

Haypi Monster 1.4.1 Sweeps Players Away

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SHANGHAI, July 5, 2013 /EINPresswire.com/ -- Millions of players from around the world are rushing to download the latest update of the super popular iOS game, Haypi Monster. Haypi Monster sweeps players away into an alternate reality, where 165 delightful creatures roam the land and harness the powers of fire, water, and seven other elements. These creatures range from the cute and cuddly fire-type pony, Flicker, to the legendary water monster, Hydra. Players must battle and collect as many monsters as they can in order to become the best monster-catcher in the game and unveil the entire Monster Encyclopedia.

Haypi Monster's latest update, Version 1.4.1, hit the App Store on July 1st and delivered fresh new PVE battle tactics along with a variety of tweaks that improve the general gameplay.

Players who log in after the release of Version 1.4.1 have noticed the removal of all PP potions from the game. PP potions restore a monster's PP (also known as "power points") after they have been used in battle. Each skill has between 3 and 15 pp, and each monster can have up to four skills. Every time a skill is used, it loses 1 PP. Previously, monsters did not regain their PP until the end of a level, and each level took an average of 10 battles to complete. This meant that players needed to stock up on PP potions and carry them in their backpacks at all times. Now that PP potions have been rendered obsolete, players have more bag space and longer uninterrupted gameplay. Various tweaks have been made on skills and Mystery Talents of different monsters to improve the balance of monsters that share a class and rank.

Boss Raids, a multi-player feature in which several players can work together to defeat a boss, has received a few small changes. Players can receive Boss Essence by downing bosses with their friends, which can then be exchanged for gold chests, crystal chests, and the synthesis scroll of the powerful Gryphon. Some players have made multiple accounts in order to acquire as much Boss Essence as possible. A limit on daily obtainable Boss Essence has been set in Version 1.4.1: players can no longer receive more than 10 Boss Essence a day. However, they can still receive uncollected Boss Essence from previous days. Skills that gave raid bosses a debuff were not doing what they were supposed to and have now been nixed as a result.

With the release of Version 1.4.1 comes a new activity. For one week, all monsters gain 50% more EXP through training and PVE challenges. This activity is a treat to thank players for their dedication to the game and to help them explore the full magnitude of the 1.4.1 changes.

Version 1.4.1 follows the release of Version 1.4, a major update that added two new scenes, a higher player level and monster level cap, and skill upgrades to the game. Version 1.4.1 was released just 12 days after Version 1.4.

Mariya Ivanova
Haypi Co., Ltd.
[email us here](#)
0086 21 50310579

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