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## About This Game

Some suspected that Mars once harbored life.  
There was a reason that it wasn't ever found.

Mines of Mars is a procedural atmospheric mining game that is inspired by games like Metroid and Motherload. It is also a story based adventure game with dark secrets, great weapons, tons of different items, and a gorgeous world to explore.

The world of MoM is procedurally created, so that every time you play it, it will be a little different. There are tons of different enemies, dark corridors, and a large variety of fauna and ambient creatures.

- Huge Procedurally generated underground world
  - Night and Day system
  - Dark secrets
  - Atmospheric vibes
  - 3 Mini Games
- Original Ambient Soundtrack by Evan Gipson
  - Lots of flora and fauna
  - Tons of Weapons and Items
  - Great storyline
  - Gravity Mining!
  - Huge Bosses

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Title: Mines of Mars  
Genre: Indie  
Developer:  
Wickey Ware  
Publisher:  
Crescent Moon Games  
Release Date: 10 Sep, 2018

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**Minimum:**

**OS:** 7.0

**Processor:** Intel or Amd 1.5 GHZ or above

**Memory:** 2 GB RAM

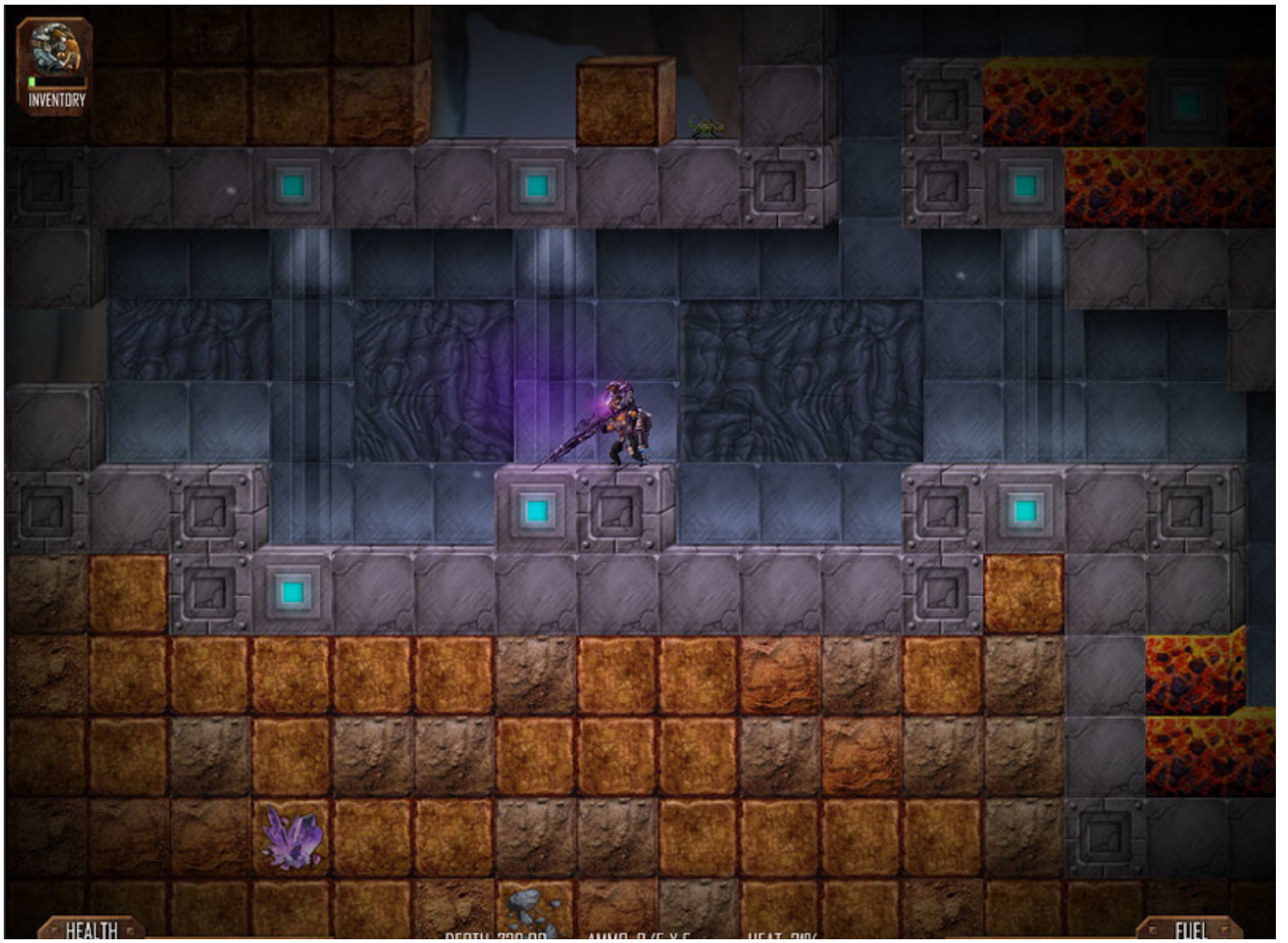
**Graphics:** Intel onboard graphics card or above

**DirectX:** Version 9.0

**Storage:** 500 MB available space

**Sound Card:** Onboard sound card

English







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i am incredibly frustrated with this game tbh like not to be a jerk but first off, controls are wonky. but like, that's whatever. that happens a lot, i get it, i can deal with that to an extent. the combat is just terrible. it's like... fidgety. it's all over the place and very rarely is it satisfying. your character is slow, it's purposely terribly lit for upgrades(so, y'know. if you have even the slightest bit of vision issues this is not for you, because why on EARTH would a game make itself accessible. gosh. what a concept. too crazy 4 me!) half the time if you save, it doesn't save. it freezes in the way you can't move, or exit, or save, or open any kind of menu very often, and you just have to close the game and hope the last time you saved registered because there's no autosave at all so you lose tons of progress real easily. manually saving takes a couple seconds and you need to do it constantly if you don't wanna constantly be set back. i tried real hard to give this thing a chance but, i don't know. maybe you'll have better luck. but that's been my experience.





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