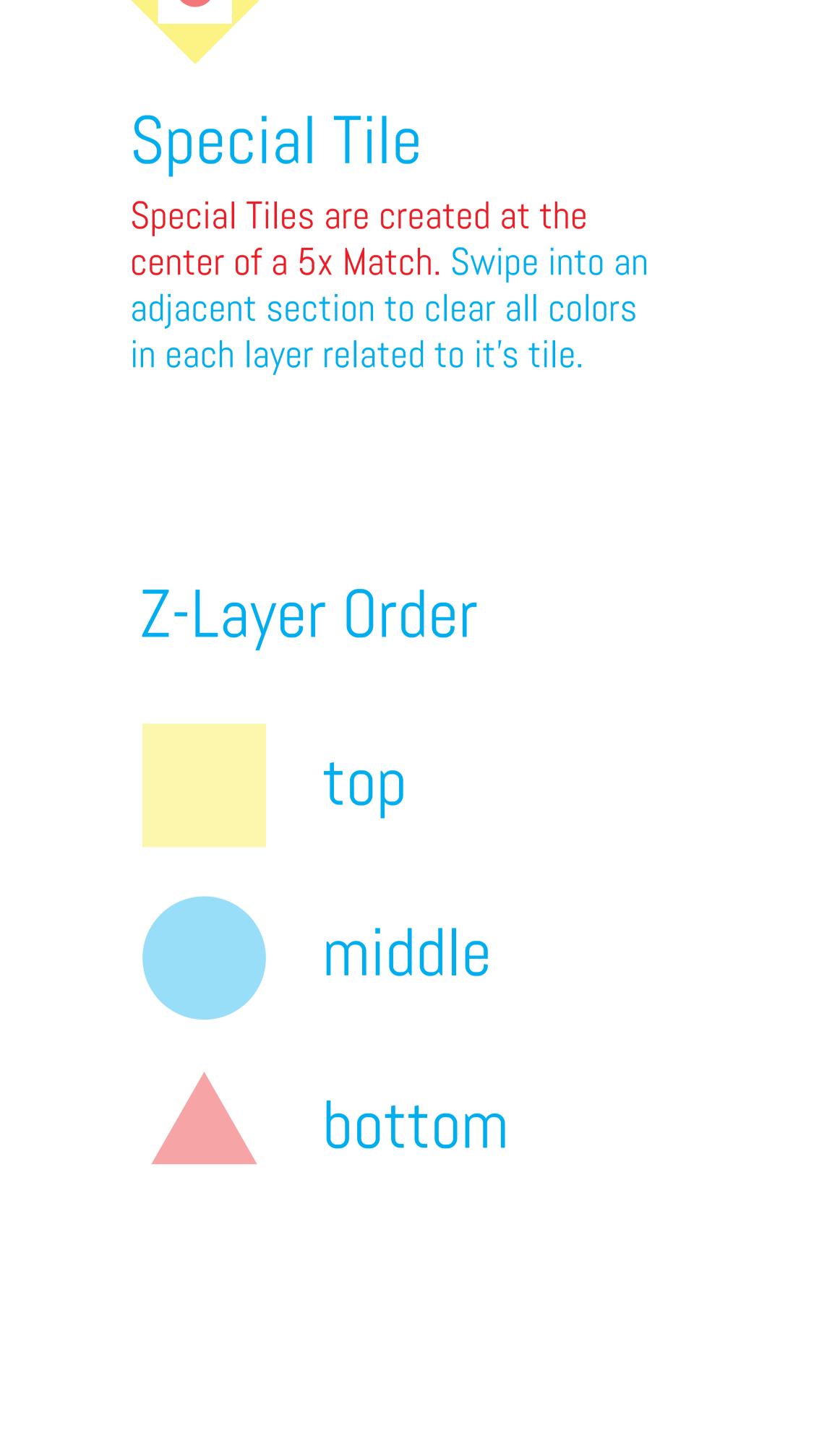


Game Mechanics

Swipe Directions Layer Order The player only has control over the The player may swap 1 tile top "1" layer. Sub layers are affected with an adjacent tile. by matching colors above. Multi-Layer Matching Indirect Matching If tiles below match the color of the If an affect causes sub-layer tiles to tiles being cleared directly above, align into a matching combination, they are also cleared. those tiles are cleared. 4x Match Clears top tiles and similar Clears top tiles and similar colored tiles directly below colored tiles directly below 5+ Match Clears top tiles and similar colored tiles directly below as well as leaving behind a Special Tile. Special Tile Special Tiles are created at the center of a 5x Match. Swipe into an adjacent section to clear all colors in each layer related to it's tile.



Standard Game

100px

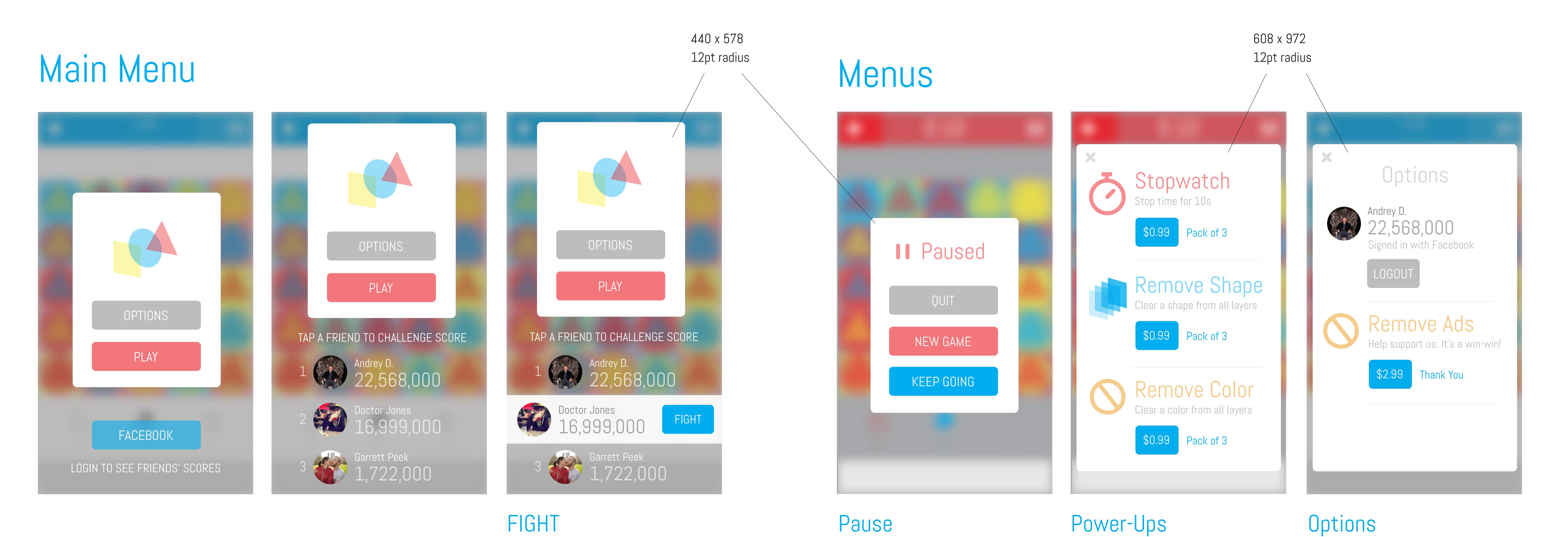
Fresh Start

- 2 Minute Count Down

- iAd in lower section

dark gray #bbbdbf

orange #ee9a1a 50%



button appears allowing user to

2,568,000

challenge that friend's score in a (must be logged into facebook)

Game End

- Show Tile totals

- Game ends when clock reaches 0

- Show final Score (indicate record)

and all matches have resolved

- "New Record!" or "Final Score"

440 x 950

12pt radius

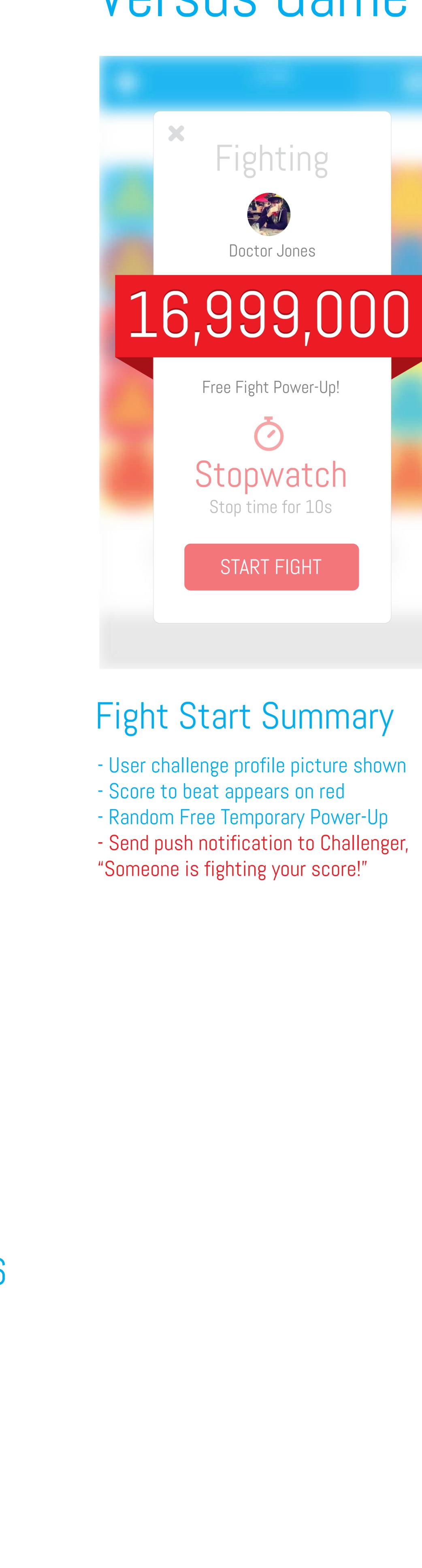
User taps a friend's info- "fight"

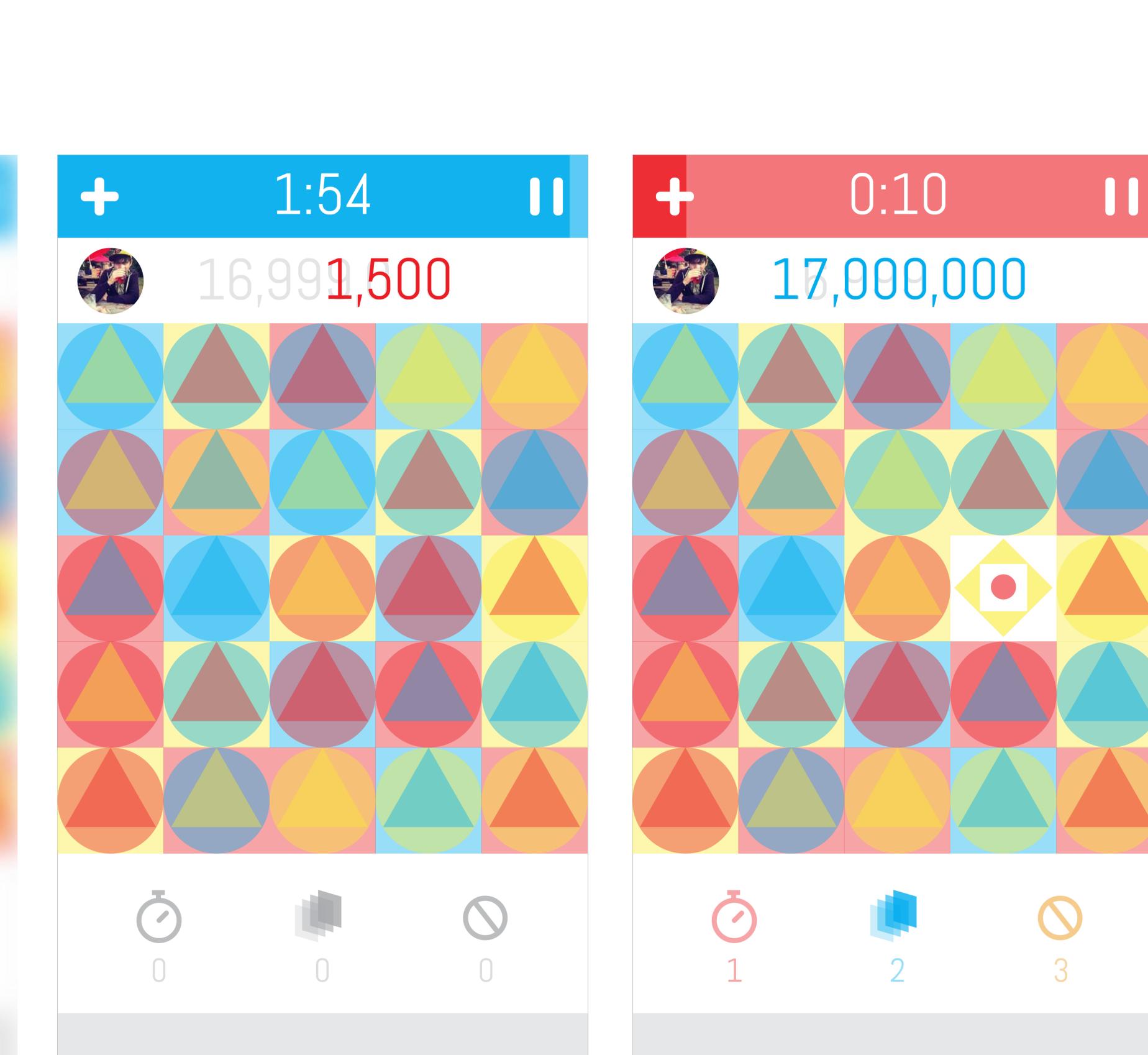
Versus Game

- Quit to exit to main Menu

- New Game starts immediately

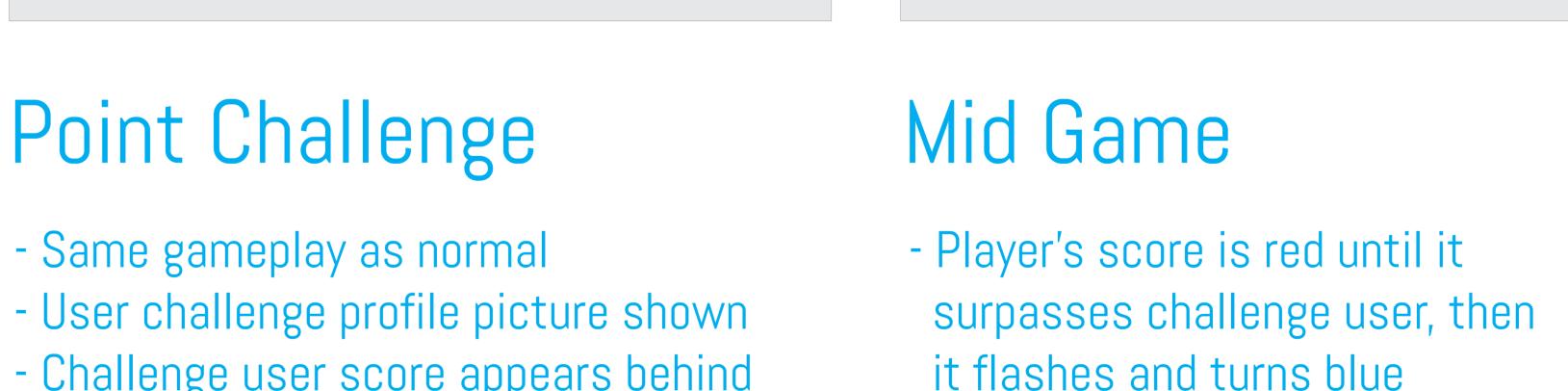
- Keep Going resumes current game





- User info and score, button to logout

- Remove Ads upsell



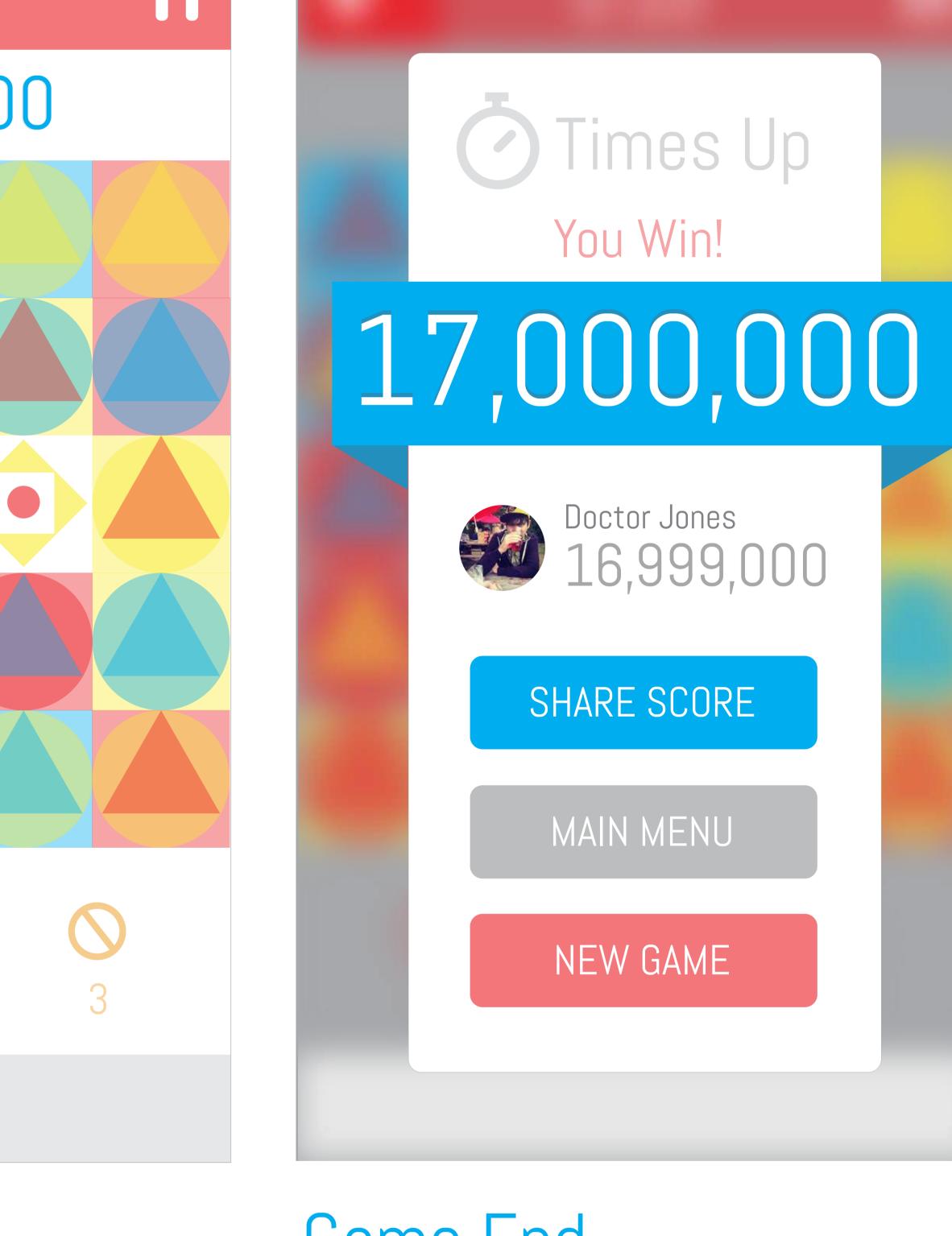
player's live score

Consumables purchased in game.

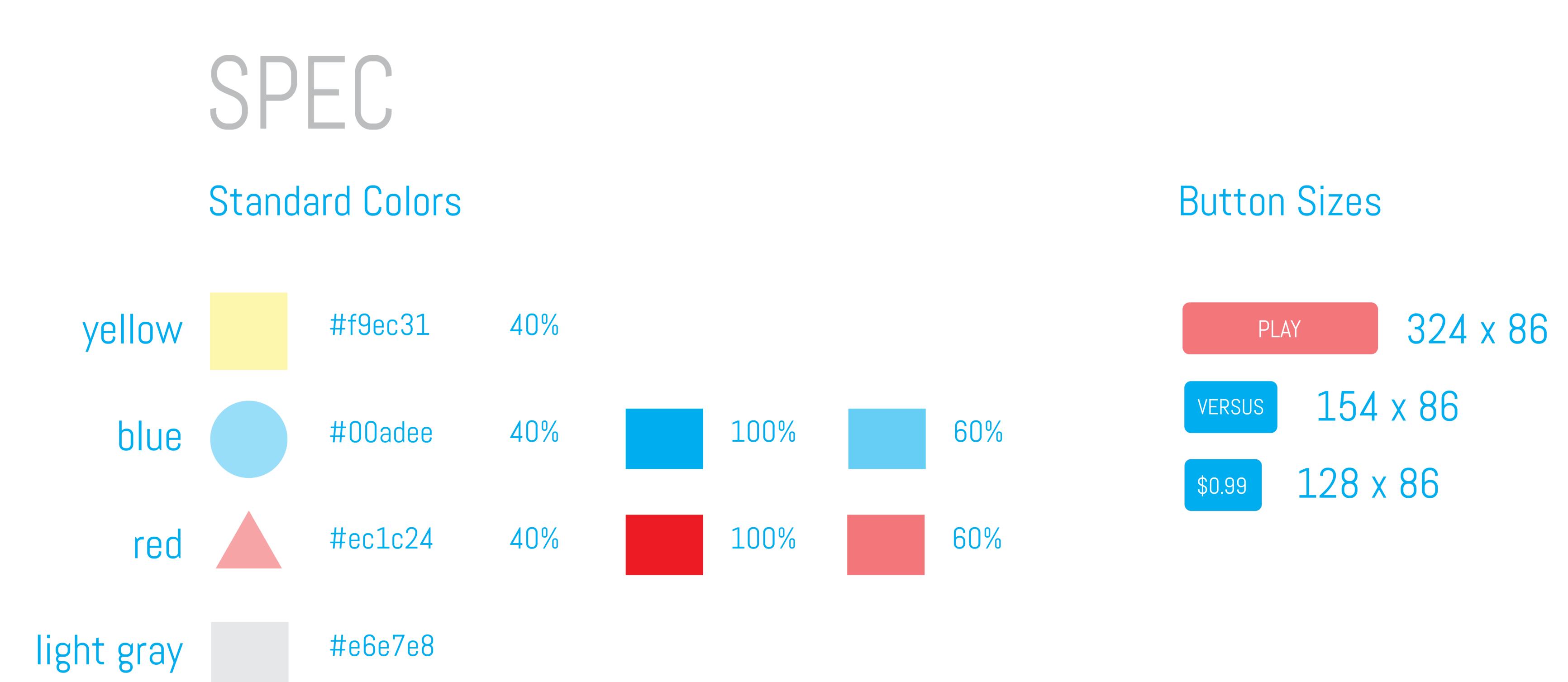
**Reached by tapping "plus" button

or by tapping a grayed (empty inven-

tory) power-up icon in the lower



Game End - Game ends when clock reaches 0 and all matching has resolved - Show final Score - Indicate win or loss "You Win!" - Show Challenger Info and Score - Send push notification to Challenger if they are beaten, "<Username> just fought you and won!"



Mid Game

- Point Count

- Clock countdown and visual wipe