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Hide n seek game app

This game contains many modes, you can play these mini-games with your friends all over the world! This app is only available on the App Store for iPhone and iPad. Pack out of many mini-games! New feature: Support workshop! Download your work to share with other players! You can craft maps with your friends online. Also, you can manufacture weapons, leather, armor and so on. Of course, you can use these to create your own game and invite your friends to play it. This game supports the multiplayer world widely! Each room can have up to 24 players! You can play with other players around the world. Also, this game has great graphics, as you can see in the screenshot, it supports almost all blocks as pc edition. It also supports a smooth shade. In the game, you can set FOV, view the distance and many options. Game features:- Support many mini-games.- Support multiple worldwide, each room can have up to 24 players.- Great graphics, smooth shadow support, and almost all blocks as PC edition. You can see the real shots below.- Craft maps, weapons, leather, armor...- account management. - Add a Christmas theme, holiday activities - add a night-night session - repair the case names room - speed up the pace of the battle game.- Fix bugs I'm very impressed with with the improvement of the murder puzzle (although there are typographical errors, it actually says floppy in the lol game). It is certainly more fun to play now that the name of the killer does not appear in the chat showing that someone has been killed. Murder Puzzle Maps are also very good and they have good places to hide, and I also love the ability to make your maps a murder puzzle! One drawback you noticed with this game mode is that when a person dies, they can just join the game and be alive again, a great pain for the killer who would keep going back to spawning while also having to track down fugitives and those that were hiding while not also getting shot by the detective, but that's the only problem with the game mode. Other than that, I'd love to see the size of maps that you can build on to increase! I've been thinking about making a village with my friends, but I found that the biggest size right now is just too small. It would be amazing if there could be giant maps, maybe with sizes of 300 or 400, or maybe even 500! That will really expand everyone's ability to make amazing maps! I really enjoy the ability to start with an empty map, which was definitely a very smart move on your part. I really enjoyed this game and hope to see bigger maps build! Thank you – Joseph generally the game is good, just needs some improvements.. Like login, murder puzzle, and ads. Oh my God I hate the singads there's a lot, like the ones that are only 30 seconds to download the skin (s), if you might reduce the amount of ads that will make the game a lot better. Other stuff is great but login. Let's talk about login OK? I have to delete the game constantly BC it takes Great space, but this is also my fault with the amount of media I have.. Anyway, every time I log on again, 1. My nickname is there 2. There could be some way to bring your back. Password after you forget it? We don't want to waste all these logins now, do we? 3. You have to reload your skin, and every time I do it, it says 'track error'. Now don't get me wrong this bothers me a lot the amount of ads per skin is just way too much. I didn't review a game with a lot of complaints. But these are too many ads, kid. ☹ I had a phone with a VIP account, and I deleted it tho. It was many inconveniences that I couldn't receive my VIPs after I paid for it when I reloaded the app. I'm sure you know me. ♡ I remember playing the old version of this. No chat button or box, no multiplayer game modes, no VIP or weapons. I also remember other games that you had, such as battle of warlords. It was excellent, and you must bring it back I still have the app and LVL 99 Cryomancer is waiting to compete, unfortunately, the game was taken down off appStore. Other replaygames too, were beautiful. It doesn't matter, I have to get to the point. On your still existing game, HideNSeek Minigame, I accidentally clicked the disapproval. There I had it, my account had gone. I understand if you can't return it but I put good amounts of money into this game. It didn't work out for your password, and it saddened me. I have very few amounts of friends in real life, but some soul mates made a real close-up during my playing time. At least put back up other games on the AppStore that you've made. This would make my day, month, year, century. I hope this has affected you enough to convince you honestly, a long time player. The developer, Wang Wei, noted that application privacy practices may include handling the data as outlined below. For more information, see the developer privacy policy. The following data may be collected but not related to your identity: Privacy practices may vary, for example, depending on the features you use or your age. Learn more of the privacy policy support ing app this iPhone app is broadcasting new life all the time kids favorite to play hide quest. This app transforms the game into an urban adventure for adults and children alike. No hiding and seeking is more fun than with Hide'n'Seek. Because now you have modern technology on hand to help you find the player who is hiding.... But the same technology also helps the one who is hiding to see you coming. So he or she can find another place to hide in the case of the current hiding place gets a little too hot. Important: Hide'n'Seek only works on iPhone 3G, 3GS and iPhone4! What do you need to play Hide'n'Seek? You need an iPhone 3G or 3GS. Sorry, Hide'n'Seek does not work with iPhone 2G or iPod Touch because it uses GPS and needs an online connection for tracking purposes. If you own an iPhone 3GS Every set! iPhone 3G users need a small compass to play Hide'n'Seek. Alternatively you can use a good old-fashioned map. How many players might participate? Hide'n'Seek supports up to five players. One who is hiding and four who are looking. This is also the main difference to the original children's play, where many players are hiding and only one is search. Note: At least two players are needed to play! However: Hide'n'Seek sports a unique solitary mode that simulates a goal one player can then chase. That's great for training. How do you play? Important: Bluetooth must be enabled! Players have to decide who is going to hide. This person is now the leader, and on the start of the game. This is done by touching the button named Open game. All other players have to touch the named button joining the game. The leader chooses a number of players including him/herself. The remaining players simply select the color and wait for the game call to arrive. The leader determines the duration of the game. Once you're done, the leader's device sends calls via Bluetooth. Once the message is received on other devices, a dialog box will be prompted to confirm. The leader's device will calculate the confirmations and once the count matches the number of players entered at the beginning of the game, the device will switch to game mode. Now the leader has touched the display on the bottom of the screen to start the game. This will send the start command to all devices and start the countdown. Once the game starts, the leader starts running and hiding. Note 1: The above process uses Bluetooth. In rare cases, this doesn't work properly (no invitations are received or the start command does not reach all devices). In this case, please check bluetooth enabled and try again. Note 2: Hide'n'Seek needs a continuous internet connection to work. Note 3: Depending on the duration of the game specified, the first update of the site view is delayed several minutes to give the leader a fair chance. Note 4: The leader site displays updates more frequently than researchers' updates. That's on purpose! Towards the end of the game updates on all devices occur more frequently than at the beginning. Radar's user interface screen, shows the position of other players. Five minutes before the end of the game it shows Google Maps. Touching the screen in radar mode switches and turns it off. Show this help screen. The compass's load appears. Only iPhone 3GS. Switch switch to display the time and carry. Only for players who seek. Multifunctional display. Show time and status information. The scope switch, determines the scope of the radar display. Switch the compass and turn it off. Only iPhone 3GS. ModeTraining mode is your very personal trainer. In training mode you can explore the different functions of the game, and it is also useful if you want to improve search skills. In this mode Hide'n'Seek will create random You will have to find it will display a message. If you are close enough to the target. The duration of the game is fixed to 10 minutes, the update break is 30 seconds and your color code is always green. To start your training mode simply press the training button at the beginning of the game. Note 1: Training mode is only one player! Note 2: The target is placed randomly. It may be in a tree, building or halfway! Always be careful when searching! Assigning player namesUses hide'n'Seek default iPhone name. This is the name you gave during the activation phase of iTunes. If you wish, you may change the name in the Hide'n'Seek settings app that is accessed through the iPhone Settings app on the home screen. Set units to use the Hide'n'Seek settings application to switch from meter units (m) to imperial (ft) units. How does it work? Hide'n'Seek uses built-in GPS (and a compass on iPhone 3GS) to track your location, the location of other players and most importantly the location of the player who hides. The unique iPhone ID is used to do this. No other personal data is stored in the database. The app periodically updates location data and requests location data for other players. The data is then displayed on a radar screen as color symbols. Screenshot_mapFive minutes before the game ends the screen keys in Google Maps mode to provide one more chance for players looking for a cache. Note 1: Sites are always displayed in reference to the real north - see below for details. Note 2: Because Hide'n'Seek depends on GPS playing inside buildings is not possible! Note 3: If someone is hiding inside a building (unfair!) then the last known location is displayed your location is always displayed in the middle of the radar screen. Other players' positions are displayed as color symbols. The red symbol represents the player who hides. Note: Clicking on the screen at once will show other players' names and location data. The number called d is the distance of other players in relation to you and if the elevation data is available, the number called h indicates altitude above sea level. This comes in handy when someone is hiding in a high building (see above Note 3). Clicking on the screen again will hide the details. How to interpret the male locations above your location is always in the center of the radar screen. To connect the positions of other players and especially one of the person who is hiding, you have to align the iPhone with the north/south axis, facing north. iPhone 3GS: On this iPhone 3GS this is very easy; just touch comp button to bring a compass rose. Then turn around until the N compass and the N mark rose from the radar align screen. View address on the right side Show 360 or 0 touch the COMP button again to hide the compass. Now you see player icons in relation to your position. The space rings on the screen show the approximate distance. Use the band buttons at the bottom of the screen to zoom in and out. iPhone 3G: Because the iPhone 3G doesn't have an integrated compass you have either to use a separate compass and align your iPhone to it, or use streets, buildings or map as a northbound indicator (see examples below). Once you have identified a trend to the north, use the above description to locate the players. Examples aligned to mapiPhone aligned to the general compass note on gps precisionDepending on the location you are playing, gps data may be more or less accurate. Aberration up to 50m (164ft) may be experienced in cities with lots of high-rise buildings or in rainy weather. This is not a flaw in this application, but a problem of the GPS principle itself. Another problem is that GPS data is randomly changed for non-military users - thus deviation from location data you may see, even though you have a clear sky and you are not hiding in a forest. If you are interested in more details about GPS click here. Proximity alert to compensate for the inaccuracy of the GPS, Hide'n'Seek sports proximity feature! When you are close (10-20m/32-64ft) to the player who is hiding, then the dialogue will float until you are notified. This feature uses Bluetooth technology to detect a hidden person's device. Note: This notification works only for researchers and not for the person being pursued! Perimeter warning if the player leaves the 1.000m (3.280ft) gaming area then a perimeter warning will be displayed. The perimeter is always calculated from the starting point of the game and stretches 500m (1.640ft) in each direction. This means that if the player is away from the starting point of 500 meters, the warning dialog box will be displayed. You may exclude the dialog box but the alert message in the bottom display will disappear only when you are inside the perimeter again. Interrupts to play receiving a phone call while playing Hide'n'Seek is not a problem. Once the call is finished the iPhone will turn back into the game. You can event turn off your iPhone with the top case button. The app will continue to run in the background and continues to transmit and receive location information. It is not recommended to press the home button while playing! This will end the application and no more information about the site will be sent. This may be tempting for the person who is hiding, but it is considered unfair! When Hide'n'Seek restarts while the game is playing, you are asked if you want to rejoin the current game or start a new game. Silent modeWhen Hide'n'Seek plays it makes sense to set the iPhone in vibration mode, so that the sounds emitted by the iPhone do not reveal your location. Hide'n'Seek will also lead vibrations if it is important Viewed on the screen. Tinhlala tries to run the program while driving or running heavy machinery. Always monitor your surroundings and traffic when playing. The creator of this program cannot be liable for any damage that may result from the use of this program. Software.

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