

Terraforming Mars* lands on *All On Board!

Take the control of a corporation to work and compete to be number one in the terraforming of the red planet!

Tenerife, Spain – August 21th, 2024 - *All On Board!*, the officially licensed virtual reality (VR) board game platform, continues to grow its impressive catalog by adding one of the most celebrated titles in the strategy and science fiction genres: ***Terraforming Mars***. Renowned for its deep economic and resource management mechanics, this game masterfully blends science fiction, space exploration, and construction, earning its place as one of the most awarded board games of recent years.

Set in the year 2400, ***Terraforming Mars*** invites players to step into the shoes of a leader of a government-sponsored corporation from Earth. As humanity embarks on the monumental task of transforming the Red Planet into a habitable world, players must collaborate and compete against other corporations to achieve the highest terraforming value, making history as pioneers on Mars.

This addition to ***All On Board!*** catalog underscores the platform's commitment to offering a rich and diverse range of high-quality board games in an immersive VR environment, further solidifying its position as a leading destination for board game enthusiasts.

As ***All On Board!*** prepares for its highly anticipated launch scheduled for Early 2025, the platform is set to deliver a rich array of features designed to introduce a completely virtual board gaming experience. These features have been carefully crafted to offer players both depth and versatility, ensuring that whether you're playing solo or with friends, the experience is immersive, accessible, and highly enjoyable. Below is a glimpse of what players can expect from ***All On Board!*** on day one.

Platform Features at Launch:

- **Great licenses:** A selection of acclaimed board game licenses will be available on day one, with many more coming via regular updates. Each title has been individually adapted for VR by the dev team, for maximum usability and enjoyment, while remaining truthful to the original table experience.
- **Game types:** A variety of genres and game modes will be available at launch, including multiplayer competitive, multiplayer cooperative, solo games, and cooperative games played solo.
- **Invite Your Friends to Play:** Only one person is required to own the board game title, friends can join for free, just like in real life!
- **Classic Games:** Fans of timeless classics will appreciate the inclusion of iconic games such as Chess and Checkers, ensuring there's something for everyone.
- **Stylized Avatars:** Enhance your immersive experience with stylized avatars, giving players a unique and polished identity in the game world. The initial launch will feature a selection of predefined appearances, with a fully customizable editor planned for future updates.

- **Multiplayer:** The core multiplayer experience will include cross-play between SteamVR and Meta Quest, with voice support. Players can create or join public or private games, and seamlessly move from playing one game to the next.
- **Learn to Play:** Each licensed game title features in-game rules reference and video tutorials designed to get players up to speed quickly. Contextual help is also available—simply point at any object, and it will tell you what it is and how it is used.
- **Save/Restore:** If a game session needs to be paused, players can use the Save/Restore feature from their wrist menu to resume later.
- **Mixed Reality Mode (Meta Quest Only):** Invite your friends' avatars to join you at your real table at home, blending the virtual and real worlds in a unique way.

With these features and the inclusion of **Terraforming Mars**, *All On Board!* is set to deliver an unparalleled board gaming experience in virtual reality, appealing to both seasoned gamers and newcomers alike.

Press inquiries

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To keep up to date with the latest news and updates from *All On Board!* visit the following links:

- Web: <http://allonboard.fun/>
- Discord: <https://discord.gg/fJ32QysWxt>
- Facebook: <https://www.facebook.com/allonboardvr>
- Instagram: <https://www.instagram.com/allonboardvr/>
- TikTok: <https://www.tiktok.com/@allonboardvr>
- Youtube Dev Diaries: <https://www.youtube.com/playlist?list=PLtak1V9Boys-uKKx9ZcAOLUevMh-LMY5I>
- X: <https://twitter.com/AllOnBoardVR>

About All On Board!

All On Board! is a VR platform powered by user-generated content where players will be able to create, share and play board games with friends. Getting together to play board games with your friends is great, and when that's not possible All On Board! makes it easy. All On Board! offers a new way to experience board games, recreating online the experience of being in the same room with your friends, around the playing table, and interacting with each other. The platform defines a new way to create, share and play board games in a natural and intuitive way. All On Board! is coming for Meta Quest (no PC required) and SteamVR-compatible headsets in 2024. During the development, we will share exclusive betas with our backers (the next one is scheduled for September 12th.).

About The Game Kitchen

The Game Kitchen is an indie video game studio based in Sevilla, Spain. Their motto is "We make meaningful indie games". The studio was founded in 2010. They are well known for both their acclaimed metroid-vanias *Blasphemous* (2019) and *Blasphemous II* (2023). The Game Kitchen is currently working on several undisclosed projects that will be revealed soon. The studio also has a VR department founded in early 2022 that's been working on All On Board!, a VR board gaming platform, that was successfully crowdfunded on Kickstarter in 2022,