

## Idea 1:

**SWIPE** Make characters fall into docks by cutting ropes in a limited number of moves. The game stands out with its concept of characters hanging by ropes. Players strategically decide which ropes to cut to effectively make the characters fall into the docks. **Characters Hanging on Ropes:** Different colored characters are suspended from poles by ropes.

**Rope Cutting:** Players can cut ropes to release single or multiple characters at once.

**Dock Management:** Characters fall into docks when ropes are cut. When three characters of the same color occupy a dock, they vanish.

**Strategic Cuts:** The challenge lies in deciding which ropes to cut to manage dock space and character colors efficiently. Each character has a unique color, and each character is suspended in the dock. **Character Colors:** Each color has its own unique character color. Red, Green, Blue, Yellow, or Purple are the most common colors. Yellow is a color that is used to color-matching. Purple is the color of a character's

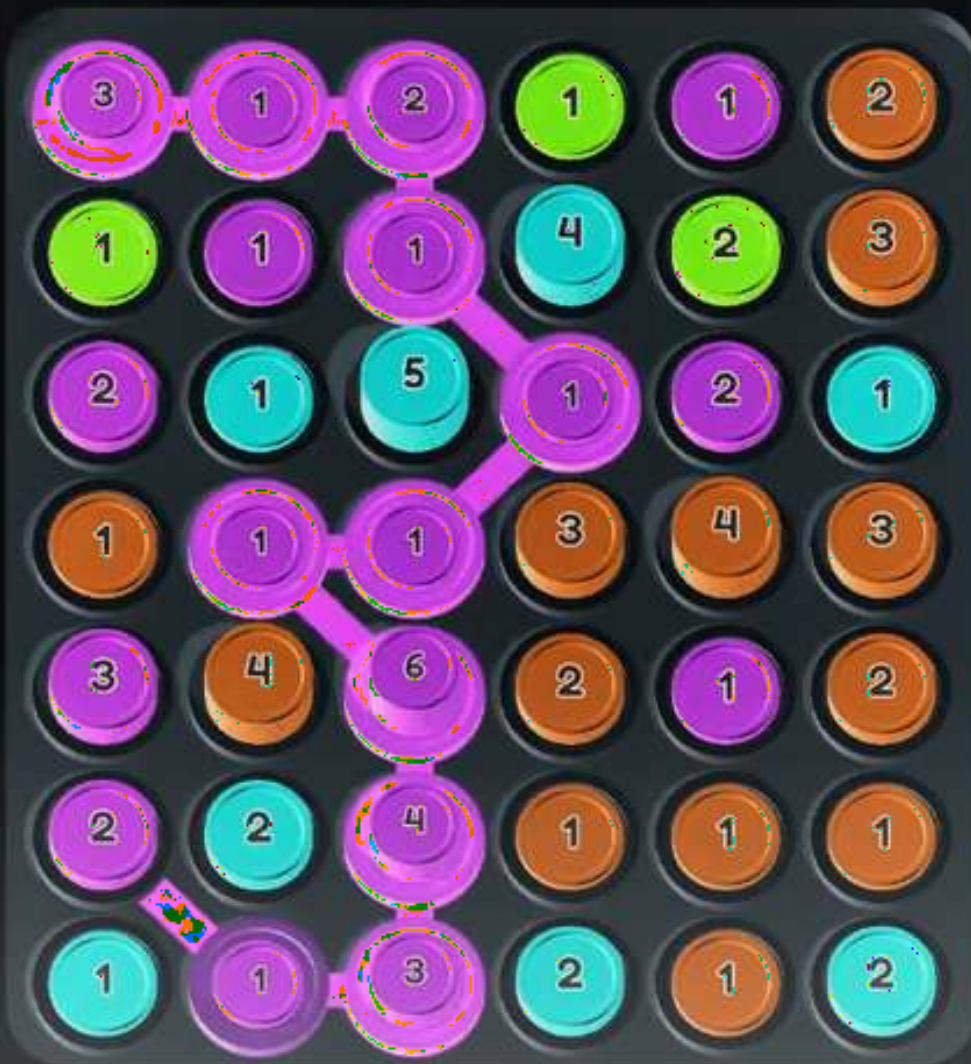
LEVEL 1



MOVES

24

GOAL



## Idea 2:

**HOLD AND MOVE [LINK]]** The goal is to strategically connect and merge stacks to create and remove stacks of 10 discs, continuously clearing the grid and accumulating points and finishing the target colored discs given in the beginning of every level "Stackemup" innovatively combines the classic linking mechanic of connect-style games with a unique stacking mechanic. This fusion creates a distinctive gameplay experience where players not only connect discs of the same color but also strategically manage stacks of these discs. The goal is to build stacks up to exactly 10 discs, adding a layer of strategic depth and decision-making to the familiar linking gameplay. This unique combination offers players a fresh and engaging puzzle experience, differentiating "Stackemup" from traditional connect-and-match games.

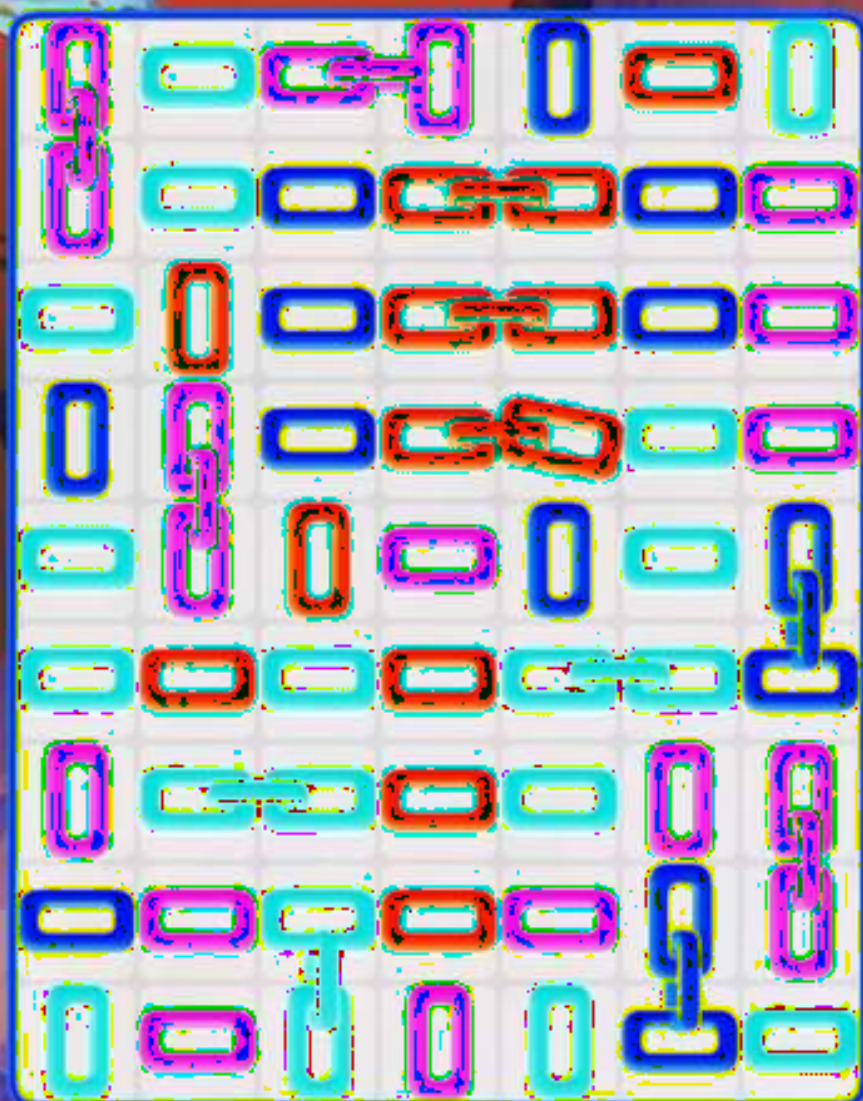
- 1) There will be a board with specific number of grid positions on them
- 2) Each grid position will have a stack of discs with a specific color and stack number
- 3) Each stack would be of specific number of discs varying from 1 to 8
- 4) We can select any specific color at first as starting point and then drag it to the nearby stack of same color and we can keep on connecting it to more stacks as long as we have a nearby path to the connected dots with the same color
- 5) Once we connect all the different number stacked discs of same color then the game

Goal

0<sub>3</sub>

Moves

16



### Idea 3:

**SWIPE** Clear specific colored dolls on the board within a limited number of moves. "Dolls Stack: Match and Merge" revitalizes the familiar candy crush-style swipe mechanic. The twist is that matching dolls don't just vanish; instead, they merge into a larger, differently colored doll, adding a layer of strategy and visual appeal. **Doll Distribution:** The board is filled with dolls of various colors and sizes.

**Swiping Mechanic:** Players can swipe to move a doll and swap it with another.

**Matching Mechanics:** If a move doesn't result in three or more matching dolls, they revert to their original positions.

When three or more dolls match, two are absorbed by the third, which then increases in size and changes color.

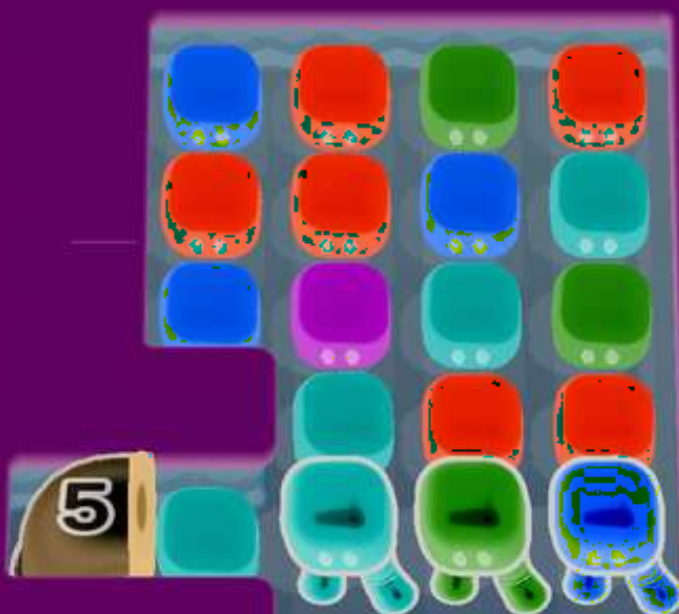
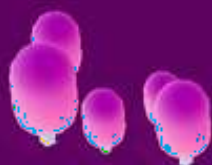
**Level Completion:** Each level requires the player to destroy a certain number of colored dolls. Each doll is placed on a specific level, and the number increases with the more colored ones. Players must complete levels to unlock more doll-like





95

Level 5



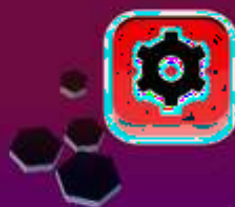
#### Idea 4:

**HOLD AND MOVE [LINK]]** The goal is to clear designated colored balls in each level, using a limited number of moves. "Collect 'Em All" introduces an innovative linking mechanic. Players start with a single color ball and create chains by connecting adjacent balls of the same color, continuing until they release the screen or run out of matching balls. This linking approach offers a novel twist to the puzzle genre. **Board Layout:** The game features a board divided into numerous grid positions.

**Colored Balls:** Each grid position is occupied by a ball of a specific color.

**Linking Mechanic:** Players select a ball and drag to connect it with adjacent balls of the same color. The chain continues until the player releases their finger or cannot connect more same-colored balls.

**Refilling Mechanism:** As balls vanish, new colored balls cascade down to fill the empty grid positions. Each ball is filled with matching colored ball. When a new ball reaches the grid, it is replaced by





Idea 5:

HOLD AND DROP[MATCH 3D] The goal is to manage and clear hexagon-shaped disc stacks by color coordination on a grid. "Hexa Sort" stands out with its hexagonal discs and stacking mechanic. Players strategically manage stacks of various colors, creating an engaging and visually distinctive puzzle experience. Grid with Hexagonal Discs: The grid contains stacks of hexagon-shaped discs, either uniform or mixed in color

.New Stacks Arrival: New stacks of different colors and sizes appear at the bottom.



Strategic Placement: Players drag these stacks onto the grid, where adjacent stacks auto-sort based on color.

Clearing Mechanic: When a stack of the same color reaches a count of 10, it vanishes, freeing up space on the grid. The game's "Strategy" mechanic allows players to quickly and efficiently clear stacks, while also allowing players with a limited number of stacks to move on to the next stack.

Stacking

Goal

  
2


  


Moves

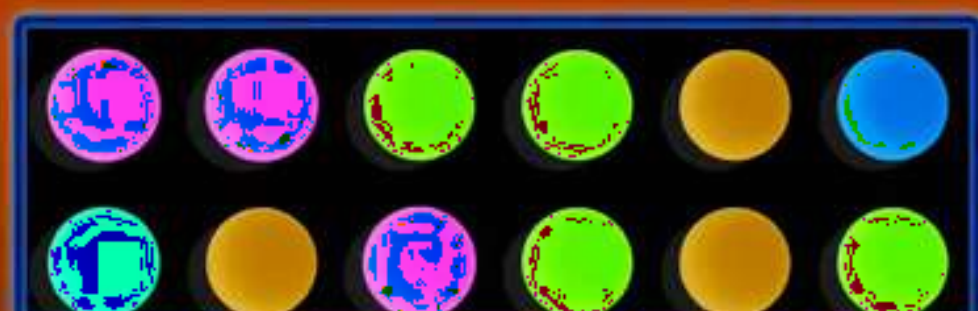
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 5



 500



**Out of moves!**

