How to play Mars

Mars is a text-based game, which involves the player flicking between 3 different screens and making decisions based on the information given

There are 3 important things to keep an eye on in Mars

1. Your resources – these are the most important part of the game. There are 4 different resources which each have different effects
   1. Alcohol – this is the most common currency on Mars it will be used most often in events that require trading or a price in currency
   2. Rations – this is a measure of your current food and water. This is one of the most important resources because without it you all slowly take damage until you die.
   3. Fuel – this is used to keep the rover your transport vehicle operational if you run out you won’t move and moving is very important
   4. Oxygen – this is by far the most important resource because Mar’s still does not have enough Oxygen to support life you must use the Oxygen stored in your space suits if you run out its instant death
2. Your health – each character has a set amount of health if all your characters run out of health they die and its game over some events are more dangerous than others so keep an eye out for hints in game to how dangerous an event is
3. The Storm – in Mars you are running from a giant storm that will wipe you out if you have contact with it you have some days before it catches up to you but sometimes you will have to sacrifice a day or two. If the storm catches up with you its game over

Characters and Traits

Characters will be located on the second screen

As stated before there are different characters in Mars you start off with 6 people in your team these people do not change from game to game. Each character has certain Traits that define who they are and what they can do.

These Traits are very important for gameplay as they give you more options in events; some Traits even give bonuses that you might not know about until that character dies so try keep them alive.

Events and Options

The core of gameplay is the events at the start of a day you will be given the situation on the first screen in the game, after reading and understanding the event you can then choose an action based on what the situation is there will always be 2 generic Options often the first action will be an against the Event and the second will be for the Event the third and fourth will depend on who you have alive in the game, some events will not have a third or fourth option as these options are based on a characters traits. Once you have a choice locked you may commit the choice and see the result