
Bump Smack Download 10 Mb



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About This Game

Bump+Smack is a cross between breakout and pinball. Balls are released in intervals and roll down the table, ready to drop off the end. Your job is to keep them up on the table and falling into the goals. The goal is to meet the percentage threshold of goals versus misses and obtain the highest score possible.

Details

When the game begins, you are the operator of the shuttleboard at the bottom of the play table. Balls begin to appear from the pipes at the top of the play table. At the beginning, you'll only have to juggle a maximum of three balls at once. Once you score a goal or a ball rolls off the bottom of the play table, another ball will be released.

Challenge Mode

In Challenge Mode, the stats on the side of the screen will show the total number of balls remaining to be released for the entire round. The stats will also show the total number of goals made, a multiplier, a 'next up' multiplier, a scored goal percentage, and a goal percentage needed to advance to the next stage. As long as the scored goal percentage is at least as much as the goal percentage needed, the game continues to the next stage. Once all the available stages are passed, the game goes back to the first stage to another round. A new round increases the difficulty with bouncier balls, a higher percentage needed to continue, and also the total number of balls for that stage. The game ends when the goal percentage is lower than the percentage needed to advance once all balls have been scored or have dropped off the play table.

Continuous Mode

In Continuous Mode, you choose the stage and try to get the highest score. Continuous mode adds a 'Miss' meter that will go up when a ball rolls off the table and goes down when consecutive goals are made. The game ends when the 'Miss' meter fills up.

+Smack

In both modes is a 'Smack' meter. This allows you to have the shuttleboard 'smack' the table to the side to try to change the course of the balls in play. In certain situations, a well timed 'smack' can mean the difference between huge points or a lost ball.

Scoring

Goals are situated throughout the stage with different point values: 500 points which are fairly accessible. 750 points which are a little more difficult. 1K (1000) points that are difficult, and 5K (5000) that are extremely challenging.

Higher Scoring

The multiplier is what can really start to skyrocket your score. At the stage beginning, all goal's point values are the initial values. When you make a number of consecutive goals, which is the number listed on the 'Next Multi' stat, your multiplier increases by one. At that point, the goals point values are now multiplied by the multiplier value. For instance, at the start of the round you have a 1x multiplier and the 'Next Multi' is three. When you make 3 consecutive goals, the multiplier changes to 2x. 500 point goals are now worth 1000, 750 worth 1500, 1K becomes 2K, and 5K becomes 10K! When the multiplier goes up, the 'Next Multi' also goes up, making the next multiplier level more difficult to attain. The multiplier resets to 1x if a ball rolls off the play table or the stage ends in challenge mode.

Achievements

In challenge mode, achievements can be earned by completing specific challenges. Visit the Trophy Room from the main menu to get more details on the challenges.

Title: Bump+Smack
Genre: Casual, Indie
Developer:
Jason Sadler
Publisher:
PopNine Studio
Release Date: 8 Aug, 2017

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Minimum:

OS: Windows 7

Processor: Intel 4th Generation Processor or Higher

Memory: 1 GB RAM

Graphics: 3D Acceleration Required w/ 512MB VRAM and DirectX 11 support

DirectX: Version 11

Storage: 1100 MB available space

Sound Card: Required

English,French,Italian,German,Korean,Russian,Simplified Chinese,Traditional Chinese,Arabic,Bulgarian,Czech,Danish,Dutch,
Finnish,Greek,Hungarian,Japanese,Norwegian,Polish,Portuguese,Romanian,Swedish,Th







bump smack into. bump smack meaning

Very cute and interesting game with beautiful graphics and simple mechanics.. Great game, I fell in love with it before its release on steam. It's really easy to get into and nailing a boss feels great.. Pixel Art: 3.5/5 (Perfectly retro)

Immersion: 3.5/5 (Love/Hate desire to play on)

Gameplay: 3.5/5 (Classic platform, with twists)

Controls: 4/5 (Must get used to jump)

Value: 3.5/5

Difficulty: 4/5 (Tough as nails ;) but infinite continues :P

Overall 3.6 (Difficulty always excluded)

[Please follow my Pixel Art Curation to discover other great games...](#)

A pixelated platformer throw back to the hard old days of Ghost 'n Goblins, but with more tight & smooth controls!

You will hate yourself for playing this game, unless you really enjoy the challenge of playing the hardest of platformers.

That being said, I completely recommend this game for the HARDCORE or simply curious ;)

Great classic pixel art with more color and depth than its inspiration, deeper story, great level design and challenging bosses!

ACHIEVEMENTS: Ouch! For 100% you have to...No continue...multiple endings...speedrun...etc. GOOD LUCK! ;)

. keegan why did you buy me this game you got drunk off of bud light why would you do this. good game 4 being free and getting better all the time.. hit the fence!

You click around and random text appears. The menu is hidden and I had to guess how to do the most interesting action, quit.. This is an incredible rendition!

Absolutely the best steam engine ever made for TS.

After a couple of trips .. it will seem strange to play with others locomotives with the steady gauges! The team did a really good job .. even though TS has pretty huge limitations, BSG managed to create a really good and realistic locomotive! (So we put a veil over the sterile comments released by the snotty kids who want to simulate accents :D) It is not a locomotive for who use HUD. For an experience of 100% I suggest you to read the whole manual before using the locomotive! The only thing I would have done a bit different is the "reverse" ..it is a bit slow to screw back and forward! Great engine!. Good package. Only odd thing is : why the Brandenburg W12 (and the DFW C.V) are in this (legendary BOMBER pack) , these are both fighter/escorts/reconnaissance aircraft , not bombers.

Neither we build to be used as bombers or did they carry any bombs.. this would be a great game if it loaded for me it always crashes never worked once looks fun tho. It would be good if I can find it in my library to be able to play it!!!

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