FAR
LONE SAILS

OKOMOTIVE

MIXTVISION

FAR: LONE SAILS
Developed by Okomotive
Genre: Atmospheric vehicle adventure
Approximate play time: 3-4 hrs
Localization (UI): CHI, ENG, FRA, GER, ITA, JPN,
KOR, POL, POR(BRA), RUS, SPA
Game engine: Unity
DLCs: Digital artbook, digital soundtrack

PLATFORMS & RELEASE DATES
PC, Mac: May 17, 2018 on Steam, GOG.com
and Humble Store
Xbox One, PlayStation 4, Switch: tba

PRICE
Base game: 14.99 USD / 14.99 EUR / 11.99 GBP
Artbook and soundtrack DLC: tba

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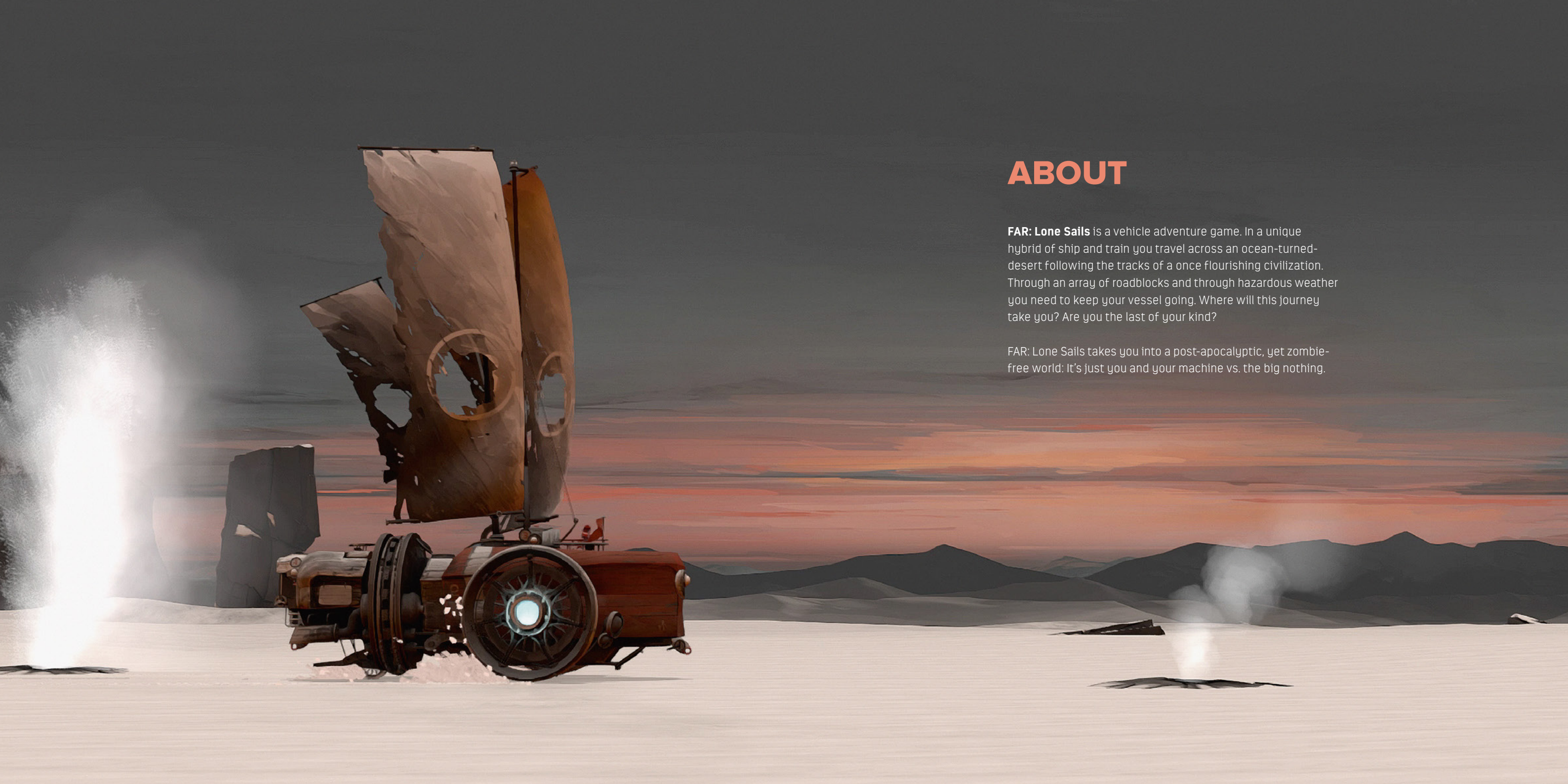Mixtvision
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PRESS KIT
www.far-game.com/for-the-press

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ABOUT

FAR: Lone Sails is a vehicle adventure game. In a unique hybrid of ship and train you travel across an ocean-turned-desert following the tracks of a once flourishing civilization. Through an array of roadblocks and through hazardous weather you need to keep your vessel going. Where will this journey take you? Are you the last of your kind?

FAR: Lone Sails takes you into a post-apocalyptic, yet zombie-free world: It's just you and your machine vs. the big nothing.

STORY

You are Lone: The last person left behind in a broken world, devoid of company, comfort, and purpose. Your past lies buried beneath sand and rubble. Your only hope is a peculiar train-like vehicle, whose best days have been washed away with the disappearing tides. Shredded canvas must suffice as you set your sails …

Under cloud-strewn skies, you travel across a seemingly endless dried-up sea, littered with the remains of a once vibrant seafaring civilization. The game's world is largely devoid of life, yet filled with places to explore and history to discover.

What once was the bottom of an ocean has turned into a graveyard for submarines and super tankers. Once bustling island settlements have decayed into hilltop ruins. What secrets do they hold? And more importantly … is there any salvage to be found?!

While the greater goal of the journey remains to be uncovered by you, urgent short-term necessities call for immediate action: Your rusty metal companion needs to be fueled, maintained and upgraded to master the challenges that lie ahead …

GAMEPLAY

FAR: Lone Sails is all about the experience of being on your way. While your miniscule character sails through barren, yet beautiful landscapes in her enormous vehicle, relaxing moments interchange with busier episodes that demand your full attention: manage your fuel supplies, your vehicle's condition, and find your way through obstacles of all sorts.

Along your way you will find extra parts to upgrade your vehicle with new features. You will need them if you hope to make it through this journey.

FAR: Lone Sails' gameplay aims to be intuitive: no complicated inventories or complex key combos are necessary to get going. The game is not about constant action, being the best equipped or fastest. It doesn't tell you who you are, where you're going or even how to do it. It wants you to travel into the unknown and be curious. To embrace solitude with all its desolate beauty.

FAR: Lone Sails is playable with a standard keyboard, although the use of a controller is highly recommended.

ART AND INSPIRATION

FAR: Lone Sails draws inspiration from various works, both from high and popular culture. Stephen Biesty's "Incredible Cross-Sections" was a major inspiration, as well as Theo Jansen's "Strandbeest". Movies like "Das Boot" or "Mad Max II" and games like "Journey" or "Limbo" influenced the game's art style and concept.

FAR: Lone Sails has a very limited color palette with different shades of grey, red, and blue. These few colors serve to create the cloudy, lonely mood of the game's world. In spite of its reduced color palette, the game's world still aims to feel real. That is why there is not only one specific shade of each color in the game.

FAR: Lone Sails' world is not one of otherworldly creatures, and maybe that makes it even more sinister – and, in the best case, thought-provoking. To create this post-apocalyptic atmosphere, the players are confronted with a world that is largely devoid of life: the ocean, as a major source of and for life, has run dry and you are all alone. The feeling of loneliness is an integral part of the game. To intensify this feeling, the world you are travelling

through is vast and barren, the character you are playing is miniscule in comparison. You pass by enormous ship wrecks that got left behind and are now in a state of decay, monuments of a glorious past that are slowly rotting away.

The interdependency of the main character and the vehicle plays a major role in evoking the feeling of loneliness, too: without your machine, all hope of finding answers would be lost. Even if your vehicle may be a bit capricious every once in a while, it still feels natural to look after it and tend to its needs. The game illustrates the feeling of interdependency by means of scale: when the player leaves the vehicle and walks away from it to retrieve fuel, for example, the camera zooms out so that both "characters" stay visible on the screen.

The whole atmosphere is somewhat eerie and may appear depressing to some, but it is never without hope: moving forward instead of staying deadlocked suggests that there may still be something out there that is worth taking the risks of travelling through unknown grounds.

DOWNLOADABLE CONTENT

The digital artbook will have approximately 40 pages and will include concept art, sketches, studies, and different game engine renders of the most remarkable characters, buildings, and landscapes you will find in the game. The evolution of character and vehicle design throughout concept phase and development process is visualized and will give fans of the game and its art style the opportunity to dive deeper into FAR: Lone Sails' origins.

As music plays an integral part in creating the atmosphere in FAR: Lone Sails, **the soundtrack** is also available as a digital download. Composer Joel Schoch recorded 18 original tracks that make for about 45 extra minutes of dwelling in the game's acoustic world.

Both DLCs are available separately or bundled up with the game as digital collector's edition.

PRESS RECEPTION

"Wonderfully eerie and atmospheric ... a striking game, making for a subtly moving experience."
Holly Nielsen, The Guardian

"Puts a positive spin on the post-apocalypse."
Jen Simpkins, EDGE

"Una pequeña joya. / A little gem."
Ángel Luis Sucasas, El País

"I really want to play this game."
Andy Chalk, PCGamer.com

"I loved just about everything about it."
Thomas Faust, indiegames.com

"Okomotive's debut darling transports us into a decaying, post-apocalyptic world, and says, 'Just ride'."
Katrina Filippidis, Gameranx.com

DEVELOPMENT HISTORY

FAR: Lone Sails started out in 2015 as Don Schmocker's bachelor's thesis at the Zurich University of Arts (ZHdK) in Switzerland. As the game gathered positive reception and some awards during its early stage, Don decided to build upon it and make a real job of it: While still enrolled in the Game Design master's program at ZHdK, he teamed up with publisher Mixtvision, and gathered a team of fellow students around him to develop a full-fledged game based on his prototype.

In 2016, FAR: Lone Sails was invited to the E3 ID@Xbox showcase; its first showing to a wide audience. Following along were quite a few more festivals and expos – including GDC/IGF 2017 and Gamescom 2016 and 2017 – where the game was shown and managed to pick up awards and nominations.

Incorporating much of the gathered feedback, the game went through quite a few changes, most notably in regard to the vehicle's design which became more and more sophisticated. Originally named just 'FAR', the game also picked up a subtitle along its way: "Lone Sails", a pun on the main character's name Lone (which is actually never mentioned in the game itself) and a suggestion of the game's atmosphere and most remarkable mode of locomotion.

Just like FAR: Lone Sails is about a very special journey, the game itself has traveled far: It was shown all around the world, from Mumbai to L.A. Though its creator Don Schmocker doesn't even have a driving license, the game accumulated a mileage of close to 60.000 km by now!
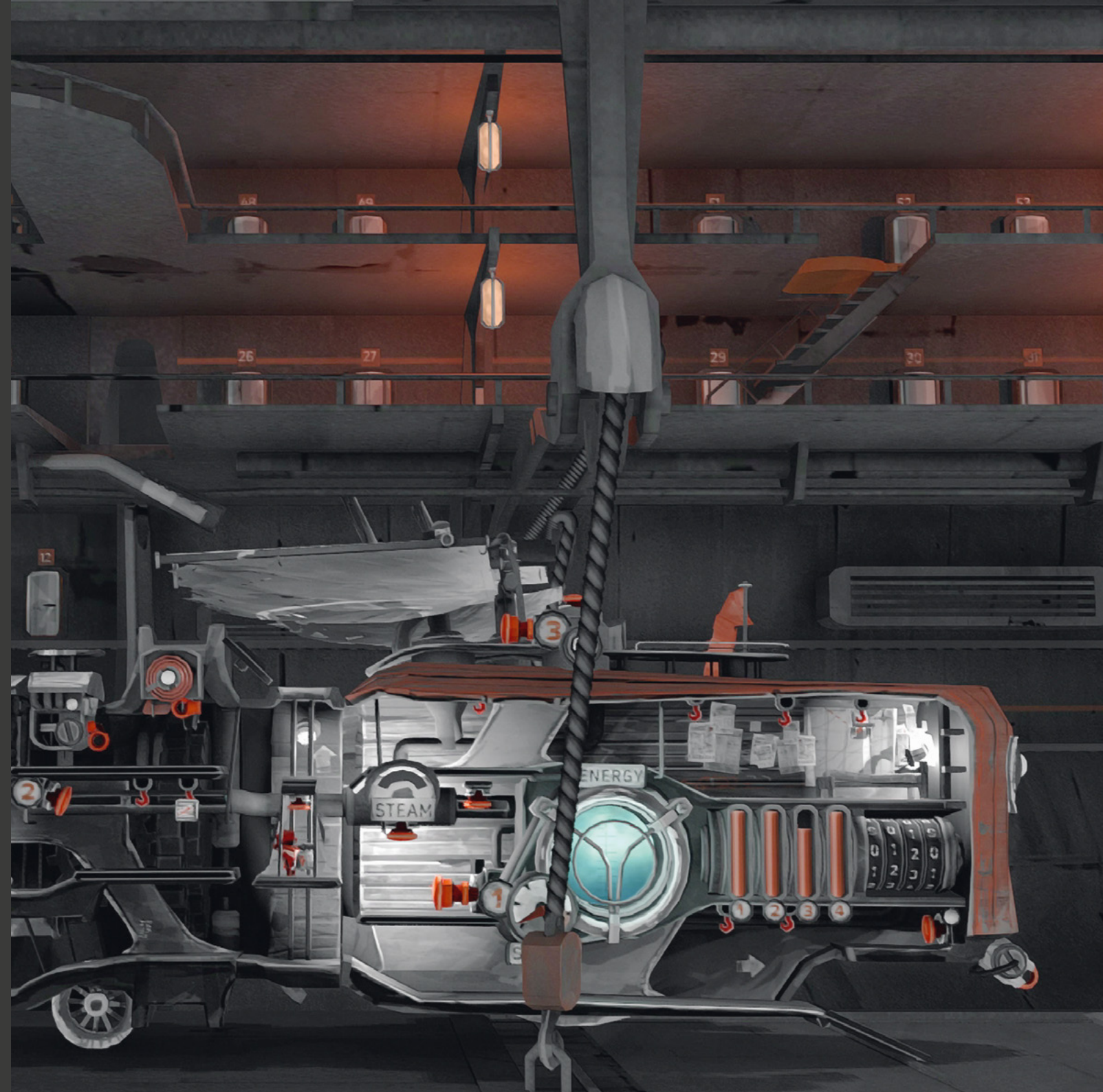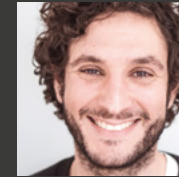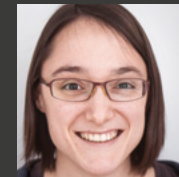
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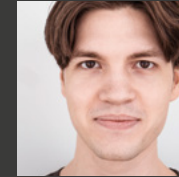
Don Schmocker
Creative Lead & Game Designer

Philipp Stern
Artist & Level Designer

Goran Saric
Tech Lead & Game Designer
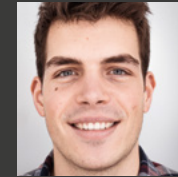
Fabio Baumgartner
Programmer & Sound Designer

Martina Hugentobler
Artist & Animator
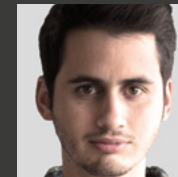
Joel Schoch
Composer & Sound Designer

COMPANIES

OKOMOTIVE

Okomotive is an indie game studio based in Zurich, Switzerland. Founded in 2017 by Don Schmocker and Goran Saric, Okomotive has been working on its debut game "FAR: Lone Sails".

MIXTVISION

Mixtvision is a multi award-winning media production and publishing house founded in 2006 and based in Munich, Germany.

UNITY AWARDS
BEST STUDENT PROJECT 2017
WINNER

GDC PLAY
BEST IN PLAY 2017
WINNER

INDEPENDENT GAMES FESTIVAL
BEST STUDENT GAME 2017
FINALIST

ADOPTMYGAME AWARD
BEST GAME 2016
WINNER

PLAY16 CREATIVE GAMING AWARDS
MOST INNOVATIVE NEWCOMER 2016
WINNER

BEST OF INDIE ARENA BOOTH
2016
WINNER

GAMESCOM
INDIE AWARD 2016
NOMINEE

INDEPENDENT GAMES FESTIVAL
BEST STUDENT GAME 2016
HONORABLE MENTION

LUDICIOUS
OUTSTANDING TALENT AWARD 2016
WINNER

GAME CONNECTION EUROPE
BEST DESKTOP/ DOWNLOADABLE GAME 2015
NOMINEE

DEUTSCHER ENTWICKLER- PREIS
BLUE BYTE NEWCOMER AWARD 2015
WINNER

ZHDK FÖRDERPREIS
BA DESIGN 2015
WINNER

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