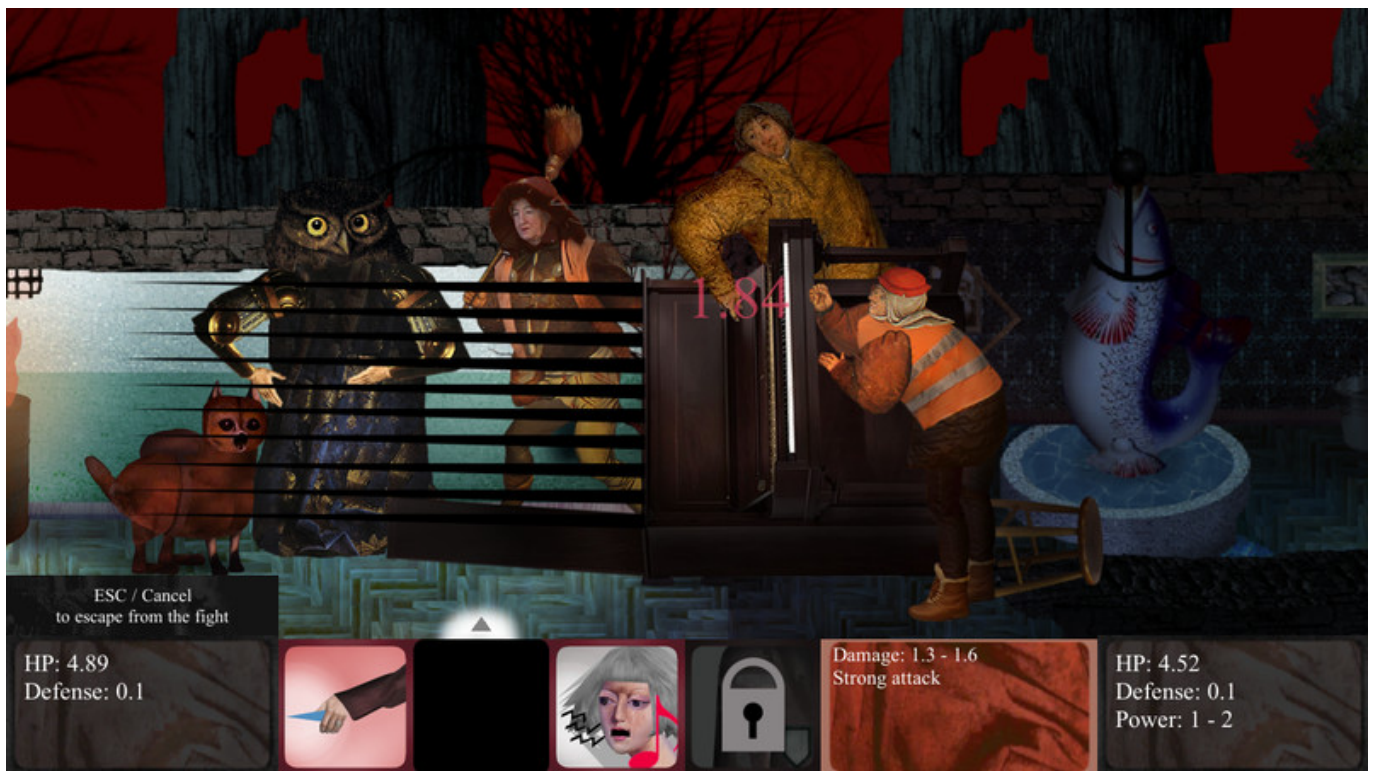

Ocean's Crabellum Download Now



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About This Game

Shoot 'em up! The former soldier Crab have to holster up his old Parabellum guns. He must wreak massive havoc to clean up the Big Ocean from villains and get revenge for his friends. Destroy the unrestrained mafia gang led by giant octopus in the best tradition of top-down and scroll-action shooters.

But old Crab is not alone. His longtime friend Turtlon, his comrade-in-arms, will help you on that battlefield. Will you be able to smash all the enemies and inscribe your names in the Oceanic Book of glory?

In addition to Parabellum there will be more weapons in your arsenal: Ingram, Shotgun, Auto Shotgun, Machinegun and even Bazooka.

This cocky gang has come to believe in their exclusivity and omnipotence so strongly that they found a way of self-cloning. These rascals continually multiply with caviar, which they cultivate in themselves. And as if the Big Ocean itself helps you to clear the territory periodically generating super-buffs and inspiring fear and trembling in the souls of your enemies.

...“Enough! I'll find 'em, then I'll find their boss... and I'll spill the caviar of his henchmen right to his feet. And then I'll kill him. It's time to put an end to their oppression. Nobody can't stop me!”...

Let's go, glorious soldier! In the name of water and arthropods!

Title: Ocean's Crabellum
Genre: Action, Indie
Developer:
Crabellum Games
Publisher:
Crabellum Games
Release Date: 24 Oct, 2017

b4d347fde0

English,Russian





Craft

Create weapons...

Hammer	Baseball bat	Arc	Ripper	Water Collector
Tactical Jacket	Tactical Trousers	Crutch	Cleaver	Machete
Small Radiator	Steel Helmet	ScrewHammer	Tactical Boots	Army backpack



Ripper

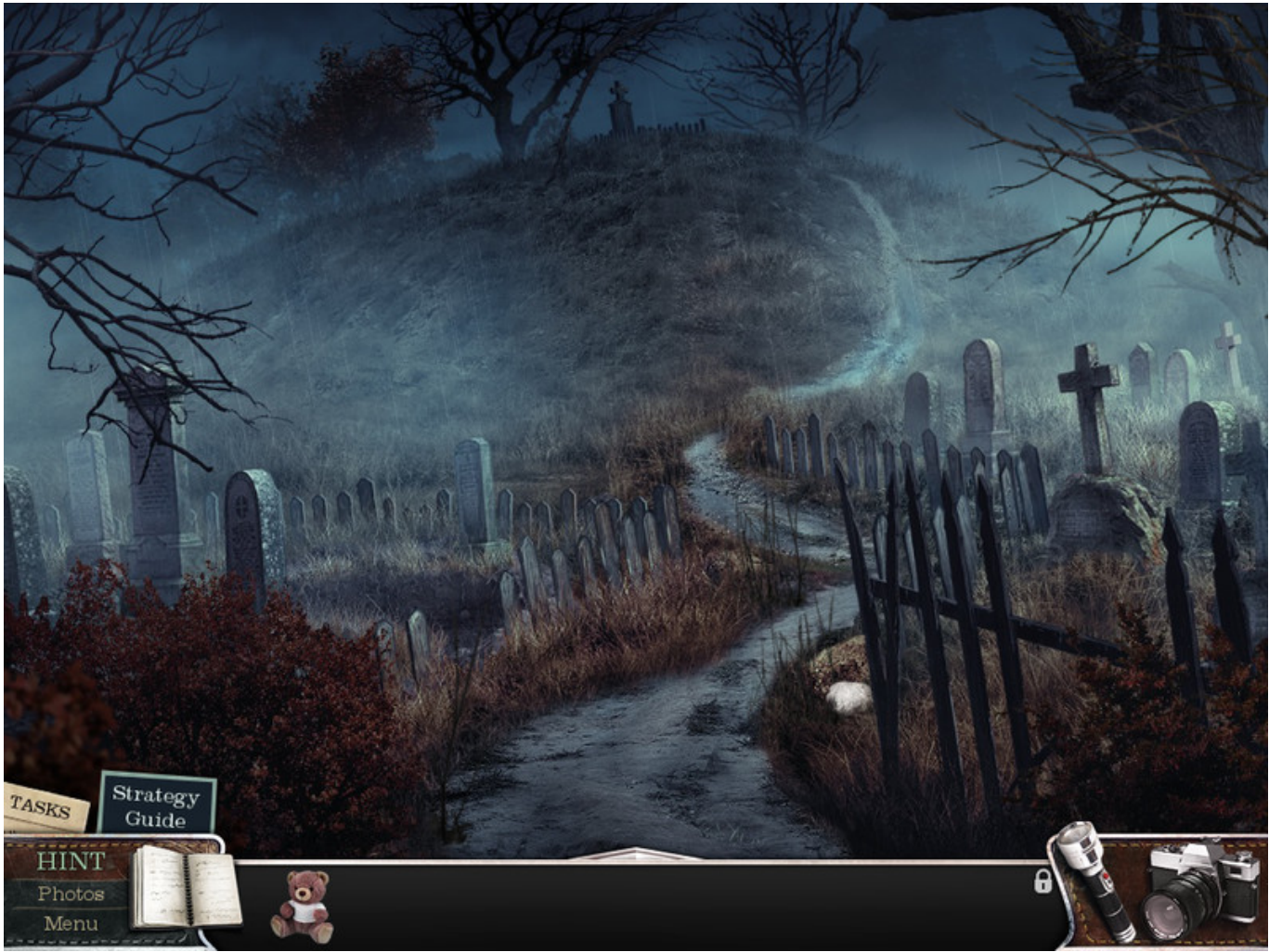
A circular saw blade attached to a strong bat

0/1	0/18	0/20
0/3	0/1	0/4

Craft

Close

...and more



OMG, how is this \$3?!?!? This game is so good.. Got this game for under \u00a32 and for that money was well worth getting. Not the best game by a long shot but clever in what it does. The only down side is the lack of instructions (even after readin the online manual) it does not tell you what the different items do that you can purchase, or how to use them. The game is 'like' Boulder Dash but harder. The rocks cause instant death if you push the dirt away from under them. The different Retro Styled looks to the game is what made me buy it, and they work great. Nice game to play for 10 minutes or so.. I just completed this game, and I have to say it was a lot of fun! This game is made as a homage to those of us who grew up in the 8bit computer era (and specifically to those having a ZX Spectrum) playing titles such as R-type. The game visual style is done in the style of ZX spectrum games with its original palette and respecting some of the original constraints (although I wish an original ZX Spectrum could run a game as complex as this!).

The gameplay combines elements of classic arcade shooter-em-ups (and again, specifically R-Type), with modern elements such as collecting coins ("Zogs") for buying upgrades, getting your ship to be more and more powerful every time. The game features a very extensive collection of upgrades, and I did not manage to buy all the different weapon types in a single play through, so, there is definitively a lot of replayability value here, trying to play with different weapon configurations.

Concerning the difficulty: the game starts easy, but bit by bit levels start getting longer and longer and harder and harder, to the point that I was about to give up in some of the last levels (there is one ocean level in particular that the only way I found to beat it is by using the "shield" upgrade and just sacrificing "one shield" to directly go through a wall!!). At some point through the middle of the game I thought the difficulty was unfair, but the more you learn the inner details of the game, the more fair it seems. Some times you will just die because an enemy materialized right on top of your ship and you might have the feeling that there was nothing you could do about it. But the more you play, you will realize that those instances are predictable, and the more you play certain level types, you will learn where traps will pop up, and get better and better at those levels, giving a very nice feeling of "getting better at this game".

So, in summary, I really recommend this game: took me about 16 hours to beat it. 16 hours of good old-fashioned fun!. EDITED REVIEW

Previously I gave this game a negative review due to crashing issues and other annoying issues but recently there was an update that has fixed my issues therefore I can now recommend this. Big thanks to the developer for taking the time to respond to my issue!. Unplayable. Stages filled with crap that just get in your face and hitboxes that don't match. AI is useless, with allies either walking up to their death or enemies always knowing where you are (some with one-shot weapons). Terrible and not in an entertaining way.. Short but fun. I like how you can do a new game plus with your upgraded stats.. I didnt even play an hour of this game, and frankly I didnt need to. Mechanistically, there's a system called the ash deck. Essentially, every card you play gets trashed. There is no reshuffling at all. And this isn't per battle either. Cards will linger in the trash until you bring them back. And the only way to bring them back is to pay your hp to do so. Either in battle at a cost of 20 hp for 5 random cards, or after battle using 1 of a limited type of point per card. These points are super important as they're the only way to regenerate hp.

And that's really the main gripe. The game ties regenerating cards to paying hp, and ties regenerating hp to the same system used to bring back the cards. And this is all on top of getting damaged by enemies. The end result is constantly hemorrhaging health and being punished for using your cards in a card game.

It's really a shame. The story seemed engaging and I wanted to know more. But with such a fundamentally broken system that prevents the fun factor, there's really no helping this game in my eyes. I get it, they were trying to be innovative and I applaud that, but it didn't pan out in this instance for me.

I see on other reviews the devs responding and trying to assure people that future updates that the game will improve. I respect that this is an early access game, but when the foundational level simply isn't fun, and will actively block fun further up the line, there's not really a saving grace for this game if you don't like it as it is now.. This game's soundtrack is very pretty, a little bit sad, but overall nice to listen to.

It's mostly instrumental pieces but a few tracks have lyrics (though if you've played through the Narcissu games you already know this). The music is generally slower paced with a sad atmosphere, though there are a few slightly more upbeat tracks as well.

As said in the other reviews, it doesn't change anything in game and the content is already free to listen to in the game extras. But this package gives you the MP3 files which you can access outside of game; which I like because in game you can't make it play as a playlist and have to click through each song individually.

I recommend this if you'd like to support the creators V translators of Narcissu or just want some easy listening music for when you're working or doing other stuff.. Legendary Game

used to test js things or then maybe not. I really loved this game and cannot wait for the next installment. The interface is easy to navigate, the voice acting is amazing, graphics are perfect for the atmosphere and the story is captivating! There is one part in particular that really jolted me but the entire second half of the game had me on pins and needles. If you liked this game, also check out Darkness Within 1 & 2.. Very reminiscent of Mark of the Ninja but with more focus on action than stealth, so for all of those who wished that you could just slaughter your way through Mark of the Ninja, this game is definitely for you.

Good, responsive and precise controls — even if they do take a few minutes to really get the hang of, well designed levels with reasonably challenging platforming sections (but nothing too hard), and decent boss fights. It's a really good action platformer. Probably not one that'll revolutionize the genre but a solid and very enjoyable one none the less. Highly recommended for platforming enthusiasts.. Critical Mass is a match-four puzzler where players place different colored cubes in a three-dimensional space. The player must eliminate all cubes in the game area before reaching "critical mass". Scoring combos will reduce the critical mass level and buy the player some time.

This game features several play modes. Classic proceeds through several levels of predefined shapes with randomized arrangements. Rush requires the player to remove all the blocks while the score decreases. Survival requires the player to stave off critical mass for a set period of time. Meditation gives the player a set number of blocks to remove with no time limit or failure conditions.

As far as gameplay goes, scoring a combo does have a good feel to it and the game itself is reasonably polished, however this game fails to get my recommendation. Firstly, the since the game involves a three-dimensional shape, the gameplay often devolves to a guessing game where the player may (or may not) get lucky by placing a cube on a hidden vein of like colored consecutive blocks. Secondly this game's music is quite literally a 10 second, rather generic, clip on loop. Meditation features a different 10 second clip but the rest are the same. Lumines, another match-four puzzle game, changes the visual style and music as the player progresses which keeps things fresh and interesting.

To it's merit the game can be played with just the mouse, so if you're looking for a game that can be played with one hand (maybe with a beer in the other hand). Also the developers were thoughtful enough to include a colorblind mode which adds a symbol to each block.

Score: 5/10. Although the AI is admittedly more intelligent than the 13% of the population that commits 50% of the homicides, it is still criminally stupid.. Literally the best game I've ever played. Its like FIFA, only better.

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