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## Scavenger hunt app like two dots

Two Dots Maps & MedallionsTwo Dots Treasure Hunts comprise of 7 unique levels in a new destination every week which consists of a beautifully illustrated map. Players are awarded a unique medallion upon completion of all 7 levels which is added to the player's medallion gallery and shared across social media. I worked with talented illustrators Aldo Crusher and Alex Mathers on map illustrations, providing a creative brief with my concept and art directing through to final illustration. I designed medallions for each weekly event taking inspiration from the map art. Treasure Hunt map and medallion placement in game Fun Easter Egg Medallion shower on our 100th Treasure Hunt website. Connect matching dots and solve fun puzzles! Play Free!Join two brave dots as they progress through beautiful worlds spanning the arctic tundra, fiery jungles, and into outer space in the #1 hit game in over 100 countries. Be prepared to drop the pesky anchors, clash with monster dots, blast away comets, and crush the gems across hundreds of challenging levels! More levels are on their way, and if you're ever in a jam, there's always a power up to help!→ WHY YOU'LL LOVE TWO DOTS ⇒ FREE to play!→ ADVENTURE through 3450 additively fun levels→ CONNECT one Dot to another, sink anchors, make a line, create bombs, extinguish flames, and much more→ SMART, fun, and thoughtful design! ENJOY beautiful minimalist design and relaxing game music! PLAY at your own pace to make the perfect move without having to worry about a clock! CHALLENGE your friends on Facebook and see how you match up! TREAT yourself to sweet rewards available daily and through special event modesStart connecting on your iPhone and iPad today!Color blind mode is free and available to all. -----LET'S BE FACEBOOK FRIENDS!Spacebook.com/playdotsFOLLOW US ON TWITTER!Rwritter.com/TwoDotsADD US ON INSTAGRAM!instagram.com/dotsHaving any problems? Any suggestions? We would love to hear from you! You can reach us at support at [td-help@weplaydots.com](mailto:td-help@weplaydots.com)PLEASE NOTE! Two Dots is completely free to play, but you can also purchase some items within the game for real money. Just disable in app purchases on your device if you don't want to use this feature.Use of Two Dots is governed by the Dots terms of service. Jun 9, 2021 Version 7.1.0 The Story Spillway is flowing with NEW LEVELS!Prove yourself to the ancient statues by overcoming all 3450 challenges. I saw a Reddit about the Easter scavenger hunt. I updated, it wasn't there. So I re-installed the app, found it, but then the Chobani game blew away (I was halfway done but the play data got reset), I did the scavenger hunt for a while and went to bed. This morning, I opened the app for the treasure hunt... it was gone! Where did my scavenger hunt go? On an expedition? Should I re-install again? Plz fix this!!! -----4 days have past, but no scavenger hunt...so I re-installed the app and guess what happened.. A scavenger hunt with no play data!!! I get to do it all over again!!! But hey, I paid for my pay-to-play scenes...so I gotta go pay all over again, too! Sobs 数年前からプレイしている。しかし、ここ最近はいかに課金させるか、といったことばかり執着しているように見受けられる。例えば、今回のアップデートで「やり直し」ことが出来なくなった。今までは、最初の並びで既に攻略が可能であるとプレイヤーが感じたら、一打目前であれば「やり直し」もしくは「マップに戻る」を押せばやり直していた（やり直すを押せば一度だけやり直せるが、マップに戻るを押せば一打目であれば何度でもやり直していた）。この仕様では確実にライフがなくなる。ライフがなくなると、課金したくないプレイヤーであれば広告を見せライフを増やさるだろう。うまい具合に改悪されている。やり直しがなくなるのであれば、最初の並びに1つは四角があるような仕掛けが欲しいし、もっと言えば露骨な課金ゴツアップは無くしてほしい。いかにも金の匂いがプンプンして、プレイヤー側は諦易してしまうと思うのグラフィックの選定が原因で間違っボタンを押してしまったりして通常のゲームで無駄にしてしまいました。課金アイテムなので、せめて使用前に確認の通知を出して頂きたいですね。いっアプリなのでチラ見するそのがめつさが非常に、非常に残念です。 The developer, Playdots, Inc., indicated that the app's privacy practices may include handling of data as described below. For more information, see the developer's privacy policy. The following data may be used to track you across apps and websites owned by other companies: Purchases Location Identifiers Usage Data Diagnostics The following data may be collected and linked to your identity: Purchases Location User Content Identifiers Usage Data Diagnostics Privacy practices may vary, for example, based on the features you use or your age. Learn More Developer Website App Support Privacy Policy Touchscreen puzzle mobile game sequel to Dots, from 2014 Two DotsTwo Dots game play. In this screenshot, the player forms a green-colored rectangle to remove the rest of the corresponding, green-colored dots.Developer(s)Playdots, Inc.Publisher(s)Playdots, Inc., Tencent Games[]Platform(s)iOSAndroidRelease(iOS: May 29, 2014Android: November 12, 2014Genre(s)PuzzleMeMode(s)Single-playerTwo Dots is a puzzle video game for iOS and Android, developed and published by American indie studio Playdots, Inc. The Windows 10 Mobile and Microsoft Windows versions are no longer supported. It is the sequel to Dots. It was released for iOS platforms on May 29, 2014.[2] and became available for Android on November 12, 2014.[3] Gameplay Unlike Dots, Two Dots has power-ups, objectives and a campaign (series of levels), while lacking online multi-player capability. At the start of the game, its only level one is unlocked; each subsequent level is unlocked only when the previous level is beaten. Levels are grouped into "worlds", with the first ten levels assigned to one world, and after they every 25 levels grouped into a world. Worlds differ in gameplay elements, obstacles and objectives. In the earliest levels of the game, objectives include sinking anchors and breaking ice; the objective is to accomplish a target number of each, for example to sink a specified number of anchors. As each world is completed, the player receives a postcard for that world. The game now also features a weekly "Treasure Hunt" mode, where players compete worldwide to be the first to complete a sequence of seven levels. A new world is added with each major game update, currently on a release schedule of roughly once every three weeks. As of June 12th, 2021 there are 3450 levels. At the start of each level, the objectives are displayed; furthermore, the player must complete them within a specified number of moves. At the start of a level, a set of dots is "dropped" from the top of the in-game area. The player must connect at least two dots of the same color in order to make a move. They can be connected horizontally or vertically, but never diagonally. The connected dots are removed from the game area; dots directly above those they will then drop down until they hit other dots or the floor beneath. When a player connects a grouping of at least four same-colored dots to form a complete circuit, all of the dots in the game area with that same color will disappear, and any dot(s) fully inside the circuit will become "bombs" which will explode in all eight directions once those dots drop down. If there are no two adjacent same color dots to connect, the dots are automatically scrambled so that the player can make a valid move, similar to other games. If it is difficult to clear the stage, you can use items such as shufflers, erasers, targets, and color boosters to get help. If you want an item, you can get a free item by looking at the advertisement provided by the game, or you can pay for the item and buy it. Reception ReceptionAggregate scoresAggregatorScoreGameRankings78.57%[]Metacritic79 out of 100[] Two Dots received fairly positive reviews from critics on GameRankings and Metascore. While it was praised for its simple design and a variety of obstacles and level layouts, it was also criticized for its slow life-regenerating system.[6][7] The player begins with five lives, and it takes 20 minutes for a single life to regenerate, with up to a total of one world and forty minutes required to regenerate the maximum of five lives. It was also pointed out that some levels are nearly impossible to beat, draining a player's lives quickly and prompting the player to make in-app purchases of extra lives or booster packs. Two Dots was given the people's voice for best game on handheld devices for the 2015 Webby Awards.[8] At the 2018 Webby Awards, it was nominated for "Best Visual Design", while it won the People's Voice Award for "Puzzle".[9] Developer The game was developed by Playdots, known for games Dots, and Dots & Co. In August 2020, Playdots has reached an agreement to be acquired by publisher Take-Two Interactive. Take-Two will pay \$192 million for the deal, \$90 million in cash and the remaining \$102 million in stock.[10] References ^ Playdots, Inc. (2015). "Dots Press Kit". Playdots, Inc. Playdots, Inc. p. 1. Retrieved 2019-03-24, the company received \$10M of investment from Tencent, Greycroft, Northzone and a number of strategic gaming industry executives to scale the studio. ^ "Two Dots iOS release". Apple iTunes. Retrieved August 7, 2014. ^ "Two Dots Android release". Playdots. Retrieved December 24, 2014. ^ "Two Dots". GameRankings. Retrieved August 7, 2014. ^ "Two Dots Review". Gamezebo. Retrieved August 7, 2014. ^ "Two Dots Review". CalmDownTom. Archived from the original on August 17, 2014. Retrieved August 7, 2014. ^ Webby Awards 2018 ^ Webby Awards 2018 ^ Anthony Haw (2020-08-14). "Take-Two Interactive acquires Two Dots game developer for \$192M". TechCrunch. Retrieved 2021-04-11. Retrieved from " Scavenger Hunt Apps Like Two Dots. Scavenger Hunt app am i the only one who wishes the developer of two dots would create a siml app but instead of connecting dots, have scavenger hunts instead?? Join two brave dots as they traverse the arctic tundra, navigate fiery jungles, and plunge the ocean depths in the #1 hit game in over 100 countries. Download two dots and enjoy it on your phone, ipad and ipod touch. Xnote hide virtual messages outdoors, great for going on from www.pinterest.com Each treasure hunt contains seven levels (which are designated by roman numerals), and the . adventure through 1460 addictively fun levels + connect one dot to another, sink anchors, make a line, create. While the original dots game is based on free play, in twodots you'll need to do a lot more than just match colors. Join two brave dots as they traverse the arctic tundra, navigate fiery jungles, and plunge the ocean depths in the #1 hit game in over 100 countries. Organize the game in advance by creating a list of objects to find and clues to help the players locate the items. A new one takes place every thursday at 20:00 utc (3 pm est) and are optional to complete, as they in no way affect the player's progress in the main quest. Twodots is the sequel to the hugely popular game dots. in: Pages with broken file links View source Comments Share Treasure Hunts are weekly challenges in Two Dots, which were first released in September 2015 with the Hidden Hills update (levels 411 to 435). A new one takes place every Thursday at 20:00 UTC (3 PM EST) and are optional to complete, as they in no way affect the player's progress in the main quest. Each Treasure Hunt contains seven levels (which are designated by roman numerals), and the player has a maximum of four days to complete them. Since March 26, 2018 it is possible to play Treasure Hunt Rewinds. Each new Rewind starts every Monday at 20:00 UTC (3 PM EST). Player can get missed medallion or upgrade it by completing the Rewind and he can do medallion upgrading three times (one time in one Rewind). The Hunts' levels tend to be slightly harder and more experimental than those from the main quest, as they reuse elements from the game and experiment with them. For example, a level might feature the same theme and music of the Emerald Jungle levels, yet it may contain Lotus Dots or Circuits, game mechanics which are featured in later levels of the main quest. Just like the player receives Postcards for completing each world from the main quest, the player receives Treasure for each Hunt they complete. The Treasure stamps the date in which they completed it, as well as their overall worldwide ranking (1st, 2nd, 3rd place, 90,000th), and ranking amongst Facebook friends who have also completed the Hunts. The worldwide ranking is simply based on the order of completion, with no preference or higher scores or penalty for powerups used. To get the best ranks it's best to start as close to 3pm ET as possible and use as many powerups. Typically, the first player finishes around 3:15-3:20pm. Above 100,000, the rank is simply displayed as "100K+". The number of treasure retrieved also appears in the Medals section of the game, and they have the option to show off their winnings via Facebook, Twitter, text message, etc. If the player completes a Treasure Hunt, they will also receive a discount on the Powerup for 2 hours of unlimited lives (\$4.99 drops to \$1.99). Hunts list you may sort the table by every column except images. 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