A porch of your own

PUMPKIN CARVER

Carving, light and a place to keep your work.



Make a jack-o-lantern with cut-through holes or thin, glowing skin. Repair a rough edge, choose its light, then arrange your pumpkins on a moonlit porch.

This is an untimed, single-player creative sandbox. Your finished carving, porch collection or exported picture is the goal. There is no score, campaign or win/loss screen.

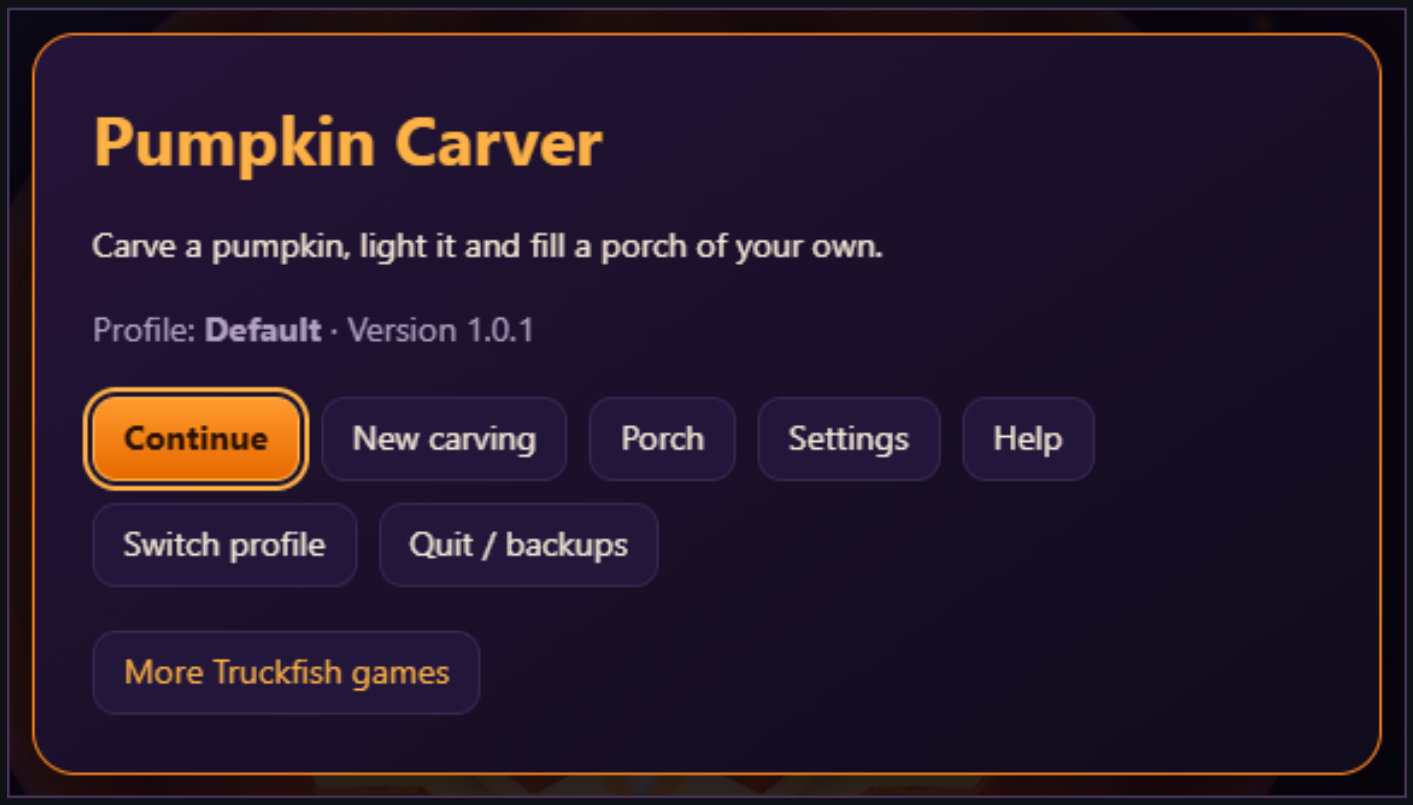
Game page Truckfish catalogue

Cover: actual in-game Photo export from version 1.0.1.

01 / Open the downloaded game

Start with a pumpkin

The downloaded game is one self-contained HTML file, with no installer or server. It runs offline in a WebGL2-capable desktop browser; Windows Microsoft Edge is the tested runtime.



Home in version 1.0.1. Continue opens your current carving; New carving starts with clean skin. Switch profile separates local work in this browser.

1. **Extract the ZIP.** Put the extracted files in a folder you intend to keep. Open PumpkinCarver.html with Microsoft Edge. If a text editor opens, right-click the file and choose Open with > Microsoft Edge.
2. **Enter the carving view.** Continue through the Truckfish screen, then choose Continue or New carving on Home. A first launch starts with an example face. New carving and Clear carving can be reversed with Undo.
3. **Try a small cut.** Pick Knife on the left and drag on the pumpkin. Use Undo, then try Shave to leave glowing flesh. Pick a pumpkin, a face or a light with the tabs on the right.
4. **Keep a file backup.** Choose Save to download a carving JSON file. An exported picture cannot reopen as an editable carving. Save the porch separately when you build a collection.

02 / Work on the skin

Choose your technique

The left panel holds tools and their options. Pumpkin, Faces and Light sit on the right. Save and Open are at the top; picture and animation exports run along the bottom.



Actual 1.0.1 workspace: a Classic grin with an added drill hole. Size, mode, turn and Mirror change the selected technique. Read its description below the options.

1 Knife

Drag a line that cuts right through.

2 Cut-out shape

Draw an outline to cut out a shape.

3 Shave

Remove skin to leave thin, glowing flesh.

4 Relief

Deepen the carved area with each pass.

5 Drill

Click to punch a round hole.

6 Cookie cutter

Choose a shape, move it into place and click.

7 Putty

Paint skin back over a cut.

8 Words

Place text in a chosen style.

9 Pattern brush

Stamp a pattern onto the pumpkin.

0 Picture stencil

Use an example, or pick, drop or paste a picture.

Realism removes skin that is cut free on all sides. Leave bridges in letters and pictures to hold their middles, or use Undo and Putty to recover a piece.

03 / Keep your collection

Fill the porch



Actual 1.0.1 porch at Dusk. Moonlight Jack and Little Ember are saved carvings. The selected pumpkin has name, size, editing and removal controls on the left.

Arrange the collection

Save to porch keeps the carving you are working on. Switch to Porch, then drag a pumpkin from the shelf to a display spot. Dragging onto an occupied spot swaps the two pumpkins.

Click a pumpkin to name it or choose Smaller, Bigger or Carve this one. After editing it, use Update porch pumpkin to keep the change. Time switches between Night and Dusk.

The collection holds 20 pumpkins, with 19 display spots. Extra pumpkins remain on the shelf. Taking one off the porch keeps it; Delete removes it after confirmation.

Keep both JSON backups

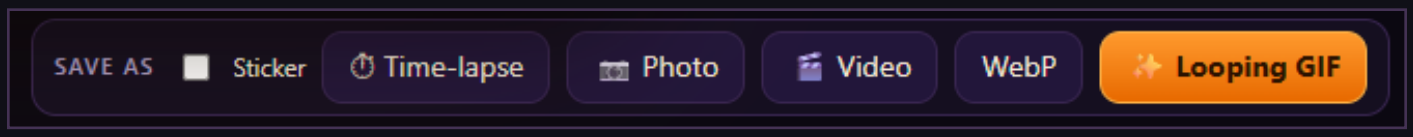
Save / Open backs up or restores one carving. Save porch file / Open porch file does the same for the collection. Keep both JSON file types in a folder you control.

Browser autosaves stay in this browser on this device. Clearing data, private browsing, moving the HTML or switching browsers can remove or separate them. A save warning means you need file backups.

Profiles separate carvings, porches, stamps and preferences. They do not provide cloud sync. A damaged porch import is rejected without replacing the current collection.

04 / Finish and share

Save a picture or a loop



The carving export bar. Motion, Loop, Size and FPS controls sit to its left. Choose Photo for a still image, or an animation control for a loop.



Choose a format

Photo saves a PNG: 1080 x 1080 for one pumpkin, or 1600 x 1600 for the porch. It keeps a finished picture, not an editable save.

Looping GIF and WebP save animated images. Video records a silent WebM at 30 FPS. The FPS selector applies to image loops. Keep the tab open while an export runs.

Sticker removes the scene for PNG and GIF. WebP and Video keep the scene. All exported media is silent, even when sound effects are on.

Controls at a glance

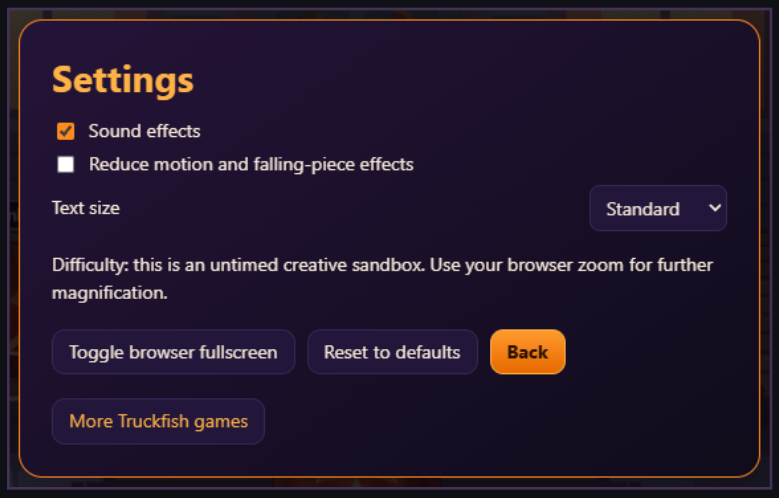
Mouse or pen	Drag to carve; click to place a stamp.
1-9, then 0	Pick the ten tools in their listed order.
Ctrl+Z / Ctrl+Y	Undo / redo changes to the carving mask.
Arrows; + / -; [/]	Move; resize; turn a placed shape. Enter finishes.
M / ?	Toggle sound / open Help.
Escape / Home button	Pause or close a dialog / return to the start menu.

Replay and Time-lapse use the retained undo history from this session. History is not included in JSON saves or kept through refresh. Undo changes the carving mask, not every pumpkin or lighting choice.

Quit / backups on Home offers file backups and closing instructions. Close the tab with Ctrl+W. F5 refreshes the page; it does not save the game.

05 / Comfort and recovery

Help when you need it



Settings from the accepted 1.0.1 game. The interface crop keeps the controls readable.

Make room to work

Settings controls sound effects, text size, reduced motion and browser fullscreen. Browser zoom can magnify the interface further.

Escape pauses editing and animation. Resume returns to the same carving. The ? key opens Help, including tool and porch instructions.

Drawing needs a mouse or pen. Fully keyboard-operated carving and controllers are outside this build.

Graphics or saving trouble

If startup reports missing graphics, open the file in an Edge installation with WebGL2 support. If graphics reset during play, use the dialog's carving-file backup before refreshing. The dialog reports whether browser saving succeeded.

An export is too large or slow

Try 360 px, fewer frames per second or a shorter loop. GIF requests over 64 MiB of RGB/alpha frame storage are rejected with a smaller-setting message. Cancel export or press Escape to stop at the next available yield point.

Import limits and tested platform

Source pictures: up to 12 MiB and 4096 pixels per side. Save PNG data: up to 4 MiB encoded and 2048 pixels per side. JSON files: up to 32 MiB. Windows Edge is the tested runtime; other browsers, operating systems and physical touch devices remain unverified.

For support, use the contact options at Truckfish Games. Include version 1.0.1, your browser version, the steps you took and the error text. Keep your original files and JSON backups.

Pumpkin Carver game page

Truckfish catalogue & contact

Images: actual version 1.0.1 Windows Edge captures and an in-game Photo export. Interface crops are used on pages 2, 5 and 6. Imported pictures stay local to your browser.