

Destructible Car Combat Game Mad Metal Adds Online Multiplayer to Updated Demo

A new competitive experience brings high-speed vehicular combat online, expanding the game's physics-driven destruction and arena-based mayhem with substantial demo update



TORONTO - April 24, 2026 - Independent developer Mad Mechs Inc. is pleased to announce the addition of online multiplayer to *Mad Metal*, its upcoming destructible car combat roguelite set in a dystopian future. Building on the game's signature blend of precision combat, dynamic environments, and high-impact collisions, the new multiplayer mode, revealed at yesterday's Second Wind Games Showcase and Steam festival, introduces fast-paced competitive play where no two matches unfold the same way. Matches take place across destructible arenas where terrain, obstacles, and player-driven chaos dynamically reshape the battlefield in real time.

At the core of the experience is *Mad Metal's* signature Dead Aim system, allowing players to target specific vehicle components such as engines, wheels, and weapon systems. In multiplayer, this precision mechanic takes on new importance, enabling players to strategically disable opponents rather than relying solely on brute force.

Additional features added with the new public demo update include:

- **Multiplayer:** Quick-match, ranked MMR, custom lobbies, and global leaderboards.
- **Create Your Own Car:** A full vehicle builder that joins Mad Metal's roster of 11 customizable vehicles and 80+ vehicle attachments.
- **Controls:** Full Steam Deck and gamepad support.

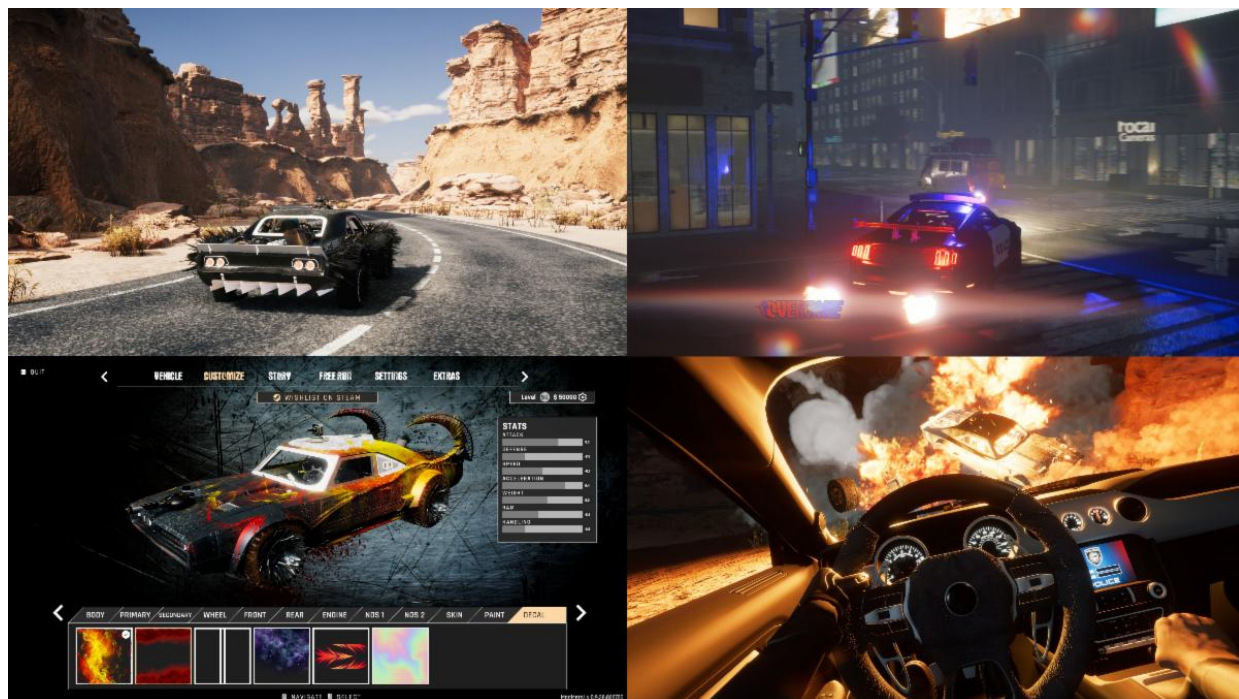
"I created *Mad Metal* from the ground-up to be a game you can tear through alone or drag a friend into," notes Hakim Elayday, founder of Mad Mechs Inc. "The very first prototype had multiplayer support but I pulled it before the May 2025 demo and labeled it as a single-player experience. My publisher (indie.io) later helped me open the doors to what our audience was asking for. So today, after three years of solo development, I'm opening the multiplayer arena to the world."

Learn more: https://store.steampowered.com/app/3068230/Mad_Metal/

Key Features

- **ENGAGE IN DESTRUCTIVE CAR COMBAT** with fast-paced gameplay centered around physics-driven collisions, weapons, and environmental destruction.
- **COMPETE IN ONLINE MULTIPLAYER** with newly introduced arena modes featuring quick, high-intensity matches designed for replayability.
- **DESTROY DYNAMIC ENVIRONMENTS** where arenas break apart in real time, creating constantly evolving combat scenarios.
- **CUSTOMIZE YOUR VEHICLE** with a wide range of parts, upgrades, and augments that impact performance, handling, and combat strategy.
- **MASTER PRECISION COMBAT WITH DEAD AIM** by targeting enemy components to disable, disarm, and dismantle opponents with surgical efficiency.
- **ADAPT TO A LIVING WORLD** with environmental effects such as terrain, weather, and seasonal changes influencing vehicle performance and tactics.
- **EXPLORE MULTIPLE GAME MODES** including campaign, roguelite exploration runs, and now competitive multiplayer arenas.

Screenshots



About Mad Mechs Inc.

Headquartered in Canada, Mad Mechs is an indie game development studio with a passion for reimagining and modernizing old-school action games. The core team works with professionals from around the globe to help bring their creative visions to life. Their debut title, *Mad Metal*, is currently in development.

Learn more: <https://linktr.ee/madmetalgame>

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The development team at Mad Mechs is available for interview. A press kit containing the artwork, logos, trailers, and more is available here: [Press Kit](#)

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