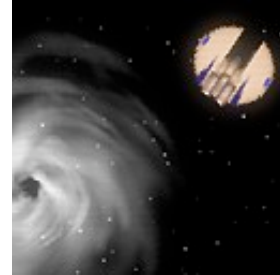


Antimatter

Introduction:

Antimatter was written for the [iDevGames Original Mac Games 2005](#) contest. Unfortunately, I never had the time to polish it as much as I wanted, and it didn't do very well. I still like the game however, and think it's worth a try.



Story:

For years the anti-verse, the opposite dimension of ours, has been stealing energy. Now it's time to get it back. You are the pilot of an inter-dimensional fighter ship capable of punching a hole through dimensions for a short time. Get in, get the anti-matter containment vessels, and get out fast!

Controls:

- Arrow keys fly the ship.
- Space bar dumps all of your momentum into the ball, stopping you and flinging it away.
- The balls are picked up automatically by proximity.

Objectives:

In each level, you must get all of the antimatter containers back to the warp rift as quickly as possible.

Several obstacles await you, doors, switches, containment fields, and glass.

Requirements:

- OS X 10.2 or better
- A 16MB Radeon, GeForce2 or better.
- Has been tested as low as a 1.25GHz G4/Radeon 8500 running 10.3.

Play:

[OS X binary](#) (PPC)

Acknowledgments:

- The 'Anklepants' font is from [1001 fonts](#).
- The Ruby OpenGL Extension was originally written by [Yoshiyuki Kusano](#), and edited by Keith Bauer.
- The Ruby OpenAL Extension was written by [Keith Bauer](#).
- The sound effects and ship sprite are from the [iDevGames](#) asset library.

