Lost At Sea

A storm brews, your crew become uneasy and disjointed, and it’s been over a week since you should have hit port. It sets in that you’re all lost at sea.

In a struggle for life and death the player gets to play god, deciding how he and optionally his crew must survive in dangerous waters where anything could be lurking. Starvation, paranoia and psychosis festers as the player must figure out how to keep their crew in order, all while keeping on their toes for the dangers that the waters, Mother Nature and man bring in uncharted times.

The larger your crew, the more chaos that brews within the ranks. The smaller your crew, the harder adversaries hit. Can you save everyone? Or is it survival of the fittest? Whatever you do,

Survive wisely…