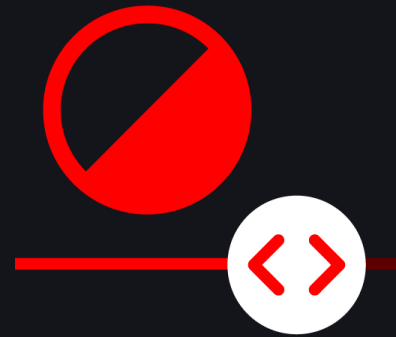


Capslide

Slide and bounce capsules!

Description:

- **Title:** Capslide
- **Developer:** Diamonick Dunn
- **Genre:** Arcade, Minimalist, Casual, Score Attack
- **Engine:** Unity
- **Size:** 46.4 MB
- **Price:** Free
- **Platform:** iOS, Android (**Unavailable**)



Product Description:

Capslide is a minimalist, arcade game in which you drag sliders to bounce capsules and score points.

Drag the slider(s) across to bounce the capsules up into the air. After letting go of the slider, it will retract to its original position.

If a capsule hits a slider, you'll earn a point. Each consecutive bounce increases the amount of points you'll earn, so try not to lose them quickly. If you can keep a capsule afloat for a few seconds, a Star Capsule will drop and reward 3 points. Occasionally, Fake Capsules will drop and consecutively deduct 5 points so avoid them as much as possible.

The goal is to score as many points as you can before all 12 capsules are gone.

► [Capslide Trailer - Official Trailer](#)



Features:

- Simple slider controls
- Minimalist graphics
- Online Leaderboards
- 6 Unique levels
- 56 Color Palettes
- 10 Achievements

Modes:




- **Play**
 - Levels
 - Leaderboards
- **Color Palettes**
- **Achievements**
- **Settings**
 - BGM (Toggle)
 - SFX (Toggle)
 - Screen Shake (Toggle)

Levels:

Capslide features a total of 6 levels. Each level hosts its own online leaderboard.

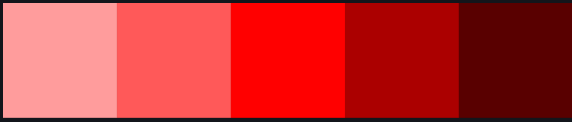

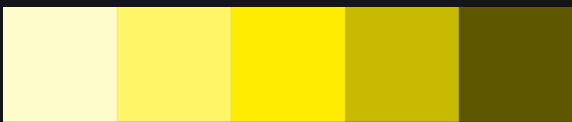
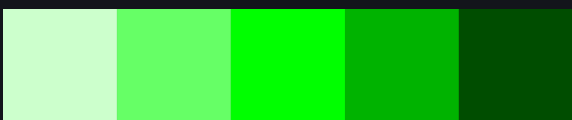
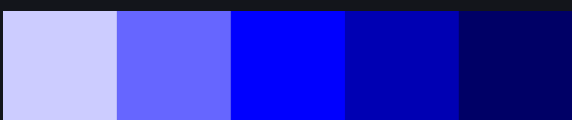


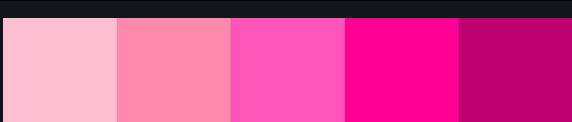

1. **Arena**
2. **Diamond**
3. **Orbit**
4. **Pinball**
5. **Warp**
6. **Clock**





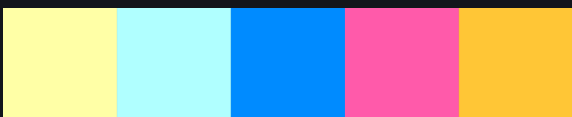


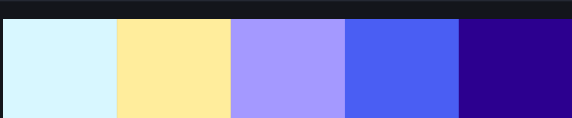



Capsules:


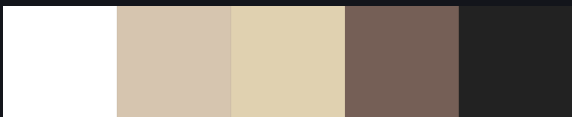







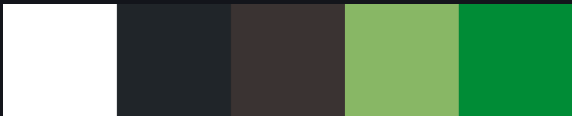
| Image | Name | Description |
|---|--------------|--|
|  | Capsule | This is the default capsule that's dispensed in a level. Each bounce rewards 1 point. A Capsule's point value increments by 1 after each bounce. Once a Capsule reaches 99 points (max), it will launch up and play a chime sound before disappearing. |
|  | Star Capsule | A Star Capsule will drop after keeping your Capsules afloat for 20 seconds. Each bounce rewards 3 points. A Star Capsule's point value increments by 3 after each bounce. Similar to normal Capsules, once a Star Capsule reaches 99 points, it will launch up and play a chime sound before disappearing. |
|  | Fake Capsule | Occasionally, Fake Capsules will drop from above and consecutively deduct 5 points from your score. A Fake Capsule's point value decrements by 5 after each bounce. It is advised to avoid these capsules as much as possible. |




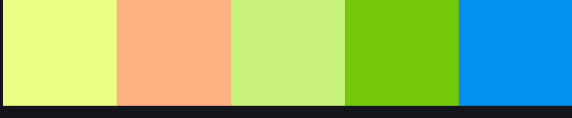







Color Palettes:

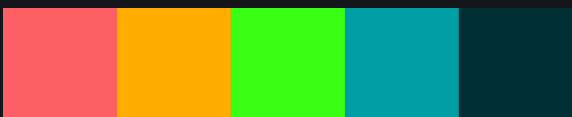
In *Capslide*, players can choose from a colorful list of 56 Color Palettes to personalize the game's look and feel. The first 8 Color Palettes are available from the start. Players must collect Tokens via playing the game to buy more Color Palettes.


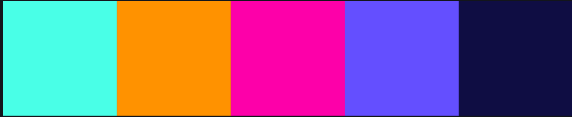

| # | Name | Palette | Token Cost |
|---|-----------|--|------------|
| 1 | Red |  | - |
| 2 | Orange |  | - |
| 3 | Yellow |  | - |
| 4 | Green |  | - |
| 5 | Blue |  | - |
| 6 | Purple |  | - |
| 7 | Grayscale |  | - |
| 8 | Pink |  | - |
| 9 | CMYK |  | 4 |

| | | | |
|----|----------------|--|---|
| 10 | Sepia |  | 4 |
| 11 | Rose Gold |  | 4 |
| 12 | Winter |  | 4 |
| 13 | Spring |  | 4 |
| 14 | Summer |  | 4 |
| 15 | Autumn |  | 4 |
| 16 | Snowy Sunset |  | 4 |
| 17 | Moonlight |  | 8 |
| 18 | Forecast |  | 8 |
| 19 | Warm Lightning |  | 8 |
| 20 | Pancakes |  | 8 |

| | | | |
|----|------------------|--|----|
| 21 | Key Lime Pie |  | 8 |
| 22 | Cookies 'n Cream |  | 8 |
| 23 | PB&J |  | 8 |
| 24 | Burger |  | 8 |
| 25 | Banana |  | 12 |
| 26 | Coffee |  | 12 |
| 27 | Sushi |  | 12 |
| 28 | Ramen |  | 12 |
| 29 | Solitaire |  | 12 |
| 30 | Royal Card |  | 12 |
| 31 | Reversi |  | 12 |





| | | | |
|----|--------------------|--|----|
| 32 | Confetti |  | 12 |
| 33 | Pop Quiz |  | 16 |
| 34 | Golf |  | 16 |
| 35 | Tennis |  | 16 |
| 36 | Baseball |  | 16 |
| 37 | Medals |  | 16 |
| 38 | School |  | 16 |
| 39 | Business |  | 16 |
| 40 | Blueprint |  | 16 |
| 41 | Under Construction |  | 20 |
| 42 | Decode |  | 20 |







| | | | |
|----|-----------------|--|----|
| 43 | Medical |  | 20 |
| 44 | Camouflage |  | 20 |
| 45 | Nice Complement |  | 20 |
| 46 | Volcanic |  | 20 |
| 47 | Jungle |  | 20 |
| 48 | Floral |  | 20 |
| 49 | Cherry Blossoms |  | 24 |
| 50 | Honeybee |  | 24 |
| 51 | Cosmic |  | 24 |
| 52 | Clockwork |  | 24 |
| 53 | Synthwave |  | 24 |

| | | | |
|----|-----------|--|----|
| 54 | Dark Edge |  | 24 |
| 55 | Cyberpunk |  | 24 |
| 56 | 8-Boy |  | 24 |

Achievements:

There are a total of 10 Achievements to unlock in *Capslide*.

| Icon | Name | Incremental? | Criteria |
|---|-----------------|--------------|-------------------------|
|  | Arena Cleared | No | Clear Level 1: Arena. |
|  | Diamond Cleared | No | Clear Level 2: Diamond. |
|  | Orbit Cleared | No | Clear Level 3: Orbit. |
|  | Pinball Cleared | No | Clear Level 4: Pinball. |

| | | | |
|---|--------------------|-----|--------------------------------------|
|  | Warp Cleared | No | Clear Level 5: Warp. |
|  | Clock Cleared | No | Clear Level 6: Clock. |
|  | Token Player | Yes | Collect 256 Tokens total. |
|  | Star Player | No | Score 99 points from a Star Capsule. |
|  | Capslider | Yes | Play 30 levels. |
|  | Color Me Impressed | Yes | Unlock all Color Palettes. |

Screenshots:



