

MADEFORARCADE

Signature Series · Kiosk Games

SHAPE MATCH

Drag · Match · Score · Repeat

A high-tempo shape-matching activation for trade shows and lobbies.

USER MANUAL · Version 3.0

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WELCOME

Welcome to the **Shape Match** operator manual. This booklet covers everything you need to buy, deploy, brand and safely run the game on a trade-show kiosk or embedded in your own website.

Shape Match ships as a self-contained PHP / HTML5 package. No database, no external dependencies, no analytics SDKs. Drop the folder onto any PHP-capable web host and it serves.

What's in the ZIP

- **index.php** — entry point. Assembles the UI and serves the gameplay JS.
- **config.php** — game palette, texts, default settings, and the **DEMO_MODE** flag.
- **save.php / load.php** — tiny endpoints for settings, high scores and raffle leads.
- **UI_parts.php** — reusable HUD, keyboard and panel helpers.
- **screens/** — one PHP partial per screen (idle, countdown, gameplay, score reveal, recap, etc.).
- **CSS/design.css** — single stylesheet with the gold signature look.
- **assets/shape_packs/** — optional icon bundles you swap per campaign.
- **sounds/, music/, images/, branding/** — game audio + default artwork.

HOW TO GET IT

Every MadeForArcade title is distributed as an instant-download ZIP. Visit **madeforarcade.com**, open the catalogue page for this game, add it to your cart and complete checkout. A secure, time-limited download link is emailed to you immediately.

1. Purchase the game on **madeforarcade.com** — payment is handled by our checkout partner.
2. Save the confirmation email — it contains your download link + licence key.
3. Click the download link to fetch *shapematch.zip* (typically under 20 MB).
4. Unzip locally — you'll see a folder with *index.php*, *config.php*, and asset subfolders.

HEADS UP · Download link expires

Download links are valid for 7 days and can be used up to 5 times. Need another link? Reply to the confirmation email and we'll reissue one.

INSTALL ON YOUR WEB HOST

MadeForArcade games run on any shared or dedicated web host that supports **PHP 8.0 or later**. No database required.

1. Open your hosting control panel (cPanel, Plesk, DirectAdmin, etc.) or connect via SFTP.
2. Upload the unzipped folder into your web root — typically *public_html/* or a subfolder like *public_html/games/shapematch/*.

3. Make sure the *data/* sub-directory is **writable** (permissions 0775 or higher) — the game writes settings, high scores and (optionally) leads there.
4. Visit your URL in a browser: *https://yourdomain.com/games/shapematch/*. The idle screen should load within a couple of seconds.
5. Open *config.php* and set the **operator PIN hash** in *server_config.php* before going public (change the default before any public deployment).

PRO TIP · HTTPS recommended

The operator form submits over POST and sets a session cookie. Run under HTTPS so the cookie can set its *secure* flag — that's automatic in the shipped code when PHP detects `$_SERVER['HTTPS']`.

INSTALL LOCALLY WITH XAMPP

Local development uses **XAMPP** on Windows, macOS or Linux.

1. Download and install XAMPP from **apachefriends.org**.
2. Start Apache from the XAMPP control panel.
3. Unzip the game into *C:\xampp\htdocs\shapematch* (Windows) or */Applications/XAMPP/htdocs/shapematch/* (macOS).
4. Browse to **http://localhost/shapematch/index.php**.
5. That's it — any changes to PHP/JS are visible on refresh.

HEADS UP · Windows permissions

If high scores or settings fail to save, right-click the *data/* folder → Properties → Security and give *Users* full control.

RUN ON A TOUCHSCREEN KIOSK

The game is designed for a portrait **1080 × 1920** touchscreen, typically a 43"–55" commercial display running in kiosk mode.

- Use a long-term-support browser: Chrome, Edge or Firefox with auto-update disabled.
- Start the browser in **kiosk / full-screen mode**: *chrome.exe --kiosk --app=http://localhost/shapematch/*
- Rotate the display to portrait in the OS display settings.
- Disable screensaver, sleep and Windows notifications.
- Enable *touch-action: none* and disable the browser's pinch-to-zoom (already in our CSS, but check that the OS doesn't override it).

PRO TIP - Autostart on boot

Pin your kiosk URL to a Windows shortcut in *shell:startup* with the *--kiosk* flag. The game resumes to the idle screen automatically.

EMBED IN YOUR OWN WEBSITE

You can embed the game inside your own corporate / campaign site to run as a browser-based demo.

Drop a full-viewport iframe on any page:

- For a demo experience on the public internet, set **\$DEMO_MODE = true** in *config.php*: the operator menu is fully blocked, settings revert each page-reload, and high-score / lead writes are disabled.
- Want to open the operator menu over the live URL? Append **?operator=1** — in non-demo mode this opens the PIN prompt; in demo mode the menu stays locked.
- Responsive wrapping: keep the frame's aspect-ratio at *1080/1920* or the layout stretches.

GAMEPLAY MECHANICS

Shape Match is a timed matching game. Each round shows a target shape and a grid of candidate shapes — the player drags the target into the matching cutout before the shape clock runs out.

Round flow

1. **Idle screen** — rotating info deck attracts the player.
2. **Push to start** → 5-second countdown.
3. **Level 1** opens a simple 3 × 3 grid. Players drag the target into the matching cell.
4. Each level adds rotating cells, veiled cells, or bigger grids. Shape clock gets tighter as you progress.
5. **Game over** → score reveal → highscore entry (name + optional e-mail) → Hall of Fame.
6. After 15 seconds the kiosk returns to idle automatically.

Scoring

- Correct matches score points based on level × remaining shape clock.
- Wrong matches trigger a **BLOCKED** cell and cost points.
- Operator-configurable tuning: target speed, rotation RPM, # of shapes per level.

Branded target

Shape Match supports a **branded target image** — when active, a percentage of rounds use your logo or mascot as the target shape instead of one of the built-in geometric shapes. Upload the PNG in the operator menu and tune the appearance rate with the **Brand target chance** slider.

GAME OPTIONS & FEATURES

Every tunable setting is live-editable from the operator menu. Defaults below come straight from config.php.

- Volume · 0 – 100 (default 70)
- Time per shape · 4 – 20 s (default 8 s)
- Shapes to clear level 1 · 1 – 20 (default 3)
- Max rotation RPM · 1 – 25 (default 12)
- Rotating cells · 0 – 30 (default 5)
- Shape background tone · 0 – 100 (default 8)
- Brand target chance · 0 – 100 % (default 35)
- Demo mode · on / off (see config.php header)
- Colour scheme · default gold or single-colour override

PRO TIP · Session-only tuning

In demo mode, operator changes apply for the browsing session only. Reloading the page snaps everything back to the snapshot baked into shapematch_settings.json.

OPERATOR MENU

The operator menu is a hidden settings panel behind a PIN. It opens via the invisible hotspot in the bottom-right corner of the idle screen.

Access

- Tap the bottom-right 110 × 110 px hotspot on the idle screen.
- Enter the operator PIN (default: **2468** — change it before deployment).
- The PIN hash is stored in **server_config.php** as *operator_pin_sha256*.
- Alternatively deep-link to **index.php?operator=1** to jump straight to the PIN prompt.

WARNING · Change the default PIN

The shipped PIN (2468) is public. Replace the SHA-256 hash in server_config.php before going public or your settings are wide open.

Settings overview

- **Volume** — master sound/music level.
- **Time per shape** — base shape-clock in seconds.
- **# shapes in level 1** — match count to advance past level 1.
- **Max rotation RPM** — how fast rotating cutouts spin.
- **# rotating shapes** — how many cells rotate simultaneously.

- **Shape background tone** — white → grey → black tile contrast.
- **Brand target chance** — % chance the branded image is used as the target.
- **Branding media** — image or short video shown in the idle deck.
- **Branded target image** — the PNG used as the brand-target shape.
- **Brand title** — replaces the idle title plaque and footer label.
- **Colour scheme** — default gold, or pick any colour to recolour the whole UI.

Shape packs

- Shape packs are ZIPs of transparent PNG / WebP icons — up to 30 per pack, 10 packs total.
- Upload from the operator menu → the pack is auto-normalised to 512 × 512 and stored in `assets/shape_packs/`.
- Switch active packs from the dropdown. The game falls back to its built-in geometric shapes when no pack (or fewer than 2 enabled shapes) is active.

HEADS UP · Shape-pack swapping in demo mode

When `$DEMO_MODE = true`, the 'Change shape-set' button is disabled with a visible notice, because shape pack uploads would write to disk.

RETRIEVE THE DATA LIST

All player-supplied data is stored as plain files inside the game's **data/** folder. No database, no cloud export.

High scores

```
data/high_scores/shapematch_highscores.json
```

JSON array keyed under `scores`. Each record carries name, score, level and shapes-matched.

Raffle / lead capture

```
data/user_data_csv/shapematch_raffle_leads.csv
```

- Header row: **timestamp_utc, name, email, choice, score, level, consent, consent_text, source**.
- One line per lead — opens natively in Excel, Numbers, Google Sheets.
- Rotate the file periodically (e.g. after every activation) and move it into your CRM / mailing tool.

How to fetch from your host

1. SFTP / SSH into the host and download the files from `/data/high_scores/` and `/data/user_data_csv/`.
2. Or open your hosting control panel's **File Manager** and download directly from the browser.
3. Or add a temporary HTTP-basic-auth protected alias if you prefer HTTPS downloads — make sure to remove it once you're done.

WARNING · Never expose data/ over HTTP

Add a `.htaccess` with **Deny from all** inside the `data/` folder, or move it outside your web root, so leads and high scores are not publicly browsable.

GDPR COMPLIANCE

MadeForArcade ships the game — **you** are the data controller for any player-supplied information. Read the following before going live.

What the game collects

- Player display name (max 18 characters).
- E-mail address (optional — only captured if the player opts in for raffle prizes).
- A free-form choice field (optional — usually a raffle/campaign option).
- High-score record (name, score, time, level / prizes found).
- No IP address, device fingerprint, analytics cookie or third-party tracker.

Where the data lives

- All files live on **your own web host** — nothing is transmitted to MadeForArcade.
- High scores: `data/high_scores/*.json`.
- Leads (CSV): `data/user_data_csv/*.csv`.
- Settings / session: `data/settings_json/*.json` + PHP session cookie.

Your responsibilities as operator / data controller

1. Display a short consent notice on your booth / page explaining why you're collecting name + e-mail.
2. Offer a clear opt-in (the in-game GDPR checkbox) — don't pre-tick it.
3. Keep a retention schedule: most campaigns delete leads 90 days after the raffle closes.
4. Respond to subject-access and deletion requests — you own the CSV, so edits happen by hand.
5. Publish a privacy policy URL wherever you embed the game.
6. If you run the game inside the EU / UK, list MadeForArcade as a **processor** for the software only (we never see the leads).

WARNING · Demo deployments

When `$DEMO_MODE = true`, lead-capture writes are disabled server-side — even a consenting player's e-mail is discarded. Use this mode for any public URL where you're not running a real campaign.

DISCLAIMER

MadeForArcade provides the software **as is** without warranty of any kind. Accuracy of game mechanics, score calculations and high-score integrity is on a best-effort basis. To the maximum extent permitted by law, MadeForArcade disclaims all warranties, express or implied, including fitness for a particular

purpose and non-infringement.

The operator (you) is responsible for the deployment environment, the content uploaded as branding assets, the legality of any raffle / prize mechanic, GDPR compliance for player data, and the moderation of leaderboard entries. MadeForArcade is not liable for lost revenue, lost data, downtime or any indirect or consequential damages arising from use of the software.

The game ships with a bundled music playlist licensed for **non-commercial kiosk use** only. If you plan commercial radio-style playback in public spaces, replace the tracks in *music/* with licences you control.

CONTACT & CREDITS

Questions, feature requests, bug reports or a custom-branded build?

- Web: **madeforarcade.com**
- E-mail: **gamification@madeforarcade.com**
- Coding: Pete Scheepens

Thanks for putting a MadeForArcade game on your stand — hope it steals the show.