

Massive Collapse™ — Fact Sheet

Last Updated: February 2026

Core Information

Developer: Modern Mammoth Games
Based in: United States
Platforms: PC (Steam), Consoles (full launch)
Engine: Unreal Engine 5
Status: Alpha Playtest (PC)
Genre: Tactical FPS / Multiplayer
Release Window: TBA

Links

Website: modernmammothgames.com
Discord: discord.gg/iQaQZtUYRr
Steam: Store page coming soon
YouTube: youtube.com/@MassiveCollapse
Reddit: reddit.com/r/MassiveCollapseGame

Description

Massive Collapse™ is a fast-paced tactical FPS that blends precision gunplay with deep RPG-inspired mechanics. Players engage in intense multiplayer combat where positioning, teamwork, and ability usage are just as important as raw aim. The game features four distinct playable races: Human, Elf, Siphon, and Orc - each offering unique strengths, abilities, and tactical roles. Players can shape their combat style through a dynamic ecosystem of characters, abilities, and gadgets.

Currently in alpha playtest on PC (Steam), Massive Collapse™ supports both full controller input and mouse & keyboard, with plans for a broader console launch and expanded multiplayer features.

Key Features

- Tactical, team-focused combat
- Four playable races with unique roles
- Ability-driven gameplay systems
- Gadgets and tactical equipment
- Full controller & mouse/keyboard support
- Deep character and progression ecosystem

About Modern Mammoth Games

Modern Mammoth Games is an independent game development studio focused on creating ambitious, systems-driven multiplayer experiences. The studio emphasizes gameplay depth, player agency, and long-term community engagement.

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