

## EDING ATTITUGE ()

## Have fun!



Welcome to the first issue of **The BA Letter**! It'll be released more or less regularly to keep you informed of **Boing Attitude** news and ongoing/upcoming projects. This is also the perfect document to bring some help on our already released products such as



Word Me Up XXL. Feel free to send your questions to us or tell us which level you are stuck in. By the way, you'll find at the second page a very detailed solution of the level 20. Have fun!

Glames, Boing Attitude

#### Goodies for Word Me Up XXL!



Some goodies are now available at our online store since last July.

Mousepads and mugs are now in the colors of Word Me Up XXL: find the different characters again such as Mr

ET (that you can see on the opposite photo).

There are therefore 8 mugs but 9 mouspads because the Splash screen is also present.

**T-shirts** are also under consideration. Feel free to contact us if you are interested.

Click on **Store** from the home page of the website to access our redesigned online store.



#### Word Me Up XXL goes on!

Word Me Up XXL is available since 2011 on three systems: **AmigaOS 4**, **MorphOS** and **Windows**. You should know that the work continues to make it available on more computers. The **Linux (Intel)** version is underway. We also hope to then provide a version for **Mac (Intel)**.

A (positive) review of the video game and an interview with Glames have also been published in the Italian magazine **Bitplane**, largely devoted to the Amiga.

#### Let us know your highscores!

You should have received a recent e-mail asking you to send your Word Me Up XXL highscores to us.

It is important to answer because it allows us to identify problematic levels. Besides, you then receive a "cheat" code to enter during the game which allows you to earn an extra life!!



# SUNG AVUUUUS 8))

### Have fun!



#### The solution of the level 20 OFFSIDE!

1/ The level 20 OFFSIDE is the LAST of the theme of football but probably the FIRST level very difficult. Three difficulties are on the programme. The night at first, due to faulty projector, severely limits the field of view. The collection of letters is also very complex. Finally, the time is very limited!

2/ From the beginning, you are forced to drop the night. The opposite screenshot lets you know



© 02:51 where to go. In fact, you have to go down to the first [F] then go back and follow the hallway to the riaht.

3/ Of course, it is best to make this journey at night, otherwise you will not have enough time.



that Note [1] represents your starting point and [2] your arrival. The arrows symbolize the progression course to follow. Before arriving at

the point [2], you must have collected the [F].

4/ Go to the end of the hallway and go down.

5/ There is no second [F]: so you need to find an object to double the first or last letter. To do



this, go down and then turn left: attention. route this should also be done at night! Then go down while avoiding

the referee ...

6/ Go down until you hit a wall and turn right.



that will double the [F] then retrace your steps.

7/ Turn back to the first large horizontal corridor and go left until you find the first opening: go © 00:36 down then right



to recover the [S]. Again, the night will be the law :-). Locate the area well before you turn off because you

need to go into the great hall.



# SUNG ATTUUUE 8))

## Have fun!



## The solution of the level 20 OFFSIDE (end).

8/ Once back in the big hall, go right again and go down. By cons, this time, instead of going left, go



wall. Then go down and pick off the [I]. Then go up and left toward the referee ...

9/ Go down again but turn right at the first intersection.



Continue down as soon as you can then go left.

10/ Collect the [D]: Bravo! You have collected just over half of the letters (FFSID). Follow the « snaking » hallway.

11/ Take then the object to change the direction



The next letter will be added at the beginning of the word rather than at the end. You must therefore for now seek a [O].

Go down then go left.

**12/** Go up to hit a wall and then keep right to



leave football field ... After once again plunged into darkness. go left then up to collect the [O].

13/ For now, you should not pick up the [E]. It must indeed change again the sense of adding the next letter. Turn back to back to where you checked out the [I] (near the first referee).

14/ Then go up and hit a wall mount. Pick the object that will help recover the sense of 0000 o1:10 adding classic. Then return to your steps left.



15/ Go down, go right then left down to find the



"snaking" hallway. Then go left until you see a [E]!!!

3/3