



Official Rules

Game Objective

Connect matching tiles to create the longest chains possible! Score maximum points by clearing massive chains before the time runs out.

How to Play

The game is played on a **6x8 grid** with a total time limit of **4 minutes**.

- **Making Connections:** Connect adjacent tiles of the exact same color horizontally, vertically, or diagonally.
- **Chain Length:** A valid chain must consist of **at least 3 matching tiles**.
- **Spawn Special Tiles:** Creating massive chains of 5 or more tiles pays off! The very last tile of a long chain will transform into a powerful **Special Tile** once the chain is cleared.

Special Tiles & Power-Ups

- **Rainbow Tile (Wild):** Spawns from a **5–6 tile chain**. It acts as a Wild card and can connect with any color to extend your chains.
- **Standard Bomb:** Spawns from a **7–8 tile chain**. When included in a new chain, it detonates and destroys all 8 surrounding tiles around the chain's final tile.
- **Row Bomb:** Spawns from a **9-tile chain**. When activated, it completely clears the entire horizontal row of the chain's final tile.

- **Column Bomb:** Spawns from a **10-tile chain**. When activated, it completely clears the entire vertical column of the chain's final tile.
- **Color Bomb:** Spawns from a **chain of 11+ tiles**. To activate it, connect it to a chain of at least 2 tiles of the same color. It will instantly blast **all** tiles of that color off the entire board (counting them as one massive chain). *Note: Activating a Color Bomb does not spawn a new special tile.*

Level Progression & Objectives

As you advance, more colors are added to the grid, making matches trickier!

- **Level 1 (4 Colors):** Clear 15 tiles of the designated target color.
- **Level 2 (5 Colors):** Clear 15 tiles each of 2 designated target colors.
- **Level 3 (5 Colors):** Clear 20 tiles each of 4 designated target colors.
- **Level 4 (6 Colors):** Create and clear 10 Rainbow Tiles.
- **Level 5 (6 Colors):** Endless Mode! Just play for the ultimate high score.

Scoring System

The longer your chains and the higher your current level, the more points you rack up!

Score Formula: $(20 \text{ Points} \times \text{Chain Length}^2) \times \text{Current Level}$

Example: A 5-tile chain on Level 3 awards: $(20 \times 25) \times 3 = 1,500$ points!

End-of-Level Board Clear

When a level ends, all your hard work triggers a chain reaction:

1. All remaining Standard, Row, and Column Bombs detonate simultaneously.
2. Any leftover Color Bombs will automatically trigger, clearing all tiles that match the color of your last cleared chain.

Hints & Tips

- **Auto-Hint:** If you don't make a move for 10 seconds, the game will flash a free hint.
- **Manual Hint:** Need immediate help? Press the Hint Button at any time for **100 points**.
- If you stay idle and the manual hint repeats the exact same move, you won't be charged again!