SNAP'TOUCH

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1-4 players, all ages

Snap'Touch by after-mouse.com
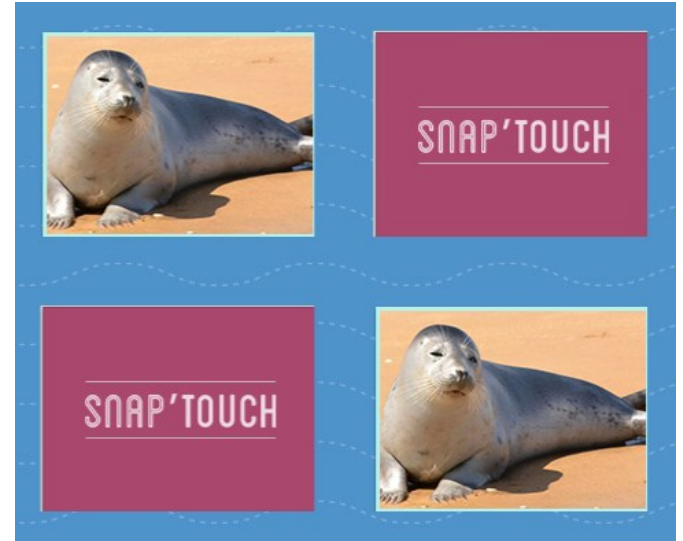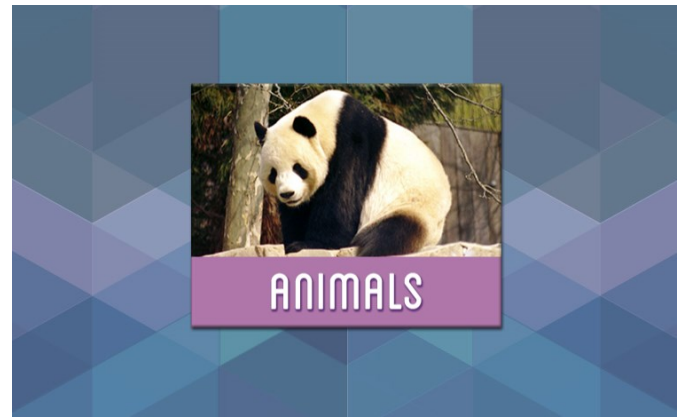
Bring your family back together!

A fun new take on the classic game of memory match, Snap'Touch is a series of paired images facedown in random order, with one unique image that does not match the others. Tapping a tile reveals the front, and players tap two tiles at a time to try and find matches. If the tiles match, they disappear—and if not they turn back over and the next turn begins. Players win Snap'Touch by matching every pair of tiles and finding the unique tiles. There is no time limit, but the game is timed so players can track their best times! The images can also be updated by users through the Snap'Touch directory files.
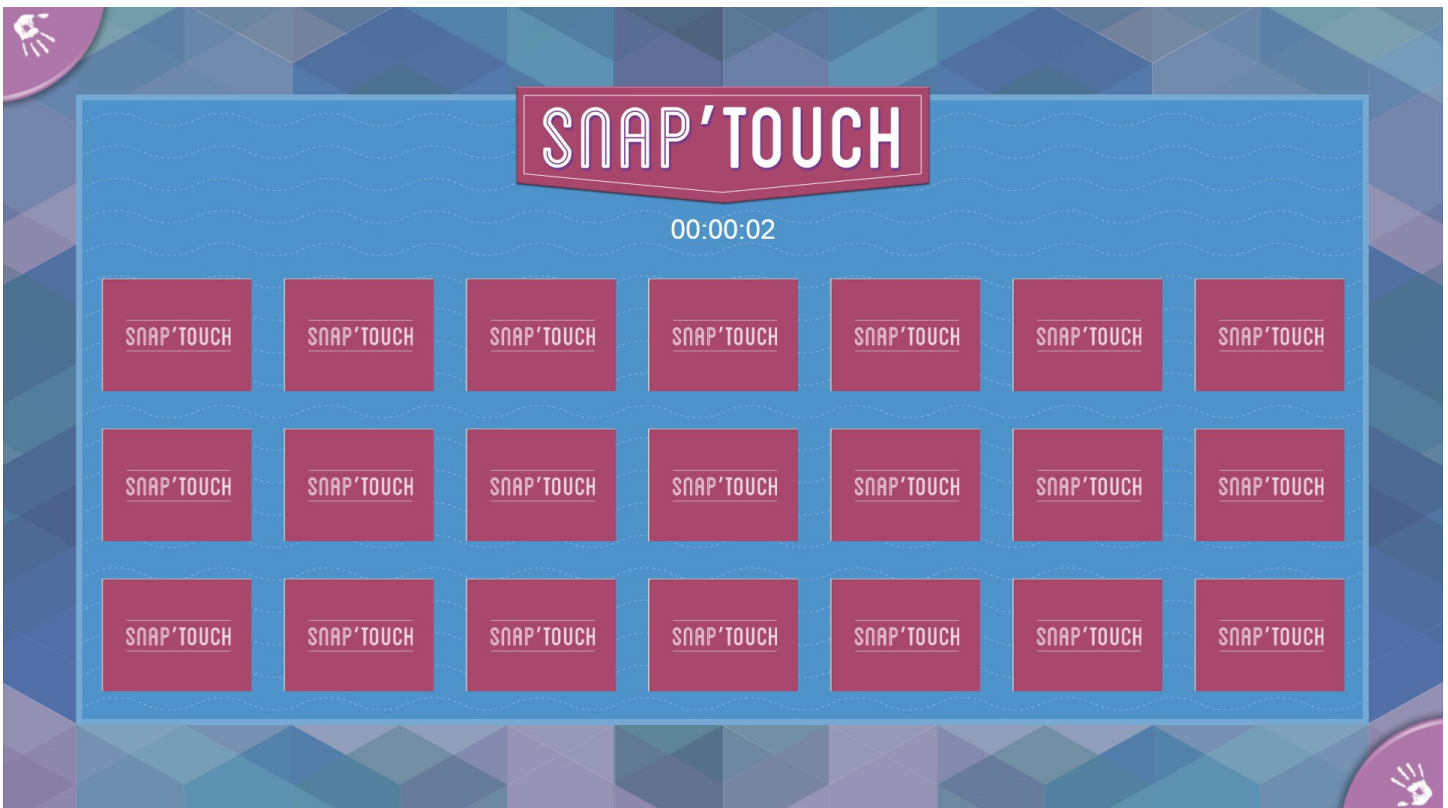
How to Play

Snap'Touch begins with the selection of a category of images. Players can select from the default category of animals, or they can upload their own image files in the directory.

The beginning Snap'Touch screen has 21 tiles. Each tile is presented face down with a blank face showing. The underside of every tile is an image.

Players tap two tiles at a time to reveal the images on the underside. There are ten pairs of images and one unique image that make up the 21 tiles.
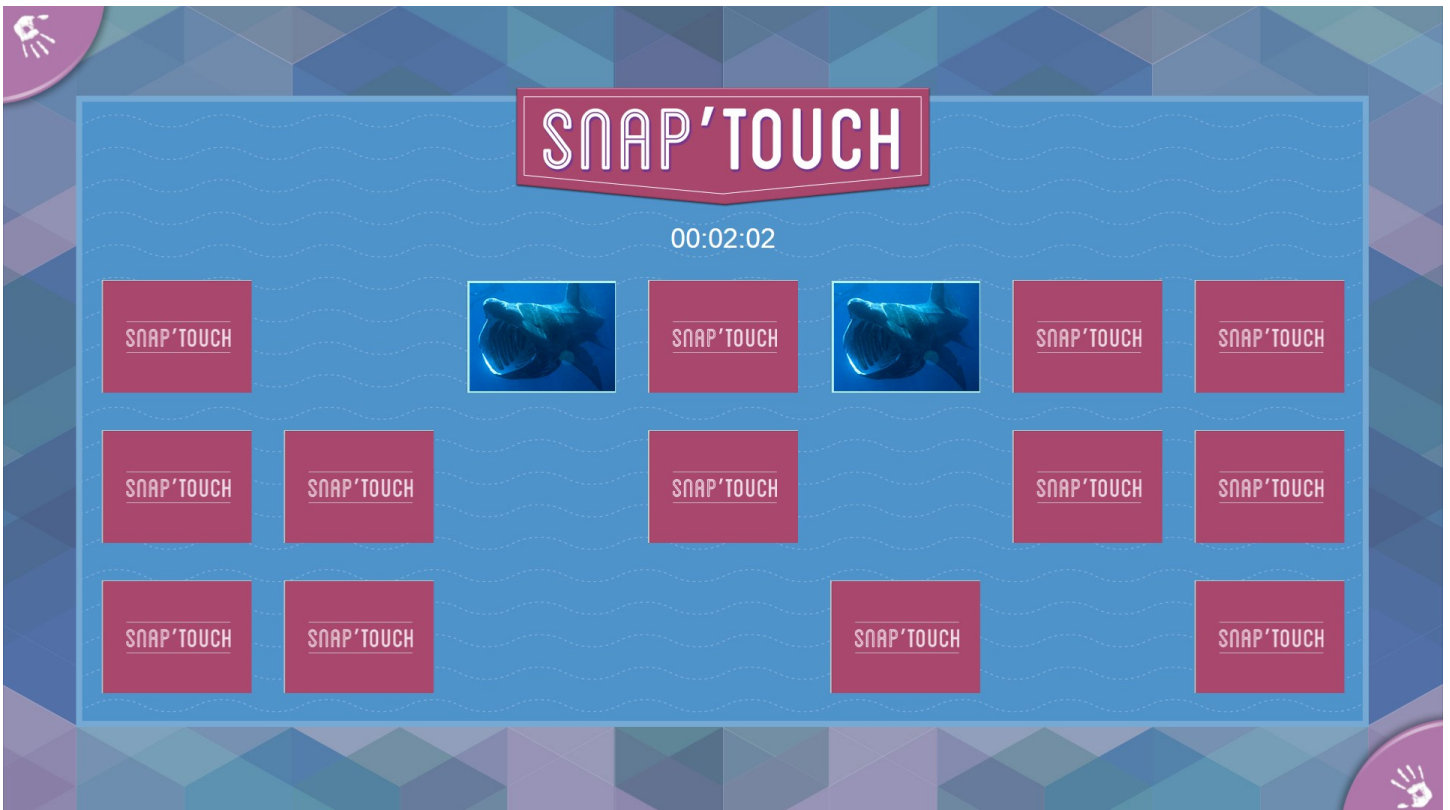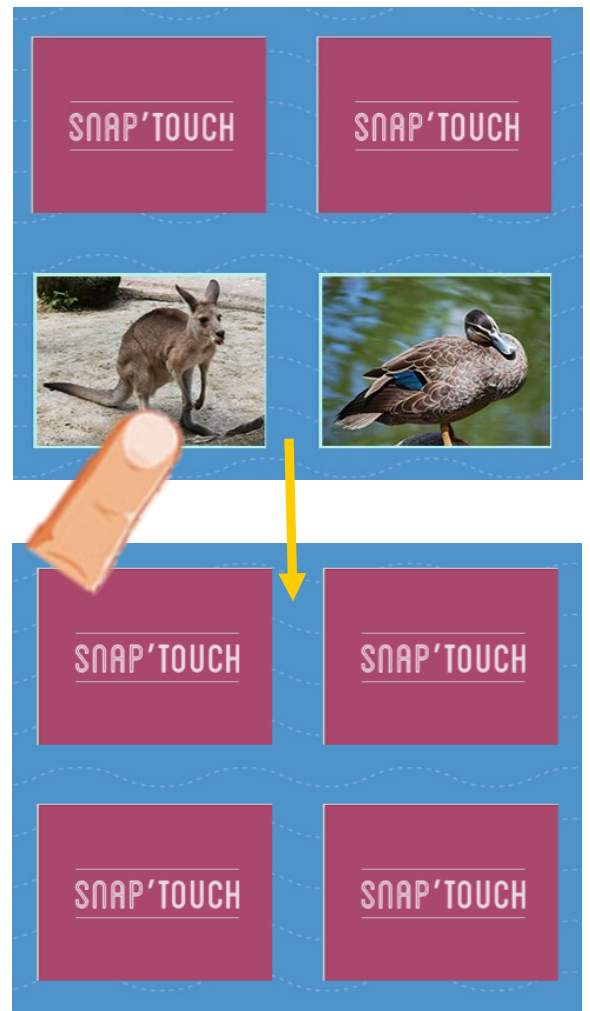

Match!

How to Play (Continued)

A player may only see two tiles at a time. As soon as the second tile is tapped, if the two are not a match, both of the showing images will flip back over.
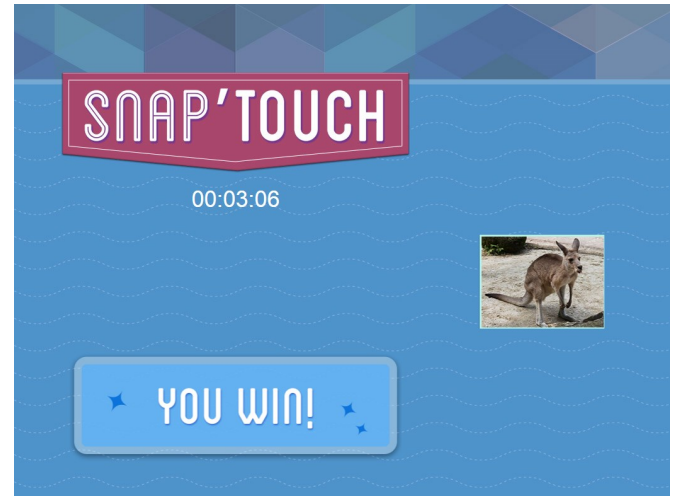
The game requires remembering which tiles have which images to eventually find every pair. If a player successfully taps two matching images, the tiles will disappear from the screen.

As more and more matches are found, there will be more open space on the board, until eventually there are no more pairs.
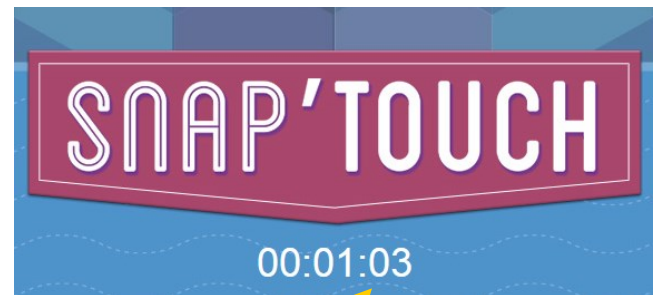
How to Play (Continued)

There is one image that does not match any of the others. As soon as each of the ten pairs are found, only the unique tile will remain on screen. This indicates the player has won!

As soon as Snap'Touch is completed, a new game will automatically appear. The game can be exited at any time with the Menu button in the corner.

Running time

The game has a timer at the top of the screen so players can track their progress or remember their best times to try and beat.

The images on the tiles can be updated by the player through the game's directory files. Within the folder for Snap'Touch is a folder titled "Resources." Within the resources folder there is another folder titled "Images" filled with the default photos. Users can update their own photos in this section, which will then appear the next time the game is launched.

Customer support

Customer satisfaction is our number one priority at AFTER-MOUSE.COM. If you are having any technical issues with this game, please contact our customer support.
We will have a team member respond to your inquiry as soon as possible!

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

Thanks for playing!

Frequently asked questions

What are the system requirements to run Snap'Touch?

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

What is the recommended age for Snap'Touch?

Snap'Touch is suitable for children and adults of all ages.

How many people can play Snap'Touch?

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

What is the time limit for Snap'Touch?

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

How is the game won?

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

How do I change the tile images?

When opening the Snap'Touch folder after installation, there is a folder for "Images" within the "Resources" folder. Additional .jpg and .png files can be added to the folder, which will then be incorporated into the game the next time it is launched. The image size should be 206x156 pixels for optimum viewing quality.

How do I quit Snap'Touch?

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