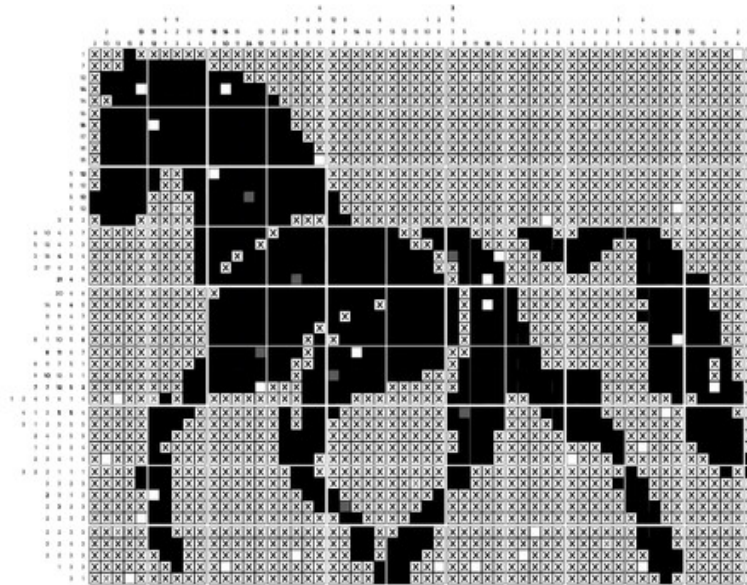

InfiniPicross 2.0 Activation Code [PC]



Download >>> <http://bit.ly/2JVpbIs>

About This Game

InfiniPicross 2.0 is the sequel to Infinipicross, better in every way. Bigger grids generated faster with more functionality, added "classical" picture picross, better ambience, improved themes, tweaks and features added left, right and center and, to top it off, an external tool for the people who always want to add more. InfiniPicross 2.0 is the definitive picross experience, standing above where its predecessor left off, in good parts thanks to all the feedback from our community.

Title: InfiniPicross 2.0
Genre: Casual, Indie
Developer:
ReverseImpact
Publisher:
ReverseImpact
Release Date: 10 Jul, 2018

a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

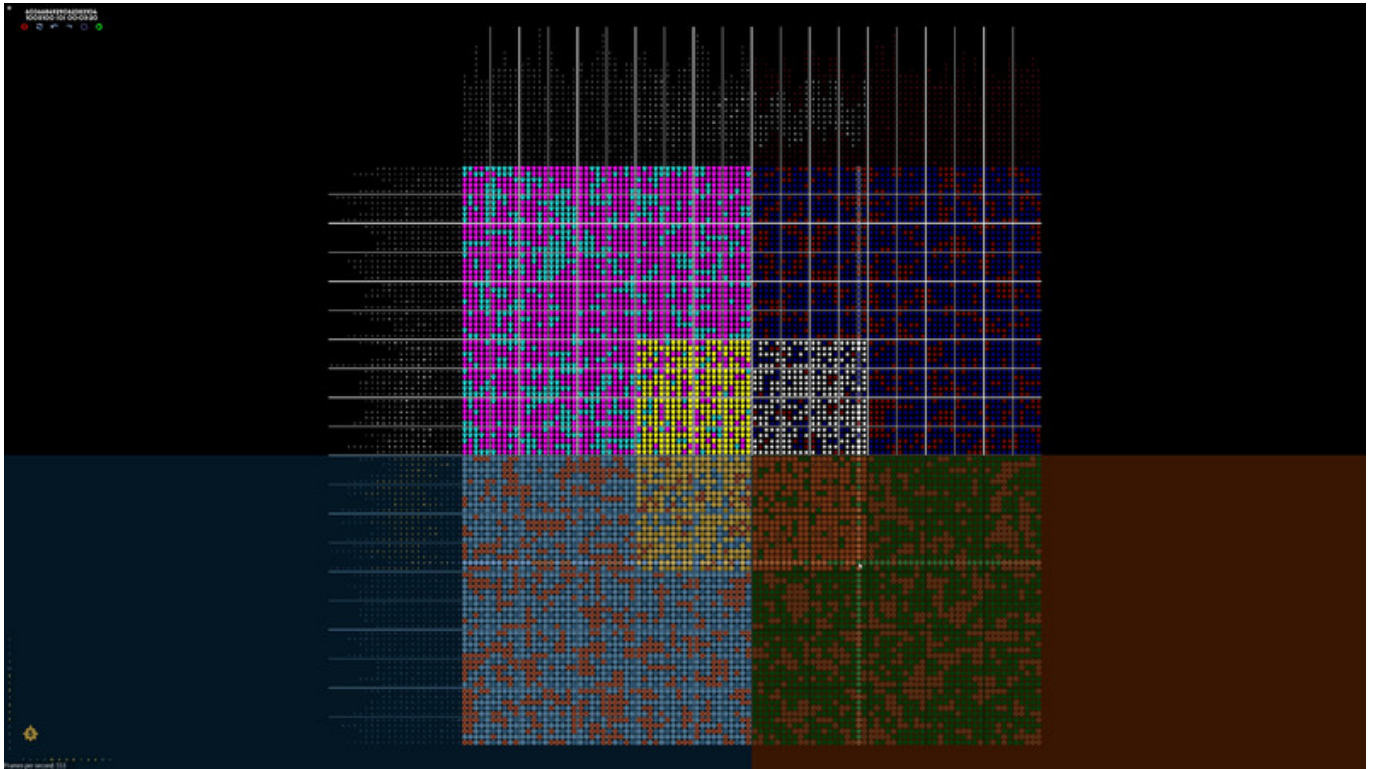
Processor: 1 GHz

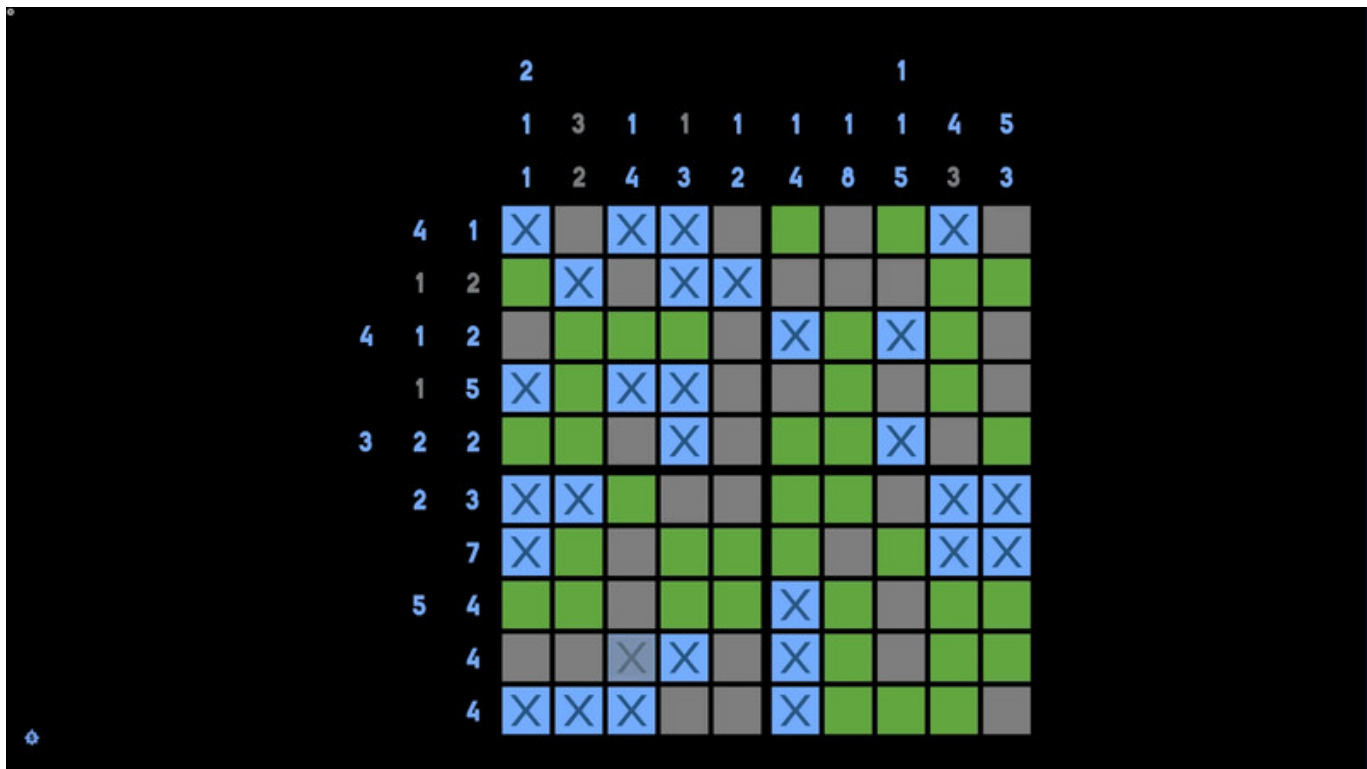
Memory: 1 GB RAM

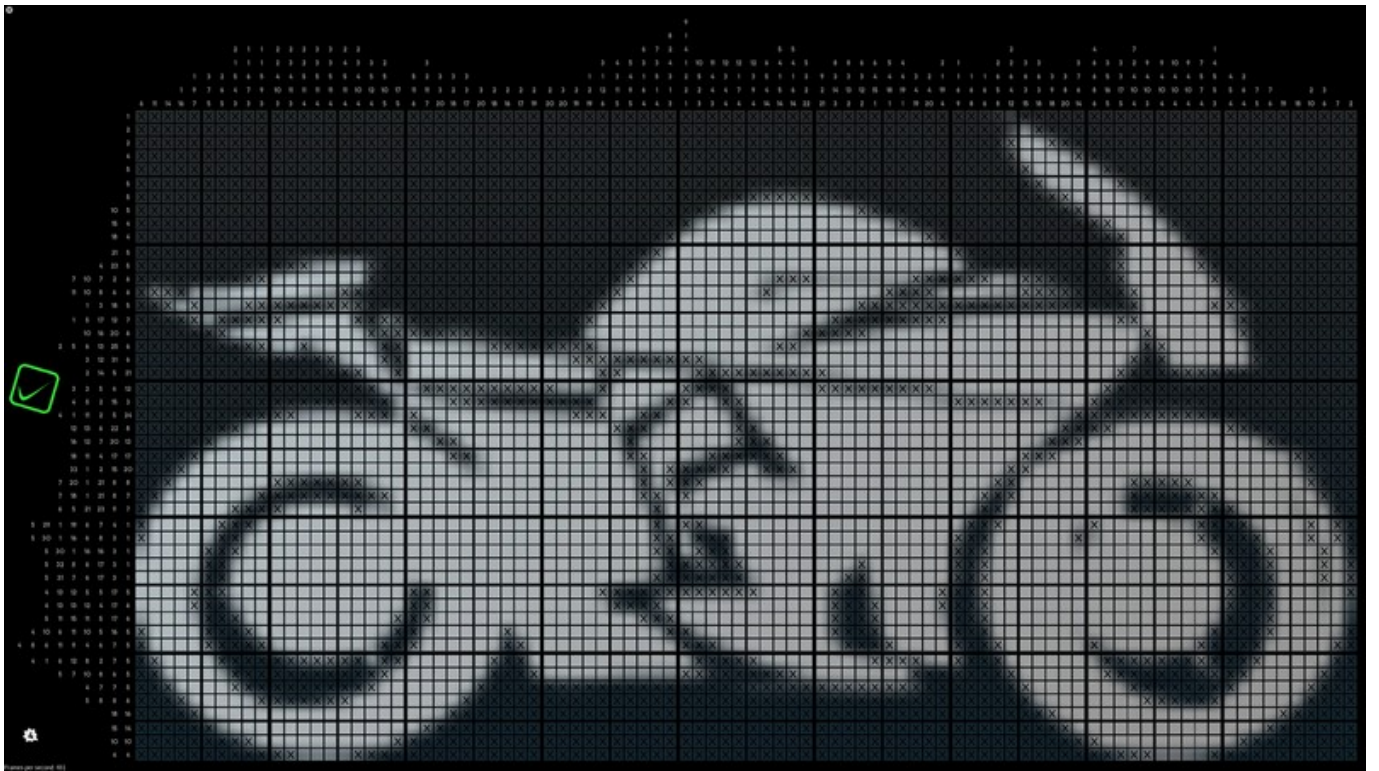
Graphics: OpenGL 2.0

Storage: 500 MB available space

English, French, Italian, German, Arabic, Bulgarian, Czech, Danish, Dutch, Finnish, Greek, Hungarian, Japanese, Korean, Norwegian, Polish, Portuguese, Romanian, Russian, Simplified Chinese, Swedish, Thai, Traditional Chinese

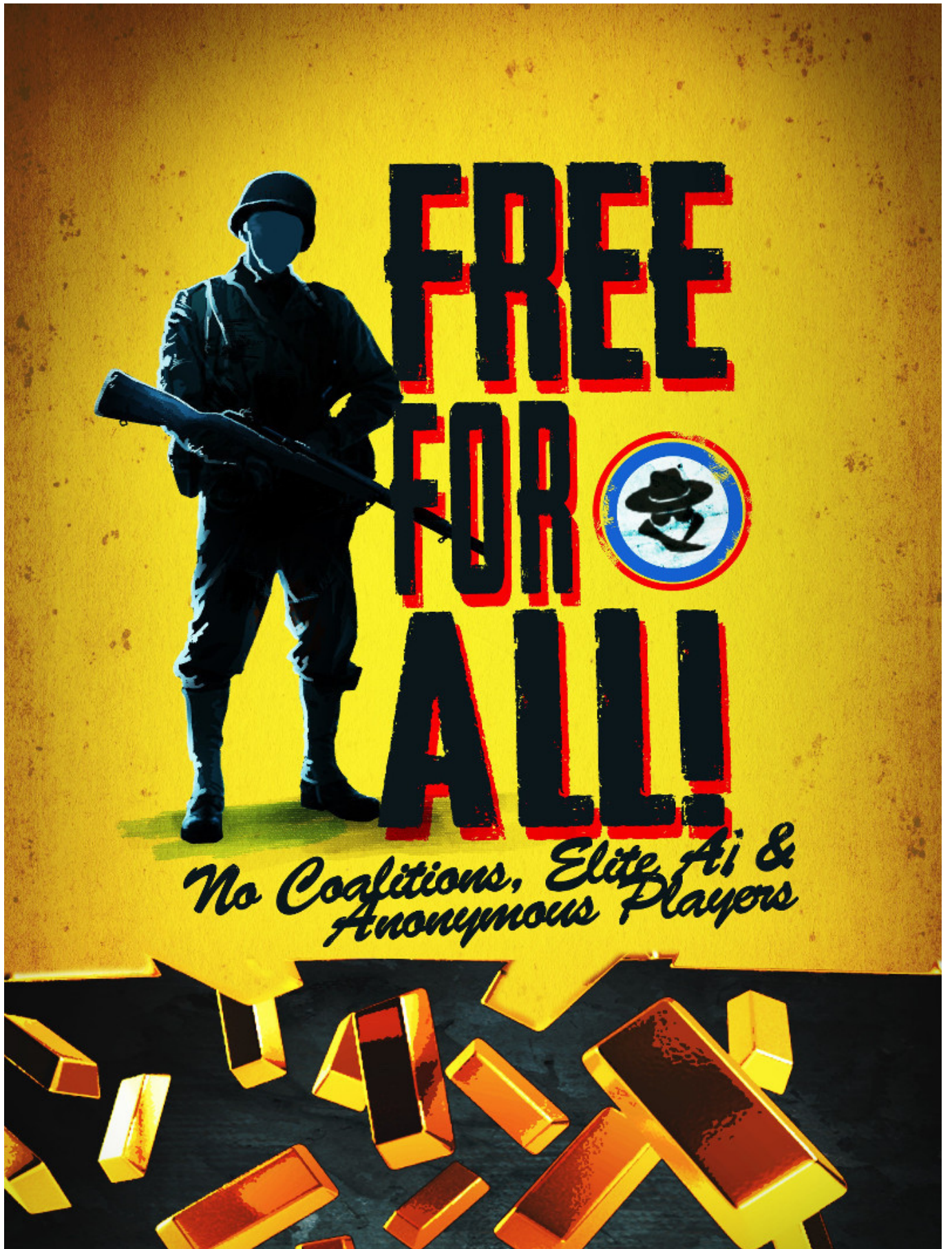






Very basic picross game, missing basic features you would expect. Does not save progress, so if you don't finish a puzzle, you have to start over each time. For the larger puzzles, it does not highlight the rows and columns so tracking the numbers is difficult.

UPCOMING: Free for All Event:



Generals!

In this event you will not know friends nor family: In a 100p map with the 'anonymous round' feature enabled and no coalitions you will be pitted against 99 other players in a struggle for survival.

The event maps will have the starts-when-full option and random country selection enabled and will run at normal speed. Players are flagged as inactive after 2 days. There is also an AI & human player peace period of 1 real-life day. We also enabled the Elite AI but will not charge any entry fee for this exclusive event.

Additional option this time: 6 week time-box. The game will end after 6 weeks, winner will be the player with the highest victory points.

If you want to participate in this event simply go to the game list: Within the sign-up period (Friday, March 30, 3pm CEST until Monday, April 2, 3pm CEST) new event rounds will be created on demand and shown on top of the list of new games.

Your Call of War Team. **Paratroopers are coming!:**



Dear Generals,

We are excited to make a special announcement today: Paratroopers are finally coming to Call of War! Many of you asked for it for a long time, and we were listening.

Paratroopers could change the way Call of War is played in a major way, so they have to be implemented with care. We value the opinions and concerns of our players and don't want to rush this. That's why Paratroopers will be tested by our Frontline Pioneers in Beta games for several weeks. This gives us the opportunity to collect feedback and make necessary balancing adjustments, to make sure that they are neither too powerful nor too useless.

If you are one of the randomly selected Frontline Pioneers you can test Paratroopers in all Beta games right now! We will create additional Beta rounds, including speed rounds, for faster testing. You can send us your feedback in the Frontline Pioneer forum section or via submitting a support ticket from your Beta game. We will also create a feedback form that we will share in the Beta game notifications.

Final balancing values will be shared with the next release news, as they are subject to change during the Beta test. But we still want to give you a glimpse of how Paratroopers will work in the game, as the functionality is set:

- Can only be built in the Capital.
- Has high cost and high build requirements.
- Is initially an airplane that can start from any airport.
- Paratrooper airplane has low hitpoints and comparatively small range.
- Can attack land targets: Airplane is replaced with a Paratrooper Infantry on the target location.

-
- Paratrooper Infantry has a long cooldown period before it can start moving.
 - Paratrooper Infantry has slightly better stats than Infantry but moves slower.
 - Paratrooper Infantry can not be converted to an airplane again.

With this design we hope to enable new strategies, like invading islands off the coast or special operations behind enemy lines, while still making it a risky and costly choice with enough possibilities for the defender to protect themselves.

When Paratroopers are released in the near future, we will make them available only in new game rounds that are created after the release. This is to make sure that we don't interfere with your ongoing war efforts and strategies.

We hope that you are as excited as we are about the future addition of this unit and look forward to its release in the upcoming weeks!

Your Bytro team. **Profiling:**

It may have been a bit quiet those last few weeks, but don't let the silence deceive your senses. After we changed the design of the game's list it was about time for the user profiles to also receive a new, smarter and better design. Read on to learn more about the awesome new features that await you with today's update.

The statistics are now visualized in different types of charts to receive a better and instant overview of your statistics.

If this information is not enough for you, simply click on the arrow below the unit statistics to receive more details.

You can switch between PvP, AI and economic statistics.

Furthermore you can also see the progress of your blueprints above each unit and also directly purchase them.

Additionally, you will see your current three most played maps and in the achievements tab a separate overview of the current three close-to-be-finished achievements.

In the achievements tab you can see all the achievements and your current progress - hovering over them will display a tooltip that shows the requirements for each milestone.

In case you want to see an achievement comparison between you and another player, simply click on achievements in their profile.

For a direct link to the achievements simply click the new trophy icon - on mobile you will find this button in the extended menu on the bottom right.

There is a lot more to explore, so jump right into your game and discover your own new profile.

Here are some additional changes and improvements that also made it into this update:

We added the current duration of high command to the website for better visibility.

Wrong winning pop-ups after game end have been fixed and you should also not see a defeat pop-up anymore even though you have won the game.

The diplomacy text field would unselect after some time, this should not happen anymore.

The search filter does now reset when you close and open the newspaper again.

Your Call of War team. **Check out the Developer and Youtuber tournament!:**



Dear generals,

it has already been some days since WebGL has become available for everyone in Call of War. Now we would like to share some YouTube content with you, produced by two players who were invited by us to an internal tournament with game designers and developers. The purpose was to intensively test the new engine with us on our Beta servers and record the battle heat into some awesome YouTube content.

As the tournament has ended now, we would like to share their experiences and videos with you. A big thank you to everyone participating in this game and do not forget to check out their channels:

Sky Badger (EN): <https://www.youtube.com/watch?v=p9FenuDvLbw>

Herr Sajan (DE): <https://www.youtube.com/watch?v=6eSP5hyHspw>

Your Call of War Team

. Name Changer & Shop Improvements:



Dear generals,

today we not only have a new update with some bug fixes and an exciting new feature, but also some shop related information to share. In the upcoming weeks some you will notice that the payment providers we offered will change. After looking into new and better options to provide a fast and secure way to process shop transactions we joined forces with [Goodgame Studios](http://www.goodgamestudios.com) [www.goodgamestudios.com]. The shop will still look the same, but you will see some new payment methods while old ones have been removed. We are confident that there is still a wide range of different payment providers, which every player is able to choose from. Please keep in mind that if you selected fast check-out options (for example for Paypal) you may have to enter your details again. If you encounter any problems feel free to send a support ticket. This change will take some time until it is going to be available for every single player.

With our last update we implemented auto generated usernames for mobile users to make it easier for new players to take a look at our game. At the same time we do not want to force a name upon our players, which they do not like, therefore every user in our Call of War community will be able to change their name for free. Keep in mind, this option is only available once. The option to change the username can be found in the account settings. It also may take up to one hour until the name is updated in all games, rankings etc.

Further improvements and bug fixes:

-
- The newspaper no longer shows the same coalition flag for every player in the game round.
 - All mountains are now displayed correctly on the 100 player world map while using the WebGL renderer.
 - Victory points will be displayed correctly while using WebGL.
 - We had cases where units could not be selected on the world map. This should not happen anymore.
 - We added some map improvements regarding historical correctness on the historical world map, which will apply for new game rounds
 - mobile: The alliance details menu is scrollable again.
 - mobile: The text won't automatically resize anymore on some Android devices.
 - mobile: Joining back into a game round that was already loaded works again without problems.

We hope you like this update! Feel free to give us feedback in the forums.

Your Call of War team.

. Share your best Call of War screenshot and win a prize!:

Dear Generals,

many of you are actively posting screenshots from your best strategies, victories and moments in Call of War. A big thanks!

As we all love strategical depth and smart military tactics, we would like to run a giveaway!

What's the prize?

- 1 Month High Command
- 20.000 Gold

How can I participate?

1. Please post your Call of War screenshot in the [Community Hub](#) and add your in-game name to the description
2. Write a comment under this news with a link to your screenshot and describe your favorite moment

When will the winners be announced?

















- The giveaway will run for one week and end on Friday, March 16th.
- There will be 3 winners!
- We'll announce the lucky winners under this news and they'll receive their prize in-game on the same day.

Good luck!. **Balancing update:**



Dear generals,

today we are happy to present to you the upcoming balancing changes, which will be on beta upcoming Wednesday, August 15. After a two week test phase the changes will go live on August 28. We collected a lot of feedback including what we read in the forums and on other platforms and we felt the need to make some change to provide a balanced and interesting game experience. Please keep in mind that these changes will then also affect running games. If you have beta status you will be able to test the changes in frontline pioneer games after the beta release. Feel free to give us feedback in the forums, adjustments can still be made if necessary.

| | | |
|---|--|--|
|  | <ul style="list-style-type: none"> Increased damage vs. armored units • Lt.1 0.5 - 1.0 • Lt.4 0.5 - 1.0 • Lt.5 0.5 - 1.5 | Increasing the damage of the Armored Car on low levels gives more reason to keep researching them. |
|  | <ul style="list-style-type: none"> Decreased maintenance cost on all levels • 1000 - 750 | It was hard to cover multiple cities with air due to their high maintenance price. Reduced their main defending roles against air units more cost efficient. |
|  | <ul style="list-style-type: none"> Increased speed • Lt.2 20kmh - 25kmh • Lt.2 20kmh - 25kmh • Lt.3 30kmh - 35kmh • Lt.4 30kmh - 35kmh • Lt.5 40kmh - 45kmh • Lt.6 40kmh - 45kmh | Tank Destroyers were too slow to intercept other tanks effectively. Increased speed allows them to go on tank hunt more easily. |
|  | <ul style="list-style-type: none"> Added small damage vs. submarines • Lt.1 0.1 • Lt.4 0.2 • Lt.5 0.3 • Lt.6 0.4 • Lt.6 0.5 • Lt.6 0.6 | The added attack damage against submarines prevents attacks from being ignored and simulates being them while surfacing. |
|  | <ul style="list-style-type: none"> Added small damage vs. submarines • 0 - 0.5 | The added attack damage against submarines prevents attacks from being ignored and simulates being them while surfacing. |
|  | <ul style="list-style-type: none"> Increased daily costs on all levels • 08 100 - 130 | Often times it was too easy for Germany to amass an unstoppable air force. Increased upkeep makes maintaining it more challenging. |
|  | <ul style="list-style-type: none"> Normalized Air defence and Air offence to match • Lt.1 1 • Lt.2 1.5 • Lt.3 2 • Lt.4 2.5 • Lt.5 3 • Lt.6 3.5 • Lt.7 4 | Planes on attack often were at a disadvantage against defending units. Normalizing their attack and defence values gives attackers better chances. |
| | <ul style="list-style-type: none"> Decreased HP on all levels • 25 - 20 | Tactical Bombers are one of the most disposable units in the game and one attack kills too many due to their restricted movement. It was necessary to decrease their hitpoints to make maintaining a large defence more challenging. |
|  | <ul style="list-style-type: none"> Increased daily costs on all levels • 08 100 - 130 | Often times it was too easy for Germany to amass an unstoppable air force. Increased upkeep makes maintaining it more challenging. |
| | <ul style="list-style-type: none"> Increased Damage vs. buildings • Lt.1 4 - 7 • Lt.2 6 - 8 • Lt.3 8 - 11 • Lt.4 10 - 13 • Lt.5 12 - 15 • Lt.6 15 - 17 • Lt.7 18 - 19 | Increased building damage improves the effectiveness of this unit's special role as building destroyer. |
| | <ul style="list-style-type: none"> Normalized Air defence and Air offence to match • Lt.1 1 • Lt.2 1.5 • Lt.3 2 • Lt.4 2.5 • Lt.5 3 • Lt.6 3.5 • Lt.7 4 | Planes on attack often were at a disadvantage against defending units. Normalizing their attack and defence values gives attackers better chances. |
|  | <ul style="list-style-type: none"> Increased daily costs on all levels • 08 100 - 130 | Often times it was too easy for Germany to amass an unstoppable air force. Increased upkeep makes maintaining it more challenging. |
| | <ul style="list-style-type: none"> Increased Damage vs. submarines • Lt.1 0 - 3 • Lt.2 0.5 - 3.5 • Lt.3 1 - 4 • Lt.4 0.5 - 4.5 • Lt.5 1 - 5 • Lt.6 0.5 - 5.5 • Lt.7 0 - 6 | Increased submarine damage improves the effectiveness of this unit's special role as naval and submarine destroyer. |
| | <ul style="list-style-type: none"> Normalized Air defence and Air offence to match • Lt.1 1 • Lt.2 1.5 • Lt.3 2 • Lt.4 2.5 • Lt.5 3 • Lt.6 3.5 • Lt.7 4 | Planes on attack often were at a disadvantage against defending units. Normalizing their attack and defence values gives attackers better chances. |
|  | <ul style="list-style-type: none"> Increased daily costs on all levels • 08 100 - 130 | Often times it was too easy for Germany to amass an unstoppable air force. Increased upkeep makes maintaining it more challenging. |
|  | <ul style="list-style-type: none"> Added base damage vs. naval units 0 - 0.5 | The low amount of damage against naval targets was added for consistency. |
|  | <ul style="list-style-type: none"> Increased range • Lt.1 500 - 670 • Lt.2 700 - 840 • Lt.3 900 - 1060 | The added range makes the Atomic Bomber more flexible and gives it an extra range to a regular Strategic Bomber. |
|  | <ul style="list-style-type: none"> Increased steel cost on all levels • 1000 - 1500 | The steel requirements are increased to reflect the high combat effectiveness of these units. This also makes their requirements more consistent with other units. |
|  | <ul style="list-style-type: none"> Decreased anti air damage • 5.0 - 2.5 | The damage against planes is decreased to align it more with the regular Submarine, which got it anti air damage reduced in the last balancing update already. |
|  | <ul style="list-style-type: none"> Increased resource development • Lt.1 0 - +1% • Lt.2 0 - +10% • Lt.3 0 - +15% | Cities now get happier when the infrastructure in their control is improved. This gives better options to stabilize conquered territory and to increase resource production even further. |
| | <ul style="list-style-type: none"> Increased cost • Lt.1 Steel 1500 - 2000 Oil 1000 - 1500 Goods 1500 - 2000 Money 5000 - 6000 • Lt.2 3 Steel 3000 - 5000 Oil 2000 - 3000 Goods 2000 - 3500 Money 10000 - 12000 | The greatly increased benefits of infrastructure come at a slight construction cost increase. |
|  | <ul style="list-style-type: none"> Removed raw material upkeep • Made nuclear reactor buildable with research level 1 instead of level 2 • Changed research availability • Lt.1: day 8 - day 16 • Lt.2: day 15 - day 20 | Removed upkeep to spare Germany from the lack of resources and decrease their monthly oil demand. |
| | | This change makes the requirements to build nuclear reactor easier to understand without changing their day of availability. |

. Technology Advancements:



Dear Generals,

Today we are bringing you more game improvements to lift our WebGL fueled rendering engine to the next level. Not only is it looking better than ever, it also feels smoother and more performant. Because we are confident in its quality, the WebGL renderer is now made the default renderer for our desktop and mobile version. We want to thank everyone for your initiative to give feedback and report bugs. You can look forward to even more improvements in the future!

We are also happy to announce that the 25 player historical world map is playable again! The creation of this map was disabled in the last 2 weeks due to a bug. While the bug is not yet fixed, we decided that we don't want you to wait much longer. For that reason we enabled a previous bug free map version, while the newest version is still in repair.

With this release we are also tackling an important activity issue of the 25 player map. Our data shows that in the past it was hardly ever getting full, resulting in early abandoned games. For that reason this map will now be regularly created by our automated system instead of being creatable by players. New rounds will be automatically opened once an existing one is full or when enough time has passed. We think that this change will result in higher activity and exciting long lasting battles on this map. We will monitor the results of this change and make a final decision once we fixed the new map version. You can look forward to an historically even more accurate version, and a special historical event coming early next year.

Finally, here is a detailed list of this week's improvements:

- The construction and production menus now don't occasionally jump back to the top anymore.
- WebGL: We improved the visuals of province names, capital names and victory points. This will give you a better overview and additionally improve the performance.
- WebGL: We improved the visuals of the water and coasts.
- WebGL: The attack timers are not hiding behind the war indicators at the province borders anymore.
- WebGL: A new embarking/disembarking symbol is shown, similar to the attack timer.
- WebGL: The projectiles of ranged fire were sometimes not visible anymore, we fixed this bug.
- WebGL: When zooming the camera far out the ranged projectiles, resource icons, province borders and urban province names are not displayed anymore for better overview.
- WebGL: Unit images on the map have been increased when zooming out to make them more visible.
- WebGL: Rocket images now show properly after launching them.
- WebGL: Results of some spy actions were not visible instantly, this problem has been fixed. Also the spy symbols have improved visibility and are no longer rendered behind province names.
- WebGL: The preview flight area for airplanes is back.
- WebGL: The dashed attack range preview when dragging units has been added.
- WebGL: We adjusted the coloring of the unit paths for moving and attacking to give a better indication of units' current tasks and directions.
- WebGL: Force march path colors are properly displayed again on the map.

We hope you enjoy today's update and keep all the feedback coming.

Your Call of War team.. **General, welcome on board!**



Release Day!

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