



## FACT SHEET

**Developer:** Linco Games

**Release Date:** 10/18/19

**Platforms:** PC

**Price:** \$1.99 USD

**Language:** English

**Controller Support:** Yes

**Number of Players:** 1

**Website:** <https://linclogames.com/games/martian-law>

## SYSTEM REQUIREMENTS (MINIMUM)

**OS:** Windows 7

**Processor:** 2.7 Ghz

**Memory:** 8 GB

**Graphics:** GeForce GTX 750 Ti or higher

**Direct X Version:** 11

**Storage:** 50 MB available space

## DESCRIPTION

Mars is under attack! An unknown enemy is dropping bombs on the peaceful red planet. It is up to you to fight off the onslaught so the innocent can escape in this stylized shooter from Linco Games. Run (umm...slide), jump and blast your way to freedom in the arcade-inspired goodness that is Martian Law. Save Mars!

## FEATURES

- Old school, 1980s-inspired arcade shooter.
- Original hand-drawn 2D art.
- Classic 8-directional aiming.
- Full controller support.
- Infinite replay value, beat your high score.

## **GAMEPLAY**

- Shoot bombs and avoid explosions, allowing the innocent Martians to escape to their underground bunker.
- Difficulty increases over time as more bombs fall from above.
- Use power-ups to stay alive as long as you can.
- Unlock levels as you save more innocents.
- Responsive twin stick controls on gamepad (recommended) or use keyboard and mouse.

## **DEVELOPER NOTES**

Please note that Martian Law is a small game. It is not a massive, content-heavy experience. Our goal was to create a fun, addicting, score-chaser arcade game.

Please feel free to contact us if you have any questions. Your satisfaction and feedback are very important to us. Thank you for your support!

## **COMPANY INFO**

Linco Games is an independent game developer located in Austin, Texas. We are focused on creating arcade-inspired games that are both fun and challenging. Our team has years of professional experience working on numerous independent and AAA titles.

## **COMPANY HISTORY**

Linco Games was founded in 2016 with the notion of building high-quality, smaller-sized games. We spent the first two years prototyping and developing different game projects. During this process we experimented with multiple game engines and game design choices. We continued to iterate. This effort ultimately led to our first title - Martian Law.

## **CONTACT**

**Inquires:** [contact@lincogames.com](mailto:contact@lincogames.com)

**YouTube:** <https://www.youtube.com/channel/UCousLAtEH8PUqxIsMRRzC0A>

**Web:** <https://www.lincogames.com>