
Smash Halloween Pumpkins: The Challenge Activation Code [Torrent]



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About This Game

SMASH HALLOWEEN PUMPKINS The Challenge

Smash Halloween Pumpkins: The Challenge is a 2D Old School Action Platformer in which the mission of the player is to smash as many pumpkins as possible within a limited time period. Do you love smashing pumpkins? This is the game for you!

Pumpkins have turned into Zombies and started eating on the human beings to avenge the death of their Pumpkin Brothers. So, the Leader of all the pumpkins commanded all of them to attack the human race with an ambition to rule over the world.

But one man stands against the Pumpkins to eliminate all of them in a Stormy Halloween Night. Will he be able to accomplish his mission?

You need to eliminate a certain number of Pumpkins within a limited time period and unlock the door to go to the next level. If you can kill extra pumpkins, it will also count. Be the best at exploding Pumpkins!

Key Features:

- 15 Levels to Play!
- Lots of enemies and traps.
- Two types of firing modes like shotgun and Rocket Launcher.
- Kill as many Pumpkins as you can within a limited time.
- 3 Boss Battles!
- Challenging situations and hard to master.
- Unlock the door by killing the Pumpkin enemies.

Note from the Developer: I have done all the graphics, pixel artwork, level design, programming myself except for the music. I hope you will enjoy the game.

Title: Smash Halloween Pumpkins: The Challenge

Genre: Action, Adventure, Casual, Indie

Developer:

Anamik Majumdar

Publisher:

Anamik Majumdar

Release Date: 14 Sep, 2018

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Minimum:

OS: Windows XP, Vista, 7, 8/8.1, 10

Processor: Dual Core 1 Ghz or higher

Memory: 2 GB RAM

Graphics: 128 MB of Video Memory, Capable of Shader Model 2.0+

DirectX: Version 9.0c

Storage: 50 MB available space

Sound Card: Any Compatible Sound Card

English







smash halloween pumpkins the challenge

Great game. simple yet genuinely enjoyable.

single player is fun and multiplayer gameplay is awesome.. Really not a bad game at all. Shuttle physics are pretty good (better than expected) and skill level range is pretty good too of the AI. Not played Multiplayer yet, but Single & the Fun modes are good.

****Word of advice**** - switch to 'teleport' movement method in the Options. It will help you not get sick.

The only real issue I really had, was a full-speed smash wasn't tracked very well. This is more likely a Vive tracking problem however due to the sheer speed of a real-life smash. There were a few glitches, but nothing game breaking. Has otherwise a nice level of polish. I would like to see some different rackets, & more AI players with diverse skin tones, but that's just cosmetic. Devs seem pretty active too which is great :)

Overall, pretty impressed for the money. B+ or 4 out of 5.

. Very funny endless spawn at level 7 i shot about 20 zombies enduring cramp then i realised its a joke.

im going to steal this idea and make a better game.. I really enjoyed the game and spend a pretty good time discovering all the details in the game.

The dialogues are really funny and I was surprised about the mini gameV secret quest.

I think for the price it's a pretty good deal yet I kinda missed special items in the shop. I mean ik you can buy energy drinks, but I thought it would be cool if there would be several more special items or items to protect you.

. about 50 hours in and i still love it, the cringy storytelling is kept to a minimum, pirates won't mess up your trade routes, they are calmly waiting on the mission-screen, with adaptable difficulty levels to choose from. 2205 is technically well made, graphics are gorgeous, a lot of the tedious micromanagement has been thrown out of the bus, it's still a damn good Blue Byte game. Its annoying yet oddly appealing. Sepecially when you fling the dude at thermal velocity ;) 11/10 would fly again. Pixel Puzzles 2: Space is a nice, somewhat relaxing jigsaw puzzle game. The puzzle pieces float around in a "stream" and at times it can be frustrating trying to pick up a certain puzzle piece. Its easy to get all of the achievements, just complete all the puzzles and launch the satellite. Oh and if you don't like the annoying little astronaut, just grab him, move him to the top of the screen and drop him. He doesn't survive the drop. Its a fun game if you like puzzles. 8/10. its nice to kill a time. Creators promised a good point and click game. They delivered in spades.

Humor in this game really resonated with me, puzzles were tough but fair, I literally laughed out loud a few times and I loved the soundtrack.

If you like point and click adventures give this game a try, you'll love it.

turtle annoying it's funny?. I'd like to start by pointing out that the official game description is entirely honest and clear, you know. This game actually is a game that entirely focuses on the themes of mystery and curiosity. And it does them if not perfect justice, at least a great service. The audio, the visuals, the presentation are impeccable and are exactly what I'd want from such a game. But here's the thing, I love the genre of mystery and those themes and so for me it was something I've long yearned for. Something that focuses specifically on evoking the sense of mystery. There's no real horror here, there's no real investigation either. There is no grand story either (as far as I'm aware), true to its theme the game gives you a very much intentionally vague and 'unfinished' narrative. If you come expecting any of those things, or indeed any other things you're likely to be disappointed. Heck, you might be disappointed even if you come expecting a great mystery game. It's not the best mystery game possible. But it's pretty damn pleasant. And considering I can't even think of any *single game that gives mystery the first priority to this extent on Steam*, heck yes, *I can recommend this to anybody else who values the feeling of mystery. It's a very pleasant very short very focused very atmospheric experience. If all that is worth the price or not is obviously up to you.. When I first listened to the soundtrack alone, I got chills from nostalgia. But disregarding the game, this is great music to have on in the background as you do pretty much anything. It's dramatic at times, light at others, and wonderfully atmospheric.. I bought this game on sale because it looked different from the typical hidden object game, and it is, but not in a good way.*

The main objective of the game is to scavenge the island for the materials needed to build your survival camp, following a plane crash in which you are the only survivor. I will admit, there is some small satisfaction to be derived from watching your camp being slowly built up over time, but that is sadly outweighed by the many negatives:

- Tons of needless backtracking, as the game forces you to revisit the same locations a half dozen or more times to collect additional objects that it would not allow you to pick up on previous visits.

- Unskippable scene transition animations that make all of the backtracking take even longer than it should.

- Tutorials that don't actually explain anything, leaving you to work out the game controls, and the instructions for solving the puzzles, by trial and error.

- An in-game calendar that records the passage of time, but that serves no purpose in the game except to make you watch a "going to sleep\waking up" animation every five minutes.

- Forced minigames that are clunky and boring, and that serve no purpose except to waste more time.

- Lamé, clichéd story about pirate ghosts haunting the island that is dull and boring and makes no sense.

- An even lamer ending that comes out of nowhere and explains absolutely nothing, leaving the game feeling confused and unfinished.

- And the worst sin from my perspective: the game is badly programmed. It takes up over 5GB of hard disk space, and puts a strain on the GPU for the entire time it is running. Considering how simplistic the game is, it is inexcusable for it to hog the system resources like this.

In short, don't bother with this game, even if it is on sale. Hidden object games are cheap and plentiful, and there is no reason to waste any time on the bad ones.. Holly mother of Jesus

*Holly f***k*

Holly molly

Best app I ever used,small price-endless possibility.

11/10. If you like match-3 games, but want a twist to add a game mechanic, and a casual game, then this is pretty good. It isn't as refined as a game like Puzzle Quest, and looks like a single person project, but well done for that, and enjoyable. I really liked the middle-line barrier that resets to the middle each turn to give your half to work with, match 4 or more to blow it a row to the right and get another turn, and reasons to match items across the line. Buying powers also added to the strategy.

It is still light on the strategy, but once you have powers you want, you can tilt the games in your favor by mitigating the powers the computer opponent happens to have and eventually beat them. There is enough random chance that on harder difficulty if the computer doesn't make poor choices (that they sometimes do on easy difficulty), you might find yourself losing a few levels in. I actually preferred easy difficulty.

I watched this game on my wishlist for a while, then finally bought, and glad I did. There isn't much replay value once you found the power ups you prefer most, and beat the 10 levels once, but worth it until then. [4\5 stars]. This is a young unpretentious little game that harks back to the good old days of simple competent design. Picked it up off the rack on special offer but even at it's full recommended retail price it is, although not vintage, a nice and young thing with a crisp tight pleasant aroma and a hint of the best grapes.

The accompanying optional audio while not classical in sense, does add a certain ambience that helps to draw you in an absorbing world. One has to be careful as you risk, that time and space may escape you if you are unprepared. The presentation is basic but competent and reminiscent of a rainbow of primary and secondary colors dropped against a pitch black void of a background.

The FPS count remained high with no stuttering, fluctuation or screen tearing and the need for advanced graphics settings are avoided, ensuring more time spent playing then fiddling. My GTX 970 loves this game as it means he can take the afternoon off, so performance and stability should be good wherever you decide to give this little treat a home.

Whilst entertaining in a simple way, it is clearly not intended to be as in-depth as Skyrim or as frantic as Battlefield, but is there more for those moments in-between where you just want to experience some low stress simple fun entertainment.. fun asteroids good music,

I like the console gimmick.

Node picking is a bit annoying.. I can give a buy recommendation for all dlcs, but they are not necessary at all costs.. +rep for linux support

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