Click to prove you're human

Geometry Dash 2.2 is the highly anticipated new update of the popular rhythm-based platformer game. This version introduces several exciting new features, levels, and enhancements to elevate players' overall experience. New Features in Geometry Dash 2.2 The 2.2 update brings a host of new elements to the game: New Game Modes: Experience fresh gameplay mechanics and challenges. Enhanced Level Editor: More options and functionalities to create even more complex and engaging levels. New Obstacles and Decorations: Additional elements to make levels more diverse and challenging. Improved Graphics: Visual enhancements for a more immersive experience. New Music Tracks: Additional energetic soundtracks to sync with your gameplay. Gameplay in Geometry Dash 2.2 While introducing new features, Geometry Dash 2.2 maintains the core gameplay that fans love: Navigate through obstacle-filled levels by jumping, flying, and flipping. Sync your movements with the rhythm of the background music. Test your reflexes and timing skills across various difficulty levels. Use practice mode to master challenging sections of levels. Community and Custom Content Geometry Dash 2.2 continues to support and enhance its vibrant community features: Create and share your own custom levels using the improved level editor. Play an endless variety of user-generated levels. Compete with friends and other players on leaderboards. Customize your character with new icons, colors, and effects. Why Play Geometry Dash 2.2? Geometry Dash 2.2 offers an exciting evolution of the classic game: Experience new gameplay mechanics and challenges. Enjoy improved graphics and new music tracks. Create more complex and engaging levels with the enhanced editor. Join a thriving community of players and level creators. Test your skills with new obstacles and game modes. Whether you're a long-time fan or new to the series, Geometry Dash 2.2 promises to deliver an enhanced, challenging, and thoroughly enjoyable gaming experience. Get ready to jump, fly, and flip your way through a new world of geometric challenges! How to Change Geometry Dash Background Music. How to Change Geometry Dash Background Music: In this Instructable you will learn how to change the background music in the popular game Geometry Dash. My Tumblr Post *This only works on PC.Step 3: Step 3: Open Your Geometry Dash Local Files – Introduction: How to Change Geometry Dash Background MusicIn this Instructable you will learn how to change the background music in the popular game Geometry Dash. My Tumblr Post*This only works on PCStep 1: Step 1: Have a Good Song That You Want to Play. You can download it online or buy it. It just needs to be a . mp3 file. Step 2: Step 2: Rename the File to the Level NameRename the file and copy itFor example, if you were doing this for Stereo Madness you would name the file StereoMadnessStep 3: Step 3: Open Your Geometry Dash Local FilesTo do this you need to go to your steam library and then:1. Right click on Geometry Dash2. Click on properties3. Click "Local Files"4. Click "Browse Local Files"Step 4: Step 4: Get the New File in Local FilesTo do this you need to:1. Open "Resources" in your local files2. Paste your song in there3. Click "Replace Files"Step 5: Step 5: TestTo test your music just open the game and play the levelVideo advice: [2.1] GALAXY BACKGROUND Tutorial! (In under 5 MIN! )Hey guys trying to keep with those daily uploads!Free GD profile picetures :: Geometry Dash Allmänna diskussioner – I am making Geometry Profile Pictures what you have to do is 1. Put your IGN in the comments 2.Say what Icon and ship you want for expample (Icon all 3 coins in deadlocked Ship:95 secret coins) 3.say your primary and secondary colors in the comment (example) (Icon all 3 coins in deadlocked Ship:95 secret coins Primary:Red Secondary:White) 4. say what trail you want (has to be a 2.0 trail) 5.I create a space backgroundPosted in r/geometrydash by u/matius0850B • 15 points and 0 comments.limit my search to r/geometrydashuse the next search parameters to narrow your results:subreddit:subreddittfind submissions in "subreddit"author:usernamefind submissions by "username"site:example. comfind submissions from "example. com"url:textsearch for "text" in urlselftext:textsearch for "text" in self publish contentsself:yes (or self:no)include (or exclude) self postsnsfw:yes (or nsfw:no)include (or exclude) results marked as NSFWe. g. subreddit:aww site:imgur. com dogsee looking faq for details. advanced search: by author, subreddit. . .Thinking SpaceThinking Space is a 2.0 solo Extreme Demon created by HidekiX and verified and published by Atomic on April 9, 2022. Difficulty opinions vary wildly from it being easier than Lucid Nightmares to being harder than Zodiac. It is unknown when exactly Thinking Space came out. But for the first time, it became known on November 23, 2015, during early 2.0, when HidekiX published a video showing the auto version of the level (the non-auto version was verified at the time, probably using cheats). Over t.Video advice: How to make a Galaxy Background with planetHello guys hope you like the background tutorial. I hope its helpful.The level had a secret way at 39%, in which the player has to direct their wave above the normal route and into a small passage partially obscured with thorn-like decorations. However, the player needs about 55 clicks per second to pull it off, so it is almost humanly impossible. It has since been patched.Contents[hi]It is unknown when exactly Thinking Space came out. But for the first time, it became known on November 23, 2015, during early 2. 0, when HidekiX published a video showing the auto version of the level (the non-auto version was verified at the time, probably using cheats). Over time, the video scored a small number of views and comments. As several famous players played the level, it became more known. Further various players tried to beat this level. Some made progress (the highest records were 40%, 41%, 42%, and 45%), for the most part in 2018-2019 (perhaps there were a couple of earlier records). It is also worth noting that on February 27, 2018, the well-known Stormfly released a video-cutting passage of Thinking Space. Perhaps it was because of this that many players remembered this level.Rainbow Fade Tutorial! decided to rip off someone other than Sea1997. So I'm ripping off ScottJames27!! Yay!!!! I get a lot off comments asking me how I get a rainbow fade, so to answer them, I'll make a tutorial highlighting the tree ways to make a rainbow fade. This will be from easiest-hardest. Easiest Method: The Blue SliderThe hue slider is used to make rainbow fades easy. For some reason, knobbelboy, the master of rainbow, hasn't used this method to my knowledge. Step 1: open the color editor, shown hereStep 2: increase the hue by 2 and copy and paste the block one space to the right. Keep doing this until you want to stop. Step 3: layer your row of blocks one space up and one space right. Step 4: trim these blocksStep 5: either trim the blocks to the left, or stack blocks on the first block with a negative 2 hue. Like thisYour fade should not look like this. I exaggerated this step to show what it should look like. Step 6: trim excessYou can experiment with different block sizes, types, different hue changes.ScratchMake games, stories and interactive art with Scratch. (scratch.mit.edu)This really is my signature (it is going instantly under every publish I make)! Here is a little suggestions about foruming, incidentally. Avoid SAND. SAND means four words. SAND means Junk e-mail, Advertising, Necroposting, and Derailing. Junk e-mail means posting something unrelated. Wiki Article: SpamAdvertising happens when you market your studios and projects. Wiki Article: AdvertisingNecroposting happens when you publish on the old subject. It distracts other helpers! Wiki Article: Necroposting|Derailing happens when you publish something which leads others from the subject. It's known as thread hijacking. Wiki Article: Derailing|Derailing idea originates from this person). Os's are boring and overrated now.Video advice: Space Background Tutorial (No Lag)Here's a tutorial on how to make a space background with a low amount of objects! Hope it's helpful!!FAQ[ 9:0211:25Building With Lemons ~ Custom Backgrounds! - Geometry Dash 2.11YouTubeStart of suggested clipEnd of suggested clipPlace them around just you know get a bit of variation. So now that's that layer. Now we're gonna goMorePlace them around just you know get a bit of variation. So now that's that layer. Now we're gonna go into 6 do the same thing pretty much copy paste them some around just make them not to even. The Level Editor is a feature in Geometry Dash which allows the player to create their own user levels and share them online with other people. 1:238:13How to use Colour Trigger (Part 1/2) | Geometry Dash Tutorial - YouTubeYouTube. 3:578:50Scratch Geometry Dash tutorial! (Part 1) - YouTubeYouTube. Geometry dash 2.2 is going to release on October 14th, 2022. Geometry Dash 2.2 builds on the original formula by introducing new mechanics, visual upgrades, and level creation tools that push both gameplay and creativity further. Players still control a square icon through fast-paced obstacle courses, where timing and memory are key. However, in this version, the introduction of camera movement, new gamemodes, and dynamic paths adds new layers to how levels are played and built. Every second becomes more reactive, and survival depends on adapting quickly to shifting visuals and patterns. The level editor in 2.2 has been expanded with features like camera control, swing gamemode, and trigger-based animation options. These tools allow creators to design more complex, cinematic levels with custom pacing and perspective changes. No longer are levels locked to a fixed viewpoint—players might now be zoomed in, pulled sideways, or even rotated during gameplay. This update also introduces layered backgrounds, real-time effects, and new sync tools, letting creators match every block and movement to the beat with more control than ever before. Swing gamemode that adds a new control dynamic and perspective shifts during levels Layered backgrounds and particle effects Trigger-based animation and gameplay manipulation Gauntlets, new icons, and extended community content Despite all the additions, Geometry Dash 2.2 stays loyal to its core identity—strict, unforgiving platforming with instant restarts and high stakes. The new mechanics don't replace the original challenge; they enhance it. With moving camera angles and fresh game physics, the margin for error is tighter. Mastery now includes muscle memory, and visual tracking and spatial adjustment. Players need to react to obstacles and to how the game world presents them. The community-driven content has grown significantly, with user-made levels becoming more intricate, cinematic, and unpredictable. Each new level feels like an experiment in pacing, music syncing, and visual design. Whether you're trying to survive an official gauntlet or exploring a five-star rated custom map, 2.2 turns every attempt into a test of reflexes, rhythm, and resilience. 2013 platform music video game Some of this article's listed sources may not be reliable. Please help improve this article by looking for better, more reliable sources. Unreliable citations may be challenged and removed. (March 2025) (Learn how and when to remove this message) 2013 video gameGeometry DashIcon on the Google Play StoreDeveloper(s)RobTop GamesPublisher(s)RobTop GamesDesigner(s)Robert TopalaProgrammer(s)Robert TopalaComposer(s)Robert TopalaEngineCocos2d-XPlatform(s)iOS, Android, Windows Phone, Microsoft Windows, macOSReleaseiOS, Android13 August 2013Windows Phone12 June 2014Microsoft Windows, macOS22 December 2014Genre(s)Runner, music, platformerMode(s)Single-playerMultiplayer (upcoming) Geometry Dash is a side-scrolling platformer mobile game created by Swedish game developer Robert Topala. It was released on 13 August 2013 for iOS and Android, with versions for Windows and macOS following on 22 December 2014. The player controls an icon to navigate music-based levels, avoiding obstacles like spikes.[citation needed] The game comprises 26 full-length levels created by the developer: 22 are auto-scrolling, and 4 are 'platformer' levels. The game includes a level creation system, enabling players to design custom levels, share them online, and play levels created by other users. Players can collect in-game currency—such as stars, moons, coins, mana orbs and diamonds—from official and user-generated levels or chests. Three spin-off games accompany the main series: Geometry Dash Meltdown, Geometry Dash World and Geometry Dash SubZero. Geometry Dash Lite is a free version of the main game that removes certain levels and icons, the level editor, and many online features. Both the spin-off games and Geometry Dash Lite contain advertisements. The game was praised for its challenging but addictive gameplay. It has spawned a large community of players and creators.[1] The beginning of 'Electroman Adventures', the 13th level in the game Geometry Dash can be played using a touchscreen, keyboard, mouse or controller. The player, represented by a customisable icon, is controlled by pressing or holding inputs to navigate through auto-scrolling levels until the end is reached. The level restarts from the beginning if the player collides with an obstacle, such as a spike or wall. A 'practice mode' option allows the player to place checkpoints to help with level familiarity; however, progress cannot be earned towards normal level completion. The in-game music's timing and rhythm are crucial, often synchronising with gameplay.[2][3] In 'platformer' mode, players can move left or right without the auto-scrolling camera. Besides the aforementioned obstacles, other gameplay elements also effect the movement of the player icon, including portals, pads, and orbs that change the player's gravity, speed, size, and gamemode. The player's gamemode, or vehicle, determines the motion of the player icon: for example, in the "cube" gamemode (the first gamemode introduced in Geometry Dash), the player jumps a predetermined height upon a single input. The "ball" gamemode switches the player's gravity, while in the "wave" gamemode, the player icon only moves in diagonal lines. Portals and pads affect the player when they pass through them, while orbs affect the player only if they make an input while passing through them. The full version of Geometry Dash includes 26 main levels, 4 of which are platformer levels. Each level is assigned one of six difficulties: "Easy", "Normal", "Hard", "Harder", "Insane", and "Demon". Each main level contains three secret coins, requiring the player to take a different pathway to obtain them. There are three demon levels among the main levels, and the player must obtain a number of secret coins before they can be played. Each level rewards players upon completion.[2][4] Player icons can be customized: icon design, primary and secondary colors, death explosion effects and ship trails can be changed. These customization options can be unlocked by completing main levels, collecting enough secret coins, earning achievements or buying them in the shop.[5] The full version of the game features the ability to upload and play user-created levels, with Lite and World offering a rotating selection of 20 user-created levels.[6] These levels may use music from the official levels or feature custom music that can be imported from Newgrounds. From 2017 onwards, user-made "demon" levels are divided into five additional difficulties: "Easy Demon", "Medium Demon", "Hard Demon", "Insane Demon", and "Extreme Demon". Many of them are significantly more challenging than the hardest main level, "Deadlocked". Certain levels feature user coins, which are collected in a similar way to secret coins.[7] User-made levels of sufficient quality may be officially "rated" by Topala. Playing a rated level awards orbs and diamonds, in-game currency that can be used to purchase additional player icons. Upon completing a rated level, the player receives a certain number of 'stars', which correspond to the difficulty of the level. Unlike orbs or diamonds, stars cannot be used to purchase items. Update 2.2 introduces the 'platformer' mode, where players move left or right without the auto-scrolling camera. Upon completing a rated platformer level, the player receives 'moons' instead of stars. Like stars, moons are not used to purchase collectibles. Platformer mode features the same gamemodes as in regular Geometry Dash, with the exception of the wave and the swing, which are absent, and the ship, which is replaced by the similarly functioning 'jetpack'. There are four official platformer levels, located in a section of the game called 'The Tower'. RobTop Games logo Geometry Dash was created by Swedish video game developer Robert Topala, known professionally as RobTop. On 6 June 2010, Topala created his first video game, Bounce Ball Thingy, on Newgrounds, developing it while he was at university studying civil engineering. He abandoned his course because he became more interested in the video game industry.[8] Topala decided to work alone, founding RobTop Games in 2012. The first video game he produced under RobTop Games was Boomlings, a puzzle video game released on 5 November 2012 for mobile devices.[9][10] Topala continued to create video games, including Memory Mastermind (2013) and Boomlings MatchUp (2013).[11][12] According to Topala, the game began as a project that could have moved in any direction. He remarked, 'It simply started as a template with a cube that could crash and jump'; 'There really was no detailed plan'.[13] He previously developed it for the computer and later altered his plan and made attempts to make it a mobile game. The Impossible Game inspired Topala, and it took about four months to create the game and bring it to the App Store and Google Play Store. In the beta version, the game was called Geometry Jump but later changed to Geometry Dash. The game is developed on the Cocos2d game engine.[14] A trailer was released on 29 April 2013, featuring a level using the song Ultimate Destruction (made by Tmm43). The song is not present in the final game, however the level was later redesigned into the fifth official level, called Base after Base.[15] Upon its release, Geometry Dash had seven levels and two game modes.[7] It gained popularity worldwide, especially in Canada, becoming the most popular paid iPhone app in June 2014.[16] There are four free versions of the game, one being Geometry Dash Lite, which includes 23 levels from the full version, including the tower levels.[4] The game has received regular updates, adding new levels, game modes, player icons and other features.[7] Sneak peeks are released on YouTube, showing clips of features from new updates. Spin-off games were released in order to promote some updates, with Meltdown, World and SubZero, featuring content from versions 2.0, 2.1, and 2.2, respectively. After multiple delays, update 2.2 was released on December 19, 2023, for all platforms. The update was heavily anticipated, taking over 6 years to develop. The update added a brand new platformer mode, allowing the player to control the character's horizontal movement instead of the level automatically scrolling to the right. Upon the release, the game hit a peak of 80,000 simultaneous players on Steam, a new record. With the updated level editor having numerous additions, people were able to recreate entire games, such as Super Mario Kart, using only in-game objects.[1][17][18] Stereo Madness, a song that plays on the eponymous first level. The music of Geometry Dash was produced by a variety of different artists, with some tracks being licensed and others produced specifically for the game, including ones made by Robert Topala himself. Certain menu sections feature royalty-free compositions by Kevin MacLeod. The music that plays during levels consists mostly of EDM and other electronic genres.[1] Tracks may be cut in order to fit the length of the level, which is usually around 1-2 minutes. The game received generally positive reviews from critics. Softpedia complimented the game's style and the challenge it brings up, saying, 'While it can get a bit frustrating sometimes, you can always complete the stages using the practice mode and then jump into the many different user-generated levels'.[19] 148Apps also gave the game a positive review, stating, 'Geometry Dash provides all of the challenge expected from an "impossible" game while also making it more accessible to newcomers'.[20] Geometry Dash has been listed by the reviewer Chris Morris on the website Common Sense Media as a child-friendly video game that parents could let their children play on, stating that the game was a 'good way to handle frustration' and that 'families can also talk about rhythm and the joy of dancing in time with music'.[21] Geometry Dash was the second-best and seventh-best-selling iPad and iPhone game in the App Store in 2018.[22] Year Video game Platform Ref(s). 2013 Geometry Dash 2013: iOS, Android; 2014: Microsoft Windows, macOS [23][24] Geometry Dash Lite iOS, Android [25] 2015 Geometry Dash Meltdown [26][27] 2016 Geometry Dash World [28] 2017 Geometry Dash SubZero [29] Geometry Dash Lite is a free version of the game with advertisements and gameplay restrictions. Geometry Dash Lite includes only main levels 1-19, all tower levels, and a few selected levels that are either Featured, Daily, weekly or Event levels but does not offer the option to create levels or play most player-made levels. It also has a significantly more limited selection of character customisation options, lacking many icons, colours, and other character effects in the full game.[30][31] On 16 December 2015, Topala announced a spin-off game, Geometry Dash Meltdown,[32] which was released on 19 December 2015 for iOS and Android.[33][34] It includes three levels featuring songs by F-777. The game showcased new icons and features in levels added in version 2.0 of the original game. On 21 December 2016, Topala announced a second spin-off game, Geometry Dash World,[35] saying it would come out on the same day. It includes two five-level worlds, introducing features that came to the original game later in update 2.1.[36][37] It also features a selection of levels created by other players. Gamezebo praised the game's captivation and decent gameplay styles. Although, the reviewer noted that it was not the 'most interesting looking game out there'.[38] Gerson Noboa from AndroidGuys said, 'Geometry Dash World is a worthy addition to your game arsenal. Thanks to tightly connected graphical and sound elements, the game provides an awesome, integrated experience that is rarely seen in Play Store games'.[39] On 12 December 2017, Topala announced a third spin-off game, Geometry Dash SubZero,[40] which was released on 21 December 2017.[41][42] Geometry Dash SubZero's levels all contain features present in update 2.2, despite the update's release date being years later.[43] ^ a b c Ettinger, Garrett (22 December 2023). "Highly-Addictive Steam Game Is Only $2 And Perfect For The Holiday Break". 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