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About This Game

Expect the ultimate B-Movie Trash experience!

Don´t even dare to hope for state-of the art graphics, a proper balancing, professional voice acting or breathtaking script-writing. This here is 100% pure trash, an adventure / shooter hybrid with gazillions of bad jokes, dozens of pop culture references and a hidden, dense net of subversive, intelligent messages related to post-WWII-politics. Oh yes, you need a basic knowledge of pop culture to enjoy the game, and quite some education on politics to really love it, but who cares?

Far more important is:

We got boobies.
We got hookers.
We got Zombies.
We got Nazis.
We got even Nazi-Zombies!

You`re Peter "Pete" O`Brannon, a Private Eye. Sounds fascinating? It isn`t, trust me - unless you find it exciting to hunt down cheating husbands and lost dogs while living of cheap Chinese food in shabby motels. THAT would be what Petes job is all about - but luckily for him, he has a good customer paying his bills. It`s GlobalSecure Inc., one of the biggest insurance companies on the East Coast. More exactly, it`s Samantha "Sam" Miller who runs their investigation department on insurance fraud. She`s tough, she`s intelligent, she`s better than Pete. By far better. But due to the companies Code of Conduct and some very nasty ethic rules, she`s prevented from taking, erm, "semi-legal" steps to gain essential information and proofs. That`s

where Pete steps in - for 500 bucks per day + expenses + a nice 20% share of the money the company saves with whatever Pete finds out.

Into the Dark is a playable B-Movie, a trash experience composed out of 60% humor, 30% horror and 10% technical flaws. Enjoy!

- 11 Levels of pure madness

- 15 different guns & weaponized items

- Soundtrack featuring Nox Arcana

- 67 puzzles

- 238 lovely clipping errors [2]

- 35 sophisticated AI bugs [2]

- Guaranteed minimum of 10 crashes when playing through the game! [2]

- 168 additional glitches [2]

- Play it as adventure, as shooter or as both!

- Explore the levels with your Oculus Rift Kit in VR!

- Optional Controller support (XboX and 360 Controllers work fine)

- Watch the full movie "Night of the living dead" ingame!

- Free Halloween Minigame - a new one each year!!

[2] just kidding. and trolling. and partially true.

Attention:

Windows 8 users: As Windows 8 treats DarkBasic applications quite strange upon demanding large chunks of memory, we officially don´t support it. We have ran through the game on several Windows 8 systems, we have reports of many players beating the game on Windows 8, but we CANNOT guarantee it works on your side. Buy on own risk and RUN THE INTOTHEDARK EXE AS ADMINISTRATOR WITH COMPATIBILITY MODE WINDOWS 7

Memory Issues:[/b] Into the Dark calls large chunks of your primary 1.85Gig memory block. You may have to turn off FRAPS and Skype to have a proper trash experience, and sometimes you will have to reload an autosave to clear the memory. Refer to the troubleshooting guide for more information!

Title: Into the Dark: Ultimate Trash Edition
Genre: Action, Adventure, Indie
Developer:
Homegrown Games
Publisher:
Homegrown Games
Release Date: 1 May, 2014

 b4d347fde0

Minimum:

OS: Windows XP / Vista / 7 - Attention: Windows 8 MAY cause problems

Processor: AMD Phenom 9550

Memory: 2048 MB RAM

Graphics: Radeon 4800 or better (of course also NIVIDA)

DirectX: Version 9.0c

Storage: 7 GB available space

Sound Card: DirectX 9 compatible

Additional Notes: At least 120 IQ points, full DirectX 9, .NET and ogg / wmv codecs

English

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I truly wanted to enjoy this game. I tried from the start no less than 15 times. There is little ammo, it takes 10 or so shots to kill creatures and appears there is no mapping to increase kills for headshots etc. The close in combat is slow and cumbersome and not worth trying. All in all it looks like a funny game and well done if you can run away from everything and avoid shooting or hitting anything at all costs. Not my cup of tea, I have retried the first 5 minutes too many times.

Known issue addressed in v1.0.8:
Hi!

Now that Rainswept is out, I really hope it's lived up to your expectations! In the previous version, an issue was observed where talking to a character named Anav would cause the player to get stuck in an endless conversation loop.

As a temporary measure, the character has been removed from the game while I work on the issue in the background. The character is non-essential to the story, so his absence will not affect anything. The fixed version with the character reintroduced should be up in a day or two, depending on the complexity of the issue.

Thanks for playing Rainswept!

Armaan. **New controls preview**:
Hi!

Here's a preview of the new controls that will be implemented in the next patch -

https://youtu.be/dxo38hsUzO4

Now all visible objects in a scene can be looked at with the cursor without moving up right next to them. Movement is still restricted to the keyboard. It'd be nice to be able to give an option of both mouse and keyboard, but it'd create way too many issues, mostly with pathfinding.

Also, this scheme means I can possibly start looking at controller support now as well - with cursor movement bound to the right stick. What do you think? Does this fix most of the issues with the controls? Would love to know your opinions!

- Armaan. **#16 Animated faces for dramatic cutscenes**:
Hi!

This week I've got something cool to show you - the process that I've used for creating a couple of short cutscenes so far for Rainswept. Check it out!

Here's a link to the gif: https://imgur.com/gallery/8zT7gVz

As you can see, the scene is created by animating separate images for the eyes, nose/ eyebrows, face, body and the hands. The process is pretty simple, a lot of fun and also very satisfying!

You can see the component parts here:

Nose and wrinkles

Eyes open

Eyes closed

Hand

Body

Face
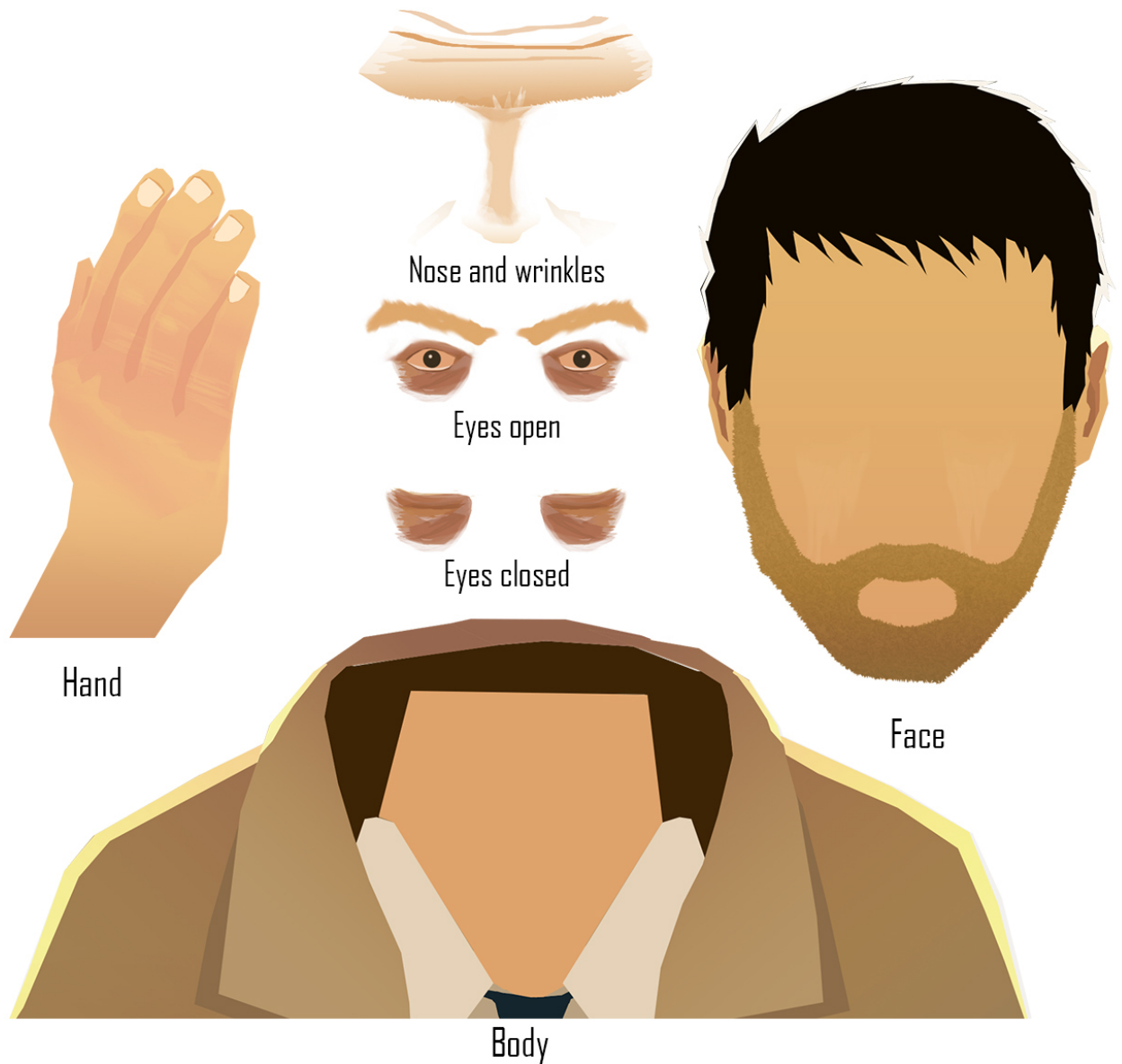
These are the kind of cinematic and dramatic and moments I want to provide in Rainswept, and I'll try to add a few more detailed shots of this kind to complement the simplistic style of the rest of the game.

-Armaan. **#17 Finishing up incomplete scenes. Also, I'm moving to a new place!**:
Hi!

Been a LONG time since the last devlog, hasn't it? After the Indiegogo campaign ended, it took me a while to reorient myself and get back to my old daily schedule of actually developing the game.

As mentioned earlier, I shall be moving in with my friends. This is actually great, as the work of game dev can often get lonely and a little maddening when working all alone - so being around should help keep my spirits up as we head into the final months of development! Expect pictures of the new work space! (if it ends up looking good, that is)
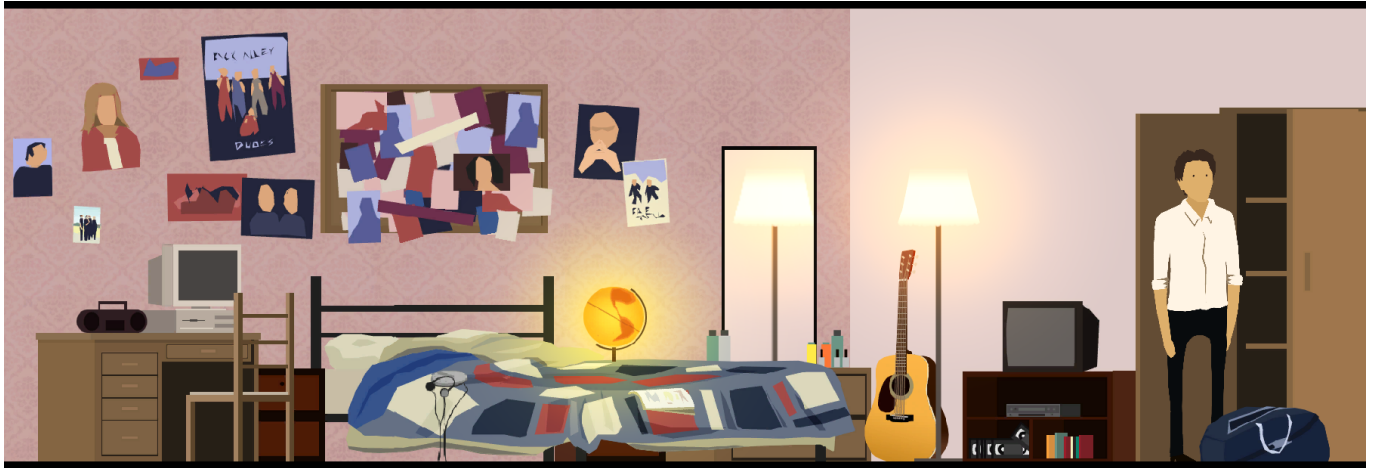
This isn't my new bedroom. I don't live in the 90s. But the game's characters sure do! Recognize anything? :)

During the past weeks, after wrapping up campaign related work, I dived head first into finishing up the remaining scenes so as to bring the core of the game to a 100% completion state. I've been able to keep a good pace, and the 100% should be achieved in the next 4-5 days! Then it's on to the new, exciting parts!

Here's the updated sprite for fan favorite "Grandpa"!

Exciting parts include - Adding the diary mechanic, improving speech bubbles/ UI (woo!), expanding the town hub "open world" and filling it with life/ NPCs/ dialogs/ things to see, connecting the hub with all the existing scenes so that the player can play through it accordingly. I hope to have this done between Sept-Oct. (Huge trouble if I don't, so wish me luck!)

That's a lot of extremely important work, after which I shall get on to polishing, adding/ improving cutscenes, weather effects, and trying to bring everything together in a cinematic manner so the whole experience "flows" cohesively.

That's it for this update. Just a few more months to go. Just a little more (hah) work to do! Thanks for coming along on this journey <3

-Armaan. **Mac version has been rolled back and is playable**:
Hi

The Mac version has been rolled back to v1.1.0, and should now be playable. The only thing missing from the newer version is

gamepad support (which was designed for Windows + Xbox 360 controller anyway so there should be no difference.)

A fix for the latest Mac version is being worked on and will be up soon, but until then it is safe to proceed with version 1.1.0 (labelled v1.1 in-game)

Armaan. **Rainswept comes out on February 1st!!**:
Hi everyone!

Really excited to announce that Rainswept will finally be out on the 1st of February! Here's a teaser trailer! :)

https://www.youtube.com/watch?v=UE9_fKZfM7U

. **Fixes in v1.1.3**:
Hi!

Here are the improvements and fixes for v1.1.3

- Improved hotspot detection when using controllers. The correct interact-able objects will now be highlighted when the player stands in front of them (similar to how it was in the demo)

- Fixed an issue where interact-able objects wouldn't highlight correctly when playing as Chris while using a controller.

Note that only Windows and Linux versions have been updated to v1.1.3, as the Mac version currently has issues that have temporarily forced it to be rolled back to v1.1.0. Read more here. **#15 Timelapse of a cloud being painted + some new screenshots**:
Hi there!

I decided to record me painting a cloud that'll be used in Rainswept. Also, I love painting clouds.

https://www.youtube.com/watch?v=GIHNAOvjSnA

Here's a couple of new screenshots from the game. Can't say much more without giving away spoilers!

See you next time!

-Armaan. **Bug fixed in v1.0.10**:
Hi!

This update includes fixes for the following issues:

1. Grandpa couldn't be interacted with on day 5
2. In the cafe on day 4, sometimes the interact option would get stuck on the skater character walking outside the cafe
3. The layers for Officer Blunt and a character in Aspen Street clashed.

Improvements:

1. Shadow added under text in the pause menu.

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