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Spongebob color fill puzzle game

For other uses, see Collapsing. Collapse! Genre(s)PuzzleDeveloper(s)GameHousePublisher(s)GameHouse(RealNetworks)Platform(s)Windows, Mac OS XFirst releaseCollapse!1998Latest releaseCollapse! BlastMarch 11, 2013 Collapse! Is a series of award-winning[1] tile-fitting puzzle video games by GameHouse, a software company in Seattle, Washington. In 2007, Super Collapsible! 3 became the first game to win the Game of the Year at the first Zeebys. The series has been discontinued since 2015 because RealNetworks closed its internal games studio. [1] In 2006, a spin-off series called Super Collapse Puzzle Gallery! was developed in 5 games. Game The classic meltdown! play is played on a board of twelve columns through fifteen rows. Randomly colored blocks fill the board, which rises from the bottom. By clicking on a group of 3 or more blocks of the same color, the entire group disappears into meltdown and any blocks stacked above fall off to fill out the vacant spaces. If an entire column is cleared, the elements slide to the center of the field. If one or more blocks rise outside the top row of the board, the game is lost. If the player manages to survive a specified number of lines without losing, they win the level and are awarded points for successful completion. [2] A level usually begins with a few rows of blocks with a starting set of colors (typically red, green, blue, white and yellow.). One after another, new blocks are added to a feed row under the board. When the feeder row is filled, all of its blocks are moved up, to the active plate, which shifts the field from remaining blocks higher. During the course of a level, the rate of new blocks entering the feed increases. New colors can also be introduced, making it more challenging for the player to find groups that are big enough to be collapsed. In higher levels of the game, bombs appeared, mixed under the blocks. The bombs are black (in which case click on them cause the surrounding blocks to disappear), or are the color of one of the groups of bricks (in which case click on the bomb eliminates all bricks on the board that are the same color). Black bombs have the added quality of serving as a bridge between corresponding groups. When a player completes a certain number of equally numbered levels (that is, from level 2, 4, 8, 10, 14 and 16), a bonus level is played. Here, the player has 15 seconds to completely clear a screenstend of bricks and earn extra points. Games title date platforms collapse! 1998 Web (Flash) Super Collapse! 2001 Win 95/98/ME/2K/XP Ineenstorting! II 2002 Wen XP / 2K, Mac OS X, Game Boy Advance Ineenstorting! Crunch 2005 Wen XP / 2K, Mac OS X SpongeBob SquarePants Ineenstort! 2007 Wen XP / 2K, Mac Mac X; Web (Flash) Super Meltdown! 3 2006 Win XP/2K, Mac OS X; PlayStation Portable, Nintendo DS Super Collapsible! Puzzle Gallery 2007 Win XP/2K, Mac OS X Collapsible! Chaos 2008 Mobile, iPhone/iPod Touch Collapsible! 2009 Win XP/2K/Vista/7, Mac OS X; Web (Flash); iPhone/Touch, Android, Mobile Meltdown! 2011 Windows Phone 7 Collapse! Blast 2013 iPhone/Touch/Android/Facebook Web & Super Meltdown! Super

meltdown! Developer(s)GameHousePublisher(s)GameHouseDesigner(s)Ben Exworthy, Garr Godfrey(orig.][reference required]SeriesCollapse! Platform(s)WindowsMac OS XBrowser(Flash)Game Boy AdvanceNintendo DSPlayStation PortableMobileiPhoneSmartphoneFacebookWindows Phone 7Release1999Genre(s)PuzzleMode(s)Single Player Late in 1998, Ben Exworthy and Garr Godfrey a web-based game that, through distribution arrangements with major online gaming portals such as Microsoft Zone, quickly grew in popularity. Along with other seminal games like Bejeweled (PopCap), Collapsible! helped boost the early popularity of the match three genre of casual games. In 2001, following the success of the web-based Collapse!, GameHouse developed and released Super Collapse!, a standalone download for Windows PCs. [3] While the game remained identical to its web-based counterpart, this new version offered enhanced graphic resolution, animations, sounds and music at a price of US\$20. After that, GameHouse will continue to use the word super in the titles of its download games, as a way to distinguish them from the simpler web-based versions. Super meltdown! II In 2002, one year after the release of Super Collapse!, GameHouse would create the first true sequel in the series, Super Collapse! II. In addition to the classic game, super collapse II would offer relapse, Strategy, and Puzzle modes. [4] Super collapse! 3 Super meltdown! 3 went on to expand the work of previous Collapse! Games. In addition to three new modes (Slider, Continuous, Countdown), Super Collapsible! 3 introduced a quest mode where players advanced through a whimsical world, unlocking new levels as they go. [5] Sound effects and music for Collapsing! 3 was created and composed by Jesse Holt. In 2006 it received a Zeeby Award and was named Best Casual Game of the Year. Collapse! (2009) COLLAPSE! Promotional Screen Art Late in 2009, GameHouse released all new versions of the game that were COLLAPSED! across multiple platforms, including Windows, Mac, Facebook and mobile devices. [6] While each version is uniquely designed for every major platform, players can earn special codes to unlock bonuses in the computer, Mac, and Facebook versions. Facebook app The first of these new games was a Facebook app, released in October. [7] Players are competing with in weekly tournaments, with a new game variation unlocked every day. During any given week, players can play and replay any previous day's challenge (for example, maximizing a score) but at the end of the week the was closed, combined in weekly totals, and winners declared. iPhone and mobile On December 4, 2009, the iPhone and iPod Touch COLLAPSE! was released to the iTunes Store. Like Super Collapsible 3, this version featured a quest mode where the player would progress through a world and unlock new levels. Unlike Collapsible 3, however, this version introduced player and enemy characters as well as a name for his fictional world: Blocktopia. According to RealNetworks, this new mobile game has used a proprietary development platform, Emerge, and is capable of transferring to eight mobile operating systems, 130 mobile phone carriers and distributors. [8] A version for Android as well as BlackBerry and other devices is planned to follow the iPhone by a few weeks. [6] PC and Mac released on 9 December 2009 that the computer and Mac collapse! continued to develop the game towards outlined by Super Collapsible 3. [9] The Search mode of Super Collapsible 3 has been renamed Adventure in MELTDOWN! and updated to feature not only a more detailed world (Blocktopia), but also a story and a customizable avatar to take through it. Each soil inside Blocktopia is plagued with a unique catastrophe that needs to be restored one level at a time. At the end of each country, players battle against a comic boss who uses special forces and techniques to vary the game and challenge the player. [10] The completion of levels rewards players with coins that can be used to purchase power views, avatar clothing and additional wildlife functions in stores around the world. There are also casinos where players can play games of chance to win even more coins if they get into trouble. While much of the classic game is unchanged, one significant variation is adding dual boards. These modes place a second matchboard next to the first and players must vary attention between the two. References^ A ^ ^ ^ _II ^ _3^ a b ^ Archived copy. Archived from the original on 2010-01-22. Retrieved 2009-12-10.CS1: archived copy as title (link) ^ ^ Archived copy. Archived from the original on 2009-12-13. Retrieved 2009-12-10.CS1: archived copy as title (link) ^ Archived copy. Archived from the original on 2009-12-13. Retrieved 2009-12-10.CS1: archived copy as title (link) Retrieved Vladis B8831388 Ilyaa Game milutin03 over989 RostovDon Lena2020 t98743235 2233002485101 2233002485101

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