

# TIDALIS



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## Tidalis

Throughout the centuries, kingdoms have risen and fallen in the known territories of the west, but across the harsh expanse of the eastern sea lies an untamed land shrouded in legend.

Tidalis: A continent named for the massive waves that batter its shores. The turbulent seas shipwreck any seafarers who dare approach.

It is a place of presumed civilization, for so many vessels have met their end on its coast; surely not all who were stranded over the millennia were lost. Surely Tidalis is a place of some amalgamated culture, divergent from our own feudalism in the absence of hereditary lords.

No one in the western kingdoms is in a position to know, since no one has ever returned to speak of conditions on the "shrouded continent." The many conflicting myths are perpetuated by friends of friends who once knew a man who claimed to have been there.

Well. Now you can find out for yourself if any of the legends are true. Yours are the only footprints leading away from the Maria Kristiyina...



# TIDALIS

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## OVERVIEW

New to Tidalis? You can play any of the parts of the game that interest you, in any order you wish. So, with that in mind, what kind of player are you?

### Do you like action-oriented puzzle games?

You'll probably particularly enjoy:

#### Adventure mode

- It starts easy and gets harder.
- You can adjust the difficulty by giving yourself a handicap if it's too easy or hard -- don't despair!

#### Quick Games or Custom Games

- You set up the scenario you want, and just play.

### Do you like more thoughtful, brainteaser-like puzzles?

You'll probably particularly enjoy:

#### Brainteasers

- Take all the time you need to solve these mind-bending puzzles.

#### Zen, Light-Up, and Solitaire game styles.

- You can select these under Play, and the Quick Game or Custom Game.
- These take the stress out of the more action-oriented modes, you don't have to act quickly.
- In Custom Games, you can combine these modes with other modes (Zen + Water, for example, or Light-Up + Graviton) in order to get relaxed access to any of the various game modes.

### Do you have a friend or family member you'd like to play through the game with?

You'll probably particularly enjoy:

#### Any of the Single-Player Content

- The Adventure, Brainteasers, Quick Games and Custom Games... all of it can be played in co-op.
- More information about these options can be found under Multiplayer Basics.

#### Co-Op-Specific modes

- These can be found under Play, and then either Quick Game or Custom Game. Then just adjust the Player Rules.
- These co-op specific modes are only visible when the game is already in 2 player mode.
- More information about this can be found under Playing Co-Op.

### Do you like direct competition with other players or an AI opponent?

You'll probably particularly enjoy:

#### VS modes

- These can be found under Play, and then either Quick Game or Custom Game.
- The AI is limited to only being able to play with certain game styles, special blocks, etc. But when two people play against one another, anything can be used.
- You can play versus against another person either on one computer (one person on the keyboard, the other on the mouse), or with each player using a separate computer.
- More information about these options can be found under Multiplayer Basics.

# GETTING STARTED

## INSTALLING TIDALIS

### Windows Installation

Double-click the TidalisSetup.exe file and walk through the prompts in the setup wizard. It will ask you if you want to choose a different installation location, or you can use the default. When the installation process has finished, it will ask if you want to launch the game.

To run the game after that first time, you will find a shortcut in a Tidalis folder in your Start Menu, and another shortcut on your desktop.

### Mac OSX Installation

Double-click the TidalisSetup.zip file and it will decompress itself. Then you will have a TidalisSetup.app file right next to your TidalisSetup.zip file. Double-click the TidalisSetup.app file, and walk through the prompts in the setup wizard. It will ask you if you want to choose a different installation location, or you can use the default. When the installation process has finished, it will ask if you want to launch the game.

To run the game after that first time, you will find a Tidalis folder in your Applications menu. Run the Tidalis.app program out of that folder whenever you want to run Tidalis.

## FIRST RUN

The first time you launch Tidalis, it will ask you a few questions to get it set up the way you want:

### Step 1: Screen Resolution

#### Choosing A Screen Resolution

If the graphics look stretched or pinched, most likely the game is running at a resolution that is too wide or narrow for your monitor. Try selecting other screen resolutions until you see one that looks large enough to suit your tastes, while not looking stretched or pinched. It's very fast to try new ones.

#### Fullscreen or Windowed?



You can play the game in fullscreen mode so the game fills the entire screen. However, if you also like to use other programs while playing, you might prefer the windowed mode. You can set your preferred window mode on this initial screen, or later by clicking into the Settings screen. At any time later you can also switch between modes by using the Fullscreen Toggle button that shows up at the very top right corner of the screen most of the time.

#### Special Note For Mac OSX

Tidalis runs on the Unity 3D game engine. The official version of Unity 3D (2.6.1) at the time that Tidalis was initially released has a bug that prevents us from being able to set your resolution or your fullscreen/windowed status from in-game.

When future versions of Unity come out, we'll update Tidalis so that this problem goes away. In the meantime there is a workaround: hold the Option key while clicking to open the game, and you can use the default Unity 3D screen-resolution-configuration interface to set your resolution and your fullscreen status.

## Step 2: License Key

### If You're Playing The Trial

If you're playing the trial version of the game, then you don't have a license key. Just hit "Cancel - Continue Trial" and you'll be able to continue into the trial mode of the game. Functionality is limited while in trial mode, but it should be more than enough to let you try things out and see if this is a game that you'd want to purchase for yourself or a friend or family member. Thanks for trying out our game!

### If You Already Bought A License Key

If you already bought a license key, then thanks for supporting our work! We're a tiny company, and your support really means a lot. When you start the game, you'll start out in trial mode. When the license key screen comes up, type in your license key and hit "OK - Unlock From License Key." Assuming the key was entered correctly, the trial restrictions will go away and you'll be playing the full version of Tidalis!

## Step 3: Tutorials

The game will next ask you if you want to play the basic tutorials. There are 9 basic tutorials, and they are both quick and fun. You can probably complete them in ten to fifteen minutes, or faster if you're really quick.

If this is your first time with Tidalis, we strongly recommend that you play the tutorials so that you'll have an idea of what is going on, but if you're already familiar with the game there is a Skip Tutorials button.

If you ever want to play through the Tutorials later on, you can click the Tutorials button on the main menu. There are actually three categories of tutorials there: The Basics, Advanced Topics, and Special Blocks. Only The Basics are covered in this first run-through, so you may want to check out the tutorials section later for advanced tips and tricks.

## Step 4: Guided Tour This is a series of introductory buttons that make it quick for you to get started with the game.

### Start Adventure

Travel through the land of Tidalis, playing action-oriented puzzle levels with a lighthearted story. It starts out very easy, but gets quite challenging by the end of the 115 available levels (15 are available in the trial). If you find any level too challenging, you can easily skip it and come back later.

### Play Brainteasers

These mind-bending puzzles don't have any sort of time limit, and nothing moves around until you say so. Generally the objective is to clear all the blocks in a set number of moves, but it varies by puzzle.

### Play Sampler

Experience the ludicrous variety available in Tidalis with this handful of sampler levels. They are varied enough to give you a really broad idea of the sort of variety you can find in the various play modes of the game.

### Main Menu

Click this button to get out of the Guided Tour and go to the normal main menu. The Guided Tour will still come back again the next time you play the game, and there will be a "Back To Tour" button in the upper left of the screen while you're in the normal menus.







### Go Away

The Guided Tour will pop up every time you launch the game unless you tell it to "Go Away." If you click the Go Away button and later want this Guided Tour back, you can go into the Settings screen and hit the Restart Guided Tour button.

# PLAYING THE GAME

## CONTROLS

### Mouse Basics

Windows	Mac	Action
Right Click + Drag	Shift + Click + Drag	<b>Turn Block Arrows</b> Either right-click or shift-click and drag through lines of blocks to turn their arrows in the desired direction.
Left Click	Click	<b>Emit Stream</b> Left-click a block to make it emit a stream, which will follow the arrows that you turned.
		<b>Fast Forward</b> (Action Modes only) Click and hold the Fast Forward button to make blocks fall into your board more quickly. A single click will make blocks fall just into the next column.
		<b>Ultra Fast Forward</b> (Action Modes only) Click and hold the Ultra Fast Forward button to make blocks fall into your board even more quickly. A single click will make blocks fall just into the next column.
Left Click Item on Palette	Click Item on Palette	<b>Use Item</b> (Item Modes only) Left-click the item that is in your palette (one of the five slots to the right of your board), and then left-click the tile on either any game board where you would like the item to take effect (it doesn't have to be your own game board).
Right Click	Shift + Click	<b>Remove Item</b> (Item Modes only) To remove an item from your cursor, right-click or shift-click and your cursor will go back to normal.
		<b>Revive</b> (Co-op Brainteaser only) Every time your board gets a Game Over you can left-click the Revive button to restart your board while your brainteaser-solving partner continues uninterrupted.

### Mouse Helpful Tips And Tricks

- If you are the only player at the computer, you can use a mix of the keyboard and mouse controls to make yourself quicker than ever. The mouse cursor is generally faster for dragging and emissions, but you can save time by triggering the Fast Forward functions and using Items using the keyboard.
- You can make the simulation run much more slowly or quickly by using the + and - keys.
- You'll notice that the first time you right-click a block of a new color, it highlights that block. This is to make it easier for you to find the starting point when setting up a huge chain.
- If you want to un-highlight a block, right-click it again, or right-click a block of a different color to transfer the highlight to the new block. To turn this feature off, you can check the "Disable Auto Marking" button in the Settings screen.
- To pause the game at any time, just hit the Escape key or click the Pause button at the top of the screen. You can also get out of most editors via these.
- During network play, if you ever want to send chat messages to the other player, hit Enter for a chat box. Careful—the game won't pause! Press Escape to pause the game before chatting.



## CONTROLS

**Keyboard Basics** You can change the keyboard keys by going under Settings, and then clicking the Key Bindings button.

Key	Action
Arrow Keys	<b>Move Cursor</b> You can move your cursor around with the arrow keys.
F + Arrow Keys	<b>Turn Block Arrows</b> If you hold the F key while moving, the arrows will turn in the direction you are moving. If you hold the V key while moving, arrows will turn in the opposite direction from which you are moving. Thus you can set up paths of arrows by starting at either the start or end of the desired path.
G	<b>Emit Stream</b> When you are ready to emit a stream from the block under your cursor, hit the G key, and that stream will then will follow the arrows that you turned.
Spacebar	<b>Fast Forward</b> (Action Modes only) Hit the Fast Forward key to make blocks fall into your board more quickly. A single tap will make blocks fall just into the next column.
Ctrl + Spacebar	<b>Ultra Fast Forward</b> (Action Modes only) Hit the Ultra Fast Forward key to make blocks fall into your board even more quickly. A single tap will make blocks fall just into the next column.
1-5	<b>Choose Item</b> (Item Modes only) In modes where there are items, you can press the numbers 1-5 to load the corresponding item from your palette (one of the five slots to the right of your board). When there is an item loaded into your cursor, you can move back and forth between either board by pressing the Tab key, or by simply moving off the left and right of the boards.
G	<b>Use Item</b> (Item Modes only) When you have selected a place to use your item, press the G key to use it.
1-5	<b>Remove Item</b> (Item Modes only) To remove an item from your cursor, press the same 1-5 key again that you used to load the item in the first place.
R	<b>Revive</b> (Co-op Brainteaser only) Every time your board gets a Game Over, you can press the R key to trigger the Revive button and thus restart your board while your brainteaser-solving partner continues uninterrupted.

### Keyboard Helpful Tips And Tricks

- It is often most helpful to make your paths in reverse (V key). That way when you are at the end of your path, you are already in position to just hit the G key to emit a stream that will travel back along the path you just laid out.
- You can change the direction of the block under the cursor immediately by using the WSAD keys. Press W to make the block point upwards immediately, etc.
- You can mark a block to later come back to with an M, N, or B. To later move a cursor back to one of those marks, use the corresponding keys L, K, J. For advanced players. You can clear all marks by pressing Ctrl+M.

## PARTS OF THE HUD

When you are playing a level, a Heads-Up Display is shown around the edges of your board.



### GAME BOARD

The grid where most of your playing is focused is called the game board, or sometimes the well. This is where blocks will be located during a game.

### TIME

The amount of time you have been playing this particular level or the amount of time remaining if you are playing a level with a time limit.

### SCORE

The cumulative score you have earned so far in the level you are currently playing.

### MOVES

The number of moves you have made so far in the current level, or the number of moves you have remaining if you are playing a move-restricted level. Right-clicking or shift-clicking to move block arrows does not count as a move.

## GAME MODES



The game modes currently in use in the level you are playing. You can learn more about the different game modes by hovering over them in the Help menu or before you start the level.

## STREAM CREDITS

Only visible in Limited Streams mode, this shows how many stream credits you have left.

## WIN/LOSS CONDITIONS

This box lists the conditions you must meet to win the current level in green text. It lists the conditions that will cause you to lose the level in red text. It also keeps track of how close you get to meeting each of these goals.



### FAST FORWARD AND ULTRA FAST FORWARD

Click and hold one of these buttons to make blocks fall into your board more quickly. A single click will make blocks fall just into the next column. These buttons only appear in action-oriented levels.



### REVIVE

Every time your board gets a Game Over you can left-click the Revive button to restart your board while your brainteaser-solving partner continues uninterrupted. This button only appears in co-op brainteasers.



### CLAIM VICTORY

This button only appears if a level is impossible to win, for example in a level that has no win conditions and an endless time limit. Click this button to claim victory, end the level, and get your score recorded.



### ADMIT DEFEAT

This button appears on brainteasers. If you want to restart the brainteaser before you run out of moves, you can click it instead of the Restart button. This is especially useful when you are playing multiplayer, since restarting the brainteaser would force your partner to restart, too. In the adventure, there are a few levels where this button also appears. In these levels, there are no loss conditions, but very difficult win conditions. This button allows you to skip the level since the Skip button only appears if you lose.



### ITEM PALETTE

If you are playing a level that has items enabled, then any items you acquire will appear in these 5 slots. You can only store a maximum of 5 items at a time. See Controls above for how to use items.

Example of a brainteaser level with the Admit Defeat button.

This also shows one of the other block sets, one that makes the different colors especially distinct.



## HOW TO PLAY

Welcome to Tidalis! In Tidalis, the goal is to match blocks of the same color using streams. When you match 3 or more blocks of the same color, they disappear from the board. You can learn more about basic gameplay by playing the tutorials, located under "Tutorials" in the Main Menu.

### STREAMS



Left-clicking a block causes a stream to be emitted from that block. Streams follow the direction of the blocks' arrows. When a stream reaches another block of the same color, it changes direction to follow the arrow on that block.

When you shoot a stream through matching sets of at least 3 blocks, you remove those blocks from the screen. This is called a chain reaction.

Streams are the same color as whatever block they came from and move in the direction of that block's arrow. A stream can travel 3 spaces from the last block it touched before disappearing. It travels through blocks of other colors without any effect.

Clicking on a block will only send out a stream if there aren't any other streams moving at that time. However, you can still rotate any block on the screen. Your cursor sparkles when you can start a new stream.

### CHAIN REACTIONS



When a stream has touched 3 or more blocks of the same color, those blocks match in a chain reaction. They will all disappear once the chain reaction is done.

- Try to string together the longest chains you can. The more blocks in a chain reaction, the more points you get and the more blocks you clear from the board at once.
- The block you click to start a stream can have a big impact on how many blocks you get in the chain.

### ROTATING BLOCKS



You can't move blocks in Tidalis, but you can rotate them to change the directions that their arrows point. By right-clicking (or Shift-clicking) on a block and then dragging up, down, left, or right, you can make the block point in that direction. Being able to redirect streams is very important for clearing blocks. You will need to do this all the time in Tidalis.

You can hold the right mouse button down (or hold Shift and the mouse button) and drag across many blocks of the same color to rotate them all at once. While doing this, blocks of other colors will appear dimmer to help you find matching blocks. You can only control the direction of one color at a time--the color that you first clicked on.

- The other blocks dimming can help you find chains that you might not otherwise see. This can be especially helpful if you're in a dire situation.

## CLEARING BLOCKS & COMBOS

When a set of blocks is cleared, the blocks that were sitting on top of them will fall. The blocks at the bottoms of these falling stacks will send out a stream when they land.



If one of these new streams creates another chain reaction, you get a combo. Only the block at the bottom of a falling stack will send out a stream when it lands.

You can set up blocks to create more chains all as part of the same combo, thus earning more points and clearing more blocks at once. Combos will be very helpful to clear large numbers of blocks and to solve puzzles. You can make combos of any depth, but the deeper they are, the harder they are to set up and keep going.

- It can help to have the chain reactions you plan to use in the combo already set up before you send out the first stream.
- It can help to plan ahead, but you can quickly adjust the direction of uninvolved blocks in a pinch.

## FALLING BLOCKS (ACTION LEVELS ONLY)

In action-oriented modes like Quick Games or the main levels of the Adventure, blocks will fall from the top of the screen. Your job is to clear as many blocks as possible so that no stacks reach the top of the game board. If any stacks pass the top of the board, you lose.

In the normal mode of the game, a stack will start to wiggle if it is getting too close to the top of the screen. This will help you see which areas need to be cleared more quickly. While chain reactions are going, no more blocks will fall from the top of the screen. This can provide you with much-needed time to think about your next move.

- It helps not to focus too much on the falling blocks. Instead, looking at the blocks that are already down can help you find useful chains and combos.
- If you're about to lose, try making small chains or combos to pause the falling blocks for a moment.

## GAME STYLES/MODES

Some levels have game styles (also called game modes) in them that create special rules, ways of playing, or objectives for the level. To learn more about the types of blocks in the level you're playing, you can hover over them in the Help menu or before you begin the level.

## SPECIAL BLOCKS



Some levels include special blocks, which can do specific special actions different from regular blocks. There are many different special blocks available in Tidalis. To learn more about the types of blocks in the level you're playing, you can hover over them in the Help menu or before you begin the level. There are also tutorials on using some of the major types of special blocks, located under "Tutorials" in the Main Menu.

## ITEMS

Some levels include items, which usually are attached to a block in your game board. Once you clear a block with an item attached, you collect the item in your palette. You can then use the item in your game board or someone else's game board. To learn more about the types of items in the level you're playing, you can hover over them in the Help menu or before you begin the level.

## THE PLAY MENU

To play non-network levels, click the Play button in the Main Menu. This takes you to a menu of level options so you can choose the type of level you would like. To get back to the Main Menu at any time, press the Menu button in the upper righthand corner of your screen. To get help about buttons, game styles, special blocks, and items, press the Help button in the upper righthand corner of your screen.

## ADVENTURE

Travel through the land of Tidalis, playing action-oriented puzzle levels with a lighthearted story. It starts out very easy, but gets quite challenging by the end of the 115 available levels (15 are available in the trial). If you find any level too challenging, you can easily skip it and come back later. Your adventure is automatically saved.



## THE ADVENTURE MAP

Navigate levels in the Adventure using the Adventure Map. As you complete each level, a new level becomes available and more of the extensive map becomes visible. You can see more of the map by moving your cursor to the right or left edge of the screen to scroll.

## MAP NODES



On the map, blue nodes show completed levels, while red nodes show levels that have not yet been beaten. You can hover over a node to read information about that level, like its name, win/loss objectives, and game modes used. Yellow nodes show levels that you skipped. Click on a level node to play that level.

## COLLECTIBLES & ACHIEVEMENTS



Click the icons at the bottom of the Adventure Map to see how many collectibles you have earned of different types and what Achievements you've earned.

## STATS

The Stats button at the bottom of the Adventure Map allows you to view your statistics thus far in the adventure. This window shows stats such as how long you've been playing the adventure and total number of points earned.

## CUTSCENE HISTORY

Periodically throughout the adventure, cutscenes will appear and the story will progress. You can click the mouse or push a button to move through the dialogue in a cutscene, or you can click the "Skip Cutscene" button to skip it altogether.

If you ever want to watch a cutscene again, click the "Cutscene History" button at the bottom of the Adventure Map. This will open a small window with a list of all of the cutscenes you've viewed so far. Click on a cutscene to watch it again.



You can adjust the difficulty by giving yourself a handicap if it's too easy or hard -- don't despair!

## QUICK GAME

To play an action-oriented level outside of the adventure, choose the Quick Game button from the Play Menu. This will open the Start Quick Game window, where you can set up your level. You can hover over different settings to learn more about them. When you're done, click the Play button to play your level!



### THEME

Click the picture of the theme to choose between the many beautiful themes available for your level. This will affect the background and music of your level, but not the actual gameplay.

### TIME LIMIT

This sets the number of minutes your level will run for. You can choose from 1-20 minutes, or slide the scale all the way to the right for an endless game.

### ACTION DIFFICULTY

Slide the scale to set how difficult the level will be. 1 is the easiest setting, and 10 is the most difficult. The higher the difficulty, the faster blocks will fall, the higher the stacks will be kept, and more.

### PLAYER RULES

Click this setting to choose between normal rules or various rulesets for VS and co-op games. To learn more about these specific rulesets, please read the Co-Op-Specific Rulesets section and the VS Rulesets section below.

### GAME STYLE

Choose a game style for your level. You can hover over each style to read more about it. Leaving all game styles unselected will create a normal game with no special rules, where you lose if the blocks become stacked above the top of the game board.



## PUZZLES

To play a pre-made level from the game, choose the Puzzles button from the Play Menu. This will open a list of types of action levels and brainteasers that you can play one at a time. Click a type of level that interests you, then select which level you would like to play from the menu.

## CUSTOM GAME

To create a game experience that is tailored to exactly what you want, choose Custom Game from the Play Menu. The amount of customization you have here is pretty intense compared to Quick Games. You choose the items, the special blocks, and the game styles -- you can even combine multiple game styles, such as making Water + Zen + Frenzy, for example. When you're ready, click the Play button at the bottom.



Some of the settings, like Theme and Action Difficulty, are the same as when setting up a Quick Game. But many others are also available:

### WIDTH & HEIGHT

These settings control the size of the game board, in squares. Keep in mind that the same number of blocks will fall into the game board no matter what, so if you make your board narrower, that means that blocks will be falling more frequently into each column.

## DISTINCT COLORS

This setting controls how many different colors of normal blocks will appear in your level. You can choose to have just one color, all the way up to six different colors. The fewer colors you use, the easier the game.

## SPECIAL BLOCK FREQUENCY

Slide the scale to control how frequently special blocks of any selected type will appear in your level. This setting is only applicable if you have selected some special blocks to include. The higher the number, the more often a new block will be a special block.

## ITEM FREQUENCY

Slide the scale to control how frequently items of any selected type will appear in your level. This setting is only applicable if you have selected some items to include. The higher the number, the more often a new block will have an item attached to it.

## GAME STYLE, SPECIAL BLOCKS, & ITEMS

Click on a game style, special block, or item icon to include it in your level. Click again to remove it from the level. Grayed-out icons indicate styles, blocks, or items that will not ever appear in your level. You can choose as many different types of styles, special blocks, and items as you would like, or none at all. You can hover over an icon to learn more about it. Click the "Toggle All" button to switch all of the game styles, special blocks, or items on or off.

## MAKE SOMETHING UP!

Feeling lucky? Click this button to create a randomly-generated group of settings, which you can then adjust further as you wish. Click it again to get a new combination of settings.



# MULTIPLAYER BASICS

## MULTIPLE GAME BOARDS OR MULTIPLE PLAYERS?

When you want to play Tidalis with a friend, there are several easy ways to do this. Any of the following ways can be played in any game mode.

### 2 PLAYERS ON 1 COMPUTER ON 1 BOARD

At any time in a single player game, you can use up to two cursors in a single board: the mouse cursor and the keyboard cursor. This means that you can combine keyboard and mouse use yourself, or you can play with two different people on one board. One player can work the keyboard while another works the mouse.

However, there are limitations:

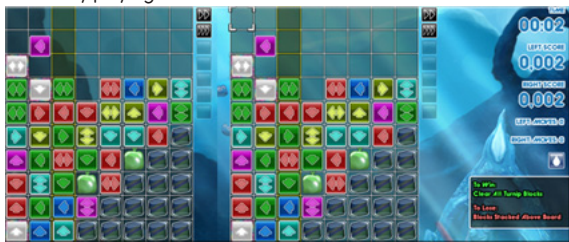
- You are still only able to trigger a single stream at a time within that board (it's not per-player).
- With two players moving around in the same board, that can be confusing for some folks (for others, it works just fine).
- Only one player name is logged to the high scores, and you can't do things like set different difficulties per player.
- Because of the way the networking works for the game, playing together in a single board can't work with players that are different computers; you can only share a board if you are sitting at the same computer with the other player.
- You can't play VS modes against the other player if you're both in the same board. But, the two of you can play VS against the AI this way (more on this in the section on VS, below).
- The co-op-specific modes are not visible in this style of play, because they all require multiple game boards (more on this in the section on Co-Op, below).

### 2 PLAYERS ON 1 COMPUTER ON 2 BOARDS

You can also play with a second board on one computer. To add a second board while you are just playing with two people sitting at the same computer, click the "1 Player" button at the bottom of the Main Menu.

On the Player Settings window that pops up, you can enable or disable the second player having their own board. To do this, check or uncheck the box labeled "Player 2 Uses A Second Board On This Computer" under the Secondary Player. You can change the name of both the first and second players, and you can set a handicap for each one (a positive handicap gives you an advantage, a negative handicap gives you a disadvantage). You can also turn on or off "co-op items" for each player individually (more on that in the section on Co-Op, below). For more on this, see the Multi-Board Co-Op Features section below.

Normally the mouse controls the left (first) board, and the keyboard controls the right (second) board. However, you can switch this in the Settings screen. You can't play against the AI in VS mode with multiple boards. You can only play against each other.



Each player has their own board to play on. The player on the right uses the mouse and the player on the left uses the keyboard to control their board.

## NETWORK PLAY: 2 PLAYERS EACH ON THEIR OWN COMPUTER

There is an entire section on the specifics of network play, but the basic idea is that you have two players each with their own computer and their own copy of Tidalis, and they want to play together. These two players might be in the same room, or on different continents. It doesn't matter.

In Network Play, you always have to play with two boards. Players can't share a single board across the network. Each player has their own name and score, and basically this works just like the "Two Players On One Computer On Two Boards" section above, just with two computers instead of one.

In this case, generally the game "host" is on the left, and the "client" is on the right. The host is just the player who advertises that they want to play a game, and the client is the player who sees that advertisement across either the local network or the Internet, and decides to connect. Other than that, there's no difference between the client and the host.

## NETWORK PLAY: 3 OR 4 PLAYERS ON 2 COMPUTERS ON 2 BOARDS

During network play, each player has their own board. And their own computer -- each with their own keyboard AND mouse. Both the keyboard and mouse work just fine for each computer's game board, which means that each computer can support two players locally. Here's an example:

- Bob Is On Computer A
- Mary Is On Computer B
- When Bob and Mary connect via Network Play, each one can use their own keyboard and mouse to control their individual boards.
- If Bob has John sitting with him, John could work the keyboard while Bob works the mouse.
- Similarly, if Mary's friend Sue is sitting in the same room with her, Sue can take over the keyboard while Mary works the mouse.
- And... voila. You have Bob, John, Mary, and Sue all playing together using two game boards across network play.

## PLAYING CO-OP

### PLAYING BRAINTEASERS CO-OP

Normally, solving brainteasers is kind of a solo activity. This mode certainly isn't as interactive as other co-op modes, but there are still a number of benefits to playing co-op here.

Each player has their own board, as usual, and their own copy of the brainteaser. As each player makes moves and tries to solve the brainteaser, their partner can watch. Cross-talk and joint strategizing are always helpful.

When one player fails the brainteaser (as will usually happen many times before a solution is found), it doesn't end the level -- instead, there is a Revive button that pops up next to their board. The mouse player can click it to revive themselves, and the keyboard player can press R to revive themselves. None of this affects the other player.

This setup leads to many different possible ways to do brainteasers together:

- Each player can try to solve the brainteaser independently, or the players can even race to see who comes up with a solution first.
- The players can discuss the solution and keep their boards mostly in sync, just trying out different next steps on one board or the other -- an excellent way to "keep your place" in a complex puzzle.
- And of course there are various permutations of the above.



Playing a puzzle in co-op, with 2 boards.

## MULTI-BOARD CO-OP FEATURES

When you're playing multi-board co-op (either on one computer with two boards, or via network play), there are some options you can use to fine-tune your experience in the Players window at the bottom of the Main Menu.

### HANDICAPS

These can also be used in solo and in VS modes, but it's very helpful in co-op when you have two players with differing skill levels. That way every player has a chance to contribute, and no players are bored.

Using handicaps, found in the Players window at the bottom of the Main Menu, you can make things either harder or easier for each player individually. For players that are struggling, give them a positive handicap and blocks will fall slower and they will get more bonuses like white blocks. For players that are breezing through, give them a negative handicap and blocks will fall faster and they will get fewer bonuses.

You probably want to start out without giving either player a handicap, but as soon as one player is struggling or bored, start tuning it to find what works for you. You can change this between each level you play, which makes it very easy to use. But you will need to restart the current level before the changes would take effect to it if you're right in the middle of an existing level.

During network play, players that select a positive handicap will have to get the approval of the other player before that handicap can be used. This prevents players from cheating in VS modes.

### CO-OP ITEMS

In normal gameplay, items aren't very common. Throughout the adventure story, items are rarely used, and they also aren't available in Quick Games unless you play the Item Survival mode. So really, items normally only come up in custom games or in specific levels that use them.

When co-op items are enabled (as they are by default), in multi-board co-op you'll get co-op items every so often in any mode. These are special versions of the various helpful items in the game and they can only be used to help your partner, never to help yourself. This means that you can interact with your partner, not just both working towards the same goal at the same time.

This encourages teamwork and cross-talk between the two players, and lets a player "save" a partner who is in trouble. This also has the side effect of making the game a bit easier, but you can easily compensate by either giving yourself negative handicaps, or simply playing harder levels. If you don't like the co-op items, you can turn them off for one or both players in the Players window off the Main Menu.

## CO-OP-SPECIFIC RULESETS

If you're not playing with multiple boards, you won't even see these rulesets available (since the AI doesn't play co-op with you), so some players miss that these options even exist at first. But make sure you don't miss these, because they're extremely fun.

When you have either enabled the second game board on your single computer, or have fired up network play, go into either Quick Game or Custom Game under the Play menu. Under the dropdown that says "Player Rules," you'll now find three new options there:

### Co-Op - Sun Or Moon

- Sun and moon blocks can only be cleared in alternating order: sun-moon-sun or moon-sun-moon.
- In this co-op mode, one player gets occasional moon blocks, while the other gets occasional sun blocks in their board. Every time a player clears a chain, they gain one sun or moon item per 3 blocks in the chain (the item matches the blocks in their well).
- To win, each player must use these items on their partner's game board in order to help their partner complete sun and moon chains.

### Co-Op - Item Buddies

- In this co-op mode, 4x as many helpful co-op items are seeded into each well compared to normal (even if a player has co-op items disabled).
- Players can only use co-op items on the well of their partner.

### Co-Op - Block Vaporizer

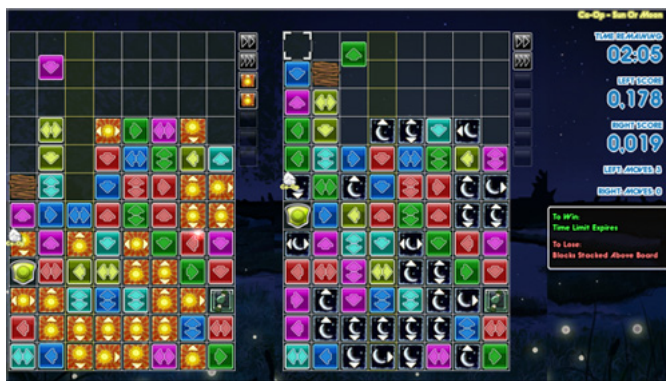
- In this co-op mode, every time a player completes a chain it vaporizes the most dangerous block of the same color on their partner's board.
- One block is vaporized per every 3 blocks cleared.



ITEM BUDDIES



VAPORIZED BLOCK



CO-OP SUN OR MOON

## PLAYING VS.

You can play Tidalis with another player, as described above, or you can play head-to-head against another player or an AI. Just start up a new Quick Game or Custom Game, and look under Player Rules. You'll find three different overall rulesets for playing the game, and you can combine various game styles, special blocks, and so forth to make your experience even more wildly varied.

If you are playing in 1 Player mode (or two players sharing the same board, which is the same thing as far as the game is concerned), then when you select a VS ruleset, it will pit you against an AI opponent. If you are playing with two players either over the network or via multi-board play on a single computer, then it will be a Player VS Player game between the two boards.

### PLAYING VS THE AI OR PLAYING VS A HUMAN

If you are playing a game vs. the AI, you should be aware that the AI is slightly limited compared to a human player. The AI doesn't use items, and can't play in all of the game styles or with all of the special blocks. So if you play a game against the AI, some of the available options when you are setting the game up will be limited.

However, when you play against another person in VS mode, you can use absolutely any of the game styles and special blocks, and all the items you want. There are no limits at all on Player VS Player play.

So, why the limitation with the AI? The VS AI was a comparably minor feature for this game, and we didn't want to limit the special blocks and game styles to just the sorts of functionality that an AI would be good at playing with. So instead we just limited the AI to being able to use the functionality it would be good at using, which seemed the best way to satisfying the needs and desires of every group of players as well as we could.

### VS RULESETS

There are three overall rulesets when playing vs. another player or AI, but you can make the experience even more hugely varied by using game styles, special blocks, items, etc. to tailor the experience however you want.

#### VS - Garbage Battle

- Play against the AI, or another player. Complete chains and combos to drop garbage blocks on your opponent.

#### VS - Endurance

- Play against the AI, or another player. Automatically applies both the Speed-Up game style and an Endless time limit in addition to whatever other settings you select. The game gets increasingly fast until someone loses.

#### VS - Freeform

- Play against the AI or another player. There are no particular rules, you're just trying to be the last player standing. You can use game styles and other Custom Game options to really custom-tailor the type of game you want.

### HANDICAPS

Like when you're playing solo or Co-Op, you can apply handicaps to one or more players. Handicaps are further explained above, in the co-op section. They're very helpful in VS when you have two players with differing skill levels who still want to be able to play against one another. If the same player crushes the other one every time, you won't wind up playing for very long or having much fun.

# NETWORK PLAY

Network Play is for when you have two computers that you want to use to play together. The basic idea here is that you have two players each with their own computer and their own copy of Tidalis, and they want to play together. These two players might be in the same room, or on different continents. It doesn't matter which. Only two computers at a time can be networked together with Tidalis, but there can be two players on each of those two computers, so you can have anywhere from two to four players actually playing together.

Please note that you can play multiplayer in Tidalis without ever having to get into network play at all. One player simply uses the mouse, and the other uses the keyboard, and you can play absolutely every part of Tidalis in this way with just a single computer. Before you read this section, it would probably be a good idea to read the Multiplayer Basics section, which covers all the actual multiplayer functionality (for playing on one or two computers, it's the same). This section is purely concerned with connecting multiple computers together.

## FINDING OTHER PLAYERS

To play with someone on another computer, you will need to connect with them. Here's how:

### PLAYING WITH ANOTHER PLAYER ON YOUR LOCAL NETWORK

If you have a specific person you want to play with, and they are sitting in the same house/office/dorm/coffeehouse/etc as you (in other words, on your local network), here's how you would go about connecting the two of you:

1. To play with another player on your local network, you will both need to start Tidalis on your computers, and then go into the Network Play section of the main menu.
2. One player will be the host. They simply click the "Host Private Game - Wait For Other Player To Join" button, and then wait.
3. Once the host has started the game, the other player can then connect as the client. There are two ways to do this on your local network:

A. The easiest way is simply to hit the "Find Game On Local Network" button. Pretty much immediately, a tone should play and the client should see the host's game in the list of found games. Click on the game, and you should connect and be ready to play!

B. If the above does not work for some reason, the client will probably need to type in the local IP address of the host directly. Simply hit the "Connect To Network Address" button, type in the address, and hit Connect. If you don't know the local IP address of the host, or you still aren't able to connect, please see the Network Troubleshooting section, below, for more information.

### PLAYING DIRECTLY WITH ANOTHER PLAYER ACROSS THE INTERNET

If you have a specific other person you want to play with, but you are not in the same geographic location, or are not on the same network, here's how you would go about connecting the two of you:

1. To play with another player across the Internet, you will both need to start Tidalis on your computers,



and then go into the Network Play section of the main menu.

2. One player will be the host. They simply click the "Host Private Game - Wait For Other Player To Join" button, and then wait.
3. Once the host has started the game, the other player can then connect as the client. There is only one way to do this across the Internet:

The client will need to type in the public IP address of the host directly. Simply hit the "Connect To Network Address" button, type in the address, and hit Connect. If you don't know the local IP address of the host, or you still aren't able to connect, please see the Network Troubleshooting section, below, for more information.

## FINDING INTERNET GAMES

Suppose you don't have anyone in particular in mind to play with, and you just want to find someone else with similar interests to yours to play with for a while? Here's how you would go about that:

1. Start Tidalis on your computer, and then go into the Network Play section of the main menu.
2. Click "Find Internet Games."
3. Make sure your player name and handicap is what you want, and then fill out the questionnaire about your interests, skill level, etc. The answers you fill in here will not exclude any other players, but these answers will be used for sorting the list of other players to give you the most relevant matches.
4. When you are ready, either:
  - A. Hit "Post and Search." This will publicly post your search data on the master server list at Arcen. You'll then see other players that match some or all of what you are looking for, and you can choose one to connect to. However, they will also see you, and someone might connect to you first.
  - B. Hit "Search Only." This will not post anything to the master server list, and no other players will be able to connect to you, but you'll see the games that other players are advertising and can connect to them. Granted, if everyone does "Search Only," no one will see anything.
5. When you see a game that you like, you can try to connect, and if no one else has already connected to that same player, then you'll be able to connect and can play. Otherwise, the connection may fail and you will have to choose a different game.
  - The connection may also fail if the other player is not properly configured to host games.
  - If you're advertising your own game and no one ever seems to connect to you, then that might also be the problem for you -- that you're not properly configured for hosting. Please see the Network Troubleshooting section, below, for more info on both these cases.

## ABOUT CONNECTING TO INTERNET GAMES

It is important that you bear in mind that this is a public venue. People may post inappropriate player names or may say inappropriate things over chat, as with any public venue on the Internet. Please act responsibly, and don't give out personal information to strangers. And we ask that you not post offensive or inappropriate content or messages. Help us keep this game family-friendly -- keep it PG, please.

## AFTER YOU'VE CONNECTED

Once you're connected, you'll be sitting on the Main Menu with the other player. You can't see what each other are doing in the menus, but you can each move around the menus and configure the type of level you want to play. You can also type to each other via text chat (see below).

### STARTING A LEVEL

Either player can choose a level of any type to play (Quick or Custom Games, adventure levels, or brainteasers). If you have something specific you want to play, start the level the way you normally would, from the Play Menu. Once one of you tries to start a level, it will send a prompt to the other player asking them if they want to play that level. You will see the same details that they see during this time. If the other player accepts, then you'll start playing. If they reject the request, you'll be notified of that. You can also cancel your request if you change your mind.

Either player can suggest levels to start at any time. Which player is the host, and which is the client, has no meaning once the players are connected together.

### TEXT CHAT

During network play, if you ever want to send chat messages to the other player, simply hit Enter, and it will pop up a chat box where you can send them a message. If you are actively playing the game, the game won't pause -- be careful of that! If you need to chat, you should first pause the game by pressing Escape.

### VOICE CHAT

Tidalis does not directly support voice chat -- with so many incredible options out there on the PC and Mac, it really didn't seem needed. Skype, Teamspeak, Ventrillo, or the myriad other voice applications out there should work very nicely. It all depends on what you prefer, and you probably already have a favorite if you do much gaming on the Internet.

### PAUSING THE GAME

Once you start a level, if you hit the Escape key the game will pause for both players. Either player can then un-pause the game by hitting Escape again or by clicking the Resume button in the upper right corner of the screen.

### HANDICAPS

Handicaps are explained in detail in the Multiplayer Basics section, but the basic idea is that a player with a positive handicap will have an advantage over other players. When you first connect to a player with a positive handicap (or when they connect to you), you'll be alerted to the fact that they have a positive handicap, and will be given the option to continue or to disconnect from them. If you have a positive handicap, they'll be given that same message and can either continue or disconnect from you.

Once you're connected, if you later need to change your handicap, you can. However, if you increase it from what it previously was, the other player will once again be given that "continue or disconnect" prompt, and they may opt to stop playing with you. You can decrease your handicap any time you wish, and you can increase your handicap to zero or less at any time (if it was already more negative) without it prompting the other player.

### DISCONNECTING FROM THE OTHER PLAYER

If at any time you want to stop being connected to the other player, click the "Connected to Player X" button that is at the bottom left of the Main Menu. You'll be given a prompt to make sure you really want to disconnect, and then you can shut the connection down.

# NETWORK TROUBLESHOOTING

## HOW DO I FIND MY LOCAL IP ADDRESS?

You only need your local IP address if you are playing across a local network with someone -- not if you're playing across the Internet. If you're playing across the Internet, then skip this section and look at the section about your public IP address.

Your local IP address will always be in the format X.X.X.X, and the first X will always be either 10, 192, or 172. If your IP address doesn't start with one of those numbers, you've probably got the wrong number. How to find this number varies by your operating system.

### On Windows 2000, XP, Vista, or 7:

1. Open up a command prompt.
  - On Windows 2000 or XP, hit Run on the Start menu, then type "cmd" without the quotes.
  - On Windows Vista or 7, type "cmd" without the quotes into the "Search programs and files" bar in the Start menu.
2. In the command prompt window, type "ipconfig" without the quotes.
3. This will spit out a bunch of data. How much depends on how many network cards you have (often two, one wired, one wireless, but it may be more or fewer).
4. Look for where it says "IP address" or "IPv4 Address" or similar (this varies slightly by OS). Again, you're looking for a number in the format X.X.X.X, starting with either 10, 192, or 172. There will be multiple such numbers, some labeled "DNS" or "Gateway" or similar, but ignore those.

### On Mac OSX 10.4 Or Older:

1. Drop down the Apple menu, then hit Location, and then Network Preferences.
2. In this new window, click "Network Status."
3. Your IP address is shown.

### On Mac OSX 10.5 Or Newer:

1. Drop down the Apple menu, then hit System Preferences, View, and then Network.
2. In this new window, you'll see a list of all your adapters. Select "Airport" if you're connected over wireless, or "Ethernet" if you're connected via a network cable, etc.
3. Your IP address is shown.

## HOW DO I FIND MY PUBLIC IP ADDRESS?

The simplest way to find this is to simply go to [WhatIsMyIPAddress.com], and it will tell you.

## WHY CAN'T I CONNECT TO ANOTHER COMPUTER (OR ANOTHER COMPUTER CONNECT TO ME)?

There are a few reasons you might not be able to connect to someone, or why someone might not be able to connect to you.

### Software Firewalls

Windows Firewall, Norton Security Suite, ZoneAlarm... these are but a few of the possible software firewalls you or the other player may be running. You'll want to consult the documentation for any software firewalls that you may have installed, and add an exception for Tidalis. With most of the newer software firewalls, as soon as you try to make a connection out, or try to host a game, it will pop up a prompt asking you if you want to allow that connection. Simply say yes, and you're all set, in most cases.

- Tip: Sometimes you may be running multiple firewalls without even knowing it, so make sure your antivirus software suite didn't come with a software firewall that you didn't expect.

### **Using The Wrong IP Address**

This happens more than you might expect for local and VPN games in particular. If you're trying to connect over the Internet, you can rely on what [WhatIsMyIPAddress.com] tells you, and that's pretty simple. If you're playing over a VPN or via a local network, then that is NOT going to be the correct IP Address, however. Make sure you aren't using an IP address from an incorrect network adapter or using the gateway or DNS server addresses. If you aren't sure, try a different address.

### **Host Is Behind A Router/Firewall Without Port Forwarding Set Up**

If you're playing over the Internet, this is the number one cause of confusion and failed connections in not just Tidalis, but pretty much every Internet-connected computer and video game. If you are acting as the client, and just connecting to other players, you don't have to worry about this issue for yourself. But if you want to host, you need to make sure that your port forwarding is set up properly.

How to configure port forwarding unfortunately varies to an extreme degree by router/firewall vendor, and there are dozens if not hundreds of possible setups. In all cases, you will need to know your local network address (see above), and then you should visit [PortForward.com] and read up there for more information on how to configure your specific hardware. If you have the instruction manual for your router, then the instructions will also be contained in there -- generally it is a super simple process once you get connected into your router's management interface. The port you are wanting to forward to your local IP is 32321.

### **Client and Host Using A Different UDP Port**

The default network UDP port used by the game is 32321. You probably won't want to change this unless you are an advanced user and are having a conflict. If you change this, then every other player who connects to you will also have to change their port to match. You can see what your current port is, and change it if need be, using the Network Settings window under the Network Play menu.

### **It Was Working, But Now It Doesn't!**

Usually this means that your IP address changed. Most local IP addresses are assigned via a process called DHCP, so your local IP address might change from one day to another. So if you have set up port forwarding, you might need to correct it for your changed local IP address, for instance. Most public IP addresses are changed by the internet service provider every so often (usually every few weeks or months), as well, so you may need to visit [WhatIsMyIPAddress.com] if people were trying to direct-connect to you.

It's also possible that new software that has been installed on your computer is causing a conflict. Usually this is via a change in an antivirus software suite, or the installation of a new software firewall, or similar. You'll want to find the new firewall and configure an exception for Tidalis, as noted above. It could also be that some other program is using the same port as Tidalis, but that is considerably more rare.

## **IS YOUR QUESTION NOT ANSWERED HERE?**

If your question is not answered here, the next step would be to visit the Tidalis Technical Support forum at

<http://www.arcengames.com/forums/index.php/board,78.0.html>

Another player might have had a similar problem, and you could read about their solution on the forum. Or, if no one else has had the same challenge, you can register and ask your own question.

**Find Internet Game - Preferences**

My Player Name

Player Cyan

My Handicap

0%

 I Get Co-Op Items

My Skill Level

 New Player Show Players With Positive Handicaps

Please check the boxes that describe the kind of game(s) you want to play. Feel free to check more than one per category.

**Co-Op or VS**

- Cooperative
- Competitive

**Game Type**

- Adventure Mode
- Brainteasers
- Action Levels

**Difficulty**

- Impossible-To-Lose Levels
- Easy Levels
- Medium Levels
- Hard Levels
- Impossible-To-Win Levels

**Partner Skill Level**

- New Player
- A Little Experience
- Average
- Above Average
- Insanely Good

Post And Search

Search Only

Cancel

## EDITOR BASICS

Tidalis includes a number of editors that you can use to create custom content for the game. To get to the editors, click the Editors button in the Main Menu. Then choose the type of editor you would like to use. Here's a basic explanation of what's available:

### LEVEL EDITOR

The level editor allows you to create your own levels with an immense degree of customization. One tip: if you just want an even-more-powerful-and-complex version of the Custom Game screen, then you could use the level editor to create on-the-fly levels that you place once and then discard.



### MOUSE & KEYBOARD CONTROLS

- **Right-click or shift-click** and drag through blocks in the editor to reorient the arrows at any time.
- **Left-clicks** do whatever function is currently selected in the palette window.
- **Ctrl-clicking** clears the clicked tile.
- **Ctrl+S** is a quick way to save your progress.

### THE EDITOR PALETTE WINDOW

Most of the controls for the level editor are in this window. You can drag this window around as-needed to keep it out of your way as you work.

At the very top of the palette, you can see what the current function is for left-clicks with the mouse cursor while you are in the editor. Basic functions you can assign to the mouse cursor are:

- Place a color block (with a direction chosen, including double arrows or single).
- Place a special block.
- Embed an item in a block.
- Direction-lock a block.
- Reshape the board by placing a Wall
- Remove mode, where clicking blocks or walls erases them (you can also just Ctrl+Click to do this).

#### Randomize Arrows

Clicking this button randomly scrambles the arrows of all the blocks on the board.

**Edit Level Details**

You can set one or more game styles (including Brainteaser), plus all the other general options for the level.

**Edit Level Text**

This lets you create messages to show to the player before/during play, and after a win or loss.

**Block, Item, and State Frequencies**

If you want to explicitly set how frequent each kind of block, item and/or state (like direction locked) is in the level, you can do that here. This isn't relevant for brainteaser-type levels.

**Mode-Specific Details**

Many times, this window is just blank. But for some specific modes, like Water mode, clicking this window gives you some options for that specific game style.

**Edit Level Objectives**

If you want to set up custom win objectives and loss conditions, this screen is where you can do it.

**Custom Difficulty**

Normally these options are controlled by the difficulty level chosen (0-10), but you can set raw values here.

**Testing Levels**

You can immediately test the levels you create, saving time as you fine-tune your creation. Just hit "Start Test" and "End Test" at the top right of the screen to play the level you've created in test mode.

## ADVENTURE EDITOR

The adventure editor is for setting up entire adventures of your own creation. You'll either need your own artwork, or to copy the artwork from the main adventure that comes with the game, in order to have some sort of background. You can also use other custom assets for things like fog, etc. that you find in the official adventure's folder.

Each adventure pulls levels from a single folder, and then you can assign those levels to visible nodes, control which nodes are revealed by the completion of which other nodes, and so forth. You can also assign cutscenes to individual levels, but the cutscenes themselves must be manually crafted in an XML editor. Creating levels is something that can be done by very casual players, but creating entire adventures is more for the modder-style individual.

## THEME EDITOR

The theme editor can be used to create new visual/music themes for the game. Please don't use this to violate the copyrights of other companies! You'll need your own original or public domain artwork and music to create themes. The theme editor is not an image or a music editor, but rather it is used to combine pre-existing music and images and to animate them and otherwise bring them to life.

Simply dropping the music into a theme folder as Music.ogg and MusicDire.ogg is enough to make those work. For the art, when it comes to the background layers and the static background images, you can see how they are set up in the official themes. Just drop them into the folder and they are ready to go. For more complex animations, you'll actually need to use the theme editor. All of the non-background art is arranged into layers, each of which contains 0-n sprites inside it. A layer can also be used to denote at what depth the cutscene visuals are drawn for any cutscenes that use this theme. There is a simple keyframing scripting language that can be used for complex animations, and then there are other various capabilities such as rotation, uv animation, layer parallax scrolling, and so forth.

# COMMON TECHNICAL SUPPORT QUESTIONS

## LICENSE KEY PROBLEMS

### I BOUGHT THE FULL GAME, BUT IT SAYS TRIAL MODE

Generally this just means you need to enter your license key. When you first run the game, it will always be trial mode, even if you bought it. When you purchased the game, you should have received an email from the game distributor that included a license key for you. Simply type that into the License Key textbox that pops up when Tidalis starts, or even cut-and-paste it in, and you're all set! Once the game accepts your license key, you'll be in the full version.

If you already entered your license key and now you have reverted to trial mode when you load the game again, this may mean that your settings.dat file has been erased or corrupted. The game keeps a backup of this file as settings.bak, so this is exceedingly rare. The settings.dat file also has your settings information and high scores, so those also would be gone in this case. In such an event, you can simply type in your license key again and you're good to go. But if this is happening, you might also want to check on your hard disk to make sure it's not going bad.

If you were in the full version of the game, but then connect to another player and went into trial mode, don't fret -- this is temporary. It simply means that the other player is in trial mode, and your game will act as if it were also in trial mode until you disconnect from that player. You won't lose any data or have any other problems. This is simply a convenience so that trial players can play with full version players without the full version players needing to revert their license keys out or anything like that.

### THE GAME WON'T ACCEPT MY LICENSE KEY

Please make sure that you typed it exactly as it was shown in the email, with capital or lowercase letters, the dashes intact, and no spaces at the start, end, or anywhere in the middle of the text. Usually cutting and pasting the license key will solve any such problems. If you still have an issue, the problem is likely extra spaces at the start or end of the license key; sometimes that gets selected along with the license key, depending on your email client.

## VISUAL PROBLEMS

### THE GAME LOOKS SQUISHED OR STRETCHED

If the graphics look stretched or pinched, most likely the game is running at a resolution that is too wide or narrow for your monitor. Go under the Settings window from the Main Menu, and you can select a new screen resolution until you find one that looks correct.

### I CAN'T SET MY SCREEN RESOLUTION ON MAC OSX

See the Getting Started section of the manual for more on this. There is a pretty simple workaround, and the Screen Resolution popup in the game will tell you about this: simply hold the Option key while clicking to open the game, and you can use the default Unity 3D screen-resolution-configuration interface to set your resolution and your fullscreen status.

### I'M COLORBLIND AND CAN'T TELL THE BLOCKS APART



Tidalis has six different block sets, some of which will be easier or harder to tell apart depending on your type of colorblindness. You should be able to find one that works for you. To change your block set, go under Settings from the Main Menu and there is a "What style of blocks do you prefer?" dropdown that you can use to compare and choose the style that works best for you.

### I'M SENSITIVE TO MOTION AND FLASHING, AND THIS IS GIVING ME A HEADACHE



Tidalis has a lot going on on the screen, to be sure. We know that amount of visual flair can be both overwhelming and painful for some people. Go into the Settings screen, and this time there are two options that may be of interest to you:

#### **Reduce Visual Stimulation Checkbox**

If you check this checkbox, then a lot of the special effects and animations on the game board will be removed. There will be fewer flares and victory explosions and background shakes, etc.

#### **Use Static Backgrounds Checkbox**

Normally the visual backgrounds while you are playing are full of motion. If you check this checkbox, then a non-moving image will be used in the background instead. This is great for if you were finding the motion overwhelming, and it's also great if you're playing on an older computer.

### **I SET THE SCREEN RESOLUTION HIGHER THAN 1280 X 768, AND NOW I HAVE BLACK BARS**

This is the expected behavior. The game will not scale up the actual graphics on larger resolutions. There simply aren't any graphics for larger than 1280x768. If you want to see the graphics scaled up on your monitor, your best bet is to choose a smaller resolution.

### **IS X FULLSCREEN RESOLUTION SUPPORTED?**

It depends on what your OS and your graphics card report to Unity 3D. Tidalis will allow any resolution that is at least 800 pixels wide and 600 pixels tall. There is more flexibility in choosing a windowed resolution (you can set whatever windowed resolution you want), but for fullscreen resolutions it's based on what your OS and graphics card report as supported.

## **WINDOWING MODE PROBLEMS**

### **IS IT POSSIBLE TO RUN THE GAME IN WINDOWED MODE WITH NO WINDOW TOOLBAR/BORDER?**

Unfortunately, this is not a feature of the Unity 3D engine, on which Tidalis runs.

### **THE GAME KEEPS PLAYING WHEN MINIMIZED OR NOT IN FOCUS**

In order to not cause issues during network play, this is the intended behavior of the game unless it's paused.

### **THE GAME STOPS PLAYING WHEN MINIMIZED OR NOT IN FOCUS**

When you are paused while not connected to the network, this is the intended behavior of the game. This doesn't kick in when you are on an active network connection, though, because that would cause the network connection to drop.

### **KNOWN ISSUE: FULLSCREEN MODE WITH DUAL MONITORS CAN CAUSE LOSS OF FOCUS**

The dual-screen support of Unity 3D, the engine on which Tidalis runs, is pretty limited. If you have dual monitors and your mouse cursor goes off of one monitor and on to the other, and then you click, the game will minimize if it was in fullscreen mode. We hope to see it addressed in future versions of Unity. For the time being, we suggest either disabling the second monitor or playing in windowed mode.

### **KNOWN ISSUE: WHEN WINDOWED, THE GAME POPS UP SPLIT BETWEEN DUAL MONITORS**

The dual-screen support of Unity 3D, the engine on which Tidalis runs, is pretty limited. We hope to see this addressed in a future version of Unity 3D. For the time being, you'll have to drag the game to the position you want when you start it.

**NETWORK PROBLEMS:** Please see the Network Troubleshooting section above.

**BUG REPORTS:** Please let us know at <http://www.arcengames.com/forums/index.php/board,80.0.html>

**TECHNICAL SUPPORT FORUMS:** See if your question is answered at <http://www.arcengames.com/forums/index.php/board,78.0.html>

# TIDALIS

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