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About This Game

***** WARNING: This game contains frightening scenes which some players may find disturbing! *****

DESCRIPTION

You wake up in pitch blackness. You have no idea who you are, where you are or how you got here - it's up to you to figure it out!

For horror game fans seeking out that ultimate fix, 'Dark Fear' delivers an immersive, frightening experience wrapped in a cinematic soundtrack and a dark, twisted storyline written by an ex-film industry professional. The game can only be described as a blend between RPG and adventure with a 2D graphical style similar to the classic PC games from the 1980s (think Myst meets Kings Quest). Its simplistic approach allows even the most casual gamers to gently unfold and enjoy its many complex layers of game mechanics.

Explore a diverse landscape filled with forests, mountains, lakes and deserts. Make allies in the local village, upgrade your weapon and armor, go hunting/fishing and fight your way to the truth by slaying your foes, solving puzzles and helping people with their problems.

FEATURES

- A combination of both adventure and RPG game mechanics
- Classic 1980's PC style visuals

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- A cinematic Hollywood-style soundtrack composed by film industry professionals
 - A deep and engaging storyline
 - Higher clarity, improved audio quality over the original mobile version

MEDIA

Developer Interview on Horror website Dread Central

<http://www.dreadcentral.com/news/139033/interview-arif-majothi-lead-developer-dark-fear/>

Title: Dark Fear
Genre: Adventure, Indie, RPG
Developer:
Arif Games
Publisher:
Arif Games
Release Date: 22 Jun, 2016

a09c17d780

English

Score: 13 of 410



Score: 41 of 400

Gold: 155

HP: 20/20



**PURCHASE
POTIONS**



**EXIT TO
MAP**



TouchArcade - 90%

Gamezebo - 90%

Score: 132 of 410

Gold: 309

HP: 100/100



Meet Interesting Characters!



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This game is dark.... and it gave me fear.... and it's point and click so you can eat and game at the same time, that was probably my favorite part!. A very nice little RPG, p&c game.

I fully recommended it. Smooth play, good story and lot of fun.

All that under five bucks.

You cannot ask more <3. This game is full of flaws gameplay wise but who cares? The pixel art is FANTASTIC because it doesn't try to be anything else other than the 80s goodness some of us are so attached to. And the musics are really good. The atmosphere is all in this game, and what may seem childish at first is only a wonderful tribute to what these kind of games were back in the days.

I launched it one autumn afternoon and didn't leave it until it was finished. I would not recommend it to everybody, it takes a certain specific kind of old timers to like it. But if you were born in the 70s, chances are it won't leave you unaffected.. Playing this game is like having someone scratch that one itch on your back in an oddly satisfying way.. I genuinely enjoyed the time I spent with this game!

The plot isn't exactly original and the puzzles presented aren't very tricky, but it all works well enough to make for an entertaining mixture. There are no glaring flaws, the story has a nice flow to it and there's a pleasant sense of progress throughout.

Definitely recommended to everyone looking for a nice, enjoyable "spooky game" that'll keep you entertained for a couple of hours.. Really nice atmosphere, awesome 80s-influenced pixel graphics, interesting narrative, good music. Part point-and-click adventure and RPG. The adventure parts involves combining items hearkening back to Sierra days, and not as hard and obtuse as the Infocom adventures. Everything makes sense, the mini-games have fairly obvious clues, some require a bit of thinking and possibly a pen and paper.

The RPG part has you upgrading weapons and armor, and combat is turn-based. Combat as somewhat unvarying, due to a simple time-based attack and having to down some potions. There's a power-up move which makes it a little bit more interesting, and figuring out enemy weaknesses. Money comes easy enough, but the pelts you need are random and can take some time to acquire, even if you instantly intentionally fail hunts so your inventory does not fill up. Mechanics on the whole are interesting and positive.

Finished in four hours, which is about right. Any longer and it would be more tedious than fun. Easy to leave and come back to. I made a meal in the middle of it, the music keeping me company. Looking forward to what else this developer can bring.. A strangely satisfying hybrid of point-and-click adventure, turn-based RPG, and horror.

The art has an oddly retro aesthetic in the vein of Shadowgate, the combat, while very simple, has enough room for error through timed attacks and avoiding attacks by defending to keep you on edge, and the puzzles are pretty straightforward and won't stump you for too long.

Really, my only problems with the game are it's cheap pop-scares that don't really add much to the atmosphere, the somewhat inappropriate music, and the fact that the game goes from exorcising ghosts and hunting deer to fighting giant crabs and running errands for an ice queen. The jump from supernatural horror to straight-up fantasy is a little silly and kind of takes you out of the horror atmosphere.

Loved the retro lo-res graphics and atmospheric music, it took me back to adventure games I played on my original Macintosh. It reminded me of Penguin Software's Transylvania. I wish it wasn't so reliant on the hunting/grinding aspect though, I don't mind the combat and feel it was okay but I enjoyed the traditional point n click gameplay much more. Maybe I would have liked having alternatives to being forced into combat. I liked everything else very much!! I think the developer has talent and looking forward to what comes out next.. This game is not going to be for everyone, but I am a sucker for this kind of genre mix. With a little bit old-school adventure, a little bit RPG, and a little bit horror, it pushes a lot of buttons.

In terms of quality: good art, decent music, cheesy but fun story, easy puzzles - not too bad a mix. There are a couple points where you have to search for a small item that blends in with the background, but it wasn't egregious. The combat is the weakest part, though - it's really a preparation and numbers game; once you get into a fight, there is little in the way of strategy.. Holy cow! I just started playing this game for a bit but this game is so rad, I love it.

It reminds me of the good ol classics like shadow gate and uninvited but is a bit more interactive.

The music is bone chilling and the atmosphere is perfect, great job devs.. The games got really good pixel art-style and a lot of dialogue.

It doesn't take itself, or the player, too serious sometimes, and has a good portion of humour in it too.

It's also quite good at distracting you with it's dialogue.

The fighting is moderately hard, it's not too hard (if you stick to where you're supposed to be that is) but you still have to be careful and stock up on potions.

Feel free to check out the first part of the game in my let's play video if you want to take a look at it before going to buy it for yourself.

<https://youtu.be/PwWGZd8-jt0>. I almost quit playing this game when I saw the Sierra-styled score counter at the top. I thought I was going to be in for a "die a 100 BS deaths every 3 screens."

But no.

It's is actually quite fun.

Really good albeit low-fi retro pixel art is very reminiscent of late 80's-early 90's era Sierra games.

Puzzle logic is pretty straightforward. Which is good considering the material it is inspired by.

Fun, simple JRPG mechanics. I haven't played a turn based RPG in almost a decade.

Jumpscare about made my 4 year old cry from fright(which was awesome).

Music, awesome.

Story, gets the job done.

The game hit's the fun with 75% strength.

cheap to!. Once again I feel that Steam are missing out by not having a "Meh" button. I've chosen "Not Recommended" but in all fairness to Dark Fear it was just over the line.

This game is quintessentially mediocre, it's just good enough to hold your attention but its hardly a memorable plot or a particularly engaging gaming experience. Likened to the Horrorsoft games of the past I can see why people would make that comparison but I feel it's doing Horrorsoft a bit of a disservice. It's basically a simple point and click adventure with some basic combat and a little bit of grinding for stuff to make better armour/buy weapons.

As I said, it held my attention and I completed it but there are probably better ways to spend your cash. The original Horrorsoft games like Personal Nightmare or Elvira are much better options (although you'll need to go elsewhere to get them).. I don't normally get *this* excited about a new game - ESPECIALLY one I've never played before - But hot DAYUM this one is good! It mixes old school point-and-click adventure games with traditional RPG elements in a way that does both of them amazing justice.

Seriously, if you get any new horror games this year, make sure this is one of them!!

If you need even more of a push, check out my video for the game here - and be rest assured; I am seeing this one through to the end! <https://www.youtube.com/watch?v=4HUCuU5r0jM&index=12&list=PLflmumc8hhtgfYDh3GiI8vyRU8zvjcpx>. Fun and charming throwback to classic, Sierra-style adventure games from the late 80s. Even including the classic white score bar at the top of the screen! You click around and try to solve the mystery of where you are and why you woke up there, by collecting clues, pushing evil spirits out of their haunted houses and interviewing the residents of a small village. This part is all good and enjoyable, especially if you're oldschool enough to have played some of the game that inspired this one.

The problem is that the story is pretty bad, including possibly the worst twist of all time. You shouldn't burst out laughing at the twist in a horror game, which I did. Second, the game goes too far with its economy and forces you to stop and grind at several points in the game. If the hunting and fishing minigames had actually been fun, that wouldn't have been a problem, but it's a ridiculously simple system that must feel shallow even on mobile.

Adventuring and solving mysteries with clues is the good part of this game, and there is a decent amount of it, but the game is weighed down by the grinding and in-game economy. I wish Steam had a neutral option here, because I'd place this game squarely in that category; fun if you can tolerate grinding, probably not worth it if you don't want to "hunt" in a simple minigame for hours. Since the neutral option doesn't exist, I'm gonna have to go with a "not recommended" because of the grinding.

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