**JSFBoard.cs script**

// converts a piece that is here to be a special piece

public void convertToSpecialNoDestroy(JSFPieceDefinition pd, int newSlotNum) {

piece.removePiece();

piece.slotNum = newSlotNum;

piece.specialMe(pd);

}

**JSFSpecialFive.cs script**

public override bool performPower (int[] arrayRef)

{

// perform the colored power with a random color and no visuals

StartCoroutine( specialFiveColored(arrayRef,null,gm.iBoard(arrayRef).piece,Random.Range(0,gm.NumOfActiveType),2,true) );

}

**JSFSwipeManager.cs script**

// function to backtrack the swipe chain

static void backTrackSelection(JSFBoard board){

// ==== BACK TRACK SWIPE CODE ====

if(swipeChain.Contains(board)){

int index = swipeChain.IndexOf(board);

swipeChain.RemoveRange( index, swipeChain.Count - index );

removeSwipeVisuals(index);

JSFRelay.onSwipeBackTracked(board.piece,false); // relay call

if(swipeChain.Count == 0){

isSwiping = false;

swipeStart(board); // add back this board with its call criterias

} else {

rainbowSwipe = true; // in case we have changed color before this... revert to this color

swipeCall(board); // add back this board with its call criterias

}

}

}