Omnom Necropolis Torrent Download [key]



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## **About This Game**



Take the control over hungry graveyard worm. Unlock doors, use switches, teleports and much more! Collect bonuses, fight for the best time and score! And all of this in that creepy atmosphere, addictive logic game.



The task is clear - eat all brains, pumpkinks, eyeballs and skulls but be sure this won't be so easy! Over hundred challenging levels were designed to tease your brain. Are you ready for this?



- addictive Puzzle Game
- dead Simple Rules
- think Fast Gameplay
- 120 Exciting Levels
- creepy Atmosphere



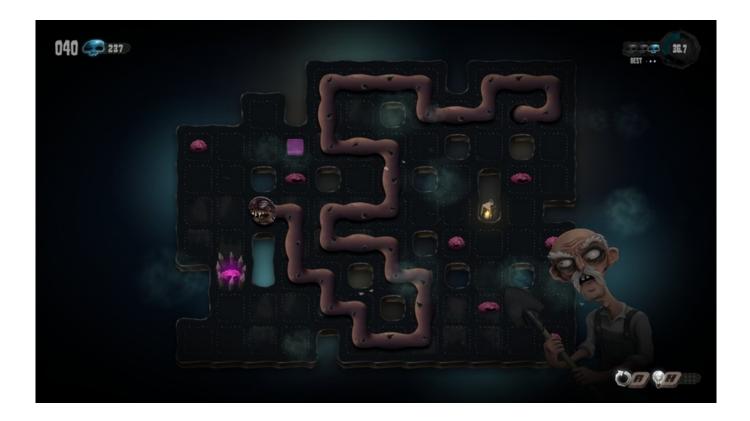
Title: Omnom Necropolis Genre: Action, Casual, Indie Developer: postpunkpl, atabiszewski Publisher: postpunkpl, atabiszewski Release Date: 18 May, 2017

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English







## omnom necropolis

Nice and fun indie game with great gameplay and ambience. It's mashup of snake, pacman, robbo and other titles with some original mechanics. And it tastes amazingly well.

Attention to the "just one more level and I'll finish, I promise" syndrome :)

. Nice little logic puzzle game, where you munch brains and other body parts as a grotesque worm.

Settings: Through the Unity launcher you can do the usual stuff: Change resolution and graphics level and choose between fullscreen and windowed mode. Ingame Settings menu includes only options to mute either the sound or music (no sliders) and reset your game data.

Controls: You move the worm in cardinal directions with either WASD, arrow keys or numpad, whichever suits you best. Worm moves only forwards and only when you move it, so take as much time as you want to think your next move. Worm cannot cross itself (this becomes an issue as it grows longer and longer) nor can it retreat and if it gets stuck, you fail the level.

Levels and gameplay: There's total of 120 mazelike levels and you have to beat the previous one to unlock the next. In every level your objective is to eat ALL the skulls, brains and/or eyeballs to finish the level. There's a timer ticking up on the upper right corner, but it affects only how much blue skulls (i.e. score) you will get when you complete the level. Maximum being 3 blue skulls per level. As far as I know, you can't fail the level because you took too long.

As you progress through the levels, game introduces some new mechanics. So far I've only seen locked doors that require specific keys, pressure plates that lowers cages holding munchies and stuff and worm holes which basically let you "teleport" to another location on the level. There's probably lot more, but I'm currently stuck at level 23.

For those of you, who are into this kind of logic/puzzle games, where you don't have a constant time pressure to finish the level and who like somewhat halloweeny cartoony aesthetics in their games (or at least don't find them off-putting), I do recommend *Omnom Necropolis*.

## edit. Fixed some typos

edit2. Added a mention that the worm grows.

edit3. Fixed some grammatical errors.. \ud83c\udf1f\ud

Good stuff. Would totally recommend to anyone that's in need of a not extremely difficult puzzle game that ramps up slowly but steadily.

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