

GRID SMASH.

Make space.
Find your rhythm.

An untimed block puzzle about making room on an 8-by-8 board. Plan a tray, clear a line, and discover what one good placement can open up.

01 Classic

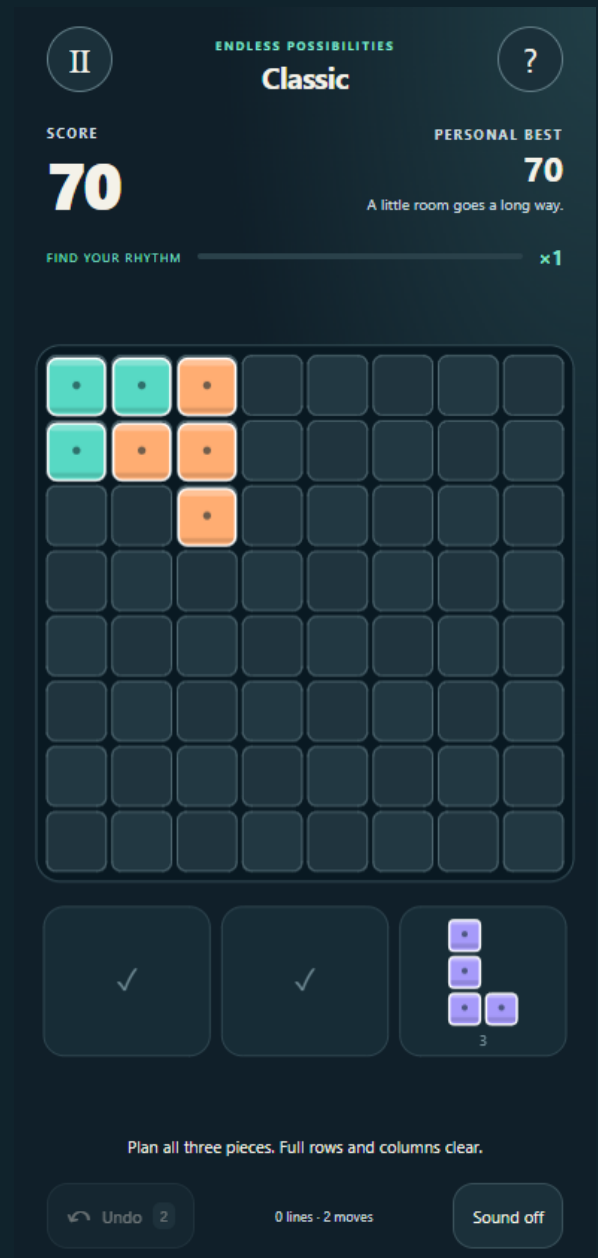
Build your best score. Keep making space until none of your remaining pieces fit.

02 Journey

24 crafted puzzles across three chapters. Clear each board's line target to open the next puzzle.

03 Daily challenge

30 placements, or an earlier dead end. Replay today's challenge and improve your own best.



Classic in play: two pieces placed, one still in the tray.
Full-game renderer capture from the content bundled in the APK.

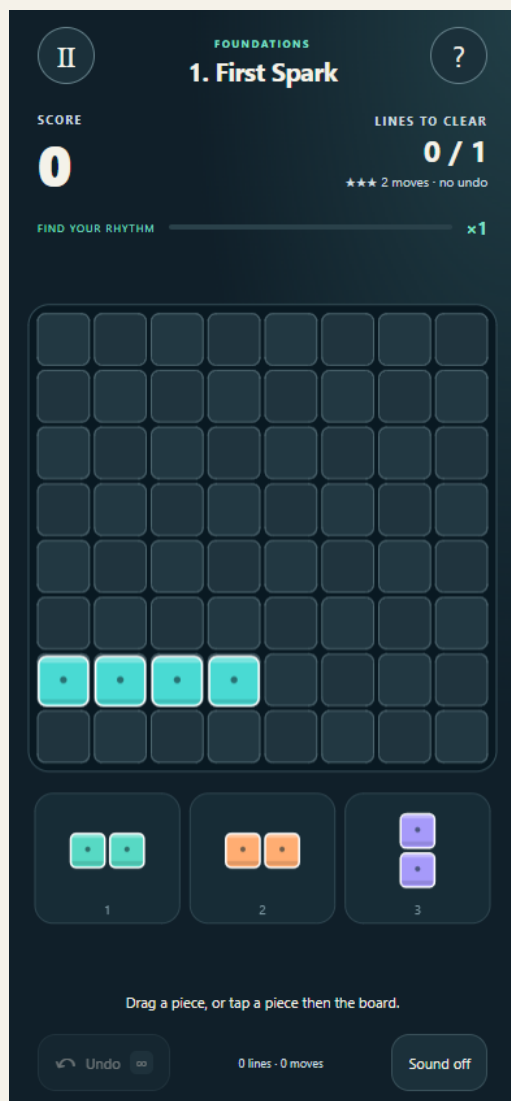
Yours to play. No ads. No rush.

A little space. A good start.

Try Journey's First Spark to learn the rhythm, then make Classic your own.

INSTALL ON ANDROID

Android 8.0 or newer, with an up-to-date Android System WebView (108+). Sign in at truckfishgames.com, purchase GridSmash, and download its APK from your library. Open it from Downloads. If asked, allow installation from that browser or file app, choose **Install**, and open GridSmash. Once installed, play works offline.



1 Choose your piece

Use any of the three tray pieces in any order. Shapes keep their orientation; there is no rotate control.

2 Drag or tap

Drag a piece over the board and release when the preview fits. Or tap a tray piece, then tap the board cell for the piece's top-left position.

3 Read the preview

The preview sits above your finger. Gold bands show lines that will clear; red crosses mark a position that cannot fit.

4 Make a line

Fill all eight cells of a row or column to clear it. A crossing row and column both count. Use all three pieces to receive the next tray.

5 Take your time

Tap pause to save and return to the menu. The ? button explains play. Sound, touch feedback, animations and clearer grid markings live in Settings.

First Spark. The target is one line. The two horizontal bars can fill the four empty cells beside the mint blocks.

Every clear counts.

A satisfying run rewards both the space you make and when you make it.

BUILD YOUR SCORE

10 points for every block you place.

100 points for each cleared line, plus **75 points** for every extra line cleared by the same placement.

TWO-LINE EXAMPLE

Place a 4-block piece and clear two lines at $\times 2$:

$$40 + (200 + 75) \times 2 = 590 \text{ points}$$

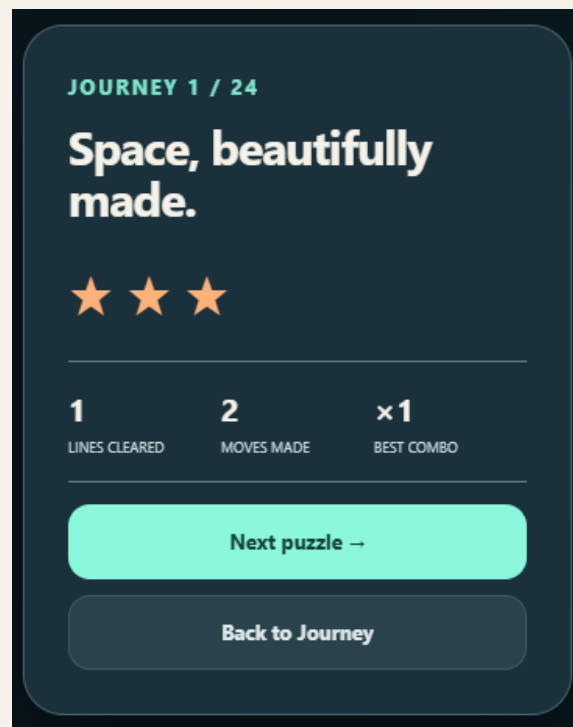
KEEP YOUR RHYTHM

A clear starts at $\times 1$. Clear again within your next **three placements** to raise the combo, up to $\times 5$. That leaves room for two setup moves between clears. The rhythm bar counts down the opportunity.

Only the line points receive the combo multiplier. If the opportunity expires without a clear, your next clear starts a new $\times 1$ chain.

AN UNDO IS A RETHINK

Classic and Daily: three undos per attempt. **Journey:** unlimited undos. Each undo goes back only **one placement**; there is no multi-step history. It restores the same tray and deal, so you can try a better position without rerolling the pieces.



A three-star First Spark finish. One line, two moves, no undo.

JOURNEY STARS

3 stars: par or fewer moves, no undo.

2 stars: within par + 2 moves.

1 star: any other victory.

DAILY MEDALS

Bronze 1,500 points

Silver 3,000 points

Gold 5,000 points

Your best stays on this device.

A game you can return to.

Your next good placement can wait. Your progress gives you reasons to come back.

SAVE, PAUSE, RETURN

Your board saves automatically as you play and when you leave the app. Classic, Daily and Journey have separate saved attempts. Use **Save & return to menu** from pause; returning to a mode resumes its saved attempt. Journey also has a **Continue puzzle** button.

Play works offline after installation. Saves, records, settings and unlocks stay **on this device**. There is no account sync or online leaderboard. Clearing app data or uninstalling can erase this progress.

Daily follows your local date. Each day starts with the same seeded sequence; later deals depend on the spaces you leave.

FAIR DEAL. REAL CHOICES.

Fresh Classic and Daily trays offer a sequence that fits the board as dealt. Finding the order and placements is still up to you.

THREE HABITS WORTH KEEPING

See all three. Check your biggest piece before filling its only space.

Leave a corridor. A clean row or column often helps more than scattered single gaps.

Let a clear wait. Use the two setup moves to build a crossing or multi-line clear.

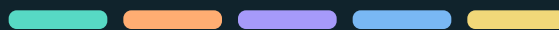
Android 2.0.1. Screenshots show the actual full-game web renderer bundled in the APK, captured in browser QA. These are not native-player captures. Physical-phone touch feel and performance remain unverified.

A DIFFERENT SHADE OF PLAY

Four palettes, earned through play.

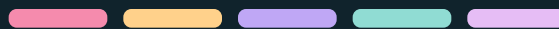
Lagoon

Unlocked from the start



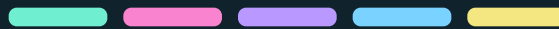
Sorbet

20 lines or 6 Journey stars



Arcade

75 lines or 24 Journey stars



Ember

180 lines or 48 Journey stars



Finished attempts add to your line total. Six milestones celebrate your first run, combos, 100 lines, Journey progress, seven Daily dates and all 72 stars.

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