



## PAIR SOUP

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### Overview

Quickly touch two identical objects to score points. As you find matches, the game adds more and more objects to find. Play cooperatively with as many friends as can fit! Or play one-at-a-time to see who can get the best score on the high score table.

### Setup



Start by selecting a set of icons to play with. Press the yellow arrows to change sets (and high score tables). The game is delivered with 3 sets: Basic, NoColor, and Skulls.

### Basic Set Examples



### No Color Set Examples



### Skulls Set Examples



Once you've selected a set, press "Start Game".

## Play

Find two identical icons (both in shape and color) and touch both simultaneously. Alternatively, you can press down on one icon, drag your finger over to the second icon, and release (this is necessary when using a mouse). You score 100 points for finding a pair and an additional bonus equal to twice the seconds remaining.

Once you've touched a symbol, as long as that original finger keeps touching the screen, no matter where that finger is, it still counts. This is useful if your screen is wider than your arm span.

After you've found all of the matching icons, the next level begins with even more icons to find! This will add a little bit of time to the countdown timer. Once your time is up, the game is over!



The left image above shows the beginning of Level 1 with 2 matches to find. The right image shows the beginning of Level 8 with 16 matches to find.

## Customization

"Pair Soup" allows customization so that you can create your own icon sets. Follow these easy steps:

1. Under the directory where you installed Pair Soup, you'll see another directory named "symbols". Inside of that, create a directory name (with no spaces or punctuation). This will be your set's name in the game.
2. Place at least 58 icons in that directory. These icons must be:
  - a. Square (keep to a minimum of 64x64 pixels and a maximum of 128x128 pixels), and
  - b. PNG formatted with a ".png" extension (alpha channel allowed).
3. Optionally place a file called "bg.jpg" in that directory to be the background of your icon set. This is ideally 1920 pixels wide by 1080 pixels tall.

If you follow those instructions, the game will automatically pick up your new directory and create a high score table for it. Note that if you change the directory name after it has been used, you will lose the high score table.