
The Zwuggels - A Beach Holiday Adventure For Kids Download Link



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About This Game

Let your kid (4 years and older) join the Zwuggels on an amazing trip in this interactive Summer adventure.

The children help the Zwuggels prepare for their trip to the beach for their summer vacation.

Once landed on the tropical island, they quickly learn about the mysterious pirate cats and soon take part in an exciting treasure hunt!

- Winner of PAEDI 2016 Award for outstanding children's software (Munich, Germany).
- Concept qualified for funding by the State of Bavaria's Film Fund (FFF).

The main cast



Features

- Topics: **Summer** Vacation, Holidays, Beach, as well as **Pirates** and Treasures!
- No violence whatsoever!
- 36 chapters with creative mini-games
- An enchanting tale, written in fun rhyming style, similar to nursery rhymes
- Many animals, contains girls and boys as characters
- For ages 4-8, toddlers, preschoolers. A great way to encourage early readers.
- Perfect as a bedtime story: Play one chapter per day!
- Beautifully illustrated by German picture book illustrator Stefan Leuchtenberg
- Translated to English, Spanish, French, German, Italian, Portuguese, Polish, Russian.

Story

Each chapter is a unique game, with its own mechanic that motivates kids. First, they get to know their new friends as they help them with activities like climbing a cliff, feeding their little baby monster, or helping them with their school work.

The next day, the Zwuggels leave for vacation. Time to pack their bags!

In the morning, they make sandwiches and soon fly the airship through a mighty storm and eventually make it to their destination. At the ocean, they set up beach chairs, learn to put on sunscreen, and then simply relax, building a sandcastle. The calm ends when they find a message in a bottle from a stranded cat! A boat must be found, repaired and painted. Together they fend off sharks, go fishing, feed dolphins, tickle turtles and find the marooned cat. Will they find the legendary treasure?

Playing the many mini-games, each with their own unique interactions, your children discover the story at their own speed.

Written in delightful rhymes

“Zwuggels are lovely, joyous things,

they're friendly, kindly creatures.
They're really small rather than tall
with funny, charming features."

What parents say about the game

Note: These comments were made for the mobile app version.

Kath J., on 2 February 2017:

"Absolutely loved it. Grandson enjoyed it so much is asking if you doing another.. Graphics were wonderful. Each story kept max amazed he's started from the beginning now."

Jeni R., on 16. September 2016:

"My 4 year old's first game Wanted to finally introduce our 4 year old to games and chose this for its cute characters and innocence. He needed some gentle explanation for the controls and the idea that he could let go of things to try them in places but after that, he loved it. His eyes lit up on the second level when he saw a little boy Zwuggel play with a train, enthused to Mama & after stopping, he emulated the girl climbing across the waterfall using sticks for hand and footholds. Full marks from this parent -- good safe fun :) "

Made by a small indie team

Stefan Leuchtenberg — Art, Illustrations, Animations, Character Design

Johannes Krämer — Game Design, Programming, Tech

We work with other external artists and professionals for sound, music, translations, etc.

From mobile to your desktop

This game was initially developed for mobile devices, and we wanted to bring it to the large screens of desktops as well!

For the Steam version, we added keyboard input in some of the chapters, where we believe makes intuitively sense.

The majority of the chapters is played with the mouse, by pointing, clicking, and dragging.

Also, only the Steam version comes with Achievements (Psst, some hidden ones, too).

If you have suggestions or comments, including about controls or input, please email us!

Privacy

Your privacy is important to us: This game does not collect any personal information.

This game does not contain any ads or in-app-purchases.

If you have questions about privacy, please contact us.

Zwuggles

Although their real name is Zwuggels, they sometimes answer to Zwuggles -- but only on days with an 'e' in them ;-)

Contact

We'd love to hear from you. We love getting emails from our players!

We're a small team, so your feedback will go straight to the creators of the game.

Thanks!

Title: The Zwuggels - A Beach Holiday Adventure for Kids

Genre: Adventure, Casual, Indie

Developer:

Ploosh GmbH

Publisher:

Ploosh GmbH

Release Date: 20 Jul, 2017

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English,French,Italian,German,Polish,Russian







If you won't truck through an extremely buggy game, then pass on this one.

The story is very compelling and while the game isn't killing you: getting you stuck in walls; blasting your ears with glitched audio; barrading you with typos; not having attacks, which indicate that they've hit, actually hit; or not being allowed to proceed for whatever unknown reasons it can be veeery immersive. Hell, I've spent quite a bit of time on this game on my first playthrough, and I still haven't completed it. All the side quests are very engaging, and though the game has very little direction, the main story had me 'pining' to know what will come next. It had that classic, old video game story which deals with many adult themes very well in the context of a child's game.

So, if you're willing to pay 15\$ for a buggy, seemingly incomplete game for a great story and truck through it, then I recommend this game. Make your assessment, eh?. It's a Puzzle Quest game. So of course it's great but I didn't ever really get into the puzzle gameplay of this game. I played every game in the series and while this one is good the other games are all so much better. Skip this one and get the original Puzzle Quest. If you already played all the other games and maybe want more: go ahead. Buy this.. Horeeeeeeee. Thanks SCS Software. great for homestuck fans the story is fantastic and to be fair you don't really need to know much about homestuck to get into it since the character are all original they do however have ties to the main cast likely ancestral so it's not a big deal anyways this game does have some down sides and the only one that honestly stands out to me is how patronizing it is that's fine for the point and click parts but when you get into a strife it never turns into a battle or anything it's just more point and click that you have to figure out and then theres points where the game feels like it should be a diffrent genre but it just continues to be a point and click which honestly feels a little against what a homestuck game should be in the first place but at least you don't have to manage sylabys bs that characters in the web comic do instead your sylabys is a loading dock and you can see everything and acsess everything. Game has so many issues and it seems the devs have no plans to fix the bugs and such. Refund requested. Don't bother with this trash.

how do i equip the stuff in the pack?

. The model is pretty good, but that's where it stops. Braking with this engine is a pain, as it takes forever to stop, and makes it hard to get on time to the different stations. Acceleration is also pretty bad, making things harder.

The first scenario is next to impossible to achieve, unless you spend 5 or 6 hours trying and finding all types of tricks to gain 1 more second between the second and the third stop in that scenario (and that's why I'm leaving a bad review, really. The first scenario was so frustrating to complete that it left a bad impression of the overall add-on on me).

Apart from the first scenario, the two other scenarios included work fine. All the achievements can be obtained (even the "Scotrail Saviour" one, but it'll require you lots of determination).. I was upset with the choices I made and wanted to redo a portion of the game. I couldn't. The story was saved. I was constantly invested in the story because I had made every choice, and in the end i was happy. If you enjoy reading play this. Really worried about this game. Was so hyped for a tennis game since a long time, but this game is just far from finished, also seems the game is capped at 60 fps (and that for a tennis game that has a fast moving ball).

Although history proves many developers just leave their game after they cashed in. Welcome to the new game era :(.

Although I hope this game ends up like Wreckfest. From a bad game to a top game.

NO FOR NOW.

. + The name is LUKE SIDEWALKER :D

I made a gameplay review of the game, check it out if you consider buying and have a nice day everyone!

<https://www.youtube.com/watch?v=Ss19sGW08zo&t=24s>

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