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About This Game

SOMA is a sci-fi horror game from Frictional Games, the creators of Amnesia: The Dark Descent. It is an unsettling story about identity, consciousness, and what it means to be human.

The radio is dead, food is running out, and the machines have started to think they are people. Underwater facility PATHOS-II has suffered an intolerable isolation and we're going to have to make some tough decisions. What can be done? What makes sense? What is left to fight for?

Enter the world of SOMA and face horrors buried deep beneath the ocean waves. Delve through locked terminals and secret documents to uncover the truth behind the chaos. Seek out the last remaining inhabitants and take part in the events that will ultimately shape the fate of the station. But be careful, danger lurks in every corner: corrupted humans, twisted creatures, insane robots, and even an inscrutable omnipresent A.I.

You will need to figure out how to deal with each one of them. Just remember there's no fighting back, either you outsmart your enemies or you get ready to run.

Title: SOMA
Genre: Action, Adventure, Indie
Developer:
Frictional Games
Publisher:
Frictional Games
Release Date: 21 Sep, 2015

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Minimum:

OS: 64-bit Windows Vista

Processor: Core i3 / AMD A6 2.4Ghz

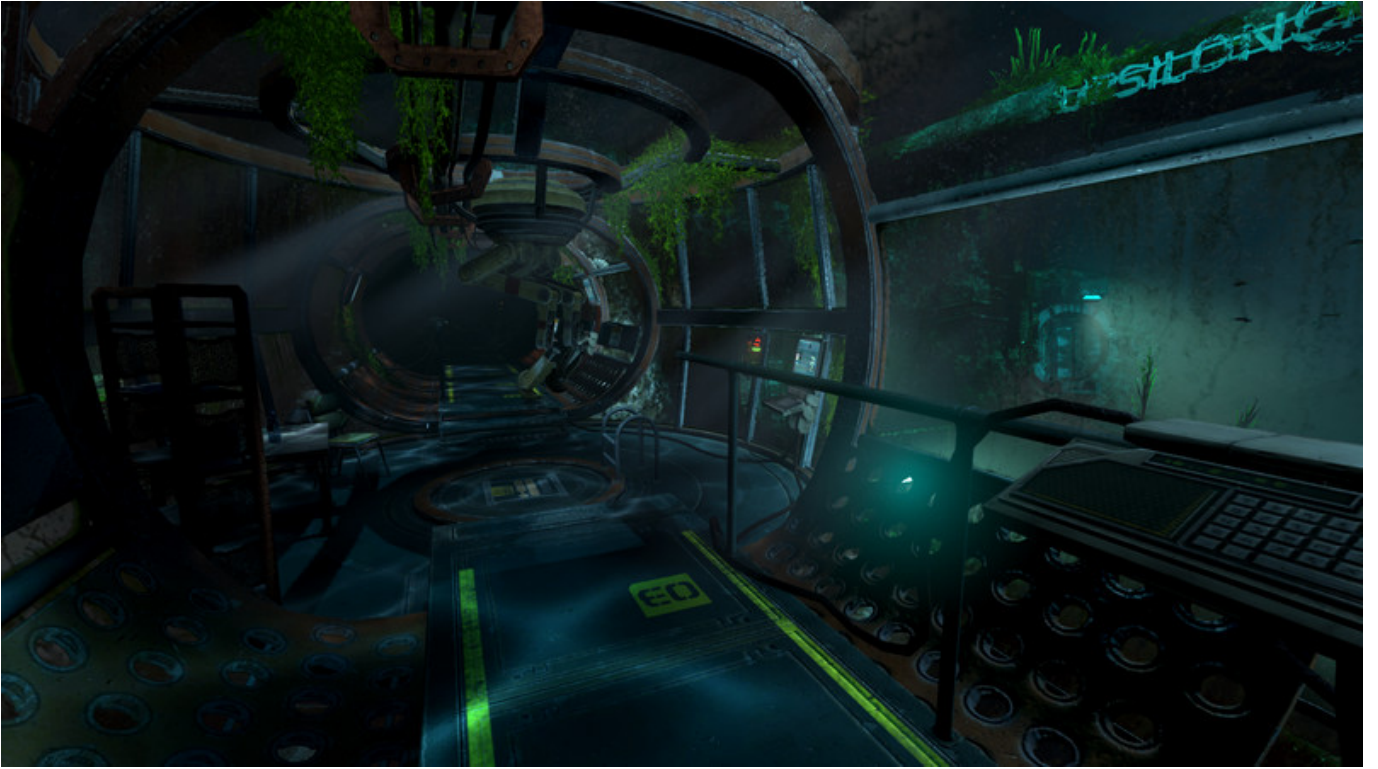
Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 260 / AMD Radeon HD 5750. OpenGL 3.3

Storage: 25 GB available space

Additional Notes: Integrated Intel graphics are not supported. They should work (Intel HD 4000-series or better), but with issues.

English,French,Italian,German,Russian







I just finished Soma. And it is a phenomenal game. Pretty spooky tho, I could only play it on safe mode.

And the protagonist said some pretty stupid things sometimes, especially when he gets angry..

But it made me cry and I loved it very much. 10/10. I actually thought I was going to hate this game, because it initially seemed like it was going to pull that kind of "y'all.....what if reality isn't real?" fake-deep bull. I was wrong, and it ended up having a really good story. It pointed out an issue that a lot of sci-fi writers fail to grasp: "uploading your brain," or whatever just creates a copy. It won't actually be you.

The atmosphere of the game is incredible. The monster design is terrific, the sound design in on point, and I love the bio-mechanical aesthetics they were going for. I've always had a fascination with the ocean, so I would frequently just stop moving my character and take in my surroundings.

I really like games like this that develop deceased characters via logs. In this game, you're trapezing through a place where people once lived and worked, and getting to know these people, and trying to piece together what happened is one of my favorite parts.

A few things that kind of got on my nerves:

Your character, Simon, is an idiot. He is a whiny, navel-gazing dork who struggles in understanding simple concepts, is kind of a jerk on top of that, and I absolutely lived for Catherine not even bothering to humor him. Every time Simon spouted some gibberish like "am I even me anymore," and Catherine responded with "Oh my god Simon, why do you even care?" I gained an extra year to my life. This isn't a flaw though, because if that was the kind of character they wanted to portray, they did a great job. He's 100% the kind of dweeb who passive-aggressively posts on Twitter during the Superbowl about how he doesn't care about "sportsball." I also like the fact that so many games are having "normal," protagonists with actual personalities, instead of some perpetually dour, "cool" (read: bland) space marine type character.

The actual gameplay is more Outlast than Alien: Isolation, which is meh. I think I only died like once, although there were moments that were pretty close. But because the enemies seemed so pattern-based, I rarely felt like I was in serious danger. Enemy encounters were tense, but not dynamic, or particularly fun.. Frictional Games became famous in the 2010's for creating Amnesia: The Dark Descent, a game which, even today, is often cited as the scariest game of all time. After I played it fairly recently and found it to be an impressive, if slightly dated experience, I was curious to see how they evolved over the years. Fortunately, I wasn't disappointed at all when I played this game, because it excelled in the areas where Amnesia fell flat in, and also succeeded in other areas.

As for the level design, I liked it quite a bit. There's a great variation of level design in this game as the levels range from hallways to wide open areas to underwater levels. Pathos-II never gets tiring as the game manages to keep itself fresh throughout. In addition, I liked the exploration you can do in this game. Many horror games usually put at least a couple of areas for you to explore per room/level, but this game actually had quite a lot of places which you could explore if you were interested (or you could ignore them if you'd rather advance the story instead). These rooms come with a variety of items you can interact with by picking up/reading them. They give you insight towards Pathos-II, the WAU, and the various people who use to work there. Although you can skip most of this if you want to, I found that doing this for a few minutes adds an extra layer of variation to the game for players who want a brief break from the actual objectives of the game. For this reason, I'm glad they included this. My only issue with the level design is that a few sections involved a lot of aimlessly wandering around while you try to find a way to advance the game. For instance, one of the underwater sections required you to summon a zeppelin to transport you to another site. However, the area this section took place in was quite massive and full of several structures to explore. The two objects which were necessary to allow you to move on were so small that finding them was almost like finding a needle in a haystack. This part and a couple others were a bit tedious to get through. For the most part, however, I'd say that most of the areas were fine in this regard.

A common issue I have with survival horror games with the run/hide mechanic is that after you play them enough, you begin to learn more about how to avoid the enemies and the game begins to get less scary the more you play it (I felt this way towards Amnesia to some extent). However, I wouldn't say that applies to this game that much for a couple reasons. Firstly, every enemy you encounter operates slightly differently. Some move faster than others, others have better hearing, and other enemies notice you if you look at them. This means that what you do to deal with one enemy might not work for another. You have to develop

new strategies as you go along. For the first part of the game, part of my strategy was to keep a close eye on the enemies to know exactly where they were. However, once I got to a section where the enemy was attracted to making direct eye contact with it, I felt a great deal of terror, and I had never been more relieved once I finally managed to finish the section. Secondly, while this game had the same crouch down in a corner function which Amnesia had, I think this feature was a lot more suspenseful in this game since, in some areas, it's scripted for you to get caught in order to proceed. This establishes a great deal of tension as crouching isn't a sure-fire way to avoid the enemies. There's variation to this technique. For example, the Terry Akers section (which requires a lot of crouching in order to complete it) had me on edge to such great of an extent that I later realized that it might just be the most suspenseful section I've ever come across in a horror game. Even though I noticed that many people who liked this game felt like it wasn't as scary as Amnesia, I actually think this one is the scariest of the two by a pretty decent margin.

Without a doubt though, this game's story is its main selling point. While artificial intelligence has been explored by the science fiction genre in the past, this game had its own unique twist to that concept. It appeared to be making two points. Its first point was on whether or not it matters that you're an AI as long as you have all your prior thoughts and memories. This was represented through a variety of various thought-provoking conversations in addition to a quiz you can take in the game twice - once near the early stages of it and once near the very end of it - which convey this concept quite well. By the end of the game, you start to believe what the characters do. Its second point, which was the most interesting one by far, involves the mind transfers. The game has it so that in order for your mind to be transferred into a new body, you need to make a copy of your conscience, meaning there's a 50/50 chance that you'll either remain in your original body or get transferred into the new body. The point the game makes for this concept is that, from the perspective of those who are left behind, it does matter while, for those who carry over into the new copy, it doesn't matter as much. This is represented extraordinarily well in a number of moments, but it's best for these instances to unfold without knowing much about them beforehand as they work the best this way.

Overall, I found this game to be quite fascinating. I'm glad that Frictional Games perfected the run and hide mechanic they had in Amnesia to make for a more effective experience. This, in addition to the level design and the thought-provoking story, made for a truly compelling experience which sticks out as one of the most interesting games made in recent years.

My review of Amnesia: The Dark Descent: <https://steamcommunity.com/vid/brianberta/recommended/57300>. [SOMA is a scary, beautiful game with a story that makes you question your own morals and morality. 10/10. Well what can I say about this beautifully cruel game...](#)

[I absolutely loved playing this game! It gets you so emotionally involved with the characters and the story. You are on the edge of your seat pretty much 90% of the entire game and I know it's just a game but there were times where I wanted to close my eyes and do what I had to do because some moments were that scary!](#)

[Buy this game and complete it, your faith in humanity will be restored.. Great game. Does a really good job of setting a scary, yet still very interesting atmosphere. The monsters are pretty easy to avoid once you learn their patterns and what makes them agro, which is pretty good because a lot of lore can be found by exploring around.. I never really liked horror games, but SOMA is one of those games that transcends a genre. Its been a while since I've been truly fascinated by the story of a game and absolutely love how it ended. This game is something special and highly recommended. Days after completing it I was thinking about the story. Just brilliant.](#)

Wow, what an experience. Prepare to have your perception of "reality" altered and PLEASE stick around after the credits. A+ game.. Excellent! Brilliant! Creepy! And Awesome Ending!. Recommended by a friend... One of the best HORROR/SCI-FI games you can play.. Took a while to finish this one since I'm not a big horror buff -- I literally can't stand the tense atmosphere for very long. But this one, in the end, did not have me reeling back because of what is lurking around the corridors of the underwater station. A literal dive into humanity's hubris or desperation for self-preservation -- this game is a gem in its genre for its introspection of the human mind. And nothing could be scarier than coming to grips with what little we know of ourselves.. Loved this game. A lot like Narcosis but longer. Play it or miss out on a classic.

10'10.

. Feelsbadman;. A really good story, with a really depressing, messed up, dark, mind-blowing ending. I rarely see games that are good like this in terms of story.

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