



SummerSara

Seize memories, find truth!

Introduction

In this hot summer, a crack appears on the divine time ribbon. Past memories are vanishing and time is trapped in a 7-day loop. Though free from heavy emotions carried by past memories, people age faster and lose future after seven days.

Meet photographer, drawer and time guardian one by one. Persuade them to together repair the time ribbon. Seize memories to find truth and ultimately end SummerSara to save the town!

Design Philosophy

We are devoted to creating a fascinating RPG game with multiple endings, incorporating puzzles and games. We hope the game can let players reevaluate their relationship with time and past.

To end SummerSara, players need to ask themselves : what kind of life do I want to live? A long yet struggling life or a painless yet largely shortened life?

Game Highlights

- ✓ Build connections with NPCs through different dialogues.
- ✓ Work out three kinds of puzzles : find stuff required; solve number puzzles; play games.
- ✓ Have fun with six games embedded at different scenes to advance plot.
- ✓ Explore more game patterns after ending SummerSara.
- ✓ Enjoy exquisite art-work : beautiful ending pages, scene images and so on.

Developers' Notes

Ruan Kunlin : Though challenging, the game offers both fun and food for thought.

Wu Zhile : Uncover meanings behind puzzles and discover secrets behind the town.

Wang Xinhe : Try to catch hints in the game.

Pan Xixiao : Explore the mysterious world!

Wang Xinhe.
Ruan Kunlin.

Pan Xixiao.
Wu Zhile.

