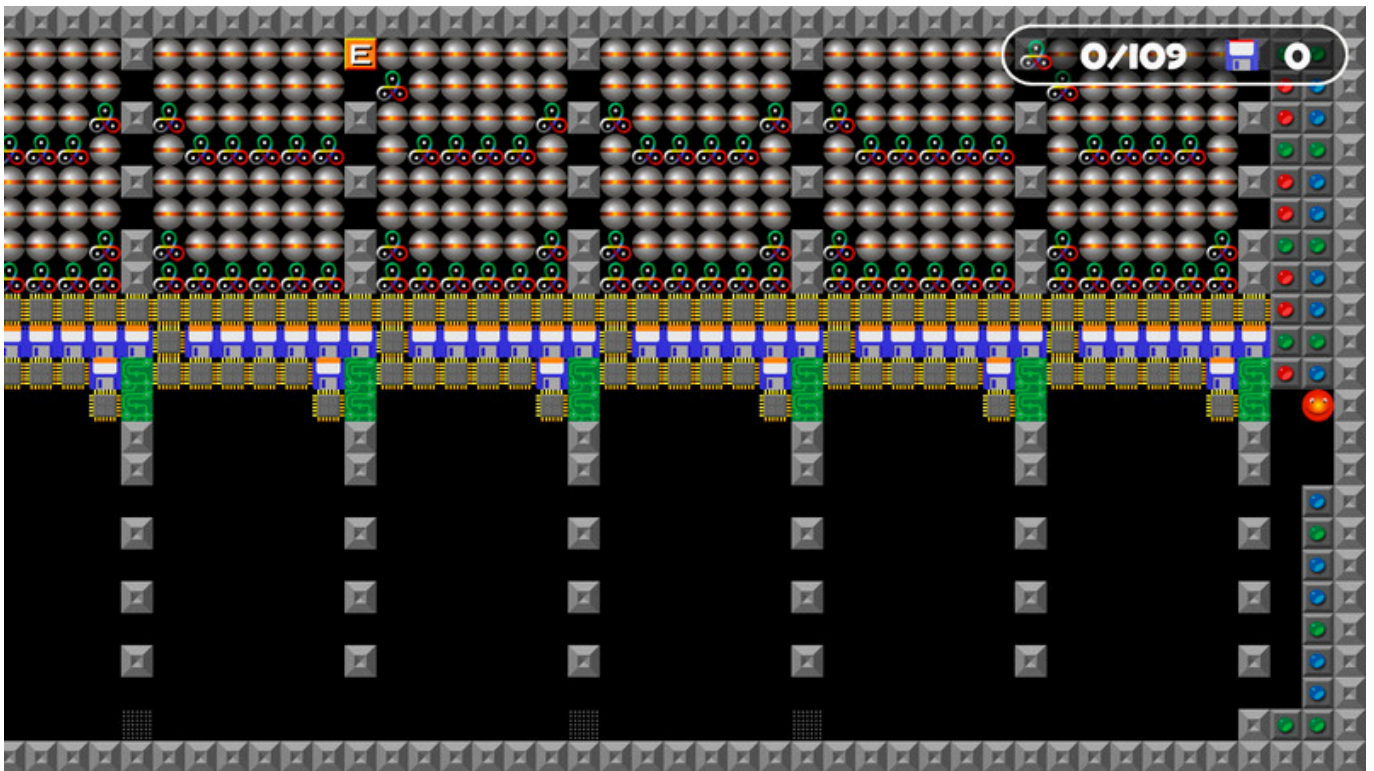

Supaplex HARD Download Utorrent



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About This Game

Complexity and speed! Certainly, Supaplex HARD will require greater preparations! There are many tasks that need relatively long planning and quick responses. New ports have been added here, that switch on gravity and invisible walls. If you have managed to accomplish Supaplex classic successfully and you are eager to continue this incredible adventure with a new level of complexity and passion, then Supaplex HARD is what you need. What can we say about Supaplex HARD in plain words? It is *COMPLEXITY AND SPEED!*

We have also added new features to this incredible adventure! Here are just some of them:

- UNIQUE GAME LOGIC
- FULL SCREEN MODE
- WINDOWED MODE
- SPEED CONTROL
- SAVE/LOAD
- ZOOM

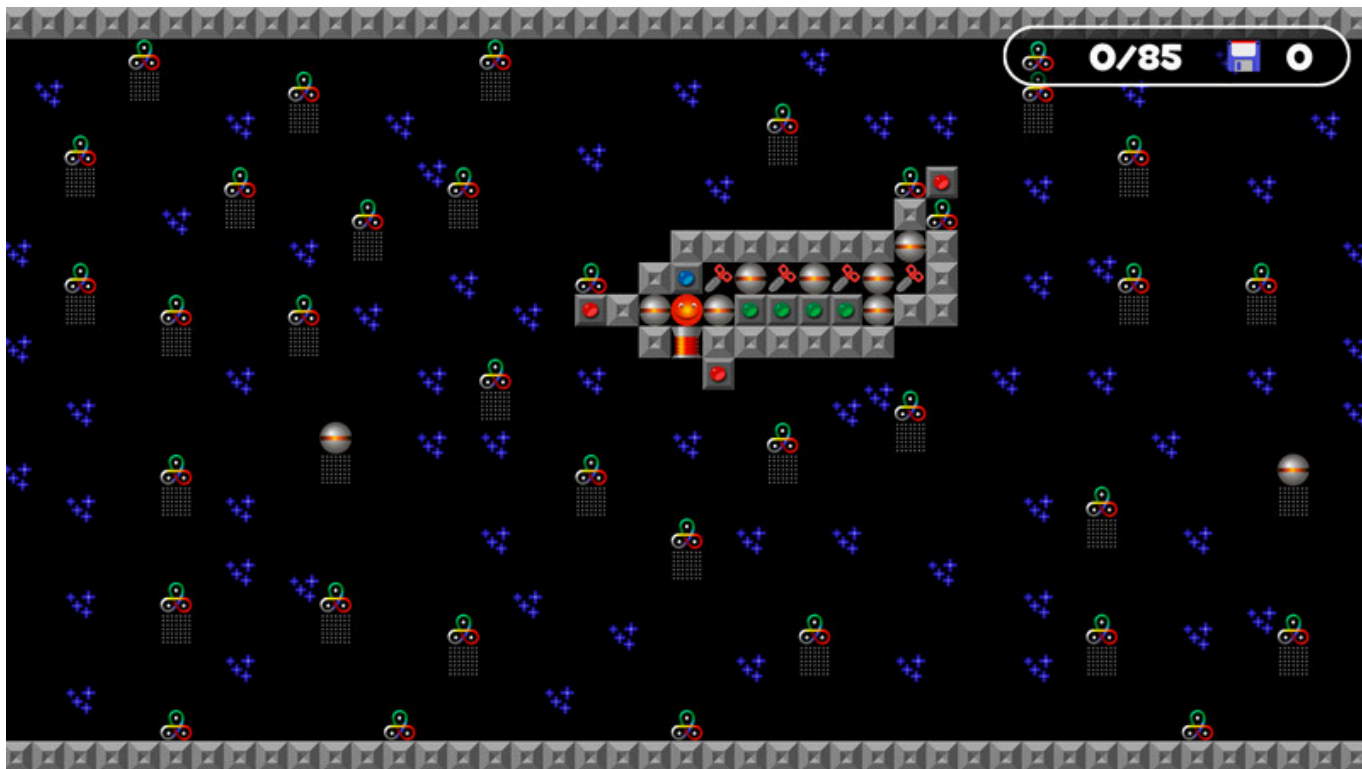
AND ONE MORE THING...

Make yourself comfortable!
You are about to experience a great adventure!

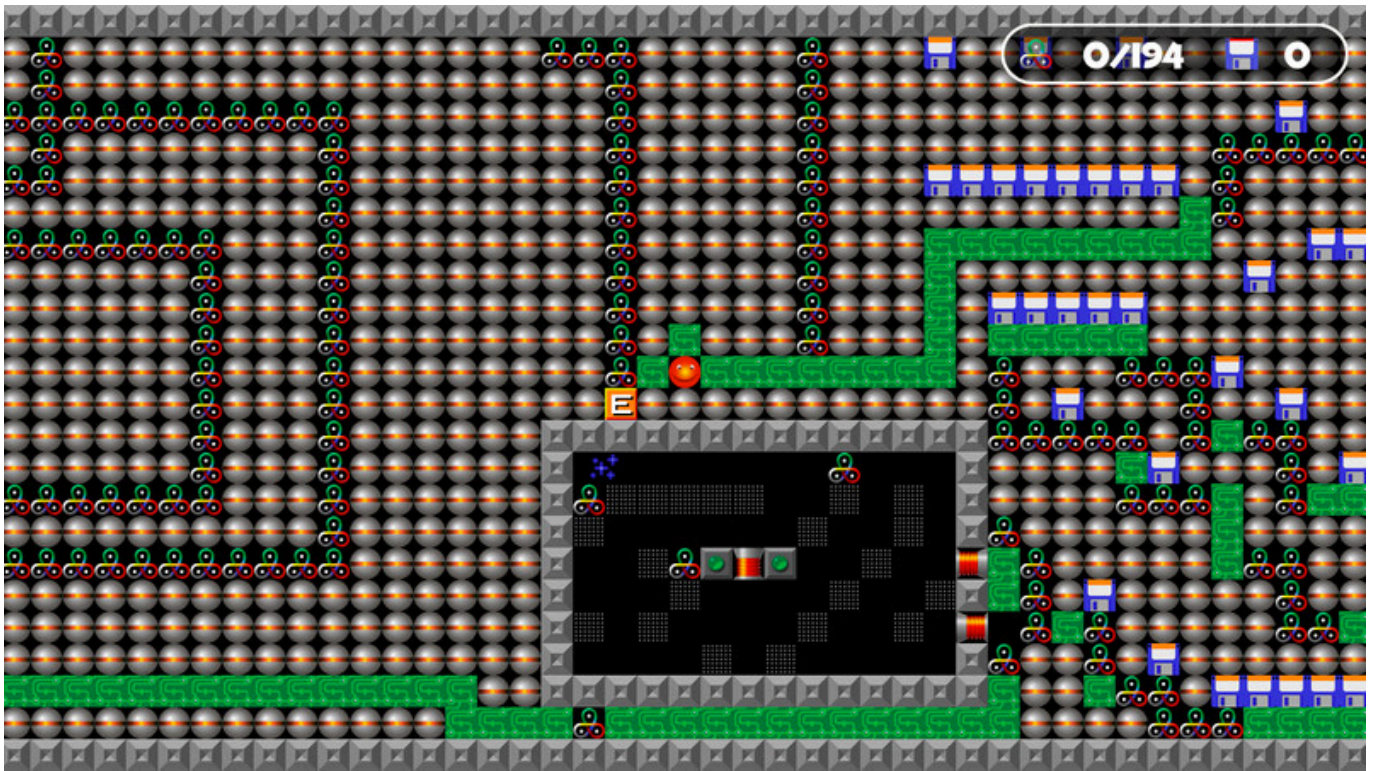
Title: Supaplex HARD
Genre: Action, Casual, Indie
Developer:
InArcade
Publisher:
InArcade
Release Date: 27 Aug, 2018

a09c17d780

English







supaplex hard apk. supaplex hardest level

Excellent addition to the original game. There are some quite trivial levels, but most are definitely challenging and some are very tricky and require a fair bit of planning to complete. Took me 33 hours to complete the 111 levels, so quite a bit of content for your money. Definitely recommended!

The Ark of Horizon's official social media accounts:

Dear players,

In order to better serve and listen to your opinions, we have our social media accounts live now.

Players can submit their own suggestions or communicate with each other through the following accounts.

Twitter: <https://twitter.com/TheArkofHorizo1>

Discord invite link: <https://discord.gg/YWpgnA4>

You can also get in touch with us through our

E-mail address: support@miaoxi.com. **Game Patch Notes - 1.31.2019:**

Dear players,

Welcome to the latest official patch notes for the Ark of Horizon's Early Access phase. In today's patch, we are addressing some heavily requested features from players along with several additional improvements to the game. We greatly appreciate your support during past weeks. Please feel free to leave us your comments and suggestions.

Here's the full details:

Gameplay changes

Added beginner's tutorial missions.

Added jet pack (similar to the effect of rocket jump), shortcut key E.

Added more covers on the Arks.

Changed shortcut key of energy shield from E to F1.

Removed name display of a teammate's location.

Adjust the punishment of dying condition: lower the limit of HP under dying condition each time a players turns into dying condition.

Adjusted the renewal time and height of tidal wave.

Misc

Optimized the inter-space on the Arks: some obstructions such as the bars with inter-space where weapons can shoot through.

Servers

NA released duo mode again.. **Downtime Maintance and Refund Announcement:**

Dear players

There will be a significant update at 0:00 am, June 7th 2019 (Beijing time). In the Ark of Horizon's Early Access phase, we've received lots of suggestions from players with different opinions, thus making some attempts and adjustments to the game. We do apologize for any inconvenience that these changes may result and hope you can understand that. In regard to this update, please feel free to leave us any comments or suggestions in either Community Hub or our social media channels. Our Dev team is grateful for all your helps and supports with all our heart.

Updates of ingame contents

I. Removed engine system: as this system resulted in overpower for higher level player

We will reward players with ingame currency and props as compensation for this change, in detai:

Level 1-20 5000 coins, 5 dyes, randomly draw a flying effect from 5

Level 21-40 10000 coins, 5 dyes, randomly draw a flying effect from 5

Level 41-50 15000 coins, 5 dyes, randomly draw a flying effect from 5

Level 50+ 20000 coins, 5 dyes, randomly draw a flying effect from 5

II. Currently closed the tidal wave mode

Tidal wave mode is our original creativity. During the testing of this mode, we've received many positive comments that players think it's a unique mode with more fun than other Battle Royale games. However, after recent testing, it is proven that the design of current map is not completely appropriate for this mode. Thereby, we decided to return to ring shrinking mode and start developing the map that exclusively suits tidal wave mode, with the reopen date pending.

III. Added skill system: At the beginning of a game, players can choose an active skill and a passive skill from a bunch of skills.

In our game's previous version Horizon Source first released in March 2018, we initially added the conception of skills in Battle Royale game, and got many positive comments for that. But our initial trial of combining fixed weapons with heroes restricts players from shooting pleasure. Thus, in the Ark of Horizon, we abandoned the conception of hero and make characters match with skills and weapons freely.

iv. All relevant ingame updates

- 1.Added shooting sense and recoil on all weapons
- 2.Added Training Ground
- 3.Released Quad Mode
- 4.Adjusted flying speed and endurance
- 5.Replace double jump with other passive skills (double jump is one of them)
- 6.Added press Shift to lock speed up
- 7.Added contour of friendly units
- 8.Added underwater respiratory system
- 9.Added 7 days login task, first fight and first win task
- 10.Adjusted certain achievements

Refund Announcement

As the game is switched to free to play, we have applied to Steam several times for refunding those players who have purchased our game. But we're sorry to announce that Steam was reluctant to change their refund policy (cannot apply to refund after two hour's game time). After our thoughtful consideration, we decided to reward those players who have purchased our game with a special gift package to show our sincere apology. The gift package include:

1. An out-of-print melee weapon: this melee weapon only issued to players who have purchased the game, will never sell at mall.
2. An out-of-print flying effect: this effect only issued to players who have purchased the game, will never sell at the mall.
3. 10000 ingame currency

We will issue this package in the form of ingame mails.. **Game Patch Notes - 3.19.2019:**

Ingame Conten:

- Adjusted the upper limit of tracking missiles to four.
- Added the number of level 2 weapons in the map.
- Adjusted the damage frequency of signal interference.

Lobby:

- Hide the useless control buttons in settings.
- Adjusted the overlay number of props in warehouse.
- Added coins bundle, Purple Thunder Blade, Thunder War Hammer at the mall.
- Added dye function of Dark Snake Dagger.

Bug fixed:

- Fixed the bug that the hostile units can see the using effect while using the Impulse Radar.
- Fixed the bug that bots drop props at the time of their rebirth in the training ground.
- Fixed the bug that a character drops props when leaving the training ground.
- Fixed the bug that the effect of Energy Hormone remains when a player dies.
- Fixed the bug that there's a possibility to be born outside the ship at the beginning of a match.. **Game Patch Notes - 3.12.2019:**

Dear players

Welcome to the latest patch notes for the Ark of Horizon.

Gameplay changes

1. Fixed the teammate's weapon model on the spaceship display problem.
2. Fixed the friend list unfold display problem.
3. Fixed the problem of using skills when using health and armor guns; Skills will no longer interrupt the use of health or shield guns.

-
4. Fixed some terrain problem that airdrops are stuck in the terrain models.
 5. Increased the amount of initial health and armor.
 6. Added tracking missiles, their ammunition is limited but you can return to the same place you found them after a short time to replenish your ammunition.
 7. Increased fuel consumption speed under dying condition.
 8. Reduced fuel consumption under healthy condition.

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