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Path painter level 150

Since hyper-casual games are still a very popular genre in the mobile gaming industry, it can be expected that numerous new titles will pop up on both the App Store and Google Play from time to time. While not all of these games will do remarkable feats for the duration of their existence, developers and publishers specializing in the genre are more often than not expected to bring new and unique titles to the table for fans of the genre to play and enjoy. Voodoo is a leading provider of hyper-casual games and you expect them to keep publishing new titles every once in a while. With more than 70 apps under their portfolio, the pace of growth can only be matched by the performance of each individual game in the mobile gaming market. We have some of Voodoo's most popular releases like Uphill Run, Crazy Kick, and Swing Rider just to name a few. If you loved one, two, or a lot of voodoo's games then chances are you'll also be happy with their latest offering on iOS, which is Path Painter. Path Painter is a unique brainteaser game that requires timing, precision and patience to conquer any masterfully designed level. You basically decide when each of the path painters or runners in the obstacle will start running and if they follow their designated path, they paint the paths they pass. The goal of the game is to completely paint the whole of the course and hitting an obstacle or hitting one of the runners apart leads to failure. Like the rest of Voodoo's published games, Path Painter is very easy to pick up and play and requires minimal learning. As such, there are no tutorials included as there is no need for one. A simple tap of each runner is all you have to do to and painting the whole course before hitting something is the whole of the mechanics of the game. Although it sounds pretty simple and easy, some levels can be quite challenging especially if more runners get involved and as the obstacles become more intertwined. If you find yourself stuck on a certain level, looking for faster ways to earn more diamonds to unlock skins, check out our Path Painter beginner's guide. Our tips, cheats and strategies are there to help you complete each level and unlock all available skins in the game! 1. Timing and Patience Are Your Top Weapons Path Painter is a puzzle game that challenges your mind but doesn't impose any kind of timer to put some pressure on you as you play. As such, there is hardly any need to rush through each level and you take as much time as you need to look at the obstacle in its entirety before tapping on a runner to paint a path. For example, knowing that each runner will follow a certain path leads to determining how many path painters will be at a certain level Even before he starts playing. Beyond that, you identify some points where the paths intersect to give you an early idea of what to keep an eye on as far as the timing goes later. Later. Any need to rush into completing a level, you exercise maximum patience and do your best to get the right timing and prevent the runner from hitting an obstacle or any of the other runners in the level. Since there may be surprising variations in some puzzles, such as runners at different speeds and alternate locations where multiple runners will come from, patiently waiting for openings after each crane will help you complete puzzles during your first go. Don't push to finish a puzzle quickly, as there are no additional rewards to do so. Attempts to succeed quickly in a puzzle will simply put you at risk of hitting obstacles or having the runners run into each other. Restarting a level can sometimes be inevitable, but because it takes more time to do so over and over again, exercising caution is an important habit to have and practice from the start. As in any other puzzle game that has no time element, taking things slowly, especially for beginners, is always the best way to go. 2. Counting Off Inside Your Head Can Greatly Help You As a puzzle game that is heavy on timing and precision, you need all help you can get to time your moves right as well as start the runner going as precisely as precisely as you can. For the most part, what you should naturally focus on as you try to complete each puzzle are the gaps or openings that leave obstacles and runners as they routinely go to move through a totally consistent path. Also keep in mind that if runners and obstacles are constantly moving, you'll need to set your timing a little more advanced to let the current runner pass through the gap as soon as it's available. It can be a little tricky on the first few occasions, especially if you haven't played a game loosely similar in terms of timing mechanics, but with a little practice and repetition, you get the hang of it. To help you get the right timing, counting down in your head every time a gap becomes available while you simulate tapping on the screen with each count, will be a very useful habit to make for starters. The same trick is very useful when it comes to timing and rhythm-based games. Although you still encounter fog using this method, it will be fully aware of when you have actually made a tap to help you adapt easily to get it right on your next attempt. 3. Note potential collision areas The increasing challenge path painter offers is expected to take into account crossing more and more paths as you progress into higher levels. Although the purpose of painting all paths remains the same, overlapping certain path sections over each other can be overwhelming at first glance. If you have a good look at the whole path puzzle before you start Play a new level, separate paths based on the cycle that each of the path painters have. You will notice that despite the potential with numerous intersections, not all trails at the level will have an impact on every runner. Take to carefully analyze each path and don't let intersections confuse you in advance. In most cases, puzzles are a lot easier than they seem to be and if you separate each level into the paths they create, you'll find that you just need to keep an eye on a few intersections. Not all intersections will therefore be a constant collision point for all runners. In most cases, being able to activate two runners and not run with them in each other will only have to worry about the third runner clash with one of them. This same concept works for the most part, no matter how many runners there are in the level. As an overall strategy, break the whole level in its more fundamental form, which is a singular path, and try them on two at once. There will certainly be exceptions to this general rule, but levels that sport multiple paths crossing each other's path in different sections are not as common in the game. 4. Keep tabs on who goes first Another important element you need to take a note from in Path Painter is to identify which runner will start first. While it's easy for levels with only one or a few runners, some levels can get a little more confusing, especially if multiple runners will walk the same path. What's more, when there are numbers that indicate how many runners will walk through the same path, it makes it easy to assume that they will run after each other, although they won't actually do so in other levels. Actually being able to know this only when you start playing a level leaves a good chance that you might have to repeat that level. If you're lucky, you'll still be able to complete a level on your first go, but in any case, taking note of who goes first should have a habit to increase your chances of finishing a level at least on your next attempt. 5. Rushing Into Some Levels Work Too Although we said earlier that patience and timing are important in Path Painter, it is also useful to know the order with which the toad painters will walk. Since it's a huge challenge to complete all levels during your first attempt to do so, you can run the path painters one run after another as soon as you just see who's running for whom. In some cases you will be surprised to discover that actually doing a rush move especially in the more complex phases can work spectacularly. 6. Watch Ads For Extra Keys Ads are practically an integral part of free-to-play mobile games, especially if the game does not respond to in-app purchases of any kind other than a small fee for removing the ads. In any case, if you still find yourself slightly annoyed or dissatisfied with ads popping up in-between your runs, keep in mind that these are necessary to keep the game up and for everyone to play for free. While countless free apps can give you barrage of ads given the usual justification, some actually leave you a choice to play the included ads in exchange for some items, boosts, or similar other To help you progress faster in the game. This same reward method matches Voodoo's games and can bring you many benefits in Path Painter. To begin with, gem bonus phases offer you a 5x gem multiplier bonus if you look at a 15 to 30-second video ad at the end of the level. You also skip a level after you haven't completed it if you're viewing an ad, although we'd recommend giving it a few more tries, especially after reading our guide. It leaves you with a much better sense of fulfillment to successfully beat all stages without skipping. For the most important perk, viewing an ad after consuming 3 keys to open chests containing gems and a special reward, give you 3 more keys. If you still missed the best reward after consuming 6 keys, you can watch another ad for another set of keys to open all the boxes. 7. No Wi-Fi means no ads As it may happen that seeing video ads between levels can cause you to lose your momentum, feel free to play the game after you have turned off your Wi-Fi or mobile data. However, keep in mind that this means you won't enjoy all the perks associated with watching those video ads. For best results, consider 2 different types of runs when you play the game. If you want to go through levels faster, go offline play, because it will be faster to progress that way, provided you don't need the skip button to do so. If you want to unlock all the skins for your pad painters, then playing online and watching video ads will be the faster way of earning gems and unlocking the various available skins through the treasures and store purchases. And this completes our Path Painter beginner's guide. We hope that our collection of tips and tricks will help you on your quest to complete all levels in the game and unlock all available skins for your path painters. If you've been playing a while and discovered some tips in addition to what we mentioned in the article, make sure they share with us in the comment area! Areat

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