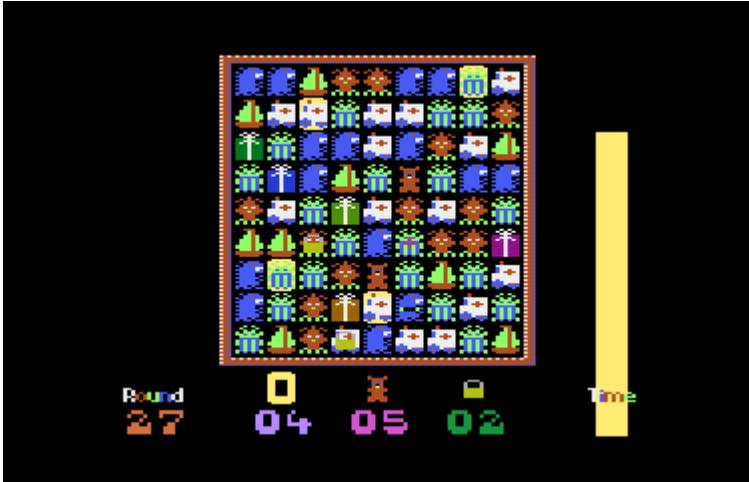


TOY'SWAP

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TOY'SWAP is a puzzle game similar to Candy Crush Saga or Bejeweled, but with it's own set of rules.

Just try to finish all the rounds within the given time.

*Each round has a defined goal, but the pieces are randomly placed on the board... you'll get a new challenge on every play.
Happy swap!!!*

In the intro screen, select your preferred control using OPTION key and the difficulty level with SELECT key, then play with START key. “Demo” level is to learn about rules and goals.

Use the control to move around the board and the action button to swap in a given direction.

During the play, use OPTION key to turn music off/on and START key to return to the intro screen.

Game Rules:

- Complete the required goals for each round before the time runs out. Up to three goals can appear under the board.
- Swap toys and line up three or more of the same type to remove them.
- You can swap toys only if one of them will be removed.
- Pieces fall to fill empty spaces, and new pieces appear from the top.
- Locked pieces and packages cannot be swapped and don't fall.
- Rescue teddy bears by removing toys under them.
- Clear rings by removing toys in front of them.
- Remove padlocks with matching toys.
- Open packages by removing toys around them.
- If four toys of the same kind aligned horizontally are removed, the one you swapped remains on the board, but with a vertical magic wand. Later, removing that toy will also remove a whole column from the board.
- If four toys of the same kind aligned vertically are removed, the one you swapped remains on the board, but with a horizontal magic wand. Later, removing that toy will also remove a whole row from the board.
- If three horizontal and three vertical toys of the same type are removed at the same swap, the swapped toy remains with a bomb. When that toy is removed, there are also removed the surrounding toys, but remains another bomb that explodes a moment later.
- If five toys of the same type are aligned at the same time, the swapped one is changed by a ball (powered wildcard).
- More time is added to the bar at the end of each round.