



Mars Underground Press Kit

FACTSHEET

Developer: Matt Sanderson (from Australia)

Demo: [Gamejolt](#) / [itch.io](#) / [Newgrounds](#)

Full game release date: 2017

Platforms: PC / Mac / Linux / iOS / Android

Website: marsunderground.net

DESCRIPTION

It's Mars's first day at a new school. Except every day is his first day at a new school. Every night the world ends.

Mars Underground is an apocalyptic adventure game in which the player relives the same day over and over.

The player attempts to solve the brain damaging mysteries and uncover multiple potential endings as they explore the possibilities of this time loop.

Take experimental prescription drugs. Talk to a toilet. Get hit by a car. Humiliate yourself repeatedly.

All in the name of figuring out what on earth is going on.

HISTORY

The developer, Matt, has had a lifelong passion for gaming and creating. A history of studying and working in IT has given him skills in managing projects as well as developing software that he is drawing on to bring his first game to life. Mars Underground was initially conceived/researched/written during 2015 with development officially beginning at the start of 2016. He is currently working on the game full time, 7 days a week using RPG Maker MV. He finds it strange to talk about himself in the third person.

FEATURES

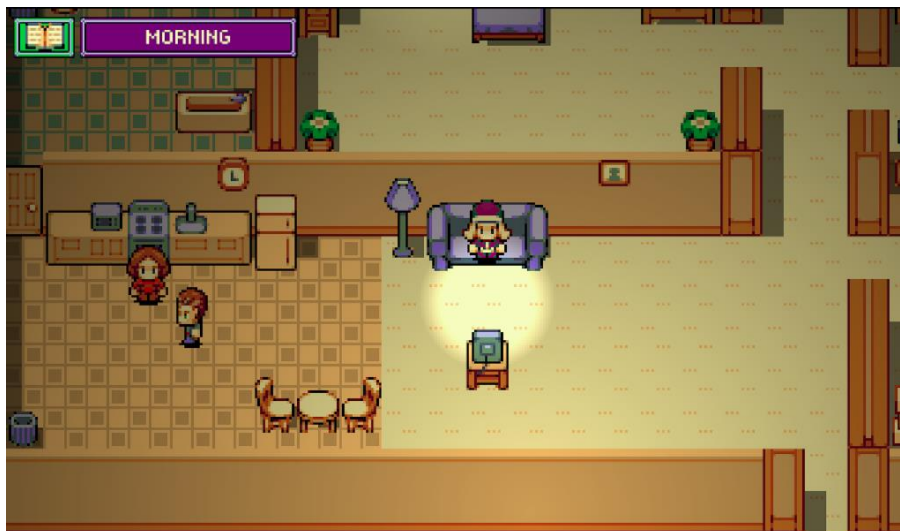
- Unique time loop premise that explores the possibilities of story branching and multiple endings.
- Game design that mixes classic adventure game conventions with sandbox-style gameplay. As the player discovers new topics and acquires new items the world opens up and they can try more things each day.
- All original, dynamic music soundtrack.
- Simple, easy to grasp gameplay that can be fully played with either mouse, keyboard, controller or touch input.

VIDEOS

Official trailer #1

<https://www.youtube.com/watch?v=kcilwxEX3gI>

IMAGES







PRESS

[“In Mars Underground, You Live Out The Same Apocalyptic Day Every Day”](#) by Joel Couture, Siliconera

[“Mars Underground – Alpha Demo”](#) by KJ Robertson, Alpha Beta Gamer

[“Preview: Mars Underground”](#) by The Video Game Almanac

CREDITS

Design and Development

Matt Sanderson

Music

Matt Sanderson

Paul McMahon ([Akumenn](#))

Graphics

Jason Perry: Old School Modern, Fall Tiles and Time Fantasy

Vexed Enigma: Pop! Horror City

RPG Maker DS+

Lunarea: Modern Shop

Game Scripts

Terrax: TerraxLighting

Zalerian, Ramiro, Hudell, Dekita: MVCommons

Tor Damian Design / Galenmereth: TDDP PreloadManager and FluidTimestep

orlando: WebAudioCache and AdvancedMenus

Shaz: ChangeTileSize and MV Smart Path

Dekita (www.dekyde.com) DMV Core and DMV MapButtons

Yanfly: YEP CoreEngine, MainMenuManager, RegionRestrictions, MessageCore and X-ExtMesPack1

Silver: SilvSkipTitle

Maked: MBS SmoothScroll and MapZoom

Fogomax TTKC EventBalloonAlert and TTK ChoicesCursor

Orange: Orange EventHitboxes and InstantTrigger

HimeWorks (<http://himeworks.com>): ConditionalChoices, HiddenChoiceConditions, LargeChoices and DisabledChoiceConditions

Font

Alex G: Xeliard

CONTACT

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