Scrammunism Download Direct Link

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About This Content

this DLC is planned to go off sale soon and have these items turn into tradable and marketable inventory items.

garb

- a tanker helmet
- a flapped ushanka
- a unflapped ushanka
- a gas mask
- a creepy gas mask
- a scrasmonaut helmet
- a scrammunist steel pot
- a scrammunist bra
- a scrammunist scarf

1/8

Title: scrammunism

Genre: Action, Adventure, Casual, Free to Play, Indie, Massively Multiplayer, Simulation, Strategy

Developer: spleen

Release Date: 19 Sep, 2018

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English

2/8

scrammunism. scram scrammunism

A truly impressive amount of solid platforming in this one!

In short, if you liked old-school Sonic the Hedgehog but really wished the levels gave you more reasons to explore them more, this game more than delivers. An impressive number of short-form, get-to-the-end levels made all the more interesting by each having a set of nine additional challenges or goals, such as running the level backwards, avoiding all the gems (think coins\rings), beating the level in a time limit, etc. The challenges are surprisingly varied and the mix for each level is unique.

Each takes about a minute or two after you've beaten the level once and know its layout, which gives the a great short-session, "just one more run" feel, and there are a few upgrades to be had that will open some alternate routes or areas in each (not so much that I'd call this a "metroidvania", but still). The controls are solid, the levels and bosses varied enough to stay interesting, and for the price I feel I got much more than my money's worth.

Kudos!. This game has some real challenge to it. Wasn't all so obvious for the first hour, but once you get the hang of it, there is a lot of fun to be had. Perfect for quick games since the challenges aren't all that time consuming.

Turn based, relaxed, liked it.

- . it's not working:(
- . 11/10 will simulate the RUSSIAN CIVIL WAR

best game 11/10. i really don't like it. reasons why:

1: the game's story is just cliches. or from what i've played it is. all it is, is just some cat kid learning martial arts. there's a prophecy. this kid is chosen. and goes on to try and save the world.

- 2: the controls aren't that great. mainly, its me being able to move the WASD keys while using the mouse.
- 3: it just looks ugly. Goldeneye 007 looks better than this.

that's pretty much it. bye fam. I wish Nintendo released their classics collections (SNES and GBA especially) on PC.... Ignore my 12 minutes play time, i've play this game before and it's great, too bad the multiplayer is dead.. Not bad at the start, very good impression. The visuals are pretty and cyberpunkish, I am a sucker for that fortunately for this game, a bit not optimized because I cannot run this on the highest settings whilst being able to run for ex Witcher 3 on highest and there is sadly no way to disable motion blur without completely disabling the post processing.

Gameplay gets rather boring and there are not that many players around.

I bought it on a sale so I am not entirely butthurt about this and I am hoping it will still be developed, but overall, in it's current state, don't buy - unless on a big sale or when more features are added.. Been a fan of Hex Empire for years and this game was worth every penny. Keep up the good work!

Easy too pick up and play Strategy game.

I don't care if its the middle of a zombie apocalypse, I'm still gonna steal all of your \\vec{\psi} \vec{\psi} \vec{\psi} \vec{\psi} \vec{\psi} from your desk and pray to our lord and saviour, Duct Tape. This is a very good little indie game! I don't see many indie fighting games, so as a fan of the genre that's a good thing to have. The one-hit mechanic is SUPER cool given the samurai setting, very adequate, you feel the tension in each match, even they being so short (less than 10 seconds many times).

PROS

- One-hit-kill mechanic that sets this game apart from most else
- Interesting characters with unique moves and different combat styles
- Very short matches make up for a unique experience in a fighting game
- Nice pixelart characters and environments
- Little indie game to kill time and play with friends
- Low Pricing

CONS

- Few characters to play. Probably the developer will add more over time
- It may get a little repetitive playing against AI for some time, so bring some friends!

Definetely worth it if you like samurai, fighting games, local co-op, pixelart or if you're just a nice guy who likes to support indie devs. Honestly I have never played a game like this.. Do you like Retro Games? Do you like Games that make you Frustrated? Do you like Games that make you hit your head on the Desk - - - Hard! Then Play Quarries of Scred - guaranteed to give you hours of frustrating entertainment. When you think you are ready to Kick your Computer, you want to play another game. When you think you are going to throw your Keyboard into the Pond, you say, One More Try!

Do I hate this Game? Yes

Do I like this Game? No

Do I absolutely Love this Game? Yes --- Oh Yes!!!

Don't take my word for it - Play it for yourself! Less than a large Mocha at Starbucks!

. cuando uno juega cualquier juego uno esperaria que a lo menos dicho juego sea al menos decente pero este es muy HORRRIBLE

la idea del juego era parecida a de un mario kart conbinado con un twitster metal en la que tienes 3 armas con las cuales debilitarias a los oponentes y todas las carreras se hacen en ecenarios de nieve

la idea suena bastante bien hasta que inicie el juego yo esperava algo mejor pero en la introducion sono un ruido muy fasitidoso casi que iva a dejar en mudo

los controles me toco usarlos al adivine no habia instruciones o cambio de controles y hablando de controles solo habia opcion de cambio de graficos u otras opciones solo ajustar el audio y ya, esa opcion funcionaria SI FUERA UN JUEGO FLASH bueno ni a eso por varios juegos flash son mejores y tienen mas opciones

los controles son lo que puede hacer que un jugador normal haga ragequit de hecho al tratar de girar no lo hiso como deberia, giro casi 90 grados en seco y digamen cual carro normal hace eso, ni si quiera una bicicleta

los graficos se ven bien pero la musica es demaciado olvidable. Until i hit the level 50 and on, this game was awesome and I would recommend it to all. However, around these levels, it goes from being enjoyable to almost stressful due to difficult levels and short times. At level 55, it is rediculous and I can not get past it no matter what I do. I am uninstalling it out of frustration and I suggest the programmers give longer time or an option to skip so many levels.

. They are just comics, but I think they are worth the download. They give insight to the story of Hotline Miami 2 and the characters in it. Pretty good, it's free too.

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