



**OCEAN WONDERS EDITION**

**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



## **REGISTER your OCEAN 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 home screen 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

# 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 Ocean 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.





## FINNEUS THE DOLPHIN

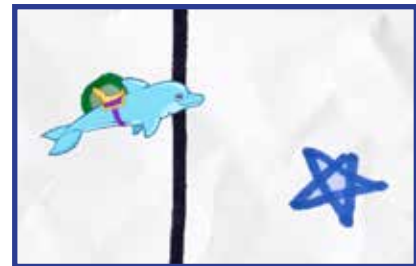
This playful friend, Finneus, will give you a lift across the level! Just make sure they are facing the direction you want to go or you could get carried away!

### HOW TO PLAY

The dolphin will spin in circles in the spot that it was placed. When the avatar touches the dolphin, it will jump onto the dolphin's back.

A new button with the dolphin's saddle will appear; tap this button when the dolphin is facing the direction you want to be carried and the dolphin will start swimming! Tap that button again to jump off when you are ready.

The dolphin can carry the avatar safely across the level over all objects and colors, but be careful where you land when you jump off the dolphin, and make sure to jump off before they carry you off the screen!



*Tip: You can use the dolphin to get across levels quickly and safely, or use the dolphin to access closed off areas in the level.*



### POWERUPS

With the SPARKS Powerup, you can adjust the SPIN TIME and SWIM SPEED.



#### SPIN TIME

This adjusts how fast the dolphin spins in circles when waiting for your avatar to approach. Drag the slider to the right to make the dolphin spin faster, and drag the slider to the left to spin slower.

#### SWIM SPEED

This adjusts how quickly the dolphin swims across the level. Drag the slider to the right to swim faster, and drag the slider to the left to swim slower.

## RAZOR THE SHARK

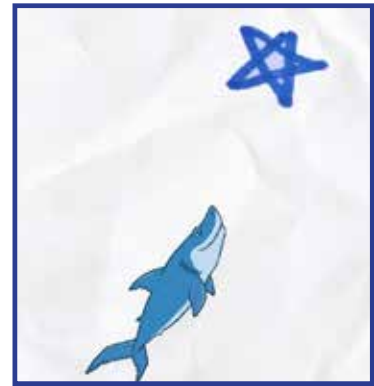
Razor the shark lurks below the surface, or off-screen, until it's ready for a snack! Razor will happily munch your avatar or swallow up the goals! Tap Razor before they swim away to make them spit out the goals!



## HOW TO PLAY

The shark will swim back and forth at the bottom of the screen. After a few seconds the shark will jump either at one of the goals or at your avatar.

When Razor eats the goals, you still have to collect them! Tap the shark when they are jumping to make them spit the goals back to their original places. If Razor eats the avatar, though, it's game over!



## POWERUPS

With the SPARKS Powerup, you can adjust the SWIM SPEED and STALK TIME.



### SWIM SPEED

This adjusts how fast the shark swims when it jumps to eat your goals and avatar. Drag the slider to the right to make it swim faster, and left to swim slower

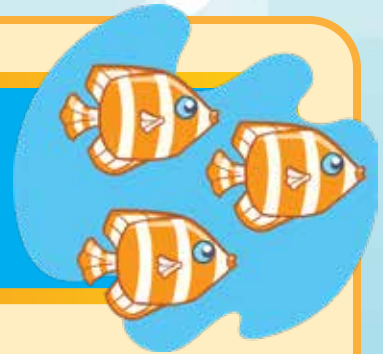
### STALK TIME

This adjusts how long the shark swims back and forth before jumping into the game. Choose from a range of time; drag the left handle to set the minimum, and drag the right handle to set the max.



# SCHOOL OF FISH

When these fish gather up it's sure to be a sight! Unfortunately, they may be the only thing you can see until school's out! Can your avatar survive long enough for them to disperse and get back in the game?



## HOW TO PLAY

The fish will swim one at a time to the spot where you placed the Sparks token. Once all of the fish have gathered they will swim away, covering the screen for a few seconds as they do so.

After they have swam across the screen they will start gathering at that same spot again, and repeat until the game is over!



## POWERUPS

With the SPARKS Powerup, you can adjust the **NUMBER OF FISH** and **TIME PER FISH**.



### NUMBER OF FISH

This adjusts how many fish there will be in the school.

### TIME PER FISH

This setting adjusts how long each fish takes to swim into the gathering.



## CLAM

Collect the pearl quickly or your avatar might be eaten! If you are able to grab the pearl it will go into your inventory. Tap the pearl and your avatar will turn into a clam that can eat hazards! Tap the pearl again to jump back out.

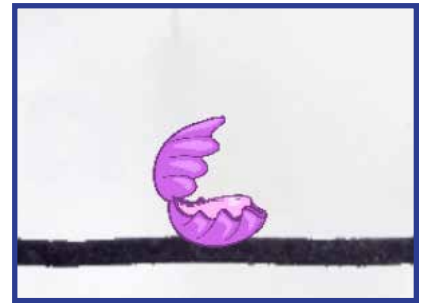
## HOW TO PLAY

Jump into the clam's mouth to steal the pearl, but make sure to jump out before the clam's mouth snaps shut or it'll be game over!

After the avatar has collected the pearl, a new button will appear with a pearl on it. Tap that button to transform into a clam that can eat red and purple objects!

When the avatar is transformed into a clam you will have a shorter jump height, and move slower. After a few seconds, the transformation will wear off and you will return to a normal avatar.

*Tip: You can use the clam to remove obstacles that block goals and other areas of the level!*



## POWERUPS

With the SPARKS Powerup, you can adjust the DURATION. Duration adjusts how long your avatar stays transformed into a clam. Drag the slider to the right to make it last longer, and drag to the left to make it shorter.





## BUBBLES THE BLOWFISH

Bubbles the blowfish is easily startled! If you get too close, brace yourself for a bubbly blast that could blow you across the level!

### HOW TO PLAY

When the avatar gets too close to the blowfish, they will start chasing and blowing the avatar away.

After a few seconds, the blowfish will stop blowing and return to the spot in the level that they were placed. The blowfish can spot the avatar and swim through black walls, so be careful!

*Tip: You can use the blowfish to create an obstacle that can potentially push the avatar into hazards, or make it extra hard to reach areas of the level.*



### POWERUPS

With the SPARKS Powerup, you can adjust the PUSH RANGE, STARTLE RANGE, PUSH STRENGTH, CHASE DURATION, and CHASE SPEED.

*Powerups continued on the next page.*





## BUBBLES THE BLOWFISH CONT.



### POWERUPS

With the SPARKS Powerup, you can adjust the PUSH RANGE, STARTLE RANGE, PUSH STRENGTH, CHASE DURATION, and CHASE SPEED.



#### PUSH RANGE

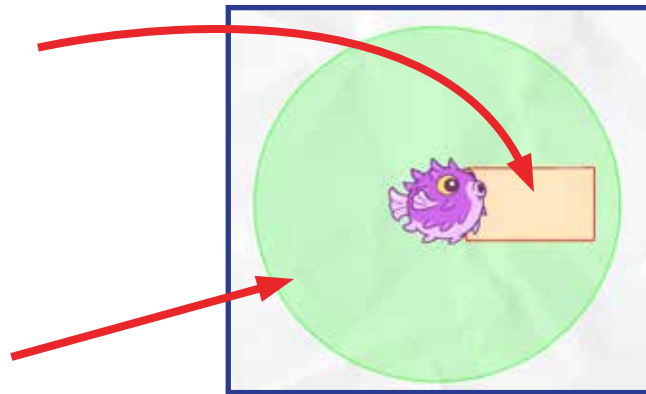
This setting adjusts how close the blowfish must be to push the avatar.

In the Powerups screen you will see a red box, which represents the push range. Drag the slider to the left to make the area smaller, and drag to the right to make it larger.

#### STARTLE RANGE

The startle range adjusts how far or how close the avatar must be to make the blowfish chase after them.

In the Powerups screen you will see a green circle, which represents the startle range. Drag the slider to the left to make the area smaller, and drag to the right to make it larger.



#### PUSH STRENGTH

This setting adjusts how strong the blowfish is when blowing their bubbles. Drag the slider to the left to make it weaker, and drag to the right to make it stronger.

#### CHASE DURATION

This setting adjusts how long the blowfish will chase the avatar for. Drag the slider to the left to make it chase the avatar for less time, and drag to the right to make it chase for a longer time.

#### CHASE SPEED

This setting adjusts how fast the blowfish can swim. Drag the slider to the left to make it slower, and drag to the right to make it faster.