

Pipe Mania Help Index

The Index lists all Pipe Mania Help topics.

To learn how to use Help, choose Using Help from the Help menu, or press F1.

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Overview

Pipe Mania is a fast-flowing game of speed, strategy, and plumbing. Imagine yourself as the plumber-in-chief at the Acme Chemical Company. A miracle sewer cleaner called *gOO* has just been invented, but it is being produced much faster than it can be piped into containers. Your job is to build an emergency pipeline with spare plumbing parts, and save the world from a sea of slimy green glop.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Rules of the Game](#)
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Playing the Game

The object of Pipe Mania is to score as many points as possible by constructing a continuous pipe from the starting piece. As you play, sections of pipe appear at the bottom of a dispenser to the left of the playing field. You can place a pipe anywhere you like, whether or not it connects with other pipe sections.

You can't rotate the pipes, nor can you alter the order in which they appear, nor can you skip a pipe and come back to it later. Pipes must be played as they come.

To Start a New Game:

- ✦ From the Game menu, choose New Game. Or Press F2.

To Pause a Game:

- ✦ From the Game menu, choose Pause. Or Press F3.

To Place a Pipe:

- ✦ Click the square on the board where you want the next pipe from the bottom of the dispenser to go.

To "Bomb" a Pipe:

- ✦ Place a pipe directly over a previously placed pipe. The old pipe will explode and the new one will appear in its place. There is a short time delay for replacing pipes, and a 50 point penalty.

To Advance to the Next Level:

- ✦ Place as many pipes as are indicated in the top right corner of the screen, and connect to the end piece if there is one. When the goo has flowed through the indicated number of pipes and into the end piece, you are assured advancement to the next level.

To Return to a Previously Attained Level

- ✦ When you reach a bonus level, you will be given a password. To return to that level, choose the level number from the Skill menu and enter the password.

Related Topics

- ◆ [Rules of the Game](#)
- ◆ [Overview](#)

Rules of the Game

Pipe Mania Rules:

- Pipe Mania consists of a game field, several [pipe parts](#), and goo.
- After the round has started the goo starts to flow from the starting piece into the pipeline you're constructing. Keep placing the pipes and adding to the pipeline until the goo catches up with you or spills off the edge of the playing field. When the goo reaches the end of your pipeline, the round is over.
- Once a pipe fills with goo, you can no longer replace it. And at higher levels, the game field will contain advanced pipe sections and obstacles. You can't "bomb" those special sections that appear at the start of a round.
- Once you've placed all the pipe sections you can (or want to), press the fast forward key and the flow of goo will speed up. You will score double points for each additional pipe section the goo flows through.
- If there is an end piece, you must connect the goo back into the end piece in order to advance to the next level. Remember: you must also place enough (indicated in the top right corner) pipe sections between the start and end pieces.
- Pipe mania starts on a playing field that is empty except for the starting piece, and possibly an end piece. At higher levels, many things change:
 - * The goo flows at a faster rate.
 - * There are areas of the playing field that allow the goo to exit one side of the screen and reappear on the other side.
 - * Obstacles appear on the playing field. You can't place pipes in those squares.
 - * Bonus Sections may show up. These earn you extra points if the goo goes through them.
 - * One-way pipes appear in your pipe dispenser. The goo can only flow through these in one direction.
 - * End pieces show up. In addition to achieving the required pipeline length, you must direct the goo into the end piece in order to advance to the next level.
 - * Reservoir pieces appear. The goo takes a little longer to fill these up, so you gain valuable time.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Strategy and Hints](#)

Scoring

This section explains how Pipe Mania is scored.

Basic Game Scoring:

- ◆ 50 points for each pipe the goo flows through, until you reach the distance required to advance to the next level.
- ◆ 100 points for each pipe the goo flows through after you reach the distance required to advance to the next level.
- ◆ 500 points for each time the goo crosses itself in a cross pipe. (If the goo does not cross itself you still receive 50 or 100 points for going through the cross pipe.)
- ◆ 10,000 points if the goo crosses itself in 5 crosspieces.
- ◆ 500 points for each bonus or reservoir section the goo flows through before you reach the distance required to advance to the next level.
- ◆ 1000 points for each bonus or reservoir section the goo flows through after you reach the distance required to advance to the next level.
- ◆ 1000 points for using the end piece.
- ◆ 100 point penalties at the end of every round for each unused pipe .
- ◆ 50 point penalties for each replacement you make.
- ◆ After you hit the fast forward key, every pipe the goo flows through earns you double the usual point value.

Strategy and Hints

This section contains helpful hints for playing Pipe Mania successfully.

- If you want a high score, don't be too eager to advance quickly to the next level. Earn as many points as you can on each level.
- ◆ Think ahead. If you don't need a pipe section right away, put it where you can connect it later. Blowing up pipes wastes time and valuable points.
- ◆ Look ahead in the dispenser to see what pipe pieces are coming, and plan your pipe structure to use those pieces.
- ◆ Use cross pipes wisely. You only get a limited number of them, and each one can deliver bonus points. Make sure you place them where there is room to loop back through.
- ◆ Even when you're way ahead of the flow, work fast. That way, you'll have time to figure out how to fill as much of the playing field as possible. Or you can press the "fast forward" key and score bonus points.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Rules of the Game](#)

How to Play

This section contains information about how to play Pipe Mania.

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Commands

This section contains information about commands in Pipe Mania.

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Game Menu Commands

This section contains information about Game Menu commands in Pipe Mania.

New Game

Starts a New Game of Pipe Mania.

Pause

Pauses the flow of the goo.

High Scores

Displays the High Scores table.

Exit

Exits Pipe Mania.

You can exit at any time, even in the middle of a game.

Skill Menu Commands

This section contains information about the Skill menu commands in Pipe Mania.

Level

If you have reached a bonus level in the past, you can return to that level by choosing it from the Skill menu. You will be prompted for the password that you received when you passed the bonus level the first time.

Bonus Levels are the levels after 4, 8, 12, 16, 20, 24, 28, 32, and 36. Once you've passed a bonus level, you will be given a password so that you can start at that level any time.

There are seven basic **Pipe Parts**. Remember, the goo always flows in a straight line unless it has no choice.

