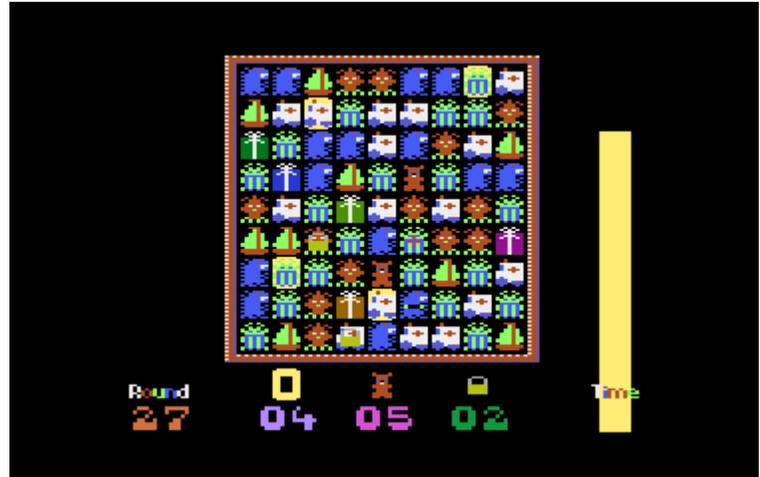


TOY'SWAP

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TOY'SWAP is a puzzle game similar to Candy Crush Saga or Bejeweled, but with its 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!



The pieces

- *Godzilla, Ambulance, Boat, Roach* and *Red Bird*: Align them to remove from the board.
- *Teddy Bear*: Must be rescued by removing all the toys under it.
- *Ring*: It is in a fixed position and behind another toy, and it is removed with it.
- *Ball*: A wildcard that can be swapped with any other toy and remove all of them from the board.
- *Skull*: Removing it could drop a padlock over another toy or take away some precious time.
- *Clock*: Adds some time if removed from board.
- *Package*: Could contain a simple toy or a special one.

The controls

Use OPTION key in the intro screen to select one of the available controls:

- *Joystick*: Move around the maze with the stick. Press the button to swap the toy with the one in the desired direction. Only vertical and horizontal swaps are allowed.
- *Keyboard*: Use arrows or WASD keys to move around the maze. Use SHIFT or CTRL with the key to swap in that direction.
- *LightGun*: Hit over two toys to swap them if they are together. Calibration is required before the first play. To recalibrate, go to the intro screen and press OPTION key many times to select this control again.
- *TrackBall*: Move around the maze using the ball. Press a button and move in the desired direction to swap the selected toy.
- *ST Mouse*: Use the mouse to select a toy. Drag the toy over another to swap them.

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

The difficulty levels

Use SELECT key in the intro screen to pick a level:

- *EASY*: 50 rounds with increasing difficulty.
- *HARD*: 50 rounds that requires some tricks, if you are lucky!
- *DEMO*: Some rounds that introduces the game and rules.

The 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.
- More time is added to the bar at the end of each round.

