

# MAGFEST SWADGE



[WWW.SWADGE.COM](http://WWW.SWADGE.COM)

Produced by MAGFest



SWADGE MANUAL



## DID YOU KNOW...

- That your Swadge is open-source? You can check out the firmware source code at <https://github.com/AEFeinstein/Super-2024-Swadge-FW> and the hardware source code at <https://github.com/AEFeinstein/Super-2024-Swadge-HW>!
- Magfest turns 21 this year! If Magfest was a person, they would be able to legally drink alcohol this year.
- The letters in Danny Devito's name can be rearranged to spell a variety of phrases, including:
  - Tiny Oven Dad
  - Tony Invaded
  - Did Anyone TV
- If you press all the buttons on your swadge at the same time, it does absolutely nothing!

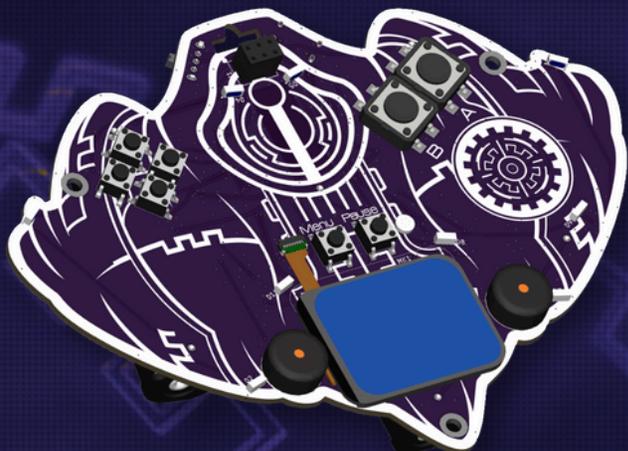
This seal is your assurance that MAGFEST has reviewed this product and it rocks!! Always look for the MAGFEST seal to ensure complete compatibility with the MAGFEST experience.



## TABLE OF CONTENTS

GETTING TO KNOW YOUR SWADGE	3
MAGTROID POCKET	5
GALACTIC BRICKDOWN	7
LUMBERJACKS	9
PUSHY KAWAII GO	11
FLYIN DONUT	13
SUPER SWADGE LAND	15
MUSIC	17
UTILITIES	21
CREDITS	26

# GETTING TO KNOW YOUR SWADGE



Welcome to your new Swadge! This handbook contains info about your Swadge and all the cool things it can do.



By the way, you can pick up these Swadge Shells at the merch table in **Expo Hall C**. Quantities are limited, though, so get them while they last!



There are five main categories - Games, Music, Utilities, Credits, and Settings - and you can find them all here! To return to the Main Menu at any time, hold down Menu for a few seconds.

The **Games** menu lets you choose a game to play. The **Music** menu has music-related tools, as well as a Jukebox where you can listen to music on your Swadge.

The **Utilities** menu has a bunch of neat stuff, from a timer to a drawing app, and more.

The **Credits** let you see the names of all the cool people who worked on this year's Swadge.

The **Settings** menu lets you turn music and sound effects on and off, set LED brightness, screensaver timeout, and mic gain.

# MAGTROID POCKET

## CONTROLS:

- D-PAD:** MOVE
- A:** FIRE CURRENT WEAPON
- B:** STRAFE(HOLD)/LOCK ON
- TOUCHPAD:** CHANGE WEAPON
- PAUSE:** MAP SCREEN



Navigate your environment with the D-Pad. Shoot doors to activate them. Use caution, many enemies await your arrival. Pressing the B Button locks onto the enemy. Holding B allows you to strafe around your target. There are locked doors and hidden secrets to discover. Will you recover your items and exit the station?



Station Zero is a derelict space station situated in the Exposition Nebula. It was named Station Zero because it was never intended to be anything more than a tutorial level. They also built the ceiling's really low so you

## Game Over

The LEDs on the Swadge use radar technology to point to the nearest enemy.



Also check out the Super MAGFest 2024: Official Art Book and Player's Guide for in depth coverage, making of, developer interviews and character art!



Scan here for the online version of MAGTROID Pocket



# GALACTIC BRICKDOWN

## CONTROLS:

**TOUCHPAD:** MOVE ALL PADDLES  
**D-PAD DOWN:** TIME BOMB  
**D-PAD RIGHT:** SET BOMB / ACTIVATE BOMB

Use the touchpad to slide left/right, or up/down. D-Pad Down will place a timed bomb that explodes by itself. D-Pad Right places a manual bomb that must be activated by pressing D-Pad Right again.



This is a unique take on a "breakout" style game. The bombs add additional strategies. Their explosions add to the speed of the ball, making for a fast paced gameplay.



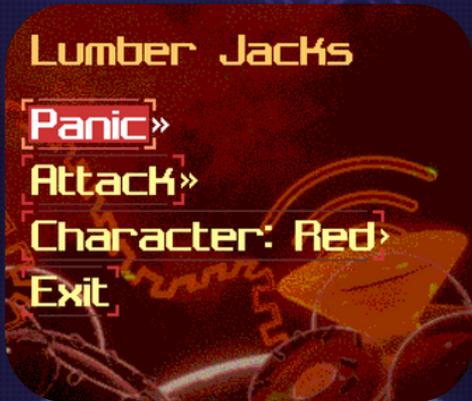
Some of the levels in the game will have you facing sideways instead of up. The touchpad moves both the horizontal and vertical paddles.

# LUMBER JACKS

## CONTROLS:

**D-PAD LEFT/RIGHT:** MOVE LEFT/RIGHT  
**D-PAD DOWN:** DUCK DOWN  
**A:** JUMP  
**B:** USE ITEM (ATTACK MODE ONLY)

In Panic mode the water will be continuously rising while the Bad Seeds try to take you out. Clear the stage of Bad Seeds or hit the axe block to survive. Hitting the axe block in Multiplayer Panic lowers your water and causes your opponent's water to raise faster.



Choose panic or attack modes from the main screen, choose your character color, and hop in!



Attack mode is wave after wave of Bad Seeds that you must defeat with help from various fruits obtained from the axe blocks.

### Attack

Press A to jump  
Avoid upright baddies  
Hit baddies from under  
Then kick them off  
Duck DOWN to avoid ghost  
Axe blocks give item  
Press B uses item  
Upgrange: Harder baddies  
Impearvious: Invincible  
Grapes O' Wrath: Flip baddies

Press B to close

### Panic

Press A to jump  
Avoid upright baddies  
Hit baddies from under  
Then kick them off  
Duck DOWN to avoid ghost  
Axe blocks lowers water  
Don't drown

Press B to close

## 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) - Temporary invincibility!

# PUSHY KAWAII GO

## CONTROLS:

A: MAKE THE NUMBER GO UP

It's PUSHY!!!!!! How high can you get?



Compete with your friends and see who can get the Funniest Number!

881234560

This is one of the most complex games on the Swadge. Can you master it?

8811111111

In case you can't get enough Pushy action, you can also find the original Pushy in the Indie Arcade!

# FLYIN DONUT

## CONTROLS:

D-PAD: STEER  
A: SPEED UP  
B: FIRE

**Gyro:**  
Turn this on and you can tilt your Swadge to steer instead of using the D-Pad. Try it out!

## Flyin Donut

Single Player  
Multiplayer  
<Gyro: Off>  
Y Invert: Off>  
High Scores

## Flyin Donut

Single Player  
Multiplayer  
<Gyro: Off>  
Y Invert: Off>  
High Scores

**Single Player:**  
Fly through a low poly version of the MAGLord! Go through the donuts and collect the baked beans.

**Multiplayer:**  
Connect with another Swadge and play a game of deathmatch! Use your lasers to blast your opponent.



You must go through all donuts and through the gazebo at the end to complete the Atrium Course. Free Flight mode is also available if you just want to sightsee!



# SWADGE LAND

## CONTROLS:

**D-PAD:** MOVE  
**A:** JUMP  
**B:** RUN/FIRE



Make your way across Swadge Land's 16 distinct areas, each full of secrets and danger! Do it with style and see if you can rack up a high score! Seek out the power of Music and Gaming, and you might just become unstoppable!

The green LEDs underneath your hands indicate your Hit Points:  
Bottom LEDs: 1 HP  
Middle LEDs: 2 HP  
Top LEDs: 3 (MAX) HP  
If you touch an enemy without stomping them from above, you will lose 1 HP. Lose all your HP, or fall off the bottom of the screen, and you'll lose a life.



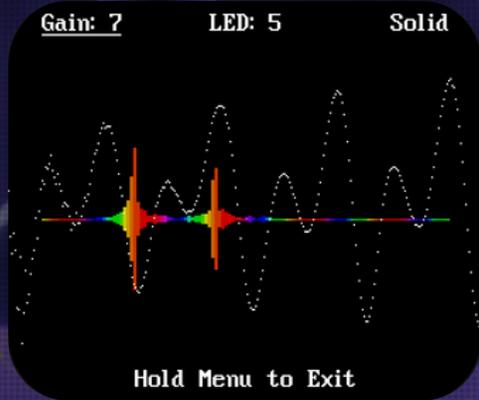
Watch that timer, denoted by "T" in the top right corner of the screen. You guessed it! Lose a life when it reaches 0. Every level has a Checkpoint Flag. Touch it and you will restart from its location whenever you lose a life. The shining red Container Blocks hide useful items. Hit them from any direction to release their contents! Find a "Gaming" or "Music" power-up to increase your HP. Touch a Warp Vortex and you'll be taken either to a bonus room or to the next part of the level.



# MUSIC

Select the music app you want to start.

## COLORCHORD



This is a sound reactive program that uses the mic to make the lights dance in-time with the sound.

Use Left and Right or Select to select options like microphone gain, LED brightness, and LED output style. Use Up, Down, A, B, and Pause to cycle through the options.



B: LEDS: COMET RGB  
PAUSE: MUSIC/SFX: MUSIC  
TOUCH: LED BRIGHTNESS: 5

↑ MODE: MAGTROID POCKET ↓  
← MUSIC: STATION ZERO →



A: PLAY

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

Press up or down on the D-pad to select the game, and Left/Right to choose a track.

Press A to play/stop music. Press B to change the LED display mode.

Press the Pause button to switch between music and sound effects.

Use the Touchpad to control the brightness of the LEDs.

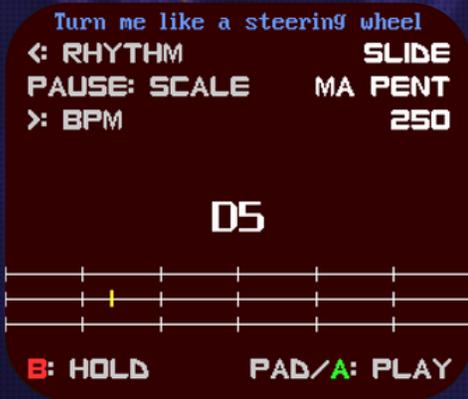
B: LEDS: COMET RGB  
PAUSE: MUSIC/SFX: SFX  
TOUCH: LED BRIGHTNESS: 5

↑ MODE: SWADGE LAND ↓  
← SFX: INTRO →



A: PLAY

## TECHNO SLIDEWHISTLE

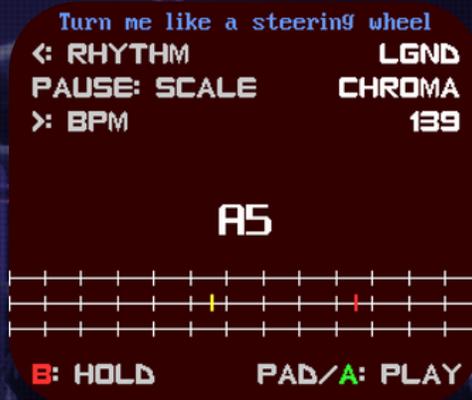


To make music, tilt your Swadge left and right like a wheel and press A. It'll play notes as long as A is held down.

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 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!



The first screen you'll see upon entering Tunername 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 associated note is flat, red if the note is sharp, and white if the note is in tune.



The Pause button switches to metronome mode. You can adjust beats, beep, and BPM from here.

## UTILITIES



## LIGHT DANCES

Adjust the brightness, change the speed, and choose a preset effect for the LEDs on your Swadge.

↑ Brightness: 8 ↓

Touch: Speed: 1x

← Comet RGB →

Hold Menu To Exit

## MF PAINT

In "Draw" mode, the Directional Buttons move the cursor around the canvas.

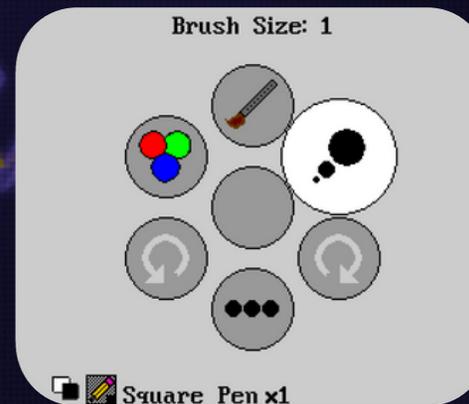
Press or hold A to draw or select points, depending on which tool is selected.

Press B to swap the foreground and background colors.



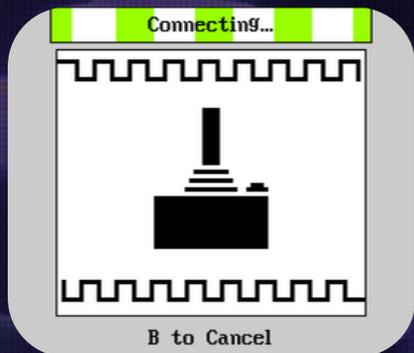
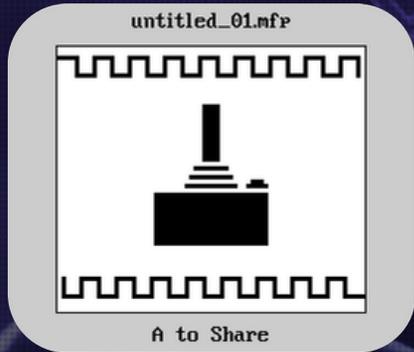
Press and hold the Touchpad to activate the Quick Menu, then release the touchpad to make a selection. Here you can select a new tool, foreground color, or tool size, and Undo or Redo.

Selecting "More" opens the save menu, where you can save or load, edit the palette, create a new drawing, and exit Draw mode.

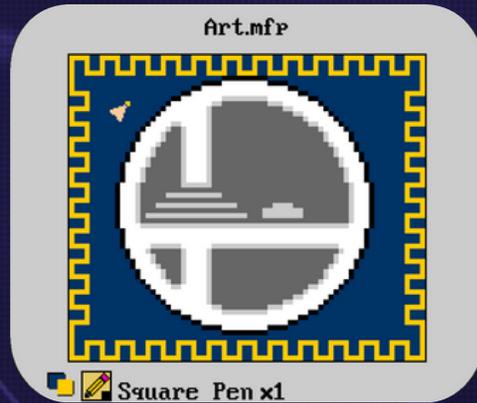


## UTILITIES (CONT.)

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!



## MF PAINT (CONT.)



To send, select Share, pick the artwork you want to share, and press A. The Swadge will search for a nearby receiver, and automatically send the artwork. To receive, select Receive, and the Swadge will search for a nearby sender, and receive the artwork.

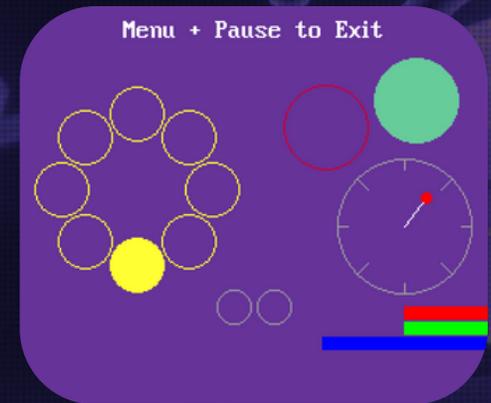
After receiving, you may press A to save the artwork in a new slot or overwrite an existing one, or press B to cancel without saving.



In Switch mode, holding Down and pressing Start is equivalent to pressing the console's 'Home' button. Holding Down and pressing Select will capture a screenshot on the console.

## GAMEPAD

Choose your Gamepad type, plug it into a PC or your game console of choice with a USB C-A or C-C cable (not included), and game on! All of the buttons, touch buttons, Touchpad analog value, and accelerometer data are sent to the host PC.



## UTILITIES (CONT.)

### TIMER

A timer for your swadge. Has both stopwatch and timer functions, which you can switch between by pressing Left or Right on the D-Pad.



While in Timer mode, you can press Up or Down on the D-Pad to add or subtract 30 seconds from the timer.



## CREDITS

Adam Feinstein  
AllieCat Cosplay  
angrypolarbear  
Bedrock  
Bryce Browner  
cndohr  
Dac  
Decnav  
dylwhich  
Emily Anthony  
Eriktronic  
Greg Lord (gplord)  
J.Vega (@JVeg199X)  
JFrye/Swadgeman  
Joe Newman  
Jonathan Moriarty  
Kaitie Lawson  
Kevin "PF3K" Lin  
Livingston Rampey  
MrTroy  
Nilly (@VanillyNeko)  
Pixel  
Producer Scott  
silvershoelaces  
Socks  
Steven Hewitt  
thaeli  
timeshifter08

For the littlest one  
She's coming!