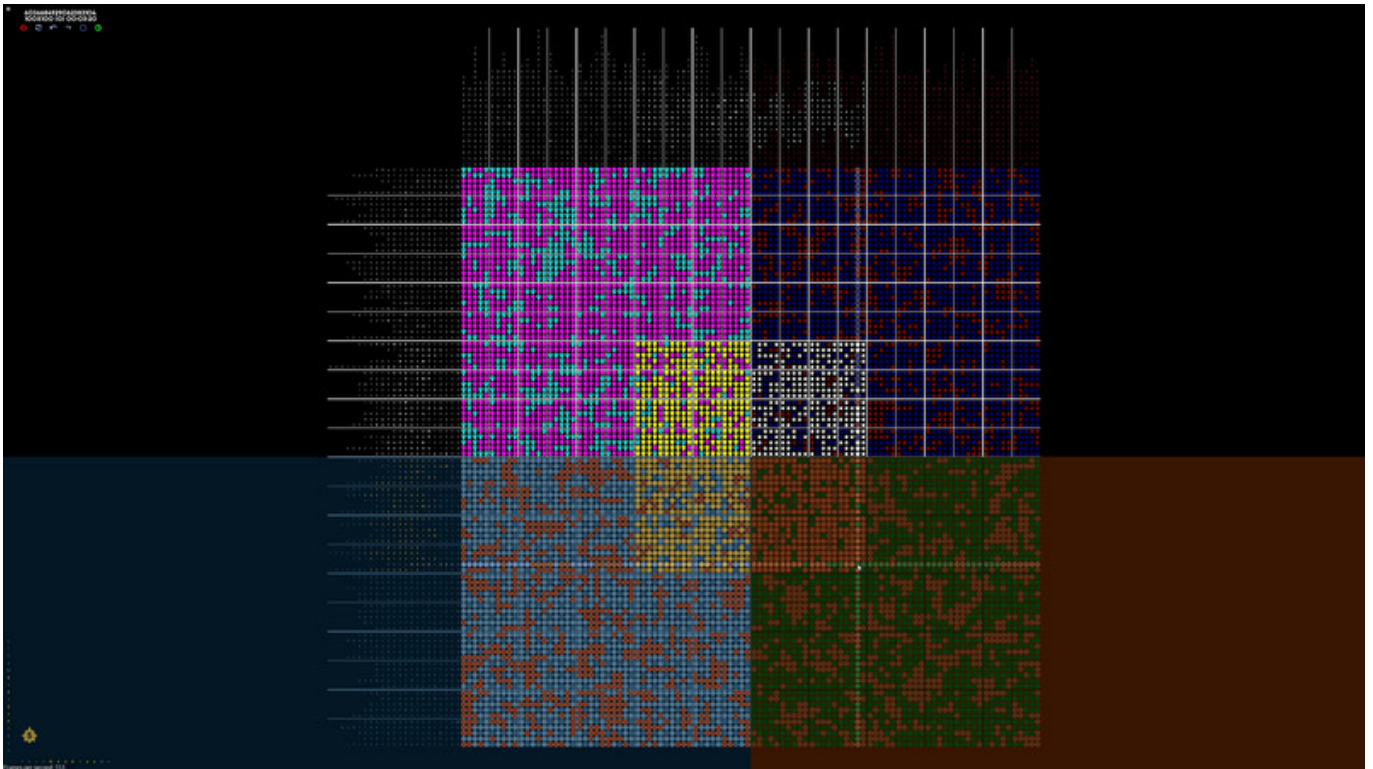


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## InfiniPicross 2.0 Download Laptop



Download ->>>>>> <http://bit.ly/2SNKuZi>

### 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.

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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

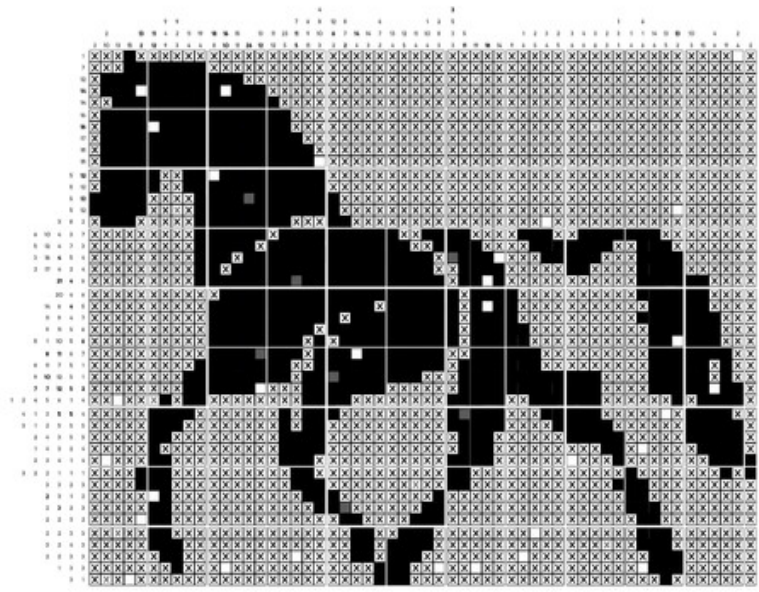
**Processor:** 1 GHz

**Memory:** 1 GB RAM

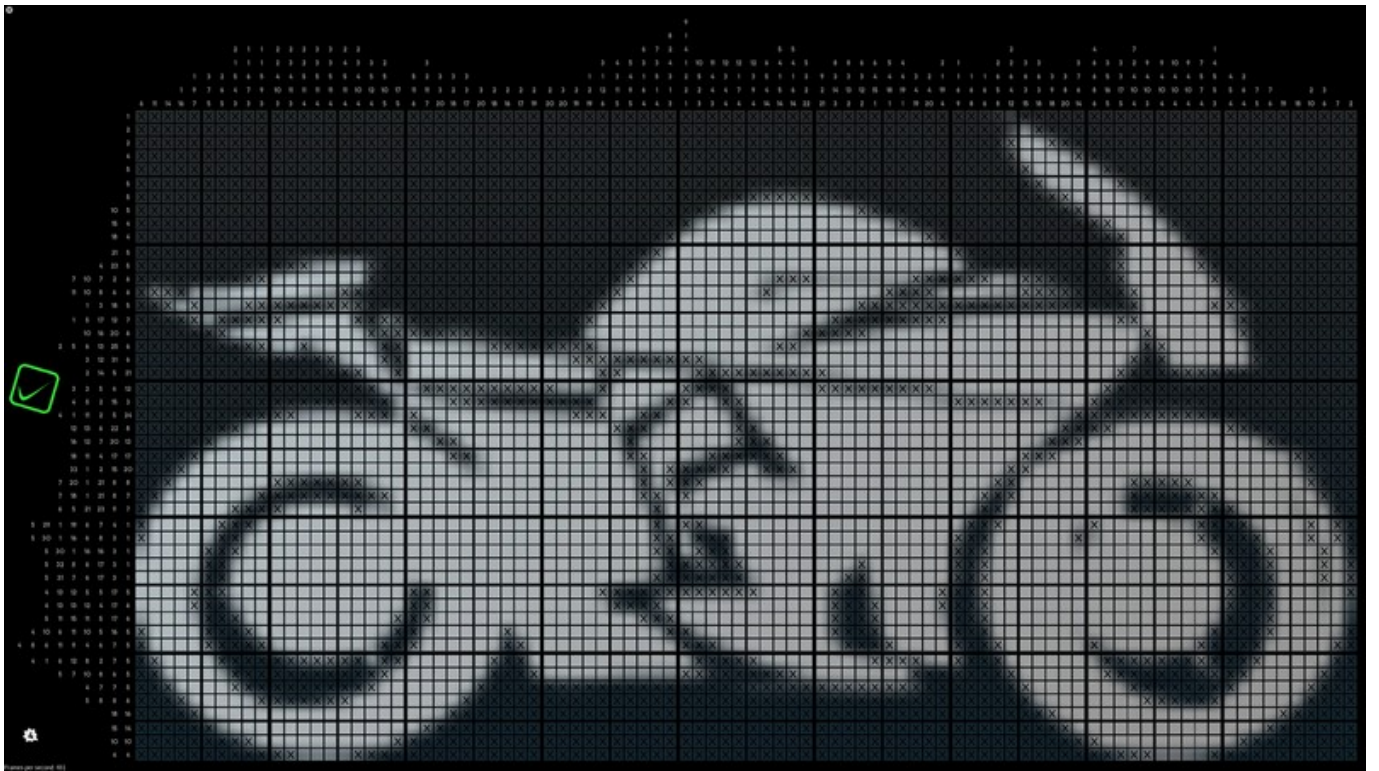
**Graphics:** OpenGL 2.0

**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







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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.



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**Steam release has been shifted:**

Dear Players,

Bad first: Steam release has been shifted to October 19th.

The good news is that we are giving our best to bring you a fully Steam integrated version of Call of War. As we are planning to have quite some Steam achievements and want to offer existing account log-ins, the integration took more time than we anticipated at first.

We have also uncovered bugs we want to fix. Unfortunately we do not have the capacity to do it all at the same time.

So we rather want to be fair with you now, rather than releasing a game on Steam you and we are not happy with.

Please bear with us and we are heavily working on a final version that you have something to look forward to!

Your Call of War Team. **Join the Arms Race:**



Dear generals,

it is time for another challenge. However, you won't be alone in this upcoming fight. 150 strong men and women will unite and fight for you in this week's event Arms Race. Five light tanks, four medium tanks, three artillery units, two mechanized infantries, two anti-tank units, one commando and one anti-air unit will be stationed in all urban provinces protecting your already fully upgraded buildings, ready to receive orders. In all non-urban provinces you will find three infantry units.

Sign-up period: January 12 - January 15 (3pm CET)

4x speed

1st place (solo victory) receives 10,000 Gold + VP as reward

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starts-when-full  
random country selection  
players flagged as inactive after 2 real-life days  
AI & human player peace period of 1 real-life day

We wish you good luck on the battlefield and are looking forward to your feedback on the event.

Your Call of War team. **Prepare yourself: Arms Race event incoming!:**



Dear generals,

it is time for another challenge. However, you won't be alone in this upcoming fight. 150 strong men and women will unite and fight for you in this week's event Arms Race. Five light tanks, four medium tanks, three artillery units, two mechanized infantries, two anti-tank units, one commando and one anti-air unit will be stationed in all urban provinces protecting your already fully upgraded buildings, ready to receive orders. In all non-urban provinces you will find three infantry units.

- Sign-up period: 2018/08/03, 11 AM CEST - 2018/08/06, 11 AM CEST
- 2x speed
- 1st place (solo victory) receives 10,000 Gold + VP as reward
- starts-when-full
- random country selection
- players flagged as inactive after 2 real-life days
- AI & human player peace period of 1 real-life day

We wish you good luck on the battlefield and are looking forward to your feedback on the event.

Your Call of War team. **Final Development Stage, General!:**

Dear Players,

quick update from our side, so you know what's currently going on:

- we are making good progress with the Steam development tasks and are confident to release Call of War this month
- before the release: we are planning to have a short closed Beta phase for testing (more info will follow shortly)



- 
- Existing users will definitely be able to log in with their game account to keep their progress and play cross-platform
  - As the release is coming closer, don't forget to add Call of War to your wishlist!



Your Call of War 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.

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Your Call of War team. **Home Decorations:**

Dear generals,

With this update the following changes that were already announced will go live: Airplane Changes (News, November 22) and Home Defense Bonus (News, December 6). Sadly you will still see a pop-up for now that mentions your action will trigger war when you help defending your allies territory, but this will not trigger war anymore. The removal of this pop-up is already scheduled.

Here is the list of all additional features and changes:

- Core provinces will be returned back to their original owner when reconquered by another coalition member.
- Games that are too old to join will be excluded from the non-filtered games list.
- The coalition list now shows the flags of all member countries for each coalition.
- The current position field for all naval units contained no information. This has been fixed.
- On the [Dominion] Antarctica map, AI countries had offered diplomatic relations (like right of way or shared map). This has been fixed.
- Researching before a game round has started is not possible anymore.

### **Mobile**

Here is the list of all features and changes regarding Call of War mobile:

- We made major improvements to map rendering performance while dragging and zooming
- We added visual in-game event notifications, which will be displayed instantly when they happen
- Tapping events in the event history now links to the relevant player/province/research etc. for most cases
- The push notification settings can now be accessed via the event list
- The onscreen keyboard was overlapping important input fields like chat and diplomacy messages
- Coalitions could not be created in the Play Store App. This has been fixed.
- Scrolling through available trade relations and armies was not possible in personal trading
- Fixed display of airplane target

We hope you like the changes and feel free to give us feedback in the forum.

Your Call of War team

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