

COIN GRAB INSTRUCTIONS

Goals:

The goal of the game is for the player to try to swap coins to match the same colors in a row or column. The player must achieve a score of 50 in the allotted amount of turns. In the hard mode there will be obstacles which will break the chain of colored coins. The hard mode has the same rules but will have blocks randomly placed around the board which act as barriers and cannot be moved.

Menu:

To start the game, the player must choose a game mode to play either easy or hard. The last button on the menu just exits the program.

How to Play:

Once the game starts the user must achieve a certain score in a limited amount of time. Each time the user moves a circle the board updates based on how many coins are in a row or column. If there are more than 2 coins of the same color in a row or column then these coins are replaced with random colored coins and for each coin in the sequence a point is added to the score until the player reaches 50. Players are allowed to swap two coins anywhere on the board and each swap takes up one turn. The player must achieve a score of 50 in order to win the game in the allotted amount of turns (10 turns).