

HAPPY JETS OF WATER // QUICKSTART GUIDE // Game, graphics and music by Zsolt Bortok // Genre: arena shooter // Year: 2012

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1. HOW TO START THE GAME

Extract the files and click HJOW.exe. No need to install, just extract, click and play!

2. MAIN MENU

This is the main menu area:



That guy in the yellow circle is you. The default controls: ARROWS and CONTROL. Move onto the rotating gun (start a bottle), the shovel (build a bottle) or the wrench (settings) to continue. You can quit by moving onto the rotating exit sign.

3. SETTINGS AREA

It looks like this:



The upper character is Player 1, the lower is Player 2. Default controls for Player 2 are WASD and SPACE.

Both players can customize their controls. Move to the keyboard icon until its name appears. Stand still for five seconds (press no key) to alter controls.

You can also turn sound on and off, turn windowed mode on and off, and change screen resolution (you have to restart the game to apply it).

Shoot the scorecrow to clear your progress in the game. If the scorecrow makes a full turn, all unlocked features will be locked again.

4. BUILDING A BATTLE

This is the battle builder area:



The characters with their names visible are Player 1 and Player 2, the rest of the guys are the bots.

You can customize your battles here: you can select the game mode, set a time limit or a score limit, add a dog, choose water guns, players, and the map.

//Game modes

Move close to the flag until you its name appears. Shoot to change game mode.



Soak'em all: Players fight individually. Shoot enemies to score points.



Team wetmatch: fight in teams (blue and red). Shoot enemies from the other team to score points. **You have to unlock this game mode!**



Fill the bucket: fight in teams and try to fill the bucket of the other team with water to score points. **You have to unlock this game mode!**



Steal the dog: fight in teams and try to lead the dog to your bucket. The dog follows a player if he/she shoots it. **You have to unlock this game mode!**

//Time and score limit: move close to the icons and shoot.
Use the clock icon to set a time limit (unlimited, or 1-10 minutes).
Use the badge to set a score limit (no limit, or 1-25).

//Dog

Selecting the dog makes battles a little bit more difficult. The dog is always chasing a player and you have to shoot it to get rid of it. At the beginning of the battle, the dog is tied. If you release the dog, it won't chase you but the others!

Water guns:



There are 7 water guns. Their range, capacity and weight is different, and some guns can fire continuously while other require you to pump them. Pick your gun by moving close to them and shoot.

//How to change avatars



There are 16 characters in the game.

They are all different: some run better, some turn better and some are stronger than others. You can see yellow crosses next to their names, the more crosses they have, the better qualities

they own. You can change your avator to any of the 16.

What you have to do is:

Move close to a character and stay still (press no button) for five seconds. Then the avators switch automatically.

//How to give new water guns to bots

When you change avators, the water guns change too. So if you would like to give a new water gun to a bot, do this:

Switch avators with the bot you want to give the new gun to.

Pick the new gun with the new avator, then switch back the avators!

//How to select players in a battle

There can be 2-8 players in a battle. If you want to select or deselect a character for the battle, move close to the character and shoot. The color of the circle under the characters will show you the character's status.



Light blue circle: the character is not selected. This circle is only visible when the Player is close.



Dark blue: team game modes, the character is in team blue.



Red: team game modes, the character is in team red.



Green: in Soak'em All game mode, the character is selected.

//Two players mode

You can select/deselect Player 2 as well!

If you select Player 2 in a Soak'em All battle, their cursor will be red and he/she will be your opponent.

If you select them in team game modes, Player 2 can be in team blue (cooperative mode with Player 1) or team red (versus game). The game will be played in split screens.

//Choosing a map

A map is an object in the builder area with a sparkle effect at its base. If you go close to it, its name appears. Also, in the top left corner, the summary of the current battle setting becomes visible. It looks like this:



To start the battle, simply move onto a map icon.

The game will store the settings, and if you go back to the main menu, the Instant Battle icon will start a battle with these settings until you alter them.

Remember: you cannot start a battle if you don't select enemies!

5. BATTLES

This is what a battle map looks like:



//The player

The player has a red crosshair, showing the direction he/she is going to shoot at.

A dark blue circle shows the player's life. The players cannot shoot when their lives are zero.

A light blue circle shows the water level in the gun.

A yellow circle shows the player's stamina which allows them to run faster. You can regain stamina quicker by stopping.

//Objects

There are buckets (only active in Fill The Bucket mode).

You can find different objects that can refill your water gun: Taps (as in the picture), fountains, pools. Some taps have to be turned on first, some taps can refill many players at once - experiment!

Rotating sun icon: if a player's life is zero, he/she has to move to a 'sunny spot' to dry and regain life.

Dog, ghost, truck: these objects steal your life instantly, so beware!

Cannon: move close to it to use it. It has infinite water!

Water bombs: they can be picked up and fired at enemies. When the player has a bomb, the crosshair changes. Use the shoot key (default: SPACE) to throw the bomb.

//Score and time

The score and the remaining time is shown at the top of the screen. In a Fill The Bucket battle it also shows the water level in the buckets (1-500), and in a Steal The Dog game it shows how many drops have to be shot at the dog to steal it (1-100).

//Exit battles

Use the ESC key to return to the menu area.

6. CHALLENGES

At the beginning of the game, a lot of features (characters, guns game modes, maps) are locked. You have to win challenges to unlock them.

There are 25 challenges. To see what the actual challenge is, move close to the Instant Battle icon, and the description appears.

In many cases, you have to build a special battle to be able to win the challenge. For example: If a challenge wants you to win a five minutes long battle, you will have to set it in the builder area. The game doesn't do this automatically for you.

//Have fun!//