DOOMSTALKER: KICKSTARTER CAMPAIGN ANNOUNCE

Monster family is in danger—insidious marine forces are coming! Brave creatures need some money to build powerful defenses and cunning traps to stay against crafty men.

Doomstalker is an arcade pseudo-isometric action for iOS, PC and Mac combining the best traditions of classic shooters.

Player should try the role of a space marine, who landed on the mysterious Object 001. The contact with the secret laboratory, created under the slogan "the art in technology", was suddenly lost. The soldier should investigate the weird incident.

The Kickstarter campaign (http://www.kickstarter.com/projects/ufna/doomstalker) is launched to fund levels creation and gameplay polish.

Doomstalker is designed by Russian indie developer Vladimir Alyamkin. An enthralling story consists of eight large logically bound episodes and divided into three chapters. Exciting levels with many geometrical puzzles and secrets will become a real challenge involving marine's combat skills and sagacity.

The soldier will face numerous dangerous monsters on his way to the mystery of the asteroid – cybernetic spiders, security bots, demons and even flying ball-shaped Creatures of Hell await for a prey in dark corners!

To survive in such difficult conditions the marine will be provided with a powerful set of weapons from a pistol to Big Freaking Gun. In the course of the game he will be able to use samples of the dark matter for improvement and modernization of his armor and inventory.

The captivating system of awards and achievements will allow the marine to challenge with his friends. Up to four soldiers will be able to take part in the combat. The following special online modes will be available: Co-op (cooperative walkthrough of the campaign), Arena (marines against endless waves of monsters) and Duel (rating match against each other).

Doomstalker is based on UDK (Unreal Development Kit) technology. The game will be available primarily for iOS devices (iPhone 4 or later, iPad 2 or later) with possible port to PC and Mac. You can vote for the game in Steam Greenlight to increase chances of PC/Mac version (http://steamcommunity.com/sharedfiles/filedetails/?id=126959855).

LINKS

- Press-Kit: http://ds.ufna.ru/press-kit-en.zip
- Teaser Trailer: http://youtu.be/VTxo2shibAk
- Development Blog: http://www.hagodemon.com
- Facebook: http://www.facebook.com/hagodemon
- IndieDB: http://www.indiedb.com/games/doomstalker