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In his late 30s, he would get into marathons and they would lead to triathlon and end up in the Ironman competition. Yes, that means a trip to Hawaii... but instead of cooling off on the beach, you'll be cheered by it from the outside. Having fun? Butch Hogan is a Nice Guy with a chip on his shoulder He will make fun of tools that try too hard with a daring choice of clothes to seem down to earth, but here's his messy little secret: He spends as much time choosing his outfit as his more fashion-conscious colleagues do. Under the casual exterior is a calculating killjoy with mom issues. He's going to stand in the bar and think, why is this girl coming for this guy? One day, she'll come to her senses and get on with a good guy like me! The truth is, he's so preoccupied with being overlooked that he doesn't pay any attention to your attention. Butch Hogan Smooth Operator He's the type who rolls up the club in Escalade and holds court in the VIP section, ordering the bottle service all night. Although he got Ds in high school, he now scores A, B, and C cups with entertaining small conversation and name drop. Yes, he is Casanova in a skullcap (she replaced his trucker hat about a year ago). But this cover spells the problem. It takes confidence to pull it off with a straight face - too much confidence. (There is such a thing.) It will shower you with attention, but be careful: You may not be the only chick in this soul! Butch Hogan Workaholic Hotshot This guy is always dressed in nines because he's loaded. Simmer - cash flow comes in price. He works until the very two hours, and then loosens his tie and parties, as if tomorrow will not be. Unfortunately tomorrow and it starts in three hours. What less time it has for you to be shared with it Ugly truth: Money is the love of his life, and you are just a mistress... or the second mistress, the mistress, he was probably crunching more than the numbers with his secretary. This content is created and supported by a third party and is imported to this page to help users provide their email addresses. You may be able to find more information about this and similar content on piano.io Reddit user dufe_ from_pdx recently posted a series of photos on image-sharing site Imgur showing how it took apart the iPod video from 2006 and updated it, quading its memory to more than 120GB in the process. His step-by-step guide reveals the challenges of working with tiny, fragile cable devices. He installed new SD maps to increase storage, but, surprisingly, the most difficult part was opening the case without hacking the screen. Spoiler alert: it worked. Read about the entire iPhone hacking adventure here. This content is created and supported by a third party and is imported to this page to help users provide their email addresses. You may be able to find more information about this and similar content on piano.io the first gravity-starred hero is wrongfully imprisoned by his evil government for manipulating gravity. He broke out of prison, but he was endlessly pursued by a heartless gravitational trooper. At the end of the game, Gravity Guy escapes to freedom. Gravity Guy 2 disappoints everything so little by comparison because all the pretense of history is gone. Players now control without a Gravity Guy helmet, but the cut scenes of bookends and the evil pursuer are gone. The store's description says Guy was captured and cloned (Miniclip also published this web page to expand to the premises), but that doesn't spill over to the game itself. In fact, the story is the mode of the first game and the local multiplayer MIA as well. Endless Runner doesn't need these things to keep players entertained, but the lack of context and modes still represents a small step backwards in an otherwise vastly improved game. More! Forget the missing bits, it's really much better. Story or not, Gravity Guy has always been about running from left to right and trying to stay alive as soon as possible. The character works automatically without the player's participation. Part 2 retains these key elements, but the main character's powers have changed for the better. Guy used to not jump like a traditional platform character. Instead, tapping the screen flipped it up to the ceiling or back on the ground. Novel, but it's hard to get your head around no matter, and the awful concentration is intense. Miniclip wisely tossed gravity flipping for more natural vehicles. Tapping to the left side of the screen causes Guy to jump; Click again in the air to make a double jump. It feels good to have a normal jump, and yet that's not guy's main way to reach high places... Gravity Guy 2 packs a new mechanic that sets it apart from almost any other platformer or endless runner. Runner. The right side of the screen raises any platform Guy takes or will next will jump on. The longer you touch the screen, the higher the platform rises. Requires a game or two adjustments, but after that the platform lift feels better than the cool side of the pillow. You probably pick up the platform much more often than you jump. Bonuses you will do a lot of running, jumping, and lifting in Gravity Guy 2. To keep the gameplay fresh, the developers have added a couple of skill bonuses to the mix. Many platforms have glowing green lights in their centers. If Guy lands right on the green light, he gets the perfect landing bonus from a few extra coins. Think of the perfect landing mechanics as performing tricks in a racing game; it gives you something extra to strive for. Going after the bullseyes works a lot the same way. Floating rays of light begin to appear as soon as The Guy reaches a distance of 750m or so, which means they are less common. Jump through the beam and you will get a bonus bullseye coin. However, the bullseye poses a risk because touching the balls at both ends of the light beam will kill Guy. Further in perspective, the rays become much smaller and harder to jump through safely; I usually end up hitting the ball by mistake. The dangers of the Bullseyes aren't the only thing that can kill Guy. Since endless runners are also platformers of a kind, the main character can certainly fall to his death. Or it can crash into floating balls, which sometimes appear separate from the bullseye. Some platforms are partially covered with deadly red lasers. You could jump over lasers, but it often requires a combination of lifting the platform as well. Detection of lasers is a bit inexorable, so they probably caused me the most deaths after the wrong blow of the bull's eye. Major Coinage Like the endless mode of the first game, one of the main goals of Gravity Guy 2 is to run the maximum possible distance in an increasingly dangerous and randomly generated level. But by borrowing a page from games like Temple Run and Jetpack Joyride, our hero must now collect coins as well. As you get further into perspective, silver coins worth 2x replace bronze, and eventually gold coins worth 3x come along as well. The coins make a delightful sound and greatly contribute to the addictive of this version by an order of magnitude. You don't just chase high scores now; you accumulate wealth as well. And even when you're dying, you're always a little richer than before. Money won't mean much without things to spend it on. The game store allows players to purchase new characters or time powers (which we'll get in a bit). There are seven alternative skins to buy, including two female androids Gravity Guy, and Gravity Trooper from the first game. They all cost a huge amount of coins though, so you couldn't unlock anyone some time... To speed up the process, players can purchase bundles of coins with real money. Prices range from \$1.99 overall to \$19.99, which seems much fairer than Gameloft IAP prices. However, the value of a pack of coins feels somewhat hazy because: how can I know how many bonuses I want to buy? Aside from unlocking the characters needed to achieve, that's all you'll spend them on. I would like the store to offer some meaningful permanent bonuses like a coin multiplier. Power and Alignment Power-UPS Buy: Amplifier: Increases Perfect Fit and Bulls bonus Boost: Guy's Warp Ahead at the start of the launch of Jewel Box: Reasons for Valuable Jewelry to Breed Among Groups of Magnet Coins: Attracts Coins from a Short Distance Revive: Brings Guy Back to Life Once and Warp It Forward for a Short Distance It's All Fun and Useful, although they don't offer great return on investment. Powers cost between 1,000 and 7,500 separately. This may be bad for talking about my skills, but I rarely earn much more than 1000 coins during the run, so I always lose money on bonuses. It can be psychological; I tend to do a little worse after activating precious force than I would otherwise. Players also earn a few free bonuses whenever they are aligned. You see, you always have three additional goals to achieve, such as running the X distance, collecting Y coins, or using a specific power supply. Knock out all three goals to level. Initially you will improve the performance of individual bonuses when you level. But after maxing out of power, spending your bonus level on it gets you a random amount of free use of that power. Goals and alignment add a lot of longevity to the game, although I found that they also made me spend coins I'd saved to unlock the characters. Achievement Boost Power helps with these challenging distance-based achievements. Now the bad news... Gravity Guy 2 suffers from one broken achievement: 'Jackpot,' - to collect 4,000 coins in one run. When asked if they would fix Achievement or not, Miniclip declined to comment. Let's hope they do the right thing and fix it. As for the rest, they are about jillion times easier than in the first game. Most of them can be made easier by equipping the right power-ups, thankfully. One requires that players spend 150,000 coins to unlock Beauty and the Beast characters, so make sure you don't unlock anyone else before those two! Difficulty-wise, Reaching for a 5000m travel in a single run is the only thing that gives me trouble. This may be too tough for some players. A general impression Given the internal complexity of the first game and the strange mechanics of Gravity 2 represents an amazing change of course. Miniclip has ditched what doesn't work about its predecessor, greatly increasing the appeal of the sequel. It could have used a little more personality, but otherwise he had it brilliantly at creating an addictive experience from a relatively small amount of content. Even if you consider part 1 bust, give it a follow-up try. Gravity Guy 2 is a 23MB download for Windows Phone 8. Get it here at the store for \$2.99. \$2.99.

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