

# Bejeweled (series)

***Bejeweled*** is a series of tile-matching puzzle video games created by PopCap Games. *Bejeweled* was released initially for browsers in 2001, followed by seven sequels: *Bejeweled 2* (2004), *Bejeweled Twist* (2008), *Bejeweled Blitz* (2009), *Bejeweled 3* (2010), *Bejeweled Legend* (2012, in Japan only) *Bejeweled Stars* (2016), and *Bejeweled Champions* (2020) all by PopCap Games and its parent, Electronic Arts. More than 10 million copies of *Bejeweled* have been sold, and the game has been downloaded more than 350 million times.<sup>[2]</sup> By February 2010, *Bejeweled* sales hit 50 million. The figure includes the original game, plus the Blitz and Twist versions.<sup>[3]</sup> An arcade version was released in Q3 2013.

Contents

Games

Development

Influence

Legacy

Further reading

References

External links

## Games

### Main series

- *Bejeweled* (2001)
- *Bejeweled 2* (2004)
- *Bejeweled 3* (2010)

### Spin-offs

- *Bejeweled Twist* (2008)
- *Bejeweled Blitz* (2008)
- *Bejeweled Legend* (2012) (Japan only)
- *Bejeweled Stars* (2016)
- *Bejeweled Champions* (2020)<sup>[4]</sup>

## Development

<i>Bejeweled</i>	
<div><div></div><div>BEJEWELED</div></div>	
Genre(s)	Puzzle
Developer(s)	PopCap Games
Publisher(s)	PopCap Games <div>Electronic Arts</div>
Creator(s)	Jason Kapalka <sup>[1]</sup>
Platform(s)	Microsoft Windows <div>Xbox 360</div> <div>Windows Phone</div> <div>Windows Mobile</div> <div>Mac OS X</div> <div>iOS</div> <div>Android</div> <div>PlayStation 3</div> <div>PlayStation Portable</div> <div>Nintendo DS</div> <div>Wii</div> <div>Java ME</div> <div>Adobe Flash</div> <div>Palm OS</div> <div>Symbian^3</div> <div>PlayStation Vita</div> <div>Online</div> <div>Arcade</div>
First release	<i>Bejeweled</i> <div>May 30, 2001</div>
Latest release	<i>Bejeweled Champions</i> <div>September 9, 2020</div>
Spin-offs	<i>Bejeweled Twist</i> , <div><i>Bejeweled Blitz</i>,<div><i>Bejeweled Stars</i></div></div>

*Bejeweled* was initially created by PopCap Games as a web-based Flash game named *Diamond Mine*. PopCap created partnerships with established Internet gaming sites, such as Microsoft Zone, to host *Bejeweled* as well. The name *Bejeweled* was suggested by Microsoft, who thought the original name *Diamond Mine* was too similar to that of an existing game, *Diamond Mines*.

The game has been ported to other platforms, including Microsoft Windows, where it was called *Bejeweled Deluxe*. Astraware produced versions for PDAs on the BlackBerry, iPhone, Palm and Windows Mobile smartphone platforms. They also released *Bejeweled Deluxe* on the Xbox as a downloadable Xbox Live Arcade game. On September 12, 2006, it was released as one of the first games downloadable from the iTunes Store for the iPod.

PopCap Games initially announced a version of *Bejeweled* for the iPhone that was not a standalone game, but rather a web application playable over the Safari browser.<sup>[5]</sup> A native application for the iPhone has since been made available for purchase in the iTunes store, although the web-based version still exists.

## Influence

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*Bejeweled* was influenced by the game *Shariki*,<sup>[6]</sup> written in 1988 by Russian developer Eugene Alemzhin, which had nearly identical gameplay. The popularity of *Bejeweled* has spawned several clones. Collectively known as match three games, these games revolve around the mechanics of creating three-in-a-row combinations of identical pieces.

## Legacy

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*Bejeweled* is often considered an important part of the match-3 genre. The series had won multiple awards. By 2013, PopCap estimates that over 10 billion hours of the game had been played on over 500 million downloaded copies.<sup>[7]</sup> In 2020, *Bejeweled* was inducted into the World Video Game Hall of Fame.<sup>[8]</sup>

## Further reading

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- Luciano Gualà; Stefano Leucci; Emanuele Natale (24 March 2014). "Bejeweled, Candy Crush and other Match-Three Games are (NP-)Hard". *arXiv:1403.5830* (<https://arxiv.org/abs/1403.5830>). Bibcode:2014arXiv1403.5830G (<https://ui.adsabs.harvard.edu/abs/2014arXiv1403.5830G>).

## References

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5. "Bejeweled for the iPhone, Blast Magazine" (<https://web.archive.org/web/20070927031852/http://www.blastmagazine.com/2007/08/bejeweled-for-the-iphone/>). Archived from the original (<http://www.blastmagazine.com/2007/08/bejeweled-for-the-iphone/>) on 2007-09-27. Retrieved 2007-08-12.
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7. Edwards, Jim (2013-09-11). "The Definitive, Illustrated History of the Most Underrated Game Ever" (<http://www.businessinsider.com/the-history-of-bejeweled-2013-9>). *Business Insider*. Retrieved 2017-03-11.
8. "Bejeweled, Minecraft among games inducted into hall of fame | The Spokesman-Review" (<http://www.spokesman.com/stories/2020/jun/22/bejeweled-minecraft-among-games-inducted-into-hall/#:~:text=Bejeweled,%20created%20as%20a%20web,more%20than%20500%20million%20times.>). *www.spokesman.com*. Retrieved 2020-12-08.

## External links

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- [Official website \(<https://www.ea.com/games/bejeweled>\)](https://www.ea.com/games/bejeweled) 
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