Meet Pizzy!

This is Pizzy. He is a blob of pigment, living happily in the beautiful, colorful world. He has a fun ability... if he jumps into a bucket of paint, he will turn the same color as the paint. This means he can look different everyday and have even more fun!

But one day, the evil trolls showered the world with latex paint, and warped the natural colors of the world! This caused certain objects to develop strange powers.

But what is this? When Pizzy jumps onto one of these strange objects, his color blends in with the object’s color. What’s more, when the object changes color, it has a different power! Pizzy was not sure what these objects were, but they looked a bit like a platform.

Now it is up to you to help Pizzy learn how to use these new powers to restore the world back to its original powers. Good luck!
Controls

Left/Right keys:

Horizontal movement

Up key: Jump

Spacebar: Throw a paint glob
Enter key: Choose a selection made in a menu
All arrow keys: Select options in a menu
Objective

Restore the rightful colors!
The goal of each level is to turn all the platforms into each of their correct colors, which is given to you in an answer key. But watch out! When a platform changes colors, it gains a different ability. Even if a platform is the right color, you might accidentally change it again to a different color.

Mix colors together
Change a platform’s color by jumping onto it or shooting a paintball at it. The color of you or the paintball will blend with the color on the platform. You can change your own color by jumping in one of the primary-colored buckets of paint. Be careful! If you mix opposite colors together, the platform will turn permanently brown!
Gameplay

User Interface

Bucket

Platforms

Pizzy

Answer Key

Color Wheel

MOVES: 1/5

错: 0/2
How to Blend Colors!

Pizzy can only be a white or a primary color (red, yellow, blue). Pizzy can never change its color unless he jumps into a colored bucket.

If blue Pizzy jumped onto a yellow platform (primary colored), the platform will turn green (secondary color).

If blue Pizzy jumped onto a green platform (neighboring secondary color), the platform would turn blue.
How to Blend Colors!

If red Pizzy jumped onto a green platform (opposite secondary color), the platform would turn brown.

Brown platforms will stay brown forever and have no powers.

White platforms will turn the color of Pizzy.

White Pizzy will not change any platform colors.
Meet the Platforms

**Red** - *The Fan*, will blow a wind current at Pizzy in a certain direction

**Orange** - *The Teleporter*, will teleport Pizzy and his paintballs from one orange platform to another
Meet the Platforms

**Yellow** - *The Elongater*, will make Pizzy’s jumps longer

**Green** - *The Sticker*, will make Pizzy stick to the platform from all sides
Meet the Platforms

**Blue** - *The Elevator*, will make the platform travel up and down

**Purple** - *The Walkway*, will make the platform travel left and right
Click and Drag **Pizzy**, **Platforms**, or **Tokens** from the bottom display onto the Game Screen above it:

Delete an item by dragging it into the **Trash Can**:

Change level **Background** and **Music** by clicking the arrows.

Undo last change, **Clear**, **Save**, or **Test** your level to try it out!
Once Pizzly is on the screen, his icon on the menu grays out, enabling you to click Test to play-test your newly created level!

If you don’t like something, you can re-edit your level. Right-Click an element to change its properties:
level Editor

Platform Menu

- Start Color
- Goal Color
- Fan Direction
- Platform Size
- Bucket #
- Minion
- Platform Area
- Save
- Cancel

Scroll through ▼ ▲ to change start and end platform colors.

Direction of fan in case platform turns red: ◀ & ◀ is platform vertical.

Add Buckets to the platform.

Hit "Off" and drag to determine platform motion range. Hit "Off".
Minimum Requirements:

- Windows XP (Service Pack 3), Windows Vista (Service Pack 2), or Windows 7
- A graphics card that supports Shader Model 1.1 and DirectX 9.0
- 1.6 GHz+ processor
- At least 120 MB of free disk space
- 1 GB of RAM

Visit [http://www.blush.xtreemhost.com/download.html](http://www.blush.xtreemhost.com/download.html) to download the necessary installation files. Then extract the files and run setup.exe. The game will be launched and placed in your programs under a folder called Microsoft. After installation you may remove the installation folder. To uninstall go to Programs and Features in your Control Panel, select Blush, click Uninstall/Change, and then click OK. Enjoy.
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Animations, backgrounds, characters, items, platforms, data management

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