

Base Única - Release 2 - PES: Requisito #72792

New feature planning

03/02/2025 15:59 h - marvelwang

Situação: Novo(a)	Início:
Prioridade: Normal	Data prevista:
Atribuído para:	% Terminado: 0%
Categoria:	Tempo estimado: 0.00 hora
Versão:	
Descrição	
Planning the new feature to embed the escape road 2 to feature pack.	

Histórico

#1 - 12/02/2025 07:12 h - poppy12

I thought your article was interesting. I can't wait for your post to come out soon. Have luck with the next update. This article is really good and interesting. You can play: [dordle wordle](#) to relax, or pass the time!

#2 - 18/02/2025 03:12 h - Pikdeos

I find that [ragdoll archers](#) are the most effective way that will have you on the edge of your seat.

#3 - 09/05/2026 09:27 h - Robbie34

Sounds like a solid addition! Focusing on user escape routes is key. Will this integrate seamlessly? Imagine players pulling off a risky maneuver reminiscent of a [drift boss](#) stage just to utilize it! Thinking about scalability too, how easily can we add/modify escape routes in future updates? This could really enhance strategic gameplay.

#4 - 18/05/2026 04:18 h - SaraholLopez

Great discussion about the new feature! Thinking about user engagement, maybe we could gamify part of the experience? Perhaps a daily puzzle, like [Wordle Unlimited](#), where users solve a challenge related to the feature. This could drive repeat visits and make learning the new functionality more fun. It's all about creating a habit!

#5 - 21/05/2026 09:37 h - JamesHodgson

That's exciting news about embedding "escape road 2" into a feature pack! It sounds like you're really focused on expanding the possibilities for players. I'm curious, will this new feature tie into any existing game mechanics, or is it a completely fresh element? I'm imagining some pretty intense scenarios, almost like you're a [Snow Rider 3D](#) navigating a treacherous course! Hopefully it can make for creative level design in the future!