

# FAR: Lone Sails

## Adventure, Platform

„FAR: Lone Sails“ is a vehicle adventure game. The player needs to maintain and upgrade their unique vessel to traverse a dried-out sea.

### STORY:

Under cloud-strewn skies, the player travels 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 the player, urgent short-term necessities call for immediate action. The train-like vehicle needs to be fueled, maintained and upgraded to master the challenges that lie ahead...

### **My current needs**

Distribution platforms

### **Platforms**

PC, Xbox, Playstation

### **Regions**

Europe, North America, South America, Australia, Other Western, Japan, China, Korea, India, Other Eastern

### **Audience**

Midcore

### **Game status**

First playable

### **Movies**

<https://www.youtube.com/watch?v=s9B7k6Keel4>

### **Website, social media and other links**

<http://far-game.com>

<https://www.facebook.com/FARtheGame/>

<https://twitter.com/FARtheGame>

*(Last modified on 2017-04-24)*

### **About the developer**

Okomotive (part of Mr. Whale's Game Service) / Mixtvision Medien  
Germany

Mr. Whale's Game Service:

"Mr. Whale's Game Service" is an uprising and award-winning game studio based in Zurich, Switzerland. The studio was founded in 2015 by 6 former game design students with specific skills in programming, graphics, animation & 3d.

Mixtvision:

Mixtvision – an award-winning cross-platform publishing & production house based in Munich, Germany – tells engaging and immersive stories in the medium that best caters to their purpose – and the customers' needs, of course.

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