

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.



Z-Layer Order middle bottom

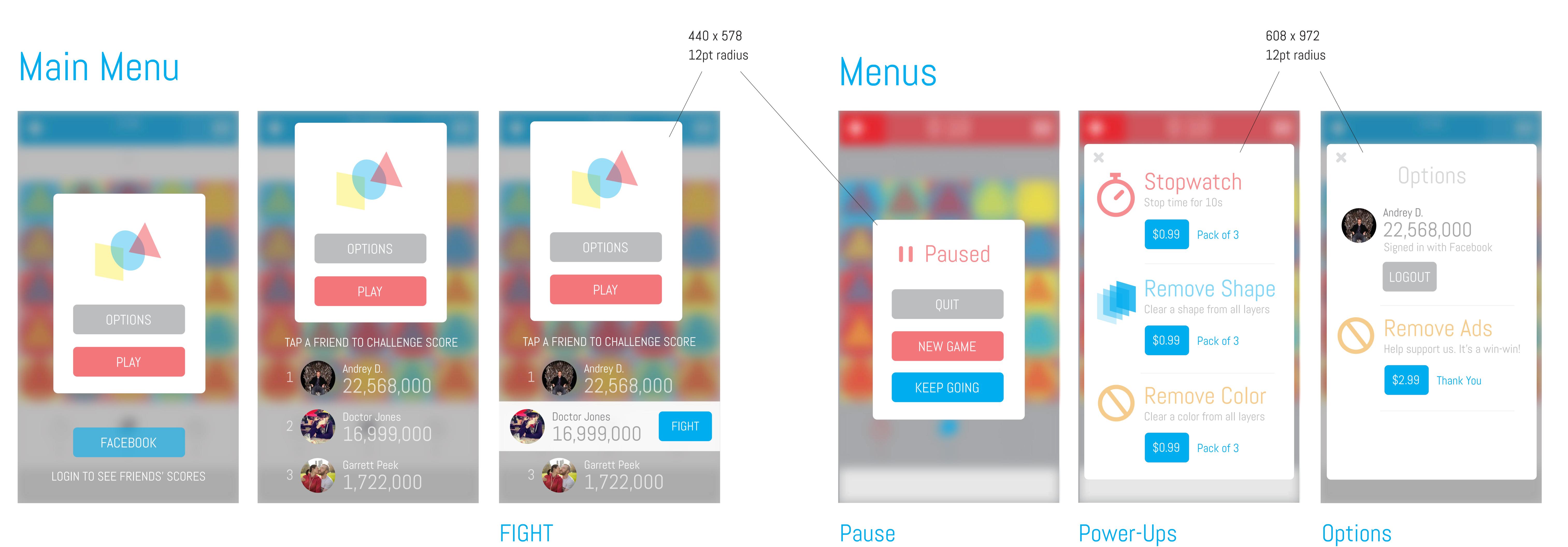
Standard Game

100px

Fresh Start

- 2 Minute Count Down

- iAd in lower section



User taps a friend's info- "fight" button appears allowing user to challenge that friend's score in a

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"

(must be logged into facebook)

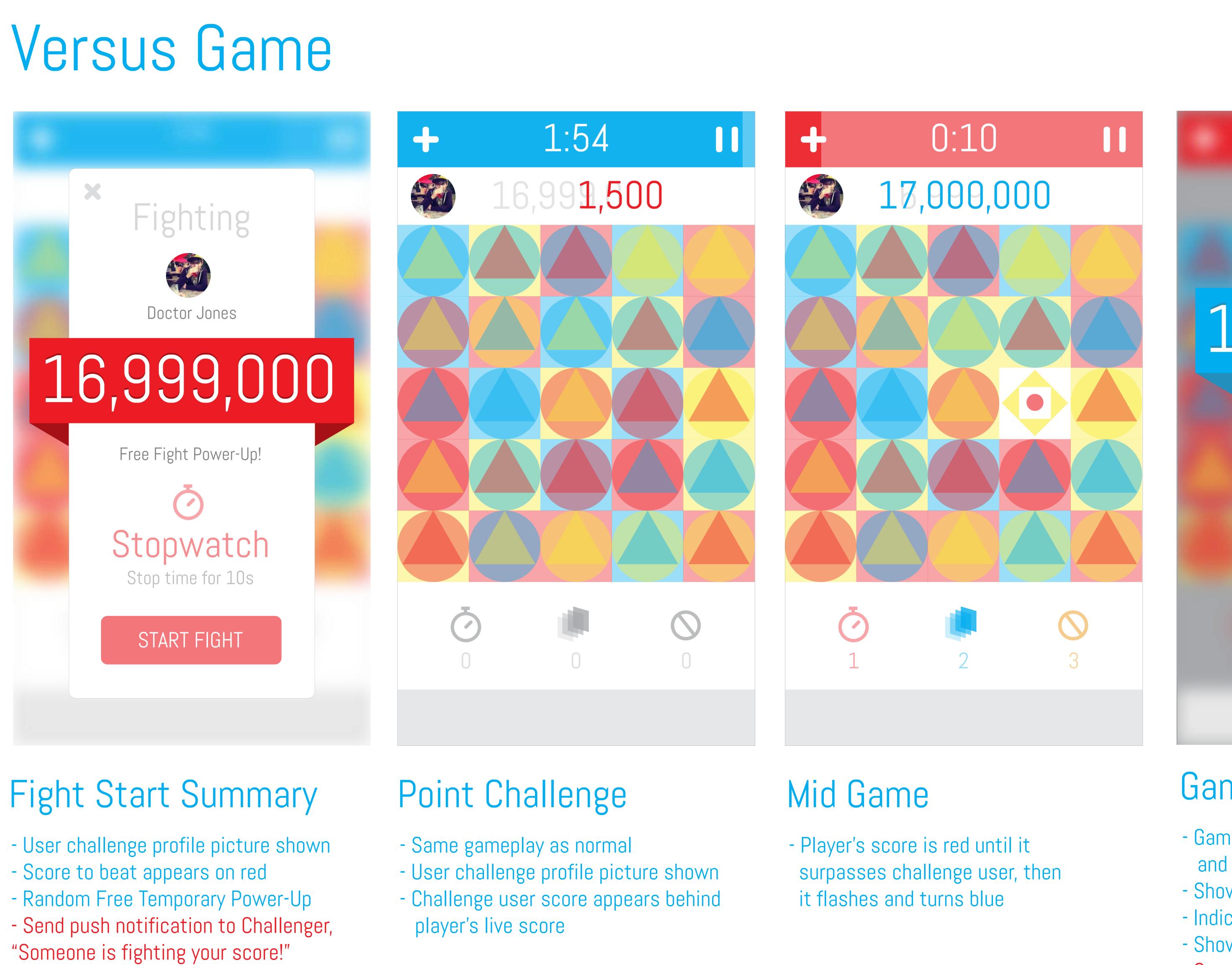
440 x 950

12pt radius

- Quit to exit to main Menu

- New Game starts immediately

- Keep Going resumes current game



Consumables purchased in game.

**Reached by tapping "plus" button

or by tapping a grayed (empty inven-

tory) power-up icon in the lower

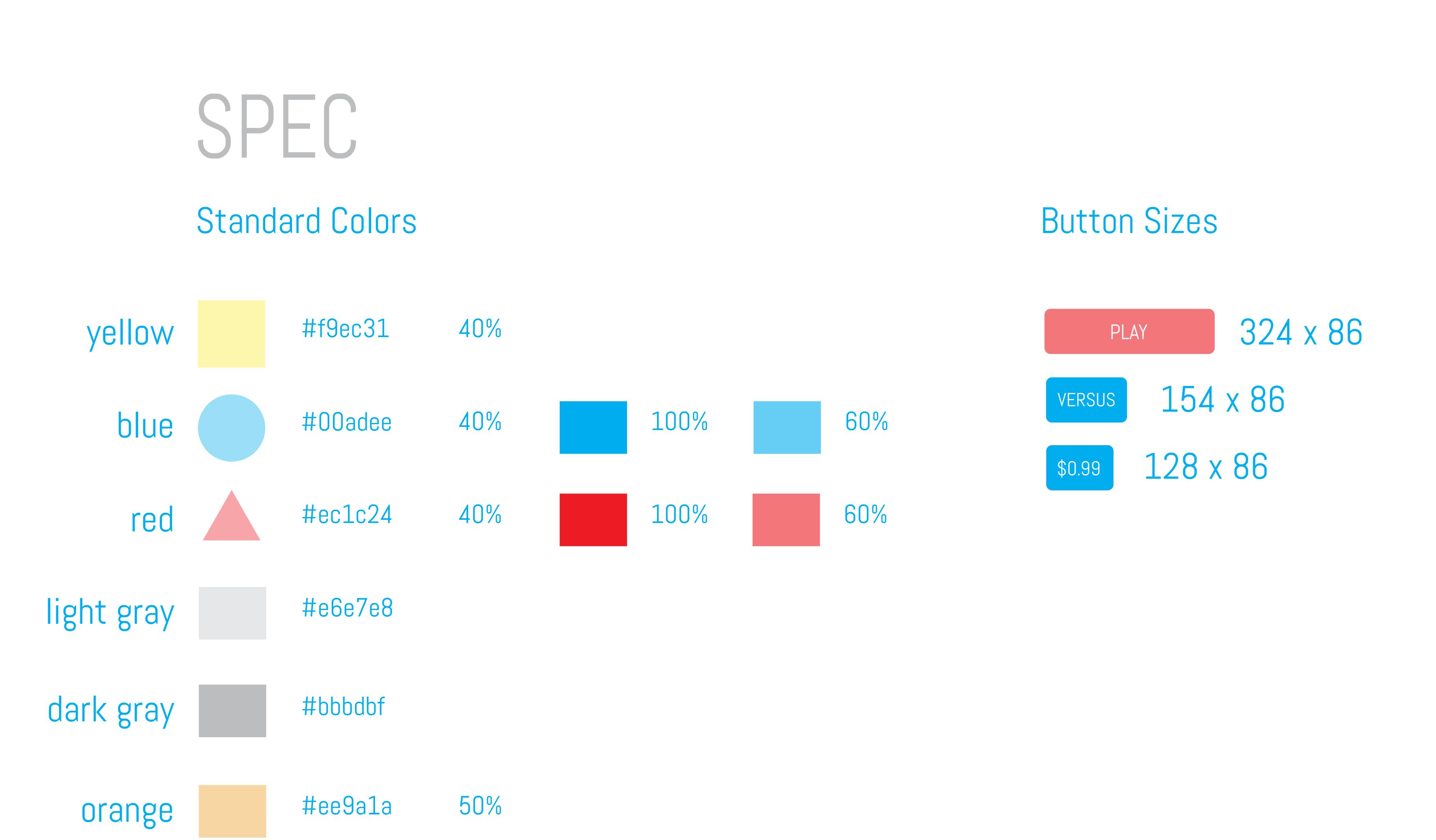
- User info and score, button to logout

- Remove Ads upsell

Fight Start Summary - User challenge profile picture shown - Score to beat appears on red

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

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