SUPER HAMMER

Inspired by Getting Over It by Bennett Foddy

This is a hard game. It will not guide you over the obstacles. You have to overcome the obstacles by yourself. You will fall down, but don't take that too personally. Start over and get to the top!

Gameplay:

● Climb mountains ● Jump over chasms ● Avoid spikes ● Collect stars ● Race against time ● Find hidden levels ● Spin left ● Spin right ● Hit the green box

Controls:

● on **Android**: Hold left side of the screen to spin left or right side of the screen to spin right. Press Back Button to restart the level if you get stuck.
● on **Windows**: Hold left arrow key to spin left or right arrow key to spin right. Press Escape to restart the level if you get stuck.

Let's see what these testimonials said about the game:

- "This is it! World's greatest creation!" ~Me
- "Completely unplayable" ~My brother said in real life
- "The game looks so simple but is bloody challenging!!!" ~Selmais wrote on r/playmygame
- "Pretty good" ~Sygan said in real life
- "I passed 3 levels" ~Kajtek wrote on Facebook
- "Wow, it's cool" ~Pako wrote on Facebook

Gameplay Time:

For a skilled player it takes around 20-40 minutes to finish all levels. For a newcomer it will take much longer. It may take 20-40 minutes to complete a single level (above level 3, because levels 1, 2, 3 are very short). In the game there are multiple hidden levels, to which you can go to by finding hidden portals. You can find text clues in the game on how to get to them. I played the game for like 30 hours. :D (this number is not up to date since I play it more than I should)

Have fun!

Android
▶ play.google.com/store/apps/details?id=com.Tymski.HikingOverIt

Windows
▶ itch.io/Tymski/SuperHammer

Youtube
▶ youtu.be/w0qvYVYF0Po

Google Play