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 SPACE 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 Space 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.

LAIKA THE ASTRONAUT

Laika the astronaut pup is here to help!

When your avatar visits this playful pup they will grant you a jetpack to defy gravity! Revisit when you need to refuel!

HOW TO PLAY

When the avatar touches the astronaut, they will give you a jetpack.

Press and hold the jump button to fly! If you return to the astronaut, they will refill your jetpack while you stand near them.

*Tip: The astronaut works slightly differently in a **Maze Maker** game: using the jetpack in a Maze Maker game will allow the avatar to **fly over** all objects in the game! Press and hold the **snail button** to use the jetpack.*

MAZE MAKER

POWERUPS

With the SPARKS Powerup, you can adjust the TOTAL FUEL of the jetpack.

Drag the slider to the left to decrease the amount of fuel the jetpack holds, or drag the slider to the right to increase the amount.

Pixicade Sparks™ SPARKS

ALIEN UFO

This UFO will self-destruct upon impact with black objects, creating an invasion by the impish alien race, the Reptoids!

Don't let the Reptoids touch you or it's game over! Defeat these pesky aliens by bopping them on their head!

HOW TO PLAY

When the avatar touches the UFO, it will launch upwards and destroy any *black* objects in its path. Alien hazards will jump out of the UFO upon impact.

These aliens will run and jump around the level. Jump on top of their heads to defeat them.

Tip: you can use the UFO as a way to clear obstacles in the level!

POWERUPS

With the SPARKS Powerup, you can adjust the NUMBER OF ALIENS that pop out of the UFO.

The slider will set a range of aliens between 0 and 8 that can come out of the UFO. The handle on the left will set the minimum number of aliens, and the handle on the right sets the max.

Pixicade Sparks

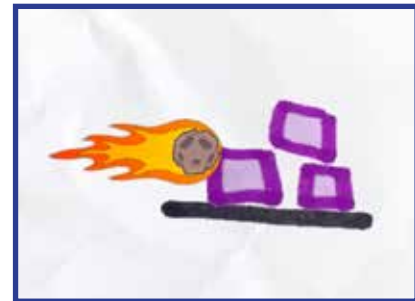**SPARKS**

Number of Aliens:

| 3 | 6 |

ASTEROID

Life in space can be a little hazardous! The asteroid will crash through your level, crushing any red, green, or purple objects in its path! Keep clear of its destructive path, because it will return!

HOW TO PLAY

When the game starts, the asteroid will fly through the level from the direction and placement where the token was placed.

The flames represent the "tail" of the asteroid, so make sure to place the token in the direction you want the asteroid to fly!

POWERUPS

With the SPARKS Powerup, you can adjust the SPEED, DELAY BETWEEN ASTEROIDS, and if the asteroid DESTROYS ON IMPACT.

SPEED
This setting changes how fast the asteroid moves through the level. Drag the slider to the right to make the asteroid move faster, or to the left to make it slower.

DELAY BETWEEN ASTEROIDS
This setting changes how often the asteroid re-appears. Drag the slider to the right to add more time between each asteroid, or drag the slider to the left to make the asteroids fly through more often.

DESTROY ON IMPACT
Click this checkbox if you want the asteroid to be destroyed when it hits red or purple objects in its path. By default, the asteroid will blast through every purple and red object in its path in one go.

WORMHOLE

When your avatar enters a wormhole they will be transported to an alternate dimension where goals and hazards swap! You must collect the goals from both dimensions to win!

HOW TO PLAY

In a game with the wormhole, both red and blue objects will be counted in the "goals left" counter.

To beat the game, the avatar must jump through the wormhole to turn red objects into blue and collect all the goals.
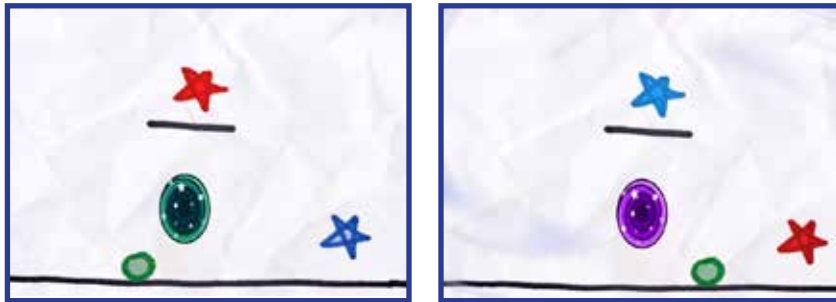
POWERUPS

There are no SPARKS Powerup adjustments for this token.

SUN & MOON

You control the day and night cycle! Play by the light of the sun, or in the dark of night with only the moon to light your way.

HOW TO PLAY

When the sun is out the level will be lit up as normal. When the cycle turns to night time, the level will become dark. The moon, avatar, and goals will glow, while all other objects will stay hidden.
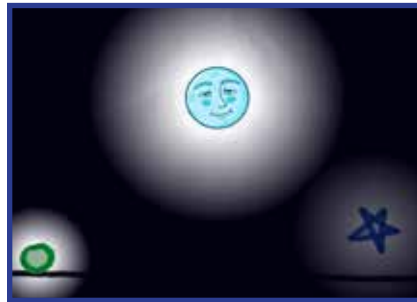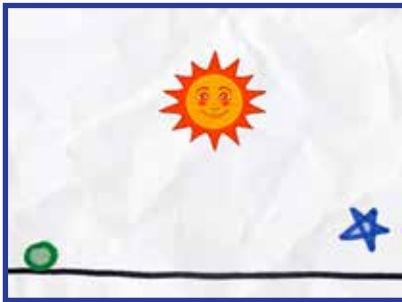
POWERUPS

With the SPARKS Powerup, you can adjust the DAY TIME, NIGHT TIME, and whether it STARTS WITH SUN OR MOON.

DAY TIME

This setting adjusts how long the day time lasts. Drag the slider to the right to make the light last longer, or drag the slider to the left to make the day time shorter.

NIGHT TIME

This setting adjusts how long the night time lasts. Drag the slider to the right to make the darkness last longer, or drag the slider to the left to make the night time shorter.

START WITH SUN

This checkbox changes if the game starts with the sun versus the moon out. The default is for the game to start with the sun out.

Un-check this setting if you want the game to start with the moon in darkness.