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Beta version.original version.Originally, John Raptis was going to spread the Rainbow Chuzzle, but the Raptis brothers objected and changed it to the Celestial Chuzzle.[A] 1.1 1.2 1.3 1.4 Not like the classics, mostly 6x7, 8, 9.[2] Outside of Jen Chuzzle, Beecherled[3] This is because Zen Chuzzle and Beecherzzled are in infinite mode.[4] Each level is very different.[B] 5.1 5.2 5.3 5.4 5.5 5.6 go to jail[6] go to jail again[8] It's not like the classic 6x8, but it becomes a 6x9 that goes up the level.[11] Not like the classic, but 5x5.[14] Even if you kill 6 or more of them, you will be jailed.[18] Games such as Bejeweled and Zumarang are called Blitz, but only Chuzzle is not attached.[19] So in this stage, super cheats and combo are important. Hello fellow Chuzzlers,I've just completed all the jigsaws and my Chuzzarium is very full.Are there any more rewards to be had now?I've been back up to level 5 and havent found any??Also is there a separate Mindbender mode in Chuzzle 2 - love doing those?? Chuzzle 2 Tips,Tricks and Walkthrough1.How To PlayStart by choosing one of the four gameplay options on the Main Menu. Your choices are Classic, Speed, Zen, or Brain Teaser. Classic, Speed and Zen modes all share a basic game play strategy, which is to match at least three like-colored Chuzzles by sliding rows left to right or by sliding columns up and down on a six by six board. Matches can be made down, across or in anL shape, but not diagonally.2.Special Chuzzle CharactersThe standard Chuzzles are fine and dandy, but there's a few of them out there that are different from the others, sometimes in your favor, sometimes not. Here are a few of the special characters you'll encounter along the way:Giant chuzzles take up much more room than their normal-sized brethren. Taking up a 2 x 2 space on the grid, these bigger brothers cannot shift off the screen. Moreover, when you move them, you move two rows (or columns) simultaneously, rather than just one. Despite their increased size, giant chuzzles do not count as two regular-sized ones; you still need to group together at least three furry friends. When they do clear, however, they take up a bit more room in the beaker, helping you more quickly advance to the next stage.Blinking chuzzles are fantastic for extra points. They are loaded with value. Moreover, they're a little suicidal in nature: when they clear, they explode, taking several chuzzles with them. This gives you mundo points and a literally earth-shattering experience.Locked chuzzles cannot move. In fact, you cannot move the row or column that they are in, forcing you to work around this challenge. They can still be cleared, but you must make maximum use of the surrounding chuzzles in order to do so. When you see a chuzzle in handcuffs (fur-cuffs?), you should make it a priority to free him.3.Use Hints with DiscretionWhen you're stuck, you're stuck. It can difficult to find appropriate moves sometimes and that's why the Hint feature is there for you, but use hints with caution. They are not free. You lose some of the work that you have already completed, because each time you use a hint, your beaker filling with chuzzles becomes slightly depleted. Use hints too often and you'll find yourself with an empty beaker, effectively nullifying any progress you have made thus far.4.Combos are Best!They can be difficult to plan, but if you can create larger groups (chuzzles in sets of four or more), you can get lots of points. Similarly, if you can set a chain reaction in motion, you will also rack up the points: what this means is if by clearing one set, you create another, and another, and another, you will receive more points that clearing those groupings individually. 55.38% Welcome Time Wasters!I know it seems crazy, but this is actually the fourth week in a row Im reviewing a mobile game. Getting rid of social media on my smartphone was one of the best decisions Ive ever made. I miss Reddit most of all, but its better playing games than just talking about it with random strangers online. At least for me it is. With that in mind, lets go ahead and jump right into Chuzzle 2.Were no strangers to Chuzzle here at GIN. The little fellas were even featured in one of the early GIN Sunday comics back in 2011! Dang, its been awhile. The first Chuzzle game for PC was one that I also spent a fair amount of time on back in high school. Its a casual tile-matching game that has players lining up three or more chuzzles to clear them from the board.Golden Armor Energize!I say clear from the board, but what I really mean is popping them. Depending on the current level, players will pop chuzzles to achieve different goals. This includes the classic goal of filling a beaker with the essence of the popped chuzzles, but there are loads more as well. Among these are popping chuzzles to change the background gold, popping chuzzles to hatch eggs of varying colors, only popping chuzzles of a single color to rapture them (not joking), and more.The large variety of different game types in Chuzzle 2 helps keep the game fresh. These modes all pop up during the normal mode of the game. This mode has the player defeating challenges to continue down a board and reach a goal. Doing so can earn them rewards and let them move on to the next level. The challenges will get more difficult as the player progresses, but players can choose to cash out and use their high score to earn coins. Even better is the fact that theres no lives system to restrict play. So even if the player has to start over, they wont have to wait to do so.Coins are one of the rewards that players get for playing Chuzzle 2. Players are able to use these coins to decorate their chuzzle house. This includes buying toys, wallpapers and food for the chuzzles. Its a bit like having a virtual pet, but theres also not as much in the way of interaction. This is more for kids than anything, but its a welcome addition.I dont know why you want to run on that wheel when theres a swing right above you.There are other rewards that players can also get in Chuzzle 2. This includes puzzle pieces. Players will use these to complete puzzles, which in turn offer other rewards. The two major ones I ran into were more chuzzles for my house and new modes.Thats right. There are still more modes to unlock in Chuzzle 2. The two modes that players can unlock are Zen and Classic. These are two of the base modes that were available in the first Chuzzle game. Im glad to see them return here as well. Sometimes, I just want to sit down for a more nostalgic Chuzzle experience, and this allows for that.Being a mobile game, Chuzzle 2 does feature ads. Luckily, these ads are always skippable. They also dont show up in the middle of a match, but wait until afterwards to hit the player. Its strange how they show up too. Sometimes, I feel like I get an add after every challenge. Then other times it seems like I can go two or three matches without an ad. Either way, there is an option to buy an ad-free version of the game. Honestly, Ill probably go this route sometime soon. Chuzzle is just one of those games I can see always staying on my phone and Id rather not deal with ads if thats the case.The visuals in Chuzzle 2 are spot on. They look great on a smartphone and it really feels like a lot of care what put into making it work. Sure, tile-match games are all over mobile devices, but its the sleek user interface that helps this one stand out. Plus, theres lots of animations and rainbow explosions during play. Small details, such as shaking puzzles to make them dizzy, are also still present from the first game.The randomly-generated boards to complete also help keep the game fresh.The audio in Chuzzle 2 is another strong part of the game. It uses the same basic music style as the first game and probably even some of the same songs. They still hold up today, as do the sound effects. Im not one for keeping my volume on while playing games, but this is one of those cases where I just do it anyway.Overall, Chuzzle 2 is a great way to kill some time. The match-three formula works well on mobile and this game is a prime example of it at its best. Its got all the style and strategy that a game of this genre needs and is something just about everyone can enjoy. This alone warrants spending some time with it.Chuzzle 2 earns 4 GIN Gems out of 5! Developers: Raptisoft Platforms: Android, iOS I am addicted to this game! However, lately it has been freezing up quite a bit, mostly when playing. Stinky Chuzzle game. I have to close the game & open back up, then start the Stinky game all over again. Hoping the developer has a fix for this. Its annoying. Updating my recent review: just finished a Golden game and as the completion graphics began the game froze up again! Dont know if that one will count or if Ill have to complete that one all over again! Wow! This really bites! More bugs! On Level 4 & playing Break all licks: After my first move, I got No More Moves! Tried again, made a different move, & got No More Moves again!!! This is ridiculous! Especially since its only Level 4 !! So I think the game does this to MAKE YOU use up all your power-ups! Wow. Really? Lame! And by the way, can you please change out that annoying ad with the girl in bed making the obnoxious mouth movements, then hanging out a car window, then slo-mo walking down the street?! I see this ad almost every time I click something in Chuzzle, & I am sick to death of seeing this chick, whoever she is! Please! Give me a different ad! Anything!! twenty levelsThe game mode includes twenty levels that have five puzzles each. In addition to the dissimilar gameplay elements, Mind Bender does not incorporate a scoring system and provide hints of any kind. Rainbow Chuzzles and Puzzle Locks do not appear in this game mode, and it is not possible to create Super Chuzzles.How many levels in Chuzzle?Mind Bender: Unlike the other game modes, Mind Bender involves attempting to line up Chuzzles to match the game board with the preset pattern shown on the left side of the screen. Mind Bender features 20 levels, each with 5 puzzles. Finishing at least three puzzles will allow the player to advance to the next level.Who made Chuzzle? Raptisoft, LLCPopCap GamesChuzzle/Developers

How many puzzles are in chuzzle 2. How many levels in chuzzle. How many levels in zombies.