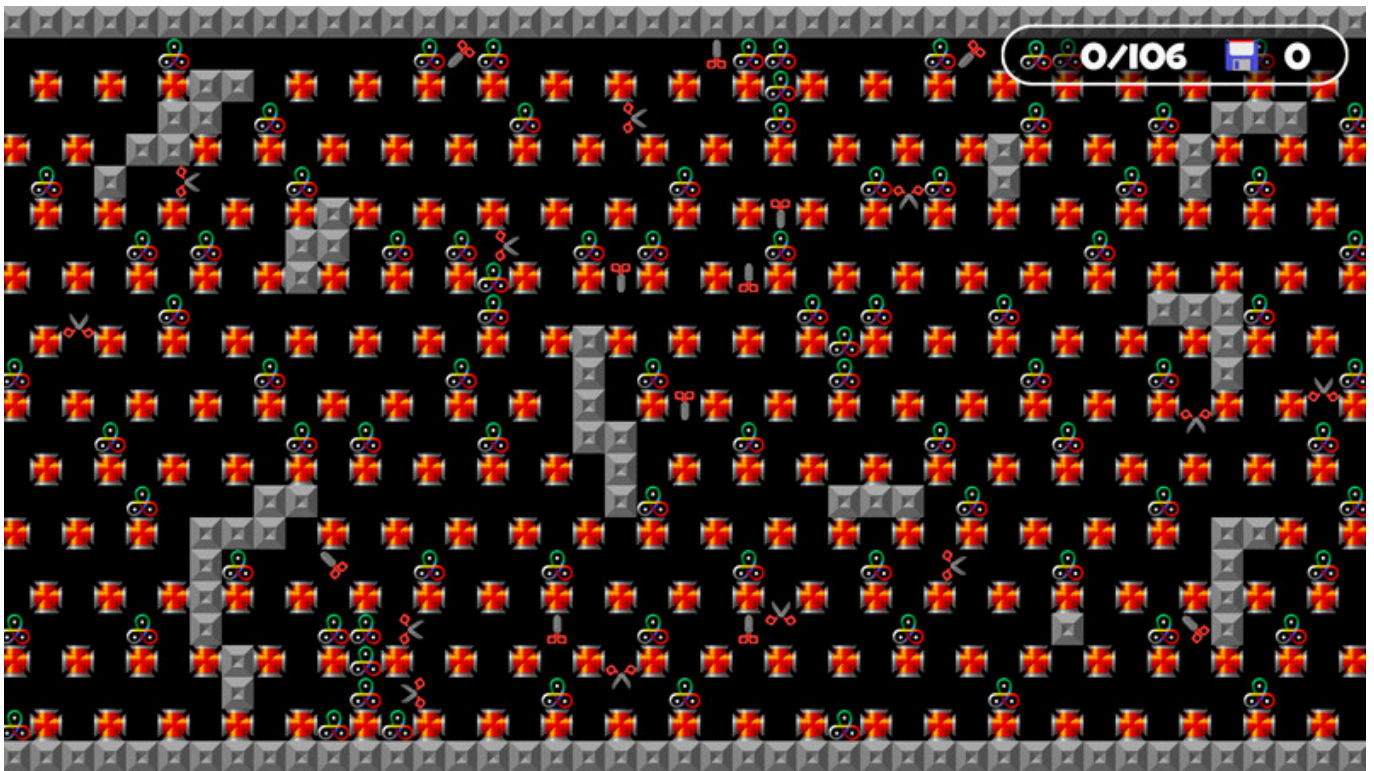

Supaplex HARD Download] [hack]



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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...

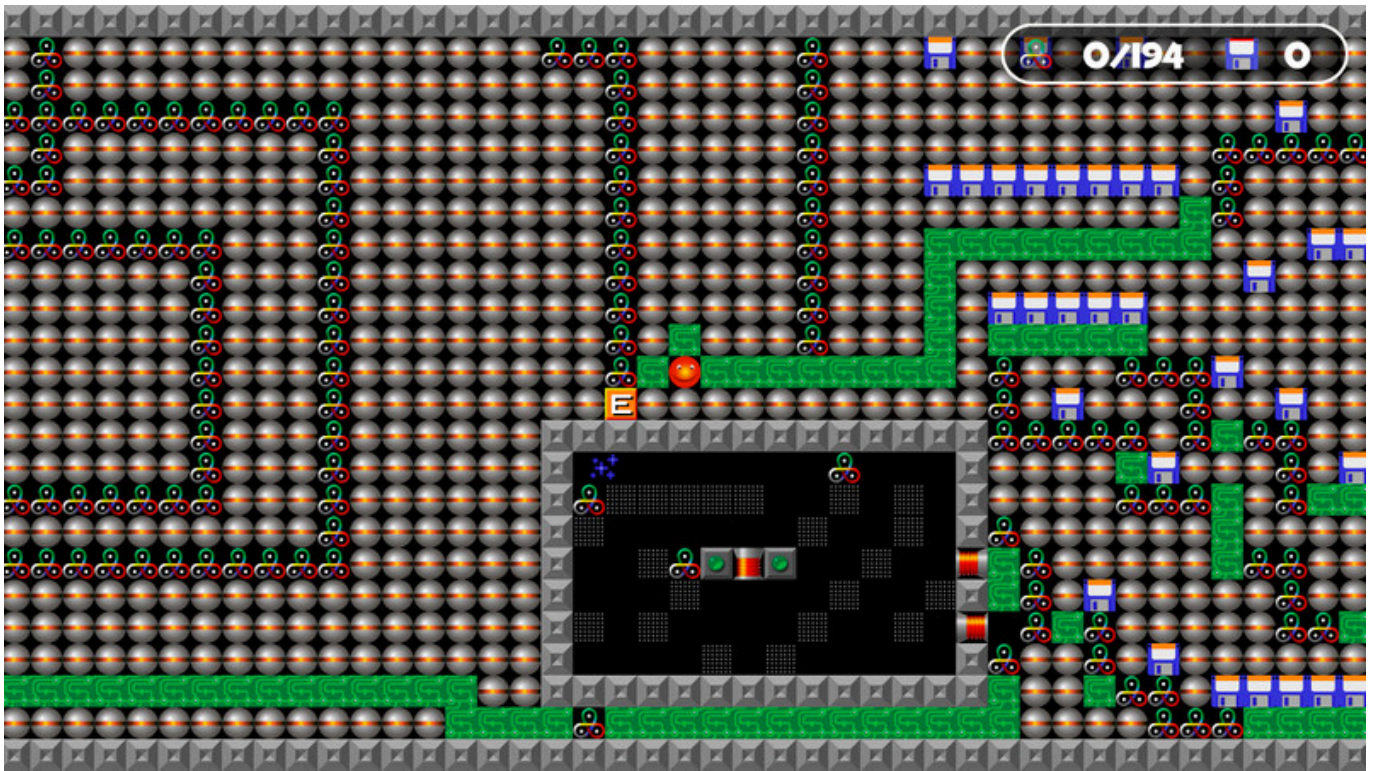
Make yourself comfortable!
You are about to experience a great adventure!

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

a09c17d780

English





supaplex hardest level. supaplex hard apk

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!

Free-to-play Notice:

In order for most of players to have a better gaming experience and for Melee to be known by more players, we decided to let Melee free to play! The application of free-to-play has been made, which may take one week to be approved. Players who have bought the games will be fully refunded since then. If you are encountered with refund problems on Steam, please send Email (support@miaoxi.com) to our operational staff for refund request. We sincerely apologize for those who have already bought our game. Thanks for your support and understanding. We will be working harder on diversifying gameplay and optimizing user experience. Again, thanks for being with us all the time.. **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/TheArkofHorizon>

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 - 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.

. Game Patch Notes- 3.27.2019:

Ingame Content:

Adjusted the damage dealt under the condition of Energy Hormone.

Adjusted terrain structure in some certain areas.

Adjusted the damage dealt by all shooting weapons.

Adjusted the detonating time of mine from 90 seconds to 180 seconds.

Lobby:

Added the achievement of Assault Rifle Grandmaster.

Added the function of decomposition in warehouse.

Adjusted the rest time interval in public channel.

Language:

Added multi-language localization.

Bug Fixed:

Fixed the bug: the effect of Energy Hormone remains in tracking missiles after use. **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 detail:

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.. **About Tidal Wave mode**

Announcement::

Since the recent update, some players have been worried if tidal wave mode will be retired. As said in the previous announcement, the current map doesn't suit well this mode. We will be working on optimizing it for a period of time. And it will co-exist with ring shrinking mode after the optimization. Please be patient with us, thank you!. **Rename Notice:**

Dear players,

Recently we've received some complaints that our game's name Melee might not be the best one for a Battle Royale game with aircraft mechanism. After thoughtful consideration, we decided to rename 'Melee' as 'The Ark of Horizon'.. **Downtime**

Maintenance Announcements:

There will be a update maintenance at 22:00 Beijing time in Jan 28 2019, the time of maintenance is estimated to be one hour.

Dear Players?

Welcome to the latest official patch notes for Melee. During our testing of the last patch, we have received a lot of feedback from players. They thought the way of Electric/Blue spreading may conflict with the flying mode, slowing down the pace of a game, thus the fun of game. So, we created an original way of multidimensional battlegrounds that can fully take advantage of the aircraft for a completely new gaming experience. It begins with the early ground combat, proceeds to a sea battle in the middle phase, and finally ends up with the air fight. Each game, after spawns, the continent begins to fall apart, with the storm coming up. As time goes by, the sea water is rising. Players need to collect sufficient resources and reach the rally point of flying aircraft carriers for survival. In coordination with the rising water mode, we have added the guided missiles for air fight which can be found in the crates. During the flight, the target can be automatically located and tracked by the guided missiles.

Here's the full detail:

Update content

Added guided missiles

Added roll over in the air to avoid the hit of guided missiles

Press A button to left roll over

Press D button to right roll over

Adjusted model of pine where players can easily step on.

Added fuel gun for immediately restoring fuels

Added range voice (both teammates and enemies can hear your voice)

Adjusted the dying condition: remove HP losing; damage increases with the increasing number of dying conditions; speed up

HP recovery around teammates

Adjusted the maximum number of props to carry

Added display of teammate armor

Adjusted the parameter of level 1,2,3 weapons

Added prompt of opening up a crate

Lobby

Added display of Leader board renewal time

Adjusted search for friends interface, emptying data after closing

Added displace of name in private channel

Fixed the season display mistake on Leader Board
Adjusted the length of name to 10 characters
Adjusted the added buff of energy core, activated when coming to a new game

UI

Added in-game display of FPS and PING
Added the cruising distance

Misc

Optimizing the facial illumination of characters
Optimizing the thick of fog under water

Sounds

Added sound prompt of sea water ringing
Added feedback of killing enemies

Bug Fixes

Fixed frequent disconnection issues
Fixed the graphic issue where there is a possibility that the flying aircraft carrier doesn't display the model
Fixed the description display problems of weapon props.
Fixed the possibility that the character in the lobby doesn't display
Fixed the issue that the icon of teammate cannot click
Fixed the issue that energy shield, guided missile, energy core cannot be discarded
Fixed the issue that energy shield doesn't drop when eliminated
Fixed the issue that the number of coins gained isn't correct when decomposing runes
Fixed the initial screen display issue of some laptops
Fixed the sound issue of picking up a prop in a different location
Fixed the pickup key F that cannot be defined by other keys

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