



The screenshot shows the game interface for 'Dogs vs Aliens'. A central modal window titled 'UPGRADES' is displayed, listing five available upgrades:

- LEASH LENGTH**: Dog attack range increase, Level 30, MAX
- RUNNING SPEED**: Increase the running speed of the player and dogs, Level 43, MAX
- CATCHING SPEED**: Increased enemy capture speed, Level 81, MAX
- BACKPACK SIZE**: Increasing player's backpack capacity, Level 40, MAX
- GROUP ATTACK**: Multiple dogs will be able to attack one enemy, Level 7, MAX

The background shows a 3D map with alien invasions and various upgrade icons. The top right corner displays a progress bar for 'NEW ALIENS' at 49:01, and the bottom right corner shows another progress bar for 'NEW ALIENS' at 06:05.

11 224 / 1500

LEVEL UP

LEVEL UP

LEVEL UP

LEVEL UP

LEVEL UP

QUESTS

Restore the UFO, part 2

Green Gear 15/15

Purple Gear 12/12

Transistor 1/3

Take 30 aliens

Caught aliens (any) 14/30

-

SHOP



This screenshot from the mobile game Dogs vs Aliens shows a player's progress and a level map.

Player Progress:

- Score:** 30,000 / 19500
- Bones Collected:** 30
- Cubes Collected:** 10
- Completion:** 67%
- Quests:** 1
- Alien Troops:** 50
- Alien Troops Collected:** 256
- Alien Troops Destroyed:** 509
- Alien Troops Remaining:** 782
- Alien Troops Collected This Game:** 1172
- Alien Troops Destroyed This Game:** 302
- Alien Troops Remaining This Game:** 2958

Level Map:

The map shows a green field with purple trees and orange lava flows. A blue wall runs along the top and right sides. Several alien troops are scattered across the field. A small dog is visible near the bottom center. The map is divided into sections by a grid pattern.

A screenshot from a mobile game, likely a pet or animal-themed RPG. The top right corner shows the player's current level (30), a purple gem icon, and a total score of 566. Below the score is a vertical menu with various icons and numbers: 0 (key), 1 (stone), 51 (cube), 39 (leaf), 66 (fire), 25 (spiral), 661 (PRIZE), and 1731 (gold coin). In the bottom right corner, there is an 'UPGRADES' button with a blue icon featuring a dog head and two plus signs.

The main play area is divided into two sections. On the left, a circular arena contains several dogs and a green character. One dog is labeled "12 M.". A text overlay "+2exp" is visible near the center of the arena. Below this arena is a progress bar labeled "PACK (8 / 80)". At the bottom left, there is a small icon of a dog head with the number "12" next to it.

The right section of the screen features a large, circular hub or teleportation point. Inside this hub are several floating cubes and a central circular platform with a glowing pattern. A small green character is standing on the hub's floor. The hub has a decorative border of white stones.





NYXHELIUS

1031 \$
156 GDRIVER POINT
50263LEVEL 48
COMPLETED!GAME SCORE
125435

FACTORY SPECS

V 8 CYLINDER
TURBO CHARGED
@ 8000 RPM
@ 3000 RPM

RWD
7 - SPEED

TEST SPECS

ACCELERATION (50 - 150) : 3.8 s
BRAKING (150 - 50) : 1.33 s
HANDLING : 1.30 G
TOP SPEED : 362 km/h



BACK

VALVOLEX

FPS 143.87

DISTANCE: 9.86 KM
SPEEDING: 290.5 s
OVERTAKE: 80
OPPOSITE LANE: 0 s
MISSION COMPLETED: OK
TOTAL MONEY EARNED: \$ 38870



Racing Limits

Racing Limits

Racing Limits

DRIVER POINT DRIVER STATS

TOTAL DISTANCE TRAVELED :

818.49 KM → 819

TOTAL OVERTAKES :

5820 → 5820

MAX OVERTAKE COMBO :

118 → 11800

TIME ELAPSED IN OPPOSITE LINE :

1:55:42 → 70

CAREER LEVEL REACHED :

55 → 11000

MULTIPLAYER RACE WINS :

2 → 10

MONEY EARNED :

2283379 \$ → 22834

GOLD EARNED :

224 G → 11200

DRIVER POINT : 63553



SPIN



GARAGE

SETTINGS



\$41.52M

Builders **Upgrades**

Blueprint
60 bricks/10s **\$1.03M**

Hammer
54 bricks/9s **\$1.2M**

Drone
32 bricks/8s **\$135.88k**

Builder
21 bricks/7s **\$96.02k**

Mixer
18 bricks/6s **\$210.84k**

Robotic arm
15 bricks/5s **\$444.84k**

Printer
8 bricks/4s **\$585.49k**

Crane
6 bricks/3s **\$1.31M**

Robot
2 bricks/2s **\$2.31M**

UFO
1 brick/1s **\$5.05M**

Idle-house-build

Idle House Build

Hide this bar

Like 75K **Dislike** **Heart** **Comment** **Share** **+** **...**

Offline income
\$36.83M
max \$74.82M

COLLECT

Almost there...

Builders **Upgrades**

Blueprint
60 bricks/10s **\$1.03M**

Hammer
54 bricks/9s **\$1.2M**

Drone
32 bricks/8s **\$135.88k**

Builder
21 bricks/7s **\$96.02k**

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UFO
1 brick/1s **\$5.05M**

Money per brick
\$55 **\$7.61M**

Bricks per click
16 bricks **\$8.84M**

House size
400 blocks **\$10.69M**

Banker
max 12:00h offline **\$11.22M**

Bank
max \$74.82M offline **\$7.48M**

Offline income is generated by your builders.
Upgrade banker to collect offline income for more time.
Upgrade bank to collect more offline income.

2.85 septillion candies

per second: 115.94 quintillion



Level up ▶ open

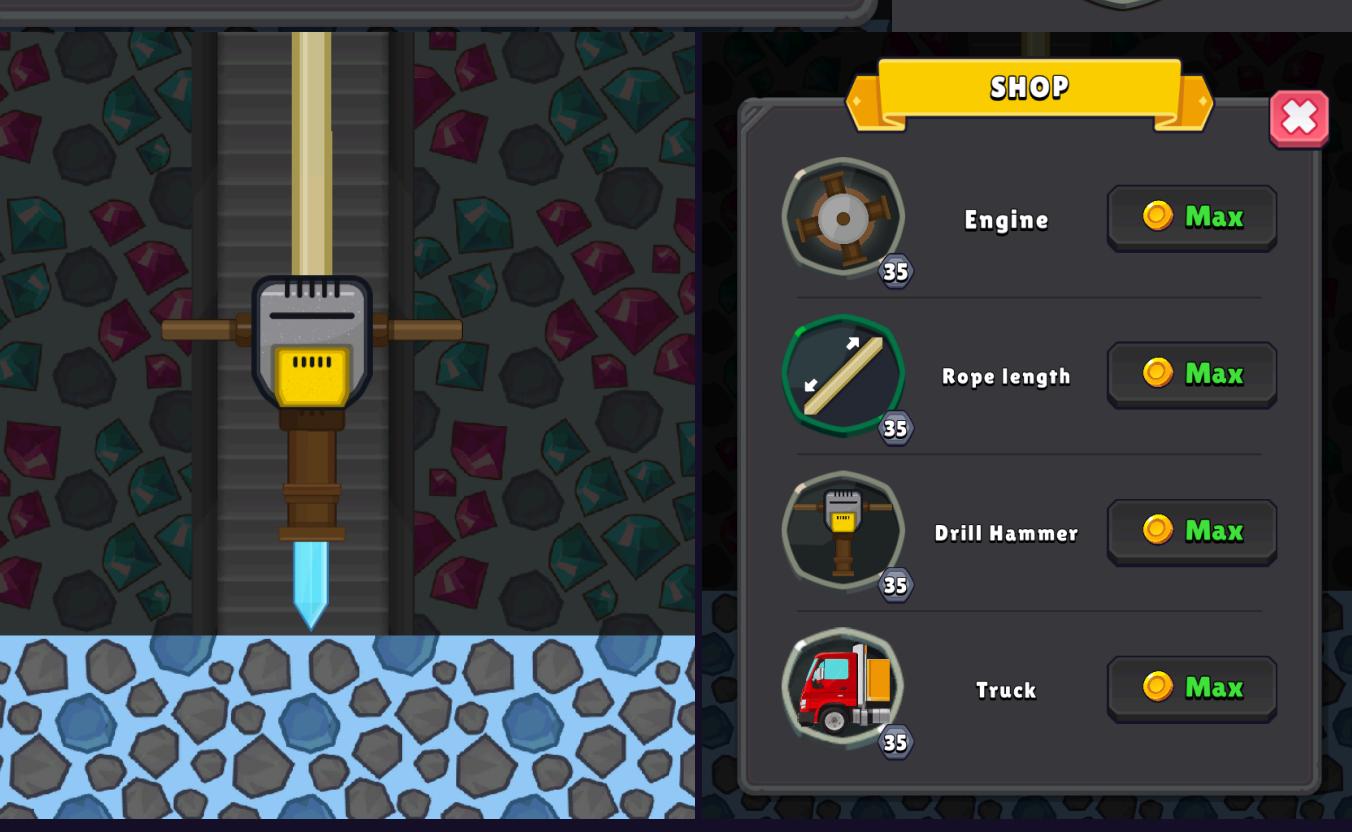
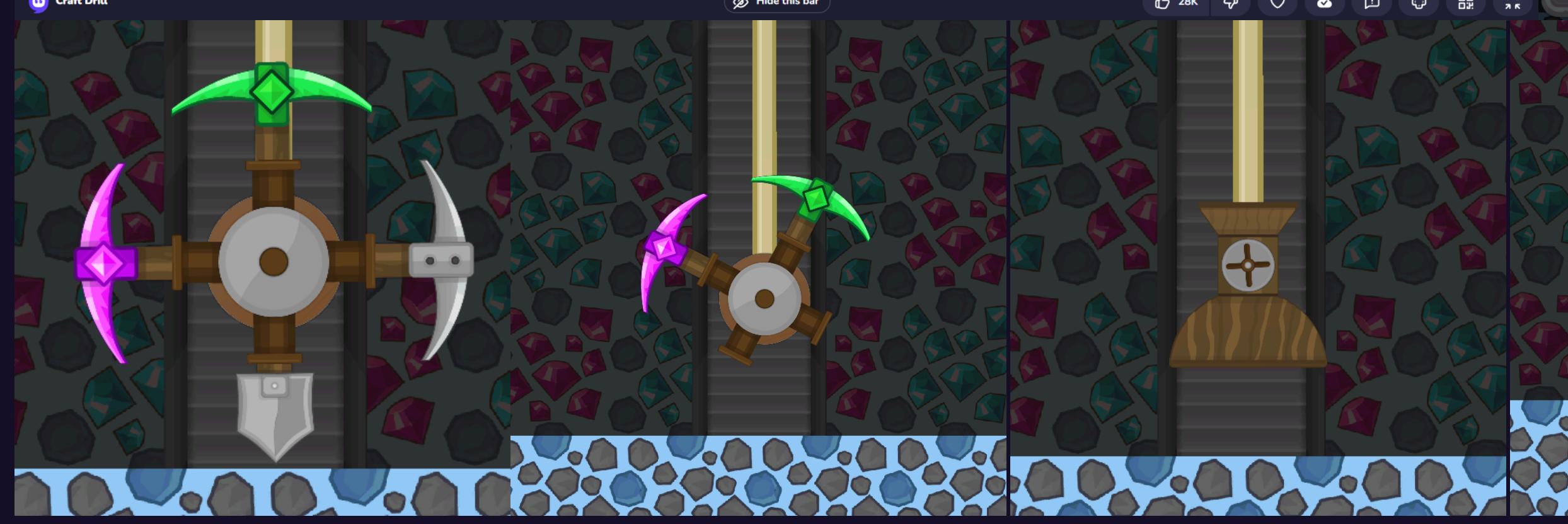
11

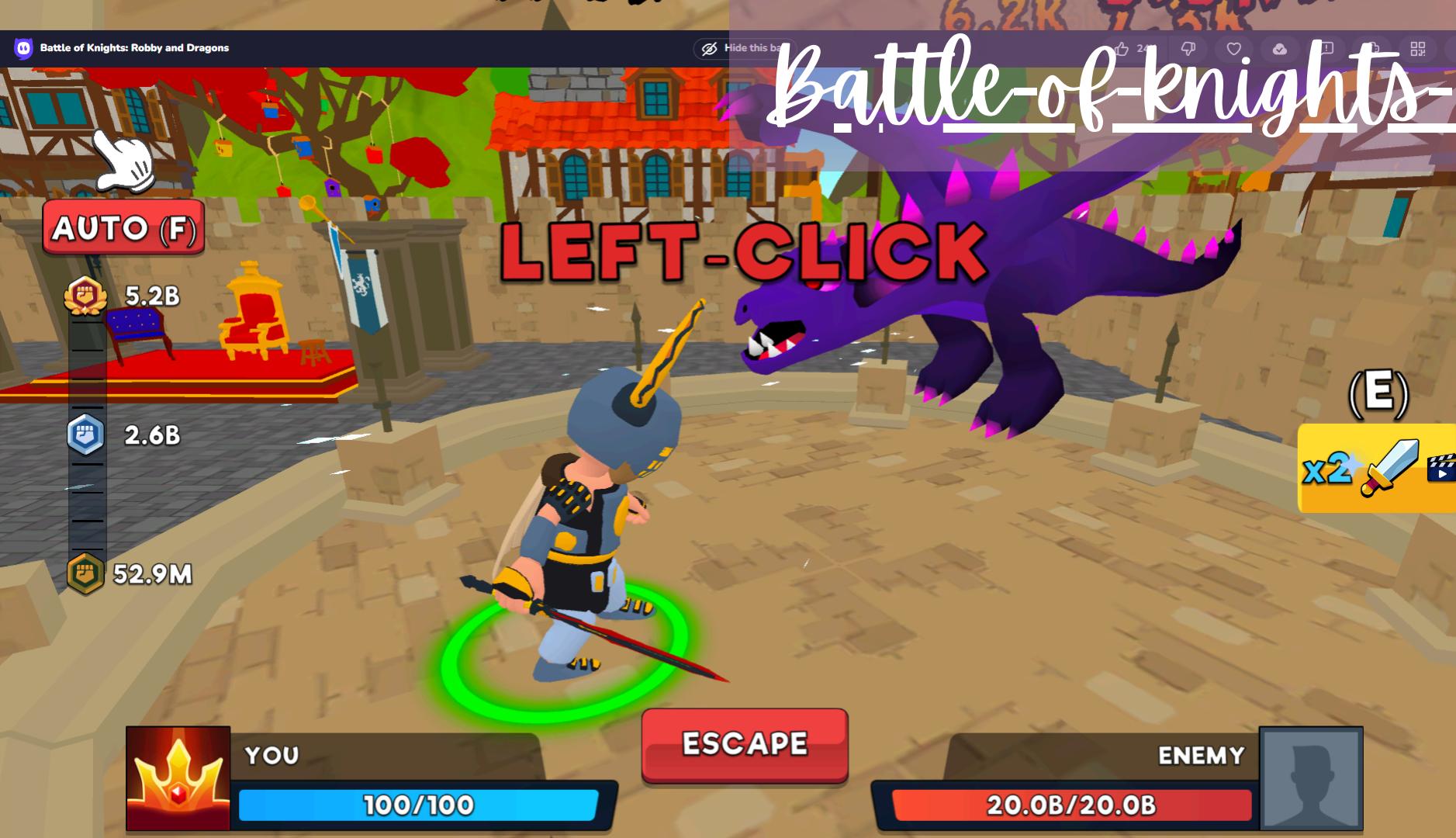


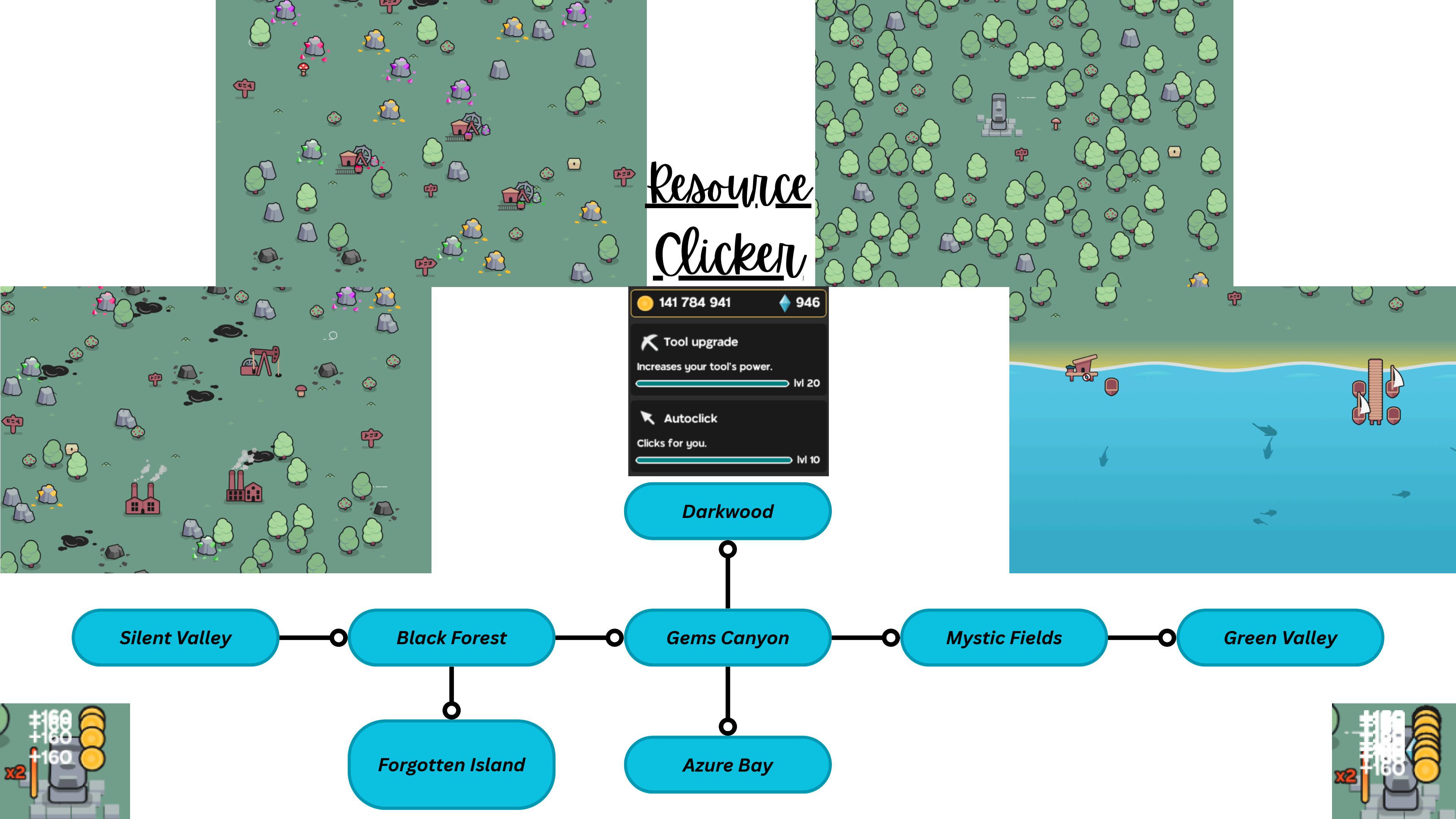
Candy Clicker 2

Rebirths: 20
Multiplier: 21X

- Candy farm 1.76 million
- Candy mine 110,000
- Candy factory 1 million
- Gold cursor 15 million
- Candy lab 1.63 billion
- Candy temple 3 billion
- Diamond cursor 50 billion
- Candy rocket 5.75 quadrillion
- Time machine 10 trillion
- Candy man 250 trillion

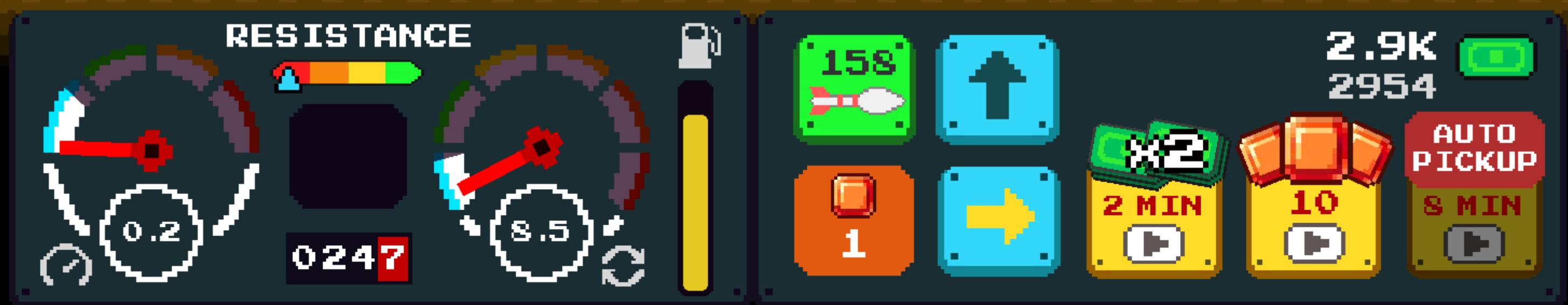
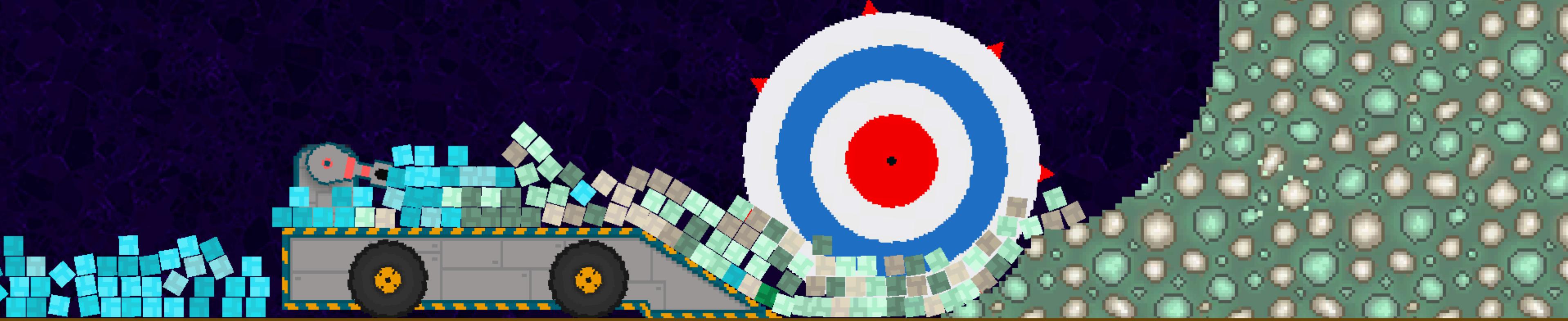








mystery_Digger



Level 2

73

\$ 66

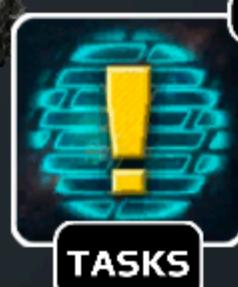
XP 60



MENU



UPGRADE



TASKS



PLANETS



RESET



0

8 b



4%



Hide this bar

Solar Smash



VENUS



MARS



MONSTERS



STARS



MERCURY



PLANETS



ASTEROID



BOMBS



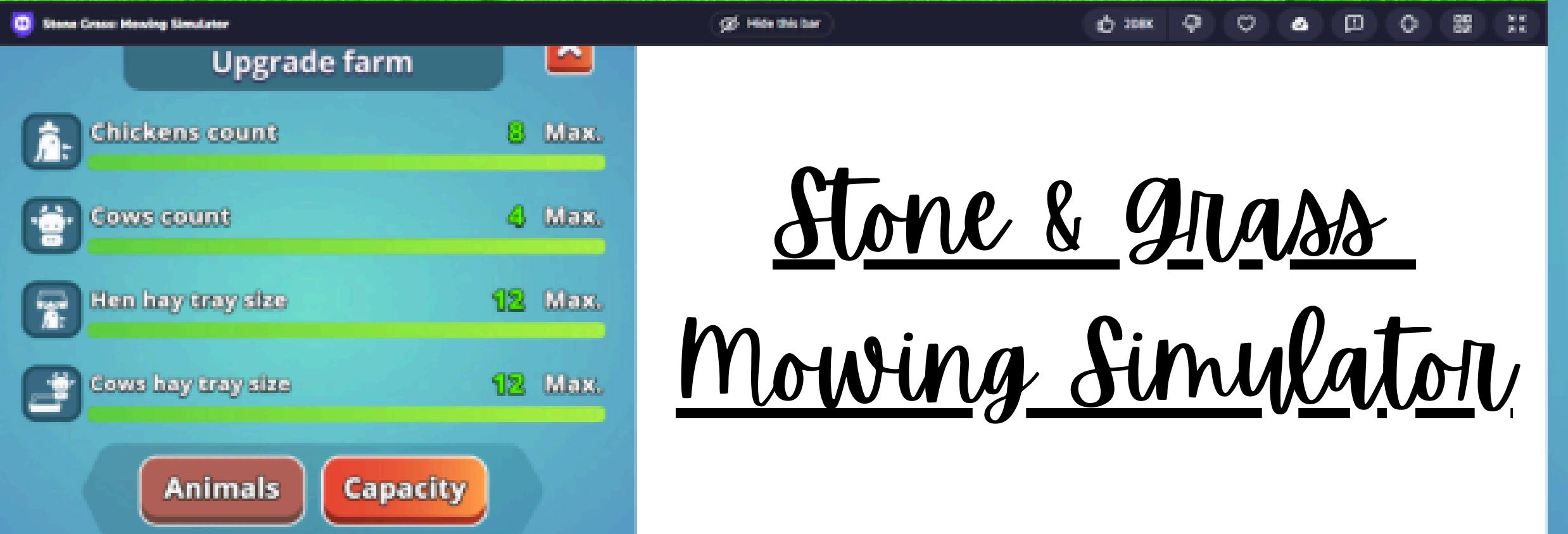
METEORITES



ROCKETS



LASERS





Zombie Horde: Build & Survive

Hide this bar

8.6K

155

11. Abandoned Mart

Difficulty: Normal

Home

Upgrades

Upgrade 300

Start Battle

Difficulty

The image shows the main menu screen of the game. At the top, there are two rows of upgrade cards. The first row includes 'Hero's Health' (+3%), 'Hero's Damage' (+5%), a mystery card, 'Hero's Crit Damage' (+50%), and 'Barricade's Health' (+12%). The second row includes 'Constructs' Crit Chance' (+1%), 'Constructs' Crit Damage' (+40%), 'Constructs' Reload' (+2%), and 'Money per Battle' (+24%). Below these are buttons for 'Home' (a house icon) and 'Upgrades' (an upward arrow icon). A large button at the bottom left says 'Upgrade 300' with a gold coin icon. To the right is a circular preview window showing a green zombie in a room with wooden barrels. Above the preview are arrows pointing left and right, and a lock icon. At the bottom right is a yellow 'Start Battle' button. The background has a repeating pattern of sad face icons. The title 'Zombie Horde: Build & Survive' is prominently displayed at the bottom in a stylized font.

8522

+300

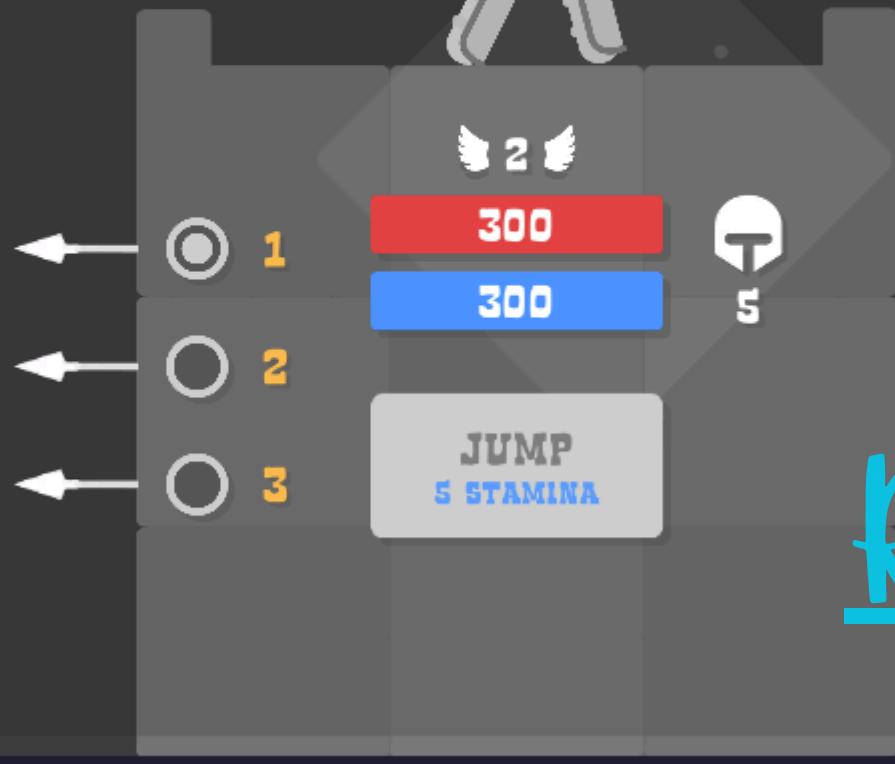
1 PLAYER | PVP | 2 PLAYERS

SEASON 5 SCORE 0/424

CONTROL AREA

HOLD AND
RELEASE

SHOOTING
REQUIRES
STAMINA



- MAX** ARMOR +6
- MAX** HEALTH +200
- MAX** LIVES +2
- MAX** STAMINA +200
- MAX** STAMINA REFRESH +1.6
- MAX** PULL SPEED +8
- MAX** DAMAGE +24
- MAX** ARROW SLOTS +2

Ragdoll Archers

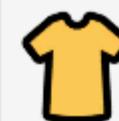


LEADERS



- POISON
- ELECTRO
- FIRE
- BALLOON
- SHOT
- MINIGUN
- SHURIKEN
- HOOK
- MACE
- AXE
- TELESCOP

Hide this bar



2X

Free

**7,11,33,89,19,62,63,10,00,00,00,00,00,000**~~1,16,04,67,14,25,75,63,00,00,00,00,00,000 Capybaras Per Second~~

Capybara Clicker

Click Power**+5,84,57,71,86,72,14,79,00,00,000**

0,00,00,00,00,00,000



Eternal Clicker

+200000000000 Capybaras per click



15,00,00,00,00,00,000



Capybara Blackhole

+100000000000 Capybaras per second



1,00,00,00,00,00,00,000



Singularity Clicker

+100000000000 Capybaras per click

4,616
10,00,00,00,00,00,00,000

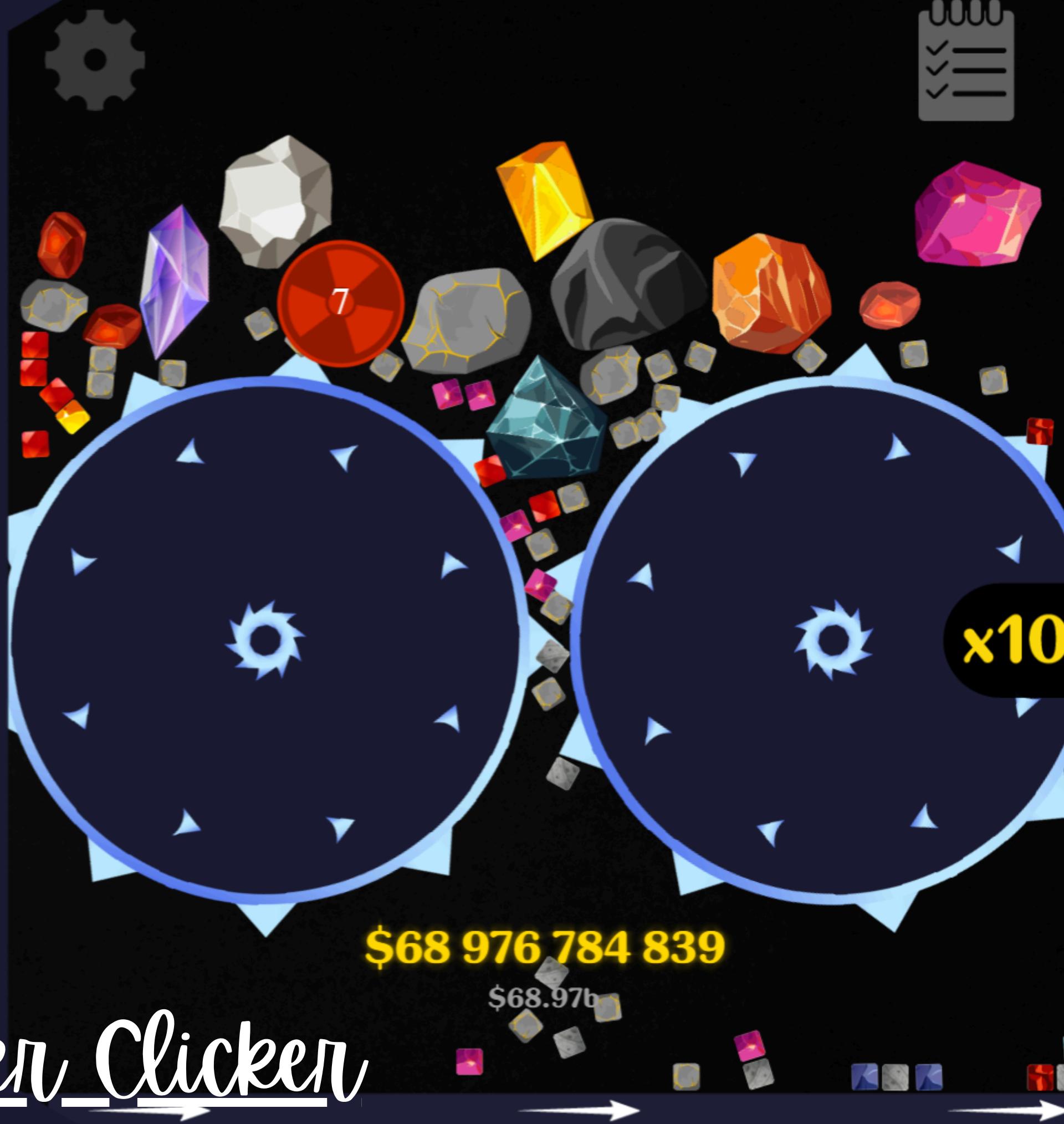
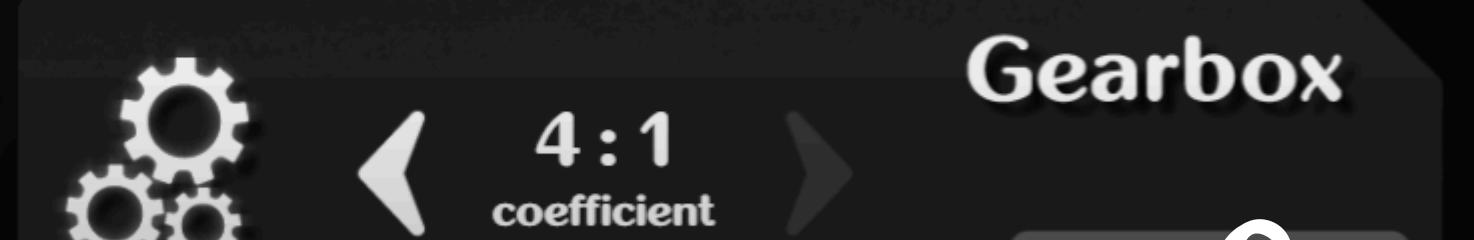
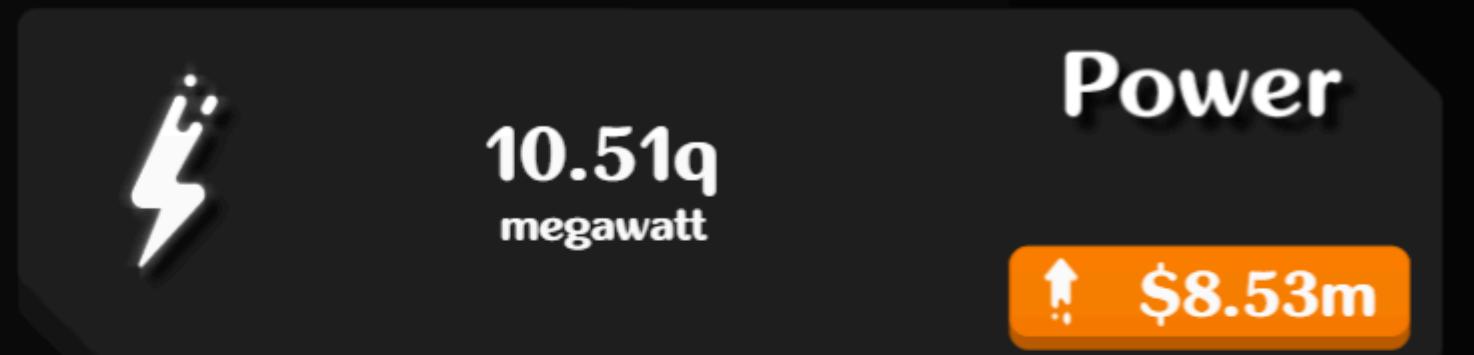
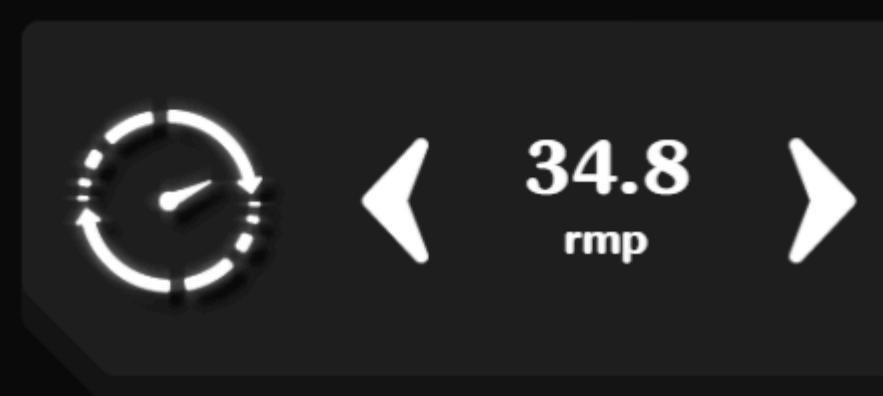
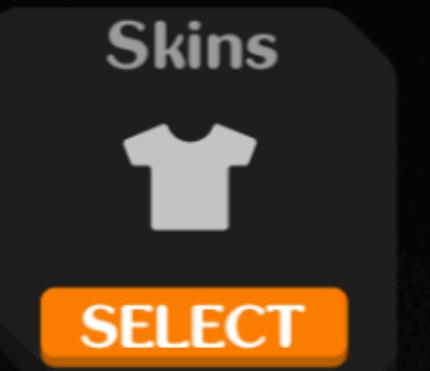
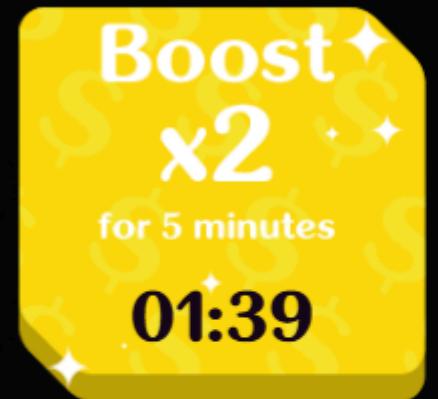
Capybara Singularity Core

+600000000000 Capybaras per second

15,273
1,00,00,00,00,00,00,000**Ascension Multiplier****1266360.2x****Ascend****+2066190.2x**

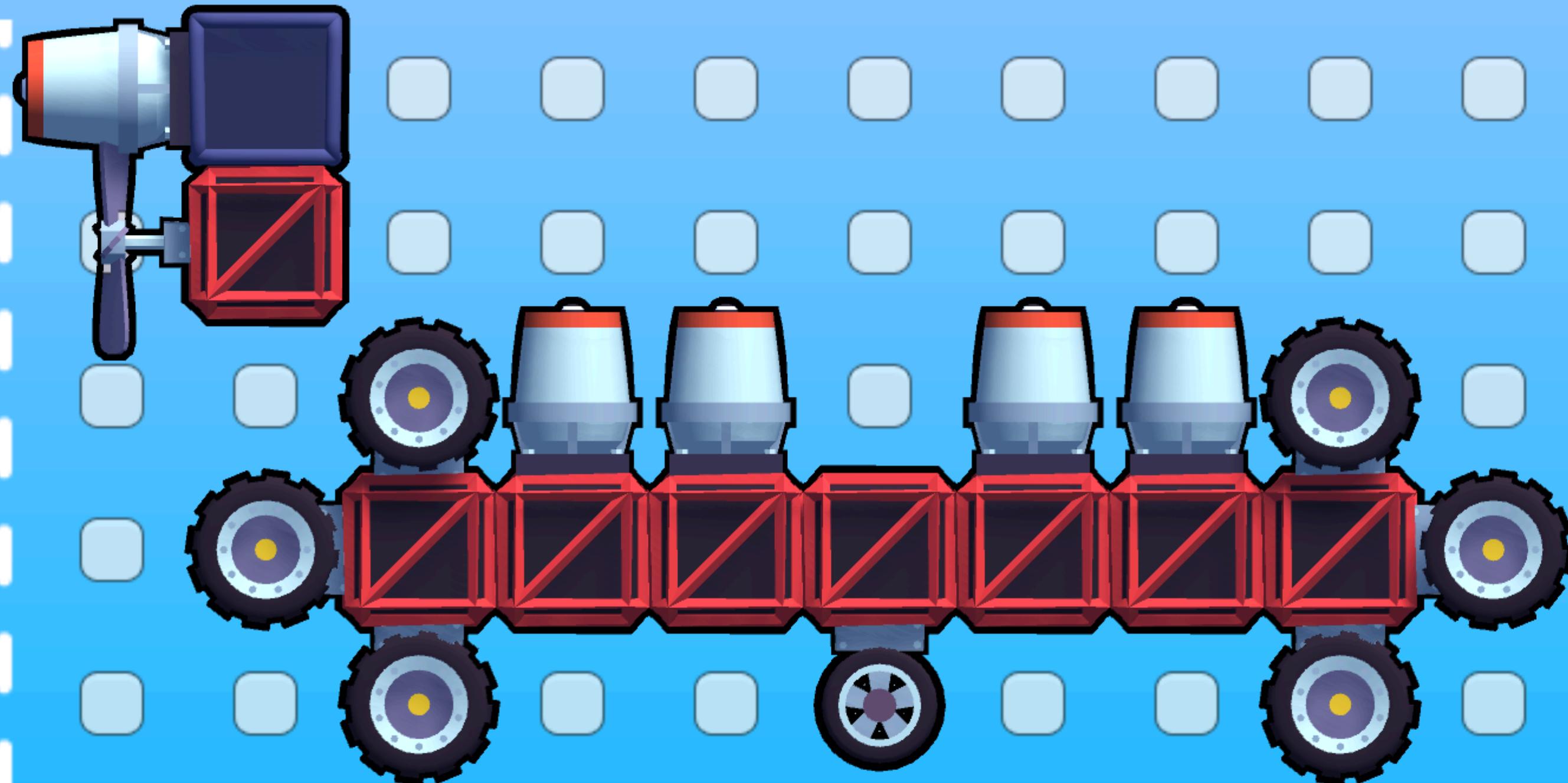
38lvl

LEVEL UP





245



Merge Construct

