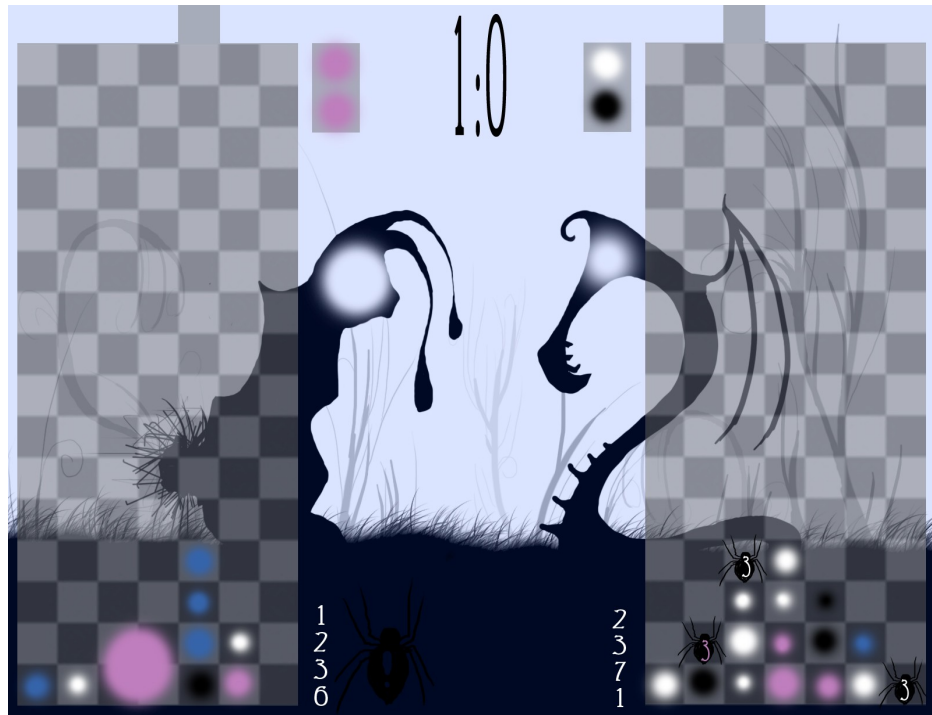


## Shadow

The diamonds are replaced by pulsating lightballs (souls), so the name of the game would have to be changed, if we are allowed to do so.

The stones are replaced by spiders and the big spider beside of the left field is the warning that the left player will get spiders in the next round.

An idea for replacing the treasures is still missing



This design keeps the fighting-idea of the old DiamondCrush. Instead of animating a fight, the monsters grow and shrink with the difference of wins.

Here you see an example what it could look like when the left player is about to win:

