
Dark Matter Cheat

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About This Game

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 t 5d3b920ae0

Title: Dark Matter
Genre: Action, Casual, Indie
Developer:
Meridian4
Publisher:
Meridian4
Release Date: 27 Feb, 2015

English

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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.. Pew pew pew! I had a great time with this game. I think it's well made for what it is. Will definitely be jumping in again from time to time. Also, lasers. That is all.. Awesome Game!

<https://www.youtube.com/watch?v=kiQS90HjQC8&list=UUWT1CHXAQhIPjvLh2llum2w> 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, button 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 an 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.. 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.. Awesome Game!

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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.. Love this game, simply a HD version of Asteroids!. no support for ps4 controllers, highest resolution 1280x768. Even if this game is four years old, this is not good. The frustration factor is pretty high. Usally this is a sign of a hard game, that is somehow fun to play, but I am not really sure after these two hours, if it is fun or just freakishly annoying.. Love this game, simply a HD version of Asteroids!. Astroid like arcade shooter with weapon upgrades and gamemodes. Worth buying as a background game while its discounted.. Better than fuzecat

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