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[IMG]http://i42.tinypic.com/2wr0k2a.jpg[/IMG]

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[IMG]http://i44.tinypic.com/303jwx5.png[/IMG] [/center]

Have you ever glanced at the sea and wondered-what would it be like to live alone, on an island, far from the known civilization? It most certanitly will not be easy, a harsh challenge-playing on your nerves, skills and motivation. At nightfall and in the dark areas of daytime things tend to get scary. Monsters appear, Trying to take down your Home Base with any means neccessary, they have no fear, only an objective of dooming you.

Allow me to introduce a game that me and [url=http://forums.tigsource.com/index.php?action=profile;u=58542]fuuu [/url] are making. Its called „Dramm!“ Its a game about survival, greatly inspired by MC, Terraria,Moonman and others alike. In the game you must protect your Home Base with any means possible from the monsters.You can do this by using Traps, which you can craft from resources collectable from the world. The games vast, proceducally generated maps that will only continue to expand with every discovery you make allow for endless possibilities of having fun. Traps eliminate monsters in the most creative ways to make sure your Home Base stays safe.

[IMG]http://i44.tinypic.com/2yys27d.png[/IMG]

[IMG]http://i39.tinypic.com/2ylu51t.png[/IMG]

[/center] (more pictures from ingame when paint.net allows to paste the new ones taken)