

No More Moves Scenarios

In Bejeweled 2...

There are a few different things that can happen when the system sees no more valid moves in the board.

In Classic, Twilight, Finito, and Original...

If the system sees no more valid moves, the game will end.

Effect

- Announcer will go "No More Moves..."
- Announcer text for this message appears on screen just like "GO!" does.
- During this, the gems will stop responding to input and play a shaking animation.
- After this, the gems will shoot out from the board.
 - They can rotate, go in any depth (scale), and shoot from any velocity.

In Action, Hyper and Endless...

If the system sees no more valid moves, it will just reshuffle the board.

Effect

- Announcer will go "No More Moves..."
- Announcer text for this message appears on screen just like "GO!" does.
- During this the gems will stop responding to input and start reshuffling.
- Do we wanna do like a spiral effect for the reshuffle animation like in Bejeweled 1?
- Once the gems are in place, there will be a brief pause before the player can make a move. Add a sfx and a shine to indicate that the board is clean.

PROF

In Puzzle and Cognito...

If the system sees no more valid moves, it'll prompt the user to reset the board or undo.

Effect

- No effect on the gems.
- A dialog will appear asking the user to reset the board or undo.
- If the user chooses to reset, the board will go back to the initial puzzle formation.
- If the user chooses to undo, the last move will be undone and the board will return to the state before the last move.