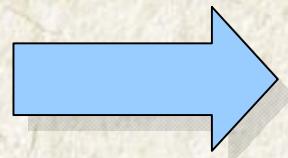
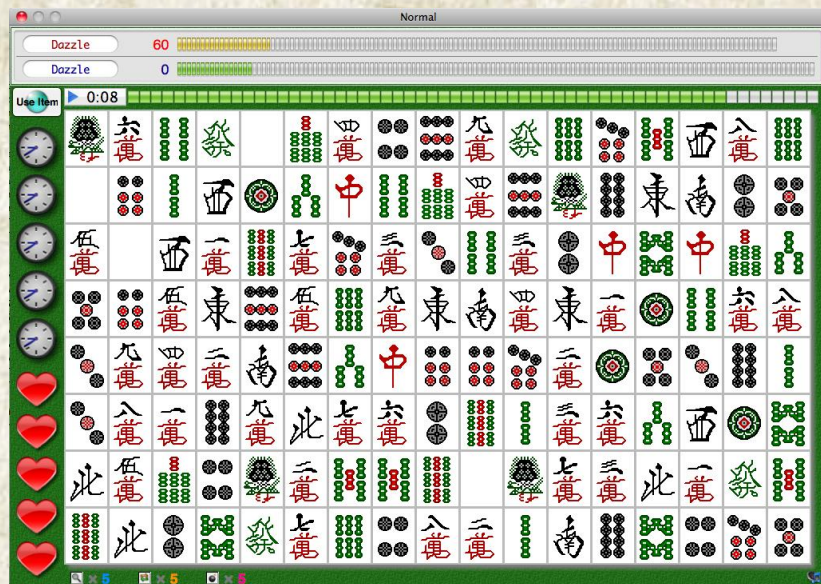


Goal of the game

- 34 types that appear on the screen in the Mahjong tiles × 4, “Reverse Condition” to turn it over to the two pairs of Mahjong tiles to meet the same pattern, it aims to flip over all the Mahjong tiles.



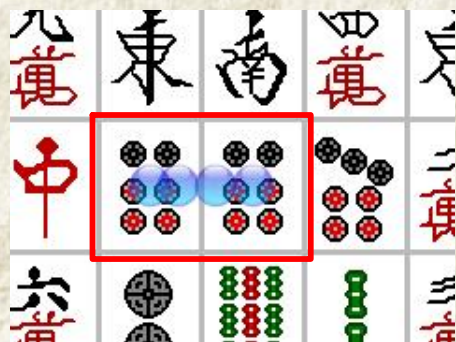
Be cleared by reversing the game all the Mahjong tiles

Game Over

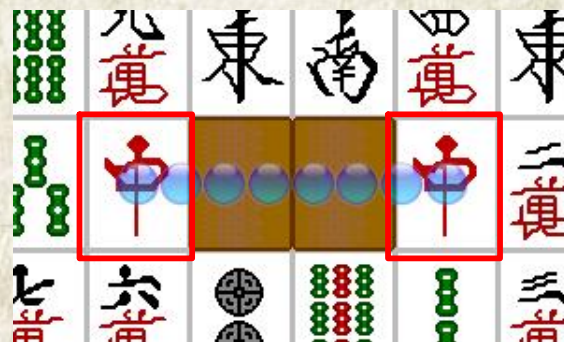
- ① Stalemate
 - If there are no pairs of tiles can be flipped.
- ② Time Over
 - If you lost the time available. (“Normal” · “Hard” level)

Reverse condition

① If two adjacent tiles.



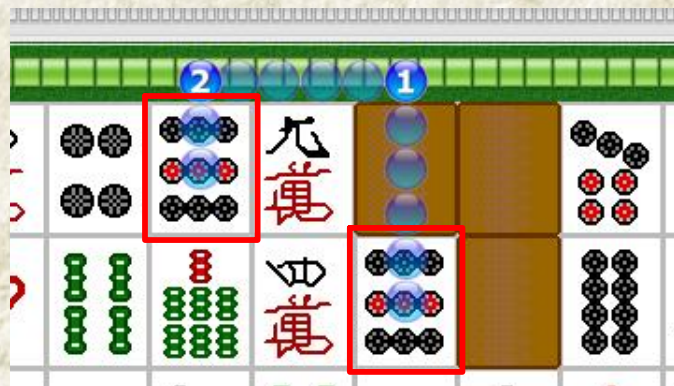
② If only one tile turned inside between two tiles.



③ If the tiles join together to turn it twice in between two tiles.



④ Through the border, if the two tiles join together.





①  Search item

- Find all tiles that can be flipped.

②  Swap Item

- Swap the positions of two different design tiles of your choice.

③  Bomb Item

- Selected "Block tile" to blow up.

④  Shuffle Item

- Mix all remaining tiles.

⑤  Clock Item

- Time limit (the timer) If they can not find a pair of tiles can flip it in the "time out" will be, will extend the time limit instead of being consumed if one holds the clock item.