

Chuzzle

Chuzzle Deluxe is a tile-matching puzzle video game created by American studio Raptisoft Games, and published by PopCap Games. It is named after the multi-colored fuzzballs around which the game revolves.

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Gameplay

The player is presented with a 6x6 board of multi-colored fuzzballs called "Chuzzles". Matching 3 or more of the same colored Chuzzle removes those Chuzzles from the board and allows new Chuzzles to drop in. Chuzzles can be matched in vertical or horizontal lines, "L" shapes and cubes. Mega Chuzzles also feature in the game, taking up 4 squares on the grid. Matching with a Mega Chuzzle provides more points to the player.^[2]6

Moves are made by dragging rows and columns. The rows and columns "wrap" when dragged off the grid; Chuzzles on the left reappear on the right, top reappear on the bottom, and vice versa. This "wrapping" of the grid can be a source of difficulty because some moves may require the player to drag edge Chuzzles to the middle. Eliminated Chuzzles' eyes fly into a flask to the left of the board. When the flask fills to its neck, the level ends and bonus points are awarded, 1000X the level number in Casual difficulty (up to 10,000), and 2000X the level number in Expert difficulty (up to 20,000).

The overall gravity of the grid is downward; new Chuzzles appear from the top.

Other modes of play involve Speed Chuzzle, where the player has a time limit, Zen Chuzzle, where there is no score or time and is played to relax,^[3] and Mind Bender Chuzzle, where the player must match the board with a preset pattern. jam 2

Various trophies are awarded to the player for certain accomplishments in the game. Examples include "Chuzzbomber", awarded for exploding 1,000 Super Chuzzles, and "Speed Master", awarded for clearing levels in Speed Chuzzle without getting a lock.

Reception

Chuzzle	
 <div>Cover art</div>	
Developer(s)	Raptisoft Games
Publisher(s)	PopCap Games
Designer(s)	John Raptis
Engine	PopCap Games Framework
Platform(s)	Windows, Macintosh, Mobile phone, iOS, ^[1] Android
Release	May 12, 2005
Genre(s)	Puzzle
Mode(s)	Single-player

In a brief review, *PC Magazine* remarked that *Chuzzle* is "reason enough to make casual gamers cheer", giving the game a score of 4 out of 5.^[4] IGN reviewed the *mobile* version of the title (*Chuzzle Mobile*), concluding their review with a score of 7.9 out of 10. IGN felt that the title was very similar to existing "match three" offerings, although the "Mind Bender" mode does provide some measure of uniqueness.^[5]

Sequels and Spin-offs

On December 18, 2018, Raptisoft published a sequel, *Chuzzle 2*, as a free-to-play app with removable ads on both iOS and Android. On August 19, 2020, Raptisoft also published a spin-off game, *Chuzzle Snap!* On iOS and Android.

References

1. iPhone OS version released (<http://www.popcap.com/games/iphone/chuzzle>)
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3. "Chuzzle review by PC Magazine" (<https://web.archive.org/web/20060524065252/http://www.pcmag.com/article2/0,1895,1917368,00.asp>). 2006-05-24. Archived from the original (<http://www.pcmag.com/article2/0,1895,1917368,00.asp>) on 2006-05-24. Retrieved 2019-06-01.
4. "Chuzzle - Review by PC Magazine" (<https://web.archive.org/web/20060524065252/http://www.pcmag.com/article2/0%2C1895%2C1917368%2C00.asp>). PC Magazine. 2006-02-01. Archived from the original (<https://www.pcmag.com/article2/0,1895,1917368,00.asp>) on May 24, 2006.
5. "IGN: Chuzzle Mobile Review" (<https://web.archive.org/web/20070705200828/http://wireless.ign.com/articles/792/792310p1.html>). IGN.com. 2007-05-29. Archived from the original (<http://wireless.ign.com/articles/792/792310p1.html>) on 2007-07-05. Retrieved 2007-06-25.

External links

- Official *Chuzzle* website (<http://www.chuzzle.com>)
 - PopCap Games - *Chuzzle* (<https://web.archive.org/web/20060705113511/http://www.popcap.com/gamepopup.php?theGame=chuzzle>)
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