PATCHY MATCHY PUZZLE SURFING

ModRetro has carefully assessed this product, confirming it meets our exacting standards for quality craftsmanship, reliability, and unadulterated fun.

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PRODUCT

CONTENTS

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IT'S PATCHY!

Patchy - the famous surfer dude - needs your help! He's ready to go for the World Surfing Record but it seems like there's more than he bargained for at the beach today! Sea creatures have started to crowd the ocean and are making it difficult for Patchy to shred his way to victory.

Crabs, fish, shells, starfish, and conches are in your path. Match at least 4 creatures of the same kind and you will clear them from the surf and recieve a point for each. As you surf and match you will discover different acheivements to be unlocked. You'll need to be quick and clever to find them all and win.

You need to clear enough matches, find all the achievements, and surf through the whole game to help Patchy go from Wipeout Wimp to World Champion!

GAME SETUP

At the Game Setup screen you can make some choices about how you want to play the game. With the *D-PAD*, press *UP* & *DOWN* to move the cursor and *LEFT* or *RIGHT* to adjust the settings.

LEVEL controls how many rows of tiles you start with. Higher is more tiles and more difficult.

SPEED controls how fast tiles will fall at the start of the game. Higher is faster and more difficult.
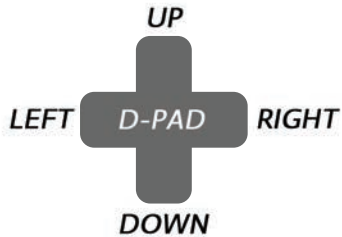
MUSIC chooses from three music tracks.

Select *ACHIEVEMENTS* and press *A* to see your progress.

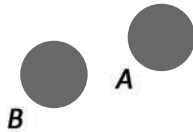Once you're all set up, press *START* to begin a round of *PATCHY MATCHY!*

Use the **D-PAD** to move the cursor.
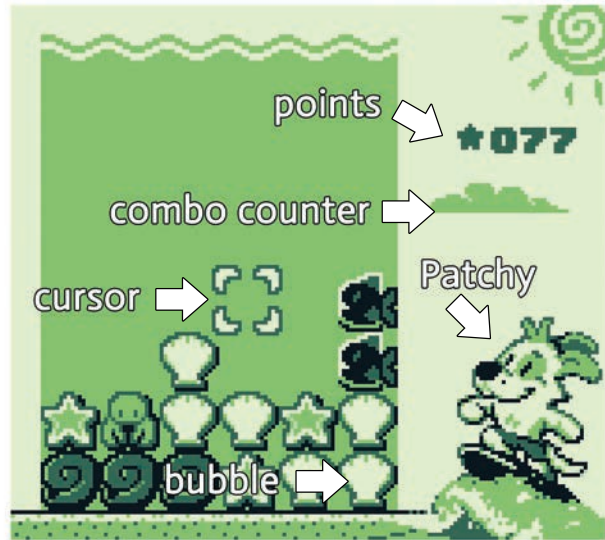
UP

LEFT   D-PAD   RIGHT

DOWN

Press and hold **A** to grab tiles.

B

A

START will begin and pause your game.

SELECT   START

points

★077

combo counter

cursor

Patchy

bubble

3

HOW TO PLAY

The goal of any round is to match as many matches as you can and discover achievements.

Move the *CURSOR* with the *D-PAD* to select a tile. Then press and hold *A* to grab it then swap it with a neighbor by pressing any direction. Release *A* to let go. Match at least 4 tiles in a row vertically or horizontally to clear them and collect points. With every 50 points you increase a level, and the tiles will come in a little bit faster.

Sometimes matches create a *BUBBLE.* You cannot swap tiles with a bubble so they can be quite pesky. To pop a bubble, set off a match right next to it.

The round will end in a *WIPEOUT* when a tile tries to drop in but can't, because a tile or a bubble is in its way on the top row. Avoid *WIPEOUT* and see if you can get to 999 points!

ACHIEVEMENTS

There are 17 different *ACHIEVEMENTS.* Each is unique and unlocked by accomplishing something different in the game. You will be alerted in-game when you find one.

To see the *ACHIEVEMENTS* you've collected, go to *ACHIEVEMENTS* on the Game Select screen.

Use the *D-PAD* to see which you've found, how they were found, and how many you have yet to find. Press the *B* button or select *GO BACK* to return to the Game Select screen. Collect all the *ACHIEVEMENTS* to complete the game!

MATCHES & COMBOS

The size of a match is determined by how many tiles you clear at once with one move. Clearing many tiles with a big match can release more points! If you make a match and falling tiles form another match, that is two matches; matches only happen in one move. Try to find ways to get big matches and clear many tiles at once!

If you match 6 or more tiles at once you start a combo. Combos can create bonus points by making another match quickly. Once a combo is started, the more matches you can get one after another, the bigger the bonus will be. The biggest bonus you can get is 9 extra points.

The combo only lasts a moment but with every new match the combo starts again. So when the combo counter appears, move fast to make more matches!

CREDITS

PATCHY MATCHY
Puzzle Surfing

Game by Tom Sutton
ohnotomsutton.com
malamute.io

TOOLS

GBDKSDK
hUGEDriver/hUGETracker

SPECIAL THANKS

Fydo
Gray lure
Max Chappell
Chris Beach

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MY NOTES

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.

⚠ WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:
- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.

⚠ WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:
1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.
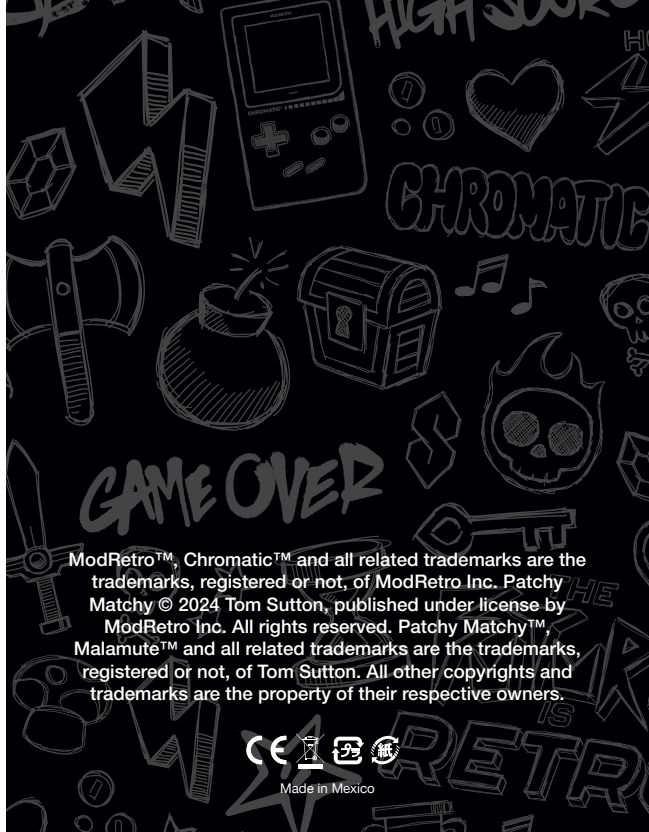
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