

SCRAPLAND is an action game. In third-person, the player controls **D-Tritus** when he goes on foot and **his gunship** when he pilots on Chimera streets. The player, by hacking into the GDB, can transform himself into 15 different characters, acquiring then the special ability of every one of them. The player can also drive any gunship he finds and can create his own collection of unique gunships, freely combining pieces from the ship he finds.

The game is structured in missions whose objectives are always "**doing things**", instead of "finding out how to do them". That is, the player will never wonder what to do, which object he needs or which character he has to transform into to accomplish a mission; The game itself provides that information constantly and clearly. Fun and challenge lie in what happens and how the system reacts when the player does what he is asked to, when he uses the object he needs or when he transforms into the precise character.

The player has total freedom of movements most of the game time –it is a little restricted at the beginning for tutorial reasons-. In Scrapland, one can freely wander round all levels/maps, interact with all characters, drive all ships and combine, with no restriction, the main mission with any other thing the player feels like doing. The possible casuistry is huge, thanks to which the game world is perceived as living, realistic and unpredictable.

SCRAPLAND's multiplayer offers a kind of gameplay based in combat and speed, with the same ships the player can built in single player. Individually or by tem, LAN or internet, SCRAPLAND establishes a new standard in high-competitive multiplayer games.