

Manual

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About

Your cat Louie is one of a kind: He wants to become a marmalade-cook and expects your help travelling to foreign places in the world and protecting his fruity ingredients from the onmarching waves of enemies, called cuties!



How to Play

Protecting the ingredients

The goal is to **protect the ingredients** as long as possible, while fending off **multiple waves of cuties**. You take a stationary position at Louie's side, but you can look around with your Mouse (or with moving your head, when playing with Oculus Rift) to target the approaching cuties. The selected cutie is highlighted with a **red outline** around his body:



Once targeted you need to **execute a specific action to repel the cutie**. Each type of cutie has their own **weakness**, which can be exploited to make them run away and leave the ingredients be. But be careful to keep the selected cutie in sight, since the **auto-targeting** system relies on which cutie you're currently facing.

The cuties

It's not clear why the cuties are really after Louie's ingredients. Maybe some yet to be revealed competitor hired them to ruin Louie's dream of the perfect marmalade-flavor? To succeed in helping Louie, you need to know your enemy and his weaknesses, so here's a short list with Louie's notes for each cutie!



She's very shy but she's hungry for fruit nonetheless!! Maybe that's just within her nature… But it doesn't explain how she ended up with these rowdies. ***Stare at her long enough*** *to make her blush and run away!*



I think he is a penguin… But as far as I'm concerned he could also be a chicken. But do chicken wear suits? Well good manners are all and everything to him, so if you ***slightly shake your head****, he will know that he isn't welcome and leave you be.*



He puzzles me. I mean how did this sleepyhead manage to join the cuties? I'm sure he was asleep during his interview for the job… Or the cuties just have very low standards. He's a sleepwalker, so ***yell at him loudly*** *to wake him up!*



The self-proclaimed genius of the group. These glasses really suit him… I wonder if they would also look good on me, what do you think? But they are also his greatest weakness: ***Whistle or sing on a high note*** *to break the glasses so he can't see where he's going!*

Game Modes

There are two different game modes for you to choose in the main menu. The **Quick Game Mode**, where you can choose a stage and customize which cuties will appear in the round. This mode is great if you're up for a quick and uncomplicated round! You play until you get overrun by cuties, the longer you survive the higher your Highscore will be!

The other mode is the **Story Mode** where you can follow Louie's journey through small cutscenes and different missions. Each mission has another goal that you need to complete, stated in the mission's description. You can also unlock some additional material by completing these missions!

Setting the Game up

Setting up a Microphone for use with the game

Any microphone that is detected by your operating system of choice should work with the game. **Make sure that the levels or volume of the microphone aren't set too low** in your system settings, otherwise the game systems will have a harder time picking up your voice.



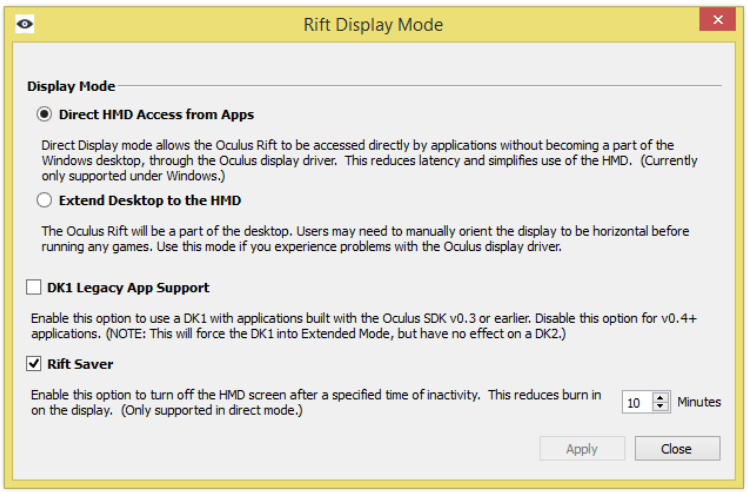
Once in game, either choose the "Quick Game" or Storymode called "The perfect Marmalade". After selecting the mission you should see the settings-bar on top of the screen. Click on the red-button and make sure the name of your microphone is listed there and selected, otherwise the game will use a different microphone or none at all:



Setting up the Rift for use with the game (optional)

Display Mode

Please make sure that the Oculus Rift **isn't running in DK1 LegacyMode**, by checking the **Oculus Configuration Utility** (Tools/Rift Display Mode…)



SDK Version

Also make sure that your local **Oculus Rift Runtime** is at least at **SDK Version 0.6**. Update your version through the official Downloadsite for your configuration: https://developer.oculus.com/downloads/

Start the Game in VR-mode

If the game doesn't automatically switch into VR-mode when starting up, try executing the "LouieCooksVR.cmd" Batchfile. It launches the application with additional starting parameters to force it into VR-mode. Make sure the Oculus Rift service is up and running and your HMD is connected.

You can also check if your VR-device is being recognized by the game in the Settings menu: Under the "VR"-section should be a checkmark that lists your device (e.g. "Oculus Rift DK2").

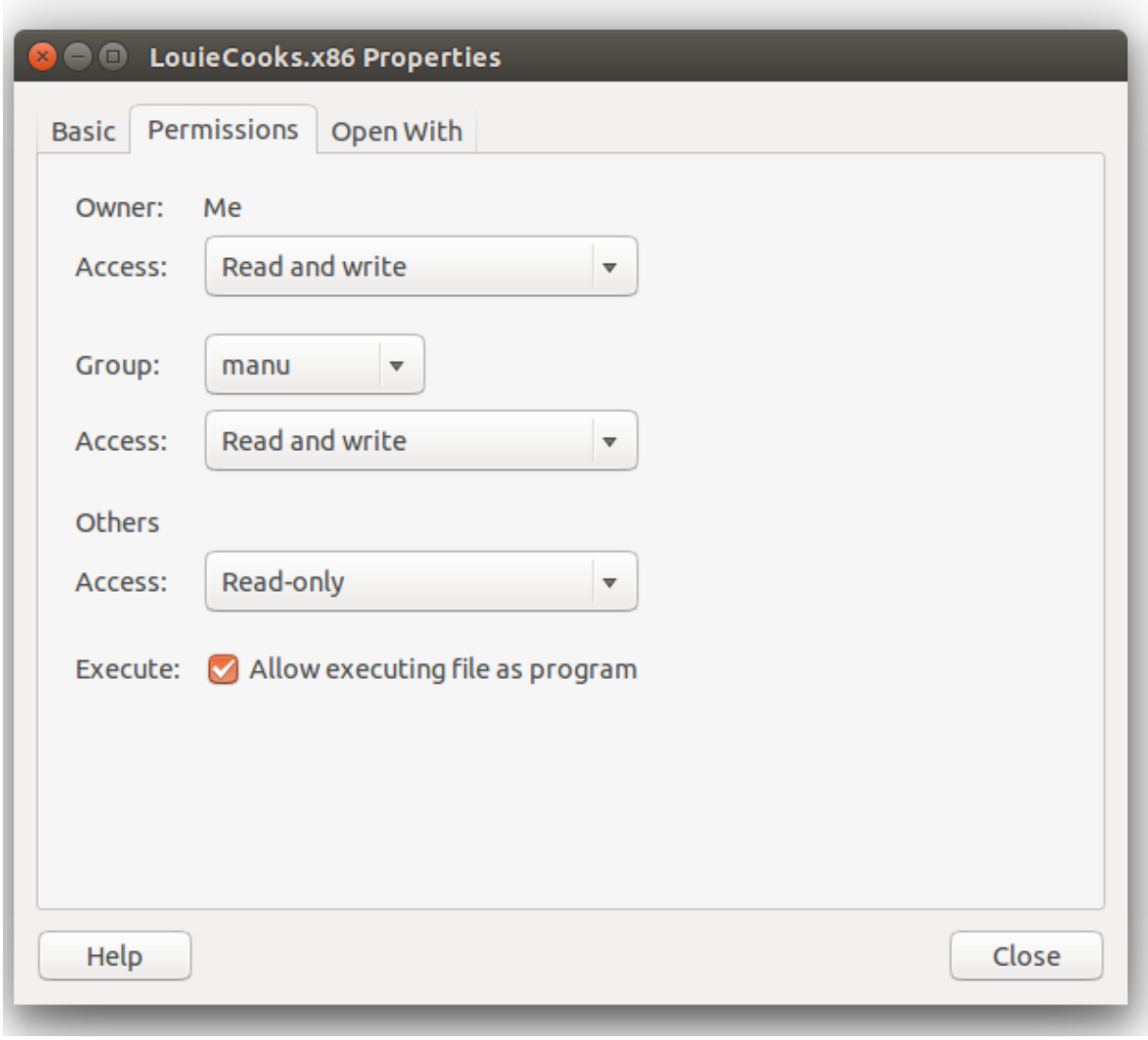
Language

The game is available in English and German. On the first launch, the game automatically detects your system's language and sets it as default for the game. You can change the language under "Settings" in the main menu, but you need to restart the game afterwards.

Linux

Launching the game

You can either launch the x86 (LouieCooks.x86) or the x64 version (LouieCooks.x86_64) of the game. Make sure to set the file's properties/permissions to executable. Under Ubuntu (14.04.2) just right-click the file, choose Properties and set the tick under "Allow executing file as program":



Oculus Rift

Sadly the latest Oculus SDK required to run the game doesn’t support Linux as of yet.