

DEAD MATTER

A Masterlist

By Onyx



Introduction:

Dead Matter is a true sandbox survival horror. Players will fight to survive in a zombie-packed, post-apocalyptic world that fosters whichever play-style fits you best. Settle down and defend your home from outside threats with an expansive crafting and barricading system, cultivate and live off the land, or branch out, explore, and scavenge whatever vehicles, weapons, and food you may find in a zombie-plagued Alberta - alone, or with your friends.

[Images](#) | [Français](#), [Español](#), [Deutsche](#), [Русский](#), [Polskie](#), [Türkçe](#), [Italiano](#), [Português](#), [اللغة العربية](#)

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Dev Vlog 11 Changelog

Under Significant Structures, Points of Interest)

Added Canmore (city, birds eye view)

Added Library

Added Rec Center (under construction)

Added Police Station Canmore

Under Vehicle Addons

Added Camper Trailer

Under Weapons, Ranged; Shotguns

Added 1887 Lever Action

Under Weapons, Ranged; Ammo

Added .308 ammo

Transcribed Vlog 10 in Transcripts (under Important Links)

Vehicles:

[18-Wheeler](#)

[1966 Oldsmobile Toronado](#)

[1985 Ford F-150](#)

[1986 Chevrolet Chevy Van Classic + armored variant](#)

[Ambulance + NERA Variant](#)

[Bicycle](#)

[Chemical/water truck](#)

[Chevy Chevelle](#)

[Crown Victoria](#)

[Crop-Duster Plane](#)

[Dirt Bike](#)

[Dune Buggy](#)

[Farming Vehicle](#)

[Firetruck](#)

[Ford F650 \(box truck\) + Variant](#)

[Ford Taurus + Bed-Changeables](#)

[Forklift](#)

[Go-Kart](#)

[Helicopters - Civilian](#)

[Helicopters - Military](#)

[Industrial Backhoe](#)

[Stryker MGS \(unusable\)](#)

[Lawnmower](#)

[Mail Truck](#)

[Motorboat](#)

Motorcycles

[Orlana SUV](#)

[Outside Broadcast \(OB\) van](#)

[Police Interceptor](#)

[Quad Bike](#)

School Bus

[Trains](#)

Vehicle Addons:

[Car Alarms](#)

[Camper Trailer](#)

[CB Radio? GPS?](#)

[Gas Container](#)

[Half Cage Trailer](#)

[Lights](#)

[Miscellaneous](#)

[Plow \(small and large\)](#)

[Sheet Metal Armor](#)

[Streamline Trailer](#)

[Rear Protection \(through tires?\)](#)

[Towables](#)

[Top Luggage Carrier \(small and large\)](#)

[Variable Message Sign](#)

[Vehicle Tow](#)

[Vehicle Winch](#)

[Water Barrel](#)

[Window Guard](#)

Weapons (Melee):

Sharp:

[Anderson Ice Pick](#)

[Bayonet Knife](#)

[Bonesaw](#) + [Cannibal Variant Concept](#)

[Box Cutter](#)

[Bread Knife](#)

[Butcher Knife](#)

[Carving Knife](#)

[Chainsaw](#)

[Chisel](#)

[Fire Axe](#)

[Flathead Screwdriver](#)

[Fork hoe](#)

[Garden Shears](#)

[Grab hoe](#)

[Handaxe](#)

[Handsaw](#)

[Homemade Machete](#)

[Katana](#)

[Kitchen Knife](#)

[Machete + Variants](#)

[Maul](#)

[Merder Knife](#)

[Needlenose pliers](#)

[Pickaxe](#)

[Pitchfork](#)

[Rake](#)

[Ridging Hoe](#)

[Scythe](#)

[Shovel](#)

[Sickle](#)

[Spiked mace](#)

[Splitting Maul](#)

[Weed Slayer 9000](#)

[Woodaxe](#)

Blunt:

[Baseball Bat + Variants](#)

Batons, Fixed and Collapsable

[Broom](#)

[Boxing gloves](#)

[Brass Knuckles + Spiked Variant](#)

[Cane](#)

[Crowbar](#)

[Golf Club](#)

[Hammer](#)

Hockey Sticks

[Pipe Wrench](#)

[Pool Cue](#)

[Post Maul](#)

[Rusted Rebar](#)

[Tire Iron/Crowbar Combo](#)

[Water pipe](#)

[Wrench](#)

Weapons (Ranged):

Handguns

[1911 + Variant](#)

[Beretta M9](#)

[Eder 17](#)

[Eder-P80](#)

[E-92](#)

[HR-75](#)

[HP-9](#)

[Makarov](#)

[Maxim 9](#)

Mosin Nagant Obrez

[Nomad \(Flare Gun\)](#)

[R8 Revolver](#)

[Sam & Winston: Bull](#)

[Sam & Winston: Bull Defender](#)

[Sam & Winston: Bull Hunter](#)

[Sam & Winston: McGregor](#)

[Sig Sauer P220](#)

[Suger MK.II](#)

[TEC-DC9](#)

Shotgun

[1887 Lever Action](#)

[Remington Side by Side](#)

[Remington Model 870 Tac-14](#)

[Tree Pine Tactical S3 Over-Under](#)

[Mossberg 500 + Variants](#)

[SPAS-12 + Folding Stock Variant](#)

Submachine Guns

[FN P90](#)

[MP5 + Variants](#)

[MP7](#)

Machine Guns

[RPK-74M](#)

Rifles

[1873 Winchester](#)

[416](#)

[AS-VAL](#)

[AK 74M + Variants](#)

[AKS-74U](#)

[C7A1 + Variants](#)

[C8A2](#)

[FAL + Variants](#)

G3

Gewehr 43

[H.C.A.R](#)

[Lee-Enfield](#)

[M14 + Variants](#)

[M1 Garand](#)

[Mini-14 + Variant](#)

[Mosin Nagant](#)

[Ruger 10/22 + Variants](#)

[R900](#)

SA80

[Sako Hunting Rifle](#)

[SKS Rifle](#)

[SVD Dragunov](#)

[SVT-40](#)

[VSS Vintorez](#)

[vz.58](#)

Miscellaneous

[Bow](#)

Crossbow

[Flame Thrower](#)

[Frag Grenade](#)

[M84 Flashbang](#)

[M18 Smoke Grenade](#)

Molotov Cocktail

Weapon Attachments (Ranged):

Ammo

.303 British

.308 ammo

[5.56x45mm](#)

[7.62x39mm](#)

[7.62x54mm Rimmed](#)

12 Gauge Shells, buckshot, slugs

16 Gauge Shells, buckshot, slugs

9mm

9x39 mm

Flares

Barrel

[Block Silencer](#)

[Extended Suppressor](#)

[Flash Hider](#)

[Gas Filter Suppressor](#)

[Rugged Suppressor](#)

[Suppressor](#)

Grip

[Pistol Grip](#)

[Finger Grip Variant](#)

Handguard

[Solid Handguard](#)

[Rail Variant](#)

[Picatinny Rail System](#)

[Pistol Rail Attachment](#)

Sights

[Acog Site](#)

[Holographic sight](#)

[Ludwig Long Scope](#)

[Ludwig Medium Scope](#)

[NavSight Red Dot](#)

[PU Scope](#)

[Small Scope](#)

[Trijicon Reflex Sight](#)

Stock

[Adjustable Stock](#)

[Solid Stock](#)

Magazine

[10 Round Magazine](#)

[20 Round Magazine](#)

[20 Round Stanag](#)

[30 Round Magazine](#)

[30 Round Stanag Magazine](#)

100 Round .22 Magazine

Miscellaneous

[Assorted Accessories](#)

[Bipod](#)

[Flamethrower](#)

[M14 attachments](#)

[Revolver attachments](#)

[Laser Pointer](#)

Skins

[Various attachments](#)

Food:

[Non-Perishable Food](#)

[Canned Meat](#)

[Canned Soup](#)

[Canned Vegetables](#)

[Canned Fruit](#)

[Cereal](#)

[Condiments/Miscellaneous](#)

[Civilian MRE's](#)

[Oatmeal/Breakfast Bars](#)

Animals:

Bighorn Sheep

Birds

[Bears](#)

Boar

[Deer](#)

Fish

[Fox](#)

Grey Wolves

Moose

[Pig](#)

Harvestables

[Pig Skin](#)

Homestead:

[Canadian Flag](#) (Placeable decor?)

[Chairs](#)

[Concrete Barriers](#) - Have holes to allow forklift to move them **in settlements**

[Door Barricades](#)

[Double Industrial Lights](#)

[Fire Alarm](#)

[Fire Extinguisher](#) - Ingredient for Flamethrower

[Fireplace](#)- used for lighting and cooking

[Frost King Refrigerator](#) - preserve food

[Fusebox](#) - use this to claim building

[Electric Box](#) - whole street?

[Gun Safe](#) - Safely store valuables

[Gas Can](#) - Can be used for generator

[IBC Tote](#)

[Ladder](#)

[Lamp](#)

[Lighter barricades](#) (Move by hand instead of forklift?)

[Lights](#)

[Miscellaneous household appliances and items](#)

[Miscellaneous fortifications and additions](#)

[Oven/Stovetop](#) (cooking?)

[P-2500 Generator](#)

[Propane Tank](#)

[Planks](#) - [barricade](#)

[Propane Tank](#)

[Sheets covering windows?](#) (looks more like pathogen containment)

[Soda Machine](#)

[Toolbox](#) (crafting area?)

[Vending Machine](#) - can pay, or break it, to get snacks

[Water Barrels](#)

[Window Bars](#)

[Working TV's](#)

Wood Stove

Crafting:

[Campfire + Cooking Pot](#)

[Workbench](#)

[Mechanic's Workbench](#)

[Electrician's Workbench](#)

Significant Structures:

Stores:

[Burger Restaurant](#)

[Canada Crude](#)

Car Dealership

[Dick's Diner](#)

Gas Stations

[Jim Nortons](#)

Mechanic Shop

Residential Houses

[Safewee Grocery](#)

[Strip Malls](#)

Buildables:

[Hunting Blinds](#)

Points of interest:

[Abandoned Mine](#)
[Bunker Safezone](#)
[Cabins](#)
[Canmore \(City, birds eye view\)](#)
[Church](#)
[Concrete Plant](#)
[Crashed Airliner](#)
Dead Man's Flats (Town)
[Farm Region](#)
[Go-Kart Track](#)
[Grotto Mountain Hiking Trail](#)
[Grotto Mountain Summit](#)
[Library](#)
[Metal Storage Warehouses](#)
[Motel](#)
[NERA Quarantine Zones](#)
[Outdoor Rec Center](#)
[Parks Department Shack](#)
[Playground](#)
[Police Station](#)
[Police Station \(Exterior\)](#)
[Recycling Center](#)
[Summer Camp](#)
[Town Centre \(under construction\)](#)
[Trailer Park](#)
[Firewatch Towers](#)
[Warehouses](#)
[Wizard Hut](#)
Services/Utilities:
[Clinic](#)
[Electrical Substation](#)
[Gas Station/Vehicle Repair Shop](#)
[Radio Station](#)

[Water Tower](#)

Miscellaneous:

[Cannibal Base Concept](#)

Environment:

[Seasons Changing \(Video Download\)](#)

Collectables:

[Audio Logs](#)

[Journals](#)

Equipment:

Clothing

[Armored Hazmat Suit](#)

[Beanie](#)

[Cowboy/Construction Hat](#)

[Firefighter Outfit](#)

[Ghillie Suit Concept](#)

[Hazmat Suit](#)

[HGU-56/P Helmet](#)

[Hoodie](#)

[Jeans](#)

[Masks](#)

[Military Pants](#)

[Military Vest](#)

[Pants](#)

[Police Vest](#)

[RCMP Boots](#)

[RU Jacket](#)

[T-Shirt](#)

Gear

[Backpacks](#)

[Dufflebag](#)

[Gas Mask](#)

[Head/chest light](#)

[Headphones](#)

[Hiking Bag](#)

Toolbelt

[Keys](#)

[Lighters](#)

Map

[Radio](#)

[Wallet](#)

Medical

[AED - Defibrillator](#)

[Bloodbag](#)

[Blood Type Testing Kit](#)

[Blood Pressure Meter](#)

[Burn Cream](#)

[Epinephrine Auto-injector](#)

[IV Start Kit](#)

[Morphine Auto-injector](#)

[Organ Cooler](#)

[Saline Bag](#)

[Thermometer](#)

Miscellaneous

[Binoculars](#)

Bolt Cutters

[Camping Tents](#)

Compass

[GPS](#)

[Flashlight](#)

[Frying pan](#)

[Home Radio](#)

[Large Cooking Pot](#)

Lockpicks

[Rangefinder](#)

[Strip Spike](#)

[Teapot](#)

Notable Characters:

Player Character:

[Traits](#)

Professions:

- [Passive](#)
- [Builder](#)
- [Enforcer](#)
- [Healer](#)

Human AI Factions

- First Responders
- Cannibals
- Soldiers
- Neighborhood Watch
- Junkers
- Sirens
- Cultists

NPC's:

[Professional Guy](#) (Medical ID? Doctor?)

[Sleepers in a warehouse](#) (maybe not NPC's?)

Duke Cartilage - Radio Host

[SWAT](#)

Zombie Types:

SWAT

Meta Game Events

[Helicopter Crash](#)

Famine

Confirmed Features:

Ability to recruit AI to your base to help with things, they just won't follow you around out in the world

Adding sheets to windows without curtains/blinds

[Basic parkour](#)

Breakable windows

Carry unconscious people.

Certain materials with separate levels of strength for player construction

[Character Creation](#)

[Character's temperature can be affected by how heavy their clothes are.](#)

Complete access to server files

Co-op can be run with any amount of players

Destructible world items

Diseases and infections (not just the zombie virus)

DLC: Planned Vancouver island DLC as per Kickstarter.

[Food expires with age](#)

Full Modding Support - Unreal Script currently, Linux will eventually be supported

Game starts in the Fall

[Hand gestures](#)

House alarms

Locking doors

Lockpicking

[Loot zombies](#)

[Multiple ways to loot](#)

Opening/closing curtains and blinds over windows and doors with windows

Passengers in vehicles able to shoot

Player zombies with the previous gear people had

Professions

Radio Towers

Random chance for a daily event, such as a famine (one type of plant, such as potatoes, rapidly dying,) late game

Single player, co-op, and multiplayer (60-80 players)

Solar panels

The devs want to focus on civilian equipment more than military.

Unconsciousness

[Vehicle Wrecks](#)

Weapon cleaning

Weather/Season - “heavy storms, blinding blizzards, and scorching heatwaves”

Working vehicle dashboards

You need to a running generator to keep player settlements from running down like a TC in Rust

Zombies degrade over time

Important Links:

[Dead Matter News](#) - A YouTube Channel by Ivivivik, for all your Dead Matter News!.

[Developer Diaries](#)

[Discord](#)

[Facebook](#)

[Forums](#)

[Kickstarter](#)

[Pre-Order Dead Matter](#)

[Project Roadmap](#)

[Quantum Cowboy Partnership Program Application](#)

[Reddit](#)

[Roadmap](#)

[Shirk's Twitch](#) (where he streams occasionally)

[Transcripts](#)

[Trello Roadmap](#)

[Twitter](#)

[Youtube](#)

Frequently Asked Questions:

This is largely taken from the FAQ in the forums, [here](#), though it has been edited as new info becomes available.

Updated as of Feb 16 2020

- **When do you plan to release?**

Closed Alpha release coming this June, with a more exact date to be given at the beginning of that month. Early Access is currently estimated to come at the beginning of 2021.

- **When is the next development update?**

When it's done basically. Sometimes things get in the way, higher priority stuff comes up, etc. Updates come out when the time can be made for them.

- **What platforms will the game be on?**

Dead Matter will be on PC, via Steam. We would love to put Dead Matter into as many hands as we can, but first and foremost, Dead Matter is a PC game. We want to ensure the game is completed before we try to branch to any new platforms like consoles.

- **What engine are you using?**

We are using Unreal Engine 4.

- **What are the system requirements?**

It's difficult to say what the system requirements will be at this stage of development, but you can look to the listed specs for a game like SCUM to get a rough idea of what to expect.

- **I missed the Kickstarter, is there any way I can back the game?**

You can back the game at the team's own website at <https://qisoftware.ca/store> or at the Indiegogo InDemand site at <https://www.indiegogo.com/projects/dead-matter-pc-community#/>.

- Did you guys get my backer payment?

If your payment went through on your PayPal or credit card then we have it. You can confirm this by following the guide pinned in #help-and-support and checking the Orders page on the QISoftware website.

- I'm having technical issues with my account on the forums, who can I contact?

For technical issues related to the official forums please contact @maxine or @Snowco to get help.

- Where do I get my keys and other Backer rewards?

Emails will be sent out at the time of release directing you to claim your game keys. Surveys to gather information for other Backer rewards will also be sent out via email later on.

- How do I get my Backer role?

There is a guide to getting your backer role in the pinned messages of the #help-and-support channel. If you need any help feel free to ask within the channel.

- How can I stay up to date on the development process?

Stay up to date with announcements and sneak peeks here on Discord or by following our other social platforms:

Main site: <https://playdeadmatter.com/>

Forums: <https://playdeadmatter.com/forums/>

YouTube: https://www.youtube.com/channel/UCYXv_gE6LCeLsUmNLrRcxaA

Twitter: <https://twitter.com/deadmattergame?s=09>

Facebook: <https://www.facebook.com/deadmattergame/>

Reddit: <https://www.reddit.com/r/DeadMatter>

Instagram <https://www.instagram.com/playdeadmatter/>

Development streams also get posted in #dev-streams. To get notified for dev streams then click on the Toothy emoji in #welcome.

- **How big is the map going to be?**

The Closed Alpha will take place in a section of the Southern Alberta map, and will be about 5x5km (25km²). This will be expanded on throughout the Closed Alpha and Early Access to be about 16x16km (256km²). This is a good video for size reference: <https://youtu.be/LwXV0oLEfCM>

- **Will there be official servers/will I be able to host my own server?**

There will be official servers during the Closed Alpha period to facilitate testing, otherwise the game will rely on community operated servers. You will be able to host yourself or use any 3rd party server provider, and peer-to-peer is also planned.

- **Will there be an NDA for the Closed Alpha?**

An NDA for the Closed Alpha is planned. Details are yet to be announced.

- **How many players will be able to connect to a server?**

Our bare minimum goal for server population for the full map is between 60 to 80 players. Default player limits will be lower during the closed alpha due to the smaller map and for performance testing. For dedicated servers this will not be hard capped, and server hosts can set the player limit to whatever their network can handle.

- **Will there be anti-cheat?**

Yes. If not at the beginning, it is still planned for there to be anti-cheat. Server admins will also have a variety of tools for dealing with cheaters as well.

- **Will there be mod support?**

Yes, full mod support and Steam Workshop will be implemented at some point during Steam Early Access.

- **Will there be third person?**

Dead Matter is a first person perspective game. For immersion, gameplay, and balance reasons, there are no plans to include third person.

- **Will the game have skill trees and perks?**

In the character creator there will be options for a former occupation, perks, and traits. There won't be other, more grindy, RPG mechanics like skill trees or attribute progression.

- **Is there permadeath or will there be a respawn mechanic, and how will it work?**

By default you will respawn on your bed or near a previously discovered location. You will drop items in your inventory, except for specific survival essentials in your toolbelt. A hardcore mode is also planned, in which you lose everything on death and will need to create a new character.

- **When I disconnect from the game will I be turned into a sleeper? IE. Rust. Or will I disappear from play?**

In the vanilla gameplay preset, a sleeping version of your character will temporarily remain while you are disconnected from the server. A dedicated server host can have this feature disabled if they so choose.

- **Is the Armored Hazmat Suit lootable by other players?**

Yes, however backers will never lose the recipe to craft Armored Hazmat Suits. It is forever tied to your account.

- **Will there be special infected?**

There won't be mutated zombies like exploders and huge hulking brutes, but there will be a variety of zombies that are special in more grounded ways. Stuff like construction worker zombies with protective equipment and military zombies with body armor.

- Will part of the world be destructible? Can I break walls and destroy buildings?

You cannot destroy walls or buildings. Things such as windows, fences, trees, and glass surfaces, can all be interacted with. There also won't be ground deformation (digging).

- Can I loot other player's bases?

Yes, however we are exploring options with being able to lock containers and set traps. It will be possible but at a greater risk.

- Will there be vehicles?

Yes, there will be a wide variety of vehicles and customization options as well. Some planned vehicles include bicycles, motorcycles, sedans, SUVs, pickup trucks, box trucks, tractors, ATVs, boats, planes, and trains. Vehicle selection will be limited initially, but expanded upon over time.

- Can I build my own base?

The main focus will be on claiming and fortifying existing buildings, so you won't be able to build a full base from scratch. There are some small prefab structures you can build for temporary shelter, and also ones you can place to add onto claimed building plots.

- Will there be running zombies?

Yes, but more like jogging. They won't run as fast as players, and there will be a mix of walkers and runners. There will also be the option to disable runners.

- Will zombies be headshot only?

No, but damage to the body will be significantly weaker.

- **Will there be farming/fishing/hunting?**

Yes, you'll be able to grow crops, fish streams, and hunt a variety of animals.

- **Will there be singleplayer?**

Yes. It may not be available during the Closed Alpha, but aside from public and private multiplayer you will also be able to play singleplayer.

- **Will there be NPCs?**

Yes. NPCs will be limited initially, but it's planned for there to be small groups and large factions that you can trade with and do tasks for, as long as the ones you find are friendly.