



BattleJewels

Two parts gem-swapping puzzler. One part Streetfighter. One part RPG with levelling up, gear, spellcasting.

Whats not to love?



(Artwork by Stephen Bickham, the man with the pixels.)

BattleJewels is simple to pick up -- just match coloured mana gems together to clear them -- and gives you a lot of meat to chew on as you play more. Delve into the game.. theres lots to fiddle with! There are dozens of gem-swapping games out there, but lets face it - you can play them for hours on end, but *why*? Just to clear the level? Fine and good, they've all perfected the form. But in BattleJewels you can clear the level and smash an opponent too. Its as simple or as complex as you want .. play to clear, play to win, or play to level up and perfect your character. Fun for the casual and hardcore gamer both.

More Information:

Head over to <http://www.codejedi.com/battlejewels>

Availability:

The game is available immediately for **Palm OS**, **GP2X** and **Microsoft Windows**. Pocket PC / Windows Mobile, Sony PSP, Mac OSX, Linux and others to follow soon.

Downloads:

[Palm OS \(including Zodiac\)](#) : Version 1.0.1 Release Candidate, just needs a new manual.

[Requires high resolution Palm OS 5.0 or later device; any modern device should be fine. Requires memory card with 4MB of space available - SD, CF, MS, whatever. Note for Tungsten|X users there is some oddity with the stylus but it should work okay, and the 5-way works fine.]

[Installation: Just copy the two files to your device RAM using hotsync and run the game; it will unpack to the memory card, delete itself, and run. Just run it from RAM or memory card thereafter.]

[Windows \(non-PDA\)](#) : Version 1.0.0. Release Candidate

[Installation: Unzip and run!]

[GP2X \(Free!\)](#) : Version 1.0.0. Release

For GP2X there is also the much older GBAX third place winner build [Build 035](#)

How to Play

Basic Concepts:

The goal is simple -- kill the monster before he kills you. In other gem-swap games you can basically play forever .. not here, the enemy is out to get you!

- Clear pieces from the board (and getting their effects) by matching 3 (or more) of a kind. They have to be in a row, horizontally or vertically. (No diagonals.) For an example, in the diagram below at the bottom of the 'C' region, you will see almost a line of 3 skulls - 1 is higher than the others, but otherwise in a horizontal row. Pushing the leftmost skull down into the line will make it 3 skulls in a row, causing a match to occur.
- Should you match 4 or 5 of a kind, you get to move again.. so you should always nab such a match (or set one up for the future!) when you can
- After your move, the computer player gets to do a move (unless he has been otherwise stunned, disabled, etc.)
- Skulls represent direct damage (think of it like a sword-strike) -- clear 3 of them to apply 3 damage to the enemy. His life bar will decrease, and when he reaches 0 health you'll win. (And if you reach zero life, you'll lose.) The number of skulls in the clear is the number of damage applied to the opponent, though various weapons and skills will increase or decrease this amount. (ie: Heavy armor reduces damage taken, while a magical sword increases the amount dealt, say)
- Gold rings represent gold, the cash of this world. You use this to buy goods at the store, such as better shields for your warrior. Always nab some gold when you can.. everyone likes shiny new gear!
- The 5 other colours (red, black, green, blue, white) represent kinds of 'mana',

the magical force used to cast spells in this universe. Clear 4 reds for instance and you will receive 4 (or more) red mana. Mana is mostly used for casting spells. Each spell requires one or more kinds of mana to be cast (see the spell listing, or in-game spell help, to know what kinds.).

- Bring up the spell casting menu to obtain a list of spells you have learned; spells let you perform special actions such as becoming invisible, stealthed, launch a fireball at your opponent, turn all colour of one mana into another.. all sorts of tricky mayhem. Spells cost mana to cast, or even your hitpoints. You should learn what colours of mana you need, so you can pick carefully on the playfield.
- The CPU enemies are chosen from the same classes the player can take as well as monster-only classes. The AIs will react differently based on what kind of class they have, what sorts of needs you have, how healthy everyone is, how aggressive they feel that match, all sorts of things. They don't cheat, and sometimes they're smarter or dumber depending on your luck.
- Sometimes there will be bonus pieces; clear 5 others in a row and a wildcard with crazy powers might appear on the board, for instance.
- Experience is awarded at the end of a match, based on the toughness of the opponent(s) and what actions you took. After a few matches you should be able to level up, which lets you assign points to your skills and buy more spells.
- You start out at level 0, where you have almost no extraordinary talents (and thus it is easy to play and get the hang of the basic concepts of swapping.) After your first match your character will advance to level one and you may purchase some upgrades to skills, spells and gear. You don't have to, but your enemies will so it is usually wise to apply any upgrades you can after a few matches or levelling up. Your character will get stronger with each upgrade.

Controls:

Mouse and Stylus

See the image on the right. Click in the areas highlighted to bring up the following menus. Cursor keys and device d-pads may also be used to move the selection around.

Click A - bring up player character sheet

Click B - bring up opponent character sheet

Click C - place selection cursor down on square

Drag C - push object in square in the direction of drag

Click D - bring up player casting menu

Click E - bring up options, inventory and quit menu



GP2X and PSP

Joystick - move the cursor around; the cursor is used for picking pieces to move or

targetting spells. If the cursor is 'selected', moving the joystick will push the piece. If no selection is made yet, it will move the cursor.

X (Spacebar on desktops) - in the main battle screen, this toggles between selected or not selected mode. In a dialog box, it usually means 'go ahead with whatever is selected.'

B (circle on PSP, TAB on desktops) - bring up or dismiss the spell casting screen, to pick and cast a spell. Use X to actually cast the spell.

Left-trigger (L on desktops)- show your characters overall status; skills and spells known, level and name, gear equipped, mana affiliation, that sort of thing. The spell listing will let you know the mana/hp cost to cast a given spell.

Right-trigger (R on desktops) - show opponents character sheet, same as for the players. Lets you know their class and mana affiliation and spell listing, so you can better size up your enemy. You're lucky to have such a careful eye as to see so much about your enemy, so use the information wisely!

START (Q on desktops) - for now, it means 'get me out of the game!'

Options:

The first option you are presented with is a refilling-playfield or not; I've not decided on which is more fun or more advantageous, so I've left them both in the game. A refilling board means you can play it forever, and cleared pieces get replaced with new pieces. (If no possible moves exist, the board always resets.) A non-refilling board will run out of moves after a few rounds, so its easier to see what is left, and lets you mess with the other guy a bit by taking away what he needs or setting up a move for yourself. Still, the board will reset then too, when it runs out of moves.

Purchasing the Game

The game is available at the following online stores:



[Codejedi Store](#)

Strategies

Experiment! There are many obvious and not-so-obvious strategies (and more so once you get into buying gear and advancing into additional spells!

- Board 'movement' is good -- if you can play at the bottom of the playfield to clear things out, you've got that much space 'above' which could just work out to another match you didn't anticipate
- If you know what flavour of opponent you have -- what sort of spells and mana he needs, you might wish to starve him by clearing the mana he needs. But

don't starve yourself in the meantime!

- Thrust is very handy to get early on -- spells that let you pick off squares without requiring a full match can be very handy!
- If you're far ahead of your opponent and not concerned about being zapped by some killer spell, you might want to farm gold for awhile. A win with more gold is a better win :)
- Gold can be converted into experience at the store, in the form of training. So if you want to level up faster, one way is to acquire gold when you should be picking up mana
- You can take a bad move, or even an illegal move.. swap two gems that don't make a match; it still goes to the next guys turn, possibly forcing him to take a move. If you see a move thats good after the next move, make the other guy take it!

Advanced Concepts:

- There are 5 colours of mana, conceptually organized in a circle; think of them as points on a r-tipped star, so that each colour has an opposite (enemy) colour and a neutral colour on each side. Each element in the game is associated to a colour.
- Black is the colour of darkness, of necromancy and trickery. It is the opposite of white which is life, arms, living. Green is nature while blue is manipulation and transmutation, while red is raw energy, fire.
- Classes are associated to a colour; rogues are black mana, for they live in subtlety and assassination and theft. This means a Rogue can buy nasty spells pretty cheaply, but healing spells are very expensive to earn.
- Everyone has all skills; they're traits more than learned things, though you practice them to get better. When you level up, you'll get a few points you can drop into your skills, to become better at them. Skills will let you get more hitpoints, or have a higher chance to dodge an incoming attack, or to get more mana when you clear some gems out, or other tricks.
- Spells are something you start with few of; spells that are of a like colour to your class affiliation are cheap to buy. Neutral spells are a little pricier, and enemy spells are very expensive. Still, when you level up.. who knows, maybe you want to be a nasty necromancer who still knows how to tap into Mother Earth and heal up? Can be formiddable..
- You can only equip a few spells at a time; you may know many, but can only learn a few at a time for battle (and can switch which you have learned between battles.) Some items let you learn additional spells for your repertoire.

Player Classes

Each character in BattleJewels takes the form of a class .. the general style of work that character partakes in. It does not mean that every Gladiator is the same - far from it - but every Gladiator will follow a core playstyle more or less, and be further customized by the skill, spell and gear choices the player makes. Specifically, every class is affiliated to a colour which just means that is the mana most needed for his spells. Further, each mana has other colours it is friendly and enemy to, and when you level up you can buy spells of your own mana or other manas. A Gladiator (Blue Steel colour) usually wishes to collect Blue mana off the playfield when he can, and

will take his own spells very cheaply or take another classes spells after saving up for them. So hence, every Gladiator can take Gladiator spells very frequently, or he can opt to take a few spells from Knave or Friar or the like at his leisure.. its just more expensive in terms of playtime to do so. And of course you can train in any skills you like, or buy whatever gear you like which furthe make your character unique.

- Knave

The classic sneaky rogue character who is either a sneaky thief or highway robber or underworld assassin; someone not to be trifled with, for sure. The class is designed to be a little on the fragile and slow-to-kill side (these aren't trained soldiers after all), but when he hits from the shadows -- he will hit hard! Further, the Knave can learn spells that cause poisoning in the opponent, or slow him to weaken their armor and equal the odds. A versatile fun class! Earlier spells include stealth to help avoid damage (since the burglar is not a tough warrior) and which helps set up finishing move spells such as Backstab which does significant damage in one blow. Later abilities cause the enemy to be poisoned or bleed, so this class is good for doing a lot of damage in bursts or over time, but not a balls-out damager dealer or taker. A 'black' affiliated class.

- Gladiator

The face to face warrior class, for those who wish to deal a lot of physical damage to the opponent (and themselves) quickly, in a do-or-die approach to problem solving. Designed to take a beating, to buy gear, to damage the playfield and the opponent. A 'blue steel' affiliated class. Really, the Gladiator is strong in terms of armor that he buys usually, and he can deal consistent but not huge damage -- he will tend to finish opponents quickly, or die trying. A Knave will attack from the shadows to inflict a large blow once in awhile, but the Gladiator can pull out his sword and slice away consistently, drawing down his foe.

- Druid

For players who wish to have fun toying with their opponent; maybe not the fastest way to defeat the enemy, but having fun doing it through manipulation and out-lasting. Druids tend to be a jack of all trades class, able to do most anything but none of it particualrly effectively; their strength is in versatility, as their native spells include something from each of the other classes -- damage spells, disorientation spells, and so on. It costs more mana that another class for its stronger ability, but the one thing Druids are very good at -- is getting more mana and depriving another person of his. Druids can heal themselves and manipulate the playfield, and have some inefficient spell damage for when they've collected a lot of excess mana. Very tough to kill and fun to play, Druids take the high road. A 'green' affiliated class.

- Friar

This is a class for people who wish to sit back and survive - to play a nice match without much worry of beig obliterated. The Friar is a strong healer class, who can top himself up with heal-over-time spells, and put up shields that damage an opponent who attacks him. The Friar is affiliated to 'white'

mana, and makes a strong almost undefeatable class. Woe to the player who faces against a friar though!

Available Spells and Effects

Spells represent magic and special abilities of the various classes in the game, and help differentiate characters. A Gladiator for instance will almost certainly acquire the spell Thrust, while a Friar will usually not. This helps you both pick a class to your liking, and gives you lots of replayability through trying other classes or purchasing spells from other classes into your own.

Learning Spells

Learning spells requires Spell Points which are obtained through only two methods currently -- through winning battles and levelling up, and through studying Tomes. Tomes are purchased from the Adventurer's Mart or very occasionally found in battles. After levelling up or reading the appropriate Tome you will be awarded some Spell Points, which may be used to learn new spells.

Spells are each associated to a given mana; physical combat spells for a Gladiator are usually in the Blue mana school, just as the Gladiator is associated to Blue himself. This means our friend can pick up one Blue spell (Lunge, for example) for 1 spell point, and usually you will receive one spell point for each level up, or for each Tome read.

Spells from other mana colours cost more, with how much more depending how 'distant' the difference is. For instance, the Gladiator might have to be 2 or even 3 spell points (multiple levels worth!) just to obtain a spell that another class might get for 1 point. By example -- a Knave can acquire Stealth for 1 point, but that old Gladiator -- she would be required to pay 3 points to obtain it. Big steel combat boots and heavy weapons training just don't loan themselves out to learning Stealth, and so she must pay much more. Likewise that Knave isn't learning Gladiator spells very cheaply either.

So cross-pollination of spells from other classes can certainly add flavour to your character, and can really tip the balance when you build interesting combinations of powers .. it is also much more expensive than sticking to your own classes natural fit. It is up to you to decide if you wish to go less deep in your own classes spells and to dip into other classes. Fortunately, you can always buy Tomes at the Mart, and thus even if you've maxxed out your level in the current game, you can work hard to buy more spell and skill points regardless.

To summarize - **the cost in spell points does not imply how amazing a given spell is.. instead it just tells you the cost to learn it. A 3 point spell is just another classes spell that is hard for you to learn, but it does not make it three times better than a 1 point spell!**

Most spells come in multiple levels; Again, our sample Gladiator might acquire Thrust very early on at level 1 or 2. A few levels later, he might have the option to buy "Thrust 2", which is just a stronger version of Thrust. ie: The spells do not

automatically grow in power as the character does .. you must keep learning newer versions of each spell to get the beefier versions. As a side effect, this allows you to cast lower versions of a spell when in a pinch -- if your opponent is low on life, but you've not the mana to smash him with a big heavy spell, it might be enough to just squeek through with a lower level version of your damage spell to finish him off. Likewise, different spell levels sometimes do very different things, and you might just want the effects of a different level of spell.

One thing to note -- you cannot acquire (for example) Earthwarden 2 until you already have learned Earthwarden 1. Hence, you might wish to learn a less useful version of a spell just so you can pick up a stronger version of it down the road.

Available Spells

- Arrow -- usually used by highwaymen and monsters; a quick shot with an arrow always hurts! Higher levels cause more damage or may have effects.
- Backstab -- a finisher move (depends on Stealth to cast) that does a lot of damage to the opponent, and takes you out of stealth. Backstab is expensive to cast, but deals pretty heavy damage for a single hit. Higher levels of the spell cause more damage.
- Benediction -- A very efficient healing spell; it provides minimal benefit on casting, but it continually ticks over over time. As the next few turns pass by the caster receives more health. As the spell level goes up, more healing is provided each turn. In a pinch it won't save you, but since it is so efficient you might keep it cast upon yourself all the time to continually provide benefit.
- Brambles -- an inefficient damage dealing spell. As with many other Druid spells, it is not so efficient as equivalents for other classes, but it does the job; Druids are good at getting mana, so Brambles can be formidable. Other classes may want it for making use of extra green reserves they might build up, or to slip a green attack against opponents weak to that colour.
- Curative -- cures poison effects. Can be handy if a Knave is forever poisoning you.
- Earthwarden -- converts mana pieces in the playfield into green mana pieces. EW1 converts blue to green, which can be punishing to certain opponents. Later Earthwardens will convert other colours or even gold into green mana. The objective is to make more mana open to yourself, and possibly to rob the opponent of mana he could use. Time its use correctly for maximum effect. Can cause very large matches to occur for yourself or the opponent, so as with many Druid oriented spells -- they can be amazing, but you must be careful!
- Exorcism -- destroys all skulls in the playfield, dealing damage to the caster and his opponents both. Could be a strong finisher when you're in the better health position, or good to use when you've got a heal spell or potion held ready. Since it nabs all skulls, it could be a devastating attack!
- Fire Breath -- used by monsters only; a very efficient red damage dealing spell.
- Gaea's Heal -- a simple yet moderately efficient healing spell. This spell lands immediately, so is a little more expensive than you would like, but does the job well. Higher levels provide more healing.
- Hurricane -- This spell is available equally to all classes; when cast, the playfield is reset (newly randomized with pieces.) If you're just having bad luck and not getting the mana you need, or its serving the opponent too much

through purely bad luck.. start fresh!

- Litany -- brings up a powerful shield around the caster; damage received is partially reflected back at the caster of that damage. Mostly good for skull related damage. At higher levels more damage is reflected, but to start with approximately 30% of damage is bounced. A classic of the Friar -- take damage yourself, cast some heals to survive it, but punish the opponent for daring to damage you in the first place.
- Lunge -- a powerful spell to attack a group of squares (centered on the selection.) The first Lunge destroys a cross (+) shape of squares, while later levels destroy a 3x3 grid. All squares are destroyed and caster receives all benefits from those squares. A good way to destroy a pack of unmatching skulls all at once, or to get a bunch of unmatching mana or the like. Hurts the caster a little too, but also sticks it to the opponent a medium amount too.
- Poison Dart -- A damage over time spell; when cast, it does little to the receiver, but over the following turns a little damage will trickle into his system. Keeping poison up on an opponent is a sure way to burn them down over time! Higher levels of the spell will cause more damage each round or last for longer.
- Sap -- Reduces the toughness rating of the opponent for awhile; by which, it finds the kinks and holes in the opponent armor and defences, allow primarily your skull damage to penetrate more. For instance, if you're about to Backstab the opponent with a large amount of damage, or using a high level skull-clear, you might wish to soften the opponent of with Sap first, to ensure more damage gets through the cracks.
- Shield Slam -- brawl an opponent over, causing them to lose a turn or two; higher levels have a higher chance to stun the opponent a little longer.
- Stealth -- the stealth spell puts you into a semi-hidden state which in turn opens up the option of casting 'finisher' moves. You cannot backstab (for example) while your opponent is able to see you, but if you stealth out of site you can now cast a backstab. However, your opponent can still detect you, so if he performs skull-damage you will be found. Luckily, that attack that locates you is avoided, so stealth will save you from one incoming attack, or permit you to launch a finisher spell. Higher levels of stealth will last longer before being forced back into the open.
- Tsunami -- destroy a wide assortment of squares on the playfield; higher levels of player and of spell will destroy more squares in the field; you do not get to control which squares are damaged, but the caster does receive benefits of destroyed squares.. and opponents will feel the skull damage!
- Thrust -- attack a specific square on the playfield, destroying it. Caster receives benefits of the squares destruction, and as normal pieces above will flow down. Use it for attacking skulls without the need for matching, or to steal special pieces. Actually hurts the caster a little, but also damages opponent directly a little more too - especially if you're picking off skulls. Higher levels of the spell cause more damage.
- Undead Will -- primarily used by undead enemies. Provides a very small heal to the caster, and stuns the opponent a small amount (more so as the spell level increases.) This spell might get altered in the future if it becomes overly annoying to play against.
- Witchhunt -- Create skulls in the playfield; the higher level the caster, the more skulls created.
- Wind Buffet -- primarily used by Dragons to knock players back and out;

provides a brief stun so the dragon can collect some gold!

Available Skills

Skills are something every character possesses, but that are learned in varying amounts. (Spells, by contrast, are something you start without and learn wholly once in awhile. So while you learn Fireball 1 once, and that's it, you must increase each of your skills over time.. but everyone starts with the same skills, all at their lowest level of training.) Skills do not define your character's class, but reflect what you have chosen to train and specialise in. You can train in any of the skills below any time you have levelled up. Mage classes can be super beefy with muscley hitpoints if they desire, and warriors could be skinny and weak and full of dodge if they so prefer. It is up to you!

Gear you acquire modifies many of your skills as well! ie: Armor makes your Toughness increase, which is how it reduces damage you take.

Skills start at training rank of zero, but you can raise them up to 100. Gear can raise them past 100.

Skills are trained up through using Skill Rank Points; you obtain these points through either levelling up or via studying Tomes bought from the Adventurer's Mart, just like you do with spells. The main difference of course is that you always have the same skills, it's just a matter of ranking them up.

- Endurance -- raise this skill to add to your hitpoints - ie: ranking up this skill directly lets you survive more damage! Consider that Endurance lets you plain absorb damage like a meat-shield, Dodge is the ability that lets you outright avoid it.
- Dodge -- A higher dodge skill will help you outright dodge incoming damage of various kinds, usually skull related damage. It takes awhile to rank up this ability, but it can be worth it when you find yourself dodging 50% of the incoming attacks!
- Toughness -- %age damage reduction when you get hit. Armor will increase this, but with training this skill up you will have the natural ability to plain absorb more damage -- by reducing how much you actually receive. So again.. endurance lets you take more damage, dodge lets you try to avoid it, and Toughness lets you scale down how much damage you take.
- Initiative -- adds to your percentage chance to get first turn, and also makes you receive more experience from a match by learning more about your opponents as you play.
- Speed -- Provides a chance to get an extra move after a clear in the playfield
- Mastery -- There is one mastery for each colour of mana; training up in a given colour's Mastery will cause you to receive more mana from a clear than you normally would, and further, reduces damage dealt to you by spells from that colour. Example: If you rank up in Earthen (Green) Mastery, you will receive more than 3 mana for clearing 3 green orbs, and if someone casts Brambles on you (a damage spell), you will take less damage from it.

Gear and Equipment

Gear is usually purchased at the Adventurers Mart after you've wrapped up a battle. Occasionally a treasure chest will be located in the playfield that when matched will give you a surprise.

Gear only takes effect when it is equipped; you can buy/sell from your backpack, but you must actually put on or *equip* gear (taking it out of your backpack in the process) before you obtain its benefits.

You can download a rough PDF version of the gear listing [here](#)

[Please see our Helpdesk for assistance!](#)