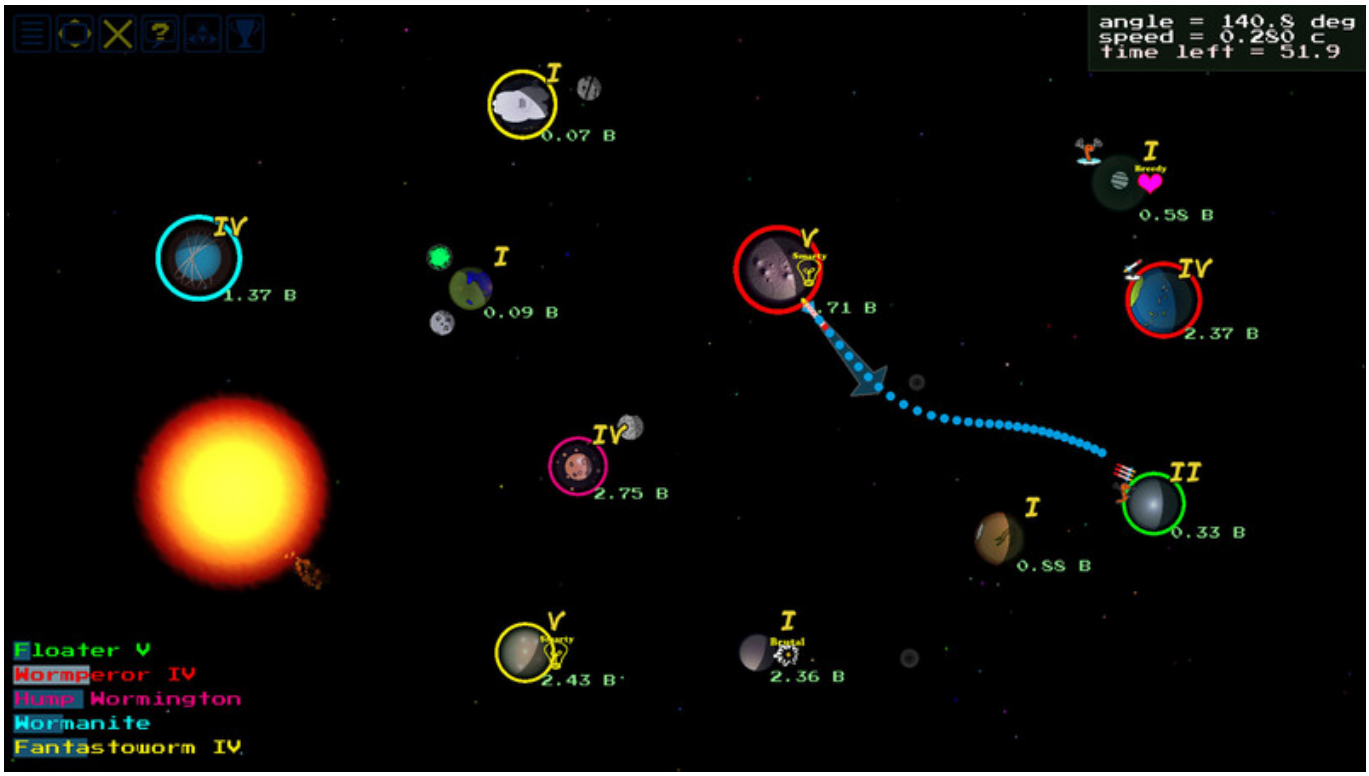
SpaceWorms Download Windows 8



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About This Game

SpaceWorms is a game for 2 to 5 players (on a single computer or via the mighty internets) in which you launch rockets, conquer new planets, gather way too powerful upgrades, and probably end up shouting at each other.

You play the game in turns (the rage is real-time, though), starting with an underdeveloped planet full of puny little worms in an overkrauted (You guessed correctly, we are from Wormany.) and pretty flat solar system. Since rockets promise more fun than diplomacy (take that, Civilization!), you bomb each other to worm hell (except "wormagnostics") until only one worm people remains. But beware: These rockets will be influenced by the old nemesis of all what is worm: gravitilation (it's squared!). Choose your strategy wisely, mighty one, for only then you will be the last worm crawling.

Title: SpaceWorms
Genre: Casual, Indie, Simulation, Strategy, Early Access
Developer:
3G:Games
Publisher:
3G:Games
Release Date: 28 Dec, 2018

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Minimum:

OS: Windows XP or later

Processor: Intel Celeron or better

Memory: 512 MB RAM

Graphics: GPU with DirectX 9.0c - Shader Model 3.0

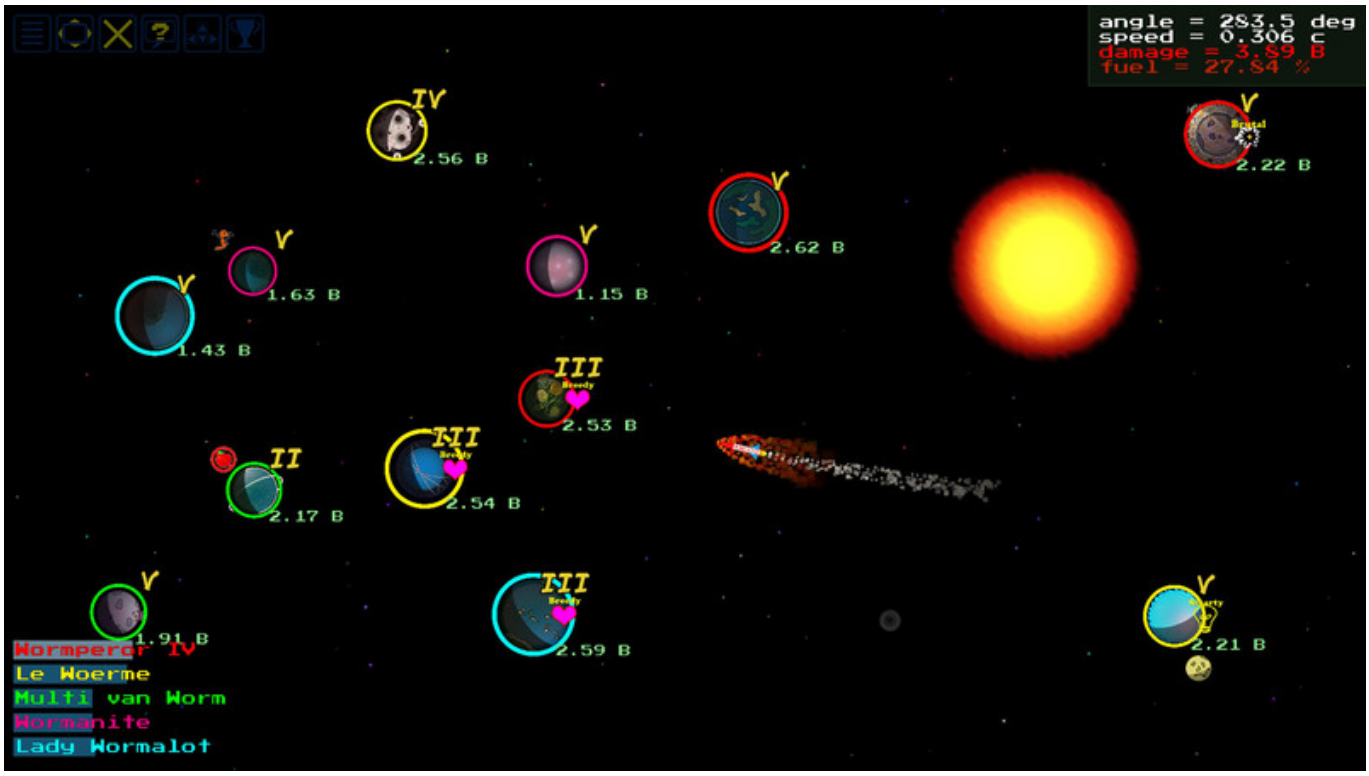
DirectX: Version 9.0c

Storage: 200 MB available space

Sound Card: yes

Additional Notes: .Net Framework 4.6.1

English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IV
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V
2.22 B
V
2.62 B
V
1.63 B
V
1.15 B
V
1.43 B
III
2.53 B
II
2.17 B
III
2.54 B
V
1.91 B
III
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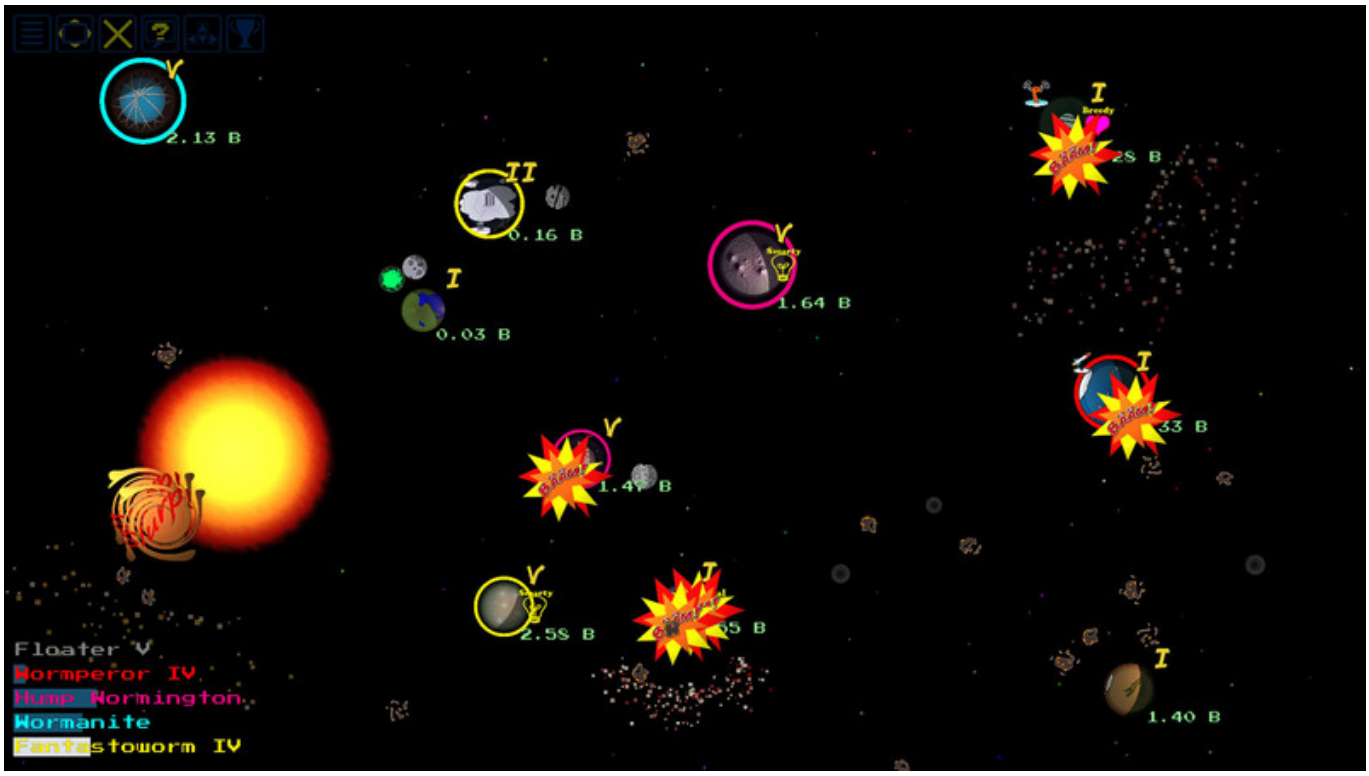
V
2.21 B
Wormperor IV
Le Woerme
Multi van Worm
Wormanite
Lady Wormalot


2.13 B
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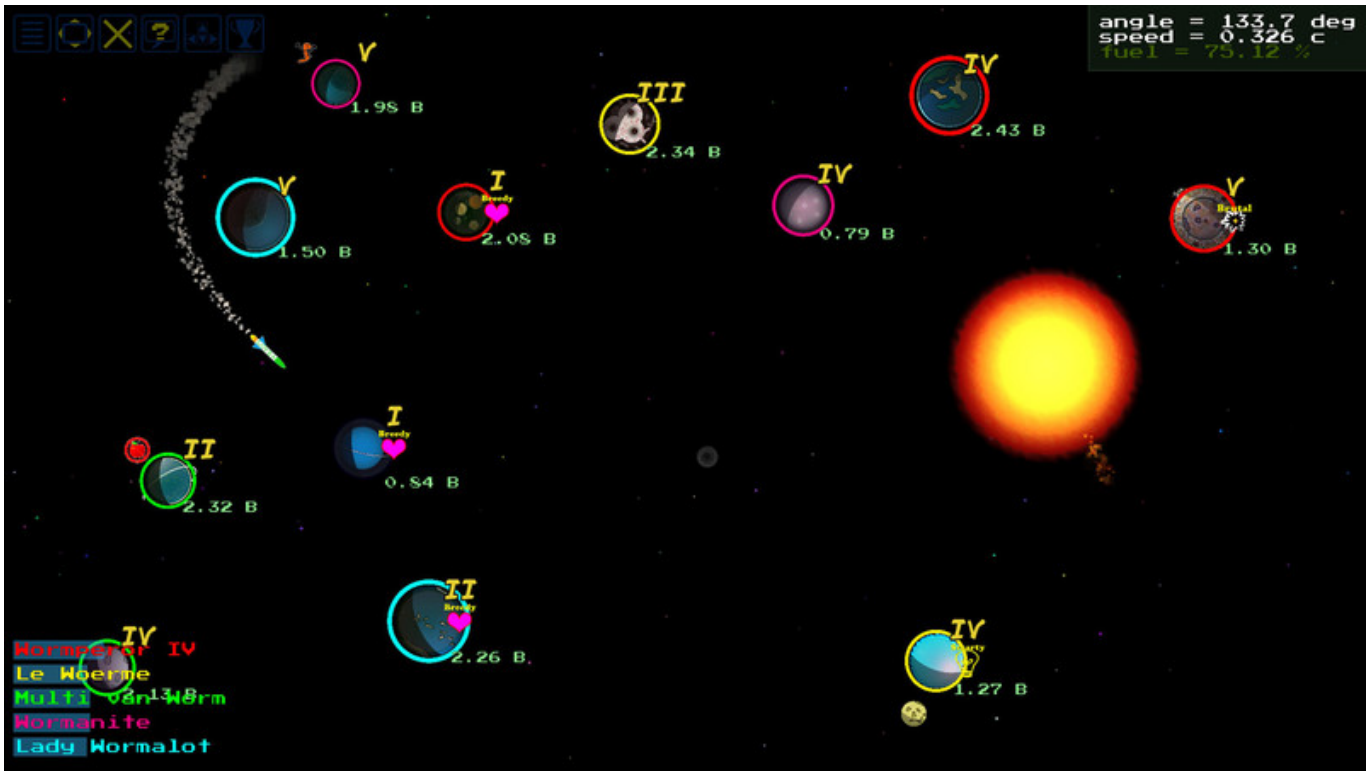
Floater V
Wormperor IV
Hump Wormington
Wormanite
Fantastoworm IV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IV
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V
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I
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II
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II
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IV
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Wormseeker IV
Le Woerme
Multi Van Worm
Wormanite
Lady Wormalot

Couldn't understand\u2665\u2665\u2665\u2665\u2665\u2665when I played. 5\/7.. This is an Early Access title and there are apparently not many players yet. So don't be as naive as I was and hope to play a multiplayer game just now. That's not going to happen unless you call a few buddies beforehand and force them to buy the game. Luckily, I had a few friends over when we tried it out.

Damn, I had nearly forgotten\u00a0about this type of game! How awesome it was when you were sitting together in front of one screen, sharing the controls, talking trash to each other, while playing the same game. How damn angry do you get when your friend blasts away your perfect planet just before it's your turn. It felt like the times we played Summer Games or Decathlon on the C64 or one of the early Worms titles (of course).

But from the top: Each player is in control of a single planet in a flat universe. You play in turns and each turn you can send a single rocket. The rockets do not only destroy planets (via reducing their health to zero)\u00a0but also steal upgrades, colonize or conquer other planets. The further your planet advances without being bombed to pieces, the more technology in terms of rockets you get. And the more time you have to collect upgrades.

Some of the upgrades are as crazy as those from the Worms games - remember the concrete donkey or the holy grenade? Of course, you can also increase the damage of your rockets, but it's way more fun to infect your friend with space aids or use mind control to send his worms into the sun. Yes, the game is terribly inappropriate at times (actually always), for example, when they make fun about "your mom being so fat she pulls rockets from the sun". But it's also incredibly fun. And difficult. Compared to the worms titles, where you only had one gravity direction and changing wind, here, your rocket gets pulled from various planets and suns simultaneously (or your mom:). You really have to practice your skills to get a long shot right and sometimes the rocket simply comes back and hits your planet. It can be infuriating when it happens to you but is pure gold when it happens to your friends.

While playing against the computer or online matches can be fun (you need to play a bit of single player to unlock some upgrades) for some players, the real gem here is the shared screen gameplay. I say: Grab a few beers, invite your friends (or let them bring the beer), and go from zero to total\u00a0brain slug\u00a0for an evening.. fun casual little game. hopefully can be fleshed out over time, seems a decent bit of fun. looking forward to see where ti goes.,. SpaceWorms has less substance than the price (currently 60 cents) or screenshots might lead you to believe. If you're thinking "eh, this might be fun for an hour", you'd unfortunately be wrong. Someone with game dev experience could whip this up in a couple of hours. Someone with no dev experience could follow a youtube guide and finish this over a weekend. You'd have more fun buying gems from steam, and unpacking and repacking them in to sacks. Not recommendeddddd.

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