Aqua Kitty – Milk Mine Defender
Game Manual

INSTALLATION

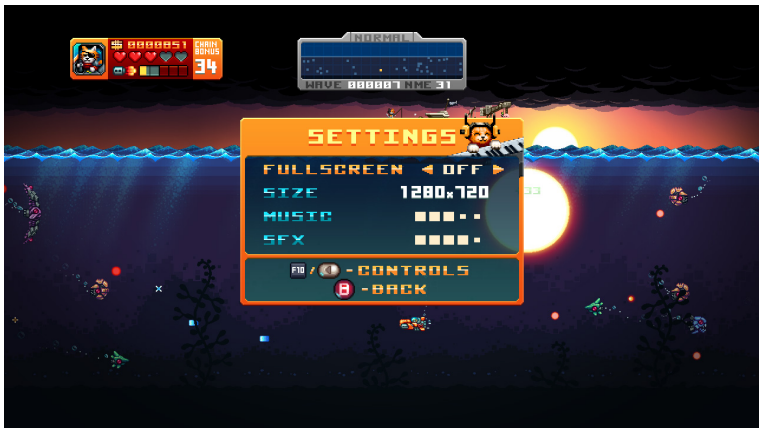
Please double click the game executable to install, and follow the on-screen instructions.
The game can be un-installed from either the start menu, or from the Windows control panel.

Once installed, simply click the game icon in the start menu, or the game icon on your desktop, to load the game.

AQUA KITTY MENUS

Main Menu:
Here you can choose to go to the Map Screen, adjust settings, reset your save game or quit.

Settings Menu:
This can be accessed from either the Main Menu or in-game when paused.
Within the settings you can toggle fullscreen on/off. You can also switch resolution from 3 possible presets if in windowed mode (if fullscreen, the game auto changes to the highest possible resolution available).



The music and sound effects have volume sliders you can adjust too.

When fullscreen the game renders at a maximum of 1280x720 but fills your display. Because the pixel art is drawn at 1280x720 there is no real gain to rendering any higher than that

(unlike a 3D game). For example if we rendered at double the size, 2560x1440, the game would look just the same.

PLEASE NOTE – some pc graphics drivers give you additional settings that control how a game looks when running fullscreen. You may need to adjust these if the game looks strange when fullscreen.
For example Nvidia has an "Adjust desktop Size and Position" menu which lets you choose between Aspect ratio, Full screen and No scaling.
Choosing Aspect ratio would be the ideal setting, as it would make the game fill your screen but also maintain correct proportions.

Map Screen:
The map screen lets you select which levels to play. As you complete each level, new ones are unlocked. Simply move the boat cursor over an unlocked level and press fire to play it.
Game mode can be changed on this screen too, simply press Y (Xbox360 pad button or Y on the keyboard) to toggle between NORMAL, EASY and ARCADE.

If you are using a different type of controller, use the equivalent to the Xbox Y button.
Levels unlocked in EASY are not unlocked in NORMAL or ARCADE – they are 3 separate campaigns.

In **NORMAL** mode you can retry any unlocked level as many time as you like. Completing a level unlocks any neighbouring levels. Each level always begins with 3 player health hearts.

In **EASY** mode, the game is much the same as NORMAL mode but with extra player health and rebalanced enemies. If you find NORMAL mode too hard, you can always practice here in EASY mode and return to NORMAL later.

ARCADE mode plays more like a traditional arcade game, you start with 4 health hearts only for the entire game. Extra health and weapons can only be obtained by collecting green gems, which let you purchase items from the ingame menu.
Lose on a level and its game over. Complete a level, and you have to move onto a new level (you cannot retry levels).
You can restart ARCADE mode if you wish to by following the prompts on the mapscreen.

Reset Game Save:
If you wish you can reset your game from the main menu, doing this will reset all level progress and local scores.

PLAYING AQUA KITTY

Controls:
The game can be played with an Xbox360 controller, pc keyboard or other types of controllers. At any time in the game you can press F10 on the keyboard to see keyboard controls, or press BACK on a controller to see joypad controls.

Protect the Milk Miners:
Milk miner kittens patrol the sea in front of large milkpumps and can be seen on the radar screen (the Cat-nav) as small dots. Red robo Jellyfish show as red dots on the radar and will try to steal the kittens.
The number of miners varies from level to level, but you only need to keep at least one safe to complete a level.
It is far better however to save all miners if possible as each gives a bonus score on level completion.

Scoring and chaining:
Most enemies are worth 1 score point. If you destroy enemies in a row you increase a chain-kill counter. This counter multiplies the score of whichever enemy you just killed, so the higher you can keep the chain counter the better.
Also be on the lookout for certain enemies which are worth more than 1 point, applying a high chain multiplier to these will rapidly boost your score.

Note that the higher the chain number goes, the less time you have between kills to successfully trigger a chain count increase. So reaching very high chains requires both skill and

tactics.

Turbo fire upgrades:
In EASY and NORMAL modes, each time you complete the last level in an area on the map, your turbo fire gun energy is increased by one unit.
If you find you can't rescue all miners on a certain level now, don't worry and just save as many as you can to complete the level – then come back to it later once your gun energy is higher.

Enemy tactics:
All the robofish enemies act in different ways. Some plod along very simply, some have tough shells, others will try to dodge you, or turn around if shot from behind.
Try to work out the best tactics to deal with each enemy. Often attacking from behind can be more dangerous than attacking head on.
Importantly try to keep enemy numbers low so you are not overwhelmed.

Your secondary fire weapon can be the key to completing some levels, use it wisely!

Goldfish, Silverfish and pickups:
In EASY and NORMAL mode pickups come from special golden and silver fish which dart about the levels. Watch their eye colour carefully, as it determines which bubble pickup type it will drop when destroyed.
These pickups do not expire until the level ends, meaning you can be strategic about WHERE you want them to spawn, WHICH type is spawned, and WHEN you want to activate them.

The silverfish drop timed direction firepower, rear / vertical / diagonal. If one of these pickups is active, you can reset its time duration by collecting other directional powerups.

Arcade mode and Gemfish:
In Arcade mode there are no gold or silver fish. Instead there are green and red Gemfish.

The green ones drop green gems which can be collected, and used to buy powerups. The first three available are directional fire powerups which have two speed levels. If you are damaged when you have the highest speed level, they will drop to level 1.

Note that turbo fire upgrades are not affected if your submarine is hit.

When shot, red gemfish drop bomb pickups that have to be touched to be triggered.

HAVING PROBLEMS RUNNING THE GAME?

Command line options.
These can be added to the game to help resolve certain issues some users may encounter.

WARNING – PLEASE ONLY ATTEMPT THIS IF YOU KNOW WHAT YOU ARE DOING.
1. Right click the game icon, select PROPERTIES.
2. Then click the SHORCUT tab on the properties panel.
3. In the `TARGET:` slot, add the following text after the existing path text with a space before it:

for example this:
"C:\Program Files (x86)\Aqua Kitty\aqua_kitty.exe"
would become:
"C:\Program Files (x86)\Aqua Kitty\aqua_kitty.exe" -forced_windowed

1. -forced_windowed

Adding this forces the game to be windowed on loading. If you had an issue where the game could not be played if set to fullscreen, then close the game, add this command line and try running the game again.

2. -use_xna_pad

If the game crashes and you do not have any controllers OR you have Xbox 360 controllers try adding this command line. It forces the game to use only xinput controllers.

If you have any other issues with running the game, please get in touch with us via the games website - http://tikipod.com/aquakitty/).

CONTROLLER CONFIGURATION

Remapping your controller:

The game is setup at default to work with the Xbox 360 controller layout. If you would like to use an alternative controller type, this is possible through use of the CONTROLLER TEST screen (press F11 ingame to view) and a text file you would need to then edit (joystick.cfg) which can be used to store the setups for multiple controller types.

Next we will go through the steps needed to remap your controller.

1. INITIAL SETUP.

Go grab your preferred controller and make sure it is plugged into your computer.

Next we need to locate where the config file lives.
Right click on Aqua Kitty game icon. Choose Properties. Then on the next panel that appears, select the Shortcut tab – then click the `Open File Location` button towards the bottom left of the panel.

This should then bring up the main game folder where the game is installed on your computer. In that is a folder called `extras`, you should open that to find a file called `joystick.cfg`.

2. COPYING CONFIG FILE.

Now you have found `joystick.cfg` - it is important that you DO NOT DELETE this file. This is your backup version, so please now copy it back up to the folder above, next to where the game exe (aqua_kitty.exe) can be found.

So now you have a copy of `joystick.cfg` in the same folder as the game exe.
The .cfg file will be used to store joyspad/stick button configurations.
One setup can be added per device type you wish to use (we have included a couple of examples in the cfg file).

Note – If you do accidentally delete the joystick.cfg file found in the extras folder, it can be retrieved by doing the following:

RE-INSTALL THE GAME.

3. UNDERSTANDING THE CONFIG FILE.

Before we move onto editing the config file, lets take a quick look to familiarise ourselves with it. Open the file `joystick.cfg` in a simple text editor such as notepad or Notepad++.

In it you can see it has several joypad configs, each starting with a `#` followed by name.
The next line is the type of joypad id which is in the format XXXX/YYYY and can be a mix of numbers and letters.
Then below that are button and joystick settings (which will be explained in the next steps).

Once you see a new line starting with `#` - that denotes the start of a new block of controller settings.

4. LOAD THE GAME AND TEST YOUR CONTROLLER IS DETECTED.

Next we need to move on and test how your controller work, to find out which buttons match with which inputs.
Load the game now, and on the START screen that appears press **F11** as prompted (you can do this at any time ingame too).

This pops up the JOYSTICK CONFIG TEST screen.

To initialise a controller, you need to press its equivalent to an Xbox360 A button. (don't worry if you don't know which it is, just try pressing all buttons).

Once successful you will have initialised controller for Player 1.
And the ID will change from UNASSIGNED into which ever the controllers one is called.

So onto editing the CONFIG file...

5. EDITING THE CONFIG FILE.

So now you are ready to edit the config file. Open it with notepad or Notepad++ if it is not already open.

a). Assuming this is a new controller that is to be added, first copy the block of text that makes up the current Xbox 360 controls:

```
# xbox 360
id 045E/028E
B_00 A
B_01 B
B_02 X
B_03 Y
B_04 LB
B_05 RB
B_06 BACK
B_07 START
A_X LS_X
A_Y LS_Y -
```

The next thing to do is edit the joypad/stick **NAME** – so where it says `# xbox 360`, change that to the name of your controller (eg # generic pad).

b). Now the id. Switch to the game and check the controller **ID** on the config test panel as mentioned above. It should be in a format like XXXX/YYYY (eg xbox one is 045E/028E) – write this into the config file.

c). Now to edit the **BUTTONS**. If you press buttons on your pad, you'll notice that on the config panel ingame, that the info panel on the left updates, as well as buttons to the right. These are to show you how your controller is mapped now – which will help to remap the buttons as you like.

If you press a button on your controller, you will see the left panel on the info screen update. The box named INT: will indicate the button input id, and the box named XNA: indicates the current XNA game button it is currently mapped to.

EXAMPLE
To update the cfg text file, you could start by pressing the button on your controller you would like to use as fire/menu select – note its INT: value (eg **B_04**).
And then after adding a space, add the XNA button you would like it to act like (in this case fire/menu select is **A**).
This would result in the following line of text:

B_04 A

(it is saying your controller button **B_04** should be assigned to the XNA button **A** which the game uses for default `fire`).

You can carry on with the other buttons using the same process.
If you want to test your changes, save the cfg file then close and reload the game – return to the test panel and see if you button has been remapped as expected.

NOTE – some controllers such as PlayStation4 ones may display an INT value (eg A_U) even when nothing is pressed. Ignore these and only use the value that appears when a button is pressed.
Example – with nothing pressed INT: shows `A_U A_V` – then with button is pressed INT: shows `B_02 A_U A_V`.
In this case the change - `B_02` is the important info you need. (The **changing** text is the useful text).

d). Next to edit the ANALOGUE STICKS.
On the test screen ingame, try moving an analogue stick. Instead of numbers appearing like we had with buttons, we now have letters.

Valid axes are such as:

a_x
a_y
a_z
a_r
a_u
a_v

NOTE – some controllers such as PlayStation4 ones may display an INT value (eg A_U) even when nothing is pressed. Ignore these and only use the value that appears when a stick is

moved.
Example – with nothing pressed INT: shows `A_U A_V` – then with left stick pressed up INT: shows `A_Y A_U A_V`.
In this case the change - `A_Y` is the important info you need. (The **changing** text is the useful text).

First push the stick you want to use **UP**. See what INT: is displayed. Add this to the cfg file over where the existing up stick settings are, followed by a space then `**LS_Y -**` (this is the XNA equivalent of Y axis).

The `-` at the end is used to invert the up/down by default (to make up move up, down move down).

Secondly push the stick you want to move **LEFT**. See what INT: is displayed. Add this to the cfg file over where the existing up stick settings are, followed by a space then `**LS_X**` (this is the XNA equivalent of X axis).

EXAMPLE
Push the stick you want to use **UP**. See which INT: value is displayed as a result of pushing up (eg on a PS4 pad its **A_Y**). So note this down in the cfg file, then add a space, then write `**LS_Y -**` .
This would result in the following line of text:

A_Y LS_Y -

(it is saying your controller stick axis **A_Y** should be assigned to the XNA stick axis **LS_Y** (left stick Y axis) with an axis inversion denoted by the `**-**`.

e). Dpads.
Most dpads should be mapped fine, but in case yours is assigned button style Ids, then just go ahead and map it as if you would a button. Press the dpad in a direction, check the INT: displayed then use the XNA to match one of the following:

DP_U (up)
DP_D (down)
DP_R (right)
DP_L (left)

Remember to save your config after editing – and to then close and re run the game for it to take account of your changes!