MAGFEST SWADGE
2025

TABLE OF CONTENTS

GETTING TO KNOW YOUR SWADGE

Welcome to your new Swadge! This manual contains info about your Swadge and all the cool things it can do. Let's take a look!

Aux Port

Volume Control

SAO Support.
Plug in your M-Points!

BFS
(Big Festin' Speaker)

Full Color Screen!

6 Direction Touch Pad

B A

Pause

Menu

C

Slang your
Swadge
here!

Power Button

USB Port

LED Strip
(Mustard on
the beef)

Hang your Swadge here!
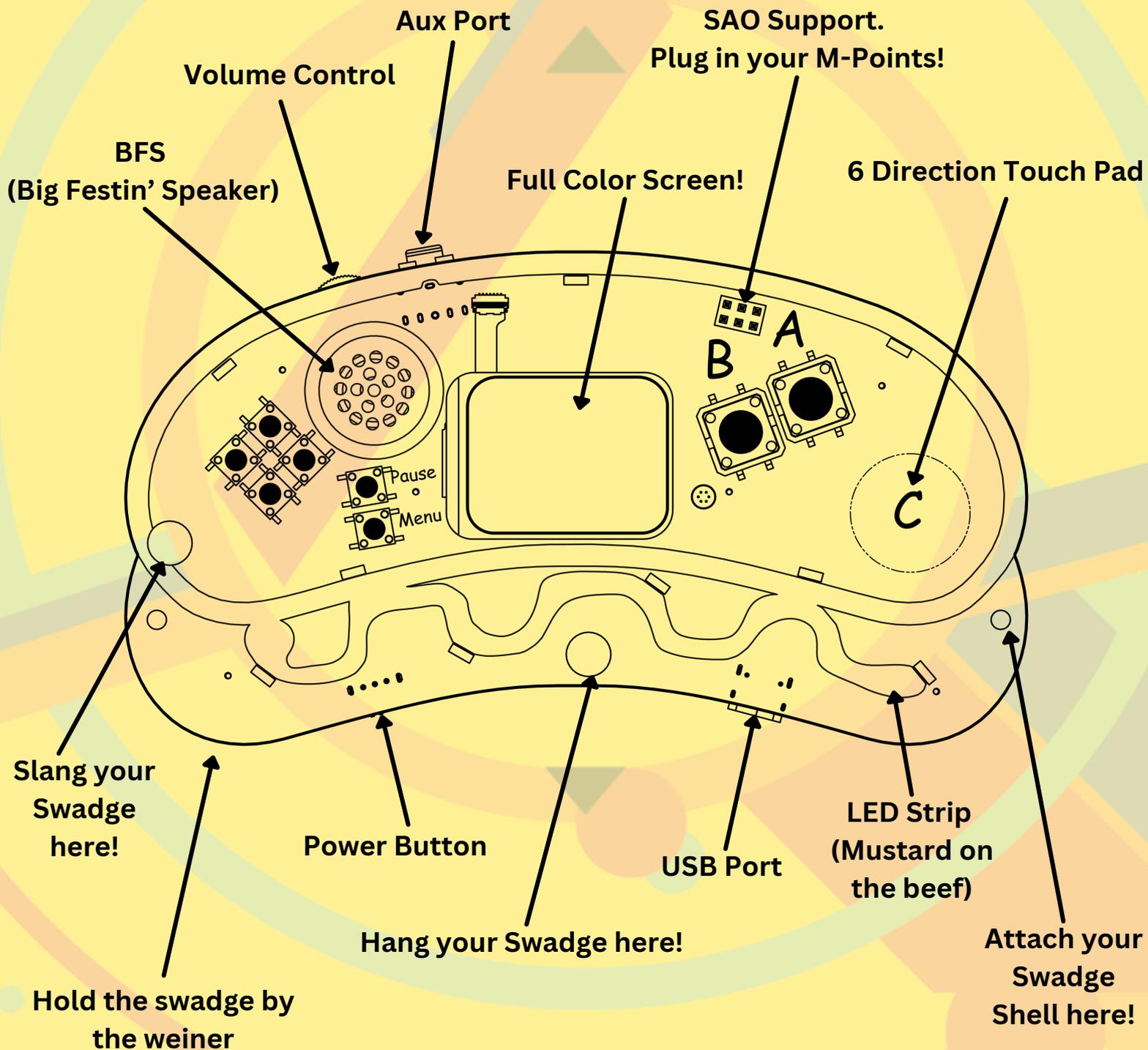
Hold the swadge by
the weiner

Attach your
Swadge
Shell here!

GETTING TO KNOW YOUR SWADGE

When you first boot up your Swadge, you'll be greeted by a short tutorial that will teach you the basics of how your Swadge works, but here are the basic controls of the Swadge anyway.

D-Pad:	Move (through menus, etc)
A:	Select/Confirm
B:	Cancel/Back
Menu:	Change LED/screen brightness (press)/ Back to main menu (press and hold)
Pause:	Pause/Game-specific function (e.g; opening the menu in Chowa Grove)
Touchpad:	Varies by game (if used)

If you want to replay the tutorial, you can do so from the 'Utilities' menu.

COLORCHORD

Music > Colorchord

Vizualize the sound around you.

Controls

- Press **left** or **right** on **D-Pad** to select.
- Press **up** or **down** on **D-Pad** to adjust
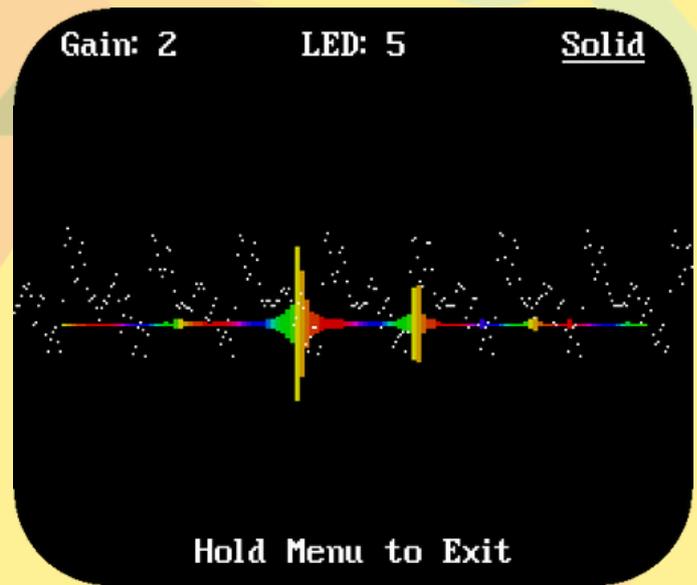- Press and hold **Menu button** to return to Main Menu

Seeing Sounds

Gain

- Mic sensitivity. Select higher gain for more frequent flashes

LED

- LED brightness level

Solid or Rainbow

- Vizualization Style

The Sound Of One Hand Clapping

BONGO BONGO BONGO

Music > Bongo Bongo Bongo

Tappa tappa tappa pitter patter.

D-Pad	Meep
right	high
left	medium
up	low
down	deep

Meep

Button	Toe Beans
A	right pat
B	left tap

Bye! = **Menu button** + hooold

Tap

Meep meep meep meep pat tap!

TUNERNOME

The first screen you'll see upon entering Tunernome 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.

SEQUENCER

Welcome to the Sequencer. Let's learn how to make some music!
First off, pressing the Pause button always switches between viewing the menu and the grid

File
In the menu, there are four "File" options which manage song data.
"Save" will save the currently loaded song. The song is auto saved when exiting the mode with the "Exit" option or the Menu button, but NOT if you turn off the Swadge! "Save As" will save the song in the slot of your choice. There are four slots. "Load" will load a song from a slot with data in it. "Reset This Song" will reset the grid to empty. This does not affect saved data.

Sequencer File Menu

7

SEQUENCER

Song Options

In the menu, there are five "Song Options" that configure how the grid is shown and how the song is played.

Sequencer File Menu

"Tempo" changes how fast the song is played, from slow (60 bpm) to fast (300 bpm).

"Grid" changes what notes the grid is drawn at and where the cursor snaps, from wide (whole notes), to narrow (sixteenth notes).

"Signature" changes how many quarter notes are in a bar, from two (2/4) to seven (7/4).

"Loop" changes if the song starts playing from the beginning again when finished (On) or not (Off).

"End Song Here" sets the song's ending where the cursor currently is. The song will either stop or loop here.

SEQUENCER

The Grid

On the grid you can write and play back a song.

The D-Pad moves the cursor.

The A button adds a note to empty space or removes a note if one is in the cursor.

The B button jumps to the beginning of the song, starts playing, and stops playing.

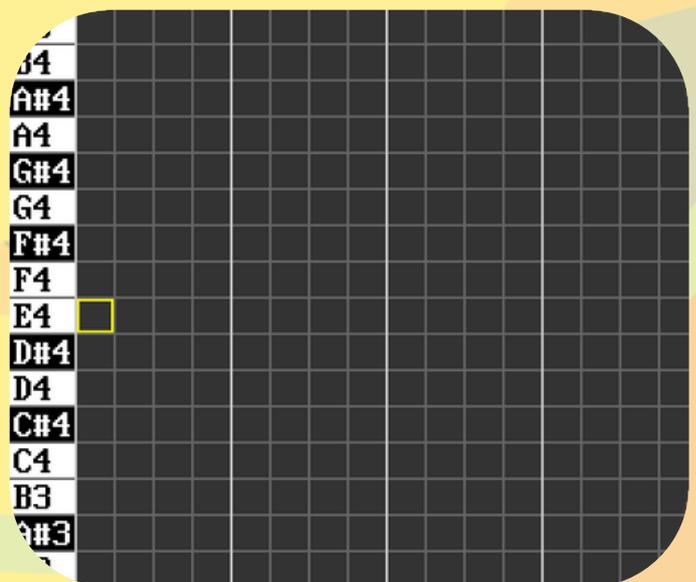The touchpad is a wheel menu that adjusts the note settings.

Up on the touchpad changes the instrument being placed.

Down on the touchpad changes the length of the note from sixteenth note to whole note.

The drums don't have hits for every note, so play around and find the good ones.

Now go make a masterpiece!

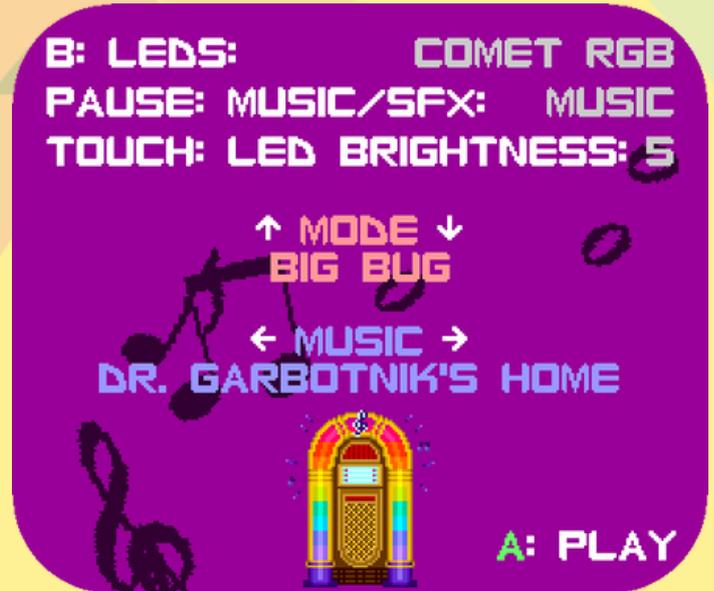Show off your tune at the open mic in Chipspace!!!

The Grid

JUKEBOX

Music > Jukebox

Play music and special effects (SFX) from your favorite Swadge apps!

D-Pad	Action
up or down	Select Mode
left or right	Select music

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

↑ MODE ↓
BIG BUG

← MUSIC →
DR. GARBOTNIK'S HOME

A: PLAY

The power of the song in the palm of your hand

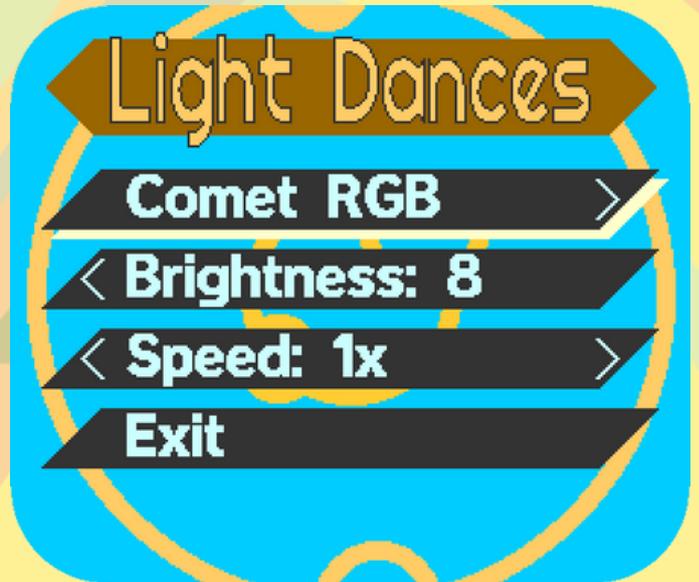| Button	Action
A	Play or Stop
B	Change LEDs
Pause	Toggle Music and SFX
Touch	Adjust LED Brightness

LIGHT DANCES

Light Dances lets you choose between various animations and colors for the LEDs on your Swadge.

There are various options to choose from, from rainbow lights to special condiment-inspired lights that light up the LED strip on the 'ketchup' of your Swadge.

Press F12 while in the emulator to take a screenshot, and then you can drag it over top of this one to replace it

You can also adjust the speed and brightness of the LEDs- if you want the LEDs off, just set the brightness to 0. (Or set the LED animation to 'None'. Either works.)

After a little while of not touching your Swadge, the screen will turn off to conserve battery life. The LEDs will stay on, though.

While the screen is off, you can press Menu to change LED settings on the go. Up and Down on the D-Pad controls brightness, while Left and Right control the speed of the LEDs.

Utilities > Timer

Timer
Set a countdown.
- Add or remove 30 seconds with the **D-Pad**.
- **Reset** returns timer to the amount you chose.

Timer For Countdowns

Stopwatch
Track elapsed time.
- **Start** to pause and continue
- **Reset** back to time zero.

Stopwatch For FriendPwns

Challenge your friends to a footrace! (not at MAG) Time your speedruns!

Utilities > Gamepad

Use your Swadge as a controller! Connect to a computer or Switch via USB C cable*.

Computer

- Press **A button** to select and follow on-screen instructions.

Switch

- Press **A button** to select and follow on-screen instructions.

Gamepad Menu

Accel

- Press **left** or **right** on **D-Pad** to turn Off or On.

Exit

- Press **A button** to return to Main Menu

SwitchTouch

- Press **left** or **right** on **D-Pad** to select.
  - More Buttons
  - StickL
  - StickR

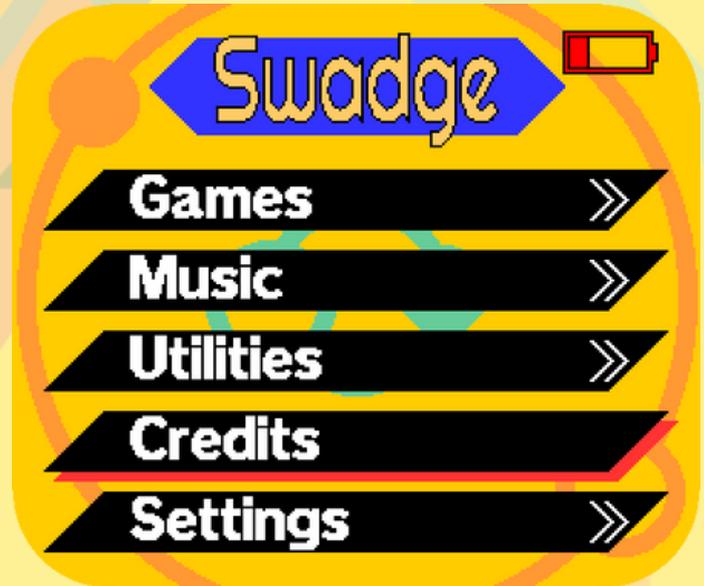* USB C cable not included.

14

CREDITS

The volunteers that make Swadge happen.

View Credits
- Press **A button** to select.

Anticipate Names
- Use **heart** to feel appreciation.
- Use **brain** to ponder the imaginativeness.

Swadge Main Menu

Scroll Credits
- Press and hold **up** on **D-Pad** to go up faster.
- Press and hold **down** on **D-Pad** to go down.
- Press and hold **Menu button** to return to Main Menu.

It's A Surprise!

Volunteers made this *Official* User Manual too!

PANGO

The goal of Pango is to destroy the Drill Bots that chase you by sliding ice blocks around to hit them, and breaking the flashing rainbow blocks they spawn from. The faster you do this, the better your score.

Title screen

Main menu

Use the D-Pad to move around and avoid the Drill Bots. Press A while facing an ice block to make it slide in the direction you're facing if there aren't any other blocks in its way, and break it if there are.

You can press Pause at any time to pause the game.

Normal Drill Bots will just turn around when they bump into a block, but when they turn pink and angry they'll break any block they bump into. (They're faster, too!) Be careful not to break all the blocks, or you'll make it to the next level, but lose a life!

BIG BUG

Main Menu

Press start to help Doc Ovo Garbotnik get the Chaos Orb back from the trash dump so he can power up his DeathDumpster!

On the main menu, you can buy and equip different upgrades for your trash pod. When you're ready to go, select 'prime the trash pod' and hold A to get going!

Main Menu

When you land, you will be able to use the D-Pad to fly around. You can break garbage blocks by bumping into them. Use the Touchpad to fire harpoons at enemies that appear, and use A to drag them back to your rocket when they're dead. Don't lasso a living enemy, or they'll drag you along with them!
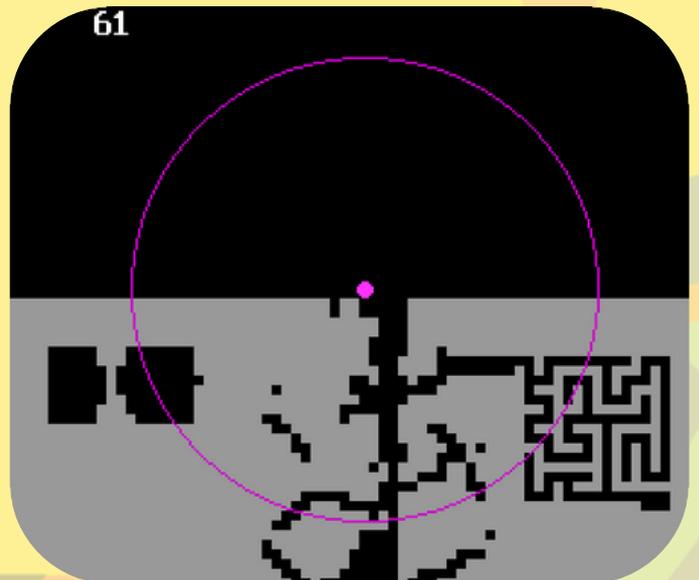
17

Main Menu

The LEDs on your Swadge represent your fuel meter. Running into an enemy or getting hit by their attack will bring your fuel meter down. Green fireballs will replenish your fuel, so grab those when you see them!

Donuts can be found at the bottom of the pile, or sometime after defeating all the enemies after setting off a car alarm. Pressing the pause button will bring up the map, where you can see where you've dug, and various points of interest

Main Menu

Don't forget, you have to get back to your rocket and launch to get your loot! It takes 30 seconds to launch, and the counter will be reset if you move or something hits you, so make sure to keep the launcher parked somewhere safe.

18

CHOWA GROVE

Welcome to the Grove! Here you can raise, play with, and feed your Chowa.

Navigation

There are two control schemes, using the C stick (default) or the D-Pad. For both, move the cursor to the edge of the screen to scroll.

Grabbing/Petting

When the cursor is over a Chowa or an item, press A to pick it up. Press B over a Chowa or an Egg to pet it. When using the C Stick, the down and right arrow keys mimic the A and B keys respectively

Chowa-less Grove

Donuts

Golden Donuts are the main currency used in Chowa Grove, and spawn in the Grove at random. When you see them, grab them fast before they disappear. You can also earn Golden Donuts from defeating opponents in the Dojo.

CHOWA GROVE

Press the Pause button to access or exit the Grove Menu.

The shop is pretty self-explanatory, you can buy and sell items here with Golden Donuts. There's a variety of items to choose from, including books, toys, and food.

Next is the inventory. You can use Up and Down on the D-pad to look through your items. Pressing A will add the item that's currently on screen to the Grove, while B will remove the item from the Grove.

'View Chowa' lets you see a summary of your Chowa's stats. Like the shop and inventory, use Up and Down on the D-pad to switch between Chowa.

Chowa Stats
Aaaaaaa

Owner: Aaa
Mood: Neutral
Age: Child
Agility: 48   HP: 44
Charisma: 45
Speed: 30
Stamina: 40
Strength: 50

'Release Chowa' lets you release your Chowa.

Try to keep your Chowas happy!

You can't get Chowa you've released back, so make sure you want to release it before confirming!

From the main menu, select the Spar option to enter The Dojo. Here, you can test the skill of your Chowa against a randomly generated opponent.

Your Chowa will always be on the left, and your opponent on the right. The strength of your opponent will be scaled depending on the difficulty selected.

Readiness bar

Each Chowa has three status bars behind them. The green represents how ready the Chowa is. Press the button corresponding with the action you want the Chowa to use repeatedly to encourage them to get ready faster. Switching moves in the middle will confuse the Chowa, and their readiness will take a hit.

Who will win?!

Stamina/HP

The yellow bar is stamina, each move uses an amount of stamina and when the stamina bar is empty the Chowa will be exhausted. Every action aside from standing still uses stamina. The red bar is health, when it reaches zero that Chowa loses. The bars will grow in size as the Chowa's Stamina and Health increase.

Exhaustion

When the Chowa are exhausted, they will sit down and try to recover. They will stand back up either once their stamina bar is full again (Press B rapidly to fill) or they're ready again (Press A rapidly to fill).
The Stamina and readiness bar will (very slowly) fill on their own, even without you pressing any buttons.

Once Ready
Once a Chowa's readiness bar is full, they'll approach and wait for a second to see if their opponent is also ready. If they aren't, then the other Chowa will take the full brunt of the attacker's move. If they both ready up in time, then whoever's picked the better move does damage.

Move List

Up: Regular Punch
Down: Fast Punch
Left: Regular Kick
Right: Jump Kick
A: Headbutt
B: Dodge

To win, your Chowa must completely drain its opponent's health bar. The opponent can only win by doing the same to your Chowa.

If both Chowa are still standing when time runs out, the match will result in a draw.
If you win, you'll get a prize!

SWADGE HERO

Swadge Hero is a rhythm game, and there are 14 different songs to choose from.

After you start playing a song, you'll notice a yellow bar at the bottom of the screen. This is your life bar. If you miss a note, it will go down, and if it runs out, you'll fail, and the song will end early.

Hitting notes on time makes your score (and life bar, if enabled) go up.
You'll get more points if you can hit notes just as they overlap the icons at the top of the screen.

Settings:
Song Fail: If you don't like failing songs, you can turn that off completely.

Speed: You can adjust the speed of the notes here.

After the song ends you'll see a result screen showing you how you did.
Try to get an S rank on every song!
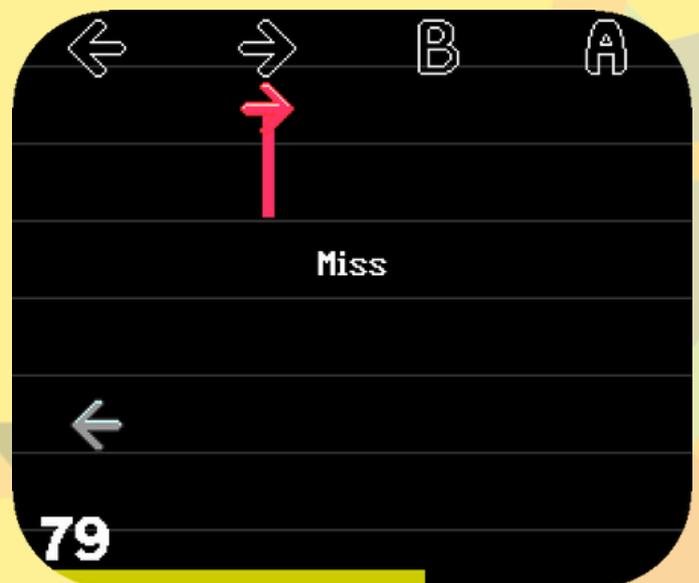
Fun Fact: It's very hard to take screenshots and play good at the same time.

24

HUNTER'S PUZZLES

Hunter's Puzzles is a Sokoban-style puzzle game. You are an Eye. Your job is to paint the floors in 22 rooms. Don't ask questions.
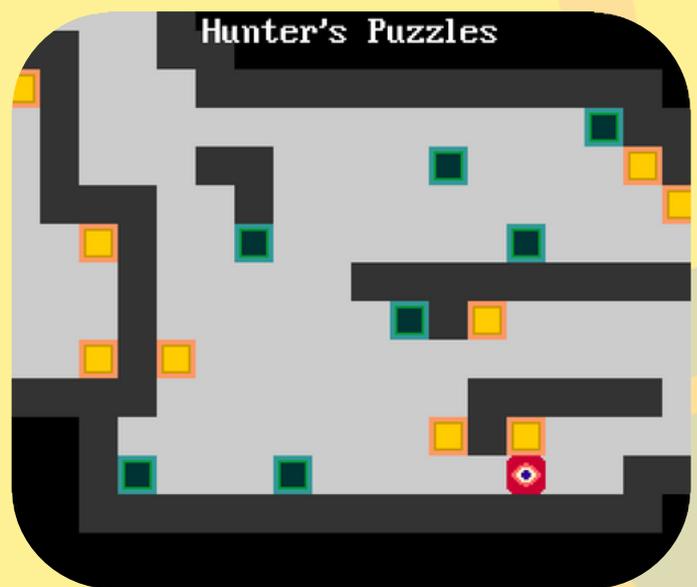
Use the D-Pad to walk around the main hallway, enter rooms, and paint the floors.
You can't step on tiles that you've already painted.
(You also can't move diagonally.)

To undo one step, press A. This can be done repeatedly.
To reset the whole room, press B.
Press Start to quit the puzzle you're currently on and return to the main hallway.

Try not to box yourself in!

You won't lose your progress if you quit a puzzle halfway. Pick it back up whenever you like!

Completed puzzles will show as being green in the main hallway. Try to clear them all!

HUNTER'S PUZZLES

Some puzzles contain Boxes that need to be pushed around in order to paint the whole floor.

Orange boxes don't do anything special– just push them out of the way to paint under them.

Purple boxes are like orange boxes, but sticky and gross. In the event that one is stuck to you, try scraping it off.
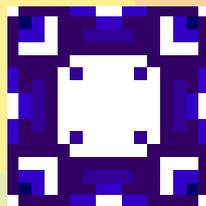
Red & purple boxes are highly toxic to touch. You can't push them directly, but maybe you can with something else. Safety first.
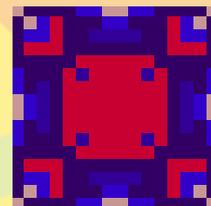
curling iron
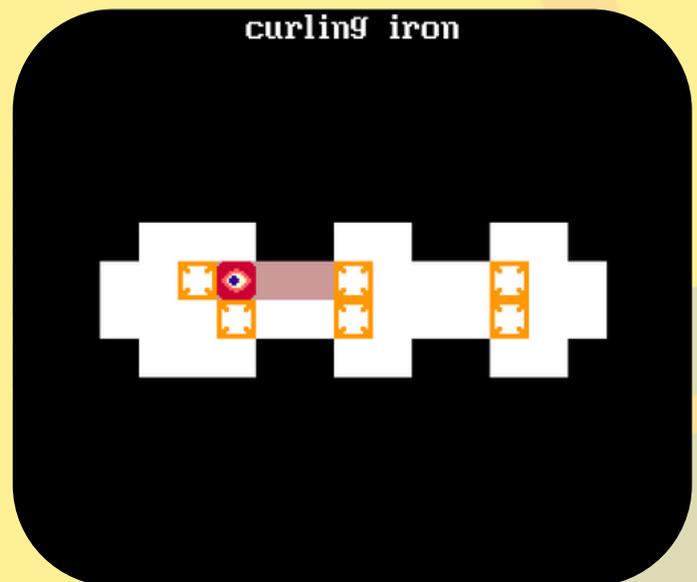
Try not to box yourself in!
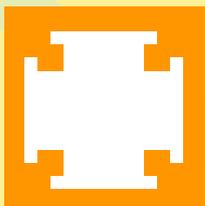
Orange Box

Purple Box

Red & Purple Box

2048

2048 is a game where you slide tiles around either by using the D-Pad or using tilt controls.
Tiles with the same number on them can be added together to become an even bigger number—combining two tiles with a 2 on them will turn them into one tile with a 4 on it, and so on. The goal of the game is to create a tile with 2048 on it.

Score: 2844

8	4		
32			2
8	32	64	16
16	64	256	32

ULTIMATE TIC TAC TOE

Games > Ultimate Tic Tac Toe

Ultimate Tic Tac Toe (UTTT). Play 9 small games at the same dang time!

Start A New Game

1. Select a Play Mode with **D-Pad**
2. Press **A button**.

View Records

1. Select a **Records** with **D-Pad**
2. Press **A button**.

Ultimate Tic Tac Toe Menu

Play Mode	Description
Wireless Connect	Connect 2 Swadges for wireless play
Pass and Play	2 players share 1 Swadge
Single Player	Play against CPU on 3 difficulty levels.

Win on the small grids to get Tic Tac Toe on the Big Grid

# ULTIMATE TIC TAC TOE

Change Marker
1. Select a **Marker Select** with **D-Pad**
2. Press **A button**.
3. Use **left** and **right** on the **D-Pad** to center desired Marker set.
4. Press **A button** to select.
5. Press **B button** to return to game menu.

Unlocked Marker Sets

View The Ultimate Tic Tac Tutorial
1. Select **How To Play** with **D-Pad**
2. Press **A button**.
3. View slides with **left** and **right** on **D-Pad**
4. Return to UTTT menu
   - **B-Button** on slide 1
   - After last slide
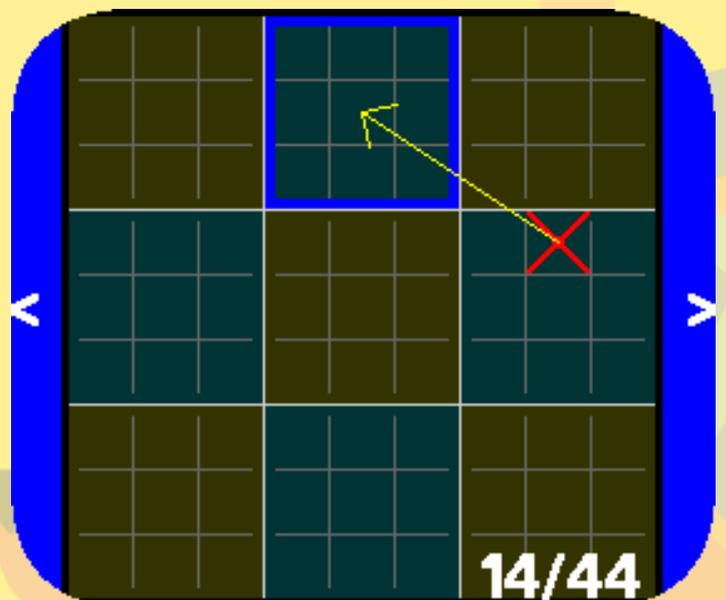
A Marker On The Little Grid Moves The Game On The Big Grid

How many marker sets can you unlock?