

THE OFFICIAL GUIDE FROM

MAGFEST  POWER

THE 2024 MAGFEST ART BOOK

MAGTROID

POCKET



THE OFFICIAL
MAGFEST
PLAYER'S GUIDE

MAGFEST

PRIME

SUPER MAGFEST 2024

OFFICIAL ART BOOK AND PLAYER'S GUIDE

PLAYER'S GUIDE

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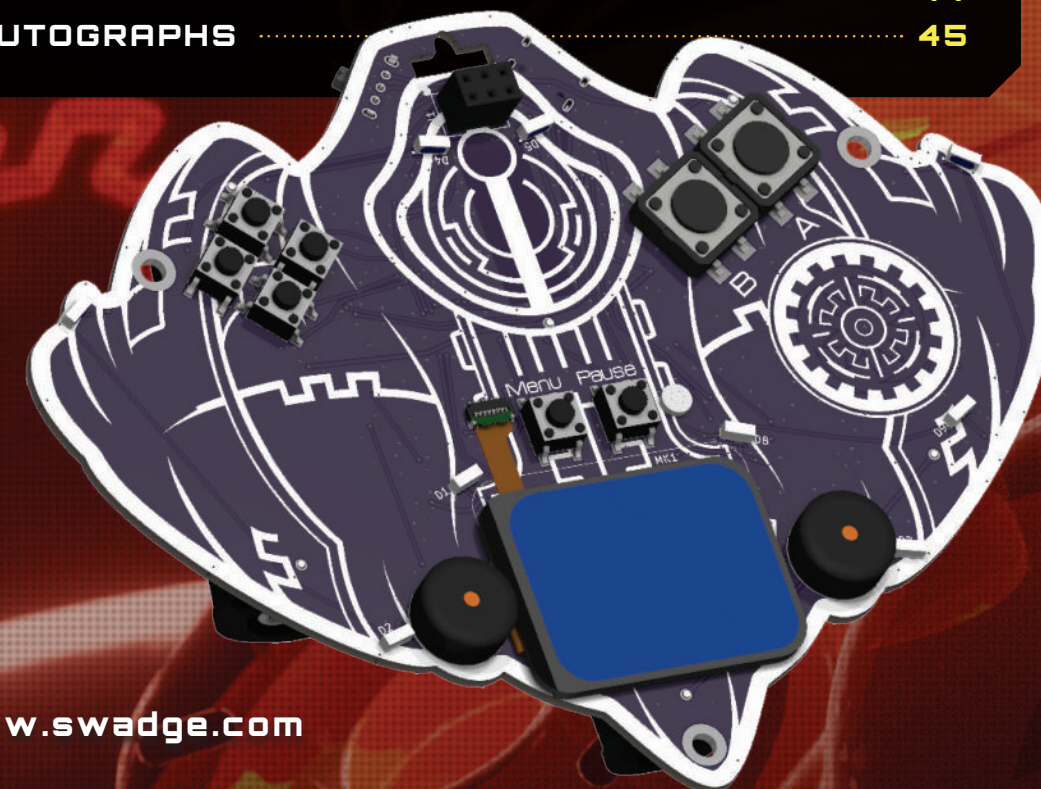
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MAGTROID
POCKET
IS PLAYABLE ON THE
**MAGFEST
SWADGE**



IN SPACE NO ONE CAN HEAR YOU PARTY

Cho, a young Bounty Hunter from the birdlike "Chirpzi" people, awakens to find herself on a strange space station, not quite remembering the wild parties of the previous night. And maybe it's the years of solitary bounty hunting to blame, but she can't help but suspect this is a prank by her new MAG friends.

But even if Cho is used to flying solo, the top thing on her mind is the other unlikely friend and companion she's been traveling with recently: a young MAGtroid named Zip. Where could that squishy little friend of hers have gone?

And furthermore, *where is all of her equipment?!* (And now that she thinks about it, it sure does seem like her adventures always seem to begin with her losing all of her stuff...!)

But, ever the explorer, Cho knows just what to do next. It's time to search around this strange space station for hints, her missing items, an adventure or two, and—hopefully—some new gear!

THE MAG FAM

Cho and Zip have made a lot of wild new friends since they joined up with the MAGFest crew this year, and they're crazy about all of them. (Even if they both suspect that they are all crazy.)

United by their love of games and saving the world/galaxy, each of these MAG friends has helped host an annual MAGFest in the past. And last year they caught Cho's eye from across the galaxy during the Super MAGFest Melee tournament, when the combined group of them competed with—and, somehow, DEFEATED—the nefarious Buff Studhorse. (You don't miss an explosion like that, even in deep space.)

Cho suspects this whole *getting stranded without her items on a space station* thing is some kind of prank on their part, but... she does wonder if maybe it's a little bit her own fault as well. Curse her boastful nature for saying she could handle it! (All part of the Bounty Hunter mystique.)

Mercifully, her friends seem to have scattered her equipment in places she can actually get to, and they even left her messages with each of them! Hopefully she'll piece this puzzle together before anything about this precarious plan turns... *dangerous...*



CHO
// CHIRPZI BOUNTY HUNTER
// KLEPTOMANIAC COLLECTOR

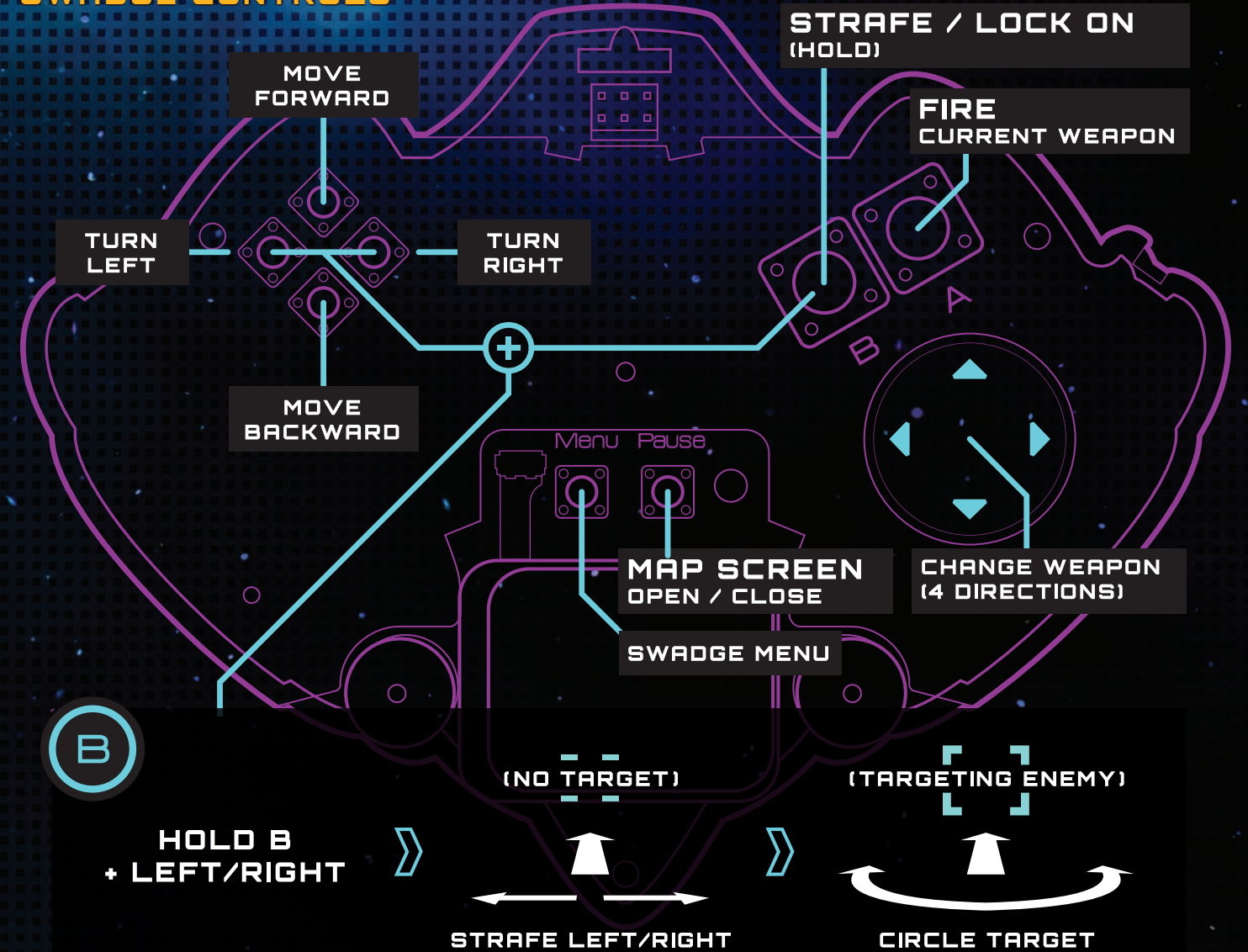


MAG FRIENDS (FROM LEFT TO RIGHT)

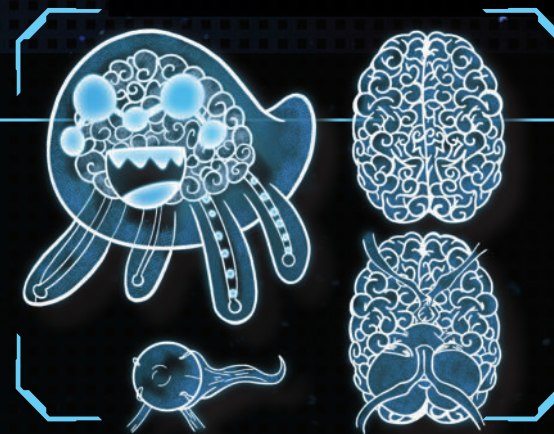
- EVELOCITY**
// TOO FAST TO ANALYZE
- EMBER & PUGG**
// MAGMA DEMON QUEEN
// MIGHTY STEED
- BIGG FUNKUS**
// GROOVY GORILLA
// KING OF JUNGLE
- L'I'L B**
// BANANARAPTOR
// POTASSIUM PARTY ANIMAL
- KOSMO**
// COSMIC COLLECTOR
- MASTER OF CEREMONIES**
// GALACTIC OVERSEER
// MIGHTY ROARER
- SUNNY McSHREDS**
// LEAD PILOT/LEAD GUITARIST
// SUNCATS SQUADRON/BAND

Character illustrations by Kaitie Lawson

MAGTROID POCKET SWADGE CONTROLS



TAKE CONTROL



ZIP // PEACEFUL MAGTROID
// HIGHLY SOCIAL
// OBSERVED FEATURES:
- AUDIO-REACTIVE BIOLUMINESCENCE
- NATURAL LEVITATION
- EXTREMELY SHARP TEETH

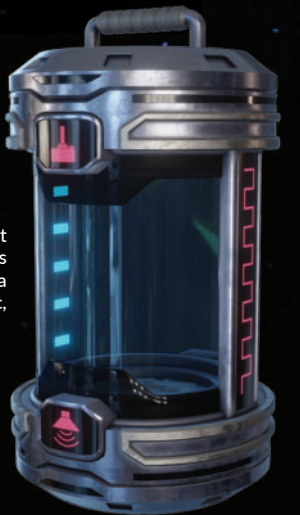
CREATURE ASSESSMENT

MAGTROIDS

Cho has encountered a lot of strange species over her years of bounty hunting, but these squishy little space squids are certainly the strangest. While larger MAGtroids have proven to be dangerous foes, this particular little guy seems to have found a friend in Cho, and the two immediately bonded over their shared loves of music, video games, and parties!

MAGtroids naturally accumulate electrical energy, which they store in their glowing tentacles, eyeballs, and even the squishy brains inside their blob-like bodies. And while they naturally give off a faint glow, Cho and Zip have grown especially fond of lighting up their parties with his natural audio-reactive patterns!

MAGtroids are naturally durable, and can easily defend themselves with their energy-sapping abilities. (Not to mention their big, chompy teeth.) But, even so, Cho can't help but worry about her floating friend. It's time to go find Zip!





AUTOMAP REGION DATA

ENVIRONMENT	DOOR	ICE LOCK	EVENT LOCK	TERMINAL
	UNKNOWN DOOR	CHARGE LOCK	WATER	TELEPORTER
COLLECTIBLES	YELLOW LOCK	MISSILE LOCK	EM-CANNON	YELLOW KEY
	CHARGE BEAM	ARTIFACT PIECE	MISSILE EXPANSION	ENERGY TANK

EQUIPMENT DATABASE

EM-CANNON MK.2

The reliable and battle-tested Em-Cannon Mk. 2 is practically Cho's right hand. (Which is part of why she wears it there.) Cho has unlimited ammo and a quick rate of fire with her trusty Em-Cannon, and can shoot using the **A BUTTON**.

What's more, this cannon taps into her visor, letting her **LOCK ON** to enemies by using the **B BUTTON**. Use this lock-on ability to target and circle-strafe around your enemies!

And if you don't have anyone to lock onto, you can still hold the **B BUTTON** to strafe side-to-side. It's great for dodging incoming shots, or rounding corners ready to fire!

Finally, the Em-Cannon isn't just a weapon, but also your tool for opening doors and accessing computer terminals as well. (Cho often wonders why they designed those doors and terminals that way, but hey, they did!)



MARK 2 EM-CANNON IN STANDARD ENERGY SHOT CONFIGURATION.
CHO'S DESIGN SCHEME: "ATOMIC PURPLE"

REGION 001 STATION ZERO

Situated in the Exposition Nebula, deep in the heart of the Tutorius Sector, Station Zero was thought to be a long-abandoned space station. But now that Cho sees it for herself, it suddenly doesn't seem so abandoned!

Cho had better make fast work recovering her items, because if her sensors are right, this sudden swarm of Pirates isn't the worst of the enemies that have come to hunt her down!

Perhaps there's a stronger weapon nearby as well...



COLOR CODED CORRIDORS

Lucky for bounty hunters everywhere, the Galactic Architecture Union abides by a strict practice of color-coding their doors to the type of weapon that opens them. (Again, why they chose doors that you open with high-impact concussive blasts, we can't know for sure.)

These doors are the first of many that you'll see before you can open. What type of weapons match up with the blue or rainbow patterns on these hatch locks?



A WORK OF ARTIFACT

Now here's a door you've never seen before. Instead of a normal weapon-based lock, this one has a strange set of inset symbols almost like... Chirpzi artifact runes?

You may not be able to open this one just yet, but it definitely might be one to keep in mind...



SHIELDS UP!

Watch out for the Pirates' yellow shield indicator that shows up when they are deflecting your shots. Timing is everything! (And these Pirates aren't the only enemies that can block!)

If only there were a weapon that could BLAST right through an enemy's shields...

THREAT ASSESSMENT

SPACE PIRATES

These hired space-henchmen might not be that tough, but there are more than enough of them to spell real trouble for an underprepared bounty hunter!

Keep on your toes, dodge their shots, and get ready to return fire during the openings between their shield blocks!



MAGTip: Strafe side-to-side or lock on and circle these Pirates to avoid their cannon blasts!



4

NO ORDINARY DOOR

Now that's a new one. This type of door doesn't require a particular weapon to open it... but instead, an *actual* key!

So keep your eyes out for a **Yellow Key** somewhere in this station. (Each region has its own keys!) And there may even be different keys in the regions ahead...

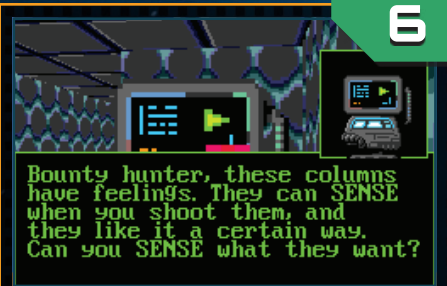


5

LOCK PICKUP

Here's Cho's first real breakthrough in navigating this strange space station. The **Yellow Key** she needed for that door further down the hall!

Each of these regions will have at least one key to watch for, and each one lets you explore a new section of the map. Time to head back and find that **Yellow Door!**



6

SENSE OF DIRECTION

Bounty hunting isn't all pirate-blasting, as Cho discovers in these unique **Puzzle Rooms**. This first one gives us some vague directions... It sounds like she has to shoot the columns in a particular order to reveal a worthy reward!

No spoilers here, but one hint: no extra items or upgrades are required here—Cho only needs her cannon and her wits to figure out the solution!

(Solution on the spoiler page... but that's less fun!)



7

ALL IN GOOD TIME

These regions surely all have a number of secrets tucked away. Keep some of these locked doors and incomplete areas in the back of your mind as you progress... the upgrades you need might be waiting for you in regions further ahead!

(Sounds like a pretty excellent reason to revisit old areas once in a while!)

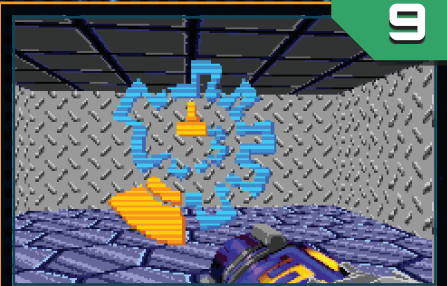


8

TRIAL BY COMBAT

Some doors feature special locks that can only be opened once you complete a unique challenge. These might be puzzles, or even a gauntlet of enemies to clear out before the doors will unseal!

Your first one waits for you at the edges of Station Zero... these baddies must really not want to let you reach the station's Teleporter!



9

A PIECE OF THE PUZZLE

What in the galaxy could this strange thing be? It almost looks like one of the ancient artifacts of the Chirpzi people...

But what would *this* be doing on a derelict space station..?

THE FIRST FOES: DESIGNING THE PIRATES AND SLICESCREAMS

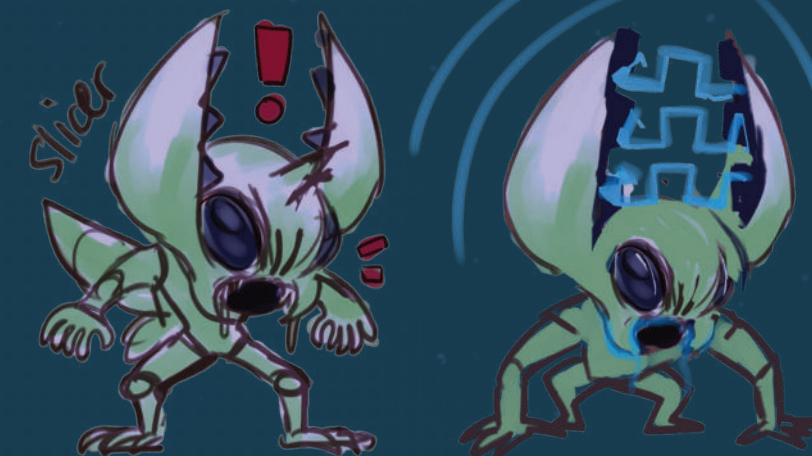
“Space Pirate is a tall and formidable common enemy sprinkled throughout the base in droves. Called to action by a higher enemy unknown, they await you in each room with an arm canon aimed and ready to blast. While they are a normal enemy in strength, I wanted to make their appearance more intimidating by increasing their height to the maximum height within the sprite's binding box so that they would tower over the player. Their faces are direct inspirations from the 2024 Magfest logo and their body's color scheme is inspired by the color palette of the infamous Samus Aran. Space Pirate is a love letter to our favorite iconic shooters. Even their death animation is inspired by the enemies in DOOM.”

- ALLIECAT COSPLAY
SPACE PIRATE CONCEPT/PIXEL ARTIST



Normal Space Pirate

- Weak to Normal beam
- Generic Minion design
- Head Mimics MAG logo



“Slicescream, the extraordinary Echothorn Beetle, marveled at the intersection of sound and electricity. Inspired by grace and otherworldly sheen, I originally wanted Slicescream to crawl on the ceiling. The challenge lay in capturing the suspense of its sonic scream and the strategic depth of ceiling navigation. What I liked best was the test of agility and strategy in battling Slicescream, adapting to both shocking attacks and its cunning use of vertical space. In the end, the Echothorn Beetle did not make any vertical advances, but its sonic screams stayed true.”

- KAITIE LAWSON
SLICESCREAM CONCEPT ARTIST

“I had a blast watching Kaitie develop the concept for the Slicescream, from both an artistic and game design approach. My goal was to try to preserve the vision in pixel form, keeping the insectoid look, the sonic square-wave glow of its attacks, and its small but imposing stature as one of the game's stronger enemies.”

- GREG LORD
SLICESCREAM PIXEL ARTIST



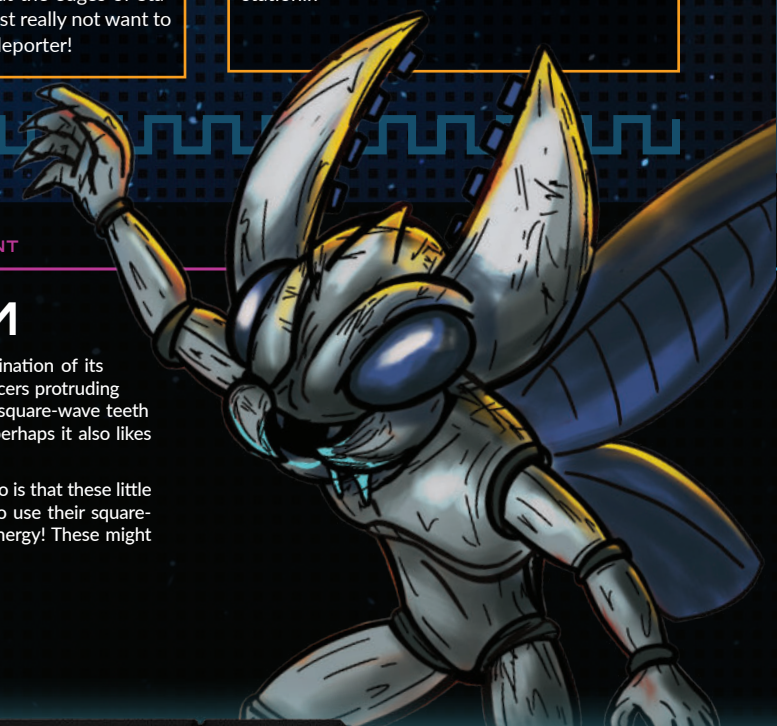
MAGTip: These little guys might be tougher than the Pirates, but a well-timed, fully-charged shot should bring them down!

THREAT ASSESSMENT

SLICESCREAM

The so-called Slicescream is named for the combination of its two favorite things: *slicing* (with its razor-sharp pincers protruding from its head) and *screaming* (with its sonic-pulse square-wave teeth along its pincers' ridged edges)! (One wonders if perhaps it also likes ice cream?)

But as bad as that sounds, what really concerns Cho is that these little menaces have skin like armor, and have learned to use their square-wave pincers to fire electrical blasts of acoustic energy! These might call for stronger firepower!

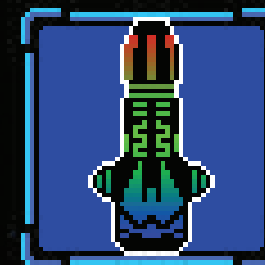


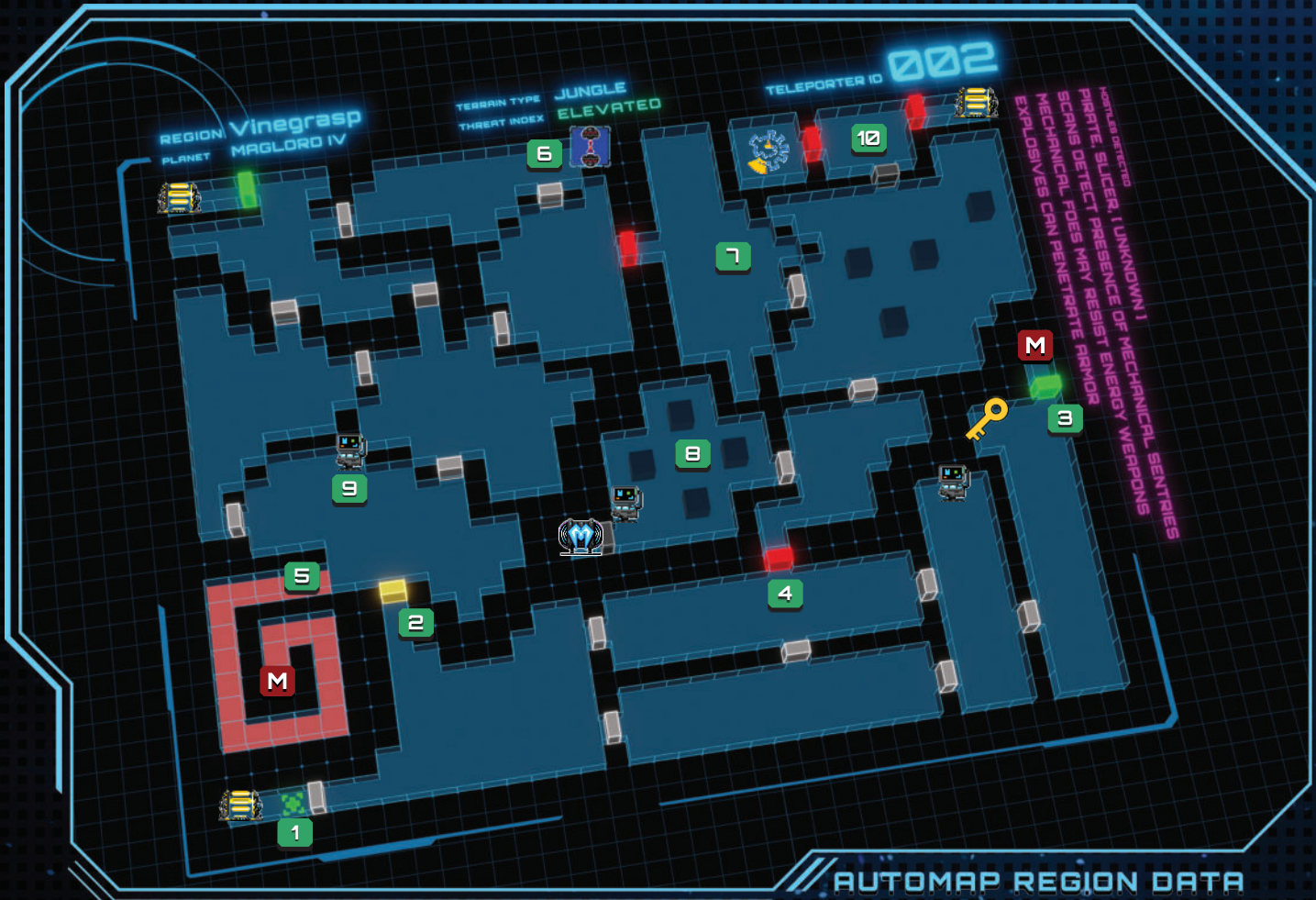
EQUIPMENT DATABASE

CHARGE BEAM

This upgrade to Cho's Em-Cannon lets her hold down the **A BUTTON** to charge up an extra-powerful blast! Check the charge meters on the sides of your HUD to time a fully-charged, extra-powerful shot! (But remember to fully charge it—there's no such thing as a half-charged shot!)

A fully charged shot might also be able to open new doors... now where have you seen a similar rainbow pattern before?





AUTOMAP REGION DATA

ENVIRONMENT	DOOR	YELLOW LOCK	LAVA	TERMINAL
	MISSILE DOOR	EVENT LOCK	RECHARGER	TELEPORTER
COLLECTIBLES	XRAY DOOR	YELLOW KEY	ARTIFACT PIECE	MISSILE EXPANSION
	MISSILES	ENERGY TANK		

REGION 002

VINEGRASP

IT'S A JUNGLE OUT THERE

Well this place sure is a change of scenery! Pretty hard to argue with some fresh air after all of that recycled space station oxygen!

The tropical forests of Vinegrasp make for a welcome change from the metal paneling of Station Zero... but you have a feeling that this untamed jungle probably comes with some untamed baddies and plenty of new hazards as well. Keep your eyes open for new enemies, and, with any luck, more pieces of your missing equipment!



FREE REFILLS

Well that's a relief! After the battles behind you, you can take some small comfort in the Quick-Charge Health Charging Station located here on the ground as you enter the region!
You can use this recharge spot as often as you need, so keep this in mind if the battles ahead run down the batteries in your suit's shields!



THE KEY TO VICTORY

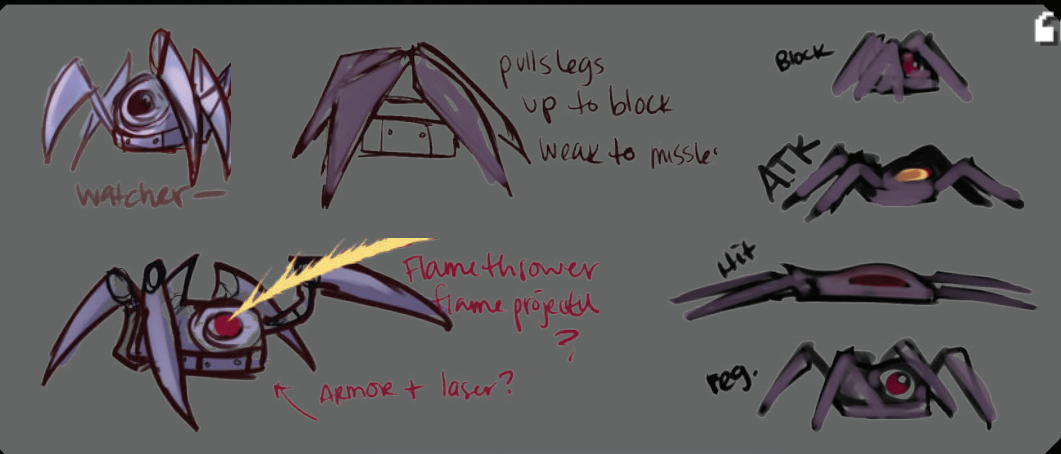
Another region, another locked door with a key to find! Remember that each new region has its own region-locked keys that won't work anywhere else.
But, hey, Cho has found yellow keys before, and she's pretty sure she can do it again.



MORE THAN MEETS THE EYE

While our insider maps might provide a tantalizing hint about some of the treasures that lay ahead, don't be discouraged if this corridor looks like any other normal dead end for now.
(This might be something to keep in mind if Cho gets access to additional visor optics in the adventures ahead...!)

CREAKY CRAWLIES: DESIGNING THE STRYDER



“Stryder, the relentless robotic crawler, scuttles across futuristic landscapes with uncanny precision. Inspired by sleek insectoid forms, animating Stryder highlighted its segmented limbs and subtle core glow. In battles, Stryder deploys lasers and defends with shield-like armored legs, showcasing advanced technology as a formidable adversary. What I liked best about Stryder was the intricate design that brought a dynamic and strategic element to navigating the game's levels.”
- KAITIE LAWSON
STRYDER CONCEPT/PIXEL ARTIST



4



ACCESS DENIED

The enemy forces have upped the security to slow down our bounty hunter hero. These doors won't open with just her standard weaponry.

But, even these blast-shielded doors are no match for Cho's powerful missiles... once she finds them!

5



CAUTION: HOT FLOOR

As much as Cho might love to explore, she loves keeping her feet intact even more. This lava-filled corridor might prove a little... *extra-crispy* for your current equipment.

Something to keep in mind....!

6



BLAST OFF!

If those Red Doors were getting in your way, they sure won't be anymore. And Cho is pretty glad to see any increase to her firepower against these increasingly tough foes! If these work this well on blast-shielded Red Doors, maybe they work equally well on blast-shielded metal spider bots...!

7



RELOADING!

Missiles might be in short supply for now, but don't be **too** afraid to use them! Enemies will often drop missile restocks when you're at less than full capacity, letting you use this armor-piercing arsenal with a little more peace of mind!

And sometimes, you'll even find them on the ground where you need them most!

8

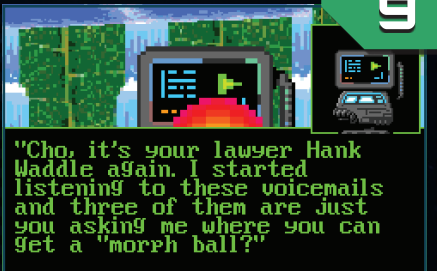


THINK OUTSIDE THE SCREEN

This terminal drops a hint about the secret to interacting with the four columns in this Puzzle Room. It sounds like Cho just needs to use the name of her ship! Now where would that be...? Perhaps somewhere... *very close at hand*...

(Still stumped? The solution is on the Spoilers Page!)

9



WADDLE HE DISCOVER NEXT?

Looks like things are not great between Cho and her lawyer, Hank Waddle. He doesn't sound happy about her party shenanigans... and the gaps in her memory aren't very reassuring, either!

Might be wise to check the terminals in each region to keep up with the latest in this unfolding courtroom drama!

"Cho, it's your lawyer Hank Waddle again. I started listening to these voicemails and three of them are just you asking me where you can get a "morph ball?"


SWITCHING IT UP



The circular **Touchpad** on the side of the Swadge is divided into **four directional regions** that let Cho access different weapons.

Once you find the **Missiles**, you can quickly switch to them by pressing **RIGHT** on the Touchpad, and then switch back to her normal Em-Cannon by pressing **UP**.

10



NOT A COINCIDENCE

Two regions completed, and now two artifacts found... if Cho had any doubts about what the enemy forces were hiding behind these security doors, she's certain about it now.

These Chirpzi artifacts must lead to something important. What will happen when she finds all of them?

CHIRPZI EM-CANNON IN CONCLUSIVE MISSILE LAUNCH CONFIGURATION



THREAT ASSESSMENT

STRYDER
THE ITSY-BITSY STRYDER

With four razor-sharp mechanical legs, rocket launchers, and glowing red cameras for eyes, these spider-like robot drones might be small, but they're also quick, sturdy, and deadly!

Make sure to sidestep their powerful rocket attacks! Considering how tough these things are, you might consider spending some missiles on a return volley of your own!

MAGTip: These armored spider-bots resist your beam attacks... but a well-placed missile should take them down!



EQUIPMENT DATABASE

MISSILES

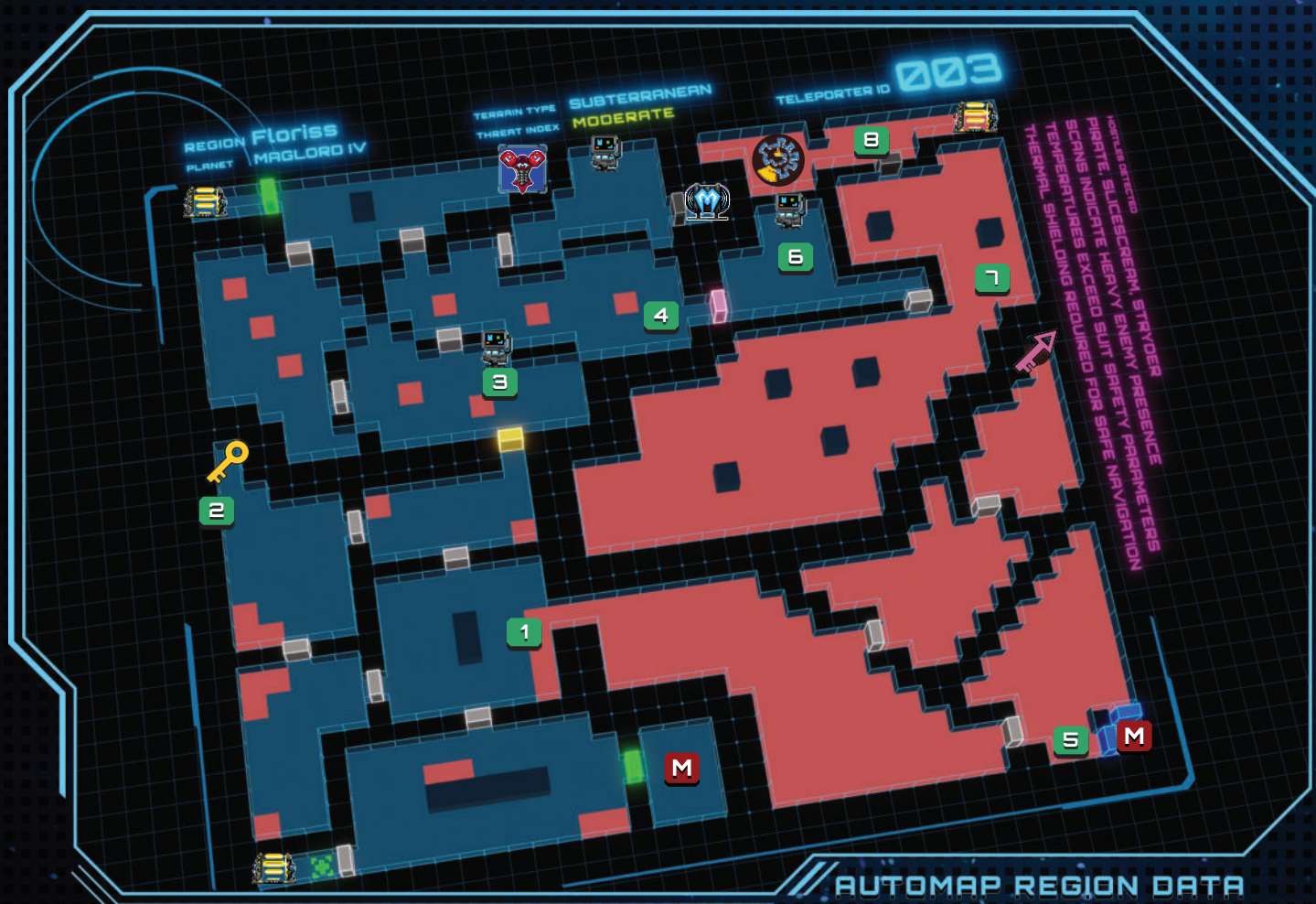
Kaboom! Easily one of Cho's favorite bits of kit, these trusty explosives will help her blast open those blast-shielded Red Doors, as well as just about any bad guys that decide to cross her.

In fact, with this much blasting power, you wonder if even those enemy shields stand a chance against your new firepower...

Just watch your missile count! These babies are precious and if you get too low, you might need to grab refill missile energy from the foes you defeat!

STANDARD CONCLUSIVE MISSILE, COMPATIBLE WITH EM-CANNON MODULAR BALLISTICS SYSTEMS.





AUTOMAP REGION DATA

DOOR	YELLOW LOCK	LAVA	TERMINAL
XRAY DOOR	PINK LOCK	RECHARGER	TELEPORTER
ICE DOOR	EVENT LOCK		
AIR-COND. SUIT	YELLOW KEY	ARTIFACT PIECE	MISSILE EXPANSION
	PINK KEY	ENERGY TANK	

WARNING: PIRATE SLICESCREEN STRYDER SCANS INDICATE HEAVY ENEMY PRESENCE. TEMPERATURES EXCEED SUIT SAFETY PARAMETERS. THERMAL SHIELDING REQUIRED FOR SAFE NAVIGATION.

REGION 003

FLORISS

THINGS ARE HEATING UP

So much for all of that nice, fresh air in Vinegrasp!

Cho finds herself in Floriss now, and it's back to close quarters and stuffy air. And this time, prepare to be choked by the heat and smoke of the scorching-hot magma down in these subterranean caves!

Be warned: not only does this place have even more enemies hunting you down, but even the floor is trying to kill you here... watch your step!



WANT MORE LIFE

Look out, because things start to get tougher from here on. Finding yourself overwhelmed? If so, it might just be time for an energy upgrade... or two!

Good news: Cho's ship has picked up the unmistakable energy signatures of Energy Tank powerups somewhere in each of these regions... If you're feeling too low on health, it's never too late for a trip back to the previous regions to see if you can puzzle out where to find them...!



HEATED POOL

Looking for your next way forward? Opening locked doors isn't the only way to progress in your explorations...!

With the right upgrades, you might be able to wade through even the hottest sections of this cavern that would have roasted you once upon a time! Keep that in mind if you start to feel lost!



AROUND EVERY CORNER

Make sure to keep your eyes peeled for even those out-of-the-way nooks and crannies.

The caves of Floriss are a natural maze, and sometimes the keys or items you need might be tucked just outside of view if you're moving too quickly to spot them!

ENVIRONMENT SCAN

FLOOR HAZARDS DETECTED IN REGIONS AHEAD



Lava burns the feet of anyone not prepared with proper suit upgrades!

Watch your step around these red-hot lava pools or your suit energy will rapidly drain while you stand on it.

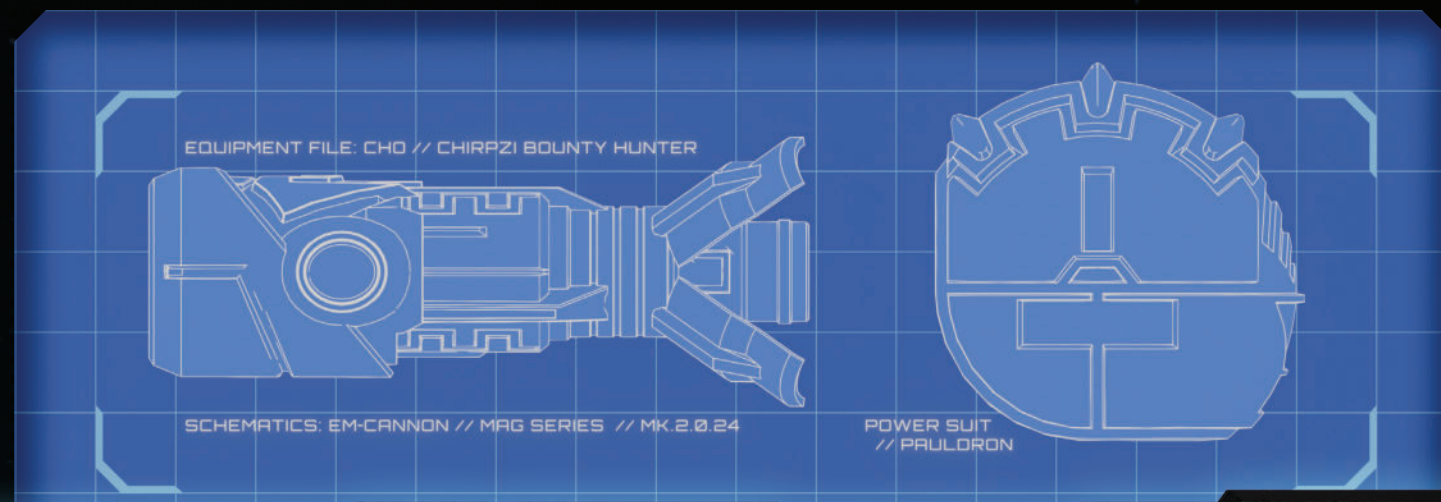
Don't worry: with the right suit upgrade, Cho can stand or walk in Lava without taking damage!



Water might not actually hurt you, but it slows you down enough that nearby enemies definitely will.

Cho's combat techniques require her to quickly move side-to-side to avoid enemy fire, so watch out for these pools that steal your speed!

But, with the right suit upgrade, Cho can move at full speed, even in water!



3



Floriss is a fire cave known for randomly placed pools of lava. Don't stand in it without the proper equipment though. We've lost 3 Terminal Flavor Text writers in lava pits already this week. You really gotta watch where you

MIGHTIER THAN THE SEARED

Even the writers don't stand much of a chance in the fiery furnace that is Floriss.

Good thing strategy guide writers don't face similar danger—

[-- TEXT BOX SIGNAL LOST --]

4

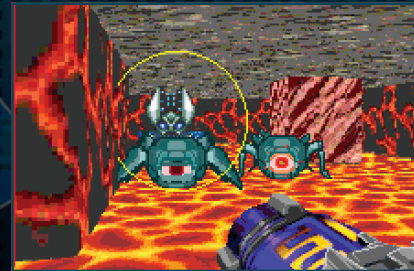


CHROMA KEYS

This arrow-shaped key makes the second color lock that Cho can open with her increasingly impressive collection of treasures!

Shout out to her suit's many pockets for being able to hold all of these treasures!


7



TRIAL BY FIRE

Red Alert! This whole lake of lava is one big security containment area for the baddies, and it's standing between you and your next artifact piece – and the teleporter to the next region.

Choose your movements and your targets carefully. The stone pillars and corners will give you some cover, but keep up the pace! A moving target is much harder to hit than a stationary one. When all of your foes are down, look for the Event Lock door that opens on the northern wall.

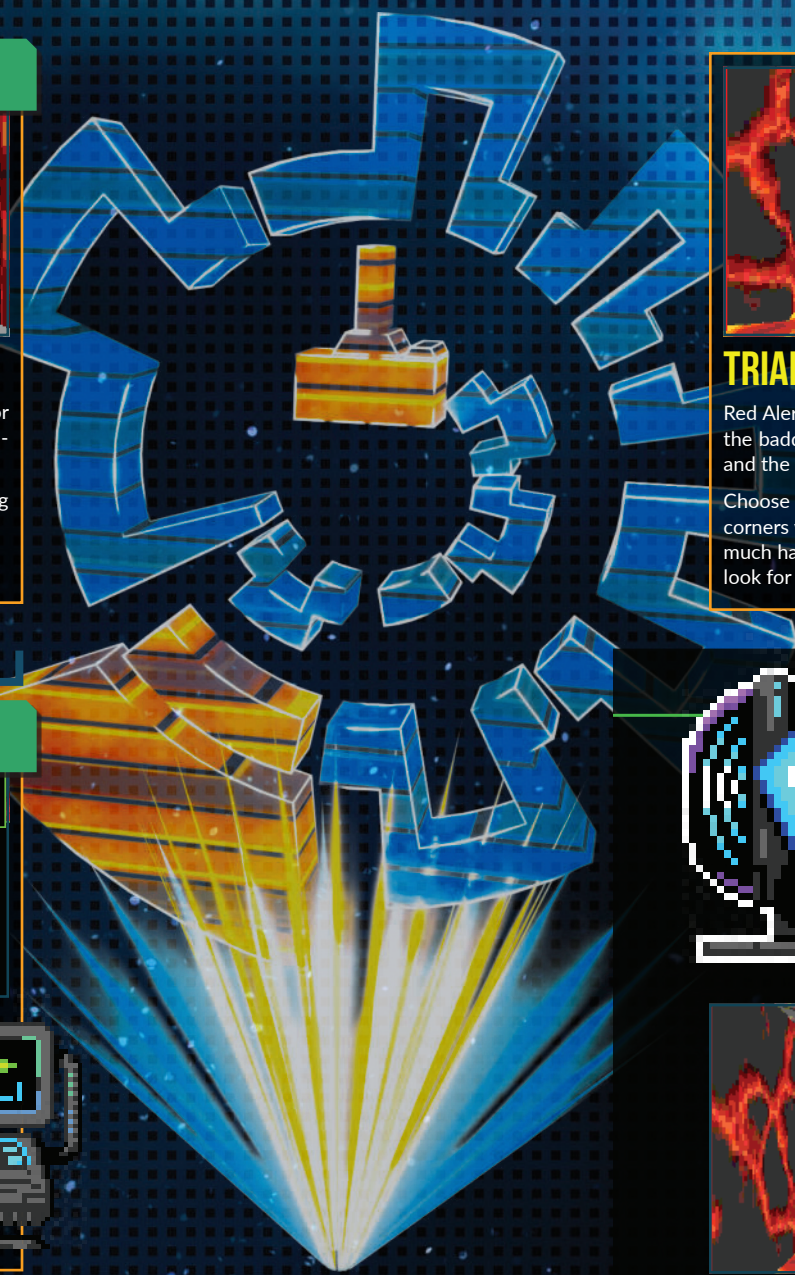
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GOTTA COLLECT 'EM ALL

Cho's collection is growing as fast as her confusion about what these artifacts might mean... or what they might do...!

Either way, with another piece collected, this might mean she gets to finally move on from the fiery depths of this inferno...! Where is she off to next?



5




FORGET ME HOT

This curious corner looks pretty tantalizing right now, but these Blue Doors will call for a weapon Cho hasn't found just yet.

Keep this corner in mind when you collect a few more of your missing weapons—there are a lot of worthwhile collectibles across the different regions if you go looking for them!

6



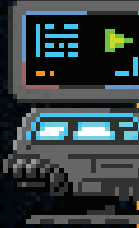
"Cho, it's your lawyer Hank Waddle again. Ok, so I looked it up and to answer your question, NO. No, you can't have a morph ball.

Do you KNOW how litigious you-know-who is?!"

HANK ME LATER

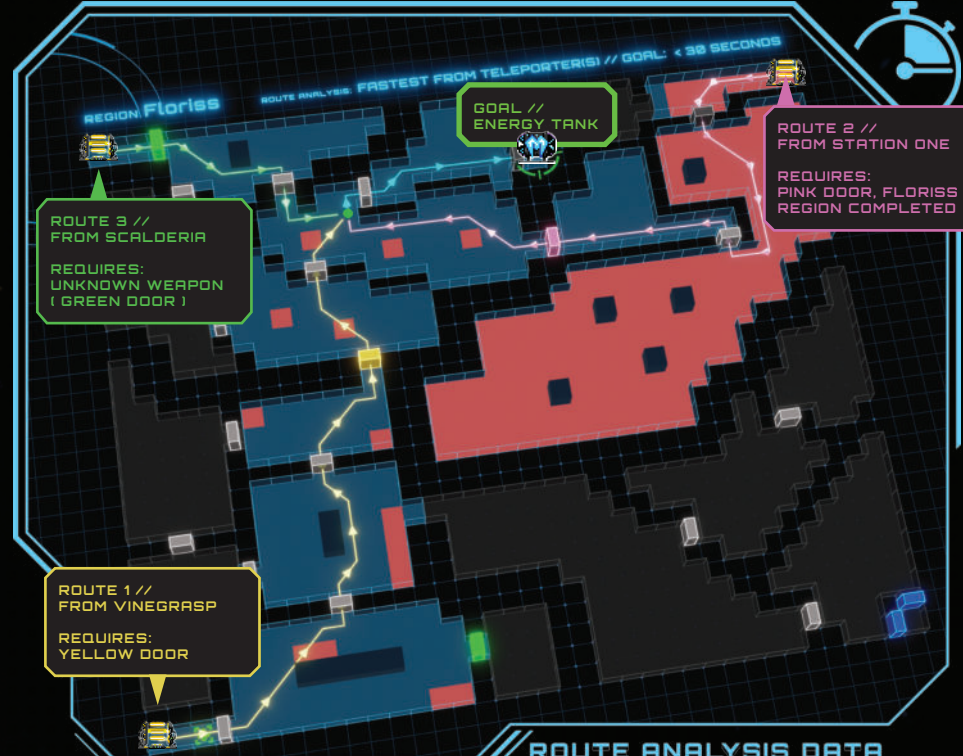
Hank Waddle sounds less and less happy with each new message.

At least he sounds like he knows how to help steer Cho clear of even more unintended legal troubles!




ENVIRONMENT SCAN

ENERGY TANK DETECTED



REGION: Floriss

ROUTE ANALYSIS: FASTEST FROM TELEPORTERS! // GOAL: < 38 SECONDS

GOAL // ENERGY TANK

ROUTE 2 // FROM STATION ONE
REQUIRES: PINK DOOR, FLORISS REGION COMPLETED

ROUTE 3 // FROM SCALDERIA
REQUIRES: UNKNOWN WEAPON (GREEN DOOR)

ROUTE 1 // FROM VINEGRASP
REQUIRES: YELLOW DOOR

ROUTE ANALYSIS DATA

HOTFOOT IT!

Here's a puzzler... if this terminal has it right, the special locked door in this room closes **after 30 seconds** each time it detects a bounty hunter entering the Floriss region.

And it might be well past 30 seconds in Floriss by the time Cho even finds this terminal, but that's not to say she couldn't just... reset the clock by returning to Floriss from another teleporter whenever she wants! Just keep up the pace... 30 seconds leaves just about no time for fighting! Think you can outpace this lock?

(Solution on the Spoiler page!)

EQUIPMENT DATABASE

AIR CONDITIONING SUIT



CHIRPZI POWER SUIT THERMAL MODULE //

DATABASE ID: MODEL AC.2 //

DESIGNATION: "AIR-CONDITIONING SUIT"

Now this is an upgrade! The Air Conditioning Suit is a sturdy and stylish enhancement to Cho's armor, which should offer you unparalleled protection against all things hot.

With this suit, Cho can finally step a little more safely around the lava pools of this molten cavern...!

This should let you reach new areas of Floriss and continue exploring. In fact, it might even let you reach new areas in other regions as well...



REGION 004

STATION ONE



AUTOMAP REGION DATA

DOOR	YELLOW LOCK	LAVA	TERMINAL
XRAY DOOR	PINK LOCK	WATER	TELEPORTER
ICE LOCK	EVENT LOCK	RECHARGER	
ICE BEAM	YELLOW KEY	ARTIFACT PIECE	MISSILE EXPANSION
	PINK KEY	ENERGY TANK	

SPACE HALLS 2: THE SEARCH FOR MORE ARTIFACTS

This place looks a little familiar... ! Welcome to Station One, an even bigger, even more dangerous space station than Station Zero, and full of all-new threats to contend with. And while Cho would like to find relief that there's no lava ahead, she can't help but wonder why her ship's thermal sensors are going so crazy while scanning this place... !

Come to think of it, there were Federation rumors of enemies hiding high-tech weapons research somewhere on this station... could it be true?



TUNNEL VISION

Security is much tighter on this station. As Cho arrives, there are only two unlocked paths to choose from. (Flip a coin and get going!)
These long space station corridors also give Cho a chance to remember her training about the dangers of fighting in narrow places with no room to dodge! Something to keep in mind...



THERMAL-PACED

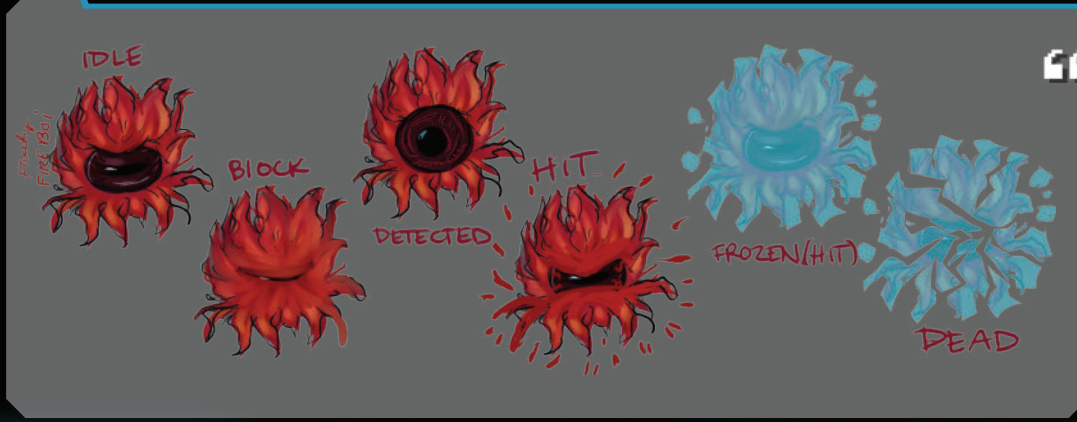
Cho's progress through Station One will start out heavily blocked by these higher-security Blue Doors. While charge sensors and blast shields might have been high enough security for the previous regions, these blue Station One doors are said to stay locked via thermal sensors...
Now what could open a thing like that?



MATH CLUB

Now THIS is a tricky one! Four columns, four clues... but only one of them can be decoded by any single Bounty Hunter's Swadge!
If you want to solve this the right way, you're going to have to go find some other Bounty Hunters and compare notes... and maybe work through some math together when you do (see the notes sheet below!)
(But, hey if you insist on solving it the wrong way, check the Spoilers Page! Cheater! (We won't tell.))

BIG EYE BAD GUY: DESIGNING THE FLAMING EYEBALL



“Flaming Eyeball, the menacing floating enemy of MAGroid Pocket, emerges from fiery landscapes, its relentless gaze hovering ominously. Animating Flaming Eyeball posed the challenge of capturing the flickering intensity of its fire and the emotions within its singular eye. Inspired by the desire to intensify gameplay, Flaming Eyeball's fiery attacks add an extra layer of intensity, engulfing the screen in a pixelated inferno.”
- KAITIE LAWSON
FLAMING EYEBALL CONCEPT/PIXEL ARTIST



ENERGY TANK THINK TANK

One of these prompts will appear in plain text on your Swadge. The rest will be garbled! Find other players and compare prompts to see all four!

1. <input type="text"/>	ANSWER: <input type="text"/>	2. <input type="text"/>	ANSWER: <input type="text"/>
3. <input type="text"/>	ANSWER: <input type="text"/>	4. <input type="text"/>	ANSWER: <input type="text"/>

While Bounty Hunters might have reputations as being "lone wolf" types, they're also pretty glad to pull together if means they all get more Energy Tanks out of it.
Use this section to compare your unique decoded prompts with your fellow Bounty Hunters, and fill in your answers. Maybe together you can solve the prompts to figure out how to crack the Energy Tank door!

ENVIRONMENT SCAN

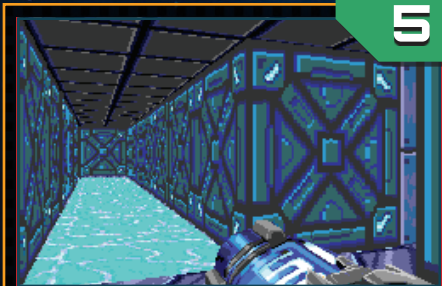


4

A SNOWBALL'S CHANCE

This frigid firearm might just be the answer to your enemies and those Blue Doors alike. Not to mention any especially fiery threats that might have followed you to this station from Floriss!

Just bear in mind a weapon this powerful takes a little longer to reload between shots!

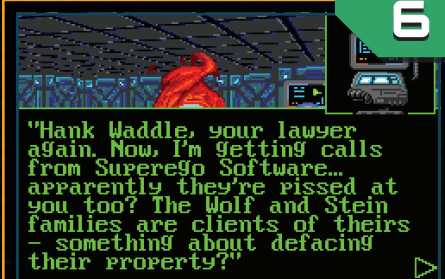


5

CAUTION: WET FLOOR

While there's no shortage of baddies on this space station, it's increasingly clear that none of them are the custodial staff. (Maybe it's all the thawing ice from the cryogenics research?)

With your current equipment, Cho moves far too slowly through the water to make it very far down such a long hallway.



6

HANK.WAD(DLE)

Now you've done it. If you weren't worried about copyright infringement before, it sounds like it's really time to fret about it now.

How much more is this poor lawyer going to be able to take?



7

PINK KEY ON THE BRAIN

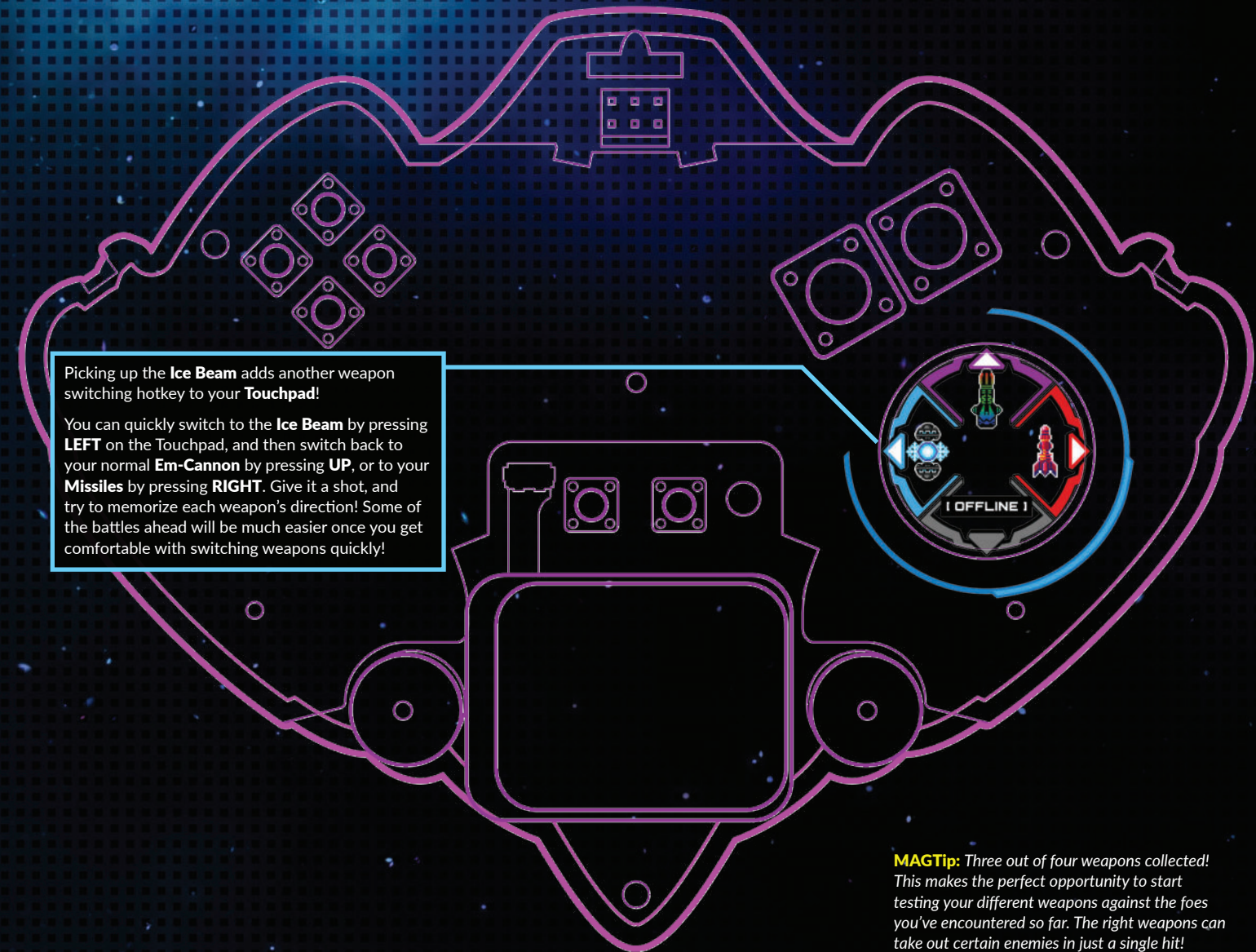
If that locked Pink Key door slowed your progress before, this pickup will set you back on your way!

With the Ice Beam and this key, you now have everything you need to head toward the region's end! (But be careful, this exit is well-defended!)



AN ICE-COLD HOTKEY

Picking up the **Ice Beam** adds another weapon switching hotkey to your **Touchpad!**
You can quickly switch to the **Ice Beam** by pressing **LEFT** on the Touchpad, and then switch back to your normal **Em-Cannon** by pressing **UP**, or to your **Missiles** by pressing **RIGHT**. Give it a shot, and try to memorize each weapon's direction! Some of the battles ahead will be much easier once you get comfortable with switching weapons quickly!



MAGTip: Three out of four weapons collected! This makes the perfect opportunity to start testing your different weapons against the foes you've encountered so far. The right weapons can take out certain enemies in just a single hit!

THREAT ASSESSMENT

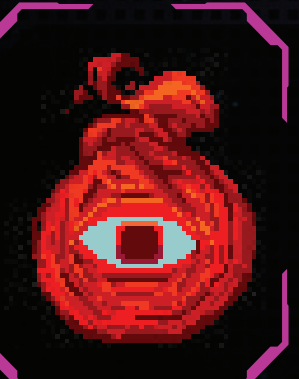
FLAMING EYEBALL

FIRE AND EYES

If you've ever felt like your eyes are burning, imagine how this angry fellow feels. While you can't be sure these floating fiery fiends followed from Floriss, you're definitely sure that they're just as hot (and that it would be some fantastic alliteration if they did).

With their natural ability to control fire, these floating fireballs have no problem hurling ferocious flames straight at you - and even in your most fire-resistant armor, Cho definitely doesn't want to get hit by one of them!

If only you had a way to cool their anger...



MAGTip: Remember to switch to your best weapons for the job, even in the heat of a fight. A couple shots from the Ice Beam will bring these foes down fast!



EQUIPMENT DATABASE

ICE BEAM

Your new cryogenic cannon does more than just tear through fiery foes and blast through blue barricades... it can even control time!

Well, okay, not *time* exactly, but given the extremely low temperatures it can reduce your enemies to, it's the next best thing! Hit an unshielded enemy with a blast of ice and watch them slow to a crawl.

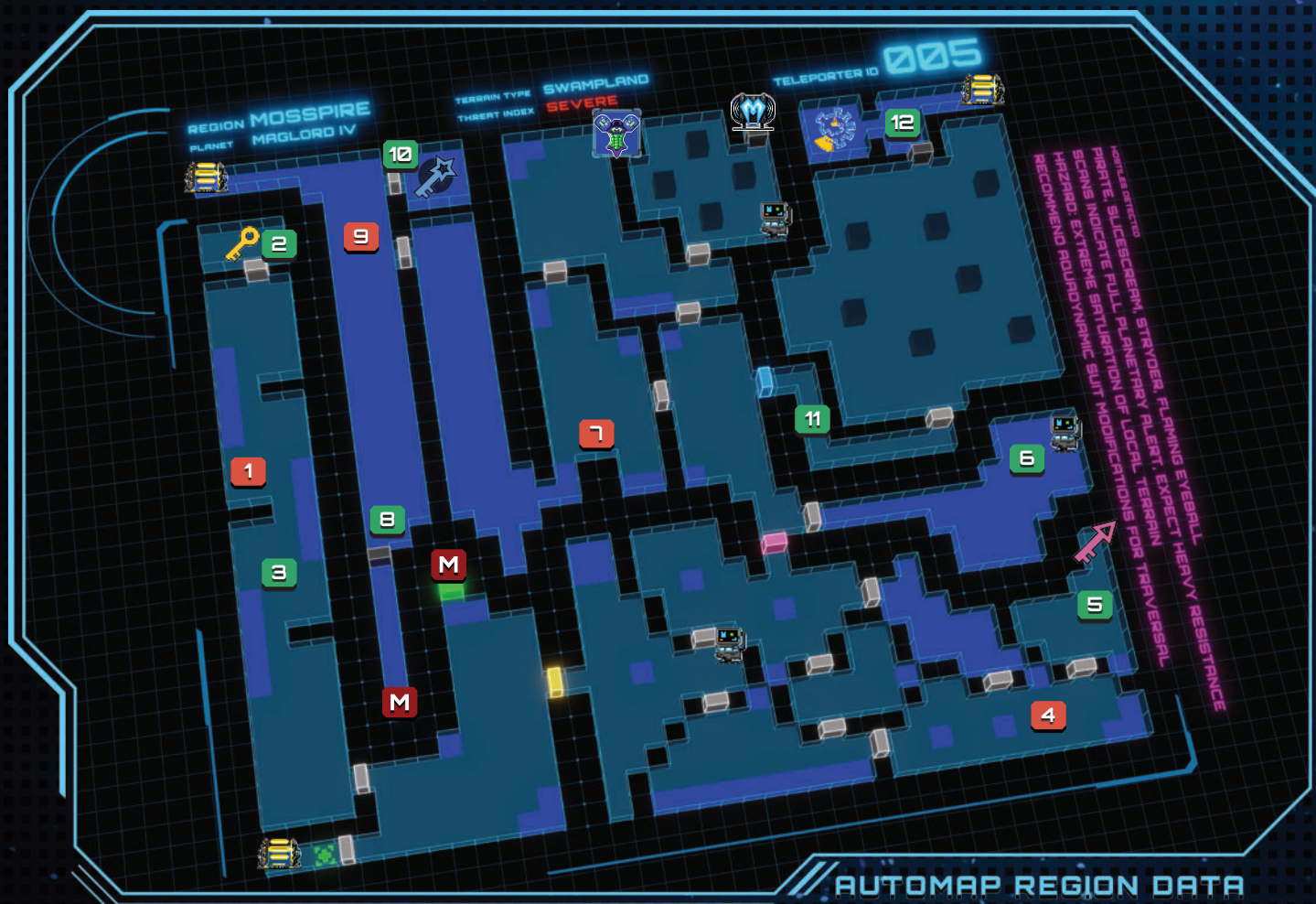
And the best thing about a slowed enemy is that it's just as slow to attack or shield itself again! Use this to your advantage!

Just keep in mind that the rate of fire on this beam is slower than your basic Em-Cannon shots, so your timing versus enemy shields will be more important than ever!



CHIRPZI-ISSUE EM-CANNON UPGRADE MODULE
// CONTENTS: CRYOGENIC BALLISTICS PAYLOAD
// COMMONLY KNOWN AS "ICE BEAM"





AUTOMAP REGION DATA

ENVIRONMENT	DOOR	YELLOW LOCK	WATER	TERMINAL
	XRAY DOOR	PINK LOCK	RECHARGER	TELEPORTER
COLLECTIBLES	EVENT LOCK	BLUE LOCK	PIRATE DANCER	
	SWIMSUIT	PINK KEY	ARTIFACT PIECE	MISSILE EXPANSION
	YELLOW KEY	BLUE KEY	ENERGY TANK	



MAGFEDERATION SCIENCES CLASS A TELEPORTER
THIS MODEL IS RATED FOR SHORT-RANGE INTRA-PLANETARY TRANSPORT. NINE LINKED PAIRS HAVE BEEN DETECTED ON MAGLORD IV, CONNECTING SIX REGIONS

REGION 005 MOSSPIRE

FEELING A LITTLE SWAMPED RIGHT NOW

Between all of these space stations and fiery caverns, Cho has a whole new appreciation for the great outdoors...

But where she was watching her step for lava a little while ago, this time it's the opposite problem. Step carefully—with your current equipment, wading through these pools will slow you to a complete crawl!

(And it's pretty tough to dodge enemy fire when you're slowly sloshing...)

1

With my final breath, I share with you the dance of my people. Cultural preservation is important. It starts with two steps up. <dies>

TRADITIONAL DANCE

Wait, these pillaging Pirates can... talk? This might not be the best time to consider the troubling implications of this fact, but you can at least commit this particular pirate's final words to memory.

Surprisingly enough, he seems to be sharing the beginning of a... dance?!

2

ALL KEYED UP

Another new region, and another yellow key to get things started. What started out as a pretty limited number of puddly paths just opened up to a whole new section of this region!

Time to press on! Wow, this is a lot of water...

3

NO SWIMMING

If even the puddles on the ground are dangerously slowing you down, imagine how risky it would be to wade fully out into this lake in the southeast region of the map.

As tempting as it might be to explore each of these watery corridors, with enemies all around you, this might be a good time to fight smarter and not harder.

Best to stick to dry land for right now!

4

You have slain me in battle. As the superior warrior, you deserve to know the dance of my people. The third and fourth steps are down. <dies>

SYNCHRONIZED SWIMMERS

This tricky room has a number of enemies that will try to get the jump on Cho from their hiding places in the water!

But one of them in particular seems to be another of the dancing Pirates! Defeat him to learn his secrets.

5

POINTING THE WAY

The next key that Cho needs is waiting in this leafy alcove behind the water pools. They couldn't hide it from our fearless Bounty Hunter!

Another locked door is as good as open!

6

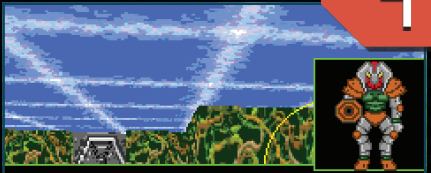
"Hank Waddle again. You remember? Your LAWYER? The one who has to clean up all your messes, day in, day out? I just want to tell you - I QUIT. I'm not letting my reputation get tarnished by some hack job blasting away"

BETTER CALL BRAWL

Somehow your legal troubles—and legal representation—are both ending up even worse than you feared.

And boy, that last part of your **former** attorney's message sure is ominous... Stay sharp!

7



remember that the fifth and sixth steps are left and right. <dies>

GUILTY CONSCIENCE

It might be time to rethink your whole policy on Pirate punishment... maybe after this mission.

This particular Pirate seems to hold the secrets to the third section of their people's sacred dance. Can you guess the rest? (If not, it might be time to punish just a couple more Pirates...)

8

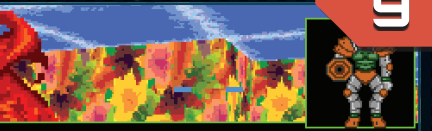


WATER WAY TO GO

Not every special door holds an artifact or a teleporter. In fact, this one seems to seal off a kind of armory that the enemies have hidden!

Only one way to open it—defeat all of the foes keeping it locked! Your reward awaits at the end of the gauntlet tunnel to the south.

9



I have a family! I was only trying to make ends meet by enlisting! Tell my wife and kids I love them, and tell them the seventh and eighth steps of the dance of my people are left and right.

THE CON ARMY CODE

This last dancing Pirate completes not only the dance sequence you've been searching for, but also the crushing feeling of guilt you've been starting to feel while mowing down the Pirates of this strange swamp.

Nevertheless, you shouldn't let his generous gift go to waste. Time to go honor their memory with the ritual of their people.

Now then, just where could a bounty hunter practice this dance of theirs?



10



STARRING ROLE

This long hallway was fiercely guarded for a reason: the key at the end was the last thing keeping you from reaching the final sections of Mossfire!

You can almost taste that next artifact and teleporter...! (Editor's note: for health reasons, you should probably not taste artifacts. Or teleporters.)

11



THE LAST WOODS

Deep breath while you travel down this long tunnel of trees... the final room ahead is a test of all of your combat abilities so far. (At least the columns of trees offer some cover in the firefight!)

Consider this densely-packed room a rite of passage before you put Mossfire in your visor's rear-view. Do you have what it takes?

12

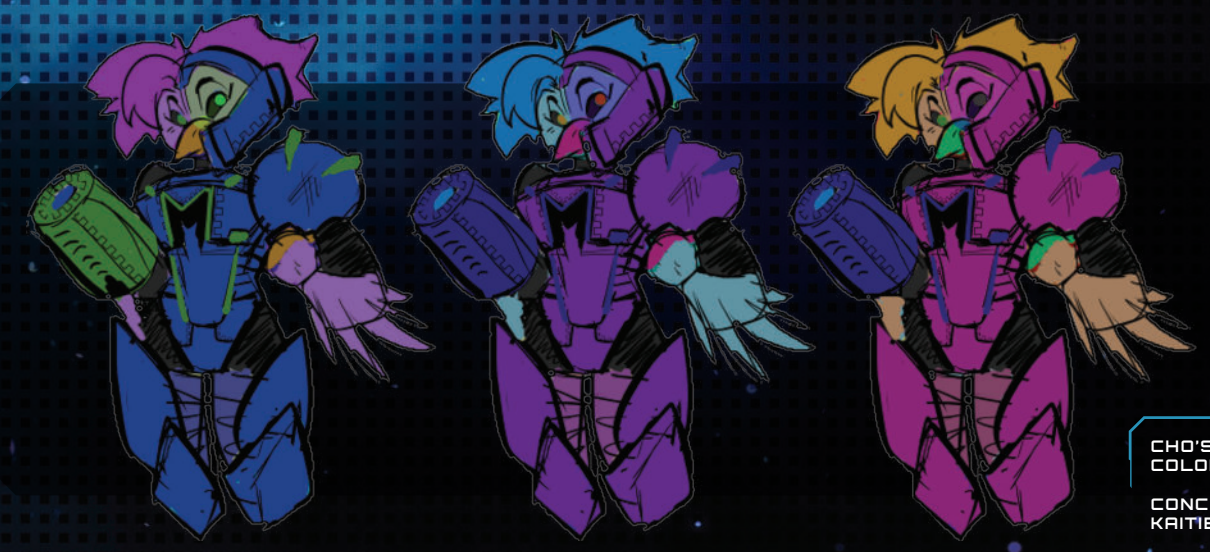


FIVE OF SIX

So close now! Cho doesn't seem to love carrying all of these artifacts, but she also knows that this long journey is surely drawing to an epic conclusion ahead.

Five regions down. That just leaves...

MULTICOLOR METALLICS: DESIGNING CHO'S POWER SUIT



CHO'S POWER SUIT COLOR SCHEMES

CONCEPT ART BY KAITIE LAWSON



Above: Kaitie's concept sketches for Cho's Power Suit. At this early stage, the team was still considering colors for Cho's feathers and beak as well!

Left: Greg's 3D model of Cho and the Power Suit. Once the model was ready, the team could easily play with materials to consider the final color schemes for the suit. The rightmost color scheme was used as MAGroid Pocket's Swimsuit.

Below: MAGFest Communication Director Dac's MAGFest Prime promotional flyer, faithfully recreating the style and layout of the original Metroid Prime cover. After tweaking the environment and suit colors for the flyer, Dac's final suit colors became MAGroid Pocket's Air-Conditioning Suit!



CHIRPZI POWER SUIT AQUADYNAMIC MODULE //

DATABASE ID: MODEL H.2.0 //

DESIGNATION: "SWIMSUIT"

EQUIPMENT DATABASE

SWIMSUIT

PROPER SWIMWEAR REQUIRED

At long last! The Swimsuit!

In addition to being Cho's favorite and most stylish suit colors, this particular upgrade to Cho's armor provides just as much function as form. With this aquadynamic suit modification equipped, Cho can move through the water like it was no obstacle at all.

This is sure to make fighting in these swampy tunnels a lot less dangerous... and it will also help Cho wade her way down new paths further into this region!



“ Cho's armor has gone through a number of design phases over the last year, including a wide palette of color passes. In the end, the team didn't feel the need to land exclusively on any one particular look—after all, collecting new suit upgrades with new color schemes is a classic and exciting design element of the Metroid games that inspired our MAGFest Prime theme.

When it came to designing equipment art for MAGroid Pocket, I turned two of our favorite color schemes into pixel art and these became the game's Air-Conditioning and Swim suits!”

- GREG LORD
3D MODELER, EQUIPMENT PIXEL ARTIST





AUTOMAP REGION DATA

ENVIRONMENT	DOOR	YELLOW LOCK	WATER	TERMINAL
	XRAY DOOR	PINK LOCK	RECHARGER	TELEPORTER
COLLECTIBLES	EVENT LOCK	BLUE LOCK	ARTIFACT PIECE	MISSILE EXPANSION
	XRAY BEAM/VISOR	PINK KEY	ENERGY TANK	
	YELLOW KEY	BLUE KEY		

REGION 006 SCALDERIA

RETURN O' THE INFERNO

If you thought Floriss was hot, you've come face-to-face with its evil twin. Scalderia is famous for a few things, each one worse than the last: its scorching heat, its vicious native monsters, and the fears that it may even serve as a forward operating base of the notorious villain—

—but no, those are just rumors! It couldn't be him... could it? You're starting to get a sinking feeling about who could be behind this whole strange mission. And it definitely isn't your MAG friends...!



PICK YOUR BATTLES

Even the bravest of Bounty Hunters know that sometimes discretion is the better part of valor. And as valorous as our Chirpzi bounty hunting hero is... this might be one of those times!

These dangerous new enemies seem just about impervious to any weapons you have. But, certainly there must be a way to find their hidden weakness?

This might be a good time to find another route!

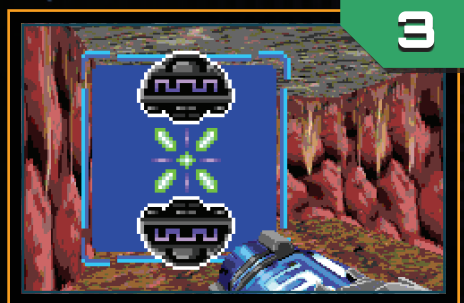


DEAD END?

Scalderia sure does seem to have a number of tunnels that end abruptly in... nothing?

Could this be the result of volcanic cave-ins? Demolitions? Aimless base design?

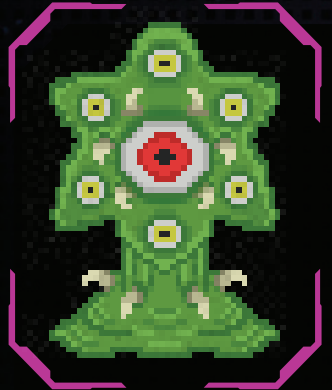
Or does this famously high-security base hold other secrets? You'll see...



X MARKS THE SPOT

What a combo! This pickup is simultaneously a powerful new visor upgrade for your helmet and a new beam upgrade for your Em-Cannon! (In fact, this final pickup completes the full set of Cho's lost equipment!)

This might make an excellent time to explore past regions and see what you've been missing...



THREAT ASSESSMENT

VENUS EYETRAPP

Native to MAGLord IV, these slithering slime monsters are doubly dangerous: not only do they shoot deadly spikes from their gooey eye-mouths, but they have perfectly adapted to their environment and hide the only vulnerable spot on their bodies behind a type of natural thermoptic camouflage!

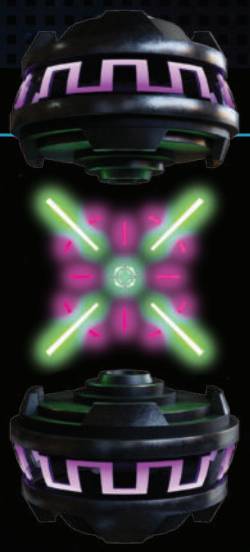
Even if she knew where to shoot them, nothing in Cho's existing arsenal could even scratch these wriggling foes.

Cho is going to need one last upgrade to deal with these guys, and she thinks she knows just what would hit the spot.

But... until she finds her trusty Xray upgrades... do not engage!



MAGTip: These squidgy slimeballs can ONLY be harmed by Cho's Xray Beam! It will automatically hit their hidden weak spot!



EQUIPMENT DATABASE

XRAY BEAM/VISOR

CHIRPZI-ISSUE EM-CANNON / OPTICAL VISOR UPGRADE MODULE

// CONTENTS: XRAY VISOR AND ENHANCED TARGETING TECHNOLOGY

// COMMONLY REFERRED TO AS "XRAY BEAM."

At last, the full set of your equipment! And this one finishes out the collection with quite a spectacle(s). In Xray mode, your visor shifts to a special imaging mode that lets you see through holographic illusions, revealing paths and even doors that were previously hidden. Watch your Auto-Map for bright green tiles to mark their positions! (But, heads up, they'll go back to appearing hidden if you switch weapons!)

This Xray Visor also let you target new weak points on certain enemies thanks to its built-in Xray-targeting beam! Try it out on any foes that you've been having trouble hitting!

But be warned: while this visor and cannon are extremely powerful, they make normal vision difficult... and they make any color coded doors look completely confusing! Might be best to save it for when you need it.





4

OUT OF ORDER

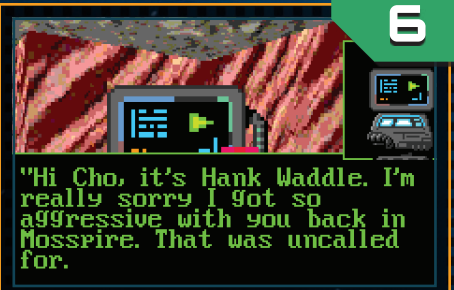
Cho might have gotten used to looking for Yellow Keys as her first access to the locked corridors in previous regions... but there's nothing necessarily saying those are the first ones she'll find! This Pink Key that the Pirates hid away in this tunnel might just be a test of this theory!



5

KEY DIFFERENCES

Scalderia seems to have multiple Key Doors as well, and this makes 2 so far. In fact, you're pretty sure you've seen all three Key Doors already... now where to find that last key that will open the remaining one?



6

LEGAL TROUBLES

Well, this seems to settle it. Cho knew she was probably going to have to look for a new lawyer... but... this? And if there's ever been a name Cho didn't want to see on a terminal, it's definitely... wait... **Meta-Studley?**



9

BUT WHERE'S THE ARTIFACT?

All that fighting and no artifact? That's hardly fair! Unless... perhaps they could be hiding it? If only you had a way to detect hidden things...!



10

THEIR POWERS COMBINED

Six out of six! This is an exciting moment! But... it's not over yet! While each of these artifacts has been a fine prize all its own, it's the combination of the six of them that's the real reward. They seem to combine together into a... key? Now, where can you take it? Think back...!

Picking up the Xray Beam adds the final weapon switching hotkey to your Touchpad! You can quickly switch to the Xray Beam/Visor by pressing **DOWN** on the Touchpad, and then switch to your other weapons by pressing **UP**, **LEFT**, or **RIGHT**. Just remember that using the powerful Xray Beam also means seeing things through the inverted colors of the Xray Visor! Use it carefully and you'll spot secrets, too!



7

THE MASTER OF UNLOCKING

The third key! This blue beauty puts stars in your eyes as you realize that your path into the deepest parts of Scalderia is now clear. Now you just have to fight your way back to that Blue Door. Do you remember where it was?



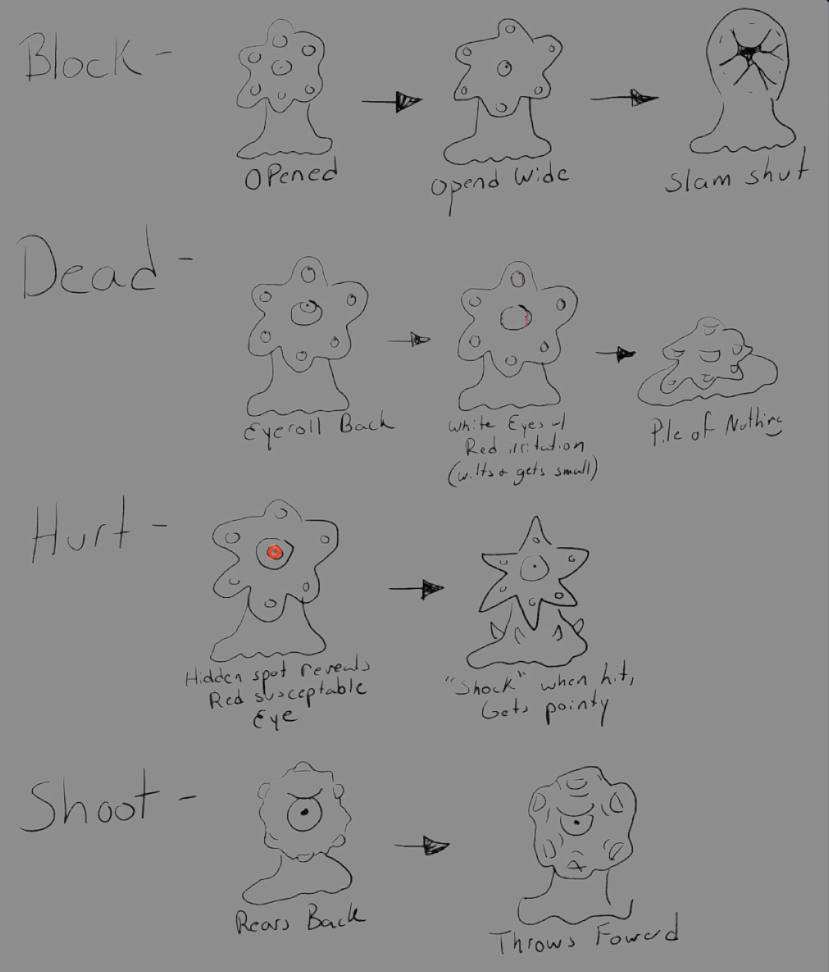
8

SCORCHING SENDOFF

If you thought the artifact in Mosspire was well-guarded, this one is ready to throw the kitchen sink at you as well. You've fought each of these foes before, and you can do it again. Now you just have to do it many times simultaneously. No sweat, right? This is what you do! Good hunting, Cho!



NIGHTMARE FUEL: DESIGNING THE VENUS EYETRAP



Fun fact: the Venus Eyetrapping required a duplicate set of inverted-color game sprites, allowing it to appear in its normal color palette (with its exposed vulnerable eye) when the Xray Visor inverts the screen's colors!

Adorned with spike-like teeth and seven widely opened eyes, Venus Eyetrapping is a nightmare come to life (literally). During development, Venus was the last concept to be designed and one of the flagship enemies that made it out of production. The art team worked mostly at night so the sleepier I got, the creepier the designs became. As the name implies, Venus Eyetrapping was designed off the Venus Flytrap plant. The feet uprooted in the form of a slopping pile of flesh that slithers toward the player. My favorite characteristic is its hidden weakness, the Red Eye. Once the player obtains the Xray beam, you are able to defeat the Venus Eyetrapping by shooting at its revealed Red Eye returning it to the ground in a pile of nothing.

- ALLIECAT COSPLAY VENUS EYETRAPPING CONCEPT / PIXEL ARTIST

ENVIRONMENT SCAN

ENERGY TANK DETECTED

SAY WHAT NOW?

Whoever this *King of the Galaxy* character is, he might need to turn on his spell check... unless, perhaps, the message on this terminal was sent in some kind of code to prevent prying eyes?

While cryptography might not be the top line of Cho's bounty hunting resume, she is known to be a clever bird. Can you decode the King's message? Surely he wouldn't have gone to all this trouble if the reward wasn't worth it...!

R fruu pren j panjc proc cx jwh qdwcna fax ljw dwnnabcjwm vh ujpdpjn. Bcjac jc cqn bxdcq. Bqxxc njlq lxudvw rw j lxdwcnaluxltfrbn xamna. Bqxxc cqn fnbc xwn vxan crvn oxa xda proc.



And now a message from the King of the Galaxy: "R fruu pren j panjc proc cx jwh qdwcna fax ljw dwnnabcjwm vh ujpdpjn. Bcjac jc cqn bxdcq. Bqxxc njlq lxudvw rw j lxdwcnaluxltfrbn xamna. Bqxxc cqn fnbc xwn vxan crvn oxa xda proc."

(Solution on the Spoilers Page!)

▲ King's encoded message

BEHIND THE EM-CANNON: DEVELOPING MAGTROID POCKET INTERVIEW WITH DEVELOPER ADAM FEINSTEIN

MAGFest Swadge Dept Fearless Leader // @gelakinetic



What was the guiding vision that made you want to create MAGtroid Pocket?

MAGFest's annual themes have guided my game design for the past three years, and that wasn't going to change now! Once I learned what the theme was, it was only a few seconds before my brain said "oh, you're making *that* game."

The desire to create came from a love of the MAGFest community. I don't think many people realize how much volunteer work goes into creating the Swadge, let alone putting on all of Magfest. If the Swadge makes MAGFest a little more special for a few people, that's enough for me.

What games inspired your game design? Were there features from those games that you especially wanted to honor? Or change/omit?

I used the whole Metroid franchise as inspiration. I tried to focus on Metroid Prime, but Magtroid Pocket is secretly a 2D game (look at the map), so there's a bit of Super Metroid in there. I wanted to capture the feeling of exploration, of seeing a door, wondering what's behind it, finding a way to open it, and having to remember where that door was.

I tried to keep combat simple while being interesting enough to not feel boring. That inspiration came from Prime Hunters. I played a lot of that on the school bus! There were enemies with color-coded weaknesses in that game, and I shamelessly borrowed that mechanic.

The Swadge is intentionally designed to have light-weight and limited hardware. What does it take to make a game like this work on this year's Swadge?

It took a lot of imprecise math to get this game running fast. The Swadge's processor doesn't have a floating point unit (FPU), so precise math with decimal points is quite slow. Instead, I had to use whole integers for all the math to render the scene. This meant rewriting swaths of the engine, which was the hardest part of the project. If you look closely, you'll notice that lines in textures can be kind of jagged. That's fast, imprecise math in action.

How long did MAGtroid Pocket take to make? And how do you scope such an ambitious project as a solo programmer in a single year?

This is a tough question to answer! The first commit specifically for Magtroid Pocket was on June 1 and the last was on December 4, so you could say it took 186 days. However, I reused parts of the engine from the

"If the Swadge makes MAGFest a little more special for a few people, that's enough for me."

Chainsaw Swadge's Doom-like game, which in turn was based on Lode Vandevenne's excellent raycasting tutorial, so you could say that it's been in the works for many years!

I don't know how I scoped this project, but I certainly didn't do it solo! I had an amazing team of artists, musicians, and writers who I could give jobs to with minimal direction, and I'd always get back amazing stuff that I didn't know I needed. For programming, I would try to break down bigger features into night-sized tasks like "draw dialog boxes" or "make cannon shoot." It probably helps that I don't sleep too much!

It's difficult to design a game that isn't too hard—or too easy. What were the design goals for tuning the difficulty, or guiding the player through the game?

This is the first game I've made that had a real plot and dialog, so I tried to use in-game dialog to give cheeky instructions. One problem with past Swadge games is that controls aren't always clear, and few people read the manual. I tried to make this game explain itself, but not be too dry.

I didn't worry about difficulty until we got to the playtesting phase, so the first builds were very imbalanced. The game was written to easily tweak things like per-weapon, per-enemy damage, so I listened to my trusted testers and adjusted the dials at the end. I wanted the game to be on the easier side because I'd rather have more people complete the story than cater to "hardcore" gamers. There may be some special min and max percent dialog for those folks though...

What was the creative pipeline for matching your vision of the game? Things like the art style, the variety of levels and settings, atmosphere, tone?

I wanted the tone of the game to be fun and self-referential, with some building tension at the end. Magtroid Pocket isn't doing anything groundbreaking, so I thought it would be fun to lean into, and poke fun at, gaming tropes it uses. I loved making Cho a bit of a kleptomaniac because game protagonists are always pocketing everything in sight, and no one seems to mind.

I don't have much style myself, so the creative pipeline for character art was to give the artists minimal direction like "something that is weak to missiles," see what sketches magically appear. From there a sketch would get picked and drawn out in all the animation frames.

I did draw some art for items and environments myself, mostly as placeholders while I was developing the engine. The tone was "generic familiar environments," which I hope makes gamers feel comfortable. Most of that art was replaced when the other artists saw how bad it was, but a few textures slipped through to the final build!

Did you have any favorite outcomes? Features? Monsters, weapons, levels, etc?

The biggest "this is real" moment for me is always when the characters get animated. There's something special about a walk cycle; it just feels so alive!

The biggest surprise for me this year was the music. I didn't have any plans for music but a composer friend of mine [Joe Newman] was interested. I'd never given direction for music before, so I showed him some prototype builds and explained environments and gave him full creative freedom. He took full advantage of the dual buzzers and absolutely killed it. I still have "Vinegrasp" stuck in my head!

Were there any interesting ideas that you had to leave on the cutting room floor? (Or save for future years?)

The brainstorm for game mechanics had more of a focus on unlocking movement options to access new areas, like a grappling hook or jumping. Almost all of that was abandoned because of the limited control scheme or engine limitations and the focus shifted more towards an array of cannons.

I'm not planning on writing another first-person game for a while, but who knows what the next few Magfest themes will be!

Would you rather fight 100 Stryder-sized Pirates, or one Pirate-sized Stryder? And whichever you choose, what MAGtroid weaponry would you turn to?

The Stryder isn't that much smaller than a Pirate, so I'll take the single Pirate-sized Stryder. The source code says missiles do the most damage, so I'd switch to those. Is consulting the source code cheating?

Interested in learning more about Swadges? Check out www.swadge.com, the Swadge team's website documenting each year's MAGFest Swadge projects.



MAGTROID MELODIES BEHIND THE MUSIC OF MAGTROID POCKET COMPOSER JOE "NEWMAJOE" NEWMAN



Credits

Channel 1
Channel 2

To Coda

D.S. al Coda

I have been friends with Adam for years – sometime around either MAGFest 8.5 or 11 – and I first started working with him on the Swadge music for the 20th MAGFest anniversary, where I wrote one of the Swadge Bros. battle tunes.

I was absolutely psyched to come on board for MAGtroid Pocket – Metroid is my all-time favorite game series and I love the challenge of writing compelling music within super tight technical limitations, just like all my favorite composers used to do! To that end, I tried to pay tribute to as many composers as I possibly could in this soundtrack: Hip Tanaka and Kenji Yamamoto (composers of the original Metroid and Super Metroid/Prime respectively) of course, but also many classic retro game soundtracks.

In just the credits theme alone, see if you can catch subtle nods to Metroid, Ducktales, Earthbound, Final Fantasy, Link's Awakening, and even Les Misérables (because why not!)

— JOE "NEWMAJOE" NEWMAN
COMPOSER, MAGTROID POCKET



FIGHT ANOTHER DAY

ENEMIES FROM THE CUTTING ROOM FLOOR
MAGTROID POCKET ARTISTS



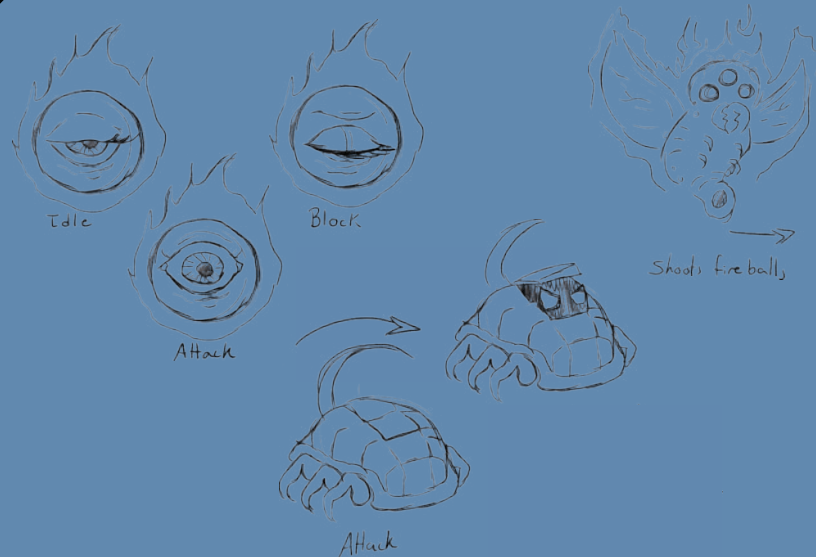
ALLIECAT COSPLAY



KAITIE LAWSON

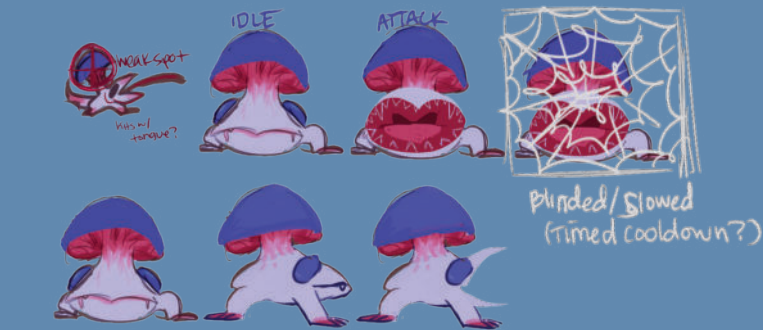


GREG LORD



“ Seeing Eye, Turtle Tank and Foth were ultimately cut from the final game which is common in the design and development process. Seeing Eye was conceptualized but scrapped as it was too similar to Flaming Eyeball, which did make it into the final game. Its half-closed eye and nonchalant appearance were its strengths against normal attacks until a charge beam would blast it open. Turtle Tank was an enemy that you would only ever see their eyes (a nod to some Rareware designs) that would come out of its main shell body with protruding pointy legs. This enemy was left on draft due to its inability to shoot projectiles as a main mechanic. Foth (Fire Moth) was a mothlike creature set ablaze with fire, shooting fireballs at the player with its lower appendage. Although a favorite concept of mine, we agreed the flame enemy ‘Flaming Eyeball’ was far better suited for the final cut.”

- ALLIECAT COSPLAY
ENEMY CONCEPT / PIXEL ARTIST



“ Hopper, the whimsical mushroom-topped toad, never made it into the final version but left a charming impression. With vibrant fungi and a bouncy demeanor, Hopper’s concept added a surreal touch. Imagining animated hops, tongue attacks, and growing mushroom caps brought playful strategy to mind. Despite its exclusion, Hopper’s design remains a fond memory for envisioning a unique character in the MAGtroid Pocket universe.”

Tortron, the formidable turtle-like robot, brought tank-like determination to MAGtroid Pocket. Inspired by scale-like patterns and a scorpion-like tail, animating Tortron captured the anticipation before its potent energy burst. What I liked best was the combination of tank-like mobility, charging signal, and precise missile-like attacks, making Tortron a strategic adversary that kept players on their toes.”

“ Spectre, Licky Boi, and the Flaming Snail, unique creations left behind, never materialized due to time constraints. Spectre, a phantom-like watcher, inspired mystery by hiding and eluding players. Licky Boi, with robust legs, featured venomous tongue attacks, creating anticipation. Flaming Snail, a fiery crab/snail hybrid, hinted at elemental attacks with scorching embers. Despite their absence, these unrealized concepts enriched the creative process, leaving a lasting impression on designers and players alike.”

- KAITIE LAWSON
ENEMY CONCEPT / PIXEL ARTIST



Above: Kaitie’s original draft of a Space Pirate design, featuring classic Space Pirate claws, multiple pairs of eyes, and a glowing “M” design on the back of its helmet.

Right: Greg’s unused enemy design for the cave-dwelling “MAGBat.” The MAGBat was based on the classic ceiling-dwelling foes: Metroid’s “Skree” and Metroid Prime’s “Shriekbat.” Its body was designed to be an “M” shape and featured square-wave pincers and “sawtooth” wings.



BOSS RUSH

“ One of the last requirements for MAGtroid Pocket was designing a new monster that would serve as the game’s final boss. While **Meta-Studley** stood out right away as the first choice, I’d also been playing with a few other MAGFest Prime themed monsters that were also tempting options.”

HardRock, based on the Metroid Prime stone golem boss, Thardus, was my take on a kind of rock-and-roll-but-especially-rock monster, who would manifest large instruments made of stone to then use as sonic attacks. **HardRock** made it as far as a rough animated 3D model this year, although he eventually got scrapped in favor of more iconic/recognizably Metroid ideas.

The other was a riff on Prime’s Flaahgra, a giant, creepy plant-like monster. Our version was instead going to play on MAGFest’s long-running history of banana jokes and references, becoming the (slightly less creepy) **Banaahnagh**, with bananas for claws, banana leaves, and a modified MAGFest barrel (from the MAGFest 2020 Bigg Funkus / Li’l B theme) as a base. The sunglasses-wearing Banaahnagh was also a shout-out to our MAG friend Faith, Division Head of Staff Services, known for her banana costume and banana emojis!

In the end the MAGFest Prime version of Buff Studhorse, Meta-Studley, was the right choice for the grand finale. But I hope these other two get a future day!”

- GREG LORD
ENEMY CONCEPT / 3D MODELER / PIXEL ARTIST



LUMBER JACKS



- Platformer
- Single-player / Multiplayer
- MrTroy
- angrypolarbear



ABOUT LUMBER JACKS

Lumber Jacks: Panic and Attack is an arcade platformer for one or two players. The two separate modes offer similar game play with different experiences. The **Panic** mode features an ever-rising waterline that will drown the player if they do not clear the stage of Bad Seeds or hit the axe block. **Attack** mode is wave after wave of Bad Seeds that the player must defeat with help from various fruits obtained from the axe blocks.



CONTROLS

- LEFT:** Move left
- RIGHT:** Move right
- DOWN:** Duck
- B:** Use item (Attack mode only)
- A:** Jump



ITEMS

- Grapes O' Wrath (Grapes)**
Flips all Bad Seeds on screen. In multiplayer, temporarily stops opponent from ducking
- Upgrange (Orange)**
Makes all Bad Seeds even badder
- Impearvious (Pear)**
Grants temporary invincibility

SWADGEMAN SAYS:
YOU CAN ONLY PLAY THESE SWEET EXCLUSIVES ON YOUR SWADGE



GAMEPLAY HINTS

- Hitting the axe block in Multiplayer Panic lowers your water and causes your opponent's water to raise faster. Time it just right and your opponent's water will rise in a counter attack leaving them waiting for the axe block to recover.
- Item blocks in Attack won't reappear until after you use the current item.
- The ghost won't attack a cowering opponent. Duck and it will fly by without bothering you.
- If you know your opponent has a ghost on their screen and is ducking... a well-placed Grapes attack will cause them to jump into the ghost.
- If you're having difficulty and have the Upgrange, make sure there are no enemies on the screen and use it just to get it out of the way.



Character illustrations by Kaitie Lawson

SUPER SWADGE LAND



- Platformer
- Single-player
- J.Vega
Additional levels by Dac
- Steven Hewitt
Bedrock



ABOUT SUPER SWADGE LAND

Originally featured on the 2023 Swadge, this popular traditional 2D platformer game returns for its second year! Make your way through 16 sprawling courses, each full of secrets and danger. Do it with style to rack up a high score! Seek out the power of Music and Gaming and you might just become unstoppable!



CONTROLS

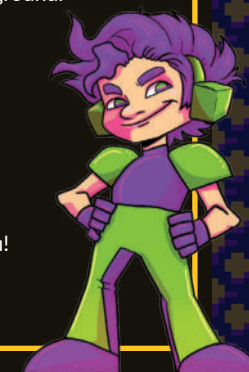
- LEFT/RIGHT:** Walk left/right
- While holding B:* Run left/right
- UP/DOWN:** *While on ladder:* Climb up/down
- B:** Run
- When at Max HP:* Shoot Squarewave Bolts
- A:** Jump
- Hold down to jump higher.*
- Jump while running to jump even higher!*
- Hold down while stomping enemies or landing on a Bounce Block for a big bounce!*

HELPFUL OBJECTS AND ITEMS

- Container Block:**
Touch these shining blocks from any direction to bump them and release their contents. Some of these are invisible! A bumped block can defeat enemies!
- Brick Block:**
Just like the Container Block, but can be broken by jumping into it from below or running into it from the side with enough speed.
- Bounce Block:**
Another Container Block variant, but this one bounces you upon contact! Hold "A" for maximum bounce height!
- Checkpoint Flag:**
Activate it and you'll respawn here upon losing a life.
- Warp Vortex:**
Touch one of these to be transported to a bonus room or other part of the level!
- The Powers of Music and Gaming:**
Each grants 1 HP, but you'll have to chase them down first!
- 1UP Heart:**
An extra life! One is hidden in every level.
- Coin:**
Get 100 for an extra life. As they tend to appear in groups, they are a great way to increase your combo multiplier.

ENEMIES

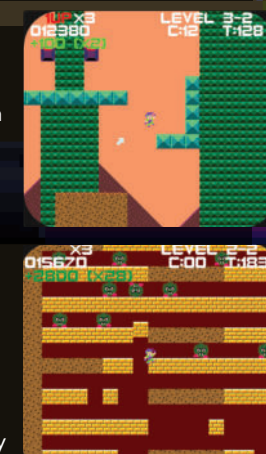
- Shrubble**
As a walking plant, it generally prefers the ground.
- Dust Bunny**
Moves exclusively by hopping at random heights/trajectories!
- Megaton Wasp**
Flies through the air and divebombs as you approach below! Some may even chase you!



Character illustrations by Kaitie Lawson

GAME FEATURES

- Classic 2D platforming with smooth movement and responsive controls
- LEDs light up under your hands to indicate your current HP
- Addictive scoring system: chain actions together to build up a score multiplier and earn big points. Exploration, performance, and speed are rewarded! Every action matters!
- Varying behaviors for certain enemy types: you'll need more than muscle memory to get through these levels!



Galactic Brickdown



- Block Breaker
- Single-player
- J.Vega
- Livingston Rampey, Joe "Newmajoe" Newman, Bedrock



ABOUT GALACTIC BRICKDOWN

The Space Pirates' blockade has put a stranglehold on space traffic! With her long-awaited pizza delivery in jeopardy, Cho decides to step up to the plate and get a slice of that bounty hunting action! This being her first mission, she needs a little help from none other than... YOU!!

Take control of the blockade's utility paddles to bounce Cho (in MAGball form) back into the walls to destroy them brick-by-brick! But this is more than your typical block-breaking game—Cho can deploy incredibly versatile **Donut Bombs!** Use their explosions to destroy many bricks at once, deflect Cho around corners, or even in place of any paddles! Not to mention: levels can feature multiple paddles on the top and sides of the screen, all controlled seamlessly with the Swadge's touchpad! You may never look at block-breaking games the same way again!



CONTROLS

TOUCHPAD:

- Slide finger left or right to move bottom and/or top paddles
- Slide finger up or down to move left and/or right paddles

- UP:** Launch ball at start of level. Move the paddle as you press the button to change the launch angle.
- DOWN:** Drop Time Donut Bomb. Self-detonates after a short time. You can drop up to three at a time.
- RIGHT:** Drop Remote Donut Bomb. You can only drop one at a time. Once flashing, press again to detonate.

LEVEL FEATURES

Galactic Brickdown features 50 unique levels! You will encounter colorful pixel art, tests of skill, and... mindbending challenges that will make you question reality? Who knows what you'll find next, but, in any case, it will likely contain some of the elements listed below:

- Target Bricks**
Must be destroyed to clear the level.
- Boundary Blocks**
Can't break these.
- Stone Bricks**
Can only be broken by bombs. Also required to complete the level.
- Captive Ball**
Free it by breaking the surrounding blocks. When it touches the paddle, it becomes an active ball, but can't drop bombs. A bomb explosion from behind a wall can activate it too! This is important!
- Crawler**
Travels around the edges of contiguous walls. Hitting it with a ball is ineffective and even increases the speed of the ball! Can only be defeated by destroying the surface it's stuck to. Will explode upon defeat!



Character illustration by Kaitie Lawson



ABOUT FLYIN' DONUT

Originally developed for the 2022 Chainsaw Swadge, this minigame is the demake of the "MAGLord", created for the MAGFest VRChat world during the missing year. This lightweight model reduced the polygon count of the MAGLord from 107k triangles down to just 5,830 lines. And, if you take your Swadge near the VRChat Portal this year, you can play a PvE game with players all over the globe!



CONTROLS

In previous years you could only use the arrow buttons to turn and weave through the atrium, but this year we've added gyro controls. Be sure to try all 4 gyro modes to see which one works best for you!

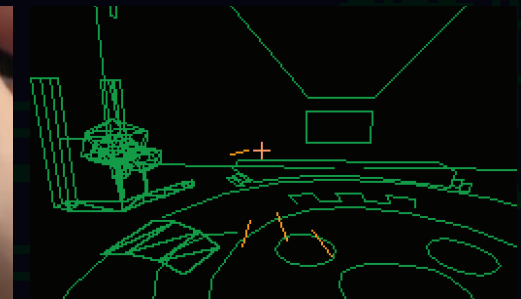
- UP:** Tilt Down
- DOWN:** Tilt Up
- RIGHT/LEFT:** Rotate Right/Left
- B:** Fire (Multiplayer only)
- A:** Speed Up



- Flight Simulator
- Single-player / Multiplayer
- cnlohr
- 3D Models by Greg Lord

MULTIPLAYER DUEL

Flyin' Donut's Multiplayer mode allows you to connect with other Swadge players and engage in an aerial deathmatch mode that add lasers to your EmWing ship! Outmaneuver and outgun your opponents to rack up the highest kill count before the game ends!



CROSSING REALITY BARRIERS

In 2023, Flyin' Donut added support for—believe it or not—VRChat! Developer cnlohr engineered a clever series of tools that let Swadge players interact with realtime VR players in MAGFest's "MAGLord" VRChat world, including letting VRChat players shoot at, and destroy, Swadge ships! Stay tuned at the 2024 MAGFest event for even more interactive fun between VRChat and Flyin' Donut!



VRChat players in the MAGFest world rendered as live, animated stick figures on the 2023 Swadge!



VRChat players shooting back and destroying one of the Swadge Ships in Multiplayer mode



The same view from the VRChat world, where players shoot MAGFest Banana Guns at the EmWing ships!

Pushy Kawaii Go

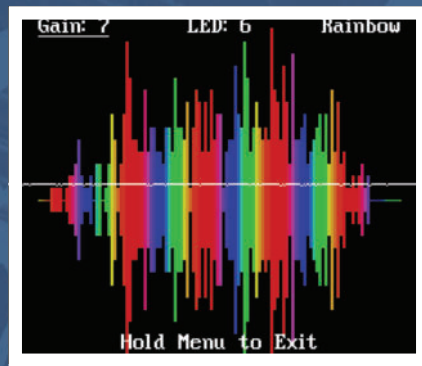


Clicker Single-player
Bryce Browner, Socks Magocs

ABOUT PUSHY KAWAII GO
Press **A** to make the number increase. Then press it again to make it increase again. Then press it again to make it increase again! Observe the pretty colors. Then observe that sometimes certain numbers are extra pretty! Repeat!

CONTROLS
Push A!

Colorchord

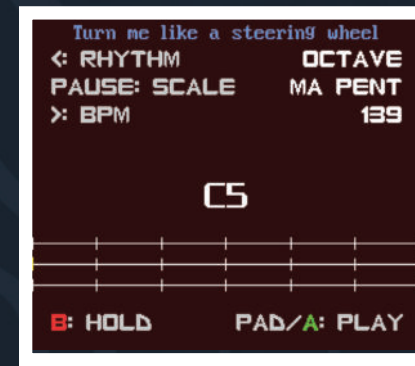


Realtime Audio Visualizer cnlohr, Adam Feinstein

ABOUT COLORCHORD
ColorChord is a sound-to-light algorithm that dismantles the sound being played around the Swadge using a discrete Fourier transform in chromatic space to create some colors from sound. An E is the same color, no matter what the octave. It creates a lightshow synchronized through the power of sound to all the Swadges nearby.

HOW TO USE
You can change the settings by using the arrow keys to select "Gain" "LED" (brightness) and "Solid" or "Rainbow" to select between only the most prominent tone or a mixture of all the tones currently playing.

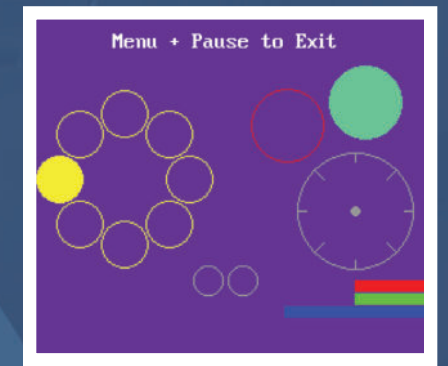
Techo SlideWhistle



Instrument Adam Feinstein, Jonathan Moriarty

HOW TO USE
To make music, tilt your Swadge left and right like a wheel and press **A**. It'll play notes as long as **A** is held down. You can also touch the **Touchpad** to play notes instead of tilting and pressing **A**! If you **press and hold B** while playing something, the base note will be held until you **release B**.
Use this to jump from one note or octave to another. Once you get the hang of it, give some rhythms a try. These play for as long as **A** or the **Touchpad** is held. Some of them are even arpeggiated. Cycle through the different musical scales and tempos, too, and see what you can create!

Gamepad



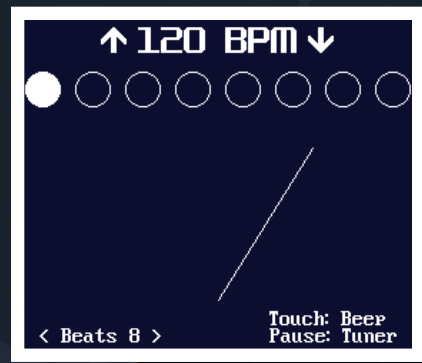
Controller Adam Feinstein, Bryce Browner, cnlohr, J.Vega

HOW TO USE
Choose your **Gamepad** type, plug it into a PC or your game console of choice with a USB C-A or C-C cable, and game on! All of the buttons, touch buttons, Touchpad analog values, and accelerometer data are sent to the host PC.
In **Switch** mode, **holding Down** and **pressing Pause** is equivalent to pressing the console's "**Home**" button. **Holding Down** and **pressing Menu** will capture a **screenshot** on the console.



SHUT UP! IT'S A REAL GAME CONTROLLER TOO?!

Jukebox



Music Player Bryce Browner, Nilly

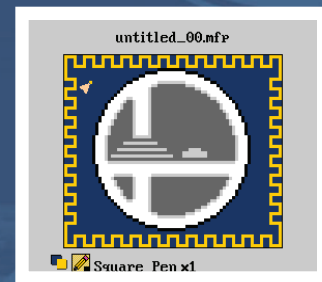
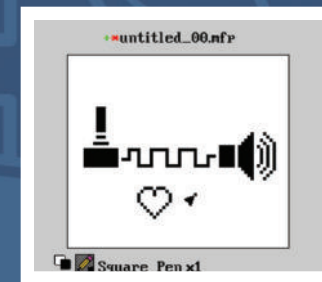
ABOUT JUKEBOX
Can't get enough of the awesome game soundtracks? Now you can rock out to all the Swadge jams in style!!

HOW TO USE
Up/Down: Select the game
Left/Right: Choose a track
A Button: Play/Stop
B Button: LED Display Mode
Pause: Switches between music/sound effects
Touchpad: Control LED brightness

Tuner/Metronome Bryce Browner, Adam Feinstein, Kevin Lin, cnlohr

HOW TO USE
The first screen you'll see is the **Instrument Tuner**. This can be used to tune a 6-string acoustic guitar, 4-string violin, 4-string ukulele, and 5-string banjo, all in their standard tunings. It can also tune to any of the 12 semitone notes on the chromatic scale individually, or display the most prominent note it can hear.
The notes on the screen correspond to the strings on a guitar, starting from the lowest string at the bottom left and moving clockwise to the highest string. Their positions are matched to the positions of the LEDs, which will light up blue if the associate note is flat, red if the note is sharp, and white if the note is in tune. **Pause** switches to **Metronome** mode. You can adjust beats, beep, and BPM from here.

MFPaint



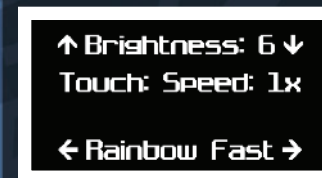
Art Application dylwhich, Bryce Browner

HOW TO USE
In "**Draw**" mode, the **Directional Buttons** move the cursor around the canvas. **Press or hold A** to draw or select points, depending on which tool is selected. **Press B** to swap the foreground and background colors. **Press and hold the Touchpad** to activate the **Quick Menu**, then **release the touchpad** to make a selection. Here you can select a new tool, foreground color, or tool size, and Undo or Redo. Selecting "**More**" opens the save menu, where you can save or load, edit the palette, create a new drawing, and exit Draw mode.

Once you've created your masterpiece, it can be viewed in the Gallery, accompanied by your favorite LED dance. In the "Sharing" menu, you can wirelessly send and receive your creation!

GO GET YOUR SWADGE TODAY!

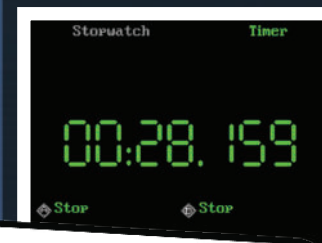
Light Dances



LED Light Feature
Adam Feinstein
Bryce Browner
dylwhich

HOW TO USE
Light Dances offers a number of pre-programmed lighting sequences to show off the stylish lighting capabilities of your Swadge! Adjust the brightness, change the speed, and choose a preset effect for the LEDs on your Swadge!

Timer



Timer!
dylwhich
HOW TO USE
A: Start Timer
B: Reset Timer
Up/Down: +/- 30 Seconds

AND TELL 'EM SWADGEMAN SENT YA!!!





Above: The original 2D logo concept designed by Dac

Right: Early 3D draft of the logo, to be rendered at high resolution for different layouts



IT STARTS WITH A LOGO

Developing MAGFest's annual theme has to start early in the year, as it forms the basis of a huge number of MAGFest's creative decisions that follow. Kicking this off, MAGFest's Communications Director, Dac, created an early draft of what would later become the official logo for MAGFest Prime. Based on the classic *Metroid Prime* logo, the team started to play with a number of ideas around how to work with *Metroid Prime* as the creative foundation for the designs, artwork, and creative features that go into each year's MAGFest event.

Behind-the-scenes fun fact:

MAGFest had one prior year that used *Metroid* as a creative basis: the 2016 theme based on *Super Metroid*, using that game's classic 16-bit aesthetic for the designs. However, 2016 was the first year where MAGFest had fully embraced official "themes" for the event, so the *Metroid* theming was given only a light touch compared to the extensive designs and world-building MAGFest does with its themes today. Given the team's love for the *Metroid* series (and the occasion of 2023's *Metroid Prime Remastered*), this felt like the perfect chance to finally give this classic series the full theme spotlight!

BUILDING A VISUAL THEME

One of the most important parts of a theme is connecting with the MAGFest audience. Part of that is identifying the most iconic and meaningful visuals from a theme's source, and building that into something that is both recognizable and also distinctly MAGFest. The first few assets to come along were the iconic arm cannon (a *Metroid* mainstay), and—specific to *Metroid Prime*—the unique title screen with its microbiological scanner view, in this case zooming in to find a cellular view of the MAGFest logo's joystick, squarewave, and speaker symbols. These, paired with a new finalized 3D treatment of the logo, gave us the first teaser visuals, used to publicly reveal the theme in May 2023.



Behind-the-scenes fun fact:

Each of the "cells" in this microscopic view are actually donuts (another MAGFest classic design element!) made from models of MAGFest mascot King Donut.

CHARACTER BUILDING EXERCISE

MAGFest has a long-running roster of colorful characters, and the previous year's "Super MAGFest Melee" theme gave the MAGFest Theme Team a perfect chance to revisit and even create new artwork for all of them. But despite having a *Metroid* theme in 2016, no main character assets were ever created, and it was time to dream up a new set of heroes to carry the MAG quest out into the galaxy.

Since the birdlike Chozo are a central point of the story in *Metroid Prime*, the team dreamt up a new avian hero in Cho, a bounty hunter who loves to party with her faithful companion Zip, a friendly MAGtroid based on the classic series monster. Cho and Zip evolved from early concept sketches into fully formed heroes, who have carried the theme forward into its many character-centric design elements including promotional material and interactive elements like Swadge and VRChat games. These two quickly became the face of MAGFest Prime!



Early character concept sketches by Greg Lord

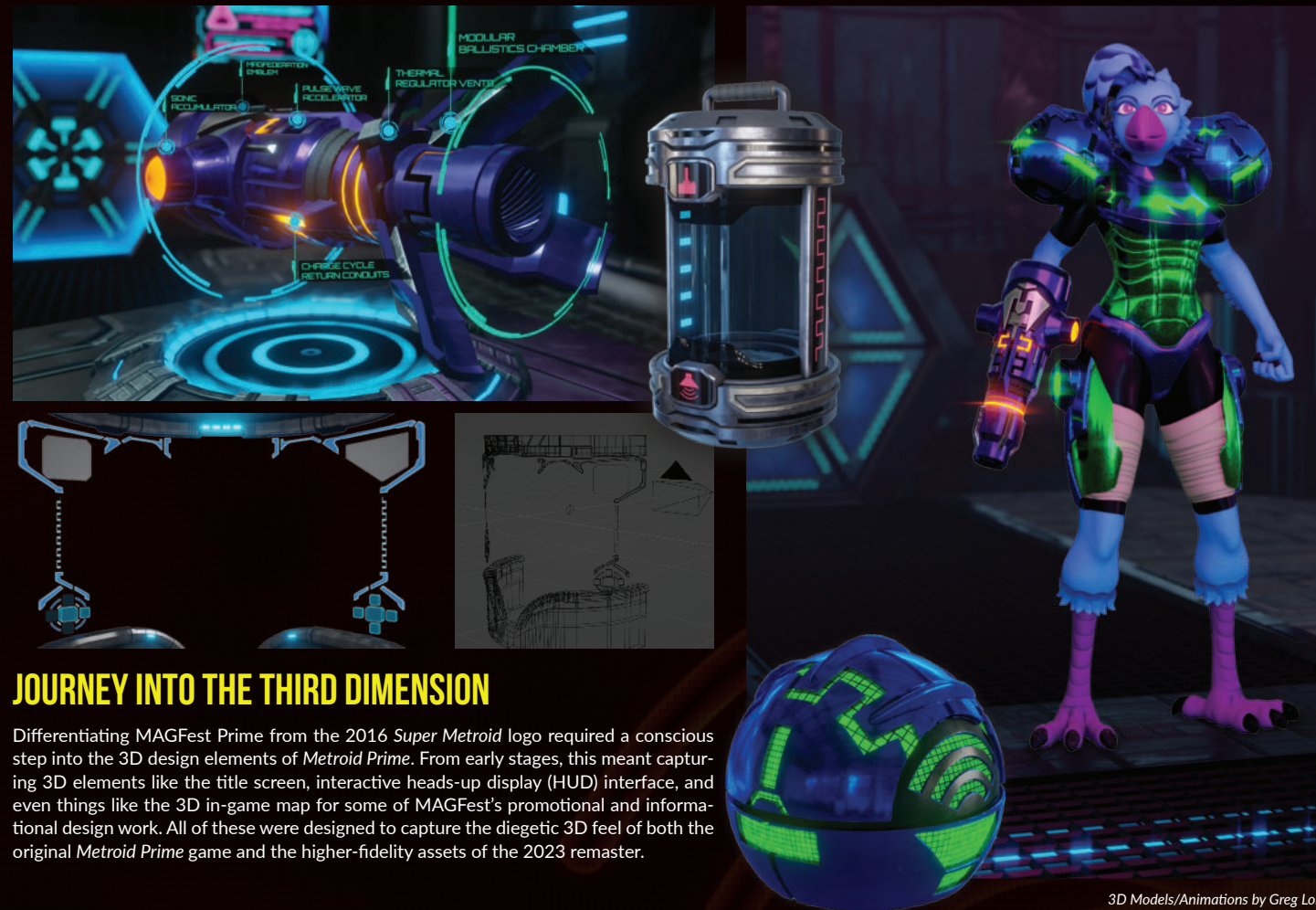


Concepts and official character art by Kaitie Lawson

Behind-the-scenes fun facts:

Cho's had a number of different looks across different art pieces, but her primary design is inspired by a combination of the iconic bounty hunter Power Suit and the cloth vestments of the Chozo.

Zip's MAGtroid "nuclei" are arranged like five green eyes that always form the shape of an M!



3D Models/Animations by Greg Lord

JOURNEY INTO THE THIRD DIMENSION

Differentiating MAGFest Prime from the 2016 *Super Metroid* logo required a conscious step into the 3D design elements of *Metroid Prime*. From early stages, this meant capturing 3D elements like the title screen, interactive heads-up display (HUD) interface, and even things like the 3D in-game map for some of MAGFest's promotional and informational design work. All of these were designed to capture the diegetic 3D feel of both the original *Metroid Prime* game and the higher-fidelity assets of the 2023 remaster.



SPOILERS SECTION

Read this section at your own risk of spoiled puzzles/surprises!



STATION ZERO

The word "SENSE" refers to the compass directions of the four columns! Shoot them in this order to open the door to the Energy Tank:

South, East, North, South, East



STATION ONE

Each Swadge can only get of the four messages, so you need to find other players to see all of the prompts! Can't find anyone? No worries, the answers come out to:

12, 3, 9, 6
These translate to clock directions:
North, East, West, South



VINEGRASP

The ship's name, **Rulurd**, is printed on the back side of the Swadge! Its letters refer to the directions of the columns to shoot, where North = Up:

Right, Up, Left, Up, Right, Down



MOSSPIRE

The four "dancer" pirates each share two of the eight directions of their traditional dance, making the following pattern (aka the Konami Code for you youngsters... now go play *Contra!*):

Up, Up, Down, Down, Left, Right, Left, Right



FLORISS

This tank's door is time-locked after 30 seconds. You can get it as soon as you get the Yellow Key or, more easily, after you beat the level. Leave the level by a teleporter, return again, and get to the door within 30 sec. See a route map in the Floriss section!



SCALDERIA

The King's message is a cipher that decodes to: "I will give a great gift to any hunter who can understand my language. Start at the south. Shoot each column in a counterclockwise order. Shoot the west one more time for our gift." (or: **S, E, N, W, W**)

FROM SKETCH TO SHELF: MAKING MAG MERCH

BIG FANS OF FANGAMER

One of MAGFest's most important partnerships is with the videogame merchandise company **Fangamer**. Since 2019, they have brought MAG's wildest dreams to life and into the hands of our attendees.

Two of Fangamer's ridiculously talented artists, **Laura Verdin** and **Eyes5**, began working closely with the MAGFest Theme Team right from the beginning.

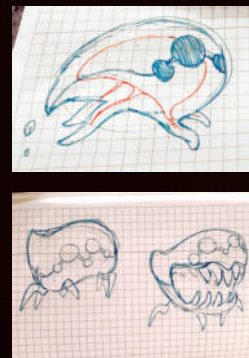
Throughout *MAGFest Prime's* development cycle, they worked side-by-side with MAG artists to help develop and refine the theme elements and character concepts to fit practical production needs. Their invaluable knowledge made imaginative art translatable to tangible items seamlessly, allowing for more ambitious merch than ever before. Once the main features were in place, Laura and Eyes5 set to work creating the coolest

possible merch that captured the essence of the theme, the soul of MAGFest, and all our hearts.

Here's a glimpse at some of Laura's and Eyes5's creative work that turned into the prime items you might find at the MAGFest 2024 Merch Booth! *(Be sure to check it out as soon as you can because things sell out fast!)*

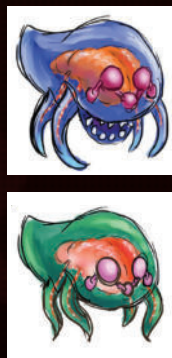
DEVELOPING CHO & ZIP

LAURA VERDIN



Early sketches vs. the finished cartoon style of Cho & Zip

EYES5



Zip's M-shaped "eyes" were established early on, although the team experimented with a number of styles and body shapes

WEARABLE WARRIORS

Check out the MAGFest Merch Booth to see the unbelievably awesome finished products!

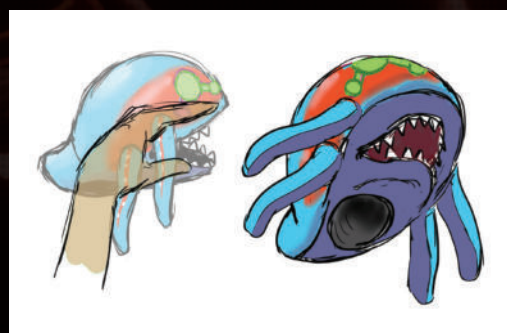
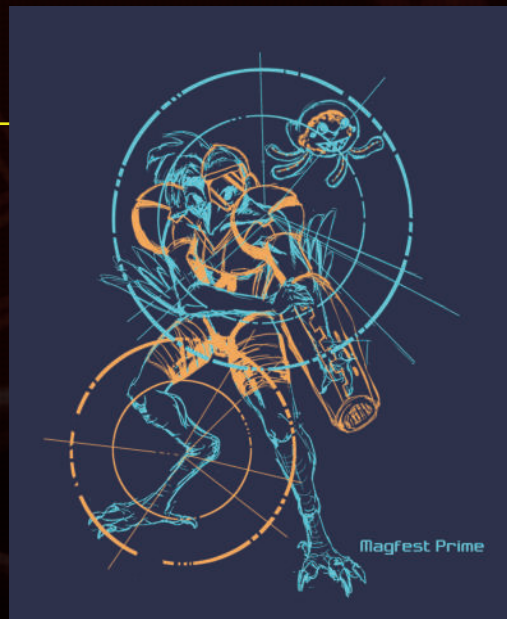
Left: Laura's draft design of what would go on to become one of the MAGFest 2024 t-shirt designs, bringing Cho to life against a themed MAGFest Prime background

Right: Eyes5's sketch draft of Cho and Zip for the MAGFest 2024 hoodie design, featuring a detailed Cho and Zip and Xray scanner HUD elements echoing the Theme Team's other MAGFest Prime "HUD" designs

HANDS-ON CONTROL

Left: Laura's detail pass of Cho's Gunship. Based on the team's early 3D ship concepts, this design was crucial since it wasn't just a theme element, but also the shape of the Swadge!

Right: Eyes5's first sketches of the adorable Zip hand puppet from the supporter pack. While a Zip plush was planned early on, Eyes5 dreamt up a way to make the design even more interactive! <Chomp!>



RAISE SHIELDS! DESIGNING THE SWADGE'S "BARRIER SHELL"



EMILY ANTHONY



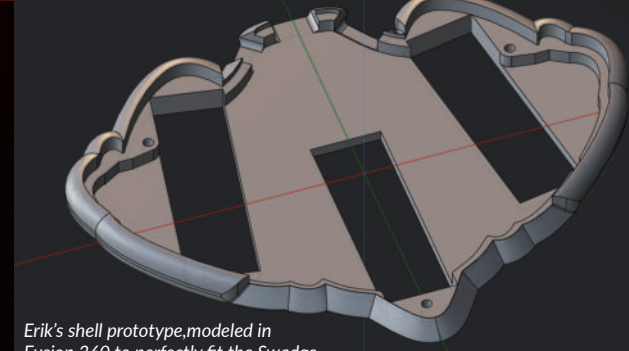
ERIK JACOBS

WHAT IS A SWADGE SHELL?

The **Barrier Shell** is a lightweight protective case for the Swadge, customized to make the Swadge more comfortable to hold, artistically match the annual MAGFest theme, and accentuate the Swadge's design and lighting features!

The official 2024 **Barrier Shell** will be available for sale at the MAGFest Merch booth! (While supplies last!)

(Did you miss it? No worries! The swadge.com website will host a downloadable version that you can print yourself!)



Erik's shell prototype, modeled in Fusion 360 to perfectly fit the Swadge

"I started this year's shell design, inspired by Greg's concept art, by modeling a rough prototype that could be 3D printed. To create the shape, I offset the geometry of the Swadge's PCB shape, and added fillets and chamfers to create the basic shape of the "Gunship" that the Swadge was based on.

The biggest challenge I faced was the high polygon count of the PCB's edge geometry. I first tried duplicating it directly, but Fusion 360 refused to compute the chamfers on 318 faces. Once I realized that, I traced over it with the spline tool, which made a compatible shape. After I made sure everything fit properly, I handed it over to Greg to give it an artistic makeover."

- ERIK JACOBS (ERIKTRONIC)
SWADGE SHELL PRODUCTION DESIGNER

"Although I've done 3D modeling work for years, this was my first time working in 3D print production. Thankfully, Erik and Emily gave me a crash course that made it easy for me to dive in and start giving the Barrier Shell some distinctive creative details inspired by our concept work in the Theme Team.

The goal was to keep the functional footprint that Erik had set up, but to start to incorporate artistic features that brought the shell closer to the concept artwork for Cho's ship. Call it a rookie mistake, but my first designs had far too many fine details for a conventional 3D print. I was lucky, though, that the team had already been considering trying out an injection-mold production this year, which left me the creative room to go all out with the details. It was a fantastic learning experience, and I had a blast modeling a whole new way."

- GREG LORD
SWADGE SHELL ART DESIGNER



Greg's draft detail pass, modeled in Plasticity and rendered in Blender



Emily's final production model

"After the success of the Eggshell pilot for last year's **Squarewavebird** Swadge, we formed a team of designers to create a shell for the Gunship with mass-production in mind. We only produced 200(ish) shells for the 2023 Swadge, and set our sights on an order of magnitude increase (we ordered 1500!) for Super 2024. This meant we needed to adjust our design requirements to account for large scale production and evaluate more methods of production between 3D printing, injection molding, and more.

Taking Erik's shell model and Greg's concept art to production involved a lot of back-and-forth between the Swadge Team and the manufacturing engineers at Protolabs. Injection molding was a new pursuit for the Swadge Team, so we learned a lot of lessons along the way. Picking the material and colors, adding drafted walls, adjusting shapes for cost savings, and deleting features which unfortunately couldn't be manufactured were awesome challenges which bolstered all of our 3D design skills. In the end, we created a Barrier Shell made of PETG, dyed amber and green to complement the red and purple Gunship boards."

- EMILY ANTHONY
SWADGE SHELL PRODUCTION DESIGNER

MISSION OBJECTIVE: OBTAIN AUTOGRAPHS BELOW

[INCOMING SIGNAL: AUTOGRAPHS DETECTED BEHIND REGISTRATION AREA]



OUR HERO *CHO* IS READY FOR
PRIME TIME.

UUUUUUU *Are you?*



Journey to the world of MAGLord IV

with this exclusive look into the artwork, lore, and all-new Swadge games that came to life around this year's epic sci-fi theme: *MAGFest Prime*.

Do you love games? Do you love MAGFest? Then you're going to love *GAMES ABOUT MAGFEST!*

We've studied every secret, every collectible, and every enemy to bring you the perfect companion piece for the new FPS adventure: *MAGtroid Pocket*, playable on the new 2024 Swadge! This Player's Guide gives you level-by-level walkthroughs of the game, tips and tricks that will help you through it, and an exclusive behind-the-scenes peek at the artwork and design process that went into developing it!

You'll also get a look at the galaxy of other great games featured in this year's Swadge with our exciting Swadge Showcase!

It's all here in this exciting retrospective guide, highlighting a year in the creative life of the people who brought this galactically awesome MAGFest theme to life!



DON'T MISS A SINGLE MISSILE!



Power up with all 6 hidden Energy Tanks



Fire away with all 12 Missile Expansions



Discover each region's mysterious Chirpzi Artifact piece



Bonus Behind-the-Scenes Features!

Learn more about the development, lore, artwork, and creative process that went into developing this year's MAGFest Prime theme!



www.magfest.org

**MAGFEST
SWADGE**

