

Blimp Race

BlimpRace

BlimpRace is a brand-new flash game from Brainmaster. The user is prompted to select a blimp, which runs a race depending on the feedback delivered to the Brainmaster software.

The Interface:

The Start Screen



1. Select Blimp: Click on the blimp who will race according to the user's feedback. The remaining (non-user) blimps race according to an automated function independent of user feedback.

2. Race Length: The non-user blimps will take about this long to complete the race - depending on the difficulty level and user feedback, the user could complete the race in a wide range of times. If the user meets the difficulty level consistently (see below), they can be expected to take about as long as the non-user blimps.

3. Difficulty: The difficulty level corresponds to the percentage of client feedback that will put the player cat about "on par" with the race competition. The default value is 50%. For example, at a difficulty level of '25', the client will have to meet the required conditions about 25% of the time to keep up with their opponents in the race. As the client meets conditions more consistently, the chance of the client winning will also increase. So, in the case of 25, a client providing 35% feedback would have a good chance of winning the race.

4. Sound On/Off: The sounds act primarily as reward feedback and appear in five different places during the game:

- At the game's start, the sound of wind and chimes.
- During the race, a 'whoosh' sound will occur periodically with volume relative to feedback.
- At the result screen (see below) after a win, the sound of chimes.
- At the result screen (see below) after a loss, the sound of less-victorious chimes.
- When the user completes daytime or nighttime stage (see below), a chime will sound to signal the shift.

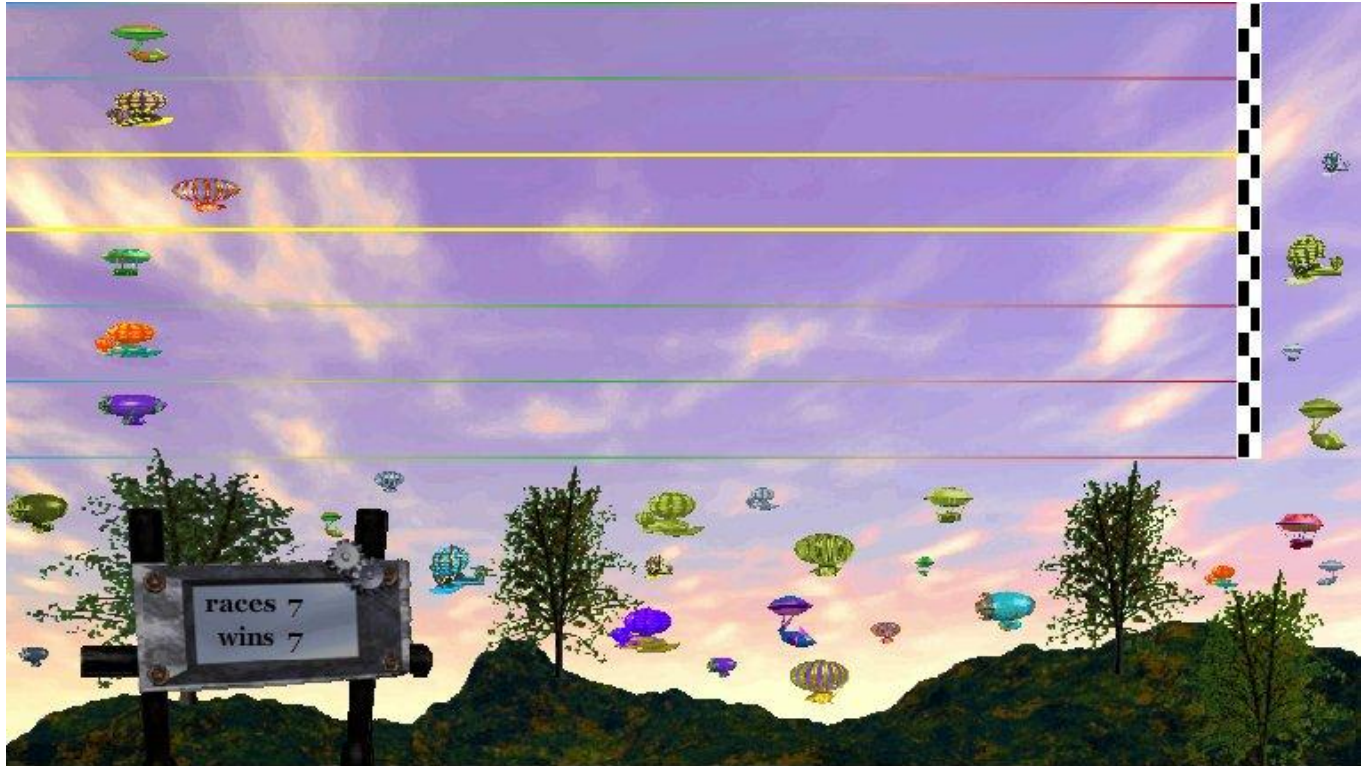
5. Start Race!: Be sure you've fixed all your desired settings before moving on.

The Race Screen (Day)



- 1. Race Borders:** When the client meets feedback requirements, the borders of the race track will light up around the player's selected blimp.
- 2. Trophies:** As you gain points, trophies begin to appear. When the client meets feedback requirements, the trophies animate. Each stage has twelve trophies - two for each blimp. For the daytime, these are regular- and variant-colored. For the nighttime, these are gold- and silver-colored.
- 3. Statistics:** Here, you can see the user's performance for that game.

The Race Screen (Night)



The nighttime race screen is identical to its daytime counterpart with regard to game play - the difference is purely visual.

The Result Screen



The result screen will be displayed for six seconds before the race restarts. If you want to change a setting, be sure to press 'New Blimp'.