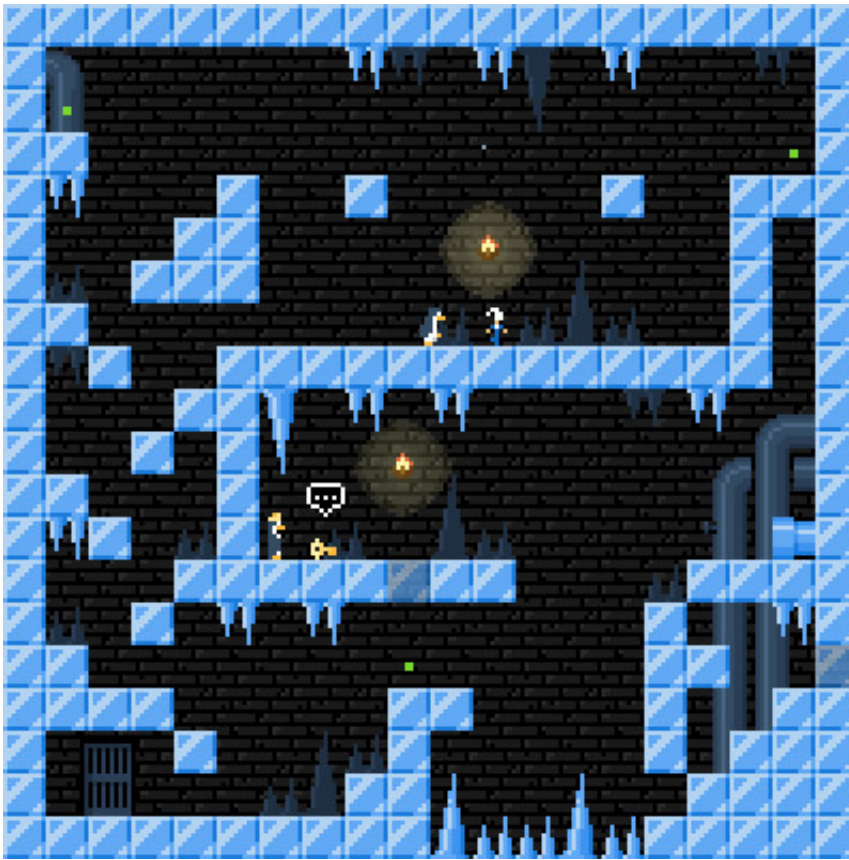

Sockman Activation Code [portable Edition]



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About This Game

Sockman is a single-screen platformer inspired by the classics like Rick Dangerous, Jet Set Willy, Manic Miner, Jumpman, Prince of Persia... A hardcore platformer, very difficult, even more than suck your own elbow.

His real name is Domin Dominguez, 64 years old plumber by profession. In the absence of one day to retire, Domin comes home from work with one idea in mind to relax in his place. But instead of fluffy and worked hollow his couch, Domin meets face to face with his destiny: a sock.

Sockman only jumps and moves left and right. Occasionally he talks, but usually never be. He can also dance and die a thousand different ways and heartbreaking. The truth is that no one has seen him dance, but say they probably will not do as well as die 200 times per minute, and with little practice.

Sockman not use weapons or mushrooms, or ocarinas, or bagpipes, or milk. Moreover, he does not like the nickname Sockman . Much less wear undies other people crammed into his head.

Game Features

- Classic difficulty style

-
- Only three buttons control
 - 3 Worlds with their bosses
 - Over 55 dynamic levels
 - Hidden arcade mini games (with bosses too!)
 - Unjustified stellar appearances of famous people
 - No weapons
 - No items
 - No mercy
 - A great adventure with a challenging and addictive difficulty curve
 - The longest journey to find the paired sock!

Influences:

- Jumpman
- Donkey Kong
- Manic Miner
- Boulderdash
- Bubble Bobble
- Jet Set Willy
- Rick Dangerous
- Prince Of Persia
- N+
- Super Mario Bros
- Sonic

Title: Sockman
Genre: Action, Indie
Developer:
Sockware
Publisher:
Sockware
Release Date: 2 Feb, 2018

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Minimum:

OS: Windows XP

Processor: Pentium 4

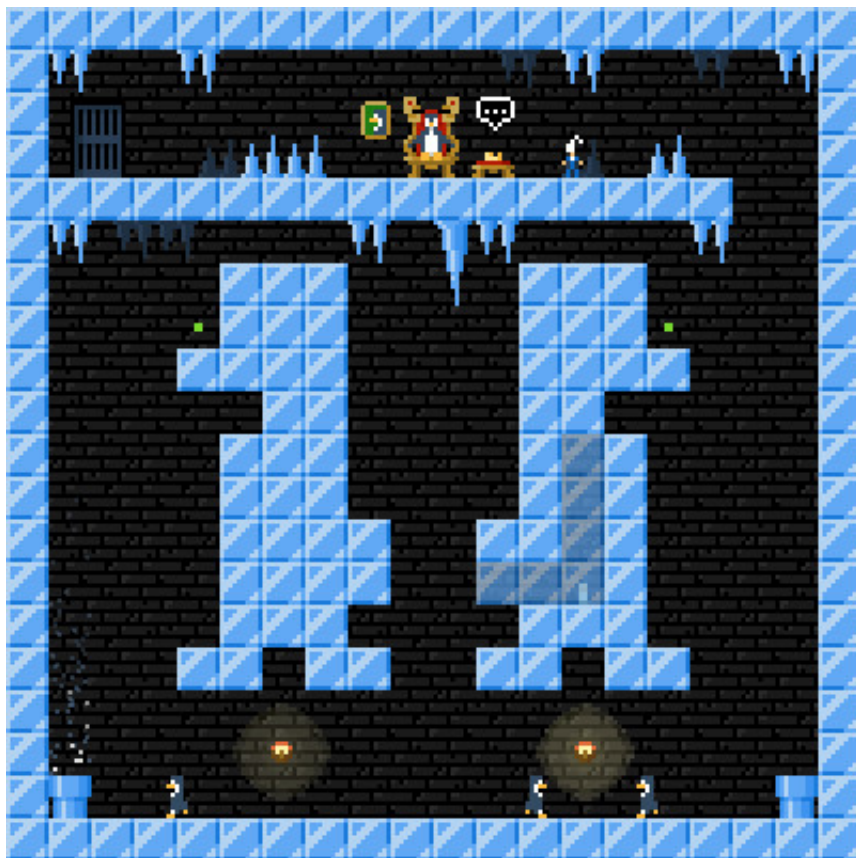
Memory: 512 MB RAM

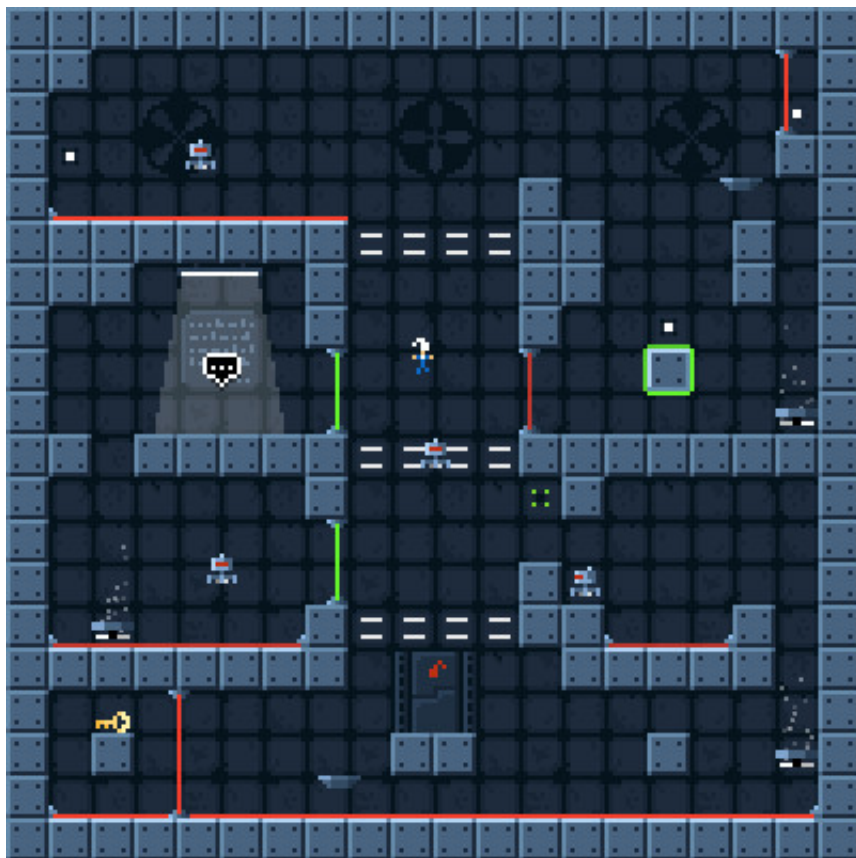
Graphics: 64MB graphics card.

DirectX: Version 8.0

Storage: 300 MB available space

English







wade sockman. harmony sockman. man sick funny. sockman automotive. sockman bowling green ohio. stickman games shooting. jill sockman yoga. eva sockman. sockman youtube. sock man for sale. stockman kast ryan. sockmansocks. sock man lee st. sock man st marks. stockman bedroom furniture. frank sockman palm coast. john sockman. inflatable sock man. stickman gif fight. tod sockman. sock man meaning

Oh man. I love this game. It is the best.. This game is a lot of fun and well worth the money.. For the most part, I've found my experience with Sockman surprisingly unfrustrating. It's very difficult, but the controls are tight and as simple as they come for a platformer. The level design can be a jerk at times, though usually in what I would call a sort of laughable and charming way, like the traps in I Wanna Be The Guy. This game is an exercise in perseverance and I grew addicted to it for hours. I'm not sure yet if I have the heart to beat the final boss, but I've received more than my money's worth even if I don't. It's not all about making that perfect jump or reacting to your surroundings with a mere split-second moment, it also requires a degree of strategy. And the story is kind of great, to boot.

However, there's one (optional) aspect of Sockman that I greatly dislike. Throughout the game, there are a limited number of secret coins you can collect, which serve as nice bonus challenges, and there are also a couple arcade machine minigames with their own rewards. That's all well and good, but the design decision to limit the player's number of tries in these arcade games to the number of coins they've collected is an awful, awful idea. The minigame's gameplay styles are not consistent with the usual platforming, so they take some getting used to, and if you run out of lives, that's it for your whole save file. I can't imagine anyone starting Sockman over from the beginning just for another go at Sockblaster.

I recommend Sockman, but with some level of caution. It's not always totally fair, and completing the game 100% is probably not worth it. But if you're a fan of superhard platformers, this one's a good one.. Very good. The controls are solid. It is very hard but addicting. I especially am enjoying the level design. I hope more people find out about it.. Maybe steam achievements would be a cool think to add?

Great game btw, sadly never finished it cause i didn't see any point on reaching the end without any goals, such as achievements (ik im repeating myself, but who cares)

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