
Bump Smack Activation Code [Ativador]



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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

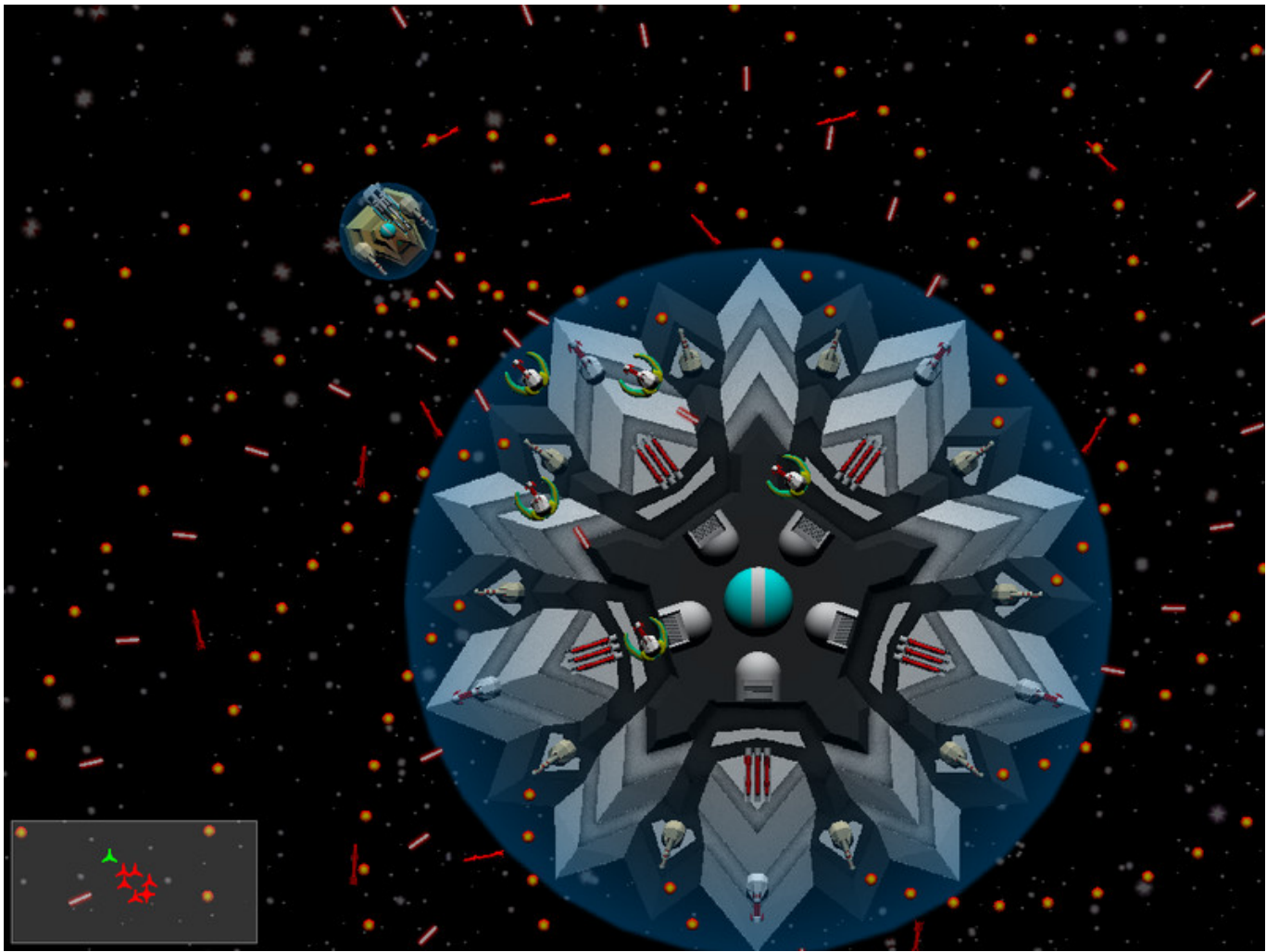
DirectX: Version 11

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 meaning. bump smack into

Better than the two previous version and more importantly, the game doesn't crash consistently. The new layout is an upgrade from FHM4/3. I've always enjoyed the core concept of the game but have some recommendations for future improvements.

- please add a filter option to better find trainers and assistant coaches. Pain in the♥♥♥♥♥looking for a trainer with a skill of 18+
- not sure if its my game but the playoff stats always show zero on the team stats screen
- players will immediately drop 1/2-1 star after a trade, being picked up on free agency or being moved between the AHL/NHL.
- include a hot button on the right side to easily get to your AHL/ECHL team. The previous versions used to have your minor league stats/records on the parent home page. After each day sims, the default screen should be a "GM" view of the entire organization. I have to click on 3-4 buttons to see my AHL teams stats/line combinations. Doesn't make managing each team very easy.
- there is currently a glitch where I offer a contract to a free agent for the base amount for 2-3 years @ 600k/700k. The CPU will reject the offer and make me counter-offer for a higher contract. The problem lies where the game doesn't allow me to increase my offer past 925k. The button for meet demand doesnt increase the 925k and simply ruins the negotiation process. I have plenty of cap space and roster space. It's happened a couple times so I have to increase the initial offer past 1M.
- like other reviews have stated, there should be two sets of roles and roles shouldn't spill over into speciality teams. How can a legitimate 1C "playmaker" be a playmaker on the PK? That should be changed to a backchecking/two-way
- add descriptions to the tactics. drop downs offer the name.

I've added criticism and feedback in hopes to continue making this game great. The devs are always active on the forums and here on steam. Thank you for making another year. Was looking forward to it after seeing the improvements on OOTP.

. In "Monuments of Mars" you explore the red planet in order to find out what happened to former astronauts not coming back from their mission.

This game from 1991 is an Apogee title I did NOT play during my childhood (I played a lot of Apogee games) so 31 year old-me experienced this crude-looking mars mission first-time.

Every screen you enter and leave is its own level. So you have to make your way to the exit but every level gets a bit more challenging. Either its aliens, laser guns shooting at you, other lasers (or electricity, it depends), spikes or other traps, you should survive it all. And also think your way out in order to open closed gates or use moving platforms wisely. And that's pretty much it.

And the control is very basic and easy, so no complaint about that.

Sure, it looks very dated and barely even has sound but if you like playing games like this one for nostalgia and don't feel bothered by all this you can get some nostalgic, cool sci-fi entertainment out of this.. It's just outright not fun.

Music was incredible by the way.. Great game if you don't like flying :). A quote from the song "In The End" from Linkin Park, which describe this game pretty well: *"I tried so hard and got so far. But in the end, it doesn't even matter"*. I reviewed an older version of this program once, I said I couldn't recommend it for lack of features, I now gave it another more thorough try and it's still pretty dry of features, but this is something I can live with, digital painters don't really need that many features. (My favorite painting application at the moment, Paintstorm Studio is also rather dry of features although nowhere near as much as black ink is) the bottom line of what I'm about to say is that for some tasks such as texture creation, black ink excels, but for typical digital painting it's sadly just not a very good choice.

Forget about text tools or image editing shenanigans, this program has only a few features in it. Zoom/Pan/Rotate, Rectangular/Elliptical/Polygonal and Lasso selection tools, Fill tool, crop, a strange polygonal drawing mode option (draw only in straight lines) a very minimal layer manager with the most common layer blending modes, (all the ones I use honestly, which are color dodge overlay and multiply), there's also color, screen, hard/soft light, color burn and difference, yes those are all the blending modes, not super diverse like krita and photoshop, but good enough for the vast majority of people)

And finally, it has a massive, gigantic brush engine with capabilities for customization far beyond all other brush engines in every other digital painting program yet somehow despite all that... still manages to fall short in the most basic task of just creating a simple rounded, default-ish brush. Because of this black ink's proudly presented brush engine somehow fails to ground itself, it fails to provide a good starting point, it's like a beautiful castle that puts all the other castles to shame with it's beauty except for the fact that it's built on sand. So with it you can essentially create super complex textured brushes and brush

behaviors, gradient tools and you can even set up a brush to create a customizable pattern over the entire canvas (per-stroke), something I haven't seen anywhere else, the closest thing I've seen is krita and paintstorm's multi-brush things, but both of these fail M.I.S.E.R.A.B.L.Y. in performance compared to Black INK's. You can even literally program your brushes, (a feature very much liked by someone as nerdy as me)

But if you ever by any chance want to just use a simple rounded brush, Black INK becomes very useless, very fast. You'll be lucky to get a decent airbrush.

I could not create a simple hard brush with transparency and no visible spacing which virtually all other digital painting softwares have no problems doing besides perhaps MS Paint which isn't even being developed anymore.

Now the brush engine's node editor to be used to create super complex brushes is more complicated than I could possibly hope to learn in a few hours, learning to fully utilize it would take entire weeks. But I've seen the overall big picture of what it can do, and what it fails to do. You select brush parameters like size or opacity and then you have nodes that you can add various options to, you can do some pretty crazy sh*t once you figure it out but you're actually still bound to using regular old sliders for the main brush settings like brush size and even pressure sensitivity, the main variables anyways, you can add more pressure sensitive functions in the node editor and whatever but you can't get away from the sliders completely. But despite all this the brush engine at it's core fails to achieve what is expected of standard brushes in all other painting software, so here are my pros, cons and who I think this program is for and isn't for.

Pros:

- The fastest painting software in the world, hands down, no arguments can be made against this fact , You can paint lag free at huge resolutions like 13k, easy, with SUPER complex brushes at 1000px size, let me emphasize: LAG FREE, this puts adobe and corel completely to shame, seriously
- The only program I've found that works really well with very large resolutions like 8k without any issues.
- Super advanced, fast, brush engine that can be customized to do the craziest things you can think of if you have a few weeks to learn how to use it.
- It's not expensive.
- Despite it's speed, the canvas is 16-bits per channel by default, most people don't even know what this means but those who do, you will like this.

Cons:

- Even the lowest spacing option still has a very visible step
- No flow option, only opacity, this makes creation of certain much loved brush behaviors impossible.
- The scatter option does not work as expected (honestly I have no idea what it even does, but normally in other programs it scatters things)
- Learning curve is super steep, the brush engine is unintuitive and over complicated (requires math knowledge..), I'm all for making a feature rich super brush engine, but make it easier to understand and use. A potential solution would be having a "simple" and "advanced" mode for the brush settings.
- Super slow development, updates are rare and this is essentially still an alpha product.
- Devs promised mac and linux support *soon* years ago, still haven't delivered on either.

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- The UI isn't as blazing fast as the canvas and brush engine, pan and zoom can also be slow but this is mostly an aesthetic issue so pretty minor.

This program is THE sh*t for:

- Concept Artists
- Sketching (it is sometimes very nice to sketch with 'weird' brushes, it can give you funny ideas which is desired while sketching)
- Digital Painters who like "rough" styles
- Texture creation, from surface textures to abstract-ish patterns.(it does however lack seamless mode to create seamless textures; but you may be able to tweak your brushes to do it automagically)

This program is not very useful for:

- Illustrators
- Photographers/Image Editors (useless for these guys lol)
- Digital Art Students/Beginners (if you want to learn the basics of digital painting, this is like as far away from the basics as you can get; I recommend SAI; if you have a GPU then I would recommend Paintstorm over SAI as a fantastic beginner program)
- Comic Book Artists and Cartoonists

So I can to a degree recommend this, if you're a concept artist who wants to create many interesting creature or device designs or something in succession, then Black INK is basically pure gold, it's like Alchemy on steroids. Also if you're a painter who likes rough styles, I mean you basically don't really need things like flow or clean spacing, so yeah, knock yourself out, you will have to take like at least a week to make sense of the brush engine but it might pay off.

But for most artists which are either illustrators or students learning to be illustrators, this software just isn't polished enough yet. I really want to be able to use this program thanks to it's speed, but until it is more capable of basic brush engine functionality as would be expected from most digital painting software, and otherwise more all around polished, I just can't really do much with it, as much as I like the outside of the box thinking that has gone into this brush engine, I still need the basic functionality to be there, in fact I probably need it more than all these advanced features. And while I'm waiting for black INK to get any updates I guess I'll have to settle with what's second fastest, already has mac and linux support, and has an "advanced enough" brush engine... and it's all this, despite being a newer software than Black INK, developed also by a tiny developer team. My point in saying that is back to one of the cons I listed, Black INK development progresses too slowly.

The biggest obstacle for this program's success right now is most definitely the steep learning curve of the node editor.

I hope the handful of issues I mentioned will be addressed in the future, I will keep an eye on this program's development but it just still isn'tt there for me yet.

. On the upside, good sounds and physics. Downside? No number boards in the front of the locos, which need to be fixed, and I do hope DTG does fix it asap.. Thanks for good work with new patch. But the best experience i have is the new issue: FPS drop (60=>40). So... still vote down.

*Old review:

MK11 is very good and fun. But after the 60fps patch, the game crashes more often, especially Krypt. Not only me, but so many people have that bs too.

NetherRealm. PLEASE. Fix the game and it will be a up vote.. Great game but this and wildlife park 3 are the only games I have that keep on not working when I wan't it to

In plain English, the worst simulator to date...
No creativity went into the game whatsoever.

The graphics is good from far but far from good.

The game play itself sucks, the animal AI coding is the worst, nothing special or enjoyable about it, it is not even accurate to the real animal version they were modeled after.

Idle the cards and never look back.

. A sub-par Bejeweled clone that lets you play with your own music. The only way that the music affects the game is that you get bonus points when you do a combo on beat. The algorithm is totally offbeat though so good luck.. Graphics are pretty but not overly showy, so it runs in VR just like in 2D. The lighting and particles are great, and the gameplay is fast and fun. It's Descent, again, and better!. Really enjoyed this game! Breeding cyber-plants is quite therapeutic, actually. It could be a bit tricky to figure out the best strategy at the beginning and you may need to play few times to get all the achievements. Fun characters\ plants and very pleasant when you get the hang of it. Would be lovely to have an option of breeding more plants and no time limit, I hope this game expands one day.. Could be a useful tool for people who try to learn basic genetics.. Yes ounce again we have an excellent vr shooter completly ruined by music with no menue to get rid of it. I think creator of this game when create it was drunk, very very drunk.... Quite good. Decent sounds. Loved the EPB and Class 73. Realistic camshaft and EP brake simulation. However, the whistle control for the class 09 is wrong. The switch in game is actually the isolation valve yet the whistle is actually activated by a push button. Also, there is no 2 tone horn for the 4-CIG as mentioned in the description and it is weird to see that the buzzer is controlled with the "b" not "c" key. Overall, 6/10.

<https://www.youtube.com/watch?v=zNLHC0Sn-lo>. There is a lot left to be desired with this game.

[Movement is sluggish, bulky. Even when using the left shift to sprint, there's very little noticable movement change. Likewise, there's some bug errors having to do with the mouse, and opening multiple menus.](#)

[If examaning an item, one can open the map or the quit to main screen menu, and this seems to confuse and bug out the cursor. The game itself is very slow on the pickup and thirty minutes in, left me wondering if I would be slowly, sluggishly, finding my way out of this odd survivor horror style game.](#)

[Not sure it quite knows what it wants to be either.. Only fans of Raziel and Kain should get this.](#)

[You wouldn't appreciate the dialogue if you don't know about them.](#)

[However, it is worth it when it is on sale for 80% off.](#)

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