MASTER LANDER
Game launch

10th April 2018, Warsaw – Today we launch a Master Lander game where you take on a task of exploring numerous alien planets in search of the unknown. Master Lander is a hard-to-beat 2D physics driven landing game with a centric gravity.

"For inspirations we looked towards the older days. In terms of aesthetics we wanted to accommodate the simplicity of the Space Race US and Soviet propaganda poster. As for the mechanics we based on one of the most classic design and added just slightly more realistic physics." - Rafał Tylko, co-designer

"Once we observed people playing early vaguely-balanced version of Master Lander, we knew that unforgiving skill-based challenge is the way to go. And frankly, only half of our team was able to beat the game by the time of release." - Adam Wołoszczuk, co-designer

Your task is to bring the lander from the orbit down to the surface of each of 27 different exoplanets. In order to achieve high score award you need to hover close to alien artifacts scattered on the planets before landing precisely in designated zone. By controlling the thrust of two rocket engines you need to adjust your velocity in order to descend from the orbit and land softly on the landing pad. Watch your fuel, altitude and attitude to land like a pro!

The game is available on itch.io. Also there is a free demo available.

Download your game from here: https://a14games.itch.io/master-lander/download/VKsPDPgnEJdHf4DYChaXNjMfoODUPc8vj2DgfOFo

Press kit: http://a14games.com/downloads/MasterLanderPresskit.zip

About A14 Games:

We are a team of two operating in Warsaw, Poland. So far, making games is mostly a hobby for us and we are still learning. We started off with creating board games back in a day (and even shipped one!) and now we take our first steps into the realms of video games development. We keep it simple with Master Lander, but our ambition is to create games that deliver a meaning trough their mechanics and that provide value to the players for their time and focus spent.

Developer: A14 Games
Founding Date: 2014
Team size: 2
Website: a14games.com
Contact: Rafał Tylko
rafal@a14games.com
(+48) 696 502 200