

= Puzzlejuice =

Puzzlejuice is a 2012 indie puzzle video game for iOS produced and developed by video game company Sirvo . The game is a combination of Tetris , tile @-@ matching , and Boggle : players rearrange falling tetromino blocks into rows of similar colors , which turn into letters that are cleared from the board by forming words . The fast @-@ paced game also includes challenges and power @-@ ups . The development team consisted three people ; programmer Asher Vollmer initially developed the game alone , before reaching out to artist Greg Wohlwend for advice on the aesthetics . Composer Jimmy Hinson produced the game 's music .

The game was released January 19 , 2012 to what video game review score aggregator Metacritic called " generally favorable " reviews . Multiple reviewers mentioned the difficulty involved in juggling the three game components simultaneously .

= = Gameplay = =

In Puzzlejuice , the player turns falling tetrominos into letters , and those letters into words and points . The player taps and drags on the touchscreen to rotate and position multicolored tetrominos that fall from the top of the screen . When the player completes a solid row of tiles , or arranges the fallen blocks such that four or more like @-@ colored tiles touch , the color tiles turn into letters . Players connect these letter tiles with their eight adjacent tiles ( in ordinal directions ) to make words . Words of sufficient length are cleared from play as well as their adjacent tiles ? thus longer words clear more blocks . The iPhone version shows a magnified version of the tile obscured by the player 's finger near the finger . The game has been compared to a cross between Boggle , Tetris , and tile @-@ matching .

The game also offers objectives to be accomplished over multiple sessions , like making a six @-@ letter word , or clearing three or more rows at once . This unlocks power @-@ ups that occasionally provide opportunities such as halting the rate of new tetromino drops , and removing blocks from the screen . Up to three power @-@ ups can be selected to be used in each game .

The object of the game is to get the highest score . There are two play modes : Zen and Core . There is a 90 @-@ second time limit in Zen mode . In Core mode , players play until the screen fills with poorly placed tetrominos , similar to Tetris . Core has two difficulties . On the easiest difficulty , three @-@ letter words suffice , but harder modes require five @-@ letter words at a minimum . A score multiplier grows as players maintain a combo of multiple words created in succession , and resets if players are too slow . Scores are uploaded to Game Center .

= = Development = =

Puzzlejuice was built by a group called Collaboratory and later renamed Sirvo . The three @-@ person team consisted of programmer Asher Vollmer , artist Greg Wohlwend , and composer Jimmy Hinson . The game began as Vollmer 's idea . He later reached out to Wohlwend for aesthetic advice , which resulted in a 365 @-@ message chain email and the final product . Wohlwend and Vollmer did not speak a word to each other ? or use a medium outside of Gmail and Twitter ? throughout the entire development process . The title was inspired by what Vollmer described as the " EXTREME " American culture of the 1990s , exemplified by the board game Crossfire and juice @-@ filled Gushers fruit snacks . A similar game , Spelltower , was released during Puzzlejuice 's development , but Vollmer and Wohlwend ultimately considered their game sufficiently different to proceed . Puzzlejuice was selected for the PAX 10 , a spotlighted group of indie games , in July 2012 . The game was released as a universal app for iPhone and iPad on January 19 , 2012 . Vollmer expressed an interest in bringing the game to Steam Greenlight in August 2012 .

= = Reception = =

The game received " generally favorable " reviews , according to video game review score

aggregator Metacritic . Multiple reviewers compared its core mechanics to a combination of Boggle , Tetris , and a tile @-@ matching game , such as Bejeweled or Puyo Puyo . Comparing word games , Edge called it the " fast @-@ paced action @-@ adventure " to Spelltower 's " survival horror " . Multiple reviewers mentioned the difficulty in mentally balancing the various components of the game , which VideoGamer.com compared to " doing open heart surgery while playing Dance Dance Revolution " .

Edge suggested playing on the game 's hardest difficulty , which they found the most engaging . They called it " mayhem , ... elegantly handled " . Pocket Gamer 's Harry Slater said the game " forces your brain to think in ways that it 's never been asked to before " . Edge compared the game 's challenges to Jetpack Joyride 's missions , and complimented the connection between Vollmer 's " magpie " design and Wohlwend 's " luminously flat pastel @-@ colored art " . Phil Eaves of Slide to Play wrote that the player should play with headphones or else miss a " wonderful " chiptune soundtrack .

Edge called the game " too hectic and exhausting " to return to often . VideoGamer.com 's Mark Brown struggled with registering the right input on the small screen , and found himself inadvertently making words from letters instead of moving color blocks . Slide to Play 's Eaves was also troubled by the controls , and recommended the iPad version for the extra screen space . Pocket Gamer 's Slater said it was too easy to clear the board with three @-@ letter words , and thus that the design execution was not as robust as the concept , never being " more than the sum of its strange combination of parts " . While TouchArcade 's Troy Woodfield called the gameplay " not ... totally original " in how it combines three common game ideas , he still found the combination " a stroke of genius " , and highly recommended the game as " a breath of fresh air " . Brown of VideoGamer.com agreed that Puzzlejuice distinguished itself from the crowded iOS puzzle game genre , and Slide to Play 's Eaves called its balance between game types " perfect " .