Kevin Andor

Hammer Heads

A love letter to Bubble Bobble, Ice Climbers, and Donkey Kong; The game has you (and a friend if you choose) play as construction worker(s) to climb a tower squishing enemies along the way. Each “tower” counts as a level, and each tower is divided into sub-levels as “rooms”. The goal is to kill all of the enemies in each room and climb to the top.

Each player attacks with a hammer as a weapon and has to kill all of the enemies in each room to progress. There will be variations of enemies (with some taking longer to kill and some shooting projectiles, for example.) Rooms will have variations as well (such as icy floors that will make the characters slide or bouncy floors, for example.) The goal is to get to the top of each tower. The games two player mode is a competition of who gets the highest score.