

Master Lander

Arcade, Casual/Social

It's like Lunar Lander but with point gravity and orbiting.

You can't beat the gravity.

But you can master the art of landing!

download Master Lander Gamma (early version): <https://a14games.itch.io/master-lander-gamma>

Master Lander is a 2D physics driven landing game with a point gravity. You take on a role of remote lander pilot. Your task is to bring the lander from the orbits down to surfaces of 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 cosmodrome landing pad. Watch your fuel, altitude and attitude to land like a pro!

Playable prototype of Master Lander was presented during Pixel Heaven 2016 event in Warsaw.

Android and PC demo version of Master Lander was presented at Indie Showcase in Digital Dragons 2017 event in Cracov.

My current needs

We are looking for publisher who will support us in developing the prototype into fully-fleshed game featuring multiple levels, learning curve and in-game attractions. Our needs include: budget, developer support, marketing and publishing.

Platforms

PC, iOS, Android, Web

Regions

Europe, North America, South America, Australia, Other Western, Japan, China, Korea, India, Other Eastern

Audience

Casual

Game status

First playable

Movies

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

Website, social media and other links

<https://a14games.itch.io/master-lander-gamma>

<https://www.facebook.com/A14Games>

<https://twitter.com/a14games>

<https://www.youtube.com/channel/UCSRmzKnWJnQweLEzInefFsw>

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About the developer

A14 Games

Poland

Independent developer acting in an unpredictable fashion, difficult to understand even for ourselves.

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