

Mini Golf Challenge new game for iOS, Android, and Windows 10

Published on 11/15/17

Texas based developer, Magnin & Associates today introduces Mini Golf Challenge 1.0, their new game for iOS, Android & Windows 10. Mini Golf Challenge simulates 9 or 18 holes of miniature golf, complete with a turning windmill, animated alligators, rotating planks & other challenging holes. The game offers multiple game play modes, including local single player, or multiplayer multi-platform online play. Players can optionally share accomplishments via email, instant messaging, or social media.

Farmers Branch, Texas - Magnin & Associates today introduces Mini Golf Challenge 1.0, their new game for iOS, Android, and Windows 10. Mini Golf Challenge simulates 9 or 18 holes of miniature golf, complete with a turning windmill, animated alligators, rotating planks, and other challenging holes. Multiple game play modes, including local single player, or multiplayer multi-platform online play.

Enjoy the thrill of miniature golf your iPhone, iPad, Android, or Windows 10 PC or Surface.

Touch the head of your putter, pulling it back slightly, and then push it forward. How fast you push it forward determines how hard your shot will be, and how far the ball will go.

The View Button zooms out to let you see a bird's eye view of the current hole. The Path Button lets you see the view from your ball to the cup, to help you line up your shot. The normal top-down view has two curved arrow buttons, to turn the angle you are facing the ball, and will affect the direction of your shot.

Automatically keeps score. Optionally shares your accomplishments via email, instant messaging, or social media.

Multiple gameplay modes:

- * 1 Player, Course 1 (holes 1-9)
- * 1 Player, Course 2 (holes 10-18)
- * 1 Player, Full Course (holes 1-18)
- * Free Play practice whatever hole you wish
- * 2 - 4 Players online

Challenging for all ages.

Enjoy by yourself or go head-to-head online against invited opponent(s).

Game is multiplayer and multi-platform, supporting most popular smartphones, tablets, and computers.

The game was produced by Ed Magnin, programmed by Willie Johnson, Jr, graphics by Antonio Smith. and level design by Willie Johnson, Jr. Matt Campana created the excellent audio effects. According to Ed Magnin, "I have always enjoyed playing miniature golf, especially classic holes like hitting the ball through the rotating windmill blades. Now it's as close as my phone or PC."

Device Requirements (iOS):

- * Compatible with iPhone, iPad, and iPod touch
- * Requires iOS 7.0 or later
- * Universal App - supports iPhone, iPod touch, and iPad, including standard, Retina, and

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

iPhone X displays

* 65.6 MB

* Rated 4+

Pricing and Availability:

Mini Golf Challenge 1.0 is \$1.99 USD (or equivalent amount in other currencies) and available worldwide through the App Store in the Games category. An Android version is available worldwide from both Google Play and Amazon AppStore. A Windows 10 version is available from the Windows Store. For more information, please contact Ed Magnin.

Magnin & Associates:

<http://MagninGames.com>

Mini Golf Challenge 1.0:

<http://MagninGames.com/minigolf>

YouTube Video:

<https://www.youtube.com/watch?v=8CungGEvr8E>

Image (Title Screen):

<http://magningames.com/iphone/minigolf/images/MiniGolfTitle.png>

App Icon:

http://MagninGames.com/iphone/minigolf/images/Icon_144.png

Ed Magnin has been actively involved in the game industry since 1979. Earlier in his career he worked for some of the top game developers of their day - MicroProse, Cinemaware, Virgin Games, and Park Place Productions. In 1993, he founded Magnin & Associates and has focused on handheld games ever since. For the last 6 years they have created over 25 for the iOS (with over a million App Store downloads), 18 for Android, and 16 for Windows Phone. All Material and Software (C) Copyright 2017 Magnin & Associates. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries. Other trademarks and registered trademarks may be the property of their respective owners.

###

Ed Magnin

Director of Development

1-972-378-4147

Ed@EdMagnin.com

Link To Article: <https://prmac.com/release-id-82212.htm>
