

Deliver Us Mars

And her daddy has told her to go



FORMAT PS5, (reviewed) PS4 PRICE £24.99 **ETA** Out now PUB Frontier Foundry **DEV** Keoken Interactive PLAYERS 1 LENGTH 6-8 hrs ACCESSIBILITY Subtitles; sprint toggle; one-button climbing

moon base. In Mars the original's interstellar ideas have been expanded upon, cutscenes, dialogue, and proper characters adding a touch of humanity to its lofty concepts. This second space mission sometimes struggles to reach full thrust, but is overall a more compelling story. Shoved into the boots of plucky astronaut Kathy and the rest of Opera team are sent to the red planet to recover three colony ships, which may

he first Deliver Us game from developer

design. It featured one location, a silent

Keoken Interactive was the very

protagonist, and a single objective: to restore a

embodiment of 'less is more' game

Johansson (voiced by Poldark's Ellise Chappell), you hold the secret to saving a depleted Earth. It's a deeply personal tale in comparison to the first, emphasised by flashbacks to Kathy's childhood where you learn more about her relationship with her father and sister, and the reason why she's taken to the stars. Such heart does mean that Deliver Us The Moon's unnerving ambience and sense of isolation is gone. However, the presence of a complex family dynamic adds a much-needed sense of relatability to this otherwise implausible tale.

LIFE ON MARS

Mars doesn't feature as heavily as you might expect; there are only so many ways developers can make roaming around red sand dunes fun, after all. That said, when you are battling through its caverns and storms in an effort to find the colony, the

planet is beautiful to behold. Your primary method of getting around involves Kathy's two pickaxes. See a ledge you need to clamber over with a rock wall underneath it? SLAM! Thrust both ends in using 12 and 12 and you'll get to work on reaching your next objective. Using the pickaxes means alternating on

it's lining up energy beams in a certain order, using your flying robot buddy Ayla to fly through air vents, or performing computer tasks in sequence, you're allowed to think through these challenges at a leisurely pace. Said approach does well to let you soak up the planet's thick, lonely atmosphere.

Cutscenes, dialogue, and proper characters add a touch of humanity to its lofty concepts.

the triggers in a decidedly purposeful manner, to the extent that picking the wrong surface type can spell death. Some of these wall-climbing sections are more frustrating than others, true, yet it mostly works.

Other puzzles – be they on Mars' surface or inside a base are less hit and miss. Whether

Deliver Us Mars is a worthwhile companion to the first game. It doesn't introduce anything ground-breaking, vet it's a far more grounded type of third-person science-fiction adventure, showing a love of space travel that's as admirable as the way family comes first in the story.



Mars itself doesn't feature as much as it probably should, but this is made up for by engaging characters, purposeful traversal, and a heartfelt message. Aaron Potter



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