



NOVAO PIXIE START
MANUAL

Nono Pixie

INSTRUCTIONS

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MANUAL CONTROLS

Cursor or Joystick in Port 2
Left / Right to flip page back
and forward.

Alternatively use C- / Space to
flip page back and forward.

Fire or Run/Stop to exit to
Title Screen.

Press letter key to jump to
chapter.

Press Home to return to this
page.

GAME SUMMARY

Nono Pixie is a grid puzzle
game that can be played with a
Joystick in port 2 or a Mouse in
port 1 or by using the
keyboard.

STORY

You bought a complete collection of 100 grid pictures, and they have finally arrived after a long shipping.

Unfortunately it is too late to bring them inside. Nothing to worry about, surely noone would touch them overnight?

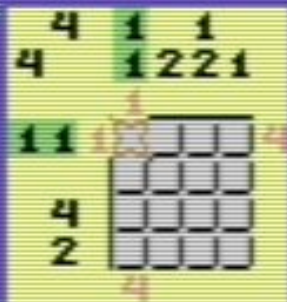


Just in case something happens you carefully write down the number of tiles in each picture's row and column.

Of course, anything valuable never gets left alone. Mischevious pixies are up to no good in the night.

All the tiles have been removed and a massive chore awaits you!

A puzzle starts with an empty grid. Using the numbers for columns and rows you can figure out which grid squares should be set. When the number of set squares match the numbers for each row and column the puzzle is solved!



Each number represents a group of set squares, so if there are two numbers in a column there are two groups of set squares with at least one empty square between them.

The numbers that relate to the current cursor position is highlighted in green to help you see the most relevant counts.



To help you count squares and see how complete a row or column is the numbers will change color.



A green number means that the group has the correct number of set cells. If there are more than one number the leftmost group will be associated with the first number on a row and so on.



A red number means there are too many set squares, and a blue number means there are more squares to set. If there are no set squares in a group the number stays black.

MARKERS



Most puzzles require you to find good starting lines and then look at rows and columns to find suitable spots to set. To help keep track of which squares you have determined must be empty, or square you think are set you can use the ? and X markers.

With a keyboard simply hit X to mark ?, an known empty square or V to mark X, an uncertain set square.

With a joystick you can toggle an empty square using a double tap on fire, or double tap fire on a set square to mark it as uncertain (X). With a mouse double click left for known empty and right for uncertain set.

To mark multiple squares set, known empty, etc. simply keep the button (key or fire or mouse button) down and move the cursor!

GAME CONTROLS

JOYSTICK

- Move cursor with stick left, up, right, down.
- Toggle grid squares by pressing fire.
- Hold fire and move stick to set multiple squares.
- Double tap fire on an empty square to mark it known empty (x) or on a set square to mark it uncertain set (j).
- To access the game menu press up, down, up, down on the stick. To exit press Fire.

KEYBOARD

- Use WASD or cursor keys to move cursor.
- Use Space to toggle grid squares set or clear.
- Use X to mark squares as known empty (x) and V to mark uncertain set (j).
- Keep key down (Space, X or V) to mark multiple squares the same while moving cursor.
- To access the game menu hit Return, hit Return again to exit.

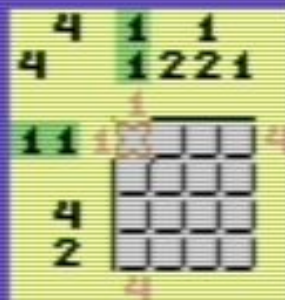
MOUSE

- First enable the mouse cursor in the game menu by hitting Return.
- Use left mouse button to mark squares as set, and right mouse button to mark squares as clear.
- Double click left mouse button to mark a square as known clear (x) or double click right mouse button to mark a square as uncertain set (j).
- Hold Left Shift to lock horizontally or C: to lock vertically.

QUICK KEYBOARD

To set multiple squares in a row or column without moving the cursor hold CTRL and press a number to place horizontally, or hold C- and press a number to place vertically. This feature is disabled when the mouse cursor is enabled.

GETTING STARTED



Row 3 has a group as wide as the entire grid, this is a good starting point!

Fill out row 3, then look at row 2 which has no number. Fill out row 2 with 2222.

Column 3 has a group of one and a group of 2, that is all the remaining squares in that column.

Column 4 has only one square set and it is already marked, the remaining squares can be marked with 2.

Column 2 has a group of two squares, this can only fit in row 3 and 4.

Column 1 has two separate squares, one is already set so the last square must not be next to that square and can only be in row 1.

This completes the puzzle! Game puzzles can be up to 32 by 16 squares so there is plenty of challenge ahead.

ACKNOWLEDGEMENTS

Shovel Knight characters and marks are properties of Yacht Club Games(tm).

References to existing properties makes no claim of ownership of the original property.

Nono Pixie is available from zakrac.itch.io/nono-pixie and future revisions if released will be available from there.

CREDITS

Game by

Carl-Henrik Skårstedt

Music By

Psych8580

Dir art and suggestions

Logiker