MATCH'TONCH









00.01.13

Angkor Wat













Easter Island

Central Park

Eiffel Tower

Mount Kilimanjaro



1-4 players, all ages

Match'Touch by after-mouse.com



Match'Touch is an educational game to test quick thinking and general knowledge across several categories. Players begin by selecting one of the starting categories, such as animals or monuments. The screen then fills with images from the category and the matching name for each image, sorted randomly. Players must identify the images and their corresponding names and tap quickly in succession to match the two. After being successfully paired, the two images will disappear from the screen. The game is finished when all the pairs have been matched and there are no images remaining.

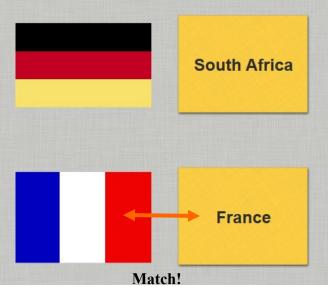
How to Play

Match'Touch begins with the selection of a category of images. Players can select from default categories such as animals, monuments, etc.

The beginning Match'Touch screen has 15 tiles. 8 of the tiles are images, and 7 of the images have a word tile that matches. There is one unique image tile that does not have a match.

Players identify the images and locate the name tile on screen for matching images.





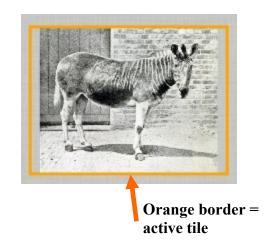


How to Play (Continued)

Having matched an image and text tile, players tap the two in rapid succession to make the match. Once a tile is touched, it will turn orange to indicate it is active.

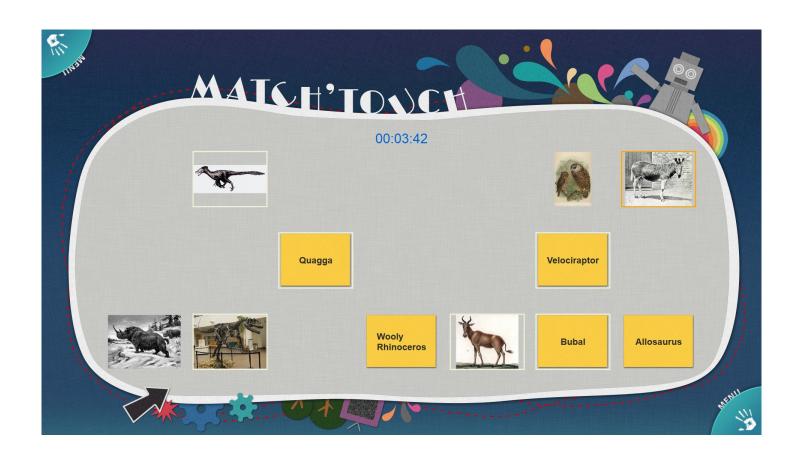
If two tiles are matched correctly, they will disappear from the screen. If the tiles are matched incorrectly, both images will be outlined in white until they are matched.

To try matching a tile you have already tried, just select it again. Even if the border is white, you can still make active a tile you have already answered wrong.





White border = answer was incorrect



How to Play (Continued)

The difficulty level naturally varies based on the category chosen; categories like "Animals" are good for young children learning vocabulary and simple spelling. Categories like "Monuments" and "Presidents" require some historical knowledge and are more appropriate for older children.

There are 7 pairs of images and text tiles to be matched. When the 7 pairs have been found, there will be a single unmatched image on screen.

See if you know the unique image! This means the game is complete. Along with a winning message, the unique image will be replaced by the matching text tile. There is no time limit for Match'Touch, but the time is recorded so players can keep track of their best scores and try to beat them!

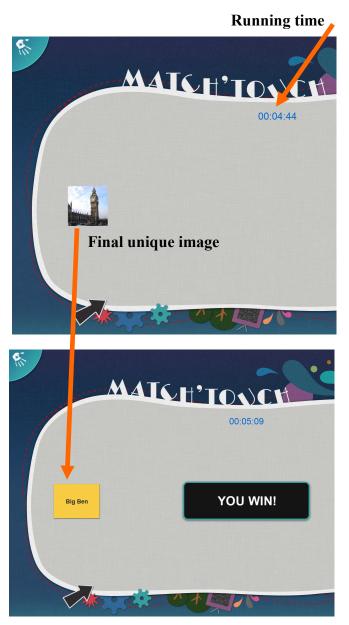
Match Touch can be played individually or collaboratively with other players; just remember only two tiles can be selected at a time for a match. The game can be exited at any time by selecting the Menu button in the screen's corner.

Easy categories like animals for children



Challenging categories like Presidents for older children and adults





Customer support

Customer satisfaction is our number one priority at AFTER-MOUSE.COM. If you are having any technical issues with this game, please contact our customer support.

We will have a team member respond to your inquiry as soon as possible!

By email at <u>support-games@after-mouse.com</u>
On our website at http://www.after-mouse.com/support/upload/

Thanks for playing!

Frequently asked questions

What are the system requirements to run Match'Touch?

Match'Touch requires a multi-touch device, Dual Core Processor with 2 GB minimum memory, 4 GB recommended memory for optimal speed. Full HD resolution is also recommended for best performance.

What is the recommended age for Match'Touch?

Match'Touch is suitable for children and adults of all ages, though some categories may require historical knowledge beyond that of young children.

I lost track of which tiles I touched. How to I know which is active?

Active tiles have an orange outline.

How many people can play Match'Touch?

There is only one tile grid at a time for Match'Touch, but as long as it is played on a multi-touch device, multiple people can play together. Keep in mind only two tiles will be active at a time regardless how many people are playing Match'Touch.

What is the time limit for Match'Touch?

There is no limit for the game, but the time is recorded at the top of the screen for players who want to track their progress or try and beat their best times!

How is the game won?

When every one of the seven pairs is matched, there will only be the single unique image left on screen. This is the end of the game, and a new game of Match'Touch will begin automatically.

What do I do if I get a match wrong?

Try again! Tiles that have been played incorrectly will keep a white outline around them for the rest of the game, but you can always select them and try to pair again!

How do I quit Match'Touch?

Touching the hand icon in the corner will launch the option menu, where you can quit, view instructions, or begin a new game with whatever category you like.

