

## The very best android application of their time: Brow Work

It should indeed be really encouraging that designers didn't reinvent the wheel, but alternatively to boost and develop the present achievements, which turned into a much more interesting game. Supporters of long-distance races, along with fans of testing their fingers for reaction enjoy Forehead Run 2 with almost all their heart. Imangi Studios maintained to produce a serious well-balanced sequel - most of the previous ideas didn't undergo any primary changes, but only have been developed. As a result, there is nearly a classic strike, but in a brand new, more pleasing to a person's eye and hand, wrap. .Brow Run 2. also targeted Android. Merely a week after launch in AppStore, Google Perform people got an opportunity to enjoy among the most popular racing activities in the world.

The game actually turned out to be reasonable, and it is just a rare skill, to keep up the pride of the prior one while presenting new functions in to the overall game, diversifying the gameplay, increasing administration and artwork, and voila - a new strike is ready! But is everything as easy, as it seems?

### THE GAME WORLD

The graphic portion has not transformed much because enough time of the first part, shades, characters, coins - everything is identifiable, but the landscape was elaborated very well.

Now, you will find number perpendicular paths, where the type used to run in the past, they were changed by twisting paths, stairs and hills. But besides that, the writers added new limitations, string descents and contests on trolleys. Consequently of improvements, the method has be more varied and exciting. Plus the scene was absolutely changed. In the first portion, the key personality was seeking to escape from the crowds of enemies in some swamps. In .Temple Work 2., activities unfold in the Cloud Kingdom, all of the paths are halted in the air, and judging by the sound, the smoothness comes from quite a large height.

Generally speaking, there is found 3 forms of designs:

. air paths;

. a forest;

. a cave;

Each of them has its own group of limitations, variations included are just visual, and could be split based on the sort of avoidance. Sure, the controller in the game is targeted in unpretentious expressions, but apparently that's only the formula for this kind of striking achievement of today's games: the grade of the visual part and the minimal entry threshold.

As a rule, each ending up in an obstacle contributes to the death of the hero, which will be with a equivalent image.

### The game method

For keeping, there's a system of projects (objectives) used, in which it's essential to execute a couple of activities, that really help get point, knowledge and go to a higher level. And the bigger the level is, the more items an individual may score.

The job list has totally moved from the initial part:

. to operate N yards without collecting just one cash;

. to purchase any benefit in a shop;

. to amass a certain sum on the bill, or for one competition;

The 2nd level is a built-in store. Since the game is free, the experts monetize through inApp Obtain, meaning that customers can purchase virtual objects for real money. But as a result of the designers, customers don't always require to spend real money, because all things can be found for virtual currency, and they are enough to stage up the skills. So it's possible to use the keep only with the purpose to thank Imangi. They give to obtain

different bonuses and abilities. Bonuses are particular features that may be triggered by a double faucet of the screen when filling the Feel Bar by visiting <http://mafa2.site.pro>.

## About the Author

Generally speaking, the brand new edition of the game turned a suitable sequel to the initial portion and became much more exciting and addictive. Designers from Imani Companies did not ruin the game with unwanted innovations, but, on the contrary, produced little improvements, gave the overall game some meaning and, possibly, caused it to be a bit complicated. The brow turned far more diverse, the design - far better, and the noise - more pleasant. Merely a ideal sequel!

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