IRON SUN

Background.

In 2397, the Long Range Space Communications Center on Earth received a message from the spaceship named "Sail". This science spacecraft was sent to the Vega system 10 years ago. The report said that due to a main engine failure, the "Sail" has landed on the third planet an unexplored system of brown dwarf HD 283772 - a class T star, also called the Iron Sun. After landing, the crew built a temporary base in order to wait for help from the Earth. However, no more messages were received from "Sail".

In 2416, rescue expedition was sent to the Iron Sun system. Purpose of expedition was to save the "Sail" and explore the planet. You have passed a strict selection and became one of the scientific specialists of expedition crew.

In 2419, the expedition reached the system and began to search for the "Sail" and the surviving members of its crew. The third planet was called Zeta. From orbit, landing site of "Sail" could not be found, so the expedition landed on the planet. On the surface, in addition to the unusual flora and aggressive microbiota, strange formations were found. They resembled the remains of incredibly ancient roads and almost totally destroyed buildings. The expedition was divided - a special research party was sent to the side of a remote mountain range for further exploration of the "ruins", and the rest continued to search for the "Sail".

As one of the scientists, you were sent to the gorges to the west of the research camp to install magnetometric sensors at the markup 102. You already installed the sensors, and were about to return, when suddenly a powerful rockfall collapsed from the walls of the gorge. It blocked the way back, and communication with the camp and the starship suddenly disappeared. Your all-terrain vehicle is stuck in a ravine, so you have to return on foot. Take the plasma cutter as a weapon, find a roundabout way to the camp and find out what happened there.

Controls.

Direction/aiming

Movement direction/aiming - mouse.

Movement

Forward - "W".

Back - "S".

Strafe left - "A".

Strafe right - "D".

Run - left "Shift" +"W"/"S"/"A"/"D".

Jump - "Spacebar".

Crouch - left "Ctrl".

You can jump / slide from very high slopes if you slide close to the wall.
Attention! When running, especially on rough terrain or on stone screes, you may trip and get injured.

Interaction

Take/use object - "E".

Aiming interesting object with your mouse. If you can interact with this object, the sight in the center of the screen will take the form of a yellow square frame. Press "E" and you pick up the object or "activate" it (for example, open the door).

Shooting

Shoot - left mouse button.

Select weapon - "1","2","3","4" or mouse scroll.

Reloading - "R".

Flashlight

Switch flashlight - "F".

Attention! The flashlight discharges during operation and charges when turned off. Save battery power.

Quicksave/Quickload

Quick save - "F6".

Quick load - "F9".

From Main Menu of the game you can load quick save from "Load" menu.

Mouse sensitivity.

There is no default way to set mouse sensitivity from menu. But, you can change sensitivity during the game using keys.

Increase mouse sensitivity - "Num +".

Decrease mouse sensitivity - "Num -".

Default value is 5, max is 20.

Appeal to players.

Thank you for purchasing my game. The game is short, it contains only one story chapter of 5 levels, and one battle arena. It happened because I only begin my work as indie developer, and I simply did not have enough money to develop a longer game. But I really want to complete the history of your adventures on the planet of Iron Sun.

If you like this game, please help me finish it. Tell your friends about it, subscribe to my groups on social networks, support me on crowdfunding platforms. You can find all the information on how to better support me on the page of the game on Steam.

Thanks for playing!

Sincerely, Daniil, your game developer.

Nibras Game Studio:
Daniil Galahov - programming, 3D modelling, audio design
Anna Apalkova - art

Third party developers:
256PX
DLNK
KAWETOFE (Thomas Feichtinger)
Sergey Kornev
rpgwhitelock (Richard Whitelock)
Luca Eberhart
Kobra Game Studios
A.D.U (Alexander)
CGPitbull
CGY (Yemelyan K.)
Heroic Forge / Macben
Cunning Force Games
sogun
Sevastian Marevoy
Aquarius Max
Yodha Game Studio
Into The Void Sound Design
Pixelcloud (Krystian Radziszewski)
Surpent
Kellojo (Daniel)
Stormwave Audio
Terramorph Workshop
Imagine Life
Phex3D
Digital Ruby (Jeff Johnson)
Paladin Dog Productions
Kado3D (Wojtek)
False Wisp Studios
MentalDreams
Bondiana
Daniel Kole Productions
Next Level 3D
LEEL Entertainment Co. Ltd
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