



In Super Swarm Smash, you travel the lands of a sprawling fantasy world with your swarm, swarming through sandstorms, blistering heat, and the dark depths of the underworld. You must defend your swarm from other swarms, craft unique weapons and armor to maximize your strength, and even call in help from other swarms to help take down your enemies. There's a lot to achieve in this world! Super Swarm Smash is a one player turn-based strategy game with a clever turn-based 'hit and run' element, it mixes platforming and RPG gameplay. Little is known about the game's beginning, leaving a lot of space for your imagination! Features: - The Very First Visual Novel Game We've Made! - A Stealth Anime Game - Uses Visual Novel Elements - Minimal Character Design - A Complex Gameplay System - Different Harnesses, Weapons and Armor Types with unique stats - Creative Combinations of Movement, Hit and Run, and Attack - Funcoppin' Mechanics - A Fun and Lighthearted Game! - Choose your own starting character Visit us at If you like our game, please consider supporting us on Patreon! Please don't forget to follow us on twitter! About This Content Need some fresh, new modern music for your story? Whether its your first story or you're a seasoned storyteller, this music pack will give you lots of inspiration and variety to help you tell your story the best it can be! Featuring music for all kinds of scenarios, emotions, and places, this well rounded pack will surely find a suitable home in your stories and games. Features: * Music for villages, dungeons, battles, fields, and more! * 22 songs in OGG, Looping OGG, M4A and MP3 formats * Royalty-free music for your Visual Novel Projects Tracklist: 1 - village01_before fight 2 - village02_after fight 3 - village03_morning 4 - village04_after office 5 - village05_night 6 - battle01_nomal 7 - battle02_stylish 8 - battle03_sword dance 9 - battle04_fate 10 - dungeon01_cave 11 - dungeon02_evil Palace 12 - dungeon03_

Crystar - Pheles's Clothes Features Key:

Play the challenge of reverse-engineering a tractor to eat the player's car.
Created for Ludum Dare 24 Hackathon
4 different levels
3 play modes
customizable game settings
no ads

Download Play

The game is supported (and can be styled) using Material Design. Visit the github repository to get the necessary files, modify them to your needs and you're set. You can add any assets you want (images, sounds) to the asset folder. Project already include a number of assets, but you can add any you want. The game itself uses the MonoGame Framework from Microsoft, another nice thing is you can easily wrap the Player in a MonoBehavior or simply add a new Input or Output. At the moment, this repo is a 'raw' state repo. I will try to clean the code up a little bit, but I don't plan to add any content here.