Pixicade Sparks™

START HERE!

NOTE: Pixicade Sparks are designed for use with Pixicade Mobile Game Maker. Please be sure that the Pixicade Mobile Game Maker app is installed on your device and that you are logged into an active Pixicade account to continue.

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REGISTER your DRAGON SPARKS to your Pixicade Account

Each Pixicade Sparks set has its own unique QR code that must be registered to your account before you can use them in your games.

Please note that each Sparks Kit can only be registered and used on one account.

How to register your new Sparks on your Pixicade Account:

1. Open the Pixicade Mobile Game Maker app on your device.

2. If needed, log into your Pixicade account.

3. Tap the gear button at the top right corner of the homescreen to open the settings menu.

4. Tap the "Scan New QR" button at the bottom right of this menu screen.

5. The Pixicade app's camera will open. Line the camera up to the QR code on the instruction sheet that came with your Pixicade Sparks kit and snap a picture.

6. You will get a confirmation popup when your code has been successfully registered

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PLACE PIXICADE SPARKS IN YOUR GAME

There are two ways to create a game with Pixicade Sparks; add them to your game using the *physical Sparks tokens* or the *digital Sparks* tab in the Powerups.

Get started by drawing a Get the Goals or Maze Maker Pixicade game; make sure to leave room for your Sparks tokens!

GET THE GOALS   **MAZE MAKER**

PHYSICAL SPARKS

1. Place your Pixicade Sparks tokens on your drawing.
   Note: Sparks tokens in the game will be facing the direction that you placed them on the paper.

2. In the Pixicade app, tap the Create menu, select your game type, then line up your camera and take a picture of your game.

3. Play your game!
   If you're not happy with your game, try again with a new drawing. Trial and error is part of the game design process!

DIGITAL SPARKS

1. Open the Powerups for your game.
2. Click the SPARKS tab on the top left of the screen.
3. Select the Dragons category, then drag the Pixicade Sparks that you want to add to your game from the menu on the left.

4. Drag from the corner of the Sparks asset to make it bigger or smaller, and drag the handle with a blue dot to rotate it.
5. When you are done adjusting your asset just tap anywhere outside of the asset to deselect it and open the Sparks menu again.

CRYSTAL THE ICE DRAGON

If disturbed, Crystal the majestic ice dragon lets out an icy blast that forms frozen platforms your avatar can use as platforms... until they melt!

HOW TO PLAY

When the avatar touches the ice dragon, it will blast out two icy platforms, one above the other, directly above its head. After a few seconds, these platforms will melt.

The avatar can jump onto the platforms from below, but will fall once the ice melts.

After another few seconds, the avatar can touch the ice dragon again to create two new platforms.

Use the ice dragon to create temporary platforms to help players navigate the level, or as temporary shields from projectiles!

POWERUPS

With the SPARKS Powerup, you can adjust the RECHARGE TIME and PLATFORM TIME of the ice dragon.

RECHARGE TIME

This setting adjusts how long you must wait before the ice dragon can create more platforms.

Drag the slider to the right to make the recharge time longer, and drag the slider to the left to make the recharge shorter.

PLATFORM TIME

This setting adjusts how long the platforms last before they melt. Drag the slider to the right to make the platforms last longer, and drag the slider to the left to make it melt sooner.

EMBER THE FIRE DRAGON

Ember, the fearsome fire dragon, will blast flames at your avatar. Their fire ignites red, green, and purple objects! If you are brave you can bop to defeat it!
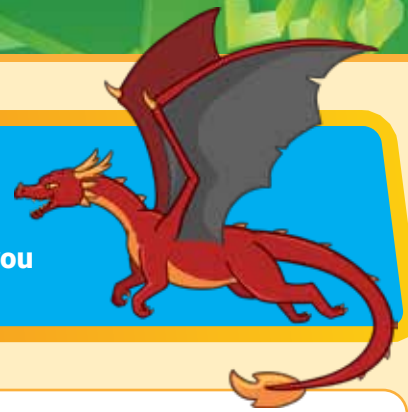
HOW TO PLAY

The fire dragon will fly around the area where it was placed.

If an avatar moves within the dragon's range it will get startled and start blasting flames at the avatar. The dragon will not stop until it is defeated.

Black, purple, and red objects that have been hit by the dragon's flames will catch on fire and be hazardous until the flames dissipate.

Defeat the fire dragon by jumping on its head five times.

You can use the fire dragon to create a big boss enemy in your level! Design your game so that the avatar must fight the dragon to continue, or create ways for clever players to sneak past the dragon without startling it at all!

POWERUPS

With the SPARKS Powerup, you can adjust the FIRE RATE, FLIGHT SPEED, FLAME SPEED, and VISION RADIUS.

FIRE RATE
This setting adjusts how often the dragon blasts fire. Drag the slider to the right to make the flames more frequent, and drag it to the left to make it less frequent.

FLIGHT SPEED
This adjusts how fast the dragon flies around in place. Increasing the speed that the dragon flies will make it more challenging to bop the dragon, while decreasing the speed will make it easier.

FLAME SPEED
This will adjust how quickly the flames fly through the air when blasted. Drag the slider to the right to make them faster, and drag it to the left to make the flames slower.

VISION RADIUS
This setting adjusts how close the avatar must be to startle the dragon. Drag the slider to the right to make the radius larger, and drag the slider to the left to make the radius smaller. A smaller radius requires the avatar to be closer to the dragon to set it off.

AEGIS THE WIZARD

Aegis the wizard casts a force field spell to protect your avatar from projectiles. When the spell wears off it will explode, destroying small hazards nearby!

HOW TO PLAY

When the avatar touches the wizard, Aegis will cast a force field around the avatar. After a few seconds, this force field will disappear.

The force field will protect the avatar from projectiles, but will not protect the avatar from being harmed by touching red objects. Projectiles will bounce off of the force field; deflected projectiles can destroy red objects!

When the force field has worn off, the avatar can touch the wizard again after a few seconds to get another one.

POWERUPS

With the SPARKS Powerup, you can adjust the FORCEFIELD DURATION, FORCEFIELD STRENGTH, and SPELLCAST COOLDOWN.

FORCEFIELD DURATION

This setting adjusts how long the force field will last before it disappears. Drag the slider to the right to make it last longer, and drag it to the left to make it shorter.

FORCEFIELD STRENGTH

This will adjust how strongly the force field deflects projectiles. Drag the slider to the right to make it stronger: projectiles will bounce off instantly and fly away super fast. Drag the slider to the left to make it weaker: projectiles will bounce off and fly away more slowly.

SPELLCAST COOLDOWN

This adjusts how long you must wait before the Wizard gives you another force field. Drag the slider to the right to make the wait time shorter, and drag the slider to the left to make the wait time longer.

NEST OF NASTIES

When your avatar touches the nest, the eggs will hatch baby dragons that will push you around the level! Tap the tiny terrors to stun them so that they leave you alone!

HOW TO PLAY

When the baby dragons hatch, they will fly around all over the level and knock the avatar around. Once the eggs are hatched, the dragons do not go away.

You can tap the baby dragons with your finger to temporarily stun them but they will come back after a few seconds.

The nest is a solid object, like black. Make sure to design your level and place it so that it is not in the way of areas your avatar needs to reach!

Tip: Use the MOVE Powerup to nudge the nest down a little after your game has loaded, if you want it to look like it is perched on a black platform.
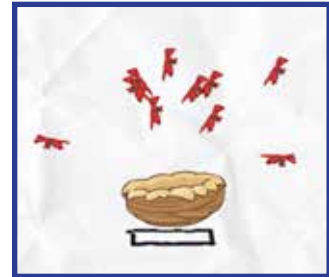
POWERUPS

With the SPARKS Powerup, you can adjust the NUMBER OF NASTIES, SPEED, TURN SPEED, and STUN TIME.

NUMBER OF NASTIES

This adjusts how many baby dragons hatch out of the nest. By default, the nest will hatch 10 nasties, but you can change the number between 1 and 20.

SPEED

This adjusts how fast the baby dragons fly. Drag the slider to the right to make them fly faster, or drag it to the left to make them slower.

TURN SPEED

This setting adjusts how quickly the dragons are able to change direction while flying.

Drag the slider to the right to allow them to turn around faster, making them more difficult to avoid, and drag the slider to the left to make them turn around slower.

STUN TIME

This setting adjusts how long a dragon will be stunned — or stopped — when smacked. Drag the slider to the right to make the stun time longer, and drag to the left to make it shorter.

MYSTIC ORB

Collect the orb and store it in your inventory to magically teleport when you need to! Just tap the orb in your inventory and place your 'shadow' where you want to magically appear!

HOW TO PLAY

The avatar will collect the orb when it touches it. You will see a small button appear next to the jump button with the orb in it. Tap that button to activate the orb.

When you activate the orb you will see a black aura appear around your avatar, and a shadow of your avatar will appear above it. Time in the game will move slower while you are in this mode.

Use the joystick to move this shadow avatar to a different part of the level. The shadow avatar's movement is limited to the range of the black aura.

Tap the orb button a second time to use the orb and teleport the avatar to where you placed the shadow. If you are not ready to use the orb you can tap the jump button to cancel and save the orb for later.

Note: The orb is one-time use, so make sure to save it for when you really need it!
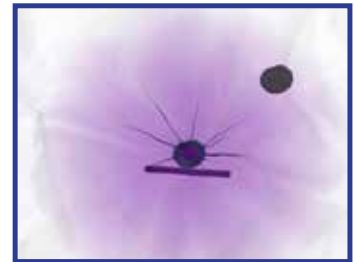
POWERUPS

With the SPARKS Powerup, you can adjust the TETHER RANGE and SHADOW SPEED.

TETHER RANGE

This setting adjusts the size of the black aura, which limits how far the shadow avatar can move from the original avatar. Drag the slider to the right to make the range larger, and drag the slider to the left to make it smaller.

SHADOW SPEED

This setting adjusts how fast the shadow avatar can move. Drag the slider to the right to make it faster, and move the slider to the left to make it slower.