Scream Collector Activation Code And Serial Number

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About This Game

Build up a haunted house in this Halloween themed Idle Clicker game!

Starting with modest beginnings, build up to a terrifying haunted house, unlocking secrets and mini-games along the way. Then enter the house, and build up more!

New for Halloween, 2018
A whole new room is ready for you to dive into and build up – with new secrets to discover, and all new achievements.
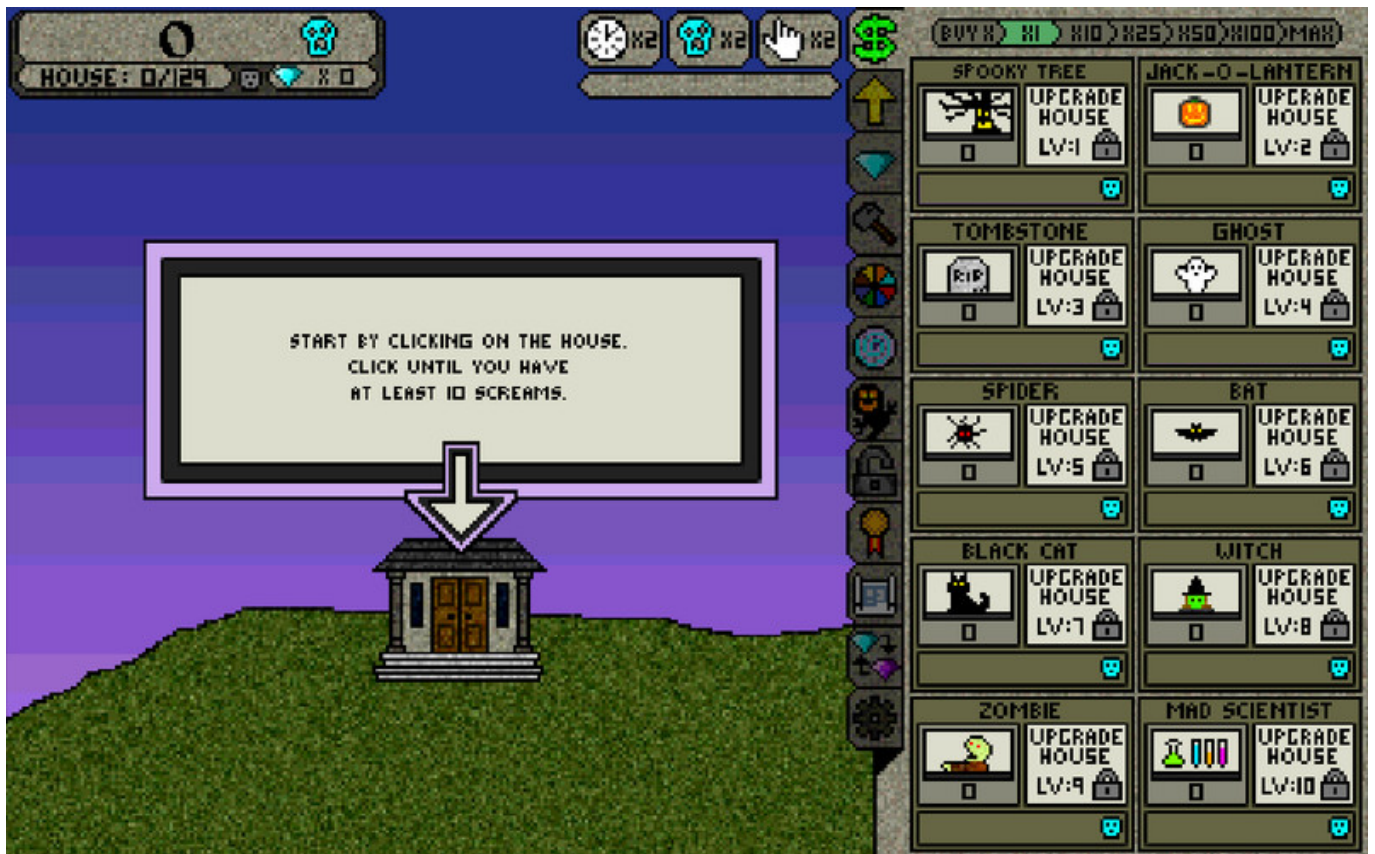The Dungeon is here!
Do you dare enter?

Title: Scream Collector
Genre: Casual, Free to Play
Developer:
PuzzleRoo
Publisher:
PuzzleRoo
Release Date: 26 Oct, 2017

 a09c17d780

English

7.71 B

HOUSE: 37/129 ⬦ X 5

⊙ x2 ☠ x2 👆 x2

ACHIEVEMENTS

EARN ACHIEVEMENTS FOR BONUSES!
EARNED BONUS INCOME: 6 %

SMASHING PUMPKINS!
SMASH 10
PUMPKINS
INCOME + 3% ⬦ +1
PROGRESS: 0/10

START BY CLICKING ON THE HOUSE.
CLICK UNTIL YOU HAVE
AT LEAST 10 SCREAMS.

HOUSE: 0/129

SPOOKY TREE
UPGRADE HOUSE
LV:1

JACK-O-LANTERN
UPGRADE HOUSE
LV:2

TOMBSTONE
UPGRADE HOUSE
LV:3

GHOST
UPGRADE HOUSE
LV:4

SPIDER
UPGRADE HOUSE
LV:5

BAT
UPGRADE HOUSE
LV:6

BLACK CAT
UPGRADE HOUSE
LV:7

WITCH
UPGRADE HOUSE
LV:8

ZOMBIE
UPGRADE HOUSE
LV:9

MAD SCIENTIST
UPGRADE HOUSE
LV:10

BUY X X1 X10 X25 X50 X100 MAX

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Update: Build 0.45:
Outside would tell you it was complete every time you started the game
The Urn was not giving the correct reward when you broke it the first time.
Fixed some bugs relating to the dungeon treasure chest numbers
Solving the code on the treasure chest will no longer block ceiling drips from falling into the bucket
Petri Dish will longer show up if the microscope is already glowing
Fixed a gem converter bug that occurred after upgrading the outside to level 2
Targeting for Hammers, Swords, and Brooms has been reworked. They should be much more accurate now.. **Update: Build 0.26**:
- Fixed issue where some Steam purchases would ocassionally not register in-game. **Update: Build 0.43**:
Fixed Vine (gem purchase) upgrade bug
Fixed bug where clicker reward would be given too early in the dungeon
Spinning the wheel wasn't updating achievements right away.
Fixed the gem reward display for the window game when scene is upgraded, so that it shows as purple instead of blue
Fixed per/second income calculations for tombstones
Fixed minor display error for prisoner upgrades in tool menu options
Made the vine fruits bright red to make them easier to spot.
Fixed bug where the charge rate of the maximum generator was slower
Enlarged the hit boxes for the stripped snake and the cobra to make them easier to hit
Made the bucket a little easier to spot
. **Update: Build 0.34**:
-Darkened the bloody walls
-Fixed errors that could cause the bucket or the hammer stop respawning
-Fixed a display bug with the creepy clouds, clouds will change depending on if the shadow is there or not.
-Made Mouse trap hit boxes bigger so that it's easier to place the cheese
-Fixed a glitch with hidden object placement
-Decorated the entry hall, and added mini-games for christmas.
-If you drop a treat from the butler, it will now reappear on his tray
-Doubled the speed at which scratch cards are refreshed, so you can scratch faster!
-Greatly improved chill rewards from scratch tickets
-Improved other rewards from the scratch tickets, improved golden ticket prizes, and how they appear
-The ghoul scratch card now matches the main ghoul icon. **Update: Build 0.30**:
- Changed warp so that all bonuses are now included in earnings calculations
- Fixed bug that would cause the outside scene to register 128/129 when all upgrades were complete
- Fixed error that would cause items to land behind the butler's tray, making them in-accessible
- Fixed Daily reward #24. **Update: Build 0.29**:
- Added cursors as a cosmetic upgrade
- Fixed bugs with entry
- Reduced prices on gems
- Additional miscellaneous bugs. **Update: Build 0.33**:
-Implemented an automatic backup system that will backup every 24 hours, and store up to 5 backups. The backups can be accessed on the settings (gear) panel.
-Made Spider and skull Hit boxes Bigger to make them easier to hit.
-Fixed Vampire had stopped giving gems when killed
-Gem increase no longer affects autoclicker price
-Announcement for chill bonuses activated said "screams" instead of "chills"
-The spirit panel will say "screams" or "chills" depending on what scene you are on.
-When switching scenes, the tab will now default to the last tab you had open in that scene
-Fixed a tutorial step that was covering up the purchase price of the trees.
-Fixed audio bug where zombies would make their regular noises when being fed
-Hammer and ghost trap can no longer be picked up at the same time.
-The shadow on the moon is affected by time warps now.
-Getting a spin from a bat now updates the spinner count display.