
Activation Putt-putt Enters The Race Windows 64bit Download Serial



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Due to . Gameplay Plot Putt-Putt was initially a cute, puppyish character. This changed, however, when he was kidnapped and experimented upon by scientists who replaced his original puppy-like brain with a hunk of metal and a spherical magnet. The reason he was chosen for such an experiment is unknown, but his speech as well as the "I'm a dog, not a cat!" line that he constantly says indicates that they were planning to turn him into a pet robot. Because of this, he decided to run for the presidency, making a campaign against his opponent (presumably his former owner) in order to gain popular support. Once he began his campaign, his campaign staff started collecting signatures to register him as a candidate. These signs included one with a picture of him reading a newspaper while sitting on a dog lawnmower, as well as one with the word "Saver" written over a picture of him sitting in a dog-powered lawnmower. Development Originally, Putt-Putt was going to be a pet robot in the same vein as RoboCop and Terminator. When Humongous Entertainment was creating their first game for Sega, Andrew Plotkin came up with the idea of a pet robot, which the company liked. The concept of a dog having a spherical magnet on his head was not in the original concept, but was added as part of a move to make the game more family-friendly. The idea to add a lawnmower into the dog-like robot was also not part of the original concept, but was added because it was thought that putting a lawnmower in a robot would make it more fun for children. The campaign speech was created for the game by John Rosengrant, who also came up with the word "Saver." Reception The game was well-received by critics. GameSpot rated the game 9.7 out of 10 and called it "The perfect game for children, teens, or anyone in need of a good laugh." GameDaily gave it an A, calling it "A wonderful game" and "It's a hilarious game for all ages." IGN also praised the game, calling it "A simple idea, that's what makes it so fun" and praising the fact that it was not overly violent. The game was the 31st highest-selling game for its debut month in the United States, with 264,000 copies sold. References External links Category 82157476af

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