SvM 4
STALIN VS MARTIANS FOUR

GENRE: ISOMETRIC ACTION/SHOOTER
PLATFORMS: PC, Switch
TECHNOLOGY: UNREAL ENGINE 4

Stalin vs Martians 4 is a rather unexpected sequel to 2009's infamous Stalin vs Martians real-time strategy game.

It is not really a part #4, it is actually **a second game in the series** (although there was a spin-off back in the day).

SvM4 is no longer an RTS game, but mostly an isometric action/shooter which takes inspiration from a range of classic titles. Most notably it is Battletech (aka Mechwarrior 3050 for Genesis/SNES) and Desert Strike, but Loaded, Cannon Fodder, Alien Shooter and contemporary titles like Brigador also worth a mention.

Giant Stalin is riding a giant battle mech which fights Martians (and local population as well) and acts stupid. All of this kitsch and farce is complemented by a crazy storyline and character interactions, as well as bonkers SFX and soundtrack, mental intermissions and a certain "sketch comedy" approach which also involves mini-games and occasional switches between genres.
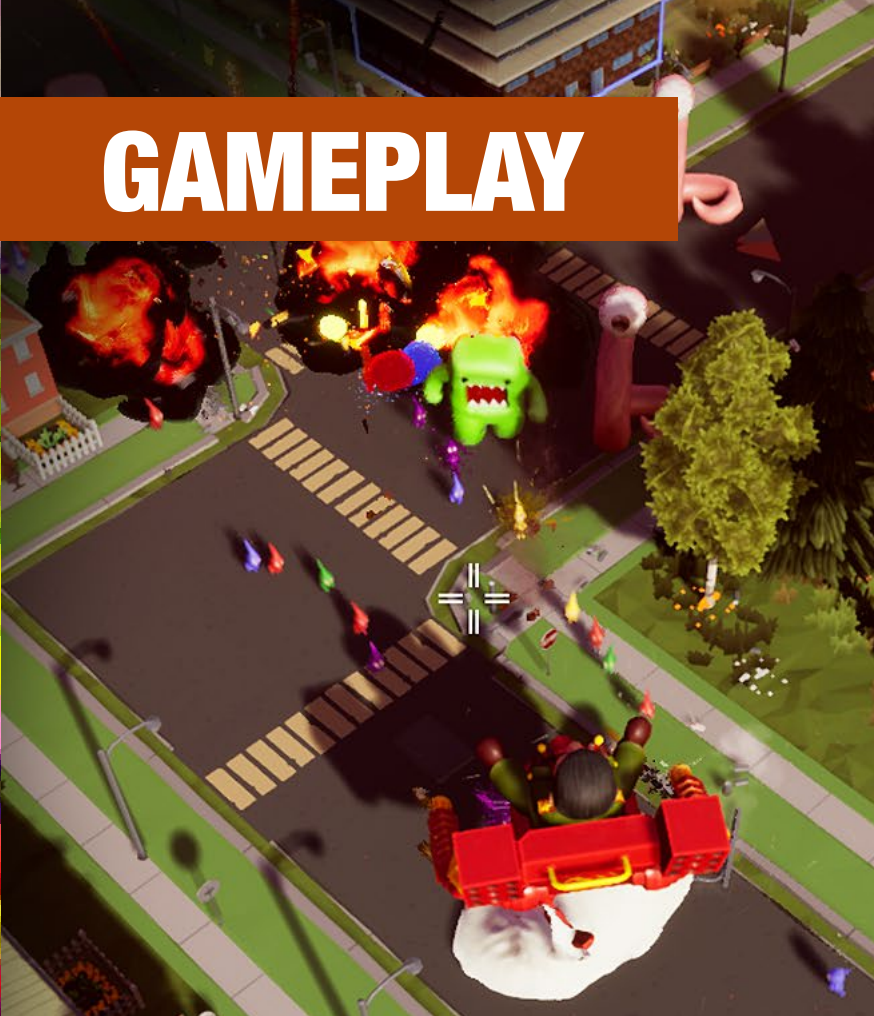
SvM4 is an isometric shooter where the players must complete a narrative-based objectives in order to finish a mission. Main character (which is Stalin) is in an almost-constant dialogue with his operator/supervisor, who provides the tasks and moves the storyline forward.

The enemies (usually ridiculous-looking Martian invaders, mostly perceived as liberators by the local population) have different abilities and it is wise to choose a slightly different approach when fighting them. All of the enemies leave coins and power-ups upon death, which range from speed/attack/defense boosts to Mario-style Giant Stalin mushroom power-up and replenishment of energy bar (which allows to use special powers).

SKETCH COMEDY

It must be understood, that SvM4 is not entirely about the core gameplay. It is more about the overall user experience. In a way, it can be compared to Catherine. Which is essentially a puzzle game, but in fact it is so much more than that.

SvM4 is built around the core gameplay of an isometric shooter, but it is conceived as a pythonesque over-the-top project, that puts a very unlikely protagonist against a very unlikely backdrop. All the time, mission after mission. It's a sketch comedy about an evil idiotic buffoon. You have **Stalin in Candyland**, then he emerges in the **Lovecraftian setting** and fights **Cthulhu**, then he goes to **Mars**, then he travels to **Ancient Greece**, etc. Occasionally the game spoofs other games and introduces absurd **mini-games**. Sometimes it changes the genre, but within reason. And then you have crazy **video intermissions** (think of Red Alert).

DESTRUCTION

One of the features that really stand out in SvM4 is the emphasis on destruction of the environment. The destruction is mostly physics-based (or fake physics-based) and players can completely demolish most of the buildings, small objects, vehicles, trees, etc. The structures blow up into pieces and fly around, buried underneath the particles and VFX. To some extent it can be seen in the current demo, but we plan further enhance (and properly optimize) all of this to create the atmosphere of a fun and colorful mayhem.

UPGRADES

REFILL AMMO

$ 100

PRIMARY WEAPONS

MACHINEGUN

TESLA COIL

LASER

SPREAD GUN

SECONDARY WEAPONS

ROCKET LAUNCHER

RAILGUN

TRANSFIGURATOR GUN

YO-YO CANNON

$ 180

[BUY TO EQUIP]

$ 350

[BUY TO EQUIP]

Players may use collected coins to purchase new weapons, special abilities and mech upgrades. Current demo shows a sneak peek of the system. The loadout can be modified in the Garage in a middle of the mission (Garage also serves as a checkpoint, the game saves there). Coins can be picked-up during the battles and also earned at the end of the mission: based on the Rank and the objectives completed. This will be crucial later on, as the missions become more and more challenging and require certain upgrades.

The demo build features 4 missions. You can choose any of them from the main menu, although it is recommended to play them in the intended order (select New Game), as you might want to upgrade your character in order to beat the more challenging missions.

You can always **press 0 (zero) to toggle the invincibility on/off**. It kind of destroys the experience, but it might be handy.

We intended to create something close to the vertical slice, so we could have all of the core mechanics in place, plus demonstrate overall look and feel of the title and the variety of missions. There are no voiceovers in the build, so the storyline/dialogues currently exist only as subtitles.

Stalin has **8 weapons** (4 unlockable in the Garage) plus **4 special abilities**. The controls are a standard combo of **WASD+mouse**. Use **TAB** to see the current objectives.

CURRENT DEMO

MISSION 1: TUTORIAL

Covers the basics of the game. Takes place in the "computer simulation", which is essentially a retrowave/Tron-inspired setting. Ends with the "shooting gallery" mini-game (think of titles like Wild Guns).

MISSION 2: THE CITY

The primary setting of the game. A Soviet city and a countryside. Plenty of opportunities for the environment destruction. The first actual (non-tutorial) mission in the game.

MISSION 3: CANDYLAND
Stalin travels to a cartoonish Candyland. The mission ends with another (more advanced) "shooting gallery" mini-game.

MISSION 4: CTHULHU
The mission takes place in a Lovecraftian setting. The game switches the genre. Or, to be more precise, it changes the perspective to a 3rd-person "over-the-shoulder" shooter, while keeping the gameplay core intact.
The game comes back to isometric perspective during the boss fights (one of them is the encounter with Cthulhu). It also gives you a glimpse to the Survival Mode (with a top down perspective).

FEATURES

- A follow-up to one of the craziest games in history
- Campy humor, insane concept and ridiculous storyline
- A "sketch comedy" approach with a variety of settings and mini-games
- Fast-paced isometric combat
- Physics-based destruction system ("Katamari Damacy in reverse")
- At least 12 levels, separated by video intermissions
- Narrative-based missions ("Firewatch on drugs")
- Some of the levels include mini-games, couple of levels are switching the genre (at least one 3rd-person action level + one space combat mission)
- 10 primary and 10 secondary weapons
- A set of special abilities ("super moves")
- Character upgrades
- Ranks system, which defines the progress through the game
- Survival mode
- PC and Switch as the primary platforms with possible porting later on
- Unreal Engine 4 (possible upgrade to UE5)

The game is developed by Holy Warp (http://holywarp.com/), posing as a humorous entity called Kremlincorp.

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