

Bejeweled Twist

Bejeweled Twist is a puzzle game of the *Bejeweled* series created and published by *PopCap Games*, released on October 27, 2008.

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Gameplay

Instead of swapping two gems, the player rotates a set of four gems clockwise. Not every move has to form a line of three, but each time a line is formed during a move, a tick will add up to the multiplier bar where every time the bar is filled, the multiplier increases by 1, which multiplies the points earned by matching gems. The multiplier tick bar will be emptied if a move is made which does not line up three or more gems. If the same is done when the bar is empty, the multiplier decreases by 1. The Multiplier maxes out at X10. In all modes but Challenge, there is also a bonus optional mini-challenge that the player can complete by matching the displayed gems in order. Completing the mini-challenge will award the play extra ticks, and will clear one bad gem from the screen (or when there aren't any, more ticks are awarded.) There are several different *modes of gameplay* available.

Classic

The player attempts to match gems together, and the resulting matches contribute to a level up bar at the left of the screen. When the bar is filled, the player is warped onward to the next level. The game ends when an active Bomb Gem or Doom Gem counts down to zero and the disarm spinner lands on a skull, at which point the game board and the spaceship are destroyed, and the game ends. This is the only mode available in the DSiware version of the game apart from the DS-exclusive Battle Mode.

<i>Bejeweled Twist</i>	
	
Steam header	
Developer(s)	PopCap Games Griptonite Games (co-developer for DS)
Publisher(s)	PopCap Games
Designer(s)	Jason Kapalka Brian Fiete ^[1]
Composer(s)	Peter Hajba , Philippe Charron
Series	<i>Bejeweled</i>
Engine	PopCap Games Framework
Platform(s)	Windows , Java ME , Mobile , Zeebo , Flash , Nintendo DS , Nintendo DSi (DSiWare) , Symbian^3
Release	October 27, 2008 (Windows) ^[2] November 30, 2009 (browser) May 7, 2009 (mobile) ^[3] December 14, 2009 (DSiWare) ^[4] January 19, 2010 (Nintendo DS) ^[5]
Genre(s)	Puzzle
Mode(s)	Single-player

Zen

Zen Mode is similar to Classic Mode, but do not include Bomb, locked, or Doom gems, therefore it continues endlessly and the player can never lose. This mode does still have Coal for extra bonuses. This mode is intended for beginners and for those who want a more relaxed pace of gameplay.

Challenge

Challenge is unlocked when the player gets to Rank 3 (Rotator).

Challenge Mode is made up of several different challenges. On each planet, the player is given a specific challenge to complete. In the PC and Mac versions, all the planets at the start (except Detonator) are locked. When at least the first challenge on a planet is completed, the next planet is unlocked. Every time a challenge is completed, the player is given stars. Each planet has seven challenges that increase in difficulty. After completing the seventh challenge, the planet's challenge turns into an Eclipse Mode, where the player is given the task to make the highest objective possible in 3 minutes (except for Stratamax and Survivor). There are 13 planets to clear.

Blitz

Blitz is unlocked when Level 10 in Classic Mode is completed for the first time. This mode is unlocked at the beginning in the Steam version.

Blitz is the new name for the original *Bejeweled* game's timed mode. The gameplay is the same as in Classic Mode, but with a time limit of five minutes to amass as many points as possible. In the web version, the time limit is three minutes. The game ends when a Bomb Gem counts down to zero, or when time runs out. As the game progresses, the announcer will alert the player how much time remains, starting at one-minute intervals, then thirty seconds, and finally at ten seconds, where a countdown can be heard.

Battle

Battle Mode is exclusive to the Nintendo DS and DSiWare versions of the game. It is identical to Classic Mode, but with differences from said mode. It lets the player battle against another player. The player sends bombs to the other player's board by making 6 consecutive matches. The player attempts to fill up a "tug-of-war" tube to win the match. The player who fills the battle tube first wins. The player levels up their spaceship after winning matches.

Soundtrack

The soundtrack to the game is composed by Finnish musician Peter Hajba, known by his demoscene nickname Skaven, and Phillipe Charon.^[6] The voice in the main menu and during gameplay is performed by Ken Tamplin.^[6] In the Xbox 360 version, it is voiced by Lani Minella.

References

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External links

- [Official Bejeweled Twist Homepage \(http://www.popcap.com/games/bejeweledtwist\)](http://www.popcap.com/games/bejeweledtwist)
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