

About

Red Matter 2 picks up right where the first game's story concluded. After breaking free from the simulation that held your own mind hostage, your first priority is to escape the Atlantic Union's base. However, you unexpectedly discover a distress signal belonging to an old friend. Determined to come to his rescue, you will travel to the farthest reaches of the solar system to find him. During your journey you will unveil Volgravia's darkest secrets and confront the unstoppable Red Matter.

With Red Matter 2, Vertical Robot has expanded the gameplay into the adventure genre. They have crafted a rich **narrative-driven adventure** with excellent voice over work and **new gameplay mechanics**. Not only will you face brand new and challenging **puzzles**, but thanks to a new **jetpack** you will be able to traverse the game's incredible environments more freely than ever before through **platforming** sections. A new tool has been added to the classic loadout that will enable you to hack terminals, as well as **a (projectile) weapon** that will prove useful in various environmental puzzles as well as in combat. Yes! Red Matter 2 features some action as well.

On the technical side Vertical Robot has deployed a fully physicalized universe. Grab, push, pull, and throw objects around. Feel the heightened sense of immersion and experience the new gameplay that has been built around it. Graphically the game is a real delight and the development team has put all its efforts to define once again the state of the art in graphics on the Quest. Your eyes won't believe this is running on mobile VR!

Features:

- -Captivating story with excellent voice over work
- -Fully physicalized world to interact with
- -An immersive experience through and through with incredible attention to detail
- -Breathtaking environments
- -Best graphics on mobile VR to date

Developed by: Vertical Robot Publisher: Vertical Robot Website: www.redmatter2.com Genre(s): Narrative, Adventure Platform(s): Meta Quest 2

Players: Singleplayer