

# Chapter 4

Matching

# Bejeweled



# How to play?

- Swap adjacent gems to align sets of three or more.
- A winning set is three or more gems of the same color.
- Combos and cascades award bonus points.
- Fill the gem meter for a bonus!
- Press spacebar to pause.

# Setup:

- The game field is comprised of 64 gems arranged in rows eight across.
- The gems are divided among seven different colors.



# Rules:

- The player may swap a gem with an adjacent gem only if the resulting arrangement will result in at least one horizontal or vertical set of three or more matching gems.
- Matching sets of gems score and disappear.
- Gems slide down to fill the newly empty slots.
- If new sets of matches occur when gems fall into their new position, these gems score and disappear.
- The grid is constantly repopulated by new gems falling in at the top of the grid.

# Rules (Cont.):

- The player earns bonus points for matches of four or more.
- The player earns bonus points for “cascades” of gems that drop into additional matches.
- Fill the points meter to reach the next level and reset the game board with new gems.
- Trade points for a hint revealing the location of a match.
- The game ends if no moves can be made for a match.

# Tasks

1. Play Bejeweled – install any version on your smartphone
2. Score as high as possible
3. Prepare for the lab session

<http://www.popcap.com/games/bejeweled2/online>



# Luxor





# How to play?

- Hit the running balls with the same color to remove them
- A winning set is three or more gems of the same color.
- Combos and cascades award bonus points.
- Fill the gem meter for a bonus!
- Press spacebar to pause.

# Snood or Puzzle Bobble

