Mobile game homepage 1 / 21





Fish image will be on one side



Ocean image will be on opposite side of all images

When card flips over

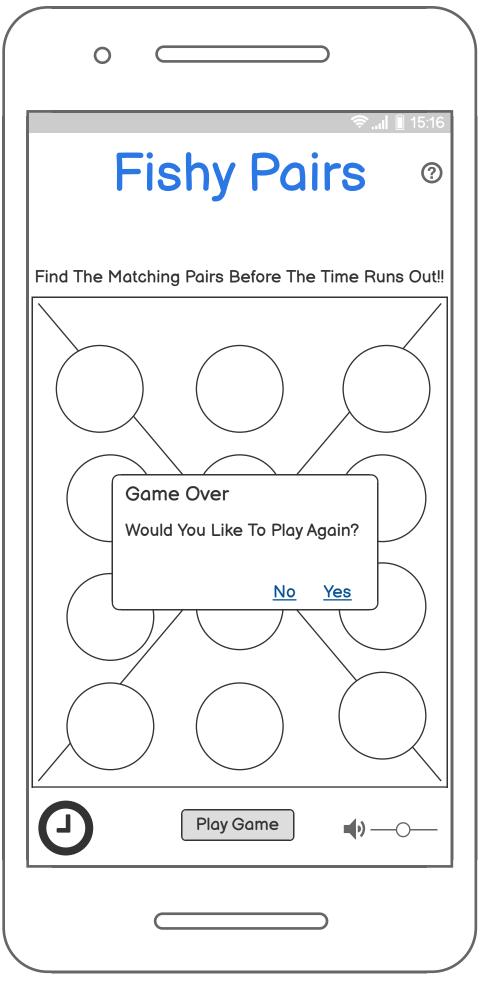
If they match - play an increasing high sound

If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min)

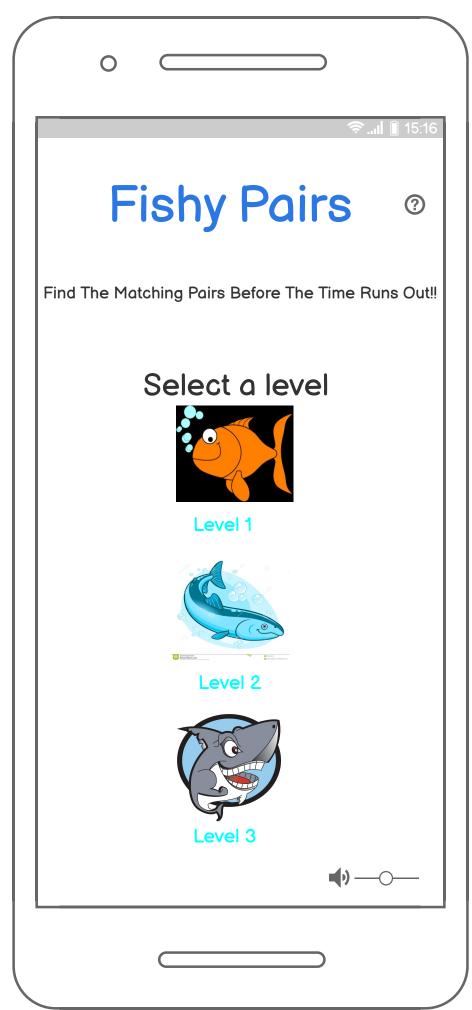
Medium - 16 cards (1min)



Pop up - would you like to play again

have a fish that moves across the screen as a loader icon while player is deciding to play again

Mobile levels 3 / 21



Goldfish - Easy Salmon - Medium Sharks - Difficult

Fishy Pairs

?

Congratulations

You completed level ____ with a score of ____

Please enter your initials for our Leaderboard.

Play again

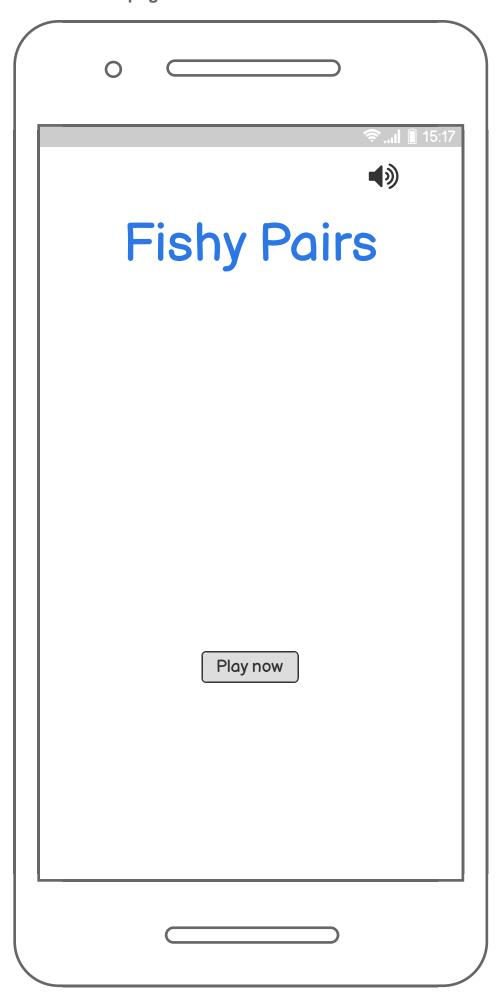
Return to the home screen menu

(1)

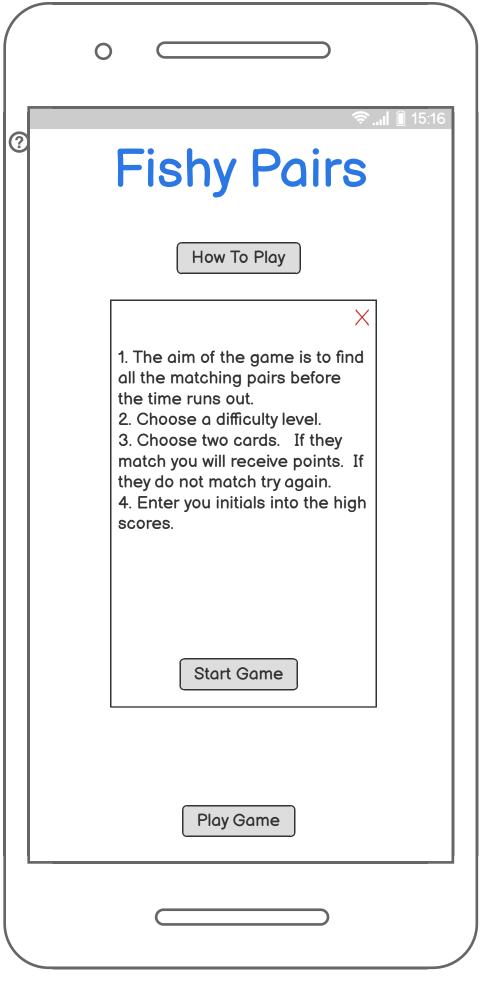
Play Game



Mobile Homepage 5 / 21



Mobile Game instructions



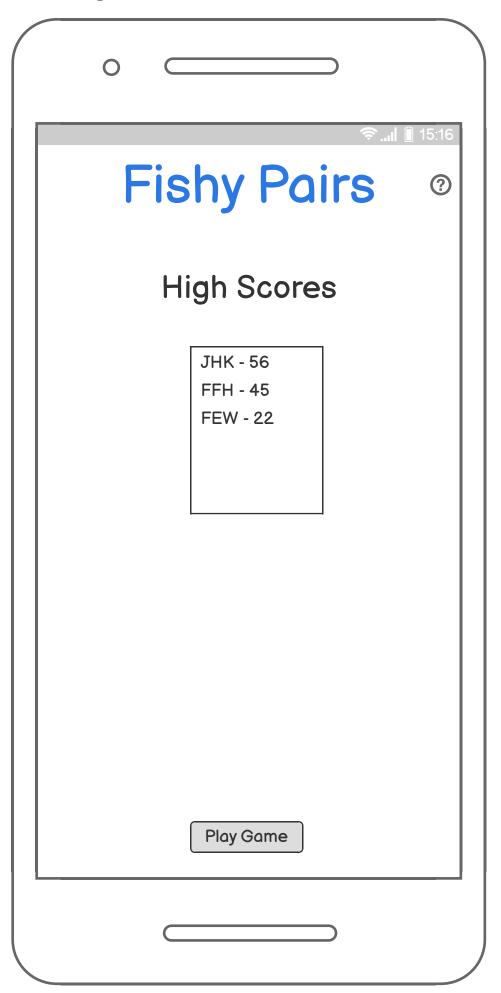
How to play button with instructions pop up

Find us here 7 / 21

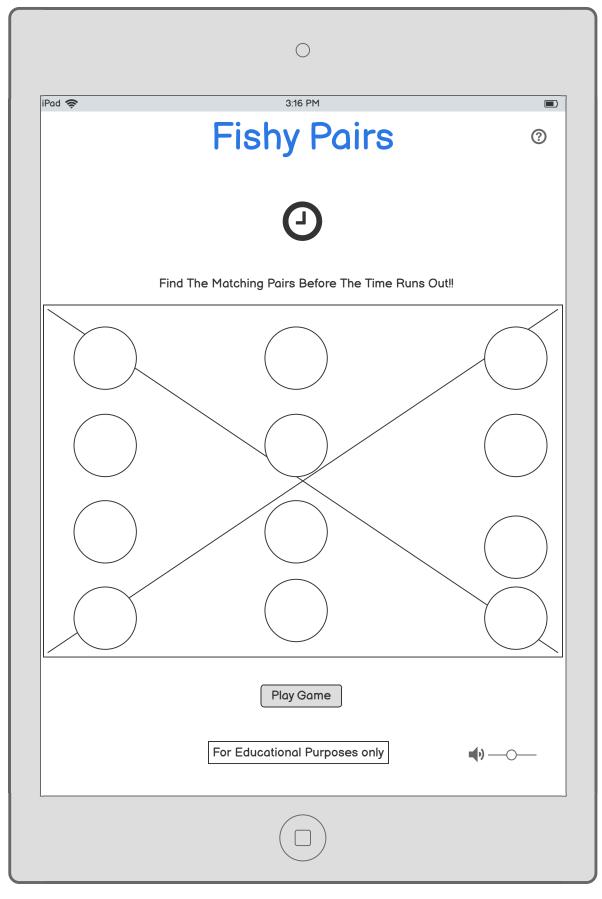
Fishy Pairs Find The Matching Pairs Before The Time Runs Out!! Play Game

Add locations of fishy places to visit aquariams sea life beaches museum

Mobile Highscores 8 / 21



Have the top ten highest scores listed here



When card flips over

If they match - play an increasing high sound

If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

lpad modal pop up 10 / 21



When card flips over

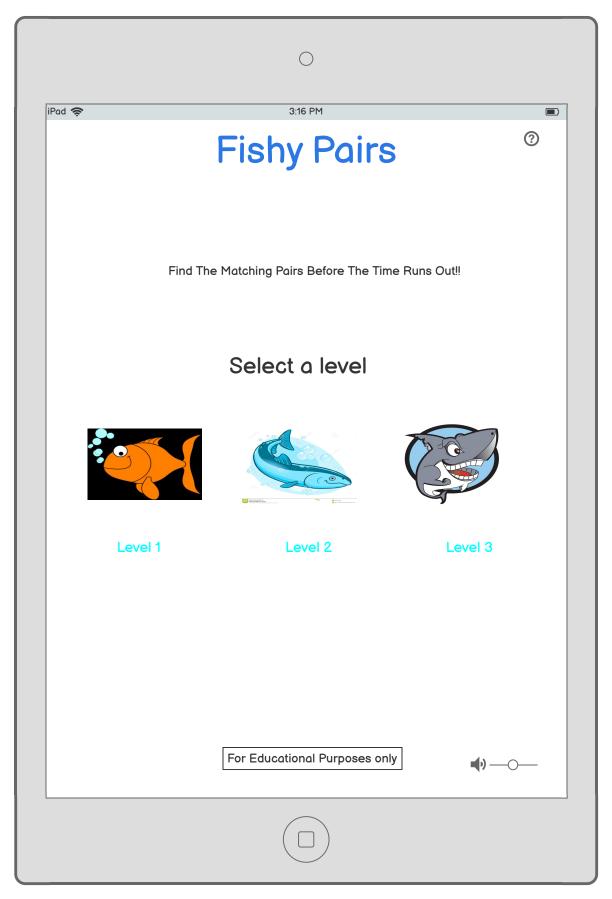
If they match - play an increasing high sound

If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

lpad levels 11 / 21

Goldfish - Easy Salmon - Medium Sharks - Difficult



When card flips over

If they match - play an increasing high sound

If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Find us here 12 / 21



When card flips over

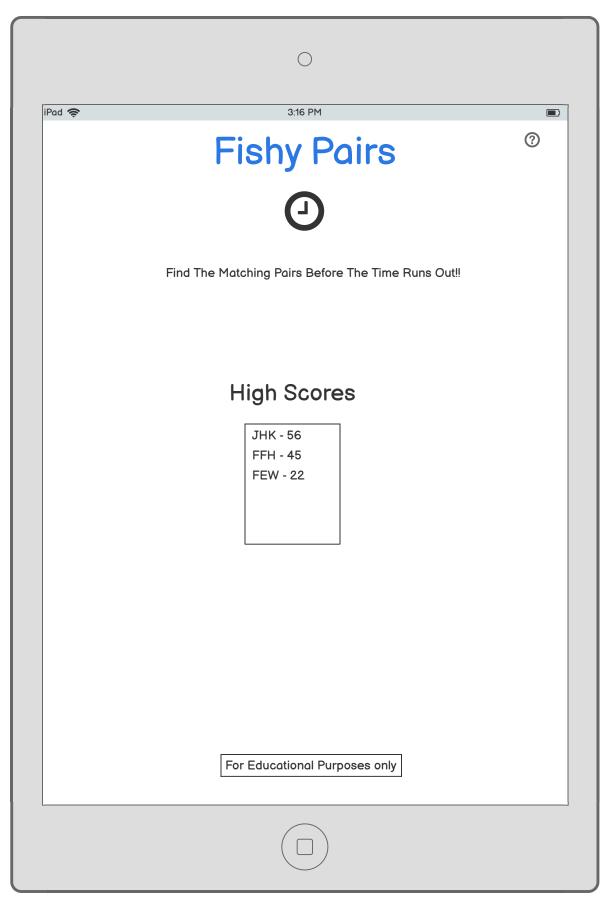
If they match - play an increasing high sound

If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min) Medium - 16 cards (1min)

Ipad Highscores 13 / 21



When card flips over

If they match - play an increasing high sound

If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.



When card flips over

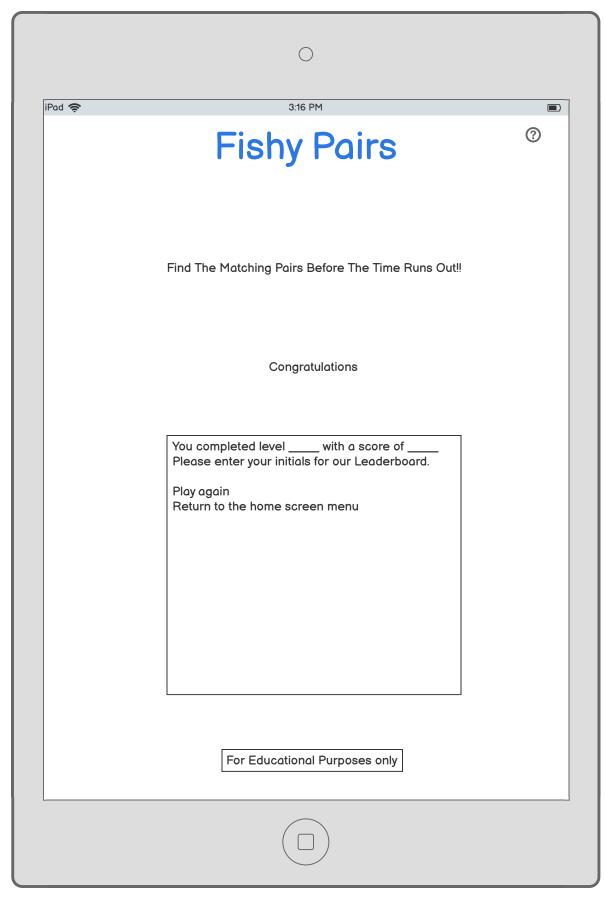
If they match - play an increasing high sound

If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min)

Medium - 16 cards (1min)



When card flips over

If they match - play an increasing high sound

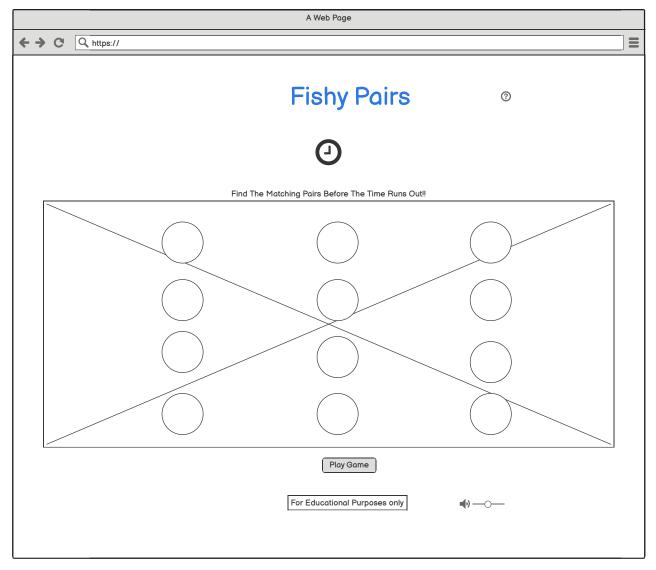
If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min) Medium - 16 cards (1min)

Desktop game homepage

16 / 21



When card flips over

If they match - play an increasing high sound

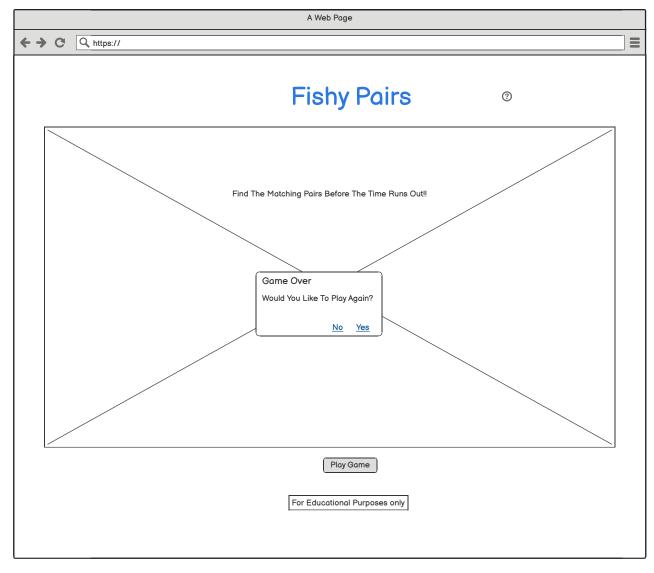
If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min)

Medium - 16 cards (1min)

Desktop modal pop up



When card flips over

If they match - play an increasing high sound

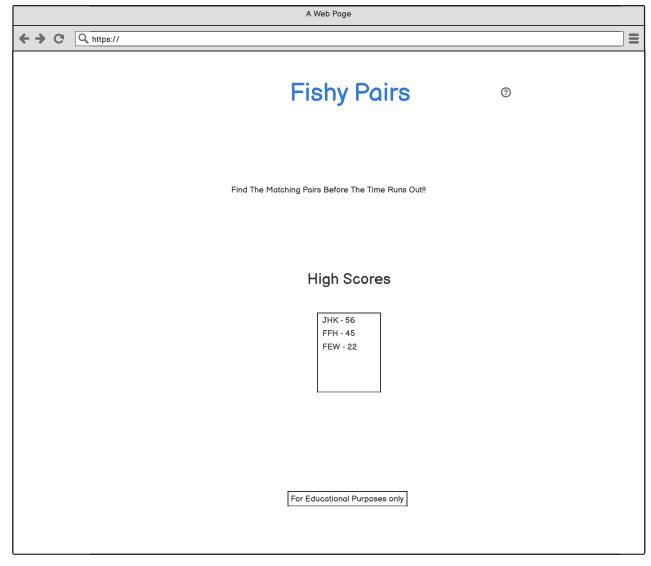
If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min)

Medium - 16 cards (1min)

Desktop highscores 18 / 21



When card flips over

If they match - play an increasing high sound

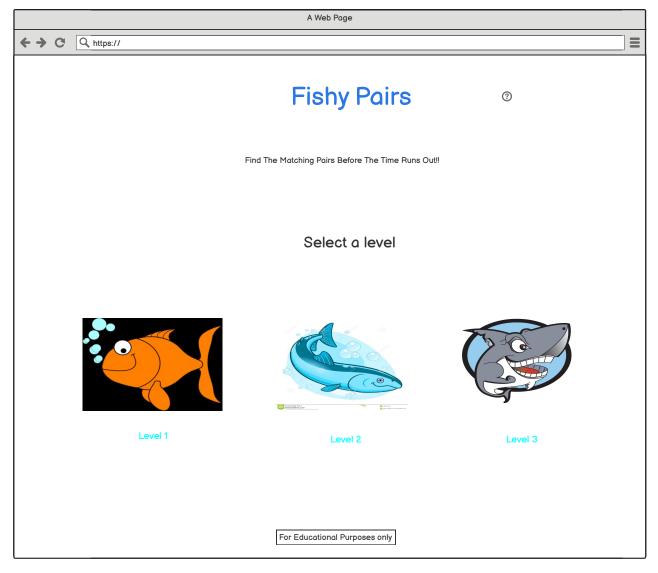
If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min)

Medium - 16 cards (1min)

Desktop levels 19 / 21



When card flips over

If they match - play an increasing high sound

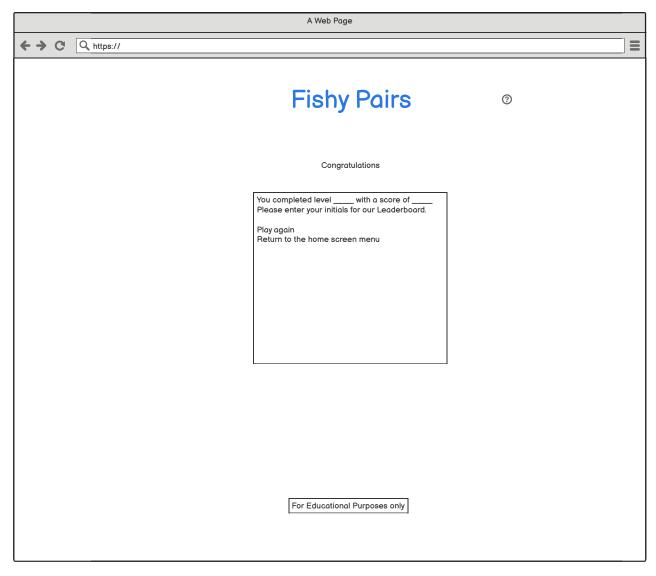
If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min)

Medium - 16 cards (1min)

Desktop congratulations



When card flips over

If they match - play an increasing high sound

If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min)

Medium - 16 cards (1min)

Fishy Pairs

?

How To Play

- 1. The aim of the game is to find all the matching pairs before the time runs out.
- 2. Choose a difficulty level.
- 3. Choose two cards. If they match you will receive points. If they do not match try again.
- 4. Enter you initials into the high scores.

Play Game

For Educational Purposes only

When card flips over

If they match - play an increasing high sound

If they do not match - play a decreasing low sound.

Keep going until all the pairs are found or the time runs out - whichever is first.

Easy level - 12 cards (1 min)

Medium - 16 cards (1min)