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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.

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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.

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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







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smash halloween pumpkins the challenge

I guess I should have taken the title literally, but it was never made that clear how tough the game would be. The difficulty curve is unforgiving, making this a fairly frustrating experience. There are no checkpoints, so if you fall off the level, you always have to start over. Sometimes foreground objects can obscure your view when hopping between platforms.

The blurb got "time killer" right, but most of the other points - "interesting setting" fairly samey levels, "Nice graphics" standard Unity visuals, "soundtracks" kind of goofy, but somewhat works with the game. The sound effect that plays when you collect the umbrellas is pathetic.

I gave up after Level 1-8 and the diagonal bomb path. I don't know what kind of masochist would tolerate any more of the game. Disappointing, as the idea of a simplistic 3D marble\ball platforming game had potential.. I wish there were more episodes... :(

Great production value :). i dont know what was worse, trying to pilot the♥♥♥♥♥♥ship which has terrable controles. or trying to figur3e out how to get out of this cancerous game. Buy only if you are looking to kill yourself  
. Meticulous attention to detail in some of the most extraordinary graphics I've seen in VR. And objects almost appear to have weight. Cobwebs can be brushed away. It's really something to see. But the gameplay is overly simple with puzzles that are all too easy to complete. It's very story rich and a little overwordy at times. But sure is something to experience. I recommend it for the breathtaking graphics alone.

"Don't forget the key!" (Insert insane laugh here). Play it and you'll understand.... Gorgeous looking puzzle game with a terrific body-swap concept that means just having the right item isn't enough - sometimes you have to be the right person, too.

The only downside is that it's very short - I breezed through it in under four hours, and few of the puzzles are actually challenging; the clues are all there.. This is pretty good mix of Arcade-Shooter-RTS with naval inspired content.

Where you can find

- Adequate Stone-Scissor-Paper Scheme with different but still useful ships\* in variety of circumstances.
- Completely destructible ship scheme from AA defence to Breach hull. You could cripple ship and draw fire on another opponent or mix your tactics as you wish. But actually this have much more sense on larger ships.
- Shooter game like WoT (or most probably WoW) but still without MP.
- Strategy where experience of ships commanders are essential for AI reaction.
- Historical battles are really challenges and go for it if you wish some difficulties to overcome.
- Free roaming campaign where nobody will lead you by the hand.

But where you can not find

- Multiplayer
- Comprehensive simulation of the naval battle line like Jutland from Storm Eagle Studios

\***Torpedo boat** are almost invulnerable for main artillery weapon of all ships due to its size and speed but easy to kill by conventional machine guns from short distance.

**Destroyers** are indispensable class against sub due to specific weaponry and good speed and maneuvering.

**Corvette** are the best against sub (hedgehog weapon allow attack subs even in front) - you could entrust it AI to overcome submarines.

**Cruisers** fleet much more versatile in terms of armor-speed-weaponry and equally bad in all compared to all other classes.

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**Battlecruiser** could be carrier killer due perfect speed and range but costly almost as some of **Battleships** which are really ships you need to fear especially if you still have not air carriers. **Carriers** are "sea artillery": it's unpunished sea killer but you can still find counter measures. And if you lack of on-water power - you can catch opponent by **subs**.



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This is a very fun, light hearted game that is easily worth the \$10USD. I haven't experienced any bugs, glitches, or crashes in my time with it. It is listed as an Early Access title, but it provides lots of things to do in the meantime.

If you enjoy low stress games like minecraft and stardew valley, this game is for you!. Even though I enjoy games where there are lots of dialogue options (that can actually bring different consequences), somehow I didn't enjoy when it comes to this game. Story is tiresome, characters still look pretty generic and the game is pretty short (10 minutes is enough to speak with everyone). Forgettable experience, even for a cheap game.. all in all a great racing game. alot of just holding nitro and going thru noce cars worl resembles a old time race game or osomething. i would say though if you like racing games this would fit the bill.. Love this game 10/10 looks very nice can do whatever you want WHENEVER you wan't must buy game always chilling with mates on this one :). More of Power Rangers type of superhero story. Initially it is written as if targeted to kids, a bit amateurish or childish. Then it became more mature like the writer himself grew up while writing this up. Also its has apocalyptic-political conspiratorial- cult mystic written as part of plot. Seemed like the story and plot was all over the place with lack of focus. But it was an interesting fast paced read nonetheless as the story developed very fast .Quite long also, well worth money. Not the best, no regrets either.

7V10 Got Martha achievement unintentionally. I literally laughed out loud.. I've never been driven to write any kind of review before, but the 13 euro price tag on this game is completely insane and has forced me into action. An incredibly basic piece of work, i was bored in minutes. I racked up 12 hours playing time because i fell asleep while at my laptop. I tried the game a second time but still it held no interest for me. I couldn't possibly, in good conscience, recommend this game to anyone and i'm gonna wait for more reviews to appear for it and see what other people think, but i'm pretty certain it won't go down well with most people. I'd maybe pay 2 or 3 euros for it, any more than that and it's a rip off.

Don't buy it.. Crashes too many times for me. meh. Im going to keep this short, but Loyalty and Blood: Viktor Origins is a great game.

The combat in this game gives off a vibe that feels like a megaman/Terraria hybrid, and It's great. There are a lot of weapons to choose from and great enemy variety, the bosses being especially impressive for a game made by a small team.

The story, while short, is very interesting and fun to watch how everything plays out as you mow through dragons and skeletons.

If you have a spare \$10, I'd say go for it.. Nice artwork and art style. I wanted to love it, but there are a couple of problems that I really can't get past.

#### 1. Player momentum-platforming

This game wants to be a platformer, but the momentum of the PC is infuriating. I had absolutely no confidence that I could put the player where I wanted to on screen. Making small movements is very difficult. Some physics decisions are difficult to understand. I walked into a bridge I had placed and instead of stepping up on top of it, the character kicked it off the ledge and then walked off the ledge to its death.

#### 2. Interface and options

This game is obviously meant to be played with a controller, and the keyboard\mouse combination is kind of an add-on. The game uses a ring interface to select one of 6 tools, and the mouse selection is not really usable because very small movements of the mouse will change the tool selection, so it's difficult to get the tool you want with any kind of reliability.

There are few control options, so rather than being able to assign keys to each of the 6 tools, e.g., 1-6, or qazwsx or something like that. Also, the view is isometric, so walking in a primary, cardinal direction requires two keys to be held, and it would be nice if up were bound to top-right, so that only one key would be needed. If that were at least an option, I'd love it.

But! The game looks really nice, and I love the style.. Probably the best hidden object game I've played! Well developed and consistent storyline, gorgeous art, awesome music, minimum adventure-game-logic moments. I wish all HOGs could be so enjoyable!

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