
----- PARTICLE MACE -----

This is a game by Andy Wallace. Hopefully you got it by paying money for it, but if not, there's info at particlemace.com

Right now, the game works with a bunch of standard controllers and will let you remap to any controller with an analog stick. You can also use the mouse, but you will not have as much fun. You want to have fun, right?

If you want to send my feedback, or your feelings or any little thing about the game, you can send it to [andy\[at\]andymakes\[dot\]com](mailto:andy[at]andymakes[dot]com). That's my email. Thanks!

Please do not share this file without permission. If you got this file without permission, you should shame the person who gave it to you. "Shame on you" you should say to them.

On Windows, make sure to leave the data folder on the same level as the executable. This will allow the game to run.

----- CREDITS -----

The game was made by Andy Wallace (andymakes.com). He thought of it and programmed it and designed how it looks.

The music was done by Nathan Chambers. His company is called Bubble Pipe Media (bubblepipemedia.com).

The sound effects were done by K. Anthony Marefat (whomakesgames.me) & Bobby Fatta (@whereisbobbynow).

PR for the game is being done by Maya Kramer (@legobutts)

A huge amount of support, advice, testing was done by my partner and fellow game designer, Jane Friedhoff (janefriedhoff.com).

----- GLOBAL STATS -----

PARTICLE MACE records the total global number of deaths, asteroid smashes and foe kills because it's fun to know how far we--as a group--have come.

If you are connected to the internet, these values AND NOTHING ELSE will be sent to my or Steam's servers at the end of each round automatically. I do not record anything about you or your computer—even an ID number—for the stat. The only things sent are the number of smashes, kills and deaths that round.

If you would rather not have this sent, though, you can turn this feature off in the options menu.

This is different from sending your high scores. Scores are automatically sent on Steam and opted into on the non-steam versions.

--- OTHER INFO/TROUBLESHOOTING ----

-- THE CONSOLE OPENS UP, THEN CLOSES WITHOUT LAUNCHING THE GAME --

On Windows, you may see the black console window open on launch and then crash before the game actually starts. This happens more often on Windows 8. Sorry! It's a bummer to buy a game and then have it crash, but don't worry just yet. You may need to install vc_redist_x32, which can be found here: <http://www.microsoft.com/en-us/download/details.aspx?id=29>

-- TRANSFERRING OLD MISSION & PLAYER DATA --

If you have an older version of the game and want to migrate your mission & score data, you can!

The list of completed missions is kept in the data folder in a file called missions0.xml. The high scores and other such info are stored in playerData.xml

If you want to transfer your mission or player progress from an older build to a new one, just copy that file and paste it into the data folder of the newer build.

On Mac, the files are located in the app. Just right click on it and select Show Package Contents. All of the files go in Contents/MacOS

-- USING PS3 CONTROLLERS WITH WINDOWS --

Windows does not tend to play friendly with PS3 controllers, but that's OK! You can trick Windows into thinking they're xBox controllers. You may feel bad about being deceitful, but trust me,

it's fine.

Follow this tutorial and you should be good: <http://www.gamefront.com/how-to-use-a-ps3-controller-on-a-pc/>

This is a weird little free program (with some ads in it) that will allow you to use your PS3 controllers as xBox controllers.

Once you have it open, plug your controller in and you should see it in the drop down list. By default, the radio button for Playstation 2 will probably be selected. Just set that to Xbox 360 Controller Emulation and then press Enable down at the bottom. You should be good! Just don't close MotioninJoy while you're playing.

Fun for playing SNES games too!

Note: If you want to use PS3 and Xbox controllers at the same time for multiplayer, make sure to setup the PS3 controllers first and then plug in your Xbox controllers.

-- USING XBOX CONTROLELRS WITH MAC --

Mac does not tend to play nicely with XBox controllers, but that's OK! You can use the Tattieboggle driver found here: <http://tattieboggle.net/index.php/ProjectRoot/Xbox360Controller/0sxDriver>

-Your friend, Andy