

Modern Mammoth Games Announces Massive Collapse™ Alpha Playtest

Fast-paced tactical FPS with four playable races and ability-driven combat, built in Unreal Engine 5.

United States — February 2026

Modern Mammoth Games announced Massive Collapse™, a fast-paced tactical FPS that blends precision gunplay with deep RPG-inspired mechanics. The game is now in alpha playtest on PC (Steam), featuring full controller and mouse & keyboard support.

Massive Collapse™ introduces four playable races: Human, Elf, Siphon, and Orc; each offering distinct tactical roles, abilities, and combat styles. Players can wield a combination of firearms, magical abilities, and gadgets to gain an edge on the battlefield.

Abilities range from resurrection and healing to conjuration and mobility-focused tools, while gadgets such as gliders and radar systems add additional layers of strategic depth. The design emphasizes teamwork, positioning, and moment-to-moment decision-making.

Built in Unreal Engine 5, Massive Collapse™ is currently focused on refining its core gameplay systems through PC playtesting. Modern Mammoth Games plans to expand the experience with additional multiplayer features and a full console launch.

About Modern Mammoth Games

Modern Mammoth Games is an independent game development studio focused on creating ambitious, systems-driven multiplayer experiences centered around gameplay depth and player agency.

About Massive Collapse™

Massive Collapse™ is a tactical FPS featuring four playable races, ability-driven combat, and deep team-based gameplay, built in Unreal Engine 5.

Press Contact: info@modernmammothgames.com

Website: modernmammothgames.com

Press Kit: modernmammothgames.com/press

###