

## Tactical base defense game Marz Rising gets huge free Skirmish Mode update

*All-new game modes and much more added ahead of full launch next year*

**Vienna, Austria - 7th November 2018:** Austrian indie developer doorfortyfour today released a huge new update for their tactical base defense game, **Marz Rising**. The update brings in an all new “Skirmish Mode”, deep Twitch integration and much more in the last major pre-release update ahead of the full launch next year.

MarZ Rising is a game of strategy and tactical defense where players must build up bases in order to fight back mysterious hordes of undead horrors plaguing Mars. Carefully managing their crew and resources, players must try to uncover the terrible secrets of the undead horde in order to secure the future of humanity on the red planet.

The major new additions in this update include:

### **SKIRMISH MODE**

Choose from one of the campaign maps, set your preferred enemy types, adjust the enemy waves, define your start resources and off you go. The long awaited skirmish mode is fully customisable, letting players adjust all kinds of different settings, play against only one type of enemy, or against an enormous amount of enemy hordes. Every game is generated procedurally, so each play session will play out in a completely different way.

### **TWITCH MODE**

With the all new Twitch Mode, viewers can participate in the game and vote to either sabotage players by building horrible enemy waves or supporting them with additional crew or weapons to fight back the hordes.

### **NEW VISUAL EFFECTS & FIXES**

New visual effects added, such as blood particle and machine gun effects, that make killing zombies all the more satisfying! A host of bug fixes from community feedback have also been made, so the MarZ Rising experience is smoother and slicker than ever before.

Since launching into Steam Early Access last year, MarZ Rising has seen a number of game changing updates, adding new game modes, a full 20 mission story campaign, engine upgrades and so much more.

MarZ Rising is currently in Steam Early Access, and will get a full launch in 2019.

### **About doorfortyfour**

doorfortyfour is a small indie development studio founded in 2013 by married couple Miriam and Marc Egli. Based in Vienna, the studio focuses on creating strategy and management games characterized by high-end graphics and creative game design. Miriam worked as an architect before she took the step into doorfortyfour. Marc is a Senior 3D Artist and worked on AAA titles like The Crew, Forza Horizon, Split/Second, Cursed Mountain, Forza Motorsport 3 and Crackdown.

