Marina On Mars takes place over the course of four days on Mars. Day 0, 1, 2 & 3. different quests are available on different days and completing quests can change the outcome of events and the structure of the map.

Act 1

Day 0 (Orientation)

Accessible areas: LEVEL01

During Act 1, there is no timer and Marina is freely able to explore Level01 and converse with fellow colonists. An Orientation session introduces the Torus data device, the keycard system and the special sensory deprivation masks to be used only for sleeping. The colonists are largely unaware of the issue of the Others until the end of Act 1, when the power shuts off and the Others proliferate.

Act 2

Day 1-2

LEVEL02

LEVEL03

At the start of Act 2, Gene announces his intention to leave Mars before the travel window closes and the main quest timer begins. Marina has 3 days to make her way to the Outpost3 Launchpad. During this time, several colonists will be in need of assistance and Marina will have the opportunity to help them-- but the clock is ticking!

Act 3

Day 3

LEVEL01

LEVEL04

OUTPOST3

At the dawn of Day 3, Gene will use the device he's been working on to divert emergency power to the elevator (at the expense of the critical electronics on Level02) and advance to Level04. He will insist that you waste no more time on the doomed people of Ares-622 and meet him at the launchpad. On Level04, for the first time Marina will find groups of colonists and masked Others collaborating and fraternizing without the use of language. This suggests that the situation is not completely lost and that there could be a future on Ares-622. However, there is little time left, and Marina must venture to Outpost3 regardless in order to troubleshoot the solar power station and restore power to Ares-622.

Inevitably, Marina will make the surface walk to Outpost3 and walk on the Red Beach where she will encounter the spectre of her sister Melodie. Then, on the launchpad, she must choose whether to leave Mars or stay.