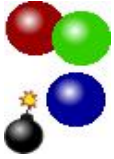

















# Juggler



Juggler is a simple yet exciting game designed specifically for the stylus. Simply, the game will randomly drop balls from the top of the screen, your job is to use your stylus to tap the balls, knocking them back into the air. If a ball hits the ground, you lose.

Besides balls, other items will also fall from the ceiling. Some are good things, some are bad. A new item is added on each level from 1 to 15, each is described below. There are fifty levels total.

<b>Level 1</b> 	The bomb. Tap the bomb to blow up all the balls on the screen. This is a good thing because the less balls on the screen, the easier they are to juggle
<b>Level 2</b> 	The dart. By tapping the dart, your stylus will become a dart, popping the balls instead of bouncing them into the air. This is also good because less balls are better.
<b>Level 3</b> 	The yellow eyed skull. Tap it before it hits the ground or something bad will happen.
<b>Level 4</b> 	The plunger. Like the bomb of level 1, the plunger will blow up balls. But, unlike the bomb, the plunger does not explode right away. It waits for you to use it when you need it most.
<b>Level 5</b> 	The hourglass. Makes everything fall in slow motion.
<b>Level 6</b> 	Colored bombs. Like a regular bomb, but they only destroy balls of their respective color.
<b>Level 7</b> 	The red eyed skull. Tap it before it hits the ground or something bad will happen.
<b>Level 8</b> 	The magnet. Makes balls stick to the ceiling.

<b>Level 9</b> 	The snowflake freezes balls on the screen.
<b>Level 10</b> 	The black eyed skull. Tap it before it hits the ground or something bad will happen.
<b>Level 11</b> 	The lightning will create an electric fence to stop balls from hitting the ground.
<b>Level 12</b> 	The shield will create a barrier to stop balls from hitting the ground.
<b>Level 13</b> 	The clock. Tap it before it hits the ground or extra time will be added to the countdown clock.
<b>Level 14</b> 	The bee. Tap it before it hits the ground or something bad will happen.
<b>Level 15</b> 	Unknown

For all levels after level 15, the speed and frequency of balls increases.

<http://www.web-ballistics.com/palm>