
EduNumbers Full Crack [cheat]



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About This Software

EduNumbers is an educational software for children in the age of 3-6. It has a Quantity Matching section that includes two games: "Match Number to Quantity" And "Match Quantity to Number". Also games: Number Recognition,, Ascending Series, Descending Series, Addition, Subtraction, Games: Match Number to Quantity, Puzzle and Memory Games.



In "Match Number to Quantity" the child must count the number of fruits in the basket and click the number accordingly. In Match Quantity to Number the child must drag the number of fruits to

the basket and then click on a button flag when finished. In "Number Recognition" the child must memorize the number of fruits

showing in white rectangle and after the fruits disappear he must choose the number.

In "Ascending Series" and "Descending Series" the child must fill the sequence of numbers in ascending or descending order. In "Addition" the child must calculate additions of two given numbers and then choose answer. In "Subtraction" the child must calculate subtraction of two numbers and then choose the answer.



In "Games":

1. "Match Number to Quantity" the child must count the number of hamburgers and choose the right amount.
2. In "Puzzle" the child must select two matching pictures: the number of objects and the corresponding number and flip them. When two pictures are flipped they are exposed showing part of the puzzle.
3. In "Memory Games" the child must flip two hamburgers and memorize the place where it appeared to be equal to the number. When the child flips the right pair the cards pair disappears.

Title: EduNumbers
Genre: Education, Software Training
Developer:
Olga Karpushin
Publisher:
Shark Software
Release Date: 12 Nov, 2018

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Minimum:

OS: Windows 7

Processor: Any

Memory: 8 GB RAM

Graphics: Any

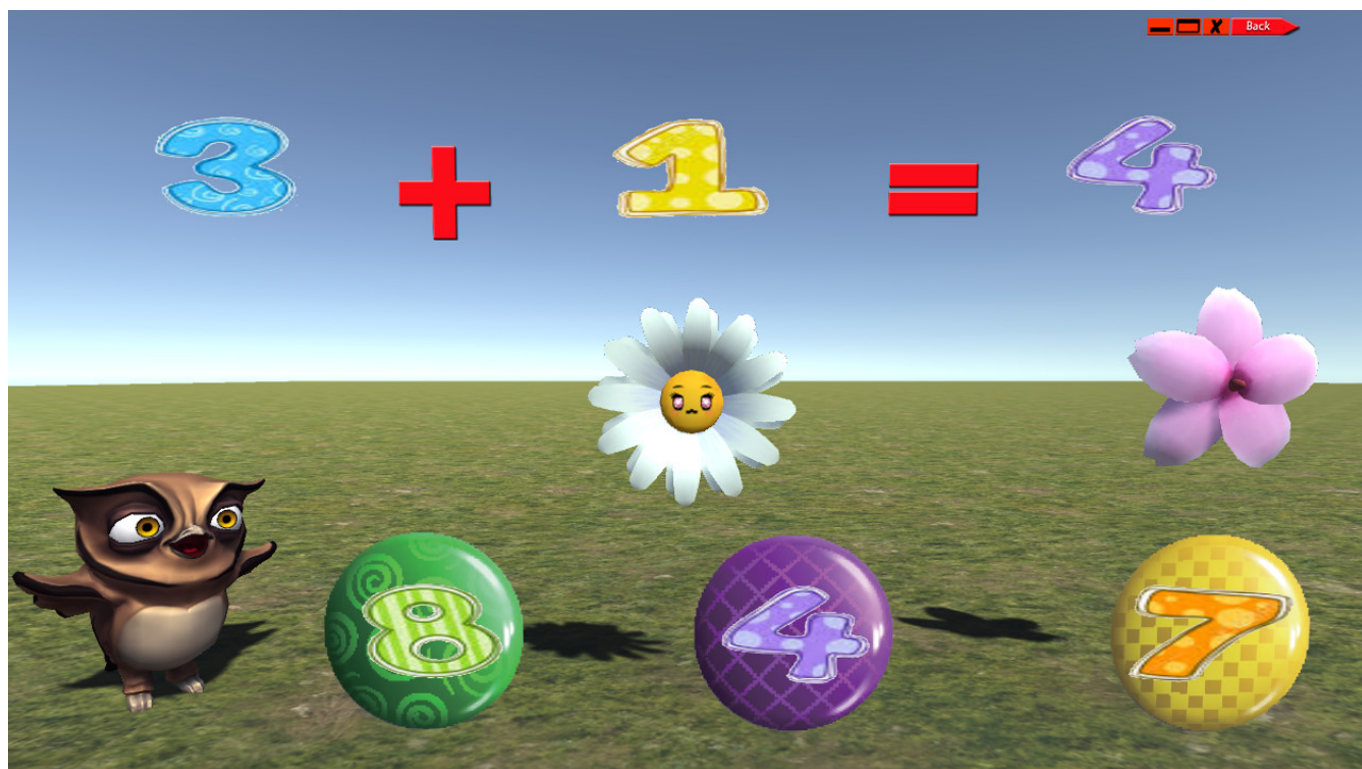
DirectX: Version 8.0

Storage: 700 MB available space

Sound Card: Any

English







Escape The Labyrinth **Escape The Labyrinth - Spring 2019 Update:**

So here we are, already a couple of months into 2019 and finally, we can release our first update. It's safe to say the last few months have been pretty hectic, which is why we've had to delay this update for so long. Enjoy!

- Improved player animations
- Improved enemy animations
- UI overhaul
- Reworked visual improvements
- Adjusted labyrinth generation algorithm to incorporate new models and scenery
- Multiple major and minor bug fixes
- Various optimisation improvements

. **#ETL Competition Time!:**

Today we released Escape The Labyrinth on Steam. To celebrate we are running a competition. It's pretty simple, the person with the highest score on the 1st of October will win a DeathAdder Elite Ergonomic Esports Gaming Mouse. However we have a catch, If someone is able to figure out how to escape from our labyrinth and tweet us the finish, the competition will end and this person will instantly win the gaming mouse. Think you have what it takes? Pick up your copy of Escape The Labyrinth now!

https://store.steampowered.com/app/920450/Escape_The_Labyrinth/

Terms and conditions for taking part in the ProjectKlowd's Escape The Labyrinth Competition:

Purchase and install Escape The Labyrinth on the steam store.

Play Escape The Labyrinth and submit your score to the Global leaderboard.

Should a player complete the labyrinth before the competition duration has ended, this player will instantly win the prize and the competition will end.

If you complete the labyrinth you **MUST** contact us via twitter or email with proof of completion e.g screenshot or video.

That's it! (Time frame for giveaway event September 15th - October 1st) Top of the leaderboard will win first prize unless the labyrinth is completed.. Lords of Kingdoms **Lords of Kingdoms update!:**

Opened a new world!

Added a lot of new features!

Added the most powerful unit: Blaze Archers!

Supports more languages: English, Spanish, Portuguese, German, French, Russian, Turkish and Simplified Chinese!

. **#ETL Update v0.1.8:**

With release day edging ever closer I feel it's time to push a final update before.

Added:

- MacOS support for ETL
- Leaderboard now viewable from the main menu
- Bear trap added to labyrinth which can be set by the player to slow the beast
- Minor bug fixes
- Minor performance enhancements
- Minor graphical improvements. **#ETL Update v0.1.7:**

Hello! Today I pushed an update to ETL that will allow you to keep track of everyone's progress. Yes, it's a scoreboard that will track your own and other steam users best times in the labyrinth. Alongside this, I have also made several bug fixes and add one

or two new features to the labyrinth itself.

Added:

- A new high score system
- Rocks and rubble added to labyrinth algorithm
- Head on spike added to labyrinth algorithm

Fixed:

- Restart from the main menu with no mouse bug
- Misc. performance fixes

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