

## ***No. 1 Deathbythousandcuts***

No. 1. Taylor's text falls down like in Tetris, diagonally, vertically, horizontally.  
or Fruit Ninja

No. 2. You use a cat's paw to shred the text

No. 3. Then a bare tree is shown on the right side.

No. 4. While you chop up the text and collect points, some combos activate the touch.

No. 5. Then the combo on the bare tree is swiftd from the left of the center area using soft, medium, hard touch swift.

No. 6. The tree activates sensors which, when you swiftly touch it, quickly or slowly release it, produce notes.

No. 7. The goal is to fill the tree with notes. When the tree is full you can click on the notes to generate a sound with the instruments behind it.

No. 8. If the tree is full of notes and the sound is generated as desired, the tree can be ordered as a USB tree with HDMI to USB (backwards) from the website.

No. 9. The Universal Sound Tree will be delivered to you with a VSP Virtual Sound Gun (infrared, Bluetooth, wifi).

No. 10. Connect the tree to your big screen TV.

Press play on the Adapter Hdmi Usb Stick.

No. 11. The Vsp starts to vibrate, the tree appears on the television with the notes that are scattered variably across the display in face zoom in zoom out.

No. 12. Wize the scattered notes and capture them with VSP. A new sound will emerge. Possibly.

No. 13. The included large or long LED cable with sound sensors is now attached to the real tree outside.

No. 14. per VSP If a signal is now connected to the light chain, the new or old sound is played and simultaneously the LEDs start to light up.

No. 15. Wait for your loved one to watch the spectacle in the garden together.

No. 16. As an additional feature, your cat or dog will receive an LED sound collar with WiFi connector. The LED light sound chain from outside sends a signal to your loved one's collar.

No. 17. The LED now lights up on your cat, for example, so you don't have to stand outside under the tree when the weather is bad and you can enjoy the spectacle from home and film your dee-phousecat playing music and walking around your living room. (tik tok, fb, insta) spoiled.

No. 18. Play the game from the beginning and swap the equipment if necessary to win the tree at bletix.com.

## **No. 2 Bletix**

No. 1. Full tree - shake

No. 2. Assemble different types of flying leaves aka Candy Crush

No. 3. Supply a combined leaf type to a bare tree via swipe (showwidthinternetprotocol).

No. 4. If the tree is individually designed, it is considered a win when enough points have been collected.

No. 5. Once you have put together a tree of one type with leaves, a window pops up.

No. 6. In this window you can order the tree you have earned in real form.

No. 7. Deliver the tree to a player from Deathbythou-sandcuts.com PS look it on

## **No. 3 Moodfuzer**

No. 1 heart lies in an ice cube

(Mobile phone has temperature, motion detector, gyroscope)

No. 2 You go outside ps. Ice cube feels

No. 3 In the circle around the ice cube, kilometer stands appear e.g. 3 - 5 - 7 - 10km

No. 4 If you approach the 3km, for example, some emojis with faces appear around the circle and the ice cube melts a little.

No. 5 If I now walk e.g. 3km completely, the 3km ice cube melts away and I get a heart, which I can send to the face emoji woman.

No. 6 Now I can send a heart and 3 sentences to you to invite you to walk perhaps 5km on your app to find me so that your ice cube melts.

No. 7 If you meet someone on the display counter at 3km, for example, you send someone motivational greetings (hearts) for the next goal, the 5km.

No. 8 If we have reached 7km, for example, the ice cube melts away and new hearts aka messages can be sent to the person.

No. 9, for example, at 10km the person can even be called as soon as the ice cube has melted, of course.

No. 10 If you have collected enough km, Google will give you a little heart with information about the best place to have a coffee together in the future. +Coupon

No. 11 If you have given up trying to find each other by km, for example, you just say sweet - Look it up, the great Love moodfuzer, and then, like in today's boring apps, all the moodfuzers who want Shedancefak.com or not will appear.

No. 12 by swiping, after showing your face, you are offered matching flowers which you have to take to cafeclutch.com as a present.

## ***No. 4 Springclap***

No. 1 Stairs running rings bounce down

No. 2 New stairs are displayed on the left and right.

No. 3 By swiping you push the new steps so that the bouncing rings continue to bounce.

No. 4 The rings contain colors that you try to place on the correct size and length with the new versions of the steps. No.

5 If an open

ring is placed on the added stairs, a sound is produced

No. 6 Man tries to keep the rings bouncing so that the color changes and the randomly selected steps can be swiped from left to right.

No. 7 The created sound obtained on the rings and upcoming steps creates rhythm that is played in the background.

No. 8 On the big TV the rings can be controlled by clapping your hands in a jumping manner.

No. 9 The steps can be touched by swiping left and right

## **No. 5 *Trinkuno***

No. 1 A hissing sound of an opened beer invites you to open the app.

No. 2 in the middle of the display there are 3 circles with different beer brands e.g. Zywiec, Krombacher, Desperados No. 3 Then we lift the phone up at a 45 degree angle and swallow these 3 circles with the sound of Glück Glück Glück aka iPhone Beer App

No. 4 A circle with the beer brand remains

No. 5 We win a whole case of beer which can be sent through various supermarkets to our lucky winners, beautifully packaged with a ribbon.

No. 6 The lucky ones open these beers and put a beer on their mobile phone, which results in the app being activated for another player.

No. 7 Thus, after several beer attempts, e.g. 3 a

day, a new player is activated who again has the same problem.

No. 8 Using the phone's weighing sensor, a multiplayer game is started once a certain maximum weight is reached.

No. 9 Don't pick up the beer from your phone too often, otherwise the weight might be wrong and you might have to open a new one.

## **No. 6 Spardak**

No. 1 cell phone rings with the sound of a duck

No. 2 You take the phone and say 3x Spardak

No. 3 icons of products appear with a small x in the icon corner, behind which a small duckling is hidden behind the icons.

No. 4 Try to coin the duck free

No. 5 Once you have sunk the icons, the duck appears and the spar-dak product is on the display

No. 6 with this product coupon you go to the store of your choice where the product is located and receive approx. 33% discount on your Spardak product (13% for those in need)

No. 7 In addition, a money box for coins and notes, jewelry

No. 8 On the way to the store you can catch a Spardak Pokémon if you feel like it, designed by Spardak Graphics.

No. 9 You can save for a long time with the coins and notes in your Spardak tin for the next product, if Spardak contacts you again.

No. 10 If you no longer like the products that you saved with your honorable Spardak Money, you can take a photo of them on Instagram and take a picture of yourself with them.

No. 11 With insta you can achieve a greater reach and better awareness for your product.

No. 12 at Spardak Bay, if a star wants to trade the product with you, you can initiate a Spardak Deal and provide the product with an autograph to make it more popular with collectors.

No. 13 This is how you get hold of another product and if you are lucky, you will get what you want.

## **No. 7 Swip**

No. 1 Remove or put on the cover from the phone

No. 2 3 doors with faces hidden behind them Icons of music stars are now available No. 3 open a door

and swype swipe or touch a face into another door.

No. 4 Door 1 has rock Door 2 pop Door 3 hip hop

No. 5 Once you have swiped nine different characters from each door, you can start

No. 6 Tap on a face icon from your favorite

No. 7 Now 3 song names will appear which you can then combine with the other favorites to form a small group and create a short story.

No. 8 Control the song switch on the playlist with SidAntre colors

E.g. first song 50sec green circle, change effect to e.g. sweeping wind

E.g. second song 1:30sec blue circle, change effect e.g. sweeping beat

E.g. third song 2:13 yellow circle, turn effect

e.g. rustling grain

E.g. fourth song 3:00 Red circle, turn effect

E.g. nothing at all

No. 9 Once your song playlist or song story is ready, share it with others on Swip.com using your own symbol

No. 10 After the exchange, a third door 3+ opens, and there you will find e.g. 35 44 or 99 playlists from the other users.

No. 11 (for YouTube) youtube slider search - make a circle on move - the last 3 text words sung appear, which you drag by touch onto the 3d bubble swipe planet.

No. 12, for example, we grab several text passages together and drag them to the planet, so we create a 3D sphere with lots of words.

No. 13 If we slide over these words, the face appears as an icon of the artist, who in turn finds another one with a bubble swipe algorithm that fits his text passages.

No. 14 Now we combine the interests that are found together



together and create a new playlist based on 3 words  
tern.

No. 15 The bubble Swip Planet is filled with tons of 3+ words, take several together and send them without a swipe algorithm to an artist who can create something new from them.

No. 16 Youtube now gives us the chance to create our own Swip 3+ Word planet, which we could then swap with other planets from users who had really put a lot of effort into ensuring that it also resulted in a rhythmic formal language.

No. 17 on +&- show on TV the artist come with their own planets from YouTube (Swip 3+ bubble) and present how they have created NEW SONGS from them and maybe battle each other.

## ***No. 8 Spinight***

No. 1 mountain in 3d or 2.785d is shown in night mode

No. 2 You start with a self-created creature from the bottom of the mountain using a gyroscope or high low left right tilt horizontal vertical diagonal motion sensor ever higher into the air

No. 3 When you reach the checkpoint, press the down button alternately to activate a looney tune.

No. 4 If you have activated a looney tune, you can start with the next looney tune from the checkpoint to get to the next spinight checkpoint

## **No. 9 Pfotka**

No. 1 Load 44 pictures that you have created with Pics Art, use Pfotka (cat paw) to cut these pictures

No. 2 The pictures are cut into so-called puzzle pieces.  
ten

No. 3 Put the puzzle pieces that were cut up into different shapes, e.g. =OX,  
together to form a construct.  
men

No. 4 The construct results in a canvas with the assembled Pics Art images

No. 5 You place this large, very large canvas (printed) in the garden and fire  
with a paintball/brush against this construct, which you had put together on  
pfotka.com (memory puzzle pieces swipe algorithm for pictures)

No. 6 After the construct (canvas) was shot with different colors and slimmed  
with Natura colors.

No. 7 Apply a silhouette of a person or object to the canvas and then cut it out.

No. 8 The construct is now finished and you have created a new, never before  
published image, which would be a good fit for a THENVIEW museum, for  
example.

No. 9 Get out an ultra lens phone and photograph the silhouettes from different  
perspectives.

No. 10 Now exchange the silhouette masterpieces with your friends on  
pfotka.com.

No. 11 Now you can design any kind of design products on my pfofka.com with  
your personal design.

## ***No. 10 Lifagl***

No. 1 click on the numbers that are hidden behind building blocks, bridges

No. 2 Small hearts (minesweeper) appear in square, circle, triangle shapes

No. 3 Collect the hearts before the time bomb runs down, which is hidden in the shapes No. 4 Connect and collect the hearts quickly before the color changes, best when the hearts are red

No. 5 If you have collected enough hearts, a new screen will open, showing a big heart with the little hearts inside, hidden inside

No. 6 The big heart (below) opens a way out for the little hearts, so that the emoji faces falling down from above can be linked to it, changed and allowed to enter into contact.

No.7 If you manage to assign some hearts to the Emojis faces and connect them in contact, these Emojis spit out points

No. 8 The points are generated after a contact connection of the emojis.

No. 9 Try to tell a little story with the emojis, which will then be translated into language for you, that is the goal - to develop a little story with emoji language hearts connection.

No. 10 Then send this story to your loved ones and wait for an invitation to this game show to tell something new

## ***No. 11 Rubleruble***

No. 1 You go into the store and see QR codes next to the price tags of the products.

No. 2 Scan the QR code and look for the next product in the store that you might like.

No. 3 After shopping at home, open the rubleru-ble app on

No. 4 The scanned QR codes appear in a grid.

Ruble or Swipe aka fruit ninja to unlock the QR codes.

No. 5 If you are lucky, behind the QR code that you have scratched off, there is a shopping coupon for the product you scanned at the time.

No. 6 Redeem the coupon at the checkout and you will get the product for free.

No. 7 App can only be used if you have purchased items for 99 euros at the respective supermarkets

## **No. 12 Heavencedrink**

No. 1 A bar that only offers planets and galaxy names on the menu. The ambience is almost out of a universe.

No. 2 The appropriate app provides a drinking game, as follows... Flying spirits are shot down using planets / (fruit ninja) (if you come across a drink you can pull it together with a swipe, if you manage to collect 20 beer bottles and then shoot them with the moon you get a crate of beer for free as a coupon sticker, you also get points to collect.

A ranking of points is displayed in faces.

No. 3 The first 300 on the ranking list will receive a free Hea-venicedrink on your creative menu of choice plus you will receive coupon stickers for making it into the top 300

No. 4 I'm now going to the bar and am looking forward to seeing Alex Cudeyo's deep house music and the people who also won a Heavencedrink.

No. 5 The menu with the coupon stickers is handed to you at the end of the evening.

No. 6 Heave a nice drink at the end

## **#13 Onemilliondollarcookies**

No. 1 A large selection of offers is displayed in a large area grid as emojis or stickers.

No. 2 Use a sparrow slingshot to torpedo and destroy the stickers or emojis on offer

No. 3 After a sticker or emoji or icon

From the area away (sparrow slingshot), a small advertising space or a logo in pixel format of the respective company appears behind these things.

No. 4 The aim behind this is to use the sparrow slingshot to expose the company logo so that when it is exposed, you can click on it to get to the correct offers page with new, temporarily available offers in order to unlock and unlock them at Rubleruble.com (see Rubleruble.com text).

No. 5 Every click on the advertising space / logo generates 0.99 cents for needy causes.

No. 6 To participate in this game, you must register and survive the face carousel...

## **No. 14 Kwt**

No. 1 carousel with different capitals with 3 consecutive circles with roulette design

No. 2 Click on a capital and different years will be displayed, e.g. 1985, 1990, 2000, select the year and any day.

No. 3 You will be shown the exact temperatures for that day.

No. 4 Select the temperature and this will now be integrated into the rotating carousel.

No. 5 Repeat this with e.g. 33 other capitals, save the temperature numbers.

No. 6 You now have a number carousel, as described above in point 1.

No. 7 Press play and it starts rotating around and with each other.

No. 8 When the spin is finished, you will now have different number combinations displayed to you.

No. 9 In Germany, for example, choose 6 numbers and transfer them to your lottery ticket.

No. 10 Maybe you can have fun and enjoy yourself and challenge your luck.



## **No. 15 Popomni**

No.1 smartwatch app that meets your everyday needs.

No.2 e.g. get up at 6:00 in the morning, café symbol pops up, for

6:30, tap café emoji as confirmation with smile

No.3 e.g. 7:00 a.m. shower symbol pops up, tap the shower emoji with a smile as confirmation.

No.4 e.g. Morning 7:15 Food symbol pops up, tap Eat Emoji as confirmation with smile

No.5 e.g. 7:40 a.m. clothes symbol pops up, tap the clothing symbol with a smile as confirmation.

No.6 e.g. Morning 8:30 4km symbol pops up,

Tap 4km Emoji with smile as confirmation.

No.7 The examples show you your morning routine, e.g. what you have to do to get enough emojis to earn points, which you can then compare with another day, e.g. if you didn't shower on Tuesday, you collected fewer points.

No.8 After each checkpoint in the morning you will be asked a question which you can then answer with "okay" or "not okay" for example. As additional insurance for the analysis.

No.9 they are asked in the morning, for example, THE W questions. 1-

How did you sleep

2-Was the coffee good

3-How did you shower

4-What clothes did you wear

5-How was your walk

No. 10 Linking the questions with the emojis will give you a satisfaction scale that you can then optimize. E.g.

1.-Go to bed earlier

2. Use a different type of coffee

3-Shower with Nivea Shampoo warm

4-Clothes sporty not elegant

5-walk was casual and not fast enough

No. 11 The morning routine for Monday would be completed

No. 12 Start your day now, e.g. Tuesday, with a different morning routine.

## **No. 16 *Circuscabinet dobre utra***

No. 1 The person you want to wake up has a pillow and a duvet with WiFi rotation, motion sensors integrated in the pillow with 2 sensors and in the duvet with 6 sensors.

No. 2 The person who wants to wake you up in the morning has an image of your pillow and duvet with the circle sensors in different colors on their phone.

No. 3 In the morning, the person with the cell phone sees your sleep picture, they touch the circle symbols to change the colors, soft, medium, hard touches.

No. 4 When the person is sleeping, the duvet or pillow starts to vibrate slightly depending on the touch pressure of the mobile phone user.

No. 5 The person now gets up better and avoids nightmares. e.g. B of banal horror films

No. 6 The lucky person now looks at the colors of the scarf image and orientates himself when getting dressed on the closet of color symbols or shelf compartments that are equipped with color icons and puts on variably, other sorted clothes for the morning.

No. 7 The person is now dressed variably and sends the Night-mare Sleep Conqueror who woke you up and dressed you.

A selfie or a slowfie of yourself with the slogan dobre utra with hearts.

## ***No. 17 Flowspeaker***

No. 1 Right side should be equipped with emojis as activation for saving the best voice messages

No. 2 e.g. I receive an exciting and informative message, which I then save as an emoji in the voice message archive in order to know in the future which message seems important to me

No. 3 If I have now collected several emojis in the archive, I can better see a summary of the texts and voice messages

No. 4 If I click on an emoji, I get to the text or Voice Message Passage, so I save myself the search, which doesn't work anyway, not really, like the Emoji Archive for relevant searches

## ***No. 17 Flowspeaker feat. bgcolor***

No. 1. Mark important voices, videos, text messages with a different background color

No. 2. Select the colors from the color palette archive and you will find the appropriate section where the messages are located

No. 3. If someone asks a question, stop the Voices Message and mark a small question mark icon at that point to get an overview of your upcoming answer

## **No. 17 Flowspeaker feat. 3facelift+**

No.1 13 sketches of grimaces can be seen as an example before the swip cam was recorded on Whats APP.

No.2, for example, record a grinning grimace

No.3 This is then converted into a kind of 2D-3D.

No.4 You can now record a voice message with this grimace, which will then play it back lip-synch and eye-synch.

No.5 We have now designed the play button line in a much more appealing form and the voices now also have faces.

## **No. 18 Soupblade**

No. 1 On the left side of the bar in the mobile phone display there are vegetables and spices

No. 2 In the middle of the display a pot from eagle eye perspective, in it the Dreamcast logo

No. 3 in the lower part of the display, 9 faces can be seen, which can be animated - lip-synced, eye-synced, and show facial distortions.

No. 4 Drag a vegetable (emoji) from the left bar onto a face

No. 5 The face devours the vegetables in a naturally animated manner and makes a sound.

No. 6 The logo in the middle of the cooking pot starts to rotate or change

No. 7 Try to draw another vegetable onto another face, which in turn devours it and makes a different sound, using soft medium hard touch

No. 8 Now drag spices into the Dreamcast logo, the logo draws the spices into the upcoming soup like a whirlpool, you get points for this.

No. 9 Try to create a soup that is supported by a suitable sound of the faces.

No. 10 Pay attention to the temperature display, which can be adjusted by the points collected. No. 11 Have you finally created a soup according to the instructions?

or individually designed there is a bonus.

No. 12 Try to redeem the bonus in a roulette carousel.

No. 13 If you are lucky you will win a cooking pot with the products played with including a spoon sword, which will be sent to your address.

No. 14 Send your soup creations to another player who will try to replicate them.

No. 15 Invite a friend to a real-world Soapblade and have fun.

No. 16 The uses of this funny application can be applied to pizza, salad, cake blade e.g.

No. 17 Choose one of the four types of Blade games and link it with other players that can be unlocked in an RPG multi-player.

## **No. 19 Fuzetrec**

No. 1 Look and look for advertising on free TV or pay TV

out of

No. 2 Try to find a product Reclam

No. 3 Hold your phone with slowfi camera to the product, try to capture it quickly and quickly

No. 4 It must be ensured that the advertisements are designed accordingly.

No. 5 the Slowfi camera feat. Google Lens snaps or records the product in a virtual grid directory.

No. 6 With the correct display probability, your swiped products will be displayed in a grid as QR codes.

No. 7 Try to clear a QR code to win the desired product.

No. 8 If you have scratched one off and won, you will be shown different supermarkets where you can redeem the product with the coupon you won.

No. 9 If you are not satisfied with the product you have won, you can make your products available for free or by purchasing them in the Fuzetrec shop.

No. 10 To become a product hero, record yourself with a Predator hero cam, you can find them on YouTube.

No. 11 The free products can now be promoted with their own advertising on YouTube and achieve a higher market value.

No. 12 If, for example, a superstar or a star buys the product via YouTube, it is hoped that it will be a valuable addition to the investment.

No. 13 Hope that your hero star is happy through your heroism.

## **No. 20 Dschongdschong**

No. 1 Frog Pokemon DschongA runs from left to right at the top of the display, behind a fence

No. 2 moving trains designed by you from different countries and types, varying from left and right at different speeds.

No. 3 The different trains have open windows, where inside and outside the window slowly opens and an emoji appears there.

No. 4 According to a suggested emoji scale, try to snap it with DschongA's tongue per soft, medium, hard, small, me-dium, width range to make DschongA THICKER.

No. 5 DschongA has now grown bigger and fatter and is ready to play the bubble bubble emoji expansion level.

No. 6 Try to make a connection to an addition or a combo from the tongue of the grabbed emojis and the ones in the stomach using your tongue to the falling variable emojis that come from above.

No. 7 Try to collect points so that you can secure new moves with new designs in the future.

No. 8 You can also get a new improved tongue to, for example, tongue 3 emojis at once.

No. 9 DschongA also offers the collection of real money coins, try to connect the moving train windows with money pennies, that is, use your tongue quickly and relatively easily via touch streamline aka Swift key and then apply it to a [kwt.com](http://kwt.com) roulette with real money.

No. 10 DschongA can also grab initial letters from the windows, try to grab the given sentence structure or word with his tongue from the windows of the trains with his tongue in order to be able to use the right word for the puzzle in the rest of the game.

## **No. 21 Smartgrinch**

No. 1 You grin into the camera that is installed on your TV as a dash cam.

No. 2 The advertisements for the appropriate Smartgrinch will be shown on your TV, use plastic masks of celebrities e.g.

B to offer you the right advertising, possibly foreign country, different types of products

No. 3 Try to imitate the face that is shown to you

No. 4 Advertising is activated

No. 5 Use Fuzetrec.com to grab products

No. 6 Voices Smartgrinch will search for you advertisements on TV

No. 7 Try to develop your Smartgrinch face

No. 8 Eyes, lips, hair, wrinkles Synchronicity is transferred from Dashpok camera to what's play voice button

No. 9 Now you have something to laugh about when it is meant to be laughed at



## ***No. 22 Schnageln***

No. 1 In the middle of the display there is a Dreamcast logo

No. 2 in the logo a snail tries to escape from a snake.

en

No. 3 in the Dreamcast logo are circles in colors that the snail has to catch when trying to get the right fishing position

No. 4 This means that if you lower the phone downwards, a fishing rod opens which the snail tries to reach at the right time.

No. 5 If you tilt the phone downwards, the fishing rod that appears zooms into the Dreamcast logo and from there you try to pull the snail back up with a tug of the phone.

No. 6 You have to try to catch as many snails as possible. If a snail eats a circle on the logo, for example, it changes its speed, so always make sure to snail it first.

## **No. 23 Critype**

No. 1 Critters land on the infinite number Planet Gugol, the critters move like in r type (shooter) in the galaxy

No. 2 01011100 blue color 0111101 red color

110011 green color lines of code fly towards the critters, e.g. horizontally, vertically, bottom, top, middle, diagonally. No. 3 press the critter with soft touch and drag it to the blue color code of the code line. Drag the critter to the red color code line with medium touch. Drag the critter to the green color code line with hard touch.

No. 4 You get points if you place your touch on the color code line at the right moment. Combos are created when you can connect 2 or 3 color codes together, Soft Medium Hard Drive drags onto the color code lines.

No. 5 If you collect the red color code and connect other red color codes, you get more points, the additional feature. For example, the critter turns red and can shoot fireballs at the color codes or a circle of critters around the critter that recognizes the red color codes by touch and collects them.

No. 6 if you collect the blue color code lines using soft, medium hard touch and connect them with others you get more points, the additional feature is that the critter turns blue and a circle of critters develops around itself and freezes the color code lines so that it can eat them later, the critter will get fatter

No. 7 if you collect the green colour code lines and connect other green ones, the additional feature for the green critter is unlocked, a green critter around the critter is developed and slimes the colour code lines green to blob them firmly, then he can then catch them with his mouth.

If you eat it up, you get the option to get more points and a free field with a view of new code that tries to fill the playing field like a matrix, variable from above and below, horizontally, diagonally from all sides.

No. 8 try to pull different combos and get points, otherwise the e.g.

01011100111001100011011 matrix will take over your screen completely and your screen will eventually

lock, your critter cannot evolve and cannot grow larger.

No. 9 The goal is to eat the matrix and thus heal Charlie's head so that he can regain control of the spaceship and ultimately head for Earth to meet other players there, who will then unlock the multiplayer mode.

## **No. 24 Coverysid**

No. 1 Find the right news on Discover Google and save it in tabs with category descriptions.

No. 2 e.g. 4 news in 6 tabs, so 24 news, some news only contain pictures or are provided with accompanying text, some are just comic sketches or product descriptions

No. 3 Press the Coverysid button and your news will be delivered to your home as follows.

No. 4 You will receive 4 paper sheets with 6 different category banda rolls, i.e. 24 news.

No. 5 This means that you now have your individual collected news in your hand.

No. 6 Invite your friends to Cover Sid home and have a conversation with their news in a circle of perception, either at home or outside at the grill place

No. 7 Exchange the news paper sheets with each other and give your own opinion on them.

No. 8 Ask questions to your Coverysid peoples and award points for answering the questions. The winner receives the news of the others as a prize and can thus, for example, expand his news archive at the end of the show and present it as a story in a slide show next time.

No. 9 Online this can also take place virtually in Coverysid rooms, where resourceful Discoverers exchange information with their news sheets and start a virtual question show alias you don't know jack-je-porady

No. 10 Every participant can participate online if they register for Coverysid. The resulting show can be broadcast on YouTube and we will get a new experience of being able to appreciate news with questions and answers.

No. 11 The knowledge that we learn or update us through this, we can combine with everyday life in order to have something to talk about, to overcome the boredom that we find when we meet face to face in person and discuss things further and find ourselves in each other's hands.

No. 12 If you have already experienced a Coversid and enjoyed it, you can now wait for new news and design it again individually

No. 13 Of course there are QR codes on the cover side to scan in the papers that are supported by product placements, which you can save in the grid of collected QR codes for [rubblerrubble.com](http://rubblerrubble.com) in order to win something later.

## ***No. 25 Popchnijmnie***

No. 1 online popup ads with advertisements appear.

No. 2 Try to remove a product from the advertisement via drag and drop and save it in a list. No. 3 Try to assign the appropriate flying QR codes with the company name to the respective product in the list.

No. 4 I assume that I have made the right decision.

No. 5 Now a grid is created and blank QR codes are placed on the product list

No. 6 Now try to scratch off the correct ones from the list you have put together.

No. 7 If you scratch off the correct product, you will receive a letter with the discount or voucher which will be sent to your address.

No. 8 Now redeem your voucher in the store or use the Pay-pal code to cash it out online.

## ***No. 26 Gummibärenbande***

No. 1 The Gummi Bear Gang activates on your smartphone

No. 2 Bouncing gummy bears on your display block your smartphone apps that you don't know about.

No. 3 Try to catch the gummy bears by swiping them, that is, push them with your finger from the display into a box if they are to be caught.

No. 4 The gummy bears have different colors and are to be connected with composite.

No. 5 e.g. 3 red ones together, a big one in the box

E.g. 4 green ones together, a thick one in the box

e.g. 6 yellow ones together, a thin one in the box

e.g. 8 blue ones together, one wobbly one in the box

No. 6 Each combo in combination gives you more points, which can be used to unlock the apps on your smartphone.

No. 7 If you have earned 1300 points, for example, you can use what's App again or unlock it

No. 8 The collected gummy bears in the box if this happens,

can be ordered as an outfit to be put on to unlock the locked smartphone or all apps with a slowfi or selfie using the eye cam of the camera.

No. 9 So try not to give up or pay 0.03 cents to the Gummi Bear Gang cashier via PayPal

No. 10 If you have won and everything is working again, you will receive a protective cover from the Gummi Bears Gang which

Protect your phone from viruses in the future No. 11

This means that you have activated the security app which you can then download for free and use on your phone again and again in the future No. 12 Wait for the gummy

bears that will soon appear and assure you of fun and security.

No. 13 Finally, if everything goes well, you will be invited to the Gammi-gammigum party and will be able to freely celebrate your holiday with friends and family.

## ***No. 27 Cafecutch***

No. 1 Café beans fly across the screen

Try to integrate the given images into the blank fields and collect points.

No. 2 If you have collected a complete picture or enough other beans, you will be provided with a coffee cup as a collecting basin.

No. 3 If you have caught the right beans, you will be provided with a QR for the cafeclutch restaurant.

No. 4 Go to the restaurant and transfer the QR code to the desired coffee machine and you will then receive your coffee for free.

## ***No. 28 Jupō***

No. 1 Try to place a block that glows in a color at the right time on a pyramid that shows the given color in the blank fields.

No. 2 Try to recreate this 3d pyramid according to the correct color scheme

No. 3 The stones must be placed in the correct positions so that the pyramid does not collapse.

No. 4 A Manican climbs the pyramid via jump and run, up or down. He runs from left to right to escape the falling stones that have not been put together.

No. 5 For the correctly placed stone and the jump and run you get a Jupō point

No. 6 Try to collect enough Jupō points

No. 7 Once the Manican has climbed the pyramid, he may dismantle it.

No. 8 As with guitar hero, the stones, which have different shapes, are integrated into the running wave with the blank fields by touch.

No. 9 Twist and rotate the assembled pyramid shape, like a Rubik's Cube, to get to the shape spots to dismantle the pyramid.



## ***No. 29 Talkbrush***

No. 1 Mark texts on Wikipedia with a brush and run your hand over them, e.g. mark a paragraph with a sweep

No. 2 Talkbrush remembers the content and almost the paragraph information together

No. 3 Now a small speech bubble appears when you move the mouse over the paragraph. If you click on it, you can read through this context, which has been summarized informatively and in an understandable language or keywords, and exchange it with each other on the web and improve it or better

design

## ***No. 30 Goodybai***

No. 1 Various ideas from users are sent to the development engineers as scribbles.

No. 2 The committee for the ideas collection consists of an age group of 6-18 years / 18-35 years / 35-70 years.

No. 3 The development engineers consult with these 3+ groups to decide which idea can be launched as crowd funding.

No. 4 With the help of this group function and the ideas of the users, new products called Goodies are created that have not yet been on the market.

No. 5 We hope for a good purchase and say goodbye.

## ***No. 31 Smartcrush***

No. 1 Small dots circling variably across the screen

No. 2 Try to capture the dots or small circles with medium rings at the right moment

No. 3 If you have captured this, a small circle surrounds the ring

No. 4 Now try to capture the middle rings with large rings, which move variably on the screen

No. 5 Once you have captured the small circles with medium or large rings, try to connect them with the correct color in order to connect them

No. 6 Once enough pieces have been put together, you must now recreate a pattern that was given. For example, a straight line with circles that is diagonally connected with a horizontal line with circles

No. 7 When the pattern is finished, a harpoon pops up at the bottom of the screen, which serves to destroy or shred the pattern

No. 8 Finally, you have to use the correctly selected harpoon to free the small colored circles in the rings to get points and clear the screen.

## **No. 32 *Deerdir***

No. 1 Use Pics Art as communication and in a trade fair  
ger integrate, that is, use the right scatch or image manipulation  
at the right time to better recognize the correct negation that  
was discussed as the type of conversation.

No. 2 Use your own design of the conversation, with the help of  
yourself and the community, and add things that could make the  
conversation attractive.

No. 3 Needed help with the design will be used based on  
your personality information that you have expressed, according  
to a questionnaire, in order to send you the items via swipe.

## ***No. 33 Tableskretch***

No. 1 There are many letters on the table

No. 2 Try to drag the illuminated letters to the corners of the table to form the word

No. 3 Put the letters in the right order, that is, if in the left corner of the table you have "Bu" for example, then try to get "ch" in the right corner to get the word book

No. 4 The goal is to chase all the letters off the table and decipher the words hidden behind them.

## **No. 34 Screwup**

No. 1 Players hiding behind a fence

No. 2 The fence has a special perforation

No. 3 As a mobile phone player, try to include fruit in the perforated holes that are available at the bottom of the screen

No. 4 Use a sparrow slingshot to shoot the fruit into the appropriate section of the fence hole

No. 5 The players behind the fence wait for the fruit to be thrown over so they can collect it and throw it back over the fence so that it can be chopped up by the mobile phone players like in Fruit Ninja.

No. 6 Try to supply the fence with fruit to obscure the opponents' view and collect more and more points

No. 7 If you have covered the fence, the game ends and we go to the next level, where it becomes difficult to complete the fence with fruit

## **No. 35 Okeyko**

No. 1 There are several windows "okna" visible on the screen

No. 2 Emojis are hiding behind these windows

No. 3 Many windows are dirty and slimy

No. 4 Try to clear the windows by touching them to make the emojis behind them visible

No. 5 If you have cleaned a window, for example, and the emoji has become visible, try opening it with your hand, like Mario, and collecting it

No. 6 Collect as many emojis as you can, connect them with the other visible emojis to get combos

No. 7 Be careful and precise when cleaning, as a Slimer is constantly dirtying and blocking the windows.

No. 8 Ultimately, you have to constantly collect emojis in order to be able to buy new windows with the points you earn.

## ***No. 37 Thefunreal***

No. 1 Here you try to bury the zombies or the undead that are coming at you from all directions

No. 2 To do this, you have to dig suitable graves and dig out the right positions so that the zombies fall into them

No. 3 The zombies come from all directions, which means that they can approach you in a 360 degree radius

No. 4 You must therefore set up traps and create obstacles for the zombies so that they are lured in the right directions where the excavated graves are located

No. 5 For each zombie you lead into the grave, you receive a letter from the alphabet, which you use to unlock items on your scoreboard when you have collected a given word in the correct order

No. 6 The items are ghosts that have different abilities, which they place on the route and position where the zombies are in order to weaken them and possibly stop them for a short time or destroy them completely

No. 7 Constantly dig new graves in the 360 circle level and lure the zombies into the dug holes to get letters in return so that they can put together the desired display word in the correct order

No. 8 The game is timed, try to get as many zombies into the graves as possible, otherwise they will overrun them and you will lose the game

No. 9 The zombies receive weapons during the game that they use against you and thus prevent them from using their items, their spirits

No. 10 For example, if you have reached the first circle level, you now go over to another form of level design and get a different game flow than

## ***No. 37 Nimbelbump***

No. 1 Push the stones, rocks from a castle down, by touch(soft, medium, hard)

Does the rock or stone become more fragile or not when it falls down.

No. 2 Below, George is moved as a maniac, from left to right, armed with a sparrow slingshot to scatter the stones or rocks in the air at the moment of falling

No. 3 The second player catches the scattered stones with his catapult and throws them back to the castle

No. 4 The stones thrown back are used to build the castle extension

No. 5 Try to crush all the stones or rocks as precisely and as quickly as possible to complete the castle

No. 6 There are points for dismemberment and catapulting, which can be used to buy new improved tools in the future to better progress in the game

## ***No. 38 Persicoupeld***

No. 1 Try to connect a pipe with the correct dimensions

No. 2 Water is running through the pipes that are connected

No. 3 The cistern must be filled with water because the pipes are attacked by bombs that could cause a fire.

ten

No. 4 If this happens, try to extinguish the burning pipes with the water from the water tank

No. 5 Pump the water from the water reservoir into the hose by alternating button pressure (soft, medium, hard) touch

No. 6 The approaching bombs must also be destroyed, this happens when you catch them with a glove, while you continue to put together pipes that have to be put together variably according to a puzzle system!

## **No. 39 Carfuzer**

No. 1 2,785 D Graphics Cars drive to the start in bird's eye view or third person.

No. 2 like in an arena the cars have to compete against each other

No. 3 That means every car is armed with words

No. 4 Shoot or open fire letters at other vehicles

No. 5 Try to fill the car completely with letters

No. 6 While the cars drive in the arena, different words light up on the floor

No. 7 The charged cars with letters over the host fields, and in the license plate appears the word which has to be put together

No. 8 This means that the vehicle car, which has its loaded letters, should be the right ones to fire up the other car with, for example, the initial letters in the license plate, to decode, to break down.

Have fun with Word Carfuzer



## ***No. 40 Bubblemean***

No. 1 Water bubbles appear on the display in different color combinations

No. 2 In the water bubbles there are numbers such as 5+5 No. 3 At the top of the display a predetermined result is shown, such as 10 No. 4 The color of the result is

green, so the bubbles must be put together by the auditors at the right time so that the result is correct

No. 5 If you have brought the bubble together into a 10, the bubble will become larger, now you have to hit this bubble with a harpoon that is activated by this so that the result can be recognized

No. 6 If you hit the wrong people with the harpoon, the auditors will scatter between the bubbles

No. 7 Touch the correct connection to the W bubbles to get the result to activate the harpoon again

No. 8 The next level, which can be summoned again, offers letters instead of numbers, e.g. the word Bubble

No. 9 so you have to put this word together following the same game procedure!

## ***No. 41 Knockabout***

No. 1 A boy runs up different paths or steps

No. 2 While trying to climb the paths or steps to the top, he has to carry a chair on his back

No. 3 The chair is used to catch various special upgrades

No. 4 The upgrades serve to improve running speed and jump variety

No. 5 Try to collect enough upgrades falling from above and be able to climb the steps or paths to the top better

No. 6 Breaks must be taken while running and jumping, otherwise the character will tire on the steps

No. 7 A second player can jump onto the chair and sit down to fire "Knocks" at the falling objects from there, armed. He helps the player carrying him to jump or climb up one level or path unit higher.

With the ladders and obstacles present, you can more easily overcome the step to get to the top

## ***No. 42 Papalabon***

No. 1 Various cardboard patterns are folded according to the template

No. 2 Folding is done by trying to place or rotate the phone in the right directions

No. 3 If you have managed to do it with several vibrations, for example, you will be presented with the pattern or template for painting as a virtual object

No. 4 Try to make as many objects as possible such as:

B a house, animal, car, garden and much more is available to you as a template object

No. 5 Paint these objects with the brush and be creative

No. 6 Finally, you can send the objects as cardboard samples, painted and embroidered to your loved ones at home

## **No. 43 Wilmu**

No. 1 A rotating carousel with different country flags is available for selection

No. 2 Press Play and you will be connected to a Wilmu participant who currently has the app open and is using it

No. 3 Write him a 130 character short message about your daily routine and tell him how your day went

No. 4 The short message is translated by the translator, which is available as an icon for you to activate

No. 5 You have 60 seconds to compose this short message to create a short message

No. 6 With a facial distortion modulator, this is presented in an appealing way

No. 7 If you get a "like" for your story from the day or weekend, you will receive additional seconds for the next recording of the short message face tag "SMFT"

No. 8 Build up more seconds for the conversation by trying to convey your day in a funny way to the carousel person

## ***No. 44 Bouldersmirk***

No. 1 A large rock is to be climbed

No. 2 A player sees on a table letters that are provided

No. 3 He throws a letter onto the boulder, at the position that begins to glow with outlines

No. 4 The letter remains stuck in place, now the player tries to pull himself up through the displayed vector points of the letter

No. 5 Do this again, a connection to the next letter is created

No. 6 Link the letters together using the vector points that are available as anchors to climb one step higher to the upper goal of the rock

No. 7 Be like Spiderman and try to string a word together. You will get more points for this and it will be easier for you to climb up the rock to the top

## ***No. 45 Diatomication***

No. 1 Slideshow is played, various pictures are shown to you

No. 2 Remember the pictures very well because they have to be inserted in different forms

No. 3 The shapes range from square to cylinder

No. 4 Try to bind the shape or into a grid so that a painting could emerge

No. 5 Place vector points on the shapes and distort the image as you want it

No. 6 This creates new perspectives that give a new picture

No. 7 Press the button "Diatomication"

and get a grid through the AI image rendering a new connection image for your t-shirts or other materials

## **No. 46 Counterfork**

No. 1 Euro pallets lying in a mess on a parking lot

No. 2 Try to assign the pallets to the existing ones, correctly assigned with color and weight-specific information.  
nen

No. 3 The pallets light up in the parking lot, the fork of the forklift must have the right color at the right time in order to be able to pick up the colored pallet

No. 4 The weight of the sequins varies and will cause you difficulties if you do not keep to the order when collecting them, for example the palette in green weighs 10kg, is green in colour, the shelf with the compartments is open with 10 compartments

No. 5 The first 5 compartments are to be assigned with green pallets, but the weight of the compartments is different and the color of the compartments varies back and forth, so you have to take the right color and the right weight of the pallets from the parking lot, which is defined for the compartment of the shelf

No. 6 The pallets are assigned to the correct shelf compartments according to their color and weight

No. 7 In the next step, you can load the pallets with emojis, but be careful because the side bars of the shelves display the emojis in different and alternating ways

No. 8 The shelves will be lined up together to complete possible connections of the sequins

No. 9 This means that if you have stored yellow pallets on the top shelf, compartment 2, middle and on the bottom shelf, compartment 3, you create a connection that could be connected diagonally. No.

10 Once you have created this

connection, the pallets disappear from the shelf and now you have space for the appropriate emoji assignment. No. 11 Collect weight, color, assignment

points, diagonally or linearly, to buy upgrades.

No. 12 Add the emojis in the correct order and load the warehouse

until it is full No. 13 Don't forget what

you pick up and position and put it in the right order

## **No. 47 Stripfire**

No. 1 2.785 D Graphic Planes fly from bottom to top, like in a 2D shooter from the 80s and collect different letters on

No. 2 A letter must first be fired before it can be picked up

No. 3 This happens when the letter is divided into vector points

No. 4 Letter B, for example, has 6 vectors that are connected in small circles; the circles also have different colors.

So you have to use the right firearms to activate the points

No. 5 A word of the game is given at the beginning e.g. "Book"

No. 6 Try to activate the dots with your different colors using your matching firearm so that the letter lights up and is ready to be picked up

No. 7 Grab the rotating letters with their vector points to activate and unlock the other letters so you can connect the word Book by touch

No. 8 While you put the word "Book" together, upgrades fly towards you or enemies that look like emojis

No. 9 As an additional game, you can insert flying notes into the letters, vector points to reproduce the given sound

No. 10 points are awarded for connecting the letters and the note connection or cutting up enemies and collecting upgrades

No. 11 Various musicians can be selected as Big Heads. The lyrics of the musicians contain the words that should be associated in this game

## **No. 48 Rector's Office**

No. 1 You choose a cat as a character from the archive

No. 2 This cat is equipped with the standard equipment

No. 3 The game starts in first person perspective or in third person perspective

No. 4 The aim of the game is to free the mice that are hiding in a castle

No. 5 On the playground you have to reach the following stage before you can fight your way to the castle

No. 6 Collect given letters that are hidden as words on the playing area

No. 7 If you have been given a task to complete, you must complete it, otherwise you will not receive a pass for the castle of the mice

No. 8 The requirement in this case is to collect the word "Rektorcat"

No. 9 The letters are hidden in the game world, which resembles a Gulliver effect

No. 10 If you have already found the initial letter, then you must be very careful not to lose it, as the opponents will hunt you down to get it

No. 11 So it goes back and forth and they try to collect the word "Rek-torcat" in the game world with the letters that are scattered around the Gulliver world

No. 12 If there are no more letters left, there is a duel between the players who have already found some

No. 13 If you are facing or close to your opponent, try to challenge him in a Beat'm Up, like in Smash Brothers Mario

No. 14 Collect enough upgrades in the Gulliver world, such as weapons, techniques, clothing, armor and power ups and vehicle, to better face the fight against your opponent No. 15 If you win the fight, you will receive the letter you are missing No. 16 The radar shows you which opponents have this letter if the radar is unlocked

No. 17 If you have found or fought for the given word "Rektorcat", you must find the way to the castle of the mice

No. 18 On the way to the castle, the open game world, which was previously in 3D, turns into a 2D jump n' run No. 19 As with Sonic or Mario, you have to overcome obstacles in the Guillver world in 2D and avoid enemies that block your way to the castle or make it difficult for you

No. 20 When you reach the castle, the final destination of the 2D jump n' run, the game switches to 2,785 D graphics or back to 3D No. 21 Climb the castle

like in Stronghold and climb up the castle by jumping from ladder to ladder, gradually making your way to the top, and push the falling objects away from you with a weapon or harpoon like in Pang Pang No. 22 When you arrive at the castle, you just have to be quick enough to catch the mice that are hiding in the various catacombs.

No. 23 If you have caught the required number, you must return home. This happens when you go back through the levels in reverse

No. 24 Be careful and extremely alert as time is running out or another player is trying to do the same thing as you.

No. 25 After you have caught the mice, build a village with them, they will help you to protect it and develop it further



## **No. 49 *Trekleswitch***

No. 1 A tractor drives over a grid field with different arrangements where flowers are to be planted

No. 2 Collect the right flowers beforehand to develop them further, which means you need the right additional products, such as water, seeds, soil, bees, etc., to plant the field

No. 3 Drive the tractor over an open field and plant the collected flowers according to a corresponding pattern, for example, planting the flowers in a specific way, such as how roses have to be placed in a certain field in order to get enough points

No. 4 Once the flower field has been planted according to the grid, try to match the correct flowers to each other, like in Candy Crush or Tetris, in order to rebuild it and then plant a new field.

## ***No. 50 Overdiceball***

No. 1 You try to save a big ball from a huge room

No. 2 The ball bounces variably into all corners and is not easy to catch

No. 3 The ball constantly changes its color and you have to try to click on the walls and fill them with color so that the ball sticks to the wall with the right color

No. 4 If you have managed to set the wall at the exact time with the right color, the ball will stick to it

No. 5 Now try to make the other balls stick to the wall

No. 6 If you have managed that, you can now use a sparrow slingshot to fire a paintball at the balls that are on the rotating walls. You also have to get the right color of the paintball so that the ball that sticks to the wall gives you points for it and then disappears.

No. 7 Otherwise the balls will bounce back on them and get a different color again

No. 8 You have to touch the balls away afterwards, because you block the screen or fire it again

## ***No. 51 Kengururun***

No. 1 Various kangaroos are available to choose from and can be equipped

No. 2 The route design is specified and the selection can be used freely

No. 3 The multiplayer racer game can be played as a solo or as a multi-player, single campaign as a solo run or as a multi-competition with other participants

No. 4 On the raceway, like in Mario Kart or Crash Team Racing, there are many upgrades to improve the kangaroos

No. 5 Try to be the fastest or best fighter on the track

No. 6 Exchange your kangaroos with other online members and link it to your kangaroo archive

No. 7 In single play, like in a solo run that sets a certain route, you have to collect upgrades and bonus activities to get more points. No. 8 In multiplayer, you drive according to rank and time, don't forget to collect the upgrades that serve to improve the kangaroo.

## ***No. 52 Excalibur***

No. 1 Integrate swipe button in youtube music, one click on the button creates the playlist in a story written in the name of the respective title of the song

No. 2 While a song is playing, a word or three words are sung, which are saved in the background when you press Swip+. If you listen to several songs and save these words at a variable point in the song, the Swip algorithm links them together to form a sentence.

No. 3 Once you have swiped a sentence together, a new attempt is made to create a second sentence. Once you have 5 sentences together, you get a paragraph that you can send to a songwriter who could use it to continue the story. The songwriter or next user can make a new swipe and create a suitable paragraph. No. 4 Swipkiss offers the possibility of creating a beat for the swiped story. This works by selecting a word from the story that fits. For example, we will take the word "reputation".

No. 5 The letter R is divided into vector points, which means that each point has an instrument ability. Touch the small circles, vector points with soft, medium, hard pressure and pull them out or towards each other. Pressing the points produces a sound, for example, upper point - guitar, lower point - piano, middle point - bass

diagonal point - flute and so on

No. 6 The word reputation in this case has 10 letters, so 10 sound layers can be created, which are then creatively combined to create the beat.

No. 7 The Beat Word Machine can be integrated into a DJ console and can evoke many emotions.

## ***No. 53 Marblemount***

No. 1 Marbles are placed in the middle of a circle, let's assume that each player puts 4 marbles in the middle of the circle, so 8 together

No. 2 Together we will have 8 marbles

No. 3 Try to push or click these marbles out of the center of the circle

No. 4 If you have moved a marble out of the field with a larger marble, you can keep it

No. 5 The field of the game resembles a basketball court, so try to move the marbles from the center to the outside

No. 6 If you do not manage the first shot and the marbles are on the field, the place is remembered and you, as a basketball player, must now hit the marble into the marble basket from the field where the ball is located. If you still hit, the ball will stay where it lands. No. 7 Again, the marble falls through the basket and is placed back in the middle of the field.

No. 8 Finally, you have a loop in the game and have to manage to remove the marble completely from the field again

No. 9 If you make a bad throw, you will receive a letter, namely H, try not to get Horse, otherwise you will have to give 3 marbles to your opponent as a penalty

No. 10 The field consists of several circles. If a marble crosses a circle, you get points that are a target, in our case 300 points.

## ***No. 54 WoobleWooble***

No. 1 Take a photo of your buttocks, which will be virtually transformed into an animation figure

No. 2 3 circles appear on the backside, touch them with soft, medium, hard touch to make the backside wobble No. 3 Tap the circles that light up at the right moment to get points and to

generate a sound that is specified by the circles No. 4 If you have managed to make the backside wobble and generate the sound, then you can compete against another player No. 5 In Vs. mode

with the opponent, try to generate the sounds and symbols like in guitar hero to get more points

No. 6 In the split screen, wobble until the given number of points is reached or the rear part stops wobbling

No. 7 Finally, after reaching the score, you will see a twerk

## ***No. 55 Medisoundcat***

No. 1 Different balls jump towards you, try to crush the balls into smaller balls with a cat's paw

No. 2 The colors of the balls are different and jump back and forth variably in a grid

No. 3 After cutting up the balls, you must then touch them to form shapes, for example, a ring, a square, a rectangle must be formed with the small balls

No. 4 If you have put together a shape you will get points for it, now try to put the shape into the grid

No. 5 The background of the grid will then consist of many small ball shapes, which will then start to glow later

No. 6 Try to press the lighted balls according to a preset so that a sound can be generated

No. 7 The goal is to find the right sound to encourage the cat to sing a song for you

No. 8 If you manage to finish singing the cat a song, you will receive a voucher for your pet as a reward

## ***No. 56 Bondsid***

No. 1 We select chairs from the archive or we design them ourselves

No. 2 You get to choose from about 70 chairs with different characteristics, with which you try to build a pyramid

No. 3 Be faster than James Bond, that is, he tries to paint the chairs in other colors with a paintball gun

No. 4 The chairs must be assembled according to a pattern in a suggested color palette that is shown, otherwise you cannot stack them any higher

No. 5 For example, the first slope was built green, so the next one may have to be blue and red, always make sure that James Bond is aiming at the chairs and you try to push away the shots from the paintball gun with touch

No. 6 Once the pyramid is assembled, James Bond must try to jump onto the right chairs in order to climb the pyramid

No. 7 Finally, James Bond sits on the highest chair in the pyramid, and now you have to change the colors of the chairs so that the pyramid wobbles and becomes fragile, so that James Bond falls off of it.

No. 8 If James Bond falls down a level, the game switches back to the setup



## ***No. 57 Presentbrain***

No. 1 The brain displays various stores intended for a shopping store

No. 2 Please enter the following data so that the right gift can be determined for you by the shops

No. 3 Enter your weight, height, age

No. 4 Now go to a store with the app

No. 5 Now massage the brain with soft, medium, hard touch, variable shops will pop up, suggesting you a present

No. 6 Now choose a store and go there

No. 7 At the checkout, show the suggested gift, you will now get the gift you want and receive a 13% discount on it. Have fun looking and shopping

## ***No. 58 Discoantre***

No. 1 Try to build a large discotheque

No. 2 inside the discotheque, like Guitar Hero, the sound for the game is created

No. 3 As in a 3D shooter, you try to conquer the generated sound ball of the other discotheques or eliminate the other players in ego perspective

No. 4 If you have conquered the sound ball, you must install it in your discotheque and replay the sound of the other discotheque to earn points

No. 5 Try to collect the other sound balls of the discotheques to play the sound in your discotheque like in guitar hero

No. 6 First you have to eliminate all enemies

No. 7 As with capture the flag, now try to capture the sound ball

No. 8 If there are 2 players left in the discotheque, the game switches to the Beat' em Up perspective

No. 9 The goal is to reach a required score to win the game

## ***No. 59 Dreamcast+ Hardware***

- No. 1 A ball is hung from the ceiling where there is actually a lamp
- No. 2 In the sphere there are 360 camera sensors that record your room into a virtual reality room
- No. 3 The ball is also equipped with speakers and WiFi, Bluetooth, SD card and a Blue Ray slot
- No. 4 The ball also lights up with different colors and is equipped with voice control
- No. 5 If you insert a CD the game will be played on the handheld or HDMI, WiFi adapter streamed
- No. 6 You now also have a handheld, like a Nintendo Switch, that is connected to the ball
- No. 7 Finally, you can view your recorded Virtual Reality room on the handheld and present your products for show
  
- No. 8 Your room will now be transformed into a 3D gaming world and you can upgrade it with new products

## ***No. 60 DY YouTube Music***

DJ YT 2 songs will be available in parallel in yt music and can be played.

Now you have opened the 2 players and pull the player in the middle upwards, a letter with vector points opens, with which you can technically coordinate the songs ...

The rights to the instrumental beats of the vector points of the letter and the word remain with the authors of the pieces of music and new instrumental beats are provided by users and YT

Best regards, your DJ SWIP

## ***No. 61 Homewifer***

No. 1 You build an apartment with 3D elements

No. 2 Photograph your existing products in your room and implement them in the 3D apartment area

No. 3 After you have done that, shake your phone several times in different directions

No. 4 Now the products in your room have been colored and are waiting to be cleaned

No. 5 The users in your room try to remove the color of the products quickly and easily with a glove

No. 6 You also shoot the products with a paintball cannon

No. 7 Once users have cleaned a product, this product can now be made available to other users who enter their room

No. 8 The products now receive a price after cleaning, the faster the product is cleaned, the more discount you will receive after purchase

## **No. 62 Darmin**

No. 1 A gut is shown in the lower part of the display, insert food emojis into the gut that you like or might possibly like

No. 2 The gut gives him positive feedback if the food emojis match or a good taste could be predicted

No. 3 in the upper part of the display there is a brain which is connected to the intestine, the brain shows after successful feedback from the intestine a selection of shops where the appropriate items are available at cheaper prices or where discounts are made available to them which they can redeem

No. 4 You only have 60 seconds to fill your gut with food emojis to get the brain's feedback and grab the offers

## ***No. 63 Rednolo***

No. 1 red eyes flash up and down, try to tap the eyes at the right moment, each showing a number from 1-49

No. 2 The carousel of eyes is supposed to give you luck and predict the right lottery numbers

No. 3 All you have to do is sing a song into the microphone in the correct order, that is, sing the right letters at the right time at the right moment

No. 4 When the song is sung and the correct lines are sung along, the numbers from 1-49 appear in the eyes, then tap on the rotating eyes and save your numbers, which are generated according to a letter sing algorithm

## ***No. 64 Babalaboom***

No. 1 Bombs must be placed in front of a safe, memory puzzle, that means, place the bombs at the right points in order to be able to open the safe after the bombs explode. No. 2 in the safe there are letters

No. 3 If the safe opens, you have to fish out the required number of letters to get the solution to the next safe. You have to use a fishing rod to identify the correct positions and, like in Sega bass fishing, pull out the fishing rod at the right time and fish out the letters that are scattered around the safe. No.

4 If you have caught the required number, you now have to find the solution to detonate the next bombs.



## **No. 65 Scrollsid**

No. 1 Integrate scroll bar into What's App

No. 2 double touch on important text, voice, picture messages and mark with a star

No. 3 If you scroll down, the scroll bar stops at the point that you previously marked as important in the history

No. 4 The scroll bar changes its color according to the importance of the text, voice, image passage

No. 5 Change the star color to highlight the importance of the voice, text, and image messages

No. 6 To get to the most important places faster, scroll from the top or bottom and the scroll bar stops at the most important place

No. 7 Save the voice, text, image messages marked with colored stars in the color archive and then just tap on the color of the stars and you will get to the information position

## ***No. 66 Devilglow***

No. 1 The devil's character moves on a level that is shifts variably in all directions

No. 2 Tap on the plane surface where the devil is standing at the right time and try to assign a color with sound to the plane surface using soft, medium, touch

No. 3 Try to make the devil dance

No. 4 When the devil starts dancing, he grows horns that serve as catching rods for the thrown rings

No. 5 Now try to throw the matching rings with the correct color onto the alternating colors of the devil's horns.

The rings are only recorded if the color matches the surface of the sound, whereupon the devil stands on the plane surface

No. 6 Once you have placed all the rings on the horns, they will start to glow

No. 7 The devil then pushes the rings back onto the screen and you must now hit them with a harpoon at the right moment with the correct harpoon color to get points and make them disappear from the screen

No. 8 As in Guitar Hero, various devil symbols have to be hit by the harpoon in the rings so that the devil jumps from level to level or from level to level

No. 9 Let the devil dance from the beginning and battle for a higher score in multiplayer mode against other users

## **No. 67 Guitantre**

No. 1 Point the guitar at the TV and sing the song as karaoke via headset at the same time

No. 2 The letters of the song indicate vector points that you have to play on your guitar in parallel

No. 3 Try to hit the sound vector points, if you do not play the correct point circles by soft, medium, hard touch on your guitar, there will be no points or upgrades

No. 4 Your voice must be sung in highs and lows to match the karaoke, otherwise the letters jump up and down and this makes it difficult to reproduce

No. 5 If you have finished singing a song and played it on the guitar according to the letter vector point scheme, you can choose a new one and compete against a competitor in Vs. mode.

No. 6 Try to give the sound with the guitar a new touch or flave by generating the instrumentals differently on the guitar using soft, medium, hard pressure

No. 7 Upgrades are collected while playing to make the game easier and more fun, for example, you can skip some phrases of the karaoke and give the song a new flavor

No. 8 If you missed the song of a new Flave, you can have this song proofed online and saved in a popularity archive, where all users of this game have access and may try to recreate it

## **No. 68 *swarmduck***

No. 1 Ducks call out letters from their mouths from an enclosure. Try to catch them by touch and create a word to form

No. 2 Once you have the word, it is converted into vector points and flies around in the air

No. 3 Shoot at the vector points of the word and you will receive notes that you try to put together to create a rhythm to make the ducks dance

No. 4 Now you can catch the dancing ducks with a net to get points

No. 5 The longer a duck dances, the harder it is to catch it, and it also changes color, so pay close attention to the color of the net, which constantly changes with other colors

## **No. 69 Klatkadevila**

No. 1 If there are 6 people in an elevator, try to make the people scream

The sound system connected to the elevator is causing paranoia. They yell and scream vocals into the cell phone microphone.

No. 2 If you have managed that and the people try to communicate with each other, letters appear above the people's heads that could form a solution word to get into the next elevator to finally get to the top of the skyscraper

No.3 Try to use a sound console to excite people's brains so that new letters keep appearing in the future

No. 4 If a solution word has been recognized, type it into the control panel of the elevator system so that you can reach the next elevator level

No. 5 The aim is to make people think through the sounds in order to get into the next elevator

No. 6 You have to pull the phone up and down in the air to set the elevator in motion

No. 7 If you have managed to solve the word game or the story of the devil, you will reach the highest point of the skyscraper

No. 8 When you reach the highest point, jump from the skyscraper and try to land in an ambulance, where your brain is technically manipulated with new words. This happens when you pull the vector points of your name in different directions and stimulate it to think, so that you can start again to occupy another skyscraper, in order to recognize a new story.

## ***No. 70 Pubcrawler***

No. 1 Different people click on an area that moves back and forth on the display. Like a memory puzzle game, you have to remember the drinks that are shown and disappear again after a short time

No. 2 After successfully putting together the memory puzzle, you now have to catch the drinks in a drinks crate like in Fruit Ninja. You have several drinks crates to choose from, try to catch the company logos of the drinks or the drinks in the company crates

No. 3 While you do this, you must dodge bombs and hands that try to destroy or take away your drinks

No. 4 Touch the flying hands with your finger away from the approaching bottles, just like the bombs

Collect points by catching the bottles and putting them in the box

Be careful to put the right bottles in the box, otherwise you have to start over and solve the memory puzzle again

No. 5 You also have to assign the correct logo to the bottles by touching them. This happens when you stick the correct logo to the bottles in the air. The bottles will slow down when they are very close to you. Rotate the bottle in the correct direction to then transport it into the box.

This box moves from left to right on the lower display.

Then pull the bottles down to catch them

No. 6 If you have filled a box, you will receive a gift coupon that you can redeem in your favorite bar

## **No. 71 *Punchinyourface***

No. 1 Take a photo of your face with your smartphone, now you get boxing gloves to edit it, like in Punch Out on the Super Nintendo

No. 2 Try to press buttons A and B alternately and hit the face which looks like a circus clown coming out of a box

pops out and varies

No. 3 Hit the face, get a letter in the position where you left the punch

No. 4 The letter is now divided into vector points, try to hit the vector points to get points and an instrumental sound from different instruments

No. 5 At the top of the display there is a word that has to be deciphered by punching in the face, so you have to hit different spots on the face with the boxing gloves to unlock the letters with the vector points

No. 6 If you have boxed out the given word and hit the vector points, you will receive points and the generated sound that makes the face dance again

No. 7 Finally, you can play the game in split screen and find out who has the better sound or the better hits and can collect more points for the words

## **No. 72 Oasisrun**

No. 1 You are on a deserted island and are trying to reach the route that is given to you by an oasis in a rubber dinghy

No. 2 Cannons are positioned around the oasis, which make it more difficult for you to complete the route. No. 3 The cannons fire letters with vector points at you, which means that you have to try to eliminate the vector points in the right time and try to free the letters from them in order to be able to capture the letter. No. 4 Collect as many letters as possible to build a path that leads to a treasure. Place the letters on the water and paddle on them to the next checkpoint.

No. 5 When you reach the treasure, you must now find the correct solution word from the letters in order to open the treasure and receive new upgrades. No. 6 The route continues until you can no longer build a signpost from the letters, so try to catch the letters and hit the vector points that are shown to you. No. 7 The cannons are used by other users and vary your quickness or you receive the right letters to build the signpost that leads to the next treasure. No. 8 Ultimately, you have to complete the specified route, the time runs out and you receive upgrades and points along the way for collecting the letters.



## **No. 73 Swishcar**

No. 1 Choose a car in 3D of your favorite make

No. 2 Cover it with advertising in a 360 degree view

No. 3 Shoot the flashing advertisements of the rotating car with a paintball gun

No. 4 If you hit a flashing advertising space, you will be taken to the manufacturer's website

No. 5 The highlight is that the car is in a 3D grid and rotates variably

No. 6 For example, if you see 3 advertisements in a row, you can zoom in on the advertisements to better hit them

No. 7 Ultimately, manufacturers place micro and middle respectively. Large advertisements in pixel format on your vehicle to enable sponsorship in the future

No. 8 You have once a day to hit as many advertising pages as possible within 60 seconds

No. 9 Every hit by selected players who have survived the face carousel goes to needy causes with 0.03 cents

## **No. 74 Bashkesh**

No. 1 Basketball players are placed as pins - hut on the playing field and try to turn the ball into a ring

No. 2 The pin huts have different fields with different colors No. 3 Try to color the entire field

in one color by using the colored pin huts to try to hit the ball, which also has a certain color, into the ring when it comes to a colored field

No. 4 For example, if you hit 3 fields in red, you only need to hit 2 fields in red for half the playing field to turn red

No. 5 Try to color the entire field red, this happens when the player is on the turn and is not far from the correct field of the color in front of the ring in order to hit it with the ball

No. 6 The ball then colors the field, if it stops on it, try to hit the pin hat with the first throw of the ball into the ring so that the hat initially takes on the color you want

No. 7 If you have colored the pin hat, you have to wait for the ball to come to your field and from there you can hit the ring with the right color

No. 8 If you hit, the field will now also be colored from the point where you threw

No. 9 The aim is to color the field like in Risk and collect points when you get the ball into the ring

## **No. 75 Marbelbash**

No. 1 In the middle of the game there is a large magnet ball, around the ball is a circle. On the circle on the left side is an R-type like spaceship that can rotate 360 degrees in a circle around the magnet ball. On the right side is another R-type like spaceship

No. 2 The magnet ball attracts everything possible to itself, in this example letters which are divided into vector points when the spaceship is shot and show small circles which you then have to shoot at in order to be able to safely catch the letter in the magnetic field

No. 3 If you don't hit all the vector points of the letter, it can happen that it comes into contact with the magnetic field and weakens it, this must not happen at the end of the level

No. 4 For each vector point shot and thus the solved letter that you catch, you get points

No. 5 Sometimes after several combos you get upgrades for your R-Type like spaceships

No. 6 The game is played by two people and everyone can decide the direction in the circle in which they can move, so 360 degrees in this case, you can also break away from the circle and be pulled into the playing field.

No. 7 in the magnet field a word is given which has to be targeted and solved from the letters flying towards you. No. 8 Not only letters come at you, but also marbles in different colors which you have to shoot down separately in order to protect the magnet which has an energy bar. To do this, switch to your appropriate weapon tool in order to expose and eliminate the requirements of the opponents in the playing field, i.e. marbles or letters.

No. 9 Not only letters come at you, but also marbles in different colors, which you have to shoot down separately in order to protect the magnet, which has an energy bar. To do this, switch to your appropriate weapon tool in order to expose and eliminate the requirements of the opponents on the playing field, i.e. marbles or letters.

## **No. 76 Mointbeast**

No. 1 A mountain must be climbed, which means that you try to get your character from one mountain stage to the next in order to climb the mountain

No. 2 You must do the following to get from the start to the next stage

No. 3 Throw letters onto the mountain, the letters have vector points with which you can hold onto the mountain

No. 4 You have a complete alphabet to choose from, which helps you climb the mountain with the letters and its vector points

No. 5 For example, if you throw a K, which has about 5 vector points, onto a slope, you can clamp the rope to the vector points in order to place the next letter at a different location.

No. 6 Use the entire alphabet variably to find the fastest route to the summit

No. 7 Climb up from letter to letter and collect extra upgrades that make your game easier or help you remove obstacles that are blocking your way up

No. 8 Pay attention to the colors of the vector points, as they have different strengths and some cannot be used for long

No. 9 Use your rope at the right moment on the letter vector points to quickly reach the goal of the game, namely to climb to the top of the mountain

No. 10 Your points for climbing are allocated to you and the faster you reach the goal the more points you will receive

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No. 9 Use your rope at the right moment on the letter vector points to quickly reach the goal of the game, namely to climb to the top of the mountain

No. 10 Your points for climbing are allocated to you and the faster you reach the goal the more points you will receive

## ***No. 77 Wallmodo***

No. 1 A player tries to catch a ball, you have to control the player and if you catch the ball, you have to throw it back at a wall that is painted with letter vector dots

No. 2 Try to hit the vector points to eliminate the letter, new letters are constantly appearing that you can target and destroy

No. 3 Each vector point produces an instrumental sound, which you then try to bring into sound notes, which you can then put together to form a Lind

No. 4 The letters rotate and become thicker and narrower over time, which makes it harder to aim and throw the ball back

## ***No. 78 Canwe***

No. 1 Vector points of a letter from a bird's eye view must be pressed quickly one after the other in a sequence

No. 2 Among the first letters there is a second one that needs to be processed just as quickly

No. 3 You have to search through the entire alphabet to reach the end of the game

No. 4 It's about time, the letters are sometimes narrower or thicker and the vector points indicate a predetermined order of color that you have to follow, otherwise you have to start the game again

No. 5 Every click on the correct color of the vector points results in a sound that is played or gives you a new flave matching the background beat

## ***No. 79 Haloweencrumb***

No. 1 Flying pumpkins fly around, in the pumpkins there are letters

No. 2 Try to smash the pumpkins and unlock the pumpkins so that the letters are released. No. 3 Once you have unlocked a letter, you must now combine it with the other letters you have released to form a solution word.

No. 4 The letters have vector points that light up and tell you which letter might match you. Connect the vector points with touch and form the solution word for the level to get to the next one.

No. 5 There are bombs flying around and a number of other objects that you have to try to avoid or collect in order to get to the colored pumpkins more easily and then free them

## ***No. 80 Thenview***

No.1 You have put together a memory puzzle from a thenview museum, behind which are hidden letters with vector points

No. 2 Try to hit the vector points so that the letters disappear again and give you points for it

No. 3 The aim is to cut up the complete alphabet according to the memory puzzle or to eliminate the letters with their vector points using the paintball gun

No. 4 If you have eliminated the required letters with the illuminated vector points or the word that is displayed, you will move on to the next level. No. 5 The aim is to strengthen the memory and combine the reaction with learning the alphabet.

## ***No. 81 Coaxingnote***

No. 1 You have two star line-like shapes that have a letter with vector points at each end of the line.

No. 2 If you tap the vector points using soft, medium or hard touch, the points or circles will transform into different instrumental sounds such as guitar, double bass, piano, flute, etc. (which you know from a program such as Magix Music Maker)

No. 3 For example, if you tap the letter C on the upper vector point with soft touch, you will see an instrument as described above, which you can combine with other touches on the vector points to create a sound. No. 4 Try to turn the given word Cat into a sound by touching the vector points into a beat.

No. 5 The given words together form a short sentence that ultimately becomes a beat.

No. 6 There are two line-like stars. If you have generated the word Cat with a beat on the star on the left, you must now turn the other word on the right into a beat. The word on the right is called Dont

No. 7 So try to use the vector points as instrumentals to compose the beat from there. Now connect the star line-like shape, the word Cat+Dont together, to a Flave Sound Beat by rotating it



## ***No. 82 Surfsid***

No. 1 A surfer starts into a wave

No. 2 Try to connect the letters that appear with vector points so that you can get better momentum on the wave and ride it better

No. 3 On the back of the surfer sits a 2nd player who tries to torpedo the objects that fall onto the wave with a harpoon so that the wave remains free of objects or obstacles, so that you can surf better

No. 4 Try to connect the given word on the board by surfing to get to the next level

No. 5 Surf to the vector points of the letter to perform a trick using soft, medium, hard touch through the points.

ren

No. 6 The second player, who is on the back of the surfer, also tries to get points by destroying the falling balls like in Pang Pang in order to keep the wave free of them

No. 7 While riding the waves, switch between players to make it more interesting

No. 8 In the split screen, 4 players compete against each other to get the words by surfing, to perform tricks, to collect points and then to move on to the next level

## **No. 83 Climseal**

No. 1 Throw a blob onto a scale with letters that have vector points

No. 2 Try to assign the appropriate blob with the correct color to the vector points

No. 3 If you have blobbed the vector points of the letter you are looking for, you will get it unlocked

No. 4 The scale varies from top to bottom with the alphabet letters, so be precise when throwing the blob

No. 5 If you hit another letter, it will become larger and block your view of the others

No. 6 The aim is to blob a given word in the correct order

No. 7 If you have blobbed the vector points, this letter will disappear from the scale

No. 8 Finally, you have to hit the correct letters with their vector points in order to form the word you are looking for in order to get to the next level

## ***No. 84 Glidderball***

No. 1 There are three grid boxes filled with balls, try to shake the grid boxes with a mobile phone and cause them to move in different directions. No. 2 There are different

colored balls in the grid boxes, after shaking the mobile phone they are shaken up

No. 3 Now you have to open the grid box to get to the balls and shoot them.

No. 4 Letters are flying around in front

of the grid boxes, try to get the solution word for the grid box

No. 5 This happens when you put the letters into the grid and then try to connect them to the solution word by touch

No. 6 Once you have found the solution, the grid box opens and the colored balls fall towards you. Like in Pang Pang, you must now connect the colored balls with

a harpoon in order to be able to release them or make them disappear. No. 7

Once you have cleared the first grid box of balls, there are

now 2 more waiting for you to remove them. No. 8 You get points for each colored

connection or shot of the balls. No. 9 Ultimately, 6 balls remain

that have numbers on them. Try not to shoot the balls marked with numbers with the harpoon.

No. 10 Of the 3 grid boxes with 100 balls each, only 2 of each remain, which

you should remember in order to be able to transfer them to your lottery ticket

## ***No. 85 Slangball***

No. 1 A snake tries to grab colored vector points of letters by moving back and forth on a jumbled alphabet

No. 2 Try to hit the vector points that show the given word on the board

No. 3 They meander through the letters and connect the vector points to a colored line that is joined with dots

No. 4 You get points for the connection and the touch level if you walk on the vector points and then have to tap on them to make the next connection to the other points. No. 5 Try to put the whole word together to use it as a solution word to

get to the next level.

No. 6 If you have put the given word together and pressed the touch points of the vectors at the right time, you will receive points to improve your snake with upgrades in the future

No. 7 Finally, the snake gets a long tail glowing with vector points that gets longer and longer as you collect the vector points of the letters

No. 8 If you have passed several levels and collected the given words, form a sentence that must seem logical to you

No. 9 Exchange the sentence with other players online and scatter the letters back onto the opponent's alphabet field

## ***No. 86 Shippointz***

No. 1 You play Battleship.

No. 2 This time you use letters with vector points to sink them, that means e.g. a coordinate is given on the side, this is additionally provided with a letter with vector points in order to hit the ship more precisely or in the right color.

No. 3 The vector points have color points that can target the ship more precisely in order to hit it more accurately. No. 4 At the beginning of the game, you can roll the letters together with luck in order to be able to use them as a special weapon later.

## ***No. 87 Muppetjump***

No. 1 A Muppet, for example Kurmit the Frog, jumps back and forth from a letter with vector points to one that could fit

No. 2 Try to hit the Muppet with a sparrow slingshot, that means you have a ball with different colors on the sparrow slingshot and try to hit the colored vector dots of the letters

No. 3 The Muppet tries to suggest a solution word to you by jumping back and forth on one letter and then to the next

No. 4 The letters have vector points and these vector points change color, so be sure when you use the colored ball from the sparrow slingshot on these targets

No. 5 The letter vector points disappear after a while and the Muppet becomes more restless and aggressive or he no longer jumps to the right places where he has to stand

No. 6 Try to get him to solve the given word by changing from letter to letter by aiming at the vector points at the right time

No. 7 Finally, the Muppet jumps around on the vector points and ultimately brings a dance to the floor of the letters, which ultimately generate a sound

## **No. 88 Bahorseball**

No. 1 Various tiny balls divided into 6 colors jump up and down, and back and forth on the display, try to connect the balls that are colored

No. 2 This means that the balls that are colored must be connected with the colored ones so that a connection can be created

No. 3 Touch the balls together by hand and connect them

No. 4 The balls are very small at the beginning - with each connection the touched ball grows and gets a new size

No. 5 Try to connect the small balls so that you only have 6 large ones available

No. 6 Once you have brought the large balls together and distinguished their colors, you can now use them as basketballs and try to hit them into a basket

No. 7 You battle against another player in the split screen who tries the same thing

No. 8 If you have the 6 Big Balls together, you can compete against another player in the Horse Basketball Challenge

No. 9 Try to hit the balls from 6 different positions that you can choose yourself, the opponent has to imitate this and hit from the places you hit

, from where

No. 10 For every missed throw the player gets a letter, first the letter H, if the player collects all the letters he loses the game and has to catch the balls again to get into the basketball challenge

No. 11 On the playing field in the Basketball Challenge there are letters with vector points, also try to get the ball into the basket from the vector points that are shown to get points.

## ***No. 89 Vectorpuzzle***

No. 1 You have a memory puzzle on your phone, shake it several times to bring up a playable version of the game

No. 2 Behind the solved memory puzzle pieces there are letters with colored vector points

No. 3 Try to solve one puzzle at a time to make the letter appear with the colored vector dots. The illuminated vector dots must be pressed quickly in a certain order in order to activate the letter.

No. 4 If you have determined the order and followed it correctly, you will get points for correctly clicking the colored vector points

No. 5 A given word must be solved on a board in order to reach the new puzzle level

No. 6 Try to solve the puzzle in such a way that the correct memorized letters are displayed to make it easier to get the colored vector points of the letters in the correct order

No. 7 There are different points for clicking the colored vector points, some vector points light up faster, some slower, some are smaller and some are larger, so be sure to do this so as not to mix up the order

No. 8 Once the puzzle is slowly solved, you have to connect the clever word together using the colored vector points that are available to you for each letter with soft, medium, hard touch gesture finger control No. 9 For example, connect the red vector point of the initial letter V with the red of the second letter E and so on until you have put the red ones together

No. 10 For the connection combo of the colored vector points there are of course more points and upgrades as a reward

No. 11 Touch the colored vector points of the letters in different rhythms using soft, medium, hard touch so that you can activate them to create a connection to the other letters



## ***No. 90 Vector Sounding***

No. 1 Select a letter from the alphabet and try to touch the colored vector points to the right places so that the letter is correctly formatted

No. 2 Try to complete a given sentence using soft, medium, hard touch gestures

No. 3 If you have put together the set with the correct vector points and colored circles in the predetermined order in a certain time, you will get points for certain notes that could be inserted into the correct positions of the vector points to generate a sound similar to the one playing in the background

No. 4 Try to recreate the sound to get a Megacom-bo

No. 5 For each word you format, you get points to find the right instruments for inserting the notes and setting them in the right rhythm

No. 6 If you have passed the set with the colored vector points and the integration of the notes, you can jump on the note vector points with a manican to get to the next level

## **No. 91 Vecsocco**

No. 1 The footballers have big heads and can be played in 3-player mode, 3vs.3

No. 2 Each of the big head footballers has a super shot like in the old Nintendo game - or Zubasa Ozora a miracle shot

No. 3 On a board, for example, a world footballer's name is displayed, for example Zlatan

No. 4 You now have to hit the letter Z in vector points just before the goal, this means that the letter Z is divided into 4 vector points top, right, bottom, left for example

No. 5 The letter appears directly in front of the goalkeeper and you have to mark the vector points at the right time using touch, soft, medium, hard to get the super shot

No. 6 The special vector shot is charged by making enough passes with your teammates

No. 7 Ultimately, the special vector shot is virtually unstoppable and leads to the goal of getting the first given letter on the scoreboard as shown

No. 8 In this 3vs3 football game you try to find out the name of the world footballer and reach it by touching the vector points in order and at the right time to activate the shot as a special

No. 9 Swap passes to activate the charge bar of the special vector shot, if you lose the ball more often than usual, the charge bar will retract

No. 10 If you have achieved the determined name using the special vector shots, this big head will be unlocked for you with new skills for the future or in the next football game

No. 11 Try to put together a world selection of players calculated by you to play against the best in the world in vector soccer

No. 12 Make an effort to use the right touches in soft, medium, hard gestures finger control, in order to master the almost unstoppable goalkeeper alphabet that everyone trains and educates beforehand

No. 13 Use special passes in the game to provide upgrades for the future for the players, be careful as these upgrades appear variably and can also be picked up by opponents to use them against you

## ***No. 92 Vectobas***

No. 1 As with vesocco, the moves are traded the same way, only this time we play 3vs.3 basketball with each other

No. 2 Try to hit the vector points of the letters when the throw changes to the ego perspective

No. 3 This time, check the colored vector points in the correct positions and order so that you can get a power throw to convert the ball from any place on the playing field

No. 4 For example, if you have the word GLEN on the scoreboard, you must then play the letters to collect the upgrades that will help you play and get to the next level

No. 5 Collect points with passes to fill the loading bar for the Power Vectorshot

No. 6 See vesocco on Twitter for the remaining details

## ***No. 93 Slangwall***

No. 1 You have a person as a game character in the ego perspective who tries to find matching letters that should fit into a puzzle after a given time

No. 2 The letters are distributed in a space that is built in 3D, they are located on the floor, and on the walls, as distributed above and below

No. 3 The letters light up with their vector points and give off a bright signal to the character who is in the ego perspective in the 3D space. No. 4 Try to select the vector points that match the vectors by

assigning the correct colors, so letter A has 1 red dot and B has 2 red dots.

No. 5 Connect the vector points with soft, medium, hard touch to create a red line connection. No. 6 Once you have linked the word you are looking for with the red line connection, for example ABBA, you then have to link the yellow, blue, green and, depending on how many colors

are specified in the level, these line connections so that you can get the required line color. No. 7 Finally, with the successful connection, for example the red line, and the collected words, you can do the following:

No. 8 Use the red line as a snake so that it slowly tries to grab the other vector points and makes the words useless so that you cannot get to the solution word or throw the solution letters onto the walls to cause a variation to make the game more difficult No. 9 Ultimately, the given solution word must be grabbed in the right color combinations to get to the next level No. 10 Watch out for the opposing snake lines that try to devour your vector points and the letter variation throws that try to confuse you

No. 11 If you have collected letters one by one and connected the vector dot lines together, you will receive points for this, which you can use to buy new letters from other countries to decorate the walls with.

No. 12 If you have ordered new letters, slam them on the walls and change the game again and determine a new game

## ***No. 94 Capogo***

No. 1 Look for a cap (chupacaps) glued to the bottom of a Pepsi or Coca Cola and remove it after purchase

No. 2 Collect your collection in this campaign together with the Pepsi and Coca Cola companies as marketing supporters

No. 3 If you have collected your collection as real-time caps, integrate them into the cap archive, digitally, using the QR code attached to the back.

No. 4 Now you have digitized the original caps and we can now put the archive online to exchange the digital caps with other users around the world to get a variable artistic archive

No. 5 The caps are digitalized and can now be viewed online, and they have also been exchanged. Now you can order them to your home or exchange the real caps with people around the world

No. 6 Once you have put together your dream archive of caps, you can take part in challenges online or in the real world.  
men

No. 7 Make an appointment online or privately for the Caps Championship, which may be technically supported by Coca Cola and Pepsi Marketing

No. 8 Online you will compete against a rental player in Versus mode to win digital caps, this happens when you slam a slammer with a soft, medium, hard touch onto the cap surface aka Pisa Tower and hope that the caps turn face up to ultimately take them.

No. 9 The players take turns throwing until the last cap of the Pisa Tower is turned over for the respective player whose turn it is

No. 10 If you win a challenge, you will get the flipped caps with the graphic on the front added to your archive and can then admire them, which you could then use in the next possible game. No. 11 Meet up in the real world for challenges and remember how nice it was to play this game with someone, collect caps, swap them and use them again.

No. 12 The caps can be ordered as a button from the graphics archive and can be stuck to your clothing and equipment, so you always have a gimmick to offer in your appearance

No. 13 The caps are compared daily with online caps from the various areas of the archive and a suitable match for the challenge is then offered to you variably later



## **No. 95 Weathercircuscabinet**

No.1 You can click on the button in the weather app where, for example, the sun is located, at the same time you will be given a suitable song to start the day with the weather event, the right clothes for that day will be spoken to you from your photo digitized archive in order to better start the sunny day that was predicted, for example

No. 2 In addition, the soft, medium, hard, touch gesture gives the following functions An impression of how you can help her or him in the day with a sentence as the first communicative person to get into conversation

No. 3 In addition, a suggestion for the right food for the right weather is provided for you by the taste food archive that you have put together to get the intestines into a good initial start phase

No. 4 Touch the forecast weather button in the morning, for example, and get information about your upcoming day to make it better for you personally

No. 5 See app popomni for example integrated here.

No. 6 For the sunny day you have received precise information at the touch of a button to better enjoy and live it

No. 7 Ultimately, bad days will come up too - , which you can use with a button use soft, medium, hard touch gestures to feed the pressure with useful information to get the bad day going better

No. 8 If you have set up enough digital archives such as clothes, food, music, drinks, conversation, hygiene, the intelligent archive will integrate suggestions for the upcoming day. You do not need to respond by voice, but rather use soft, medium, hard touch gestures to activate or press the archive with the AI on the day predicted by the weather app. No. 9 Finally, you will always be up to date with the news suggestion advice from the system button archive. No. 10 In order to get everything ready for information, you must keep your archives up to date so that you can react better to the weather in the future and play with the weather frog.

No. 11 With the current location you will be shown emoji faces that can contact you in order to exchange your digital archives. No. 12 So you always remain flexible if you want to exchange data with them and get tips from experienced users of the archive design option.

No. 13 You can also use the Muppet (frog) animation character (called by Kurmit let's go) to check the temperatures of the last few years in order to be able to transfer them into a specific matrix grid object lotto format, and maybe have some luck in the future by being able to solve the jackpot by lucky history of the temperatures at that time with a wheel of fortune carousel

## **No. 96 Sinbadex**

No. 1 Sinbadex is a betting site that works for the following masses. It is about emojis on the heads of the players such as:

B in this example appear in basketball and simultaneously, then the throws can possibly be set

No. 2 For example, if a basketball player has an emoji placed on his head in real time, this can then be used as a weticon to receive a possible successful shot as a bet

No. 3 On the smartphone, the emoji is then tapped and the player who will take the next step is selected, in this example a 3-point throw

No. 4 If the player hits this throw, they get points which can then be collected to compete against another player in real time. No. 5 At the beginning of the game, a betting sum is calculated,

where the bets are different, of course real money will be in the foreground here.

No. 6 So be sure to quickly tap the emojis to decide whether a pass, a throw or a foul will be drawn in the future.

No. 7 You can also bet different amounts of money on the players who ultimately convert the basket deservedly or not. No. 8 Compete against other players in

real time and collect enough betting points to win the pot.

No. 9 If you have won a game, you can now use the money you have earned and collected in the time-shifted replay to add augmented reality functions such as a fireball throw, a wind throw, a water pass, a Star Wars throw with stars and many other settings to turn the game into a Space Jam game.

No. 10 Tap on the emojis with luck and intelligence and invent a replay with goodies which makes the game more interesting afterwards.

No. 11 In addition, letters with vector points can be used and float above the heads, which means that different bets with the vector points of the player's initial letter are made available as an option for the future

## ***No. 97 Jauge***

No. 1 You speak into a digital eye and this eye should give you a glimpse of the future of the lottery numbers

No. 2 The eye must first be unlocked, you must activate a letter with vector points with soft, medium, touch, this happens when you pull the vector points of the letter together in the correct colored arrangement

No. 3 If the eye has given you a word, you must first touch it together so that the eye gives you the freedom to activate the camera with your eye

No. 4 If you have touched the word, for example in this case "Jauge", together with the vector points shown in the correct coloured order, the camera is unlocked for activation for the eye

No. 5 In simultaneous mode, your eye is certified with the camera

No. 6 Now you have unlocked the eye and can see the first lottery number in the eye, for each unlocked word you get a new number, if you have now unlocked six words in a row, you will finally get 6 lottery numbers of the future predicted for your lottery ticket, which you can use for the game 6 out of 49

## ***No. 98 Numenakles***

No. 1 You try to assign numbers to the correct vector points of the letters

No. 2 This means that when the flying letters come towards you, you have to pull the numbers into the respective vector points of the letter in order to win the letter for yourself

No. 3 If, for example, you have 5 numbers or figures for the letter K, you must drag the numbers onto the vector points in the correct order to activate the letter.

ren

No. 4 You must place the given word correctly using soft, medium, hard touch methods and the numbers to get it

No. 5 Try to activate the complete set to get to the next level

No. 6 The flying letters that come towards you must first be touched and combined with the correct numbers with the existing vector point symbols

No. 7 You must first capture the numbers that are on the display and then insert them into the appropriate vector points.

set

No. 8 try to play through the game to get the little story that allows you to read the alphabet

## ***No. 99 Treehouseclock***

No. 1 A monkey is sitting on a tree house, they try to climb the tree and save the monkey who is on the highest point

No. 2 The tree branches are constructed differently, you have to be careful and reach the top carefully, otherwise they could fall down very quickly and thus end the game quickly

No. 3 The monkey who is hiding at the top point throws letters at you that are equipped with vector points

No. 4 Try to hit the vector points to get upgrades for climbing the huge tree

No. 5 The climb is of course timed, so be quick enough to get to the top point

No. 6 You are a 2D character who tries to climb the tree as quickly as possible to free the monkey

No. 7 Finally, you can play the game in split screen and find out who is faster by using soft, medium, hard touch to hit and touch the tree branches at the right time to get to the top. No. 8 The monkey also says a word so that you can unlock the key to

the cage by hitting the falling letters with your vector points in order to then collect them and free him from the shackles at the top of the tree.

No. 9 It is of course a matter of time and the correct collection of letters, and the soft, medium, hard touch function of the tree branches, which you have to follow piece by piece to reach the goal, namely to free the monkey

No. 10 Of course, you also get points by climbing the tree, which you can then use to buy upgrades to better play the level

## **No. 100 Allosea**

No. 1 Aliens armed on ships are equipped with letters

No. 2 Each of these aliens has a letter with vector points at the beginning

No. 3 Try to get close to each other and hit the opponent's vector point in the right color with a harpoon

No. 4 Drive, as in the pirate game maneuver close to the ships in order to be able to occupy them later

No. 5 First try to hit the letter of the opponent, which is on the other ship, with a harpoon in order to take it away when all vector points are hit

No. 6 If the harpoon is not enough, they can climb onto the other ship and challenge the opponent in a beat 'em up to win the letter from him.

No. 7 The aim is to solve a given sentence from an old pirate story by stealing or looting the correct letters from the other pirates in the sea

No. 8 You get the letter if you hit the other opponent's vector points with the harpoon or if you have climbed over the ship and challenge him in a duel in order to win the letter from him.

No. 9 Try to solve the sentence and move on to the next level so that you can solve another sentence to finally complete the story



## **No. 101 Schmeckit**

No. 1 You go to a shopping center - grocery store and choose products, next to the price tag is a QR code that you can scan

No. 2 Now scan the QR code and the food product will appear on your smartphone

No. 3 After you have scanned some products, the app will predict a healthy compilation for a healthy life, which means it will suggest what you should buy next time in the grocery store to get a balanced meal

No. 4 You also collect the QR codes that are inserted into a specific matrix grid

No. 5 In the QR code grid you must now try to scratch off QR products with a certain number of attempts

No. 6 After each purchase, depending on how expensive the purchase was, you have a certain number of attempts for the matrix grid to scratch off a product

No. 7 Finally, when you have scratched off a QR code and a prize is displayed, you can save it in your smartphone app and show it at the checkout the next time you shop to get it for free

No. 8 There is also a version with emojis, go to a grocery store and next to the price tags there are emojis that you can scan into your app. But you only scan the products that you have bought

No. 9 After a long time of shopping, you can use these emojis in a game and start a game with them, like bubble bubble

No. 8 There is also a version with emojis, go to a grocery store and next to the price tags there are emojis that you can scan into your app. But you only scan the products that you have bought

No. 9 After a long time of shopping, you can use these emojis in a game and start a game with them, like bubble bubble

No. 10 Try to connect the Emoji Bubbles you have placed to get a row to earn points

No. 11 Once you have used your collection of emojis and collected enough points with them, you can now use your points to redeem a product at your supermarket to get it for free

No. 12 When you have put the food together, you can leave a review, for example on Monday you ate something different than Tuesday, and on Wednesday something different again, so review your attitude to taste in a needs scale and exchange your experiences with other users who will give you tips on what you should consider the next time you buy something to get a better taste

## **No. 102 Stormball**

No. 1 Stormball is a restaurant where you can choose from a wide variety of so-called Stormball fast food pastries with different ingredients

No. 2 So-called sticks - tubes are filled with vegetables and meat

For example, you fill the first stick with tomatoes, the second with cucumbers, the third with onions, the fourth with cheese, the fifth with iceberg lettuce, the sixth with ham. No. 3 You go to the restaurant and order your chosen sticks on the emoji food tablet.

Select the emojis on the touch display and touch them into the sticks, fill them with the types mentioned above and send the order to the cash register. No. 4 You will then be called and can put together your own Stormball or have one brought to you. No. 5 Examples of other customers that are put together in real time on the other table will appear on the display. No. 6 You can also play an emoji stick game and win a free Stormball. No. 7 It works like this: you try to put the emojis in a row and connect them like in bubble bubble. If you have connected emojis, such as cheese, ham, cucumber, tomatoes, iceberg lettuce, you have to feed the sticks that move like a snake on the display with the emojis. Touch the connected emojis into the snake's throat to make it fatter.

No. 8 If you have made the snake fat, now it is time to feed the second snake, move the stick snake to the connected emojis and feed it with it

No. 9 If you have fed the 6 snakes or as many as you want, and have completely recorded the associated emojis, you will receive this stick for free at the checkout

No. 10 You can also exchange these sticks with other visitors and customers in the Stormball Restaurant to create more variety and fun when ordering

## **No. 103 Herewegoaguy**

No. 1 This is a poker game with emojis, which means that the players bet emojis instead of money, for example, an emoji

1 dollar :-) (for example back 2x)

3 dollars :-) (for example back 4x)

5 dollars :-) (for example back 6x)

10 dollars :-) (for example back 8x)

1 Dollar :-( (for example back - 2x)

3 dollars :-( (for example back - 4x)

5 dollars :-( (for example back - 6x)

10 dollars :-( (for example back - 8x)

No. 2 You will receive \$300 in Emojis Chips or a higher value at the start No. 3 The poker game

changes only one rule

No. 4 If you have pushed the pot up, the Emoji Chips can be slammed with a Slammer while playing the turn

No. 5 Slam the pot with the slammer

No. 6 You get 3 slammers in the game

No. 7 If you turn the emojis over with the slammer, the chip varies and may fall on its head and the value of the chips decreases or doubles

No. 8 So be careful what emojis you use and how you understand the moves of poker

No. 9 Ultimately, after the river, there is a varied pot and the bets can be varied again, at the end you can slam again to change the pot, but only use your slammer at the right time when it suits you

No. 10 The cards do not change, only the chips are converted into emojis and have a different value - bet and thus offer variants for more action at the table

## ***No. 104 Unclewoody***

No. 1 Take as an example, different vodka manufacturers, connect the letter with the command of the vector points to a new one from the company range of the vodka manufacturers

No. 2 For example, I take the Font Belvedere and mix a new mixture of the taste in chemical or pure form based on the vector points and test this as fuel for my car

No. 3 Try different vodka solutions to develop a new fuel for your car

No. 4 Play with the vector points of the manufacturers' fonts and get information about the current chemical substances to get a perfect mixture

No. 5 If you have a good mixture vectorized together, your car can start

No. 6 in the bird's eye view, try to steer the car through the parkour using soft, medium, hard and avoid the obstacles

No. 7 If you have played the game with someone in split screen and won, they will send you a free bottle of Belvedere to your home

## ***No. 105 Letchmi***

No. 1 You have several planes to choose from which are designed in a co-mic graphic.

No. 2 Try to catch running Manicans on a collapsing bridge with the airplane

No. 3 They hang ropes from the air so that the Manicans can pull themselves up

No. 4 There are letters with vector points on the rope

No. 5 Each Manican has a different name which is displayed above the head

No. 6 Try to hang the matching rope with the initial letters over the Manican's head

No. 7 If a Manican grabs a rope and tries to pull himself up, he must first unlock the letter with the vector points, which means that he must touch the colored vector points of the letter one after the other with soft, medium, hard in order to slowly pull himself up.

No. 8 If he has successfully touched the first letter, he climbs up the rope to the next one to complete his final step and finally get into the plane

No. 9 So be very quick with the touches of the vector points of the required name letters in order to pull the Manicans into the available planes or so that they can fish themselves up

No. 10 Each plane is designed for specific manicas, so do not overlook who you are lowering the ropes onto

No. 11 Meanwhile, the opponents try to bring the bridge down, they bombard the bridge with small steps

No. 12 You can also save the falling bridge from collapsing with just a few clicks by collecting enough points for collecting the Manicans and using them to unlock upgrades that will protect the bridge again

No. 13 If you have collected a Manican, for example, it becomes a passenger on the plane, now you have to send it to the right place, like in Pilot Wings you put it on a certain place and save it for the next game

No. 14 So collect all the Manicans and then place them on the right fields to be able to save them

No. 15 Collect the name letters of the Manicans to get on the planes, for how quickly you do it you get points which can then be used for upgrades in the future

## **No. 106 Loonpok**

No. 1 You are a looney tune who is in the ego perspective

No. 2 Try to catch the colored vector points of the letters of the other looney tunes

No. 3 You are hit by balls and have to catch them one after the other in the correct coloured order using a net

No. 4 Once you have caught the given balls in the correct coloured order, you must now try to insert them into the poker letters and numbers in order to get a letter or number that you can then use in poker

No. 5 Try to generate the letters and numbers of the poker cards in order to finally participate in the Loonpok tournament

No. 6 For example, if you have generated the word "Kings" together with soft, medium, hard touch, you can then add this to your deck of cards and use it as playing cards

No. 7 Try to play the number sequences of poker so that you can use them

No. 8 Once you have generated the complete deck of 52 cards, which consists of letters and numbers and their vector points, you can now start playing poker. You play against other Looney Tunes and try to play away your Pokémon at the end. This happens when everyone offers their chosen Pokémon, which was caught in Pokémon Go, as a stake in a round and thus goes into the game in the poker round.



No. 9 Once you have started the poker tournament, you must take part in other tournaments in between, for example the Looney Tunes Space Race or various sports where the Looney Tunes compete against each other, in order to collect chips that you can then use at the poker table. No. 10 Once you have collected enough chips as a Looney Tune, you can then use them when you bet.

No. 11 The goal is to finally win the opponent's other Pokémon after the poker round and then let it compete against other Pokémon in the Looney Tune Arena

No. 12 If you have won a Pokémon, you can let it compete in the arena to expand the Pokémon's skills. In battle, the Pokémon learns new skills and special moves, which it then retains after winning the battle. No. 13 If you have collected enough Pokémon, you can trade them for others in the online archive to get a variation in your collection, which could then lead to a new game situation and a trading experience at the poker table.

## ***No. 107 Sucodo***

No. 1 Many sheets of paper with a text lie on top of each other on the table, in the sheets there are letters with colored vector points

No. 2 Try to touch the illuminated leaves with their text at the right time to activate them

No. 3 If you have touched a sheet with its specified color, you must now hit the colored vector points of the letters in this sheet one after the other with soft, medium hard touch in order to be able to remove them from the sheet. So that the sheet disappears from the stack

No. 4 If you have taken the sheets of paper from the table one after the other - and touched away the letters with their colored vector points, you get points, ps: the time is of course running in the background, pay attention to this so you don't lose the game

No. 5 The goal is to make all the sheets of paper or pieces of paper disappear so that the table is cleared and nothing is left on the table

## **No. 108 Ronczka**

No. 0 Alternative messenger site with a new look for multi-media and entertainment is ronchkaronchka or ronczka, graphics from Coin Master possibly adopt design technically or create the look on matrix basis design

Functions that the messenger has to offer

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No. 1 - YouTube - search function with corresponding playback

No. 2 - Karaoke function for learning languages with integrated translator

No. 3 - Vector points function for letters to create music melodies and edit

No. 4 - Poems and jokes archive for funny communication + predefined sentences and paragraphs for better communication  
No. 5 - Integration of Pics Art for better editing of the pictures taken with the Pok Cam or face modulator camera

No. 6 - Personalized advertising as an option for possible shopping opportunities in the future  
No. 7 - Real-time playable games that can be played in multiplayer

No. 8 - Talk groups for possible conversation on the news topic of the channel

No. 9 - News Channels to inform about current news

No. 10 - Voice Message Face modulator for speaking with another face and voice

No. 11 - Moderator for weather reports and their animated display

No. 12 - Send large files with high volume No. 13 - Event calendar

with relevant information on upcoming events No. 14 - Friends circle carousel with integration of messages from the most

common social media platforms No. 15 - Live DJ sets from ronczka DJ archive

No. 16 - Live match results from various sports as an information table

No. 17 - Google tab info tab function for navigation No. 18 - Integration of shoutcast.com

No. 19 - Ronczka bay for shopping opportunities from different users of the app with carousel function for the appropriate search and connection

No. 20 - Integration of wilmu.com (60sec description of daily routine for motivation for users from all over the world with carousel contact function)

No. 21 - Talking Emojis as a Communication Factor

No. 22 - Search engine integration as a mini web browser No. 23 -

Handwriting keyboard typewriter with vector points that give you the word that might fit the context No. 24 - Memo notes archive storage aka Huawei

Notepad + calculator No. 25 - Piano instrumental letter melody generator

No. 26 - Alarm function for incoming news with color circles - Info status symbols

No. 27 - Rotating carousel dating function with emoji faces - connection option

No. 28 - Face to Face Lie Detector

No. 29 - Check my car info - Search engine No. 30 - Restaurant Info - Search engine No. 31 -

Moodfuzer.com Integration No. 32 - Live talk show of the news channel No. 33 - Bets on sports betting

No. 34 - Pedometer with information system

No. 35 - Video editing aka Tiktok and Co.

No. 36 - QR Code Scanner for the competitions of the future, Ru-bleruble.com

No. 37 - Change

Clothes Archive - Carousel Game

No. 38 - use babuschka as a social contact connection point, transform faces into babuschkas and thus present the characteristics of the personality, use babuschka search face personality search to get in touch with users, babusch-ka questions and receive the correct answers and add them in the chat as info

to journalists info system No. 39 - add and present information sources alias talkbrush.com No. 40 - embed emoji food

scale for need satisfaction

No. 41 - Introduce a funny translator, I say I'm fine, answer find yourself a duck

No. 42 - Offer truth tellers for mind control

No. 43 - Integrate songs aka Shazam Finder

No. 44 - Synthesizer in vector point letters Introduction No. 45 - bubble

3d planet speech Introduction as a communication link - Lexicon

No. 46 - Introduce nasza klassniki to get more connectivity  
men

No. 47 - Hold the mobile phone and shake it twice in front of another person to  
be able to make contact, i.e. shake hands with the mobile phone handshake

No. 48 - Integrate a weight sensor

No. 49 - roncicka pay integrate digital payment system

No. 50 - Use Coverysid.com and exchange news, connect different information  
with each other via Tab alias Google Chrome browser and print or use digital  
presentation function

No. 51 - Emoji Search search in a free space, use the right side and save voice,  
message, image in the Emoji archive to find the data again

No. 52 - Photo Gallery Use photos to find pictures with emojis, put emoji on photo  
to find it again No. 53 - Allow map material from Maps for

babuschka drive taxi No. 54 - Export chat data, organized on micro SD card No. 55  
- Integrate discount carousel, for supermarkets

No. 56 - Office System Integration, gimp, openoffice

No. 57 - Use Muppets telletubies as talking information bubbles for the news channels

No. 58 - You don't know koschkakoschka.com implement

No. 59 - Introduce VPN with 3-way encryption with Swip algorithm

No. 60 - Who wants to be a millionaire as a gimmick in the multiply RPG around the world

No. 61 - Introduce gasoline price information table

No. 62 - Use the Emoji gyroscope to find Pokémons better on maps, to attract them and make them come out of hiding

No. 63 - Do Did guy integrate, means connecting pop figure to what's app via Bluetooth to ensure a secure connection so that the conversations are interchangeably protected No. 64 - Connect Messenger to the TV to send the messages due to the redesigned front face communication symbol window via infrared

No. 65 - Introduce Snake in the messages when the phone has been shaken, put messages back together, collect points and use the discount carousel No. 66 - Navigation using map material,

open source or maps and play emojis on the center console at different driving speeds to bring Pokémons out of their hiding places and to be able to show them more precisely in maps No. 67 - Display the keyboard as the most frequently typed numbers of the letter keyboard so that these can be transferred to the lottery ticket, let the template behind the letter keyboard 6-49 run in the background = imitate 2x27 alphabet letters No. 68 - Use lens in text messages that are written, display - products or images or offers circle with colored dots around the messages, around the edge of the text fields, a click info pop up about this product or something similar that matches it is made available to you and displayed, click on the colored dots, the info is integrated into the message or is displayed as info displayed, which can then also be sharpened

No. 69 - Connect the power case to the messenger to be securely connected to the Internet to ensure 3-way encryption

## **No. 109 Zarbabam**

No. 1 A man plays a tsar who tries to climb a path to his princess.

No. 2 You jump from letter to letter, you have to jump on the matching colored vector points to move further up

No. 3 You will be shown the letters you need to jump to before you jump

No. 4 You have to put together the right word to get a Po-wer-Up, the right word will be shown on a scoreboard

No. 5 For example Zarbabam as a word that you jumped one after the other and then you can make a powerful jump upwards with the power up. No. 6 Try to avoid the enemies who want to block your way up

No. 7 Finally, you have to quickly jump on the colored vector points of the letters to get to the top faster



## ***No. 110 Awansem***

No. 1 You must try to remove the colored vector points of the letter with touch and then use them as a firearm against the incoming enemies you are trying to hit

No. 2 Several letters appear in the middle of the display, containing different colored vector points

No. 3 touch the vector points - circles with your fingers and keep them as ammunition for the incoming enemies who try to hit you

No. 4 The letters vary and are sometimes large or small or rotate or disappear quickly from the display, so be precise and careful with the touch on the colored vector dots of the letters

No. 5 You must also remove a given word in the correct color arrangement of the vector points to get to the next level

No. 6 The vector points you collect from the letters serve as ammunition

No. 7 The more letters you pick apart, the more vector points - circles you get to use against your opponents

No. 8 In the split screen you then compete in Vs. mode against another player, this is for the points you get when you shoot down the opponents

No. 9 Touch the colored vector points of the letters, collect them and then use them as a weapon against your enemies

No. 10 Collect points to get upgrades to get better firearms so you can eliminate your opponents

## ***No. 111 Muschibo***

No. 1 Muschibo is an animated character who runs through a desert and tries to dig up or find letters in the sand

No. 2 The letters are scattered throughout the desert and must be collected one after the other to get to the next level

No. 3 To find the letters, you have to identify the lighthouses and supply them with electricity. You will find this electricity when you have walked enough kilometers in the desert. You have a backpack that then charges itself with electricity and can then give you electricity to supply the lighthouses.

No. 4 The lighthouses, when activated with electricity, point to the letters in the desert

No. 5 When they reach the lighthouse, they can operate it with a spotlight to search for the letters in the desert

No. 6 Shine or cast different lights on the landscapes, before you can do this you must find the light diamonds to put the spotlight on the lighthouse into operation

No. 7 If you have found the light diamonds in the desert, collect them and put the lighthouse into operation while you start the spotlight

No. 8 While you are in the desert - the one - open world 3D jump N run world, looking for the light diamonds, you have to eliminate opponents who try to take the light diamonds away from you first

No. 9 If you have found the 6 light diamonds and supplied the lighthouse with electricity and started the spotlight, you can shine a beam of light on the desert

No. 10 For example, if you have shone the green light diamond on the desert, you will see briefly flashing vector points

No. 11 Make a note of this on your map as soon as possible and then start searching in the desert for the vector points that are located in the desert

No. 12 Armed with a mobile spotlight, you go hunting for the vector points in the desert landscape

No. 13 Watch out for your opponents who are trying to do the same thing, if you meet an opponent it will be a battle fight between the players, that is, you have to compete against each other in 2D fight to defend the vector points you have collected

No. 14 For example, if you have taken a vector point from your opponent in a battlefight, you must now try to connect it together with your vector points to create a letter

No. 15 The letter is created using vector points you have collected

For example, the letter M consists of 5 colored vector points, collect them together and connect the vector points in the lighthouse to this letter

No. 16 The goal is to find a given word in the correct order, in this case the word Muschibo

No. 17 After each mission in the lighthouse you get points that you can use for upgrades to better equip your character

No. 18 Hunt other opponents to steal their luminous diamonds and vector points or take them away from them in battle so that they can use them to better locate your opponents.

## **No. 112 Recasu**

No. 1 You are a cameraman and you have to try to photograph the right people like in the classic game where zombies are killed

No. 2 The special thing is that the people hide behind many objects and carry vector points on their bodies

No. 3 Try to hit a vector point at a time to stop the person, as he or she will jump through the screen and try to hide behind the objects

No. 4 If you hit a vector point with your target telescope, the person stops and you must then touch them and activate the other vector points with soft, medium hard touch in order to be able to hit them with your cake the next time you shoot at them

No. 5 Certain personalities that you know from television run through the display and try to knock you down with a cake

No. 6 So be on your guard and avoid the cake that is on its way to hit you

No. 7 Activate the vector points on the people to be able to hit them with the cake next time

No. 8 This scenario will then be recorded and transferred to the online archive

No. 9 Finally, you must transfer the activated vector points to the letters in the game and connect them to form a given word in order to get to the next level

## ***No. 113 Quickcat***

No. 1 Touch the little hearts that are behind the songs into a large, not yet active heart, they will then wander along the path of the heart

No. 2 Collect the hearts for the big heart and try to add your favorite songs there using soft, medium, hard touch

No. 3 If you have collected enough hearts and loaded them into your large, not yet activated heart, an active heart will suddenly appear depending on the song, which must be certified with your eyes

No. 4 certify your not yet unlocked large playlist - heart with your eyes via webcam

No. 5 Once you have certified, you can send this heart as a playlist to your beloved user and lover

No. 6 The user receives a confirmation email for Christmas or special days that seem loving to him. In order to activate the heart, you must certify yourself with your eyes via webcam.

No. 7 If there is a match between you and the collected hearts in the big heart that you have certified through your eyes, you will get this playlist in your Spotify archive, which serves to establish a personal connection to your hearts

No. 8 You don't necessarily have to certify it with your eyes but you can send this big playlist with emotion animated big heart, where the hearts move around the path, to an unsuspecting person, with the return that they also make you one and send it back to you

No. 9 Save this heart on your smartwatch and always stay connected with the texts that have been given to you, while you are out and about, while you are walking, running, at work and while you are walking or while you are shopping for the things you love.

No. 10 Send these hearts with your quick playlist to your loved ones to show them that the heart emoji could make them dance too

No. 11 Users who have collected certain large playlist hearts can now design them differently on certain days to benefit their well-being

No. 12 you can touch the text of a song sung on YouTube into the heart using swipe technology and you will get the hearts to wiggle based on the text and in this way you will create an individual playlist without AI that you can send to your lover

No. 13 Pay attention to your smartwatch when you get new updates and you get a new hype of the big heart

## **No. 114 Meanoth**

No. 1 You have to try to solve an alphabet puzzle, which means that you try to assign the letters in memory that fit together

No. 2 You must fulfill a given word, for example Meanoath, to unlock the following function

No. 3 Of course, the alphabet is confused and scattered, and the letters disappear quickly, so you have to react quickly

No. 4 Once you have found the word Meanoath, you must now touch the illuminated vector points of the letter, which means that you must press the colored vector points in the correct order using soft, medium, hard touch in order to get more points

No. 5 So be quick and careful, if you miss, you have to start over, you have a total of 3 attempts, after each won memory Alphabet Puzzle

No. 6 Once you have earned points, you can buy new words in the library to unlock them. Try to tell a complete short story through the game to complete it

No. 7 You can also play this game in Vs. mode against other players, give a word from your library and the opponent must then solve it or vice versa for you.

No. 8 Play online to find the missing words that are missing from your short story and then include them to complete it



## **No. 115 Bizzele**

No. 1 You are a bee, control it to the flowers and try to pollinate them with vector point letters

No. 2 Try to hit the vector points that are on the different places on the flowers with the spikes to find out the name of the flower one by one. No. 3 This means that the sunflower consists of 11 words, for example, stay on the flower until you miss a vector point letter.

No. 4 Fly with the bee to the next flower, use soft, medium, hard touch to hit the colored vector points of the letters when they light up

No. 5 In the garden there is initially a small selection of flowers, the more flowers you pollinate, the more you will find waiting for you in the next level

No. 6 The weather plays an important role here, be careful of rain or wind, as this could distort your vector points of the letters or cause them to appear faster, be careful that the gardener does not try to catch you, he is constantly in the garden and tries to change your vector points by aiming at the flower

No. 7 Finally, you can play the game in split screen and find out who has the better touch of the vector points

No. 8 As an additional feature, the vector points can also be used as sound instruments to make the flowers grow faster in the right weather or to make them sing

## ***No. 116 Housepearl***

No. 1 You choose letters that will be used to build a house. This means that you have the alphabet at your disposal to build a house.

No. 2 Using vector points, you can stabilize the house with line connections and keep it in a stable position.

No. 3 Try to fill the blank fields with the letters in the correct order. No. 4 Build your house as quickly as possible and try to connect the vector points with others in time to ensure the stability of the house.

No. 5 The colored vector points form a connection to the other vector points and thus they form the line connections to be able to build the house and bring it into the right shape

No. 6 You receive points for the correct connecting branches and thus form a connection with which you bring stability and security to the house

No. 7 First build a house and collect points through the targeted colored connections that you want to realize

No. 8 If your house is finished and the alphabet in German has been used to build the house, now use another alphabet from another country and build a new one

No. 9 You must now choose six countries and have the houses built according to their alphabet

No. 10 If you have managed that, you can now have an opponent dismantle your house according to the pattern or battle against him in Vs. mode with the opponent to see who builds a brighter one and whose dismantles it again

## **No. 117 Grondo**

No. 1 Circles are on the table, with colored borders, tap the correct color of the border to activate the circle for you

No. 2 The active circle can now be thrown onto a shelf, try to hit the right shelf, for example shelf with red light, the target should be here

No. 3 If you hit your target, you will unlock a letter

No. 4 Place this in the middle of the circle on the table

No. 5 Now try to unlock many letters and place them on the circle table in the different circles

No. 6 Once you have done that, you must now try to connect the letters to get a word out of them

No. 7 The given word must be scored and connected to score more points

No. 8 If you have received enough points, you can buy a new table with variable circles and thus reach the next level

## **No. 118 Honyclaim**

No. 1 You are in a beehive matrix vault, try to feed the grid boxes of the beehive with letters, this happens when you fly to the right flowers to then absorb them

No. 2 fly with the bee to a sunflower and collect a letter, fly back to the hive and look for the grid with the sunflower to place the letter there

No. 3 Once you have collected enough flowers and their letters and have returned to the beehive, you must now assign the letters to the grids

No. 4 Once you have filled the beehive and the associated grids or honeycombs with letters, you must now create a connection or improve the connection in order to receive points.

No. 5 If you have collected enough points, you will enter a new level where the beehive and its matrix of grids or honeycombs have a different shape, so a new assignment must be created

## **No. 119 Bruko**

No. 1 You try to create a Bruko stone that consists of several colored layers

No. 2 You touch the approaching stones into the norm that is given

No. 3 Use soft, medium, hard touch to place the stones in a row as you catch them so that the row does not fall apart

No. 4 If you have caught the required number and touched it, you must now put it in the correct order if you have not already done so

No. 5 If you have followed the order and placed the colored stones in the correct position, i.e. formed a vertical or horizontal row, you must now make sure that letters are now displayed on the stones, from which you must form the given word.

No. 6 The row of stones results in a number of the German alphabet, i.e. 27 letters, so to speak, 27 rows of numbers that can be connected and exchanged

No. 7 Finally, connect the illuminated letters in the stones to form the given word that is being sought

No. 8 Be careful, Sue, that the letters have to be connected in a row, so put them in exactly and try to create the correct connection between them

No. 9 Touch the letters with soft, medium, hard touch so that they do not disappear immediately or change in the row

No. 10 The first word is Bruko and is intended to help them understand the building block and not let it break, because every letter that is touched up or down from its row releases a free stone, which must be added again from the stones flying towards it so that the building block remains stable.

## ***No. 120 Puneunity***

No. 1 Opponents are randomly selected, the idea is to try to connect with one of the opponents in order to start a multiplayer game

No. 2 The game is about trying to create an alphabet together with your opponent in order to decipher the word that the other players have thought up in the memory puzzle

No. 3 The alphabet must be stacked like in the tower game, put the letters on top of each other and try not to let the alphabet tower collapse

No. 4 While you try to build the structure and move up one level at a time, your opponents try to solve a memory puzzle in order to shake up the alphabet letters

No. 5 For example, if the opposing team finds the letter A in the memory puzzle, it will light up on the tower and must be slowly put back in or pressed shut with the finger, i.e. by the normal team, which is trying to stack the tower up.

No. 6 Try carefully with 2 players, each with a finger drop to place one letter on top of the other and make sure that the opposing team does not solve the memory puzzle faster than they solve the stack.

No. 7 After building, try to find the word by remembering which of the letters is lit up before the stack reaches its complete status or collapses

## **No. 121 Zentolin**

No. 1 You must try to complete the following tasks with a fellow player: collect the vector points of the letters flying towards you and then use them as marbles to knock the opponents off course in the marbles game

No. 2 You have a set of colors that you have to fulfill, for example, you have to snap them in a specified order, for example red, yellow, green, purple, black, white, etc.

No. 3 There are different colors of vector points, namely 27 in number, which means that you can also have 27 different marbles to play with

No. 4 Make sure that you collect the given word with the vector points of the letters or, pick the letters and their vector points one after the other and pay attention to the order

No. 5 If you have collected enough vector points or marbles, you go into VS mode, where you try to kick your opponent's marbles out of the area of a track that is in a circle.

No. 6 You get points for throwing the marbles out of the track, which could have different shapes and arrangements, try to collect enough points to get to the next level

No. 7 Once you have collected all the marbles, play the board game Abalone with your marbles and try to defeat your opponent

## **No. 122 Higego**

No. 1 As in Temple Run, the players are forced to complete a route

No. 2 On the way you collect the running letters of the alphabet to generate a given word in the correct order

No. 3 The letters have vector points that light up and must be shot at in order to activate the letter and ultimately collect it

No. 4 If you have caught the required number and deciphered the word in the memory puzzle, you will gain access to a new track level

No. 5 Complete the captured and collected letters to form a word to decipher the story of the game

No. 6 Each level contains a word that must be searched for, of course there are other letters on the way that act as objects blocking your path and causing you to make a mistake in the order of the given word

No. 7 For example, if you have already collected several words, you must put them together and form a sentence that makes sense in order to get one step closer to deciphering the story



## **No. 123 Gelomp**

No. 1 Various selected farmers try to dig out letters from the ground that are equipped with vector points

No. 2 Try to place the pawns on the correct fields and make sure that there is a letter under the ground

No. 3 The field resembles a memory puzzle and is variably equipped with the letters

No. 4 Use soft, medium, hard touch to pull the letters out of the ground according to the memory puzzle and pick the colored vector points

No. 5 The more letters you pick out with the colored vector points, the more points you will get at the end when the time is up

No. 6 You can upgrade your farmer depending on the level you pass, in order to better solve the puzzle and the word secret, which is required in the next level, for example

No. 7 Finally, you can play the game in split screen and find out who can generate the better sound from the letters

## **No. 124 Makeoutaketwo**

No. 1 2 players meet against each other, a game works like this, it is as follows

No. 2 One of the players must try to take letters from the other player and use them for his game

No. 3 in a beat em up there are letters for hits that are well made, that means that a hit on the body gives out a letter

No. 4 In this case, the two fight to win a complete alphabet and find the solution for the next level from the letters in order to be able to compete against a new opponent

No. 5 When you hit, a charging bar is charged, try to fully charge the charging bar to get the letter from the opponent

No. 6 If you have activated a letter from your opponent, you must collect it and integrate it into your alphabet

No. 7 Collect the letters for the given word to go to the next level

No. 8 If the word you are looking for is, for example, "make", then you have to beat the letters for this word out of your opponent

The body or the opponent has surfaces that you can hit or kick, try to hit the surfaces where the letter you are looking for is located in order to build up the loading bar of the letter

No. 9 If you hit him on the thigh and beat the M out of him, be quick enough to catch the letter that pops out

No. 10 So try to work the different areas of the body in such a way that you get the letter out and put together the finishing word to finally make it K.O to get to the next level

No. 11 With each block of the opponent, the loading bar of the letter is reduced and thus reduces the path to success in getting the letter

No. 12 For each level you get a word from which you try to find out or put together the name of the defeated opponent. If you put the name together using the words you have earned, you now get the character with which you can go into battle.

## ***No. 125 Lampingo***

No. 1 Try to find the lamps in a room and turn them on again to see the letters with their colored vector points on the floor or walls

No. 2 Aim at the lamps and turn them on to get illumination on the floor or wall

No. 3 If you have hit some lamps and made a letter visible, you must now collect it with its colored vector points. To do this, swing the correct fishing rod at the colored vector points to grab them.

No. 4 Pay attention to the order of the letters and their vector points in order to catch them

No. 5 For example, if you have seen an A with 5 colored vector points through the switched on lamps, try to catch this letter with the correctly selected fishing rod and pull it towards you

No. 6 Slowly pull the colored vector points towards you with soft, medium, hard touch and let them fall into the catch basket

No. 7 Be quick enough, as the lamps go out after a certain time and do not give you the light you need to make the letters with their colored vector points visible

No. 8 The aim of the game is to find different words that must be quickly put together in a specific order, so that they can then be used as a key to decipher the story of the game.

## **No. 126 Hangoloop**

No. 1 Try to find the lamps in a room and turn them on again to see the letters with their colored vector points on the floor or walls

No. 2 Aim at the lamps and turn them on to get illumination on the floor or wall

No. 3 If you have hit some lamps and made a letter visible, you must now collect it with its colored vector points. To do this, swing the correct fishing rod at the colored vector points to grab them.

No. 4 Pay attention to the order of the letters and their vector points in order to finally catch them. No. 5 For example, if you have seen an A with 5 colored vector points through the switched on lamps, try to catch this letter with the correctly selected fishing rod and pull it towards you.

No. 6 Slowly pull the colored vector points towards you with soft, medium, hard touch and let them fall into the catch basket

No. 7 Be quick enough, as the lamps go out after a certain time and do not give you the light you need to make the letters with their colored vector points visible

No. 8 The aim of the game is to find different words that must be quickly put together in a specific order, so that they can then be used as a key to decipher the story of the game.

## **No. 127 Whoopthrick**

No. 1 You try to get a whoop and create a trick out of it No. 2 You have to choose a letter from , it works like this

the alphabet that you like, once you have done that and chosen it, you now have to try to put the letter in the shape of a box that is seen as a blank outline

No. 3 You have to generate this field and its outline based on given vector points without letter display, this works with soft, medium, hard touch on the table, press and follow the vector points of the letter and follow the sequence to trigger a whoop so that you can insert the selected letter of the alphabet into the shape afterwards

No. 4 You see variable, alternating variants of the vector points, try to remember how the selected letter consisted of the vector points, in order to finally put it back into the outline according to the followed order of the vector points

No. 5 touch the order and try to pull the vector points together to create the shape where you can insert the letter, we make the game more difficult by showing incorrect vector points on the table and can lead you in the wrong direction

No. 6 If you have managed a whoop, i.e. pulled the vector points together and generated the outline of the letter, you now only have to put the selected letter from before into this shape, for which you will receive points to reduce the time clock that is running against you

No. 7 Your goal is to put a given word in the correct order to get to the next word level

No. 8 The trick is not to get to the wrong vector points or not to touch them

No. 9 For every correctly inserted letter in the correct version there is an additional bonus called a trick and the vector points light up in color for you to better understand so that you can follow the connection in the correct order to then receive a wobblebshakeitoff video

## ***No. 128 Kedijedi***

No. 1 Kedi tries to go to Jedi

No. 2 this takes place in a jump and run game

No. 3 The strange thing is that they control a player who sits on the back of the other

No. 4 Carrying the player makes it easier to take out the opponents, which means they can shoot backwards and upwards and vertically and diagonally

No. 5 By alternating players you get the opportunity to vary the game and switch several levels up or down depending on where you are

No. 6 You jump with the players alternately to the next level and climb through the different levels to the goal

No. 7 Finally, you can play the game in split screen and find out who can get the better high score. In split screen, you can swap players in real time to beat the levels

No. 8 Collect upgrades to stop the enemy objects coming at you from different directions

## **No. 129 Jijoja**

No. 1 to get a jijoja you must consider the following points No. 2 Try to solve the vector

points of letters that are falling on you, with a harpoon like Pang you have to hit the falling letters with their colored vector points, to do this it changes the color of the harpoon to eliminate the letter that is falling on it

No. 3 If you hit a colored vector point, the letter spins in the air and tries to swing to another side

No. 4 Change the harpoon at the same time to solve the colored vector points in the given order. No. 5 If you hit a letter and hit all the colored vector points in the given order, you will get points credited to your account.

No. 6 A given word is displayed which has to be solved according to the letter order of the colored vector points  
must

No. 7 If you have generated jijoja as the first word, you will be given new ones and you must then collect them and collect points that serve as a requirement to get to the next level No. 8 Different letters will naturally fall towards you from above and from the sides, try to avoid these and concentrate on the special ones that have to be solved as a requirement No. 9 Ultimately, the whole alphabet will run towards you and you decide how to proceed in order to grab the given word, which consists of individual letters that must be hit with their colored vector points in order to be able to collect the letter No. 10 Collect the given words that you have earned and solve the puzzle of the story by linking the correct words into a sentence and thus explaining the story of the game



## ***No. 130 Hanguo***

No. 1 You have to jump from one platform to the next to get to the next level

No. 2 Try to jump on the platform and jump on the correct letter and fall on it to get points

No. 3 The lianas have different colors, you have to make sure that you hit the right color at the right time and jump onto the right platform that also has that color

No. 4 A given word is given, they have to climb through the platforms and place themselves on the correct order of letters to activate the word they are looking for

No. 5 The letters on the platforms have different vector points, make sure that you touch the vector points to avoid wobbling

No. 6 Try to hit the colored vector points of the letters by landing on them, which you can see on a display board that you should follow in order to stay on the platform

No. 7 Finally, you move from platform to platform and try to collect the letters that are required

No. 8 If you have activated the required letters on the platforms and thus captured the given word, you will gain access to the new level, which in turn requires you to generate a new word from the display board

No. 9 Each platform has obstacles that you must avoid in order to land on the letter you need

## ***No. 131 Eatplan***

No. 1 Various selected types of colored words that give us a suggestion of how we feel are listed separately in a table

No. 2 The suggested words should explain our state of mind, how we are currently feeling or what our current state of needs is

No. 3 Please select the suggested words and link them to your need state by making a selection of the words and then selecting them to briefly describe how you feel

No. 4 Based on your selection, you will be offered a range of products that will help you to find your way around the supermarket and to purchase certain products so that you feel better when you buy and consume them

No. 5 The suggestion of these products is created according to your daily algorithm, then select the products that you buy in the supermarket and ultimately use or consume them to determine whether you feel better as a result, this is about food

No. 6 Every day a new selection is generated for you and then determined to get your daily rhythm going better

No. 7 You will also be shown discount auctions and economical products that are currently on offer. No. 8 Once you have bought the suggested products, you must now consume them in the perfect order that is given to you as a tip after a week of testing, which means that your needs scale is now available to you and optimizes your purchase as a helpful aid.

## **No. 132 Tenodo**

No. 1 At Tenodo you have to try to walk ten kilometers to be able to charge your player

No. 2 Once you have collected kilometers you can now move the player and make a run

No. 3 In the run you now do the following: on your way forward you collect letters that are given in the display field in order to get points

No. 4 The goal is to collect more points than your opponent and to reach enough kilometers so that you can push the player further and further forward in the run

## **No. 133 Dalungo**

No. 1 In this alphabet section, choose a letter from the alphabet and try the following

No. 2 Try to drag the letter into a line using the vector points, select the vector points and drag them in different directions to design a variable line

No. 3 Once you have drawn a route and pulled it apart with the vector points, you can now drive the route

No. 4 Now take a card to choose from which consists of different letters, Vectoring design

No. 5 You compete against different opponents, try to collect the given words that are shown on the scoreboard on the track by collecting the letters in the correct order

No. 6 Be careful that your kart does not run into enemy attacks, it can happen that the opponents torpedo your kart with objects and steal the letters from you in order to complete their own words

No. 7 Finally, you can also use the letters that have been picked up by the opponents to take them away from you by using weapons that you pick up on the track and reach the goal of finding the given word faster on the track.

No. 8 Once you have caught and collected the given word in the correct order, you can now install it in your car to strengthen it and thereby get a faster or more stable car

No. 9 Try to solve the story of the tracks and capture the words and immortalize them in your kart and implement them No. 10 For example, if you have played a complete word

collection, you can now try to find out the story or the key phrase in order to unlock the next tracks that consist of vectoring the alphabet

## **No. 134 Kendomi**

No. 1 Try to activate different colored tables that are variably placed on top of each other with touch, every time a table lights up, activate it with a touch pressure

After a while, letters will appear on these activated tables, you have to remember them quickly, as they will disappear after a while

No. 2 Once you have memorized the letters, you must now drag them into the tables to switch the table into active mode

No. 3 If the table is in active mode, the vector points must now be placed in the correct places of the letter, these are located at the corners of the table or the tables

No. 4 If you have placed the vector points correctly, the letter will be made visible on the table

No. 5 Now you have to pay attention to the display board which shows a given word. No. 6 If the tables

are now in active mode with the required letters on them, you must now pull them out of the collection or pyramid shape and place them next to each other in the correct order in order to solve or set up the word that is being searched for on the display board.

No. 7 If you have set up the tables in the correct order, you have now found the word or touched it together, which was searched for

No. 8 Now you have to tap the illuminated vector points in the correct order to get points.  
ten

No. 9 Collect points to unlock new level designs of the tables to increase the fun of the game

## **No. 135 Godomeo**

No. 1 You try to cover a path with a player that, through various possibilities and objects, gives you the

Connection gives rooms to find where letters are hidden

No. 2 Try to switch between the rooms to find the letters needed to solve the given word which is shown on the scoreboard as the target

No. 3 Once you have entered a room, you must first remove vector points from the floor and walls and collect them, which are needed to form the letter you are looking for. No. 4 Switch quickly between the rooms to avoid the enemies that are in them.

No. 5 A table with the colored vector points is provided, which you must follow in order to later form the letter. No. 6 In each room there is a letter which, by putting

the vector points together, results in the letter. No. 7 Switch quickly through the rooms and pay attention to the given colored vector points which you must collect in order to then form the letter into a letter in the workshop.

No. 8 If you have formed enough letters with touch, you must now put them together in the correct order in the workshop to solve the given word that is being sought on the display board. No. 9 Each room has a certain time limit that could put you in a tight spot, so be quick to collect the vector points that you will need in the future to be able to solve the word that is required. No. 10 If, for example, you have been able to put the word together, you will now be able to go to the next level and collect the vector points in different areas and rooms to play for the new word.

## **No. 136 Okaxo**

No. 1 Create different places from the alphabet, that means you choose 3 letters and try to put them together, this works as follows...

No. 2 The letters must be connected with the appropriate vector points to create a connection so that they can be held together No. 3 Once you have put the 3 letters together using the vector points, you can use them as a ladder to climb a level

No. 4 On the next level you have to select 3 letters again and link them together to create a connection that creates a new ladder to climb one level higher

No. 5 The vector points on the ladder light up briefly, follow the order of these points by touching the colored points to climb up the ladder to reach the next higher level

No. 6 Use the entire alphabet and choose the letters variably to climb higher than your opponents

No. 7 in the split screen you compete against another player and try to connect these ladders from the German alphabet to the next level in order to climb faster and overtake the opponent and leave him behind

No. 8 Theoretically there are 9 levels of 3 letter combinations, so 27 by 3 equals nine levels in which you compete against another player in the German alphabet

No. 9 You always have less time per level to create the vector-point connections

No. 10 Be creative when building the ladder, there are tons of connection possibilities to the vector points that you could use to create a faster connection ladder.

## **No. 137 Fadamo**

No. 1 You pick letters from an alphabet pot, this happens when you choose the right letters that need to be used in the future

, You then use these as an object to build a tower

No. 2 Try to stack the letters on top of each other and create a word that is given

No. 3 This means that you have to put the first word Fadamo in the right order, make sure that the letters are in the right order, otherwise there is no point in continuing No. 4 The second word is for example is and the third is cool No. 5 This means together Fadamo is cool

No. 6 Now try to build more words on top of each other and place the letters correctly. No. 7 Before you start building, you must first add vector points to the letters and give them a soft, medium, hard touch in order to shift the weight to the places so that they get a secure hold and do not fall into each other or apart.

No. 8 Try to press the illuminated vector points of the letters at the right time to give them a touch pressure weight, depending on the touch, which will give you security for building the alphabet tower

No. 9 Ultimately, you have to stack up a line of words that makes sense and does not collapse or fall apart

No. 10 If, for example, you have a time limit, you must follow it in order to form the word sequence faster than your opponent is trying to do or to build the tower faster than you in multiplayer.



## **No. 138 Damsoni**

No. 1 You must try to charge a sun so that you get enough sunshine to make your plants grow

No. 2 Try to collect enough kilometers with your tracker so that the sun charges it, this happens when you go for a walk

No. 3 If you have collected 10 kilometers, for example, you can get one sun hour, which you need to grow your digital plants

No. 4 In every plant that is illuminated by the sun's rays and made to grow by rain, there is a letter that you have to collect in order to activate a given word on the display board that you are looking for

No. 5 In addition to the sun's rays, you have to induce rain, this happens when you complete a route in the real world with a time limit, for example by doing a small sprint or a short jogging session that is staggered by time

No. 6 Once you have collected the kilometers for sunshine and rain, you must put them to good use

No. 7 Collect the letters of the plants that are in the plants when the plant has finished growing. No. 8 Once you have grown some plants, you must now pick the letters that have been created.

No. 9 Touch the letters and you will see vector points light up which you must touch in the correct order to pick the letter

No. 10 For example, if you have followed the correct order of the given word and collected the letters in the correct order and put them together, you will get points

No. 11 You have to reach a certain score to get to the next level, so don't be lazy and go for a walk or jog often or do a little sprint to get the weather skills that will make your plants start to thrive and become pickable

## **No. 139 Firstdon**

No. 1 You have set a goal, which is to collect a word in the correct order

No. 2 The letters for this word can be seen on a radar only when they have collected enough kilometers, and that happens in the real world

No. 3 So go for a long enough walk and collect your kilometers every day, for example if you have collected 35km for the first level, letters will now appear on the radar that you have to collect in the right order with your compass in the real world in order to activate the given word you are looking for.

No. 4 Once you have searched the routes and activated the vector points of the letters, the letter will be visible on the radar and your letter will be activated

No. 5 Try to activate the other letters with their vector points to make the complete visible word visible on the radar

No. 6 Once you have made the word visible on the radar, you must now collect the letters in the correct vector point order, which can be seen on your mobile phone

No. 7 If you have successfully activated the vector points of the letters and collected the letters in the correct order, you will receive points for this

No. 8 In a level game, a partner is sought and a word is suggested for both parties, which must be searched for and collected

No. 9 So first activate the radar by your collected kilometers and start collecting the letters in the correct order

No. 10 Be faster than your opponent and score more points by quickly collecting and finding the given word, which is required of him in the match

## **No. 140 Herecometheblob**

No. 1 Try to develop a blob by trying to make it grow bigger and bigger using vector points of letters that you earn

No. 2 The blob serves as your game character like in monkeyball and temple run

No. 3 You must first try to collect the letters on the track and touch the vector points in the correct colored order

No. 4 The letters have different colored vector points, so try to blob over the colored vector points that are being sought. On the display board you can see the colors of the vector points of the corresponding letter. No. 5 Blob as in. Monkeyball through ravines and be as fast and jumpy as in Temple Run No. 6 For example, if you have driven over an A and activated the red vector point on the left side, you must now drive over or blob the letter B and its red vector point No. 7 This is how you cross the entire alphabet from A to Z through the levels that were created using vectorizing and activate the colored, predefined vector points on the track in order to be able to grasp a complete letter after a certain time No. 8 The aim is to blob a word in the correct order and collect it, but you must still follow the steps that were explained beforehand No. 9 In the split screen you have a duel with another player and compete against them, the faster the blob can blob the word, the wins the game

## **No. 141 Jumpudo**

No. 1 You must try to lay an area completely out of letters from A-Z, paving stones No. 2 Then you must try to jump through the area, this happens when you jump on the vector points of the letters

No. 3 The vector points are given and you must not jump on the wrong ones, otherwise you will sink or get an electric shock or start the run all over again

No. 4 The letters are constantly changing their position, and their vector points accordingly, so you have to be very careful and land on the fields or vector points in order to hop from there to the next one. No. 5 The

trick is that you have to hop or jump back and forth to get a given word that is being searched for on the display board. No. 6

Once you

have hopped the given word, you go to the next level, where you have to cover an area again, like when laying paving stones, in order to hop over it again and hit the right letters with their vector points in order to reach the goal and go to the next level.

## **No. 142 Infishdo**

No. 1 You have to try to find a letter and then use it, you look for the letters in an aquarium and fish them out with a fishing rod using the colored vector points

No. 2 You have to watch out for the fish in the aquarium, because they will try to swallow your bait and take away the fishing line that is marked with a vector point

No. 3 You have to fish out the colored vector points of the letters that are in the aquarium with the tip of the fishing rod that is equipped with a catch arm

No. 4 Pay attention to the color of the tentacle, it varies back and forth in the water, so you have to pick out the vector point of the letter at the right moment

No. 5 A word is given on a display board that must be fished out in the correct order of letters, be careful because the fish try to snatch the tentacle of the fishing rod away from you

No. 6 Try to hit and pull out the vector points quickly and accurately so that you can pull the letter completely out of the aquarium

No. 7 Collect upgrades in the aquarium to improve your fishing route or weapons that you need to shoot the fish that prevent you from fishing the letter

No. 8 The game is played in split screen and you have to compete against an opponent who tries to find and fish out the word in the correct order faster than you

No. 9 Now insert the captured letters into the display board and activate the word that is being sought in this level

## **No. 143 Splashstar**

No. 1 A series of letters of the alphabet moves from left to right or rotates back and forth around a circle or a rectangle or a triangle or a cylinder or a trapezoid

No. 2 Try to hit or spray the illuminated colored vector points of the letters in the correct order with a water cannon

No. 3 A word is given on the scoreboard which must be hit according to the correct order of the respective vector points and letters

No. 4 For each vector point you hit you will receive a star, which you must use later in the game to reach the next level

No. 5 Try to spray the word that is given with the water cannon as quickly as possible to activate it

No. 6 The words on the scoreboard can vary as desired and are spoken into the cell phone by another player you found during the match

No. 7 Use the stars you have earned to speak into your mobile phone to create the scoreboard with words of your opponent that you found in the match

No. 8 If you have solved the word sequence faster than your opponent, the game is considered won, so be quick and accurate with the water cannon to hit the vector points of the letters that are in the shapes mentioned above in point no. 1

## **No. 144 Bouncebo**

No. 1 You have to try to throw a ball as far as possible into a field, on the field there are vector points of letters, hit the colored vector points and the ball will bounce further and further forward if you direct it in the air and place it on the right vector points

No. 2 Also try to hit the given letters one after the other so that your ball gets bigger and you have an easier time hitting the colored vector points of the next letter. If you hit a vector point, the ball bounces to the next letter and you can guide it in the air and place it on the next colored vector points of the letters.

No. 3 You have to try to complete a given distance in the levels in single player mode, so try to make the ball bounce as far as possible

No. 4 In opponent mode, you alternately try to reach the greatest distance, you get better and better upgrades of the balls and the vector points of the letters that you should hit in order to cover longer distances

No. 5 Once you have covered a distance of about 3 km, the app stops and switches to walking mode. Now you have to walk the 3 km as quickly as possible, or not, so that the app can find a new player for you.

## **No. 146 Meduza**

No. 1 You must try to satisfy a Medusa with your snake-like head and your other heads

No. 2 To do this, throw letters on the head of the snake-like Medusa

No. 3 The Medusa then tries to catch and eat the vector points of the letters

No. 4 Pay attention to the colors of the Medusa and her heads, throw the matching letter with its colored vector points into the throat of the Medusa

No. 5 Load the Medusa with the alphabet letters and distribute them on the colored snake-like heads of the Medusa

No. 6 If the heads are charged, the Medusa spits the vector points back at them in different variations, they must now catch the points or circles to collect points

No. 7 On a display board, the colored vector point combinations are given that must be caught, try to catch the combination in the correct order, like in Pang, the Medusa spits out different sizes and shapes of vector points from her throat, so be careful when you try to break up and catch the shapes and sizes

No. 8 If you have cut up and caught a coloured combination, you get km points that you can use in the Medusa walk app to find other players when you go for a walk and then challenge them in multiplayer. The opponents control the Medusa and her snake-like heads and scatter the vector points on the display, where they try to catch and destroy them.



## **No. 147 Baffao**

No. 1 You ride a bull, in 360 degree mode, try to go as far with the bull rider as you can without falling off

No. 2 Around the bull there are letters with vector points in the room, whose vector points light up in color

No. 3 The colored vector points are activated by the letters of their opponent to enrage the bull

No. 4 The opponent presses the vector points of the letters according to a variable order that is specified

No. 5 The vector points now start to glow in color and are variably distributed in the 360 degree space, the bull reacts to the vector points and turns in the room in a 360 degree rotation

No. 6 You must now steer against it and try not to fall down immediately, if you fall down, you fall on a grid which consists of 6 - 49 numbers, you have 6 attempts to complete the level

No. 7 If you don't manage it, then at least write down the numbers that you generate when they fall onto the grid and then transfer them to your lottery ticket, which consists of 6-49

## **No. 148 Woodolo**

No. 1 You try a tree trunk

To drive through a river, you must try to cross the river by jumping from one tree trunk to the next

No. 2 You control the tree trunk from left, right, diagonally, vertically through the river, you have to pay attention to the colored vector points on the river that guide you to the next tree trunk

No. 3 Try to collect them in the correct order, follow them and you will be led to the next log, where you can then hop on to continue crossing the river. No. 4 Collect the required letters shown on the display board while crossing the river on

No. 5 A given word must be collected until they reach the end of the river

No. 6 While crossing the river, upgrades are waiting for you that could influence your person or players to cross the river faster and better

No. 7 There are dangers lurking on the path and in the river that you must avoid or destroy these so-called enemies in order to get to the next level

No. 8 Once you have collected the given word, you will be given a new one. The more words you manage to collect, the more points you will receive. Of course, there is also a time limit that you must follow, otherwise the game will end prematurely or stop at the point where you started.

## **No. 149 Ghosto**

No. 1 You must try to hunt ghosts and catch them

No. 2 The ghosts have certain requirements to be able to capture you

No. 3 You have to attract the ghosts, this happens when you distribute the vector points of the letters in the level and activate the letter when the ghost is on the letter

No. 4 Each ghost has a name, you have to corner it and activate the letters one by one when the ghost is on the letter

No. 5 They fire vector points of the letter at the spirit and slowly lure him to the letter

No. 6 If the ghost is on the letter, you must now shoot at him with your ghost cannon with vector points to hold him on the A letter

No. 7 Finally, you must now lead him to these positions of the A letters in the correct order of the letters of his name in order to deprive him of these or to activate them.

No. 8 The ghost can be caught when you have activated and luxuriated the complete letters of his name, then he is ready to be caught with the catching machine

No. 9 in the first level you have to catch a ghost and it won't get any easier, in the following levels there will be more and more, so don't lose track of which ghost you want to kill or catch first

## ***No. 150 Treelondo***

No. 1 Try to decorate a tree and its branches with letters, that is, hang letters on the branches of the tree in the correct order to fill the tree with letters

No. 2 By touching, you drag the letters into the outlines of the letters of the tree, be quick, because you are competing against an opponent who is trying to do it faster than you

No. 3 Once you have filled the tree, you must now try to insert the vector points of the letters, these light up briefly, so be careful and correct when inserting them in the correct colored order

No. 4 If you have done that, the tree is now completely filled with letters and their vector points and the goal would be achieved

No. 5 New types of trees are unlocked for each level and are then available for the task

No. 6 Try to be faster than your opponent, for each correctly placed letter and its vector points you get time points that you can use to give yourself enough time to complete the tree

## **No. 151 Aprilondo**

No. 1 You must try to find a new word, this is on the way to you if you follow this closely

No. 2 Try to jump behind the blocks on the way in a jump and run like Sonic and Mario and activate the blocks by jumping, that is, you hop on the blocks or stones with your head and try to get a letter from there, in some cases there is an enemy behind and in the blocks, so be careful before you try to fish out the scoreboard word on and in the run, that means you have to search the stones variably and hope that there is a letter for the scoreboard behind them

No. 3 The stones or so-called blocks change their colors constantly and thus transform your search for the right letters, which you try to take out or discover from the stones in the right order.

No. 4 The letters, if you can find one of them, consist of vector points which you have to collect according to the scheme shown, as these are scattered near the letter and can be collected according to the correct coloured order and ultimately must

No. 5 If you have collected a letter and its vector points in the correct order, the first letter you are looking for will be activated on the display board

No. 6 in the run you have to challenge the word to be found against the time limit in order to go to the next or following level

No. 7 If you have fused the word Aprilondo, for example, and achieved it, you will receive points for it and can use them to try to slow down the timer that is running out

No. 8 If Aprilondo is activated, a new synonym behind it that could fit the theme of the level is generated and is then placed on the display board, for example the word "the Kurmit" is then searched for, if found, then the Kurmit appears as the final boss of the level, like in metal slug at the end of the level and tries to steal the letters you have collected by trying to snatch them away with his weapons or whatever, or with his tongue.

No. 9 Ultimately, you have 3 attempts to complete the Kurmit in this example, to continue the story on the scoreboard and to find out and filter out the exact puzzle of the game, so that you can bring about the run of the game in a true story of the game

No. 10 let's go, jump, vector, freeze be a champion of the story, thx

## **No. 152 Habigo**

No. 1 You must try to catch Habigos

No. 2 Habigo are small creatures that try to eat away colored vector points in a room or eat them away from them

No. 3 You have to catch these Habigos in time before the vector points all disappear in the level

No. 4 It is important to attract a Habigo with an alphabet letter within a certain radius in the field with a letter

No. 5 The letters you use to attract a Habigo must be selected, the names light up above the Habigos, touch the letters from your alphabet to a Habigo and lure it into the radius in the field where you can catch it

No. 6 Try to get him to collect the given word on the scoreboard with his vector points in the radius of the field, only when the Habigo has become fat, then you can catch him, this happens when you throw a net at him and try to catch him with it No. 7 Each Habigo has a different name, so touch the letters from your alphabet with the correct one and in the order of the name to the Habigo to make him visible

No. 8 The Habigos multiply rapidly, so be quick enough to activate them, attract them and make them eat the given word with its vector points within the radius of the field, and then finally catch it with a net

No. 9 The game is over when you have caught the required number of Habigos in the level

No. 10 The Habigos, like Snake in the game, are controlled by other players who try to eat or collect the distributed vector points in the level according to the correct colored order in order to score points.

No. 11 The game is played with 4 players, but more can participate if the level design allows it

No. 12 Seihen She tries to create a connection with the other players and exchange their alphabet so that they receive fresh letters to attract the Habigos in the catch radius

## **No. 153 Pyramidon**

No. 1 You must try to build a pyramid based on alphabet

No. 2 Try to place the letters on the correct places on the stones

No. 3 This means that you have to place letters on the first row of the pyramid in such a way that the given word on the stones is combined into a letter

No. 4 Touch the letters on the illuminated stones and push them together to form the word so that a connection to the word you are looking for appears on the display board

No. 5 Once you have connected the first row with the first word, go to the next level and try to move the letters on the second row so that the word for the second row is connected

No. 6 You must try to connect the illuminated letters that are now on the stones of the pyramid in order to understand the given word

No. 7 The pyramid can be rotated 360 degrees, vertically, horizontally and diagonally and transparently to get an overview of the letters

No. 8 Step by step, you put the letters together to form the correct and required word and receive time bonus points that will help you not to end the game early



## **No. 154 Insnakito**

No. 1 Try to grab vector points of letters in a certain time

No. 2 This happens when you try to grab the colored vector points that are in a field one after the other, like in Snake, in a display board there is a colored rhythm that you have to follow

No. 3 The letters have vector points and appear variably one after the other and next to each other on the field, so be quick enough to grab these vector points

No. 4 As with Snake, the tail or line of the snake grows over time, and you must also try to collect a given word in the correct order

No. 5 For example, if you have collected the I with your vector points one after the other, the next letter N follows, which in turn appears and hides in a different place

No. 6 There are also items on the field that can give you an upgrade of your snake, speed, size, steadfastness, etc.

No. 7 Be careful not to collide with your opponents, otherwise you will lose points or time, and there are also enemies in the field, like in Bomberman, that you have to eliminate in order to get to their free areas of the letters.

No. 8 The faster you grab the vector points of the letters, the more points you get for it, you must ultimately capture and collect the given word so that you can get to the next level

## **No. 155 Easternit**

No. 1 You try to catch Easter eggs, they are thrown at you, try to touch the Easter eggs in the air with a glove

No. 2 When you touch an egg, it opens in the air and stops, it opens and a letter of the alphabet is displayed inside. No. 3 A word is given on a display board that must be searched for and found, in this case the name of the game.

No. 4 In the example you have touched an egg, in the egg there is a letter E, now try to touch the other eggs flying towards you and find the correct letters that correspond to the word you are looking for

No. 5 Touch the eggs in the air and try to combine the letters of the word with a touch connection, in this case the word is Easternit, what is being sought

No. 6 So try to touch as many eggs in the air as possible as quickly as possible and hope that the right letters are hidden behind them in order to integrate them into a combination and then put them together with a swipe

No. 7 Ultimately, you have to form a series of words that form a sentence and take you a step closer to the story of the level

No. 8 Once you have found and combined the word Easternit, you must now quickly touch the illuminated vector points of the letters on the display board in the correct order to activate the word. If you do not manage to do this, you must try to start the hunt for the eggs and their contents again.

## **No. 156 Crucifix**

No. 1 You must try to shoot the possessed opponents with a crucifix, you shoot letters at the opponents with the crucifix and try to destroy them

No. 2 Try to free the opponents from their possessed state with the crucifix, this happens when you try to hit the illuminated vector points that appear on the opponent with the crucifix in the right order, for example an opponent is called Damian, so you must first activate the letter D from him, aim at the vector points that light up and activate the letter

No. 3 If you have activated all letters, you must now collect them and charge the crucifix with them in order to then fire them at the opponents

No. 4 As in House of the Dead by Sega, new opponents with new names keep appearing and try to hit and eliminate you, so be quick and try to activate the letters from the opponents, then pick them up and ultimately eliminate you with them

## ***No. 157 Superbino***

No. 1 Try to get a Superbino, it works like this

No. 2 Take out letters from an alphabet and place them on your place

No. 3 Now insert 6 numbers into the vector points of the letters, these should be 1 - 49

No. 4 Now put the letters into a carousel, for example the word Superbino, each letter is a strand viewpoint in the carousel

No. 5 Now roll a pin number with a dice, that means if you throw a 3 then you can spin the carousel 3 times for the first time

No. 6 Now the spinning wheel shows the letter after spinning with a ball and its vector points with its numbers that you had previously used, each letter had 6 vector points and 6 numbers from 49

No. 7 Now write down the 6 numbers from the vector points and integrate them into the general lottery ticket

## **No. 158 ArrackAttack**

No. 1 You have to try to completely clear an area of spiders, which means that you have to fill the area with letters to change the orientation of the spiders

No. 2 Try to design an area full of letters from the alphabet, each letter has vector points that light up and tell the spiders where to run to grab the next letter

No. 3 Try to string together a word from the letters that are searched for on the scoreboard

No. 4 The opponents control the spider like in Snake, letter to letter and try to create a connection so that a complete word can be created from it, which is what is required on the scoreboard

No. 5 When a word has been found and connected, you must now fill the area with letters again to give the spiders controlled by the opponent a new catching area

## ***No. 159 JeptoJepto***

### WhatsApp

No. 1 Voice Vibrator circle on the voice time-line changes to a suitable emoji if the right topic is recognized (Ki). This should summarize the voice message more easily and encourage the listener to respond to the emojis and their voice message with the appropriate emojis. In addition, the voice (Ki) recognizes your voice and can be played back with a different sound, such as the voice of Darth Vader.

The voice time-line plays a message and the appropriate emoji tailored to the message is preselected and positioned appropriately for you

### Instagram

No. 2 Try to create a short cut reel story, this works as follows, you click on a reel and by double-tapping, categories appear like on tik tok and you select the right genre for you, in this case the first reel is the action genre, then a suggested action reel appears, after you have seen this, double-tap this action reel and now select a new genre, for example humor, and do this as often as you like and create a short cut reel story of several reels on Instagram, which you can save in your video archive and upload to friends or to an alphabet library

### Snapchat

No. 3 You choose in a carousel which person you would like to get in touch with, this happens randomly, if you have a Snap Match, you have 60 seconds to talk to them and have a short cut conversation about your day. You save your 60 second conversation and use it in the carousel and send it variably to any member in the SnapChat universe and wait for the response

### telegram

No. 4 After an information view on the Telegram news channels, a bubble speech symbol appears, click on the symbol and you will receive the missing information from the Wikipedia library displayed and summarized on the screen, for example, click on the color green and your Wikipedia information spider will select the most important points and insert them into your conversation or in the discussion

### Tiktok

No. 5 The short cut reels story created by Instagram are relived on TikTok and better integrated into the encyclopedia under new direction

### Twitter

No. 6 Click on the feather and 6 different colors with other feathers will appear, each color of the other feather gives a pre-selection of small introductory sentences like how to start a conversation or main part or a closing sentence

## ***No. 160 Topdroops***

You have to go outside and turn on a song from the charts, then click on the temperature sensor and if the temperature matches the song - your well-being is important here - then click on the like heart and forward it. You can also use the whistle function to hum the song to improve your mood. You can also share the temperatures for the respective songs with your friends so that they can put them in their playlist. In the morning, the temperature scale will suggest songs that could match your goosebumps feeling. Depending on the time and temperature, the playlist changes to suit you and adapts to your well-being.



## **No. 161 Okidoki**

You need to achieve a goosebumps feeling by having Youtube Music find the right songs for you. , or your playlist that

If you don't get this effect, then do the following: your smartwatch should have a body temperature sensor and send this temperature to YouTube Music via NFC. If you have a good feeling and want to get the goosebumps effect to feel even better, then send your temperature to YouTube Music and you will receive a suitable selection of songs and beats that could match your feeling to get this effect on your body.

If you get a goosebumps effect, you can now pass it on to your friends and test whether it could work for you without a smartwatch. Good luck with the goosebumps effect, if this effect doesn't happen, then try it on a certain day that should be sunny, windy or cold to simulate the variation in your well-being.

## ***No. 162 Newpointmovment***

After you have marked a message on WhatsApp with an emoji, you can now find these messages again by going to search and entering the emoji that you attached to the message. In the future, more emojis will be available to explore a better search with them. Using Voice Movement Touch, you will be shown information tips for every message sent with content, where there is an information source, on the outside of the message with colored dots. If this colored dot appears, tap the circle and you will receive tips on Wetzlar, for example, if someone has written Wetzlar in the voice or text message. Touch the dot and you will be redirected to the message topic list on WhatsApp, where you can now view the latest information on Wetzlar. This can of course also be shared and sent, so you save yourself the search on the Internet, but instead get the information points for the further use of the information provided by WhatsApp directly for the content you have received.

Save the most important news you have selected in the news topics list and stay up to date with what the week has in store for you. Make a small note under the news either by text, voice, or an emoji so that you can find it again in the future.

You can also save the points in your points directory and call them up later to get the information you need. You can also save these as points from your news channel topic list and pass them on to your colleagues. If you forward a news item with information to a person, this point will appear around the text, voice or image around the frame. If you click on this, the news item will be added to your news. Part 2 with Voice

You will receive a voice message with certain information that you could use. Various dots will appear around the voice message field, telling you to click on them. You will either be directed to a similar topic on the Internet, or a suitable video will be provided to you on the point, or a suitable photo or an offer of information that you can use. If you click on the button, you will be redirected to a list of topics on WhatsApp, where new information will be provided to you or suitable information will be added based on the information in the voice message.

## **No. 163 Gimalagim**

No. 1 You have to try to trigger a gimalagim, shake the phone 3 times and hope that gimalagim appears.

No. 2 If gimalagim appears, he asks you to ask for the following offer brochures about your prices, there are different offers for different assortments that gimalagim suggests to you, but without mentioning the price beforehand

No. 3 You have 3 attempts to answer and choose from the variety of offers

No. 4 As in the game The Price is Right, try to guess the price of the offer by looking at it naturally

No. 5 You report the higher or lower price for the product or state the exact price for the offer, your opponent is gimalagim in this respect

No. 6 If you are closer to the price than gimalagim, you will get the product for free in your nearest supermarket or online for free.

No. 7 If they are higher or not closer than gimalagim's forecast, you have 2 more attempts to get your offer, which is offered in the brochures on the mobile

No. 8 If you lose against gimalagims, you get nothing and try to call gimalagim (genie) in the prime time that takes place monthly and shake the phone 3 times

No. 9 If you win against gimalagim, you can get the offer you guessed for free in the nearest branch in your area and keep it. Good luck at the next prime time at gimalagim and its opportunity to win offers for your life and well-being.

## **No. 164 Jakuto**

No. 1 at Jakuto you have to try to select the right letters through a corresponding overview in order to reach a connection with them

No. 2 Try to steal Jakuto's vector points and use them for your own purposes

No. 3 The theft works in the following case, you have to after a certain time

To steal the vector points from Jakuto, press the illuminated vector points one after the other in a variable sequence, which change their size, and try to integrate them into your own letter using soft, medium, hard touch

No. 4 They are assigned a word at the beginning, they have to grab the vector points of Jakuto word and their assigned letter, configure it and follow that with the others too

No. 5 In split screen mode, you are assigned an opponent who tries to chase away the colored, flashing vector points that can be grabbed with soft, medium, hard touch

No. 6 For example, you have given the word Damian and the opponent Marcin, so you must quickly try to steal the vector points from the opponent so that your word with letters does not fall apart

No. 7 So be quick and accurate when grabbing the vector points, because time is running against you

## ***No. 165 Snachtuphoney***

No. 1 You must try to generate a snatchuphoney, that is, you form a word from vector points, once you have done that, you can now press on the word and on its vector points that you have generated

No. 2 Now go outside and try to walk at least 3km, after 3km an emoji of a woman appears on one of the vector points, you have now found a contact that has been found for your walk which amounts to 3km

No. 3 To get in touch with the contact you have to reach 10km to write a first message, so now walk another 7km to complete the 10km

No. 4 Once you have done that, you can now get in touch with the emoji face, which looks very similar to a woman, and communicate with her for the first time via the first message with about 130 characters

No. 5 You can also walk further and wait for the other vector points of snatchuphoney, the word you have chosen, to activate and other users with emoji faces or real faces to emerge from the vector points

No. 6 If, for example, you were unsuccessful in your first contact with the 10km connection, go one step further and try to go further and more km in the week, depending on the time for the km in the week, in order to unlock more faces that are behind the word and its vector points snatchuphoney

No. 7 For example, if you have achieved a target in the week and managed to walk about 35km in 8 hours, you will receive a bonus and more faces will appear on your chosen word panel or the vector points will pop up and show you new contacts who have also achieved this in this time.

No. 8 Now you can activate these contacts with one click and get in touch with them. For each km you run, you get about 45 characters to write. If your quota of characters is used up, you have to run or walk more km in order not to lose contact with your activated contact person.

No. 9 Once you have made contact, you can also call the person if you have collected enough km or simply communicate with them using written characters until your quota is used up

No. 10 If you have a long-term and permanent relationship, you will receive a bonus from snatchuphoney, which could be a visit to a restaurant in your area, for example, and is provided to you free of charge. However, you must have a long-term and permanent relationship based on the number of kilometers you have run in order to receive this bonus, and you will receive special offers in your local branches if you can achieve a goal in the app.

## **No. 166 Opencu**

No. 1 You have to try to open a portal in Opencu to get to the next level

No. 2 To open this portal, you must try to collect the letters that are scattered around the level

No. 3 If you have spotted some letters on the radar, you must search for them and collect them before your opponent does

No. 4 Once you have found the letter, you must first activate the letters. This happens when you place the vector points in your backpack on the letters and link them together in the correct order so that the letter is activated.

No. 5 If you have assigned the vector point to the letters you have found, you must now look for the other required letters and then run to the portal to attach them there and solve the puzzle of the sentence that must be solved in order to unlock the portal. No. 6 If you have unlocked the portal, new letters will be scattered across

the playing field, which you must then collect faster than your opponent in order to bring it back to the portal.

No. 7 You get points for every portal you unlock. The whole game is timed. The more puzzles in the set you solve with the letters you find to generate new letters, the more points you get and new portals are then opened. No. 8 Make sure your opponents don't generate more letters and collect more points, otherwise your portals will close and you will lose the game and have to start over.



## **No. 167 Richidi**

No. 1 The future of shopping lies in Richidi, it is a Richorgan adapter that works as a ball and with an integrated touch display

No. 2 Before ordering the goods, you can smell your product through the Richidi nozzle system and sniff it out with your nose

No. 3 Once you have selected your product, for example Pizza Salami, and activated your favorite company, Richidi simulates the smell of the finished products that you can inhale through your nose

No. 4 This is how you can better simulate the purchase of your favorite products from the supermarket and stimulate your well-being

No. 5 Once you have smelled out your shopping list, you can have the food delivered to your home, as you thought up according to your nose, or go to your nearest supermarket around the corner. Let's go Richidi

## **No. 168 Gatonik**

No. 1 You have to try to build the Eiffel Tower out of letters, if you take letters from the alphabet, then you can connect them to form a word

No. 2 Find the word elements that could fit together to determine a word while building

No. 3 The vector points give you an overview of the appropriate connections to quickly reach your goal, but be careful about which letters you use to build and connect the word elements so that the Paris tower does not start to wobble

No. 4 For each word element you get extra time - bonus

No. 5 If you fail within the given time, the tower collapses

No. 6 Once you have built the Eiffel Tower, you can move on to the next building, in this case the Tower of Pisa, then the other wonders of the world, which must be assembled from letters

## **No. 169 Thatswin**

No. 1 You have to try to pass on a prize from a carousel that you select variably and that awards prizes to several people once a month. You position the prize on a grid that consists of a pixel board. This grid is financed by the companies that provide the products in the carousel with their brand names and advertising space on the pixel board. No. 2 When the pixel board is full, people then go to [thatswin.com](http://thatswin.com) and try to guess the price of these prizes. The higher the lower, the lower the higher. The people have to find out how much the product is that was freely provided by users who had won.

No. 3 If you have guessed the price, you can, after registration, which is limited in time, buy the product 30% cheaper from the people who made it available there

## ***No. 170 Thisismetrying***

No. 1 You are trying to reach and find a parking space in the city center to park there

No. 2 The parking spaces of the future will be signposted separately in letter form, which means that if you want to park, you have to rent a letter in the city on which the parking space is located

No. 3 Use your smartphone to book the letter and thus the free parking space, or exchange it with another parking space owner via app

## ***No. 171 Hakaido***

No. 1 You have to try to get a hakaido in the game, to do this you have to follow the letters that are on the field on a mini golf course and activate the letters per level in order to get a hakaido. You can also configure the letters that are on the field before kick-off and use the alphabet to hit the hole in the game

No. 2 Once you have selected your letter path that leads to the goal, you have the option of creating sounds and using them to light the way, like in piano tiles.

## **No. 172 Yalda**

No. 1 You have to try to catch a ball, which rotates on its own axis and has different color accents

No. 2 If you have caught the ball, you must now throw emojis that appear one after the other on the display. Pay attention to the scoreboard, which must be followed. You must hit these emojis with the correct color accent of the ball and in the correct order so that a new display appears and then, after successful throwing, this brings points.

No. 3 If you have hit the emojis in the right order, you now have to hit them with the ball that has the color accents in the right color composition. This is not easy because the thrown ball rotates on its own axis and is not so easy to calculate.

No. 4 If you hit a given emoji, it will disappear and a letter will appear behind it, which you must connect with another one by touch, as a word is being searched for on the display board, which can be solved by the connections

No. 5 The letters have colored vector points, connect the points to the next possible letter that also has the same colored vector point

No. 6 Once you have hit the emojis and linked the letters, numbers will appear next after the letters, which you must pull together by touch in order to solve a calculation, which is again given on the display board

No. 7 Once you have hit the emojis, linked letters and completed the number calculation, a final boss appears, which you try to tire out by playing the ball

## **No. 173 Whatwhatyoudo**

No. 1 You must try to do on the display what your opponent is doing in front of your eyes

No. 2 This means copying what is happening and imitating what is going on

No. 3 For each imitation there are points, the game runs on time and error rate

No. 4 The person in the game is digitized into an avatar and has to fulfill certain tasks that are given, the opponent has to remember what the person has done and fulfill it

No. 5 There will be some mini-games that you have to complete and the opponent will try to imitate them

No. 6 You have a certain time and error rate as a target and have to use this to master the mini-games (Beat the Star or Mini-game, pantomime)

No. 7 The player chooses a minigame and you try to emulate it and you have to make sure that you do it exactly as you saw it, you get points for the correct imitation, you use these points so that your time account can continue to grow, because the game is timed No. 8 Once you have completed a level and replayed it exactly the same way, the game switches and the opponent has to carry out your movements or mechanisms and fulfill this as a requirement

## **No. 174 Idododooo**

No. 1 funny search engine that searches for funny stories, pictures, videos on social networks, video platforms and news and displays them in a table of contents like a file manager.

The items found can be saved in a file on the hard drive or computer by dragging and dropping.

No. 2 In addition, your collected data can be exchanged in a kind of Inspector Gadget Case and distributed on the Internet to registered or free people. In addition, the search engine can react to emojis and give them feeds and reels that match the day, which in turn can also be linked and exchanged with each other.



## ***No. 175 Kissandhugme***

No. 1 You have to use your fingerprint sensor if your phone wants to have a hug with you, through the wavy lines of the finger you are linked in the dating radar and can take a simultaneous funny photo together via notch and introduce yourself, and in turn take a kiss photo and be happy that you get one back, if you don't do that, you don't end up in the selection of the next connection for the optimal connection of love

## ***No. 176 Spider Head***

No. 1 I send a voice message to Spotify, Spotify searches libraries of music genres and finds me 3 suitable songs that feel and sense the content

A spider head appears, showing you the threads where the songs were found and where they are connected. If you click on a song, you will be directed there and can find your message in the song, which may make your day happier.

## ***No. 177 Mindset***

No. 1 If you have a thought and cannot write it down, mindset.com will help you filter this thought out of your brain with the appropriate images and graphics or videos and mind maps. All you have to do is say this thought and you will be offered an option, as mentioned above, that will help you write this thought down and consolidate it on paper.

No. 2 Try to say keywords or record short sentences, this will make it easier for mindset.com to find the right option to activate your brain waves, which will then be stimulated by the fields mentioned above, causing you to write these things down. You will be shown options in terms of text boxes on your fields, which can bring you closer to your thoughts in order to improve them and give you an incentive to update them.

## **No. 178 Looklikearabbit**

No. 1 They have a figure that looks like a rabbit, digital of course. They release this rabbit from its enclosure and observe which paths it takes in the open field of the wild.

Since the rabbit is fast and agile and tries out different ways of running, you are given the following puzzle, try to remember the rabbit's running paths and touch the running path with your finger, insert vector points in different places that can be interpreted as carrots, in this case, place your vector points on the rabbit's running path that you see, which serve as carrots.

Now release the rabbit from the enclosure again and see which carrots the rabbit grabs first. The rabbit, because he likes carrots, runs a different route this time because he would like to collect or catch the carrots. You now observe the rabbit, who chooses completely different directions this time, and collect the streamlines. You use these streamlines to manipulate the fingerprint sensor on your cell phone in order to improve the security of your future-based smartphone.

## **No. 179 Yougettipzy**

No. 1 You are trying to evoke a tipzy, this is done as follows, you have to try to encourage a person to laugh, this is done by describing to them their daily routine that they experienced and using a facial distortion modulator to make the shortcut story more lively and funny.

No. 2 This shortcut story lasts about 60 seconds. You can tell the same thing every day, for example, or you can invent fictitious fantasy things that could fit into your daily routine.

No. 3 There is also a function where you have to answer funny questions every day (you don't knowjack). This happens via eye cam, which is recorded and optimized with the face distortion modulator - for example, you apply the face of a comic, actor, VIP, sportsman, famous personality or simply a funny distortion, but keep their voice or replace it and modify the recording with it.

No. 4 You can now share the short cut story and the answers to the questions as a video to certain people and receive videos back from them, which you can then distribute further in the you get tipzy network. If your video made someone laugh or others liked it, that means you have generated a tipzy.

No. 5 Collect as many tipzys as possible to receive great prizes at the end of a quarter or exchange them to be invited to a typzi show on TV to try to answer the questions thought up by the users of the typzi network in order to ultimately win great prizes

## **No. 180 Kickballz**

No. 1 You have to try to kick a ball with your foot, like in golf, as far as possible. You try to hit a field that contains a certain color, the different areas of the field have colors, yellow, green, blue, red, and many others from which they are formed

You must try to hit the specified color shown on the field, for which you will receive points

No. 2 From the point where the ball landed, you can now continue kicking in alternating mode with your opponent. Collect points by hitting the colored fields

No. 3 You kick until you reach the goal of the field, which is just in front of a soccer goal, then the game switches and you have to try to play against your opponent, who acts as goalkeeper and you as the shooter, in this case you try to score a goal against him.

No. 4 The winner is the player who has collected more points on the fields and beaten him in the soccer goal. At the end, you can exchange your points for better balls at the soccer goal in order to gain an advantage over your opponent.

## **No. 181 Fairytales**

No. 1 You must try to create a News Magic...this happens when you use Discover News, which every cell phone currently has, to tap and hold the news using drag and drop or plug and play - with soft, medium, hard touch, a so-called caching module opens at the bottom, just like in the Chrome browser.

No. 2 First drag the news into it, now a new window will open and your news will be there and will be visible there

No. 3 If you have dragged several news items into it, the magic is not yet fully achieved

No. 4 Now try using soft, medium, hard touch to drag one news content into another, for example. Discover remembers whether the news fits into a category and then links it with a category name and shows it to you in a new exclusive table format. This is now called magic.

No. 5 If the linking does not happen, the news content shakes itself and they try again to link the appropriate news to a category in order to get a magic

No. 6 Due to the new categorization of the view of the table news generated by the Magic, in the future the news content that was generated digitally by you can also be sent to your home in print, in addition you can assign a plus from the publisher of the website of the news content in order to receive more information through talkbrush and then finally hold it in your hand and get it as a print edition

## ***No. 182 Mole***

No. 1 You are a mole under the ground, you have to try to follow the letters in the hole in the ground that show you where you have to dig out to get to the surface of the earth

No. 2 If you see a letter light up, remember the path underground and try to get to it. If you have managed to get to it, you can use the illuminated vector points of the letter and try to dig them so that a checkpoint is called up at that point.

No. 3 If you have hit the vector points and thus secured the checkpoint, the display board shows you which letters you are trying to find under the ground. In this case, the word mole is being searched for and you must therefore follow the briefly visible letters in the correct order, which light up, dig the checkpoints and from there continue to Hassel in order to collect the complete word in the correct order.



No. 4 If you have collected the word, you will get an upgrade and can try to start a so-called power run to the surface of the earth. If you have managed to dig to the right places on the surface of the earth with the power run, then you can collect points at the top of the surface of the earth, which you can then use later to upgrade your mole.

No. 5 Be quick enough to collect the points, because they are not waiting for you, but are only available for a short time, so be quick and quick during this time

No. 6 After you have collected points, go back underground and try to sniff out the new word there. As mentioned, the letters only light up briefly, so remember the way underground or get an upgrade for your mole, in this case a flashlight or a monocular object. There are actually several upgrades that can improve your mole, making it easier to get to the words and the surface, and ultimately to the new level.

No. 7 In the special level on the surface of the earth you have to look for numbers from 1-49 instead of dots and select 6 of them and bring them back into the hole in the ground, good luck in finding these possible number combinations, your friendly and especially valued mole