



Sci-fi RTS MarZ: Tactical Base Defense gets release date

Massive launch update will add map editor, new game modes, new upgrades and more.

7th March, Vienna, Austria- Austrian indie developer doorfortyfour announced today that their tactical base defence game, **MarZ: Tactical Base Defense (previously known as MarZ Rising)** will be leaving Early Access with the game's full launch on 4th April.

You can watch the new [release date trailer here](#).

Mixing both RTS and Tower Defense elements, the sci-fi game follows a team of Mars explorers who must build, manage and defend bases to keep hordes of undead at bay, while also uncovering the hidden history of the Red Planet. Careful management of resources and quick-thinking decisions are crucial to staying alive in the hostile alien environment.

In Early Access since September 2017, MarZ: Tactical Base Defense (formerly MarZ Rising) includes a story-driven campaign with 20 mission and two endings, a skirmish mode which allows custom match-set ups, and a Twitch setting that lets viewers sabotage or aid their favourite streamers in-game.

At launch, the game will get a massive update with the following features:

- **Marsform map editor:** Sculpt custom maps to share on Steam Workshop.
- **New Outbreak mode:** a new intense game mode within Skirmish that brings you one immense zombie horde instead of multiple waves.
- **New weapons and upgrades:** new upgrades for all towers including repair drones, mines, a tesla tower that can teleport zombies, mortars, prism lasers, and more.
- **Updated Skirmish mode:** Create customised skirmishes with new balance, custom options and improved UI/UX.
- **Open tech-tree:** Increased technology options and unique new upgrades.
- **Barricades:** In Outbreak mode you can fortify towers and buildings with additional defenses.
- **Completely reworked balancing:** all three difficulty modes have been improved in line with player feedback.

- **Localisation update:** translated into nine languages (English, English (US), German, French, Spanish, Brazilian Portuguese, Simplified Chinese, Russian and Polish)

You can find assets and more info in the [press kit](#).

About doorfortyfour

Founded in 2013 by married couple Miriam and Marc Egli, doorfortyfour is a small indie studio based in Vienna, Austria. Marc is a Senior 3D Artist and has previously worked on the likes of The Crew, Forza Horizon and Crackdown, while Miriam was an architect prior to becoming a games developer. The studio's main focus is creating strategy and management games characterized by high-end graphics and creative design.