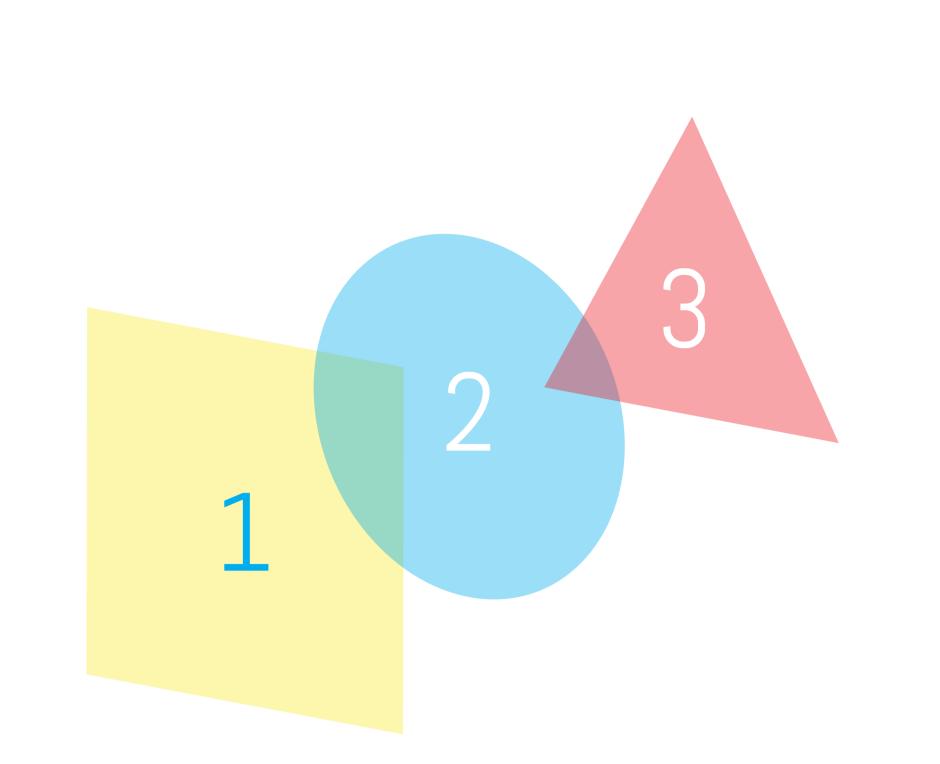
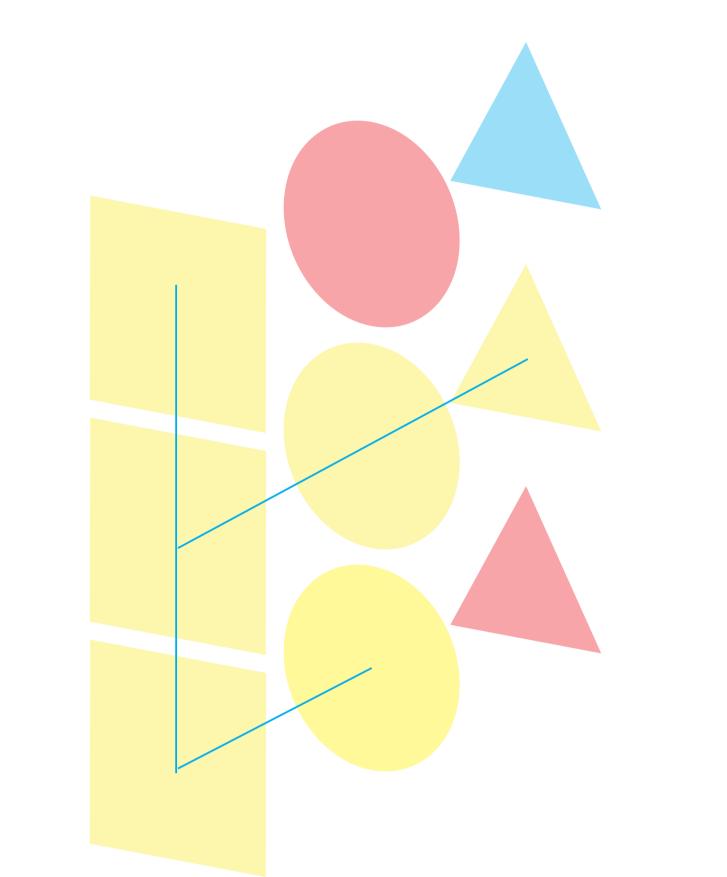
Game Mechanics

Tile Matching



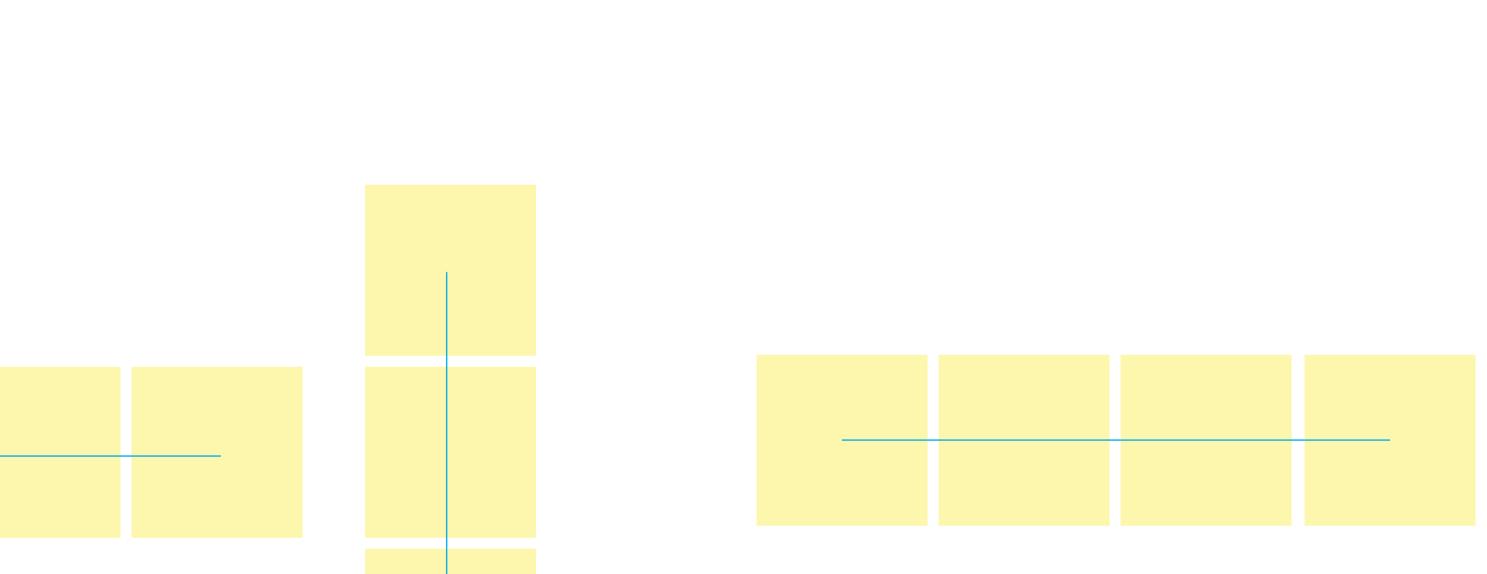
Layer Order

The player only has control over the top "1" layer. Sub layers are affected by matching colors above.



Multi-Layer Matching

If tiles below match the color of the tiles being cleared directly above, they are also cleared.



Swipe Directions

Indirect Matching

If an affect causes sub-layer tiles to

align into a matching combination,

those tiles are cleared.

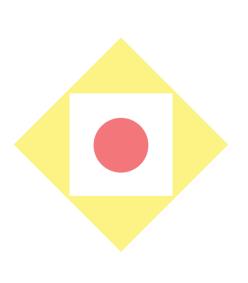
The player may swap 1 tile

with an adjacent tile.

Clears top tiles and similar colored tiles directly below

4x Match Clears top tiles and similar colored tiles directly below





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.

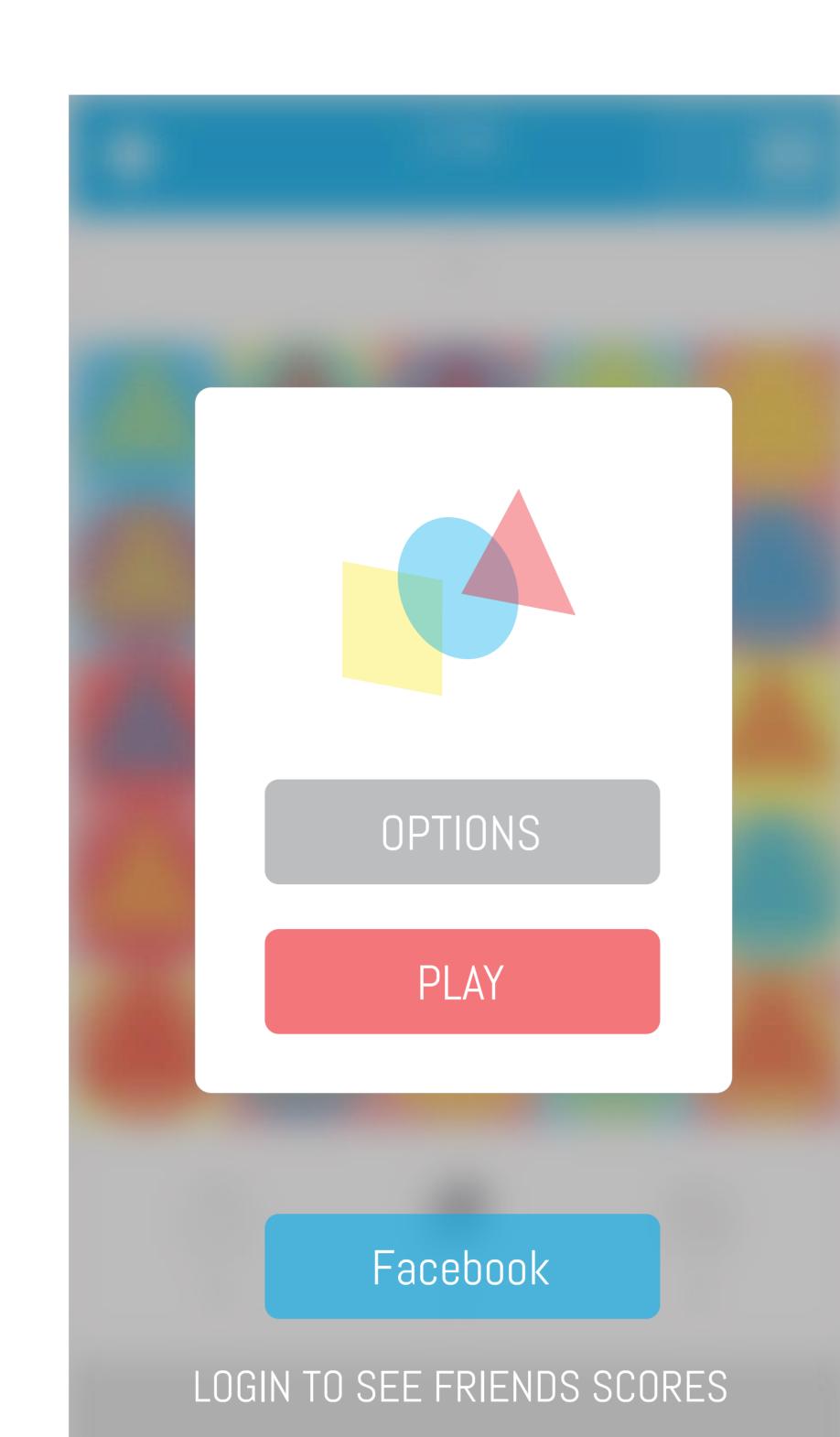
Z-Layer Order

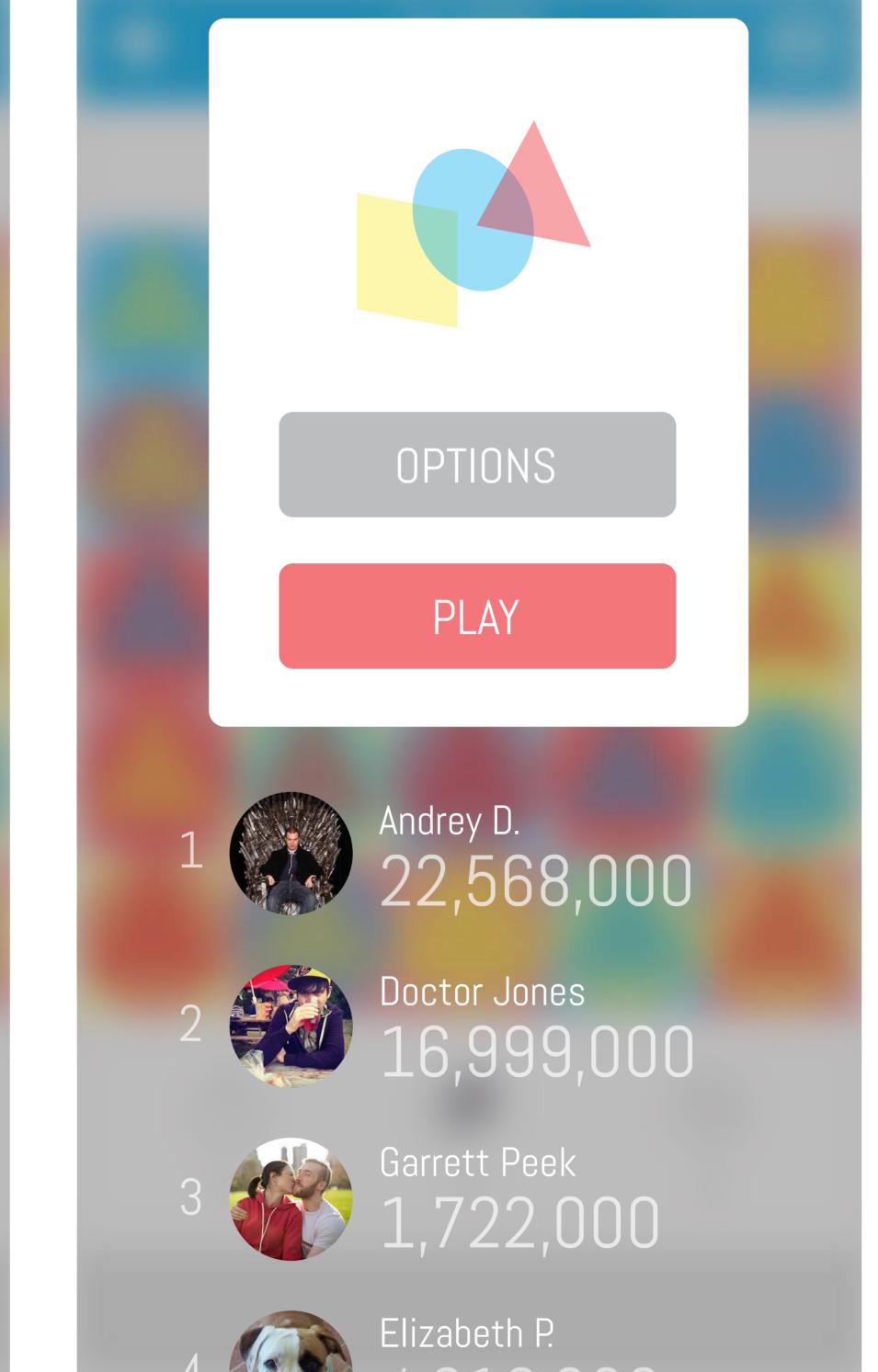


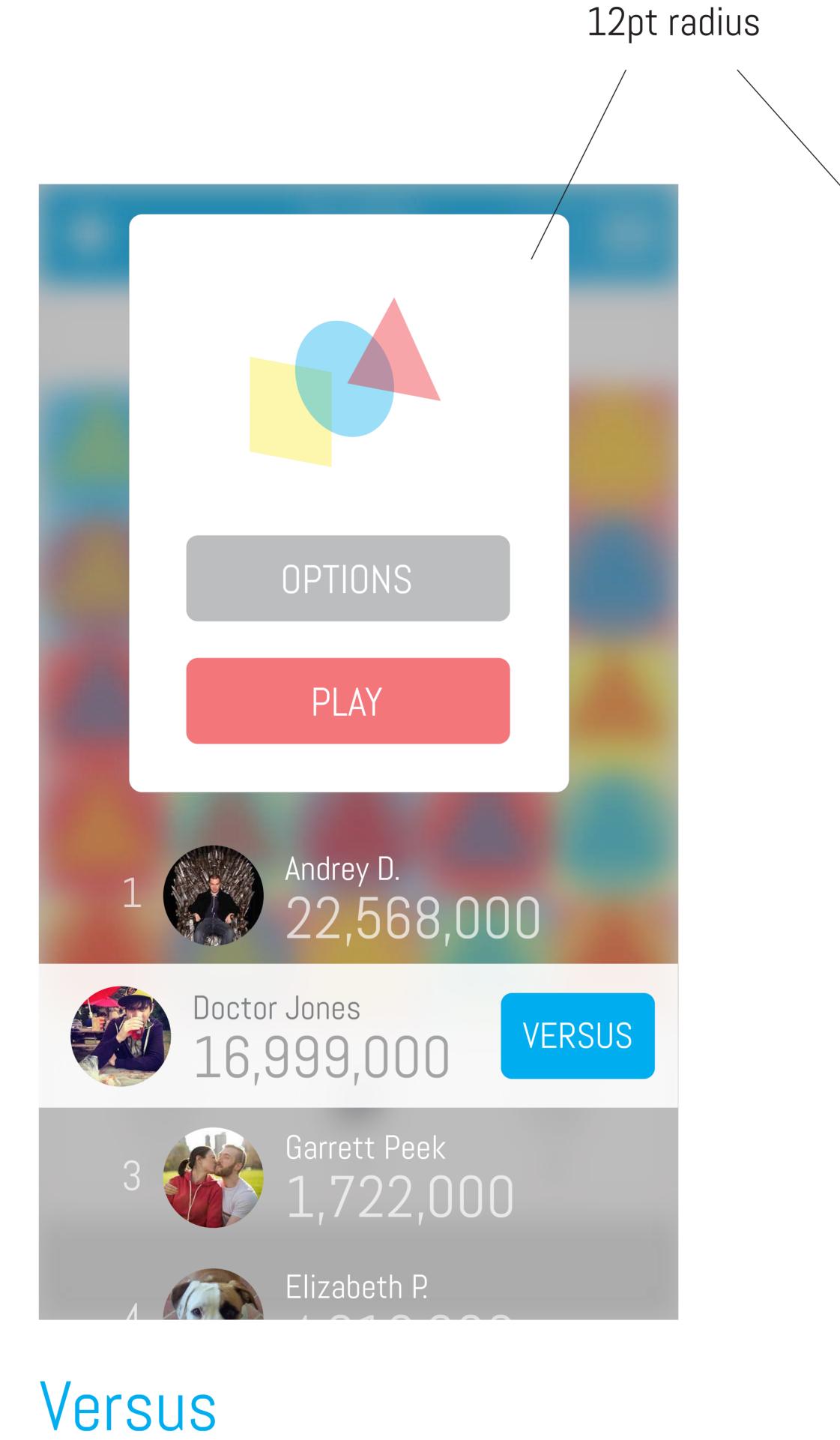


bottom

Main Menu







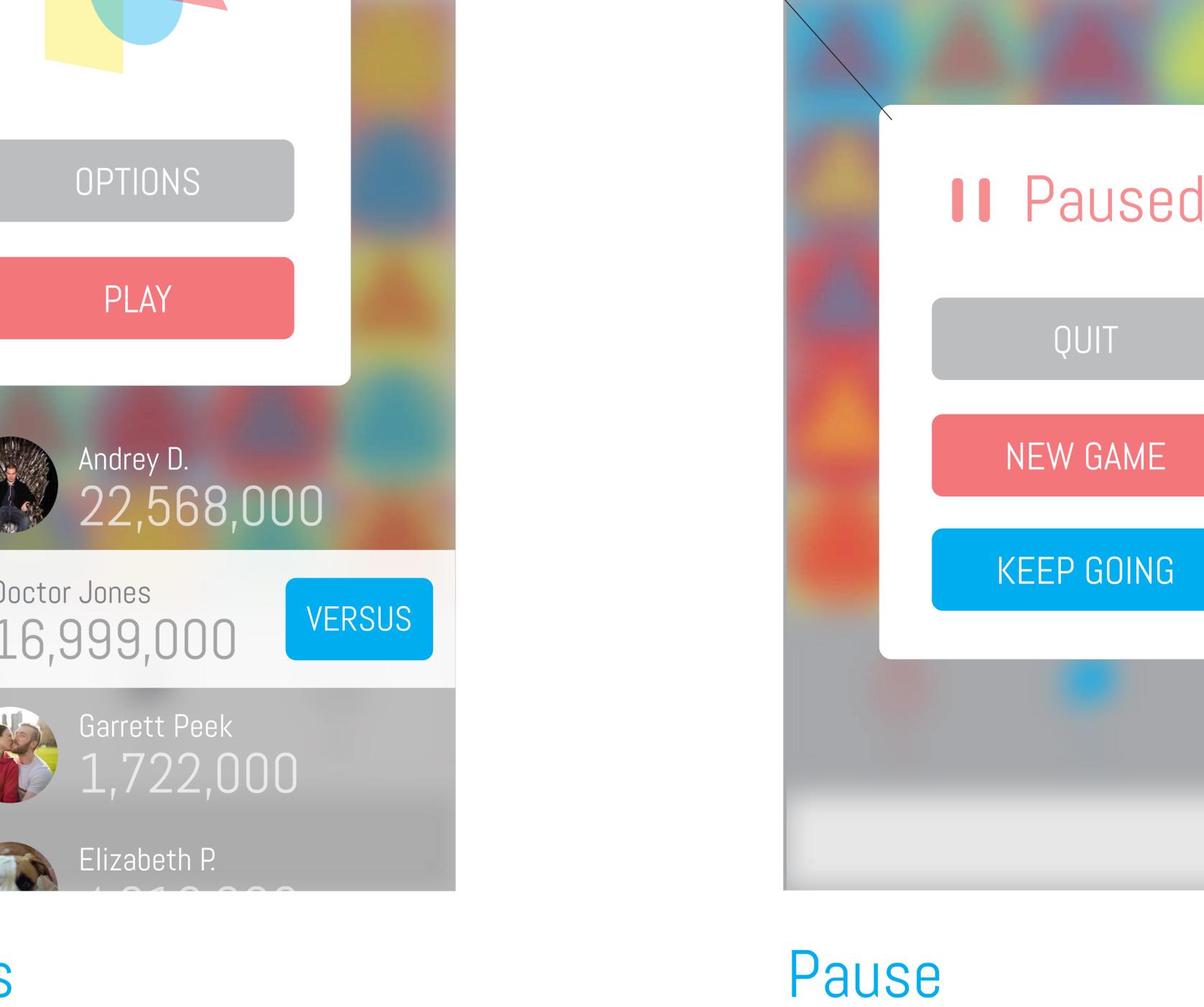
User taps a friend's info-versus

button appears allowing user to

challenge that friend's score in a

(must be logged into facebook)

Versus Game



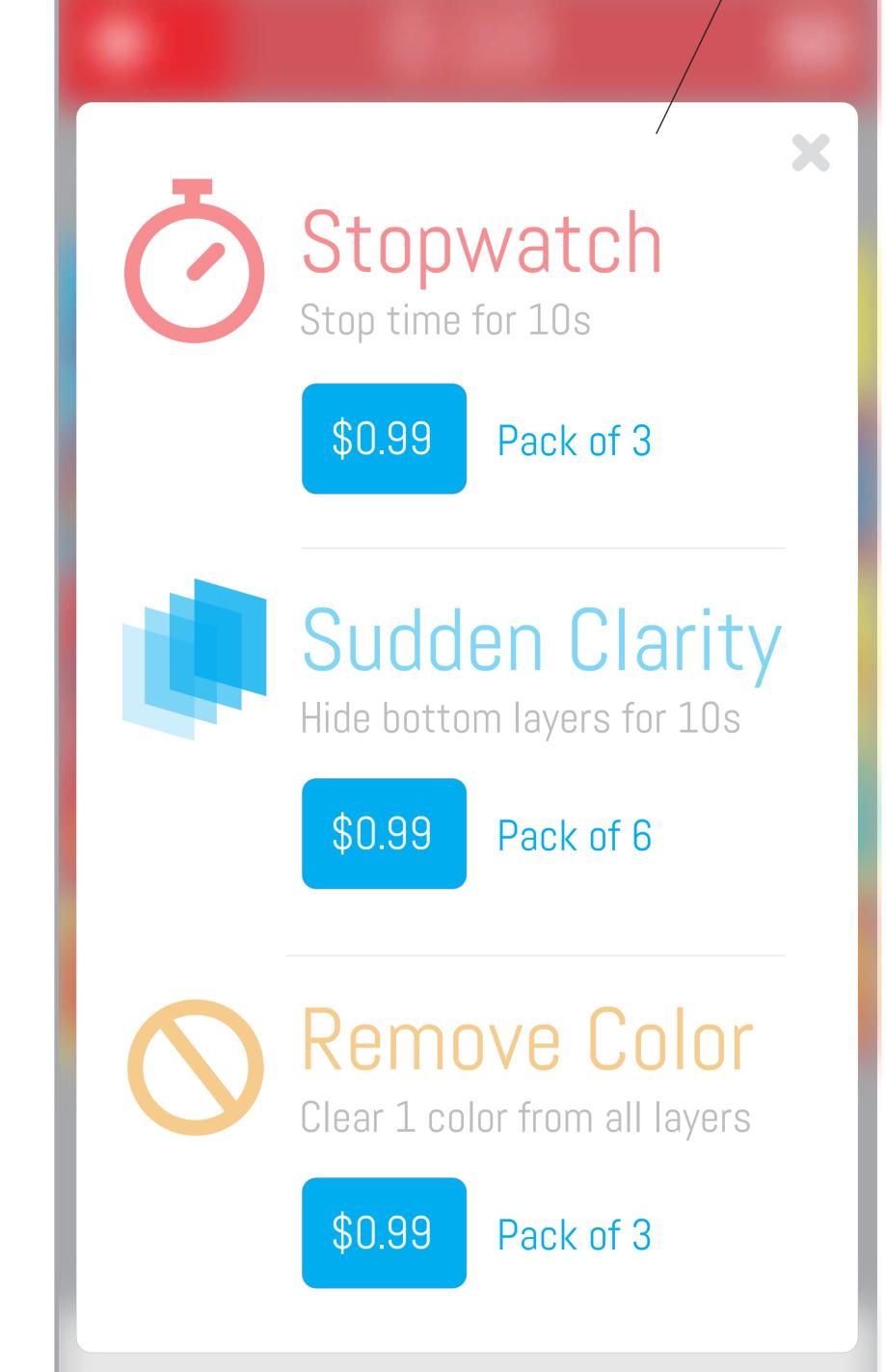
440 x 950

12pt radius

440 x 578

- Quit to exit to main Menu - New Game starts immediately - Keep Going resumes current game

Game Menu



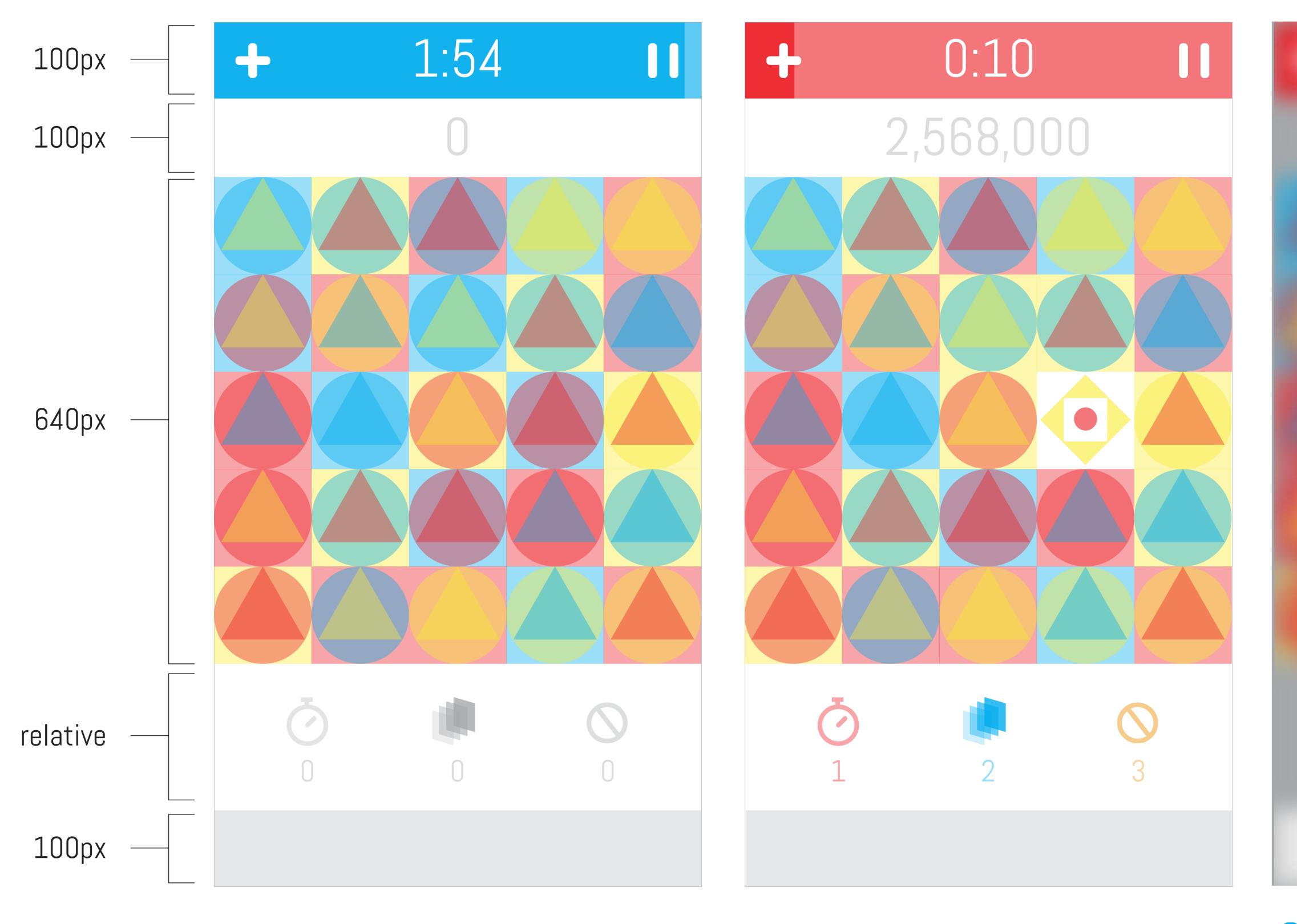
608 x 972

12pt radius

Power-Ups

Consumables purchased in game.

Standard Game



Fresh Start

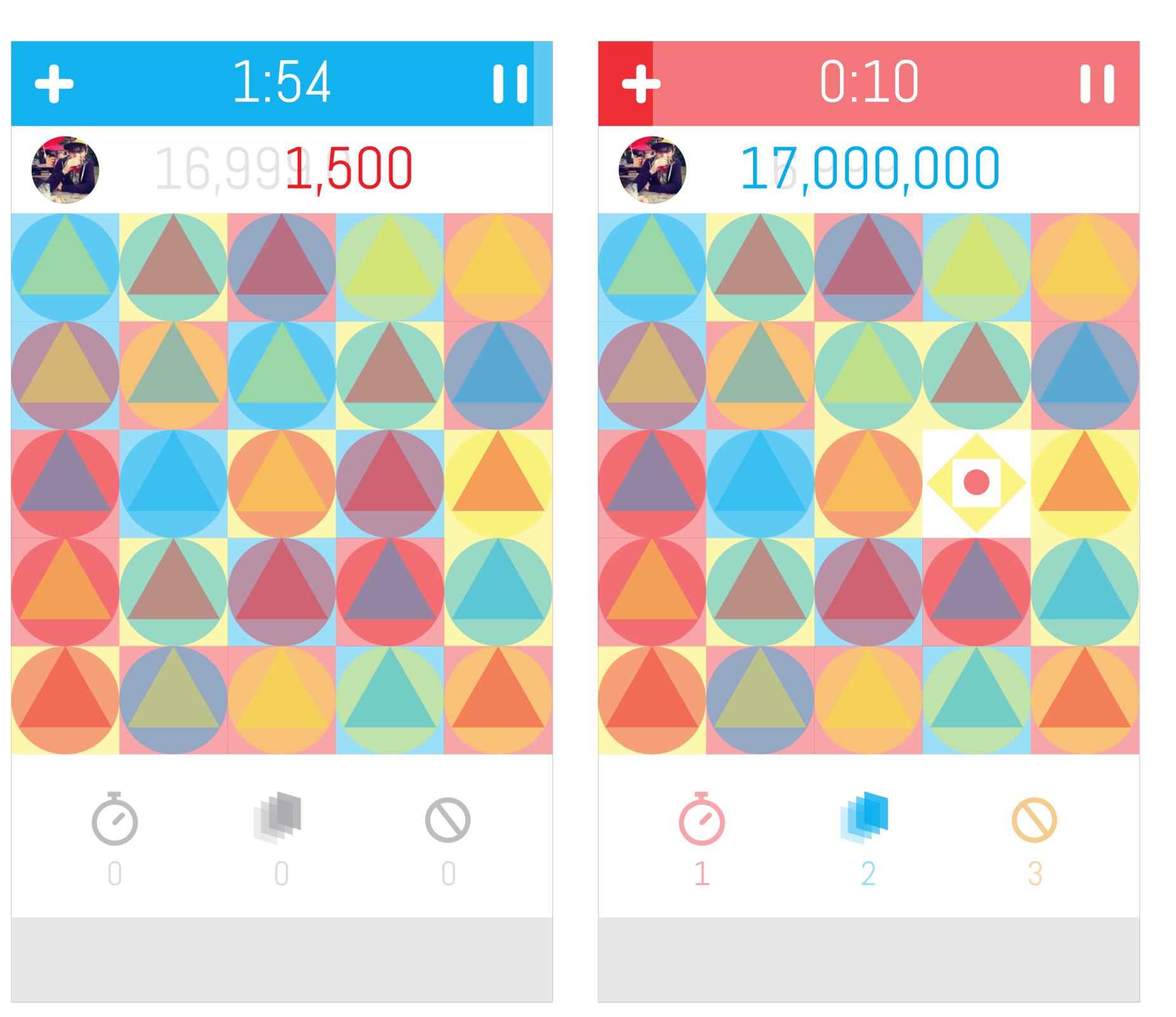
- 2 Minute Count Down - O Points - iAd in lower section
- Mid Game
- Clock countdown and visual wipe - Point Count

New Record!

Game End

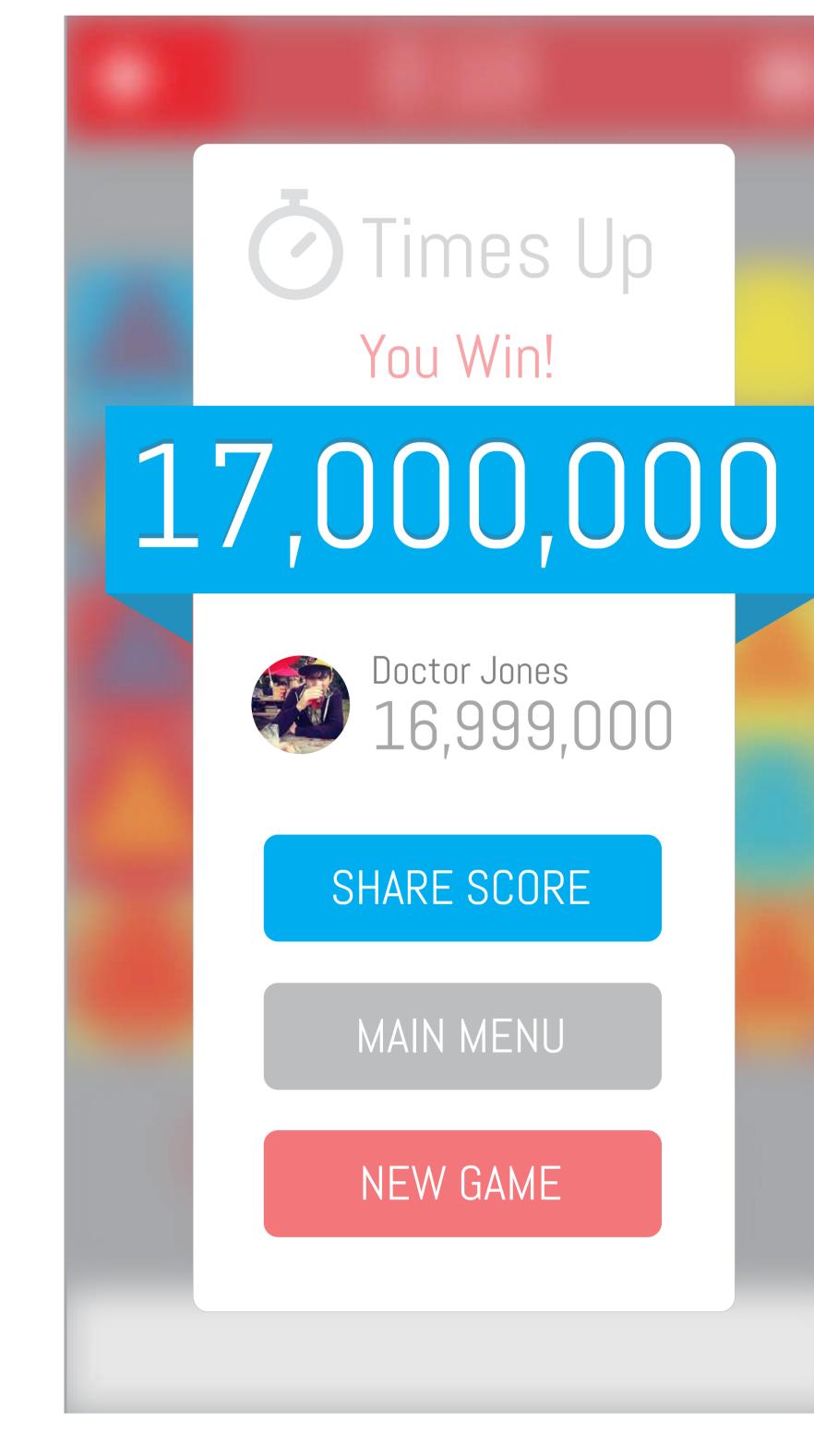
- Game ends when clock reaches 0 and all matches have resolved - Show final Score (indicate record) - Show Tile totals

Versus Game



Point Challenge

- Same gameplay as normal - User challenge profile picture shown - Challenge user score appears behind player's score
- Mid Game
 - Player's score is red until it surpasses challenge user, then

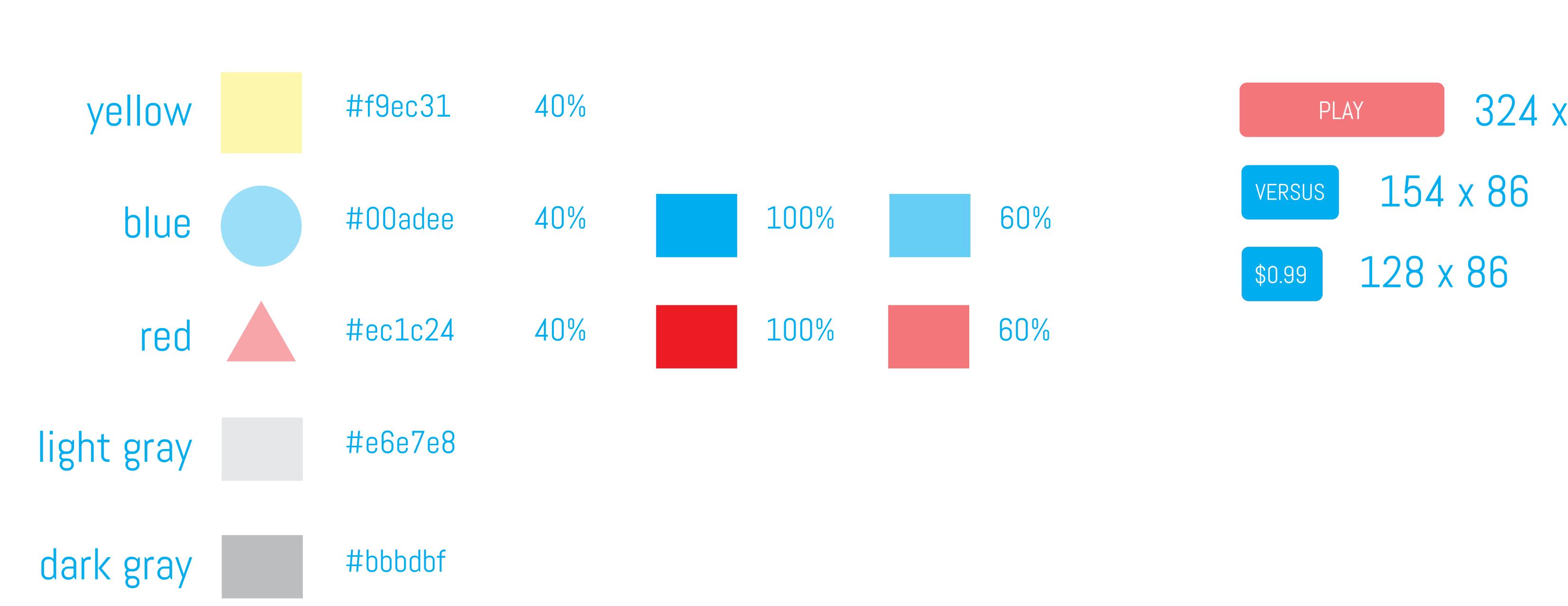


Game End

- Game ends when clock reaches 0 and all matches have resolved - Show final Score (indicate win/loss) - Show Challenger Info and Score - Send push notification to Challenger, "<Username> challenged your score in <Game name>!"

Standard Colors

orange #ee9a1a 50%



Button Sizes

