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About This Game

Dark Matter is a 2.5D side-scrolling survival horror game, set in a derelict spaceship besieged by a sinister alien presence, and infested with deadly parasites. As the Ensign, you must explore fetid hallways and abandoned facilities, scavenging for parts and blueprints, expanding your arsenal to up to four deadly weapons and freely customize each to fit your combat style against intelligent, reactive enemies. Dark Matter delivers a hard-hitting take on the survival horror genre in deep space, with a heavy emphasis on tactical combat and exploration.

Story

Out of breath, you run into the door, slamming against its cold metal surface. The clicking of scuttling claws recedes into the distance, swallowed by the pitch black oblivion behind you. You know better than to feel safe. There are too many infested at your back, and another blank metal door ahead. With a quick reflex you check your ammo supplies, and slot a fresh magazine into your shotgun. With a quicker prayer, you flick the switch and open the door. The metal jaws open on endless night you don't dare pierce with your flashlight, not to disturb those things that live in shadow. By the pale bioluminescence that washes up from the floor grates, you piece together the picture of a corridor, and what could be a stretch of exploding pods. Just beyond, the silhouette of a fully grown crawler stirs.

Grinning in the dark, you turn on the weapon's flashlight, and point it straight down the corridor. Predictably, the blisters swell up to full irritation, ready to explode at the slightest touch. The crawler turns to hiss at you, instantly aroused by the light, and your presence. In your mind's eye, it dumbly rushes forward into the blister pods to kill itself, saving you precious ammo.

It takes a precious moment to adjust to reality when the sleek shape crouches and jumps towards you instead. There is time for

just one panicked shot before the inevitable flight, as you run for your life, barely keeping ahead of the claws slashing for you.

In a moment of adrenaline-fuelled inspiration, you slam the wall panel as you retreat past the chamber's door. The heavy, powerful mechanism smoothly slices the crawler in half just before the critter can reach and disembowel you. There is no time to congratulate yourself, as you hear a familiar hissing from above...

Key features:

- 14 levels in a gritty tale of deep space survival
- 4 weapons, and 4 ammo types. Elemental ammo effects that allow you to freeze, dissolve or set fire to your enemies.
- Three craftable upgrades to customize your weapons.
- Collect scrap and alien resources to craft your own tools and health packs.
- Invest in the weapons and upgrades you prefer, develop your own combat techniques.
- Non-linear exploration and storytelling with complex enemy AI that reacts to the player's actions and tactics.
- Light and darkness are integral parts of gameplay, not just visual touches.
- Uncompromisingly real-time lights and shadow casting for spine-tingling moments of pure, darkness-fuelled terror.
- Clean, hand-painted textures and custom shading techniques are combined in a unique visual style.
- Dynamic soundtrack that adapts to gameplay circumstances.

Title: Dark Matter
Genre: Action, Indie
Developer:
InterWave Studios
Publisher:
Iceberg Interactive
Release Date: 17 Oct, 2013

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Minimum:

OS: Windows XP

Processor: Intel Core Duo Processor (2.4 GHz or better)

Memory: 2 GB RAM

Graphics: Shader Model 3.0 compatible videocard, 256 MB nVidia or ATI graphics card

Storage: 1 GB available space

English,German







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Prty good for free, my friend gave it to me when he bought 10 random keys on♥♥♥♥♥.. Thnks Dom!. The idea of remaking classic arcade games is somewhat of a niche these days. Dark Matter grabs this niche and propels us back to 1979 when Asteroids was released in arcades. The game is simple: each level takes place on one screen and our objective is to destroy everything that moves. Most of these are meteorites but later on enemy ships will appear, too.

We can use thrusters to move when the going gets rough; leaving the screen on one side makes our ship reappear on the opposite one. As we destroy objects our weapon receives upgrades; we can also collect multiplier pickups to increase our score. Reaching a new score milestone gives us extra lives and bombs; the latter can be used to eliminate everything in a large radius once and for all.

The game has simplistic graphics (a low resolution is applied) we cannot change as well as built-in achievements (i.e. these are not logged separately on our Steam profile). A campaign mode offers dozens of missions that increase the difficulty level gradually but I find this and the related "story" in the form of a text unnecessary - this game is all about surviving as long as possible and its challenge mode gives us the opportunity. The accompanying music throughout, too, serves its purpose.

This game is a throw-back to the golden era of arcade games. I would love to play another version of this with revamped, HD graphics and some more achievements; in the meantime, this version will do.. This is a great little game especially if you can get it on sale for only a dollar. I already put in maybe 6 good hours, it's fun, the game is hard, the difficulty comes from actually flying your ship since you use thrusters and the only way to slow your momentum is to fire the thrusters in the opposite direction of your current momentum otherwise you keep sliding all over the place. You can shoot asteroids which is the main objective in the game, little alien enemy ships spawn sometimes throughout the game that you need to focus down, some of them shoot lazer beams at you that you can shoot and homing missiles that you can shoot, some of them throw out death beam lazars that you can't shoot that you just have to move to avoid, and there's occasionally a boss fight like what's in the video preview for the game the really big ships that take up half the screen. It is a great game, i was pleasantly surprised by it, I recommend, if it looks like you might enjoy this by watching the preview video I recommend trying it, it's fun.. Awesome Game!

<https://www.youtube.com/watch?v=kiQS90HjQC8&list=UUWT1CHXAQh1PjvLh2llum2w>

[So awesome and fun in my opinion that I decided to try and promote this game \(all on my own.. I have no ties or links to the development of this game\). This game's controls are very close to the old school Asteroids, a favorite arcade game from my childhood back in the early 1980's.](#)

[I am offering a 'high score' contest, and whoever can post video gameplay of the highest score by next Sunday, March 8, at 7pm Eastern US time, will win a Steam copy of 'Zombie Army Trilogy'.. not yet released \(launches on Steam on 3/6/15\) with a value of \\$44.99 USD!!](#)

[This game plays great either with your mouse \(no keyboard at all\) -OR- a controller. With the mouse, it's actually pretty easy to control your ship. Left mouse button is fire, Right mouse button is your thrust, and the middle mouse button is your bomb which you'll need to conserve and use sparingly and in those do-or-die moments. With a controller, you'll only use the left stick](#)

to point your ship, bottom button is fire, right-most button is thrust, and top-most button is your bombs.

This game has two game modes.. An objective mode where you clear waves of rocks and enemy spaceships that get progressively harder and an endless challenge mode where you the enemies and rocks never stop, you just keep playing trying to achieve a high score and the game ends when you eventually run out of lives.

Sadly, high scores for this game are only kept on your local computer. Missing a internet based high score list to compete against would have been a nice feature, and makes this game feel like it's missing something important.

More and higher graphics resolution options (especially for widescreen monitors) should also have been here.

I do love how enemy ships, even early on have pretty good AI and will try and flank you from multiple angles, and might even turn away from you and "run" at times.

All-in-all, this is one of the best Asteroid re-makes I've ever played, even though the graphics are certainly no where in the ballpark of shinier options like Geometry Wars and Super Stardust.

Even with the missing universal high scores and graphics options (which I hope the developer adds later) .. I give this game an 8.5 out of 10. For \$5 USD, it delivers a solid arcade action game that would make it's grandfather, arcade Asteroids of 1979 very proud.. A non-biased quick look @ the game:
<https://www.youtube.com/watch?v=-tQzcvCf1oI>

An addictive Asteroids style game with a neat twist, and did I say its addictive? Discover this amazing remake of the classic arcade game Asteroids! Dark Matter recreates the excitement and frantic gameplay of the title that made history. In 1980, Asteroids was one of the most commercially successful games that helped to establish video games as a lasting entertainment medium. Now, embark on 30 various intergalactic missions in Campaign mode or opt to survive an endless attack in Challenge mode. - Highly Recommended!. Awesome game! Really great thing to kill some time while doing nothing at work!

What I expected...nothing more, nothing less.. Asteroids clone with some very minor upgrades. Weapons upgrades persist after death, but reset at the start of each stage, which is frustrating. Get it on sale.. Astroid like arcade shooter with weapon upgrades and gamemodes.

Worth buying as a background game while its discounted.. I remember finding this game when I was 10, now I'm actually good at it. Its a fun game if you are looking to kill half an hour.. I love it! Difficult as I like, and reminds me an old game... Good effects and weapon progression, some are very difficult and I couldn't finish it by the way.

The music!! GOA Trance, amazing! Pity is only one theme, would be a great idea to have that theme! Congrats you made a great game!. 1940 dark rp server. Love this game, simply a HD version of Asteroids!. It's a fun game, but I don't like the controls and wish it had full controller support. Having to switch between mouse and controller while navigating the menu sucks.

I wish the controls were more like Asteroids and you rotated your ship rather than moving in the direction you point the controller.

Maybe I'm too oldschool, as I seem to be the only one not to like the controls.

I did receive the game for free from the Giveaways thread on the Steam forums, so I can't complain.

. Gameplay is good.

But you cannot beat the minimalist artstyle of asteroids.

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