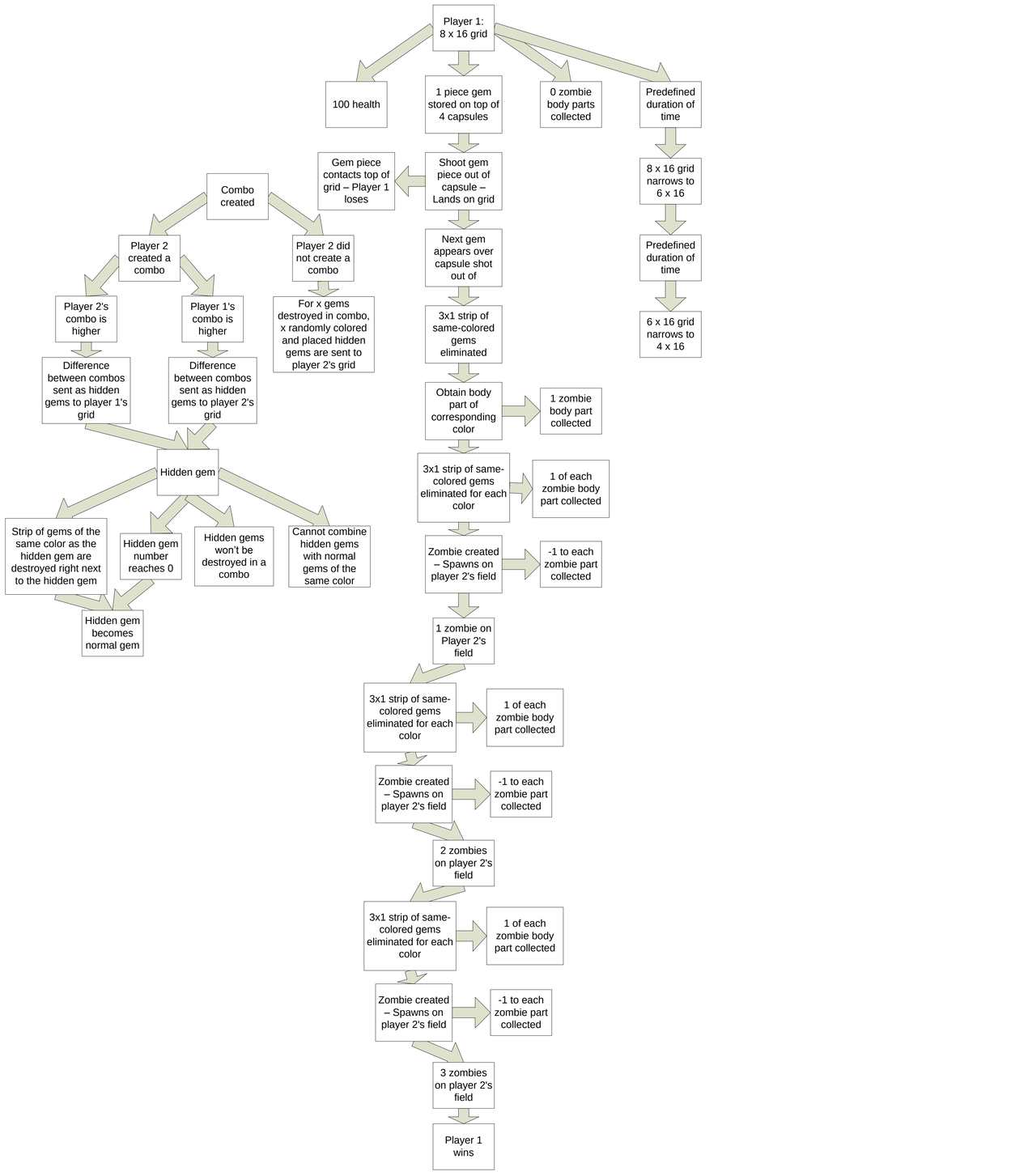
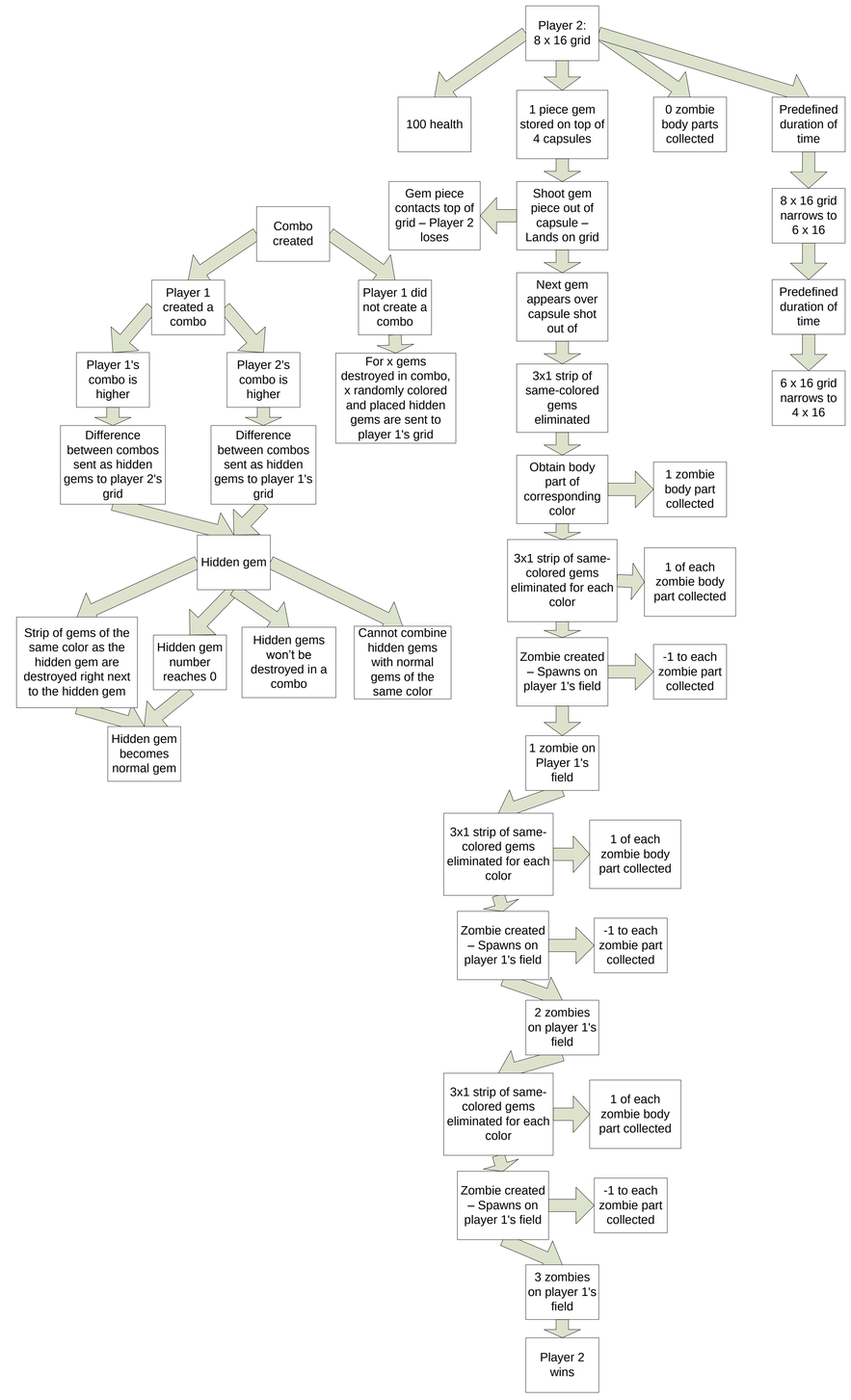

Player 1: 8 x 16 grid
100 health
1 piece gem stored on top of 4 capsules
0 zombie body parts collected
Predefined duration of time
Gem piece contacts top of grid – Player 1 loses
Shoot gem piece out of capsule – Lands on grid
8 x 16 grid narrows to 6 x 16
Combo created
Next gem appears over capsule shot out of
Predefined duration of time
Player 2 created a combo
Player 2 did not create a combo
Player 2's combo is higher
Player 1's combo is higher
For x gems destroyed in combo, x randomly colored and placed hidden gems are sent to player 2's grid
3x1 strip of same-colored gems eliminated
6 x 16 grid narrows to 4 x 16
Difference between combos sent as hidden gems to player 1's grid
Difference between combos sent as hidden gems to player 2's grid
Obtain body part of corresponding color
1 zombie body part collected
Hidden gem
3x1 strip of same-colored gems eliminated for each color
1 of each zombie body part collected
Strip of gems of the same color as the hidden gem are destroyed right next to the hidden gem
Hidden gem number reaches 0
Hidden gems won't be destroyed in a combo
Cannot combine hidden gems with normal gems of the same color
Zombie created – Spawns on player 2's field
-1 to each zombie part collected
Hidden gem becomes normal gem
1 zombie on Player 2's field
3x1 strip of same-colored gems eliminated for each color
1 of each zombie body part collected
Zombie created – Spawns on player 2's field
-1 to each zombie part collected
2 zombies on player 2's field
3x1 strip of same-colored gems eliminated for each color
1 of each zombie body part collected
Zombie created – Spawns on player 2's field
-1 to each zombie part collected
3 zombies on player 2's field
Player 1 wins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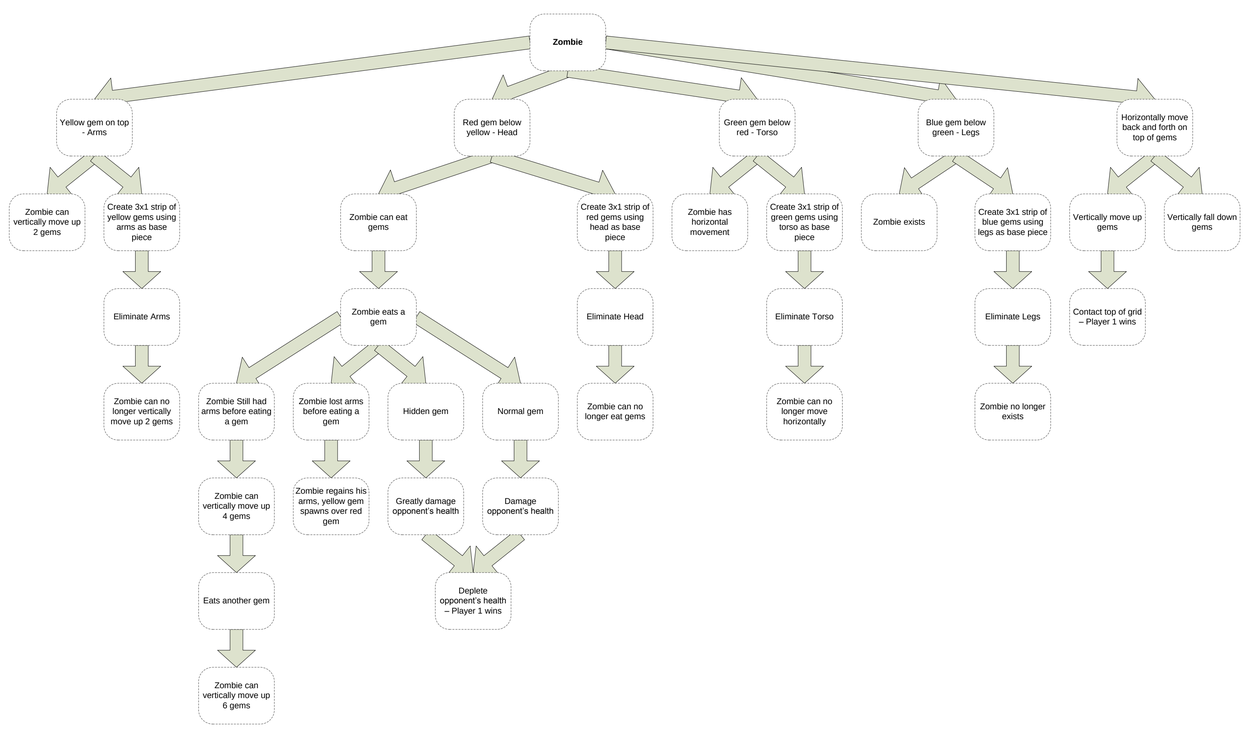
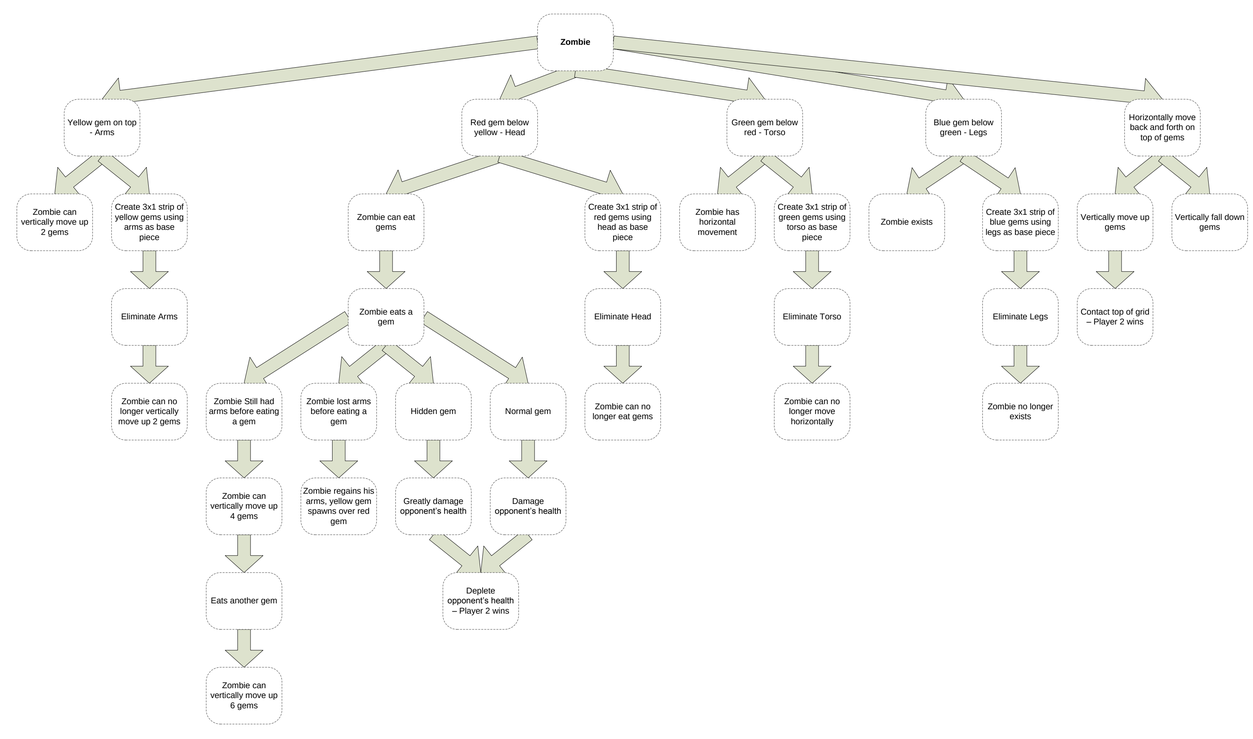
Zombie created – Spawns on player 1's field
-1 to each zombie part collected
3 zombies on player 1's field
Player 2 wins


Zombie
Yellow gem on top - Arms
Red gem below yellow - Head
Green gem below red - Torso
Blue gem below green - Legs
Horizontally move back and forth on top of gems
Zombie can vertically move up 2 gems
Create 3x1 strip of yellow gems using arms as base piece
Zombie can eat gems
Create 3x1 strip of red gems using head as base piece
Zombie has horizontal movement
Create 3x1 strip of green gems using torso as base piece
Zombie exists
Create 3x1 strip of blue gems using legs as base piece
Vertically move up gems
Vertically fall down gems
Eliminate Arms
Zombie eats a gem
Eliminate Head
Eliminate Torso
Eliminate Legs
Contact top of grid – Player 1 wins
Zombie can no longer vertically move up 2 gems
Zombie Still had arms before eating a gem
Zombie lost arms before eating a gem
Hidden gem
Normal gem
Zombie can no longer eat gems
Zombie can no longer move horizontally
Zombie no longer exists
Zombie can vertically move up 4 gems
Zombie regains his arms, yellow gem spawns over red gem
Greatly damage opponent's health
Damage opponent's health
Eats another gem
Deplete opponent's health – Player 1 wins
Zombie can vertically move up 6 gems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Vertically fall down gems
Eliminate Arms
Zombie eats a gem
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Contact top of grid – Player 2 wins
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