

Game Manual v1.2

Starting a Game

1. Press START (1, 2, 3, 4 on the keyboard, or a joystick start button).
2. Select a team - blue, green, yellow, or red.
3. Press START again to confirm.
4. Other players may join as well.

How to Play

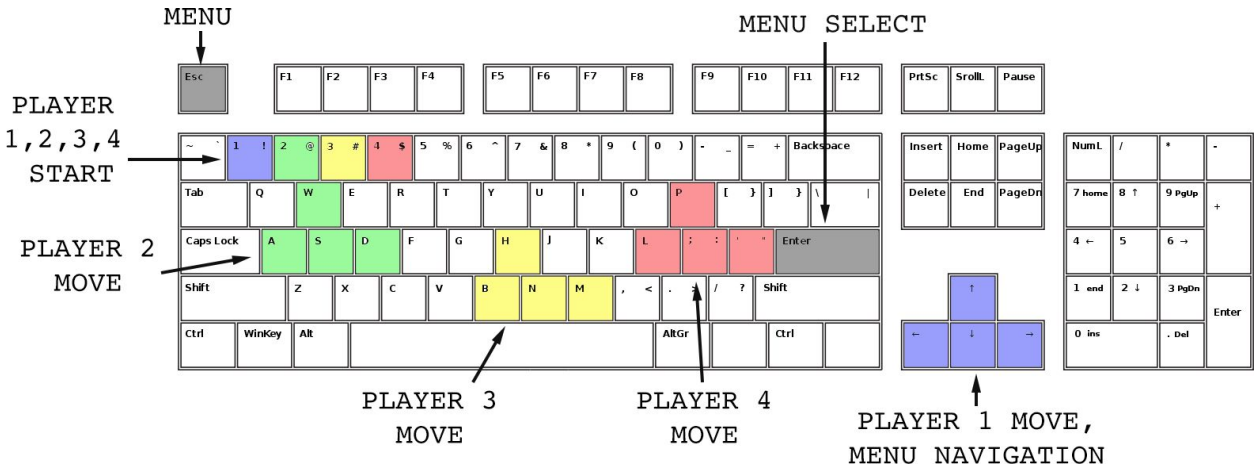
1. Swim around to eat food. Your school will follow.
2. Your school will grow as you eat.
3. Your school will eat food and contribute to growth as well.

Pixel Fishies supports a few different game modes which may be selected in the Gameplay->Game mode menu option:

- **School vs. School** (default): Each school competes. The last team alive wins. Other secret conditions may allow a team to win as well.
- **Schools vs. Critters**: All schools work collaboratively to defeat waves of critters.
- **Fish & Plankton**: A simple version of the game with only player fish schools, wave fish schools, and plankton. No power ups appear.
- **Plankton only**: The same as Fish & Plankton, but with no wave schools.
- **Color balance test**: The game will automatically play all teams continuously, keeping the win count for each color. This is used for testing the game balance if adjustments to behavior are made.

Keyboard Input

Pixel Fishies supports keyboard input for menu navigation and up to 4 players:



Of course, more than 1 or 2 players on the keyboard is not a good idea. Pixel Fishies is designed for joysticks.

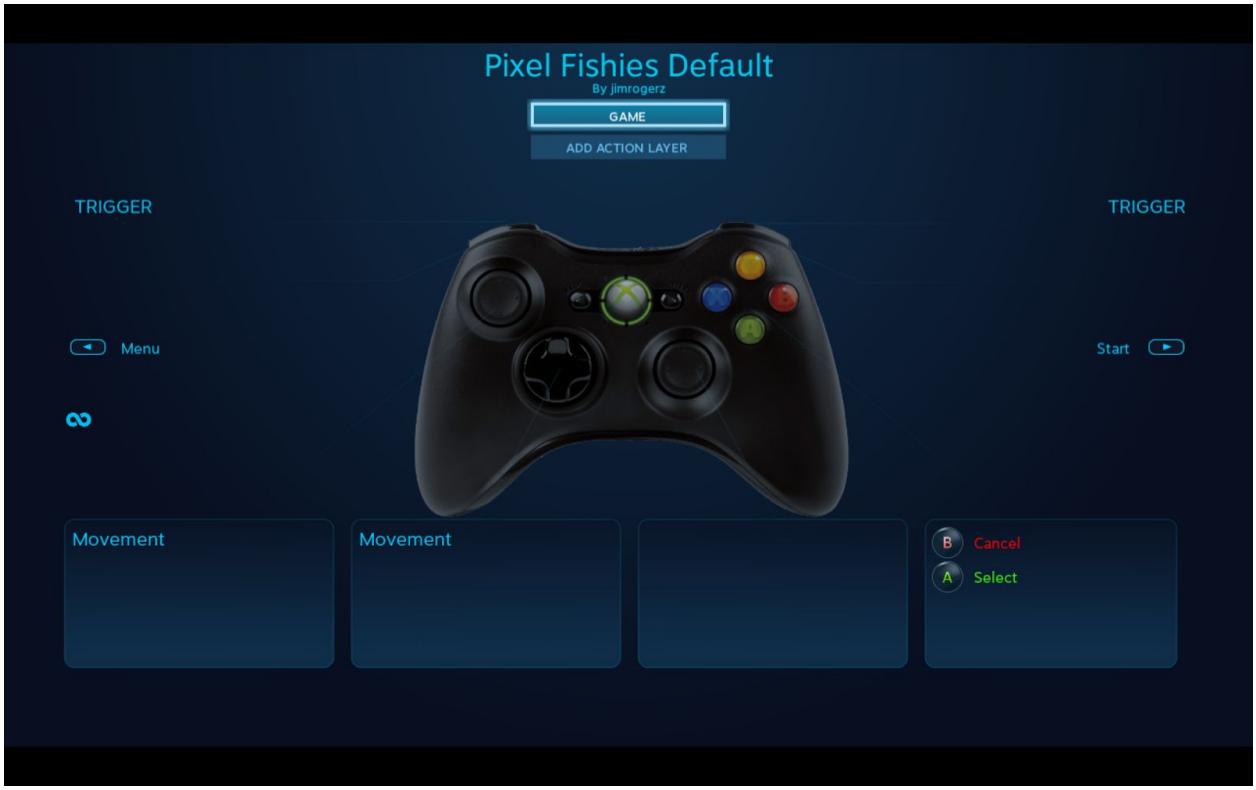
Joystick Input (Steam)

Pixel Fishies supports Steam Input by default. This is the recommended system for joysticks because no configuration is required for Steam input devices. If you want to change the input mapping, this can be done easily in the Steam client or from within the game.

To change the input mapping from the Steam client, open Steam in Big Picture mode. Navigate to Pixel Fishies in your Library, select Manage Game, then Controller Configuration:



This will open the Steam input configurator, allowing you to remap game actions:



This tool may also be opened from within Pixel Fishies. Go to Menu->Input->Controllers and select a controller to configure:

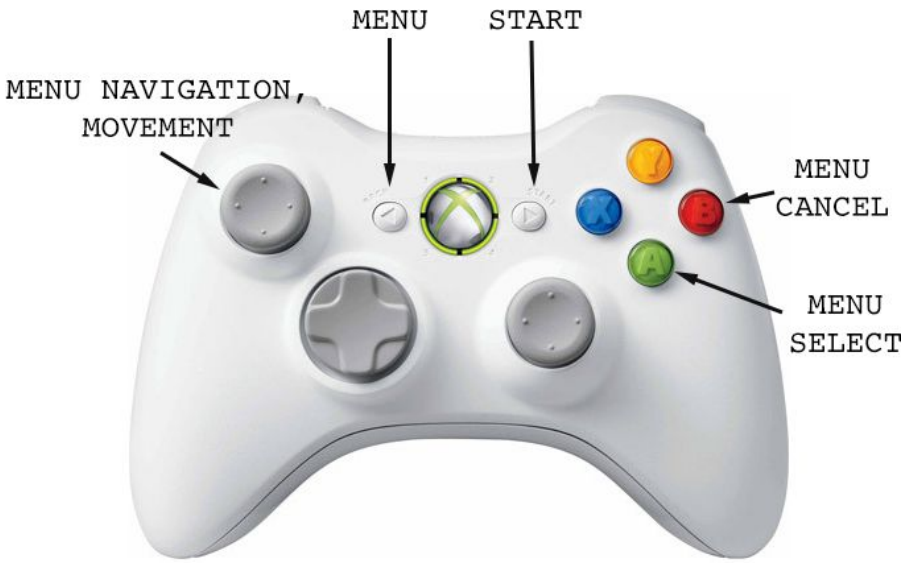


Press ENTER or the joystick SELECT button to open the Steam input configurator.

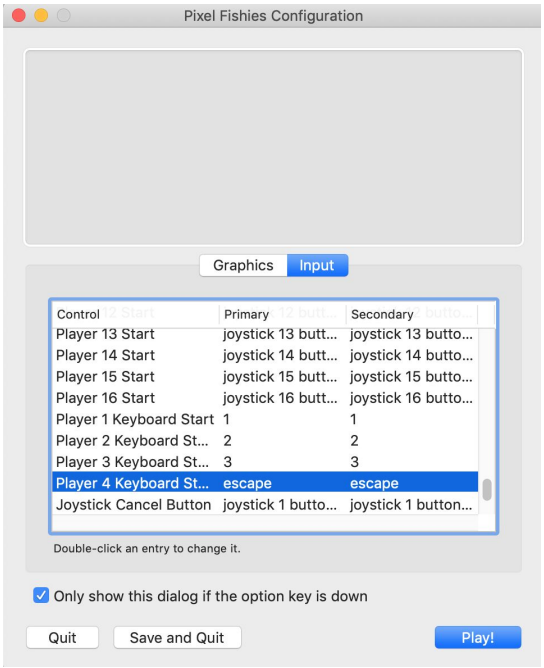
Joystick Input (Unity)

Steam supports up to 4 controllers with XInput. For this reason, or if your controller is not supported by Steam, you may want to disable Steam input. To disable Steam input, open Steam in Big Picture mode and navigate to Pixel Fishies in your Library. Select Manage Game, then Controller Options, then Forced off. The game will no longer use Steam input, which you can confirm by going to the Controllers menu in the game. It will say “Using default input” at the bottom of the screen.

The default mapping is set for an Xbox360 controller:



Unless you are using an Xbox360 controller, you will most likely need to remap the inputs. Open the Graphics and Input Mapping Dialog and select the Input tab:



Double-click an entry to change the mapping.

School Configuration Options

The Gameplay->School Options menu contains configuration options that affect behavior of schools:

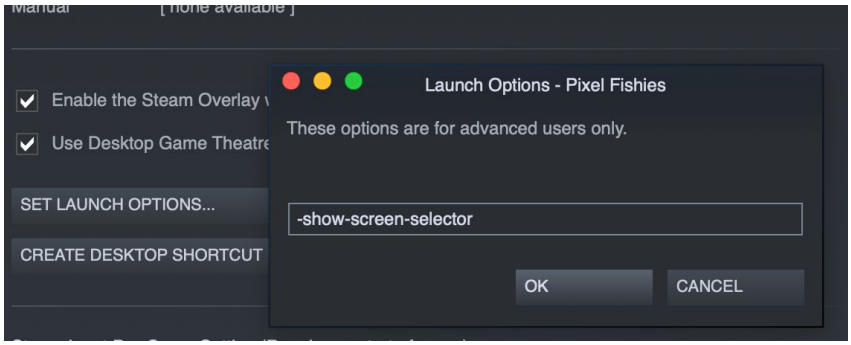


Start Count: the number of fish a school starts with.
Food Req: How much food is required before a new fish is added.
Food Req per Fish: Additional food required per fish in the school.
Max Swim Angle: The steepest angle fish may swim at.
Speed: How fast the fish swim.
Food Sight Radius: How far fish can see food at.
Enemy Attack Radius: How far fish can see enemies at.

Use the Reset option in the main menu to reset all back to default.

Graphics and Input Dialog

Pixel Fishies contains a graphics and input configuration dialog you may enable at startup. To open this dialog, open the game properties in the Steam desktop client. Click SET LAUNCH OPTIONS, and enter **-show-screen-selector**:



Start the game to show the configuration dialog. When you have finished testing the new configuration, return to the launch options menu and clear the value to prevent this dialog from opening again.

Game Console

Pixel Fishies contains an in-game console which may be accessed by double-pressing the BackQuote (`) key:



This console will log game messages and errors, as well as expose some diagnostic commands.

Bugs & Feature Requests

Have you found a bug or something unexpected? Do you have an idea for making the game better? Open an issue here:

https://gitlab.com/jimrogers/pixel-fishies-feedback

Author

Jim Rogers

jimrogerz@gmail.com
https://www.linkedin.com/in/jim-rogers-8761317/