Mords and Shapes [SOCUCION]



This is modeled after a match-three game, with differently colored regular polygons ranging from triangles to octagons, each with a word in it.

First, you may notice that reading the initial letters of each word spells out the phrase **SWAP ELEVEN PAIRS OF ADJACENT POLYGONS TO MAKE TRIPLES INDEX BY NUMBER OF SIDES**. As it turns out, there are eleven pairs of swaps you can make that will make three in a row, and none of them conflict with one another. After making all those swaps, the grid looks like the following:



For each "gem" in a triple, extract the Nth letter from that word, where N is the number of sides in the polygon. Reading left-to-right, top-to-bottom, you get the clue phrase **MATCH THREE GAME USING SWEETS FIVE**, which clues the answer **CANDY CRUSH**.