## bet 667

<p&gt;Goood mornig ,&lt;/p&gt;

<p&gt;I think it s really good BT maybe they could add more things or maybe t ry</p&qt;

<p&qt; harder to do &#128181; better. For example the could may use more cha

racters, I know they can</p&gt; <p&gt; make this game a popular game of &#128181; the week or even month. An

yways maybe they could add</p&gt; <p&gt; unique powers to each character. Like maybe you reach a &#128181; rar

e level and you could get a</p&gt;

<p&gt; new character you could get to another rare level on and on lock &#128

181; their unique power or</p&gt;

<p&gt; skill and do that for every character they unlock that my second sugge

stion.</p&qt;

<p&gt;And my&lt;/p&gt;

<p&gt; third one &#128181; is you could add a fever to when the beat a level

to be more interesting.</p&gt;

<p&gt; Again for example like &#128181; the game stack fall... every time yo

u don t stop or if you keep</p&gt;

<p&gt; holding the button to go down without &#128181; hitting the black lin es you re able have a</p&gt;

<p&gt; sparking glow before you go down faster and go down being able &#12818

1; to go through the black</p&gt;

<p&ğt; lines.&lt;/p&gt;

<p&gt;What I m trying to say is if we go through enough levels and not die &#

128181; we could</p&gt;

<p&gt; have a rainbow color when we play instead of the random colors. Then w e could be able</p&gt;

<p&qt; to &#128181; take a lot of hot and slow down time and be able to move

faster. Although of course</p&gt;

<p&gt; there s a &#128181; catch to that the game gets 4x harder and the bet

ter you do without dying it</p&gt;

<p&gt; get 2x harder every &#128181; level you beat without dying that my th

ird and final suggestion,</p&gt;

<p&qt; anyways besides all those suggestion the game is really &#128181; add

icting a can t lie. Even</p&gt;

<p&gt; though I just started I can t wait to get far in the game!&lt;/p&gt; <p&gt;&lt;/p&gt;

Autor: handleyhomeinspections.com

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