiu have developed the use of factories and manufacturing.

But nature is generous, and with a little experience you should be able to survive anywhere. Never trust beings or animals you don't know! As our world has existed for a very long time, you will find traces of ancient civilizations.

A day in our world is the equivalent of 2 hours on Earth. Don't forget this or you will soon find yourself in the dark in dangerous places.

2 . THE RACES



5 different races live in the known territories of the **KiPulKai universe**. Others that are spoken of in the legends may exist. Each race has its own culture and beliefs, and each individual his own personality.

The KiPulKai

The KiPulKai are so numerous that they have given their name to our universe and to our common language. They are above all farmers but have also constructed beautiful villages.

The KiPulKai are actually great builders. They are homely but curious beings that use a large variety of domestic animals. They love their homes and their land but generally welcome foreigners who can bring them a taste of adventure and can provide them with dreams of distant places.

Most KiPulkai are so honest that their face will show their feelings, but there are nevertheless some black sheep among them.



The KiPoGo

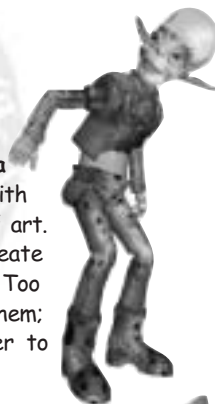
The KiPoGo are tough beings who admire courage and respect a strict hierarchy. They are a semi-nomadic population: some live off looting, others offer their services as mercenaries or take over isolated places such as pits and caves...

In contrast to their appearance, the KiPoGo appreciate music and art. Although they will respect a courageous enemy, they are often crushing and dangerous.



The KiBoa

Not everybody has the chance to see a flying KiBoa house and even less are lucky enough to be invited to a KiBoa village. The KiBoa people are rare and defend their freedom with passion. They live from art and for the sake of art. They are thin, fragile and graceful and create beautiful although not very useful pieces of art. Too much contact with other races can unbalance them; therefore they dislike confrontation and prefer to keep their distance.



The KiGiu

Half human and half robot, the KiGiu are also called "Men of Iron". The KiGiu people are inventive and hard workers who love technological challenges, building factories and labs, and taking control of new territories. Some KiGiu don't let sentiment get in the way of using common resources while others prefer to make contact and alliances. There have even been some cases of interracial marriages!

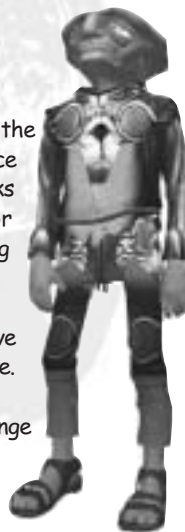


The KiDeo

Some say the KiDeo have existed since before the Great Separation. Their role is to assure peace and harmony between the races. Each of them looks after a different system: hunger, health, or sensitivity. In order to do so they lead a travelling life.

Only they can cross the World Gates. They have superior knowledge, use magic and are quite impressive.

The KiDeo meet regularly on their isle to exchange information about the new worlds.



3. THE ANIMALS

There are many wild and domestic animals in the KiPulKai universe.

The PiPulGoe

The PiPulGoe are big creatures with a trunk that are very useful to carry loads and to provide fertilizer. They are slow and peaceful but can get very angry if they are hurt. They have a very good memory and never forget!



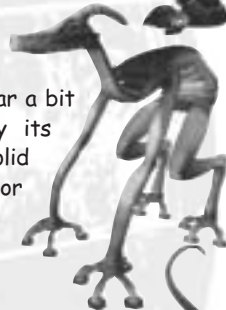
The PiKi

The PiKi is far cuter than it is clever. Its round eyes and big ears are so endearing that one can easily tolerate its excited nature. It is a pleasant, friendly and faithful companion.



The PiTuKai

The PiTuKai's scrawny body may appear a bit ridiculous, but don't be misled by its appearance: it is a clever, fast and solid creature. You can use it to guard places or objects.



The PiDeo

The PiDeo live in secluded places. Their majestic air and great memory make them the symbol of friendship. It is said that seeing a PiDeo in your lands at night can bring you luck.



The PiBuo

The PiBuo is a sort of giant lizard that lives in swamps and humid places. It is a solitary and aggressive creature. Its poisonous skin can provoke the horrible green-flu disease. Avoid it at all costs!



The PiDuGo

There are two types of PiDuGo: a big one with coloured wings found near villages that loves fruit and can be tamed, and a grey one that loves dirt and shade. This one sometimes follows the KiPoGo.



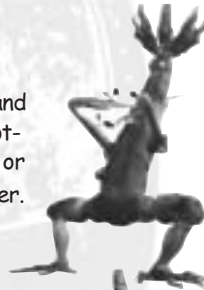
The PiGiu

The PiGiu is the most widespread but the most difficult to find. It is known to dig underground tunnels. Everybody tolerates this big beetle because it eats all the waste that is left around. Be careful though, it eats absolutely everything it finds in its way!



The PiTuPul

The strange PiTuPul is timid and fearful and looks like a tree. It moves slowly on its root-like feet searching for underground water or waterplants. It can be very useful for finding water.



The PiPoTel

The PiPoTel is a type of jumping snail with a beautiful coloured shell. It sucks water from humid ground to absorb its micro-organisms. It is often used for decoration purposes.

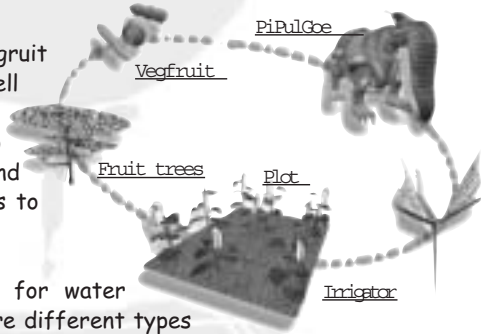


4. THE SYSTEMS

Each inhabitant of KiPulKai has his own tastes and personality, and will behave according to his system's needs and to carry out his task.

Hunger

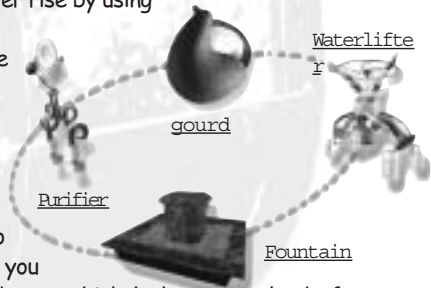
The farmer grows vegfruit on special plots to sell them to the dispenser. Using fertilizer helps to obtain more vegfruit and using the irrigator helps to make them grow faster.



The irrigator searches for water under the plot. There are different types of vegfruit with different growing times and different vitamin contents such as the yamiamarrow or the cabbage. You can also eat fruit from the fruit trees.

Thirst

The biolo provides you with pure water. You will sometimes have to make the underground water rise by using the waterlifter (a type of pump). This will make fountains and irrigators work. You must also purify the water with a purifier.

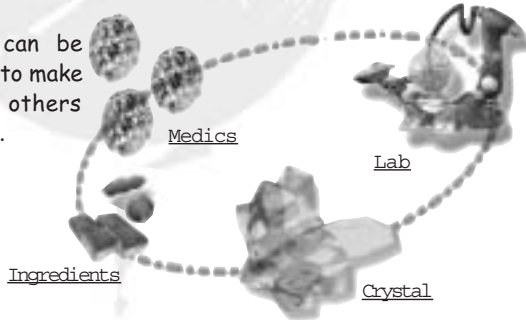


You can then place various waterlifters in different places to obtain water from far away. If you place the purifier near a polluted area which looks like a cloud of insects and energize it, it will take the necessary time to work.

Health

The lab allows the medicine man to make medicine to heal animals or unknown diseases. It cannot be transported. Medicines can be made with different ingredients and a crystal, which needs a code.

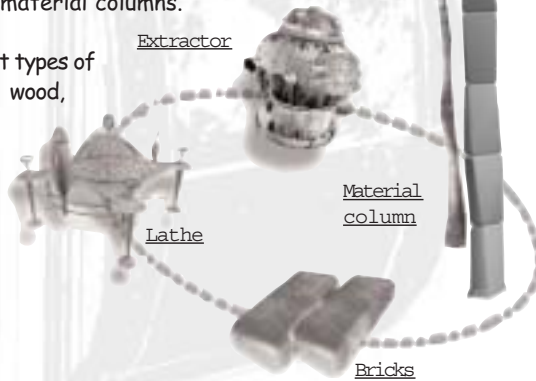
Some crystals can be used to heal and to make vaccines while others can be poisonous.



Comfort

To make everyday objects and tools, the craftsman uses his powerful lathe, which cannot be moved. He types in a code and uses the bricks of material that have been extracted by the brickworker, using his extractor on the material columns.

There are different types of material columns: wood, stone, rubber, etc.



Knowledge

You already know that the scanner allows you to read the knowledge stones that contain all the knowledge of our universe. Some models are more powerful than others but the wise man uses them to carry out his tasks.

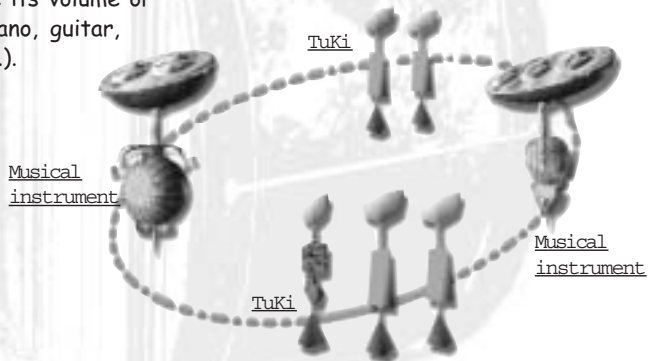
He distributes the simplest stones but he keeps, creates and passes on the wisest for the future generations.



Sensitivity

The musician uses individual or combined musical instruments. There are many types to play melodies, create rhythms, bass, etc.

The musician inserts a music statue or TuKi inside the instrument to change its volume or media (piano, guitar, flute, etc.).



1 . KIPULKAI AND CHILDREN

KiPulKai is a dense, serene and deliberately non-violent universe.

We have created a deep, original universe with a specific story. Different races live in different territories with distinct natural environments: fertile plains, mountains, arid deserts, marshes, isles and continents.

Its geographical situation is unique: floating lands turn in the sky with a revolution that corresponds to 2 hours on Earth. Each race has its own history, whether recent or very ancient, and has its own legends and myths.

Plunged into a universe where each being has its own personality, activities and tastes, the children will be able to evolve freely as they encounter them. Step by step, they will discover the way they live, their customs, their language and their technology.

The children will learn to understand their differences and their skills. They will also find themselves in virtual situations they must solve on their own: departure towards the unknown, separation and relationships with others, fear, compassion, friendship... These are in a way the real challenges children must go through in order to grow up. Here, they can face them with only their own personality and personal skills.

A universe where you can practice your own skills

While the children progress in the game, they will have to make decisions and choose their path: to cross a dangerous labyrinth rather than solve puzzles, to trade for an object at the shopkeeper's rather than using complex tools to make it, to help an individual instead of trusting another, to find a specific animal rather than having to confront a dangerous one, etc.

Each child will thus follow his own path in situations that start off being identical. He will use his intelligence in many ways while experiencing a fascinating adventure combining both strategy and reflection.

Each choice the child makes is based on different skills such as observation, selecting information, using complex tools, etc. At the end of the mission, a summary of the skills that have been used during the game will be established in the form of tables that have been formulated with the help of teachers.

You can see your child's mission assessment in the PARENTS section of the KiPulKai web site. The assessments are established each time the child has reached a certain step in the game.

The child will accumulate experience points in different professions of the KiPulKai universe that will allow him to become more and more efficient and specialized in each field. In this way he will become more confident while playing and can collaborate with his friends on-line.

A universe developed by specialists

Our know-how in child matters and multimedia developments acquired through the creation of educational software ranges such as **ADI** and **ADIBOO** have allowed us, Roland Oskian, Manuelle Mauger and Bernard Claudinon, bring together a multidisciplinary team where each offers competence and passion for their work.

Scriptwriters, graphic artists, project managers, programmers and teachers all have the same ambition to build a rich and dense imaginary world for the young.

Realistic, lifelike situations

The situations the virtual beings of the KiPulKai universe have to face are similar to those of real life: pollution, the differences between the rich and poor, the awakening of poor countries, ecological problems, distribution of natural resources, lust for power, disease, conflict, spiritual gatherings, celebrations, etc.

By discovering each of them and solving certain conflicts or arising problems, the child will see a connection with real life.

KiPulKai in this ways gives children things to think about, subjects to discuss with their parents and debates to carry out with other children.

A place to meet, share information and create projects

The network game and above all the future 3D on-line player's Community will allow children to do many different things: to meet, share opinions on all types of subjects, suggest ideas to make the KiPulKai world evolve, participate in the organisation of public areas and be part of their transformation.

The children will no doubt invent new ways to communicate and play that we haven't even thought about. They will be able to communicate no matter their nationality or language: a considerable achievement.

2. CHILDREN AND THE INTERNET

The KiPulKai network

Naturally, we have given KiPulKai the necessary control and attention in order for it to be a safe and protected environment for children.

On the one hand, KiPulKai is a unique and independent universe from which it is impossible to browse the Internet. This means the child cannot access different web sites.

On the other hand, the messages the children write in the multiplayer game are filtered and checked regularly. Any message that is questionable or contains an address is stopped in real time. The child in this case is asked to write his message again differently.

The necessary connection time between missions (there are in total 13 missions) does not exceed 3 minutes.

If you wish to control the time your child spends on-line in the multiplayer game per day or per week, some settings are made available to you to do so.

Children are more intuitive than adults. This helps them to learn quickly how to evolve in a virtual world and to feel perfectly comfortable in it.

Contrary to what may worry some parents, the network game does not contribute to isolation: it is a new meeting place for children and a new way to communicate. KiPulKai offers many possibilities to discover, invent and create in which children are an active part of it all and need to work together.

It is also a good learning experience for the child to be able to write his opinion about a game, to make decisions to make it evolve, or to discuss a situation or social problem that has arisen during the game.

Advice regarding the Internet

Teach your child, as you do in real life, not to trust strangers, never to give out his identity, his e-mail, or send photographs without your approval.

Stop any contact that may appear unsure. You can use an Internet filter software which stops access to certain web sites by eliminating those that contain prohibited key words, Teach your child to be critical when choosing and to reject web sites that are questionable or full of propaganda.

In these matters, your child's best guarantee is his own culture developed by his own experience and communication with others.

Use and update your antivirus software regularly. If possible, keep your important files on another computer or keep a copy on a CD-ROM. Teach your child also never to open an e-mail attachment without checking first that it is virus free.

3. TECHNICAL SUPPORT

If you have problems installing or playing the game, contact our technical support team. You will find the address and telephone number in the KiPulKai.com web site.



Consult the **Help** section of the web site where you will find answers to the most frequently asked questions.

In order for us to give you a better service, please make sure you do the following before calling:

- Consult the manual. Don't forget to download the new updated manuals regularly from our web site.
- Update your game in the parent's section.
- Write down your computer's configuration (type of processor, sound card, CD-ROM drive, video card, etc.)
- Write down any error messages that may have appeared.

Don't hesitate to write to us via e-mail at contact@kipulkai.com to send us your questions and suggestions. You can also obtain information about the license agreement, subscriptions and the upcoming missions.

FUNCTION	KEY	DESCRIPTION
ANALYSER mode	B	To analyse objects by clicking on them. You can also take the analyser first and then click on the object.
SCANNER mode	Space bar	To read knowledge stones. You can also take the scanner first and then click on the stone.
ENERGIZER mode	E	To energize tools or logs. You can also take the energizer first and then click on the object.
Open/Close pouch	F	You can also click on the trunk in the icon bar.
Put down object	O	You can also click on the hand in the icon bar.
Reposition camera	C	To position the camera in the right direction.
Pause	P	To pause the game.
Type mode	ENTER	To write to your friends during the network game.
Quit mission	ESC	You can also click on the wheels in the icon bar and select "Quit".

REMINDERS		MOVEMENT	KEYS
EAT DRINK	Check your levels of hunger and thirst and don't forget to eat and drink.	Run forwards	▲
REST	Take care of your physical condition (energy) and sit down to rest.	Back up	▼
SAVE Click on these save game terminals.		Turn left Turn right	◀ ▶
CHARGE ENERGIZER Click on these energy terminals with your energizer.		Move forwards slowly Move forwards silently	▲ + Shift ▲ + Ctrl
		Walk sideways	◀ + Ctrl ▶ + Ctrl