1. Provide **five references for the game FAR: Lone Sails**.

№	Name	Comment / Why I think so
1	The Final Station	Train control
2	Through the snow	Survival through the train
3	Survive on Raft	Hero's attachment to the transportation vehicle
4	INSIDE	Physical obstacles, hero progression
5	Little Nightmares	Physical obstacles, character progression

The Final Station is one of the first games that comes to mind as a general reference. In this game, the hero controls a large train, but unlike it, FAR lacks both a combat system, enemies, and fellow travelers with other NPCs. FAR: Lone Sails is more meditative, akin to Journey.

Ideological references from other media can be considered "Through the Snow" and "Kabaneri of the Iron Fortress." The events take place in a post-apocalyptic world where people are forced to survive thanks to trains. These trains exist as complete organisms that humans maintain, compelling them to move forward and overcome physical obstacles, but in doing so, humanity sacrifices resources.

The game resembles a side-scrolling game with elements of management and survival. The mechanic of the hero's attachment to the transportation vehicle unites it with survival games like Survive on Raft and Voidtrain. Forward movement, resource collection mechanics, and management are focused on constant interaction with the moving transport—its improvement, protection,

and repair.

In terms of side-scrollers, FAR: Lone Sails not only resembles The Final Station but also shares similarities with INSIDE and Little Nightmares, not just in visual style. FAR also presents physical obstacles hindering progress. These obstacles incorporate familiar puzzle elements to the genre, where one needs to shift, rotate, rearrange, or upgrade the hero to continue the journey. The distinction lies in tying forward movement to resource expenditure and routine vehicle management.

2. What is the **guiding idea** of the game FAR: Lone Sails?

The game touches upon many themes. Among the obvious ones are loneliness, the journey, and the search for the meaning of life. Based on these, the guiding idea can be formulated as follows: to portray loneliness through overcoming the journey, where the mechanism serves as a companion, not only helping to overcome obstacles but also requiring care and maintenance.

3. **The main character** of the game FAR: Lone Sails is...

Depending on how you define the hero for yourself, the justification can look like this:

The engineer and the machine work in tandem. The controlled subject is the engineer, but the player controls both the engineer and the machine, which acts as a non-traditional companion. The game designer forces the player to constantly interact with the machine, tying them to it and compelling them to return after it.

OR

The main hero could be **the engineer**, as they set all the objects in the game

in motion. Without them, the machine won't move, buttons won't activate, the tank won't refuel, and any action will become unavailable. In turn, the engineer can easily step outside the machine and reach any point. Yes, in some situations, you can't do without the locomotive, as it's a condition of the game itself, but the machine needs the engineer more than the other way around.

OR

Another perspective. Since the game is meditative and does not impose a plot, you can say that it's not about the engineer or the machine but about the catastrophe that occurred in the world. The game is intentionally designed for players to question what happened and gather information bit by bit without receiving direct answers. The key thing is to provide reasoning for the response because it's crucial for the game designer to understand not only what they are doing but also why.

4. What **stamps** are found in the game FAR: Lone Sails?

	Stamp`s name	Disadvantages of the stamp in other games	How the author reimagined stamps in the game FAR: Lone Sails
Stamp 1	Post-apocalyptic setting		Stamp does not create a negative aftertaste, as it is introduced very smoothly, and the player is compelled to explore it on their own if they want to get details. In the gameplay, this "stamp" participates as a catalyst for physical obstacles on the path.
Stamp 2	Steampunk		
Stamp 3	Movement Mechanics		For the most part, jumps and the movement of the

			machinist are used for platform traversal. The player assimilates new experiences by using familiar mechanics, as they are incorporated into the machine and assist in its control. The confined space doesn't become tedious due to the constant events and the occasional necessity to leave the means of transportation to clear the path.
Stamp 4	**Scales and Bars**		As usual, they reflect their state through their fill levels. Typically fixed as an interface on the player's screen, here they are integrated into the environment, and their existence can be noticed by the second hour of gameplay, as sparks, clatter, and fire from broken devices duplicate the functionality of bars.

1. **Narrative**

An obvious trope is **the post-apocalyptic setting**.

2. **Gameplay**

5. Specify five environmental elements providing feedback on events (UI/UX).

	Name, comment

Element 1	**The flag** indicates the wind intensity and suggests to the player to raise the sails and not waste fuel on the engine, to go with the wind.
Element 2	**The fuel tank** is a decorated bar. The transparent cover shows the amount of fuel and indicates the need to refuel the tank.
Element 3	The player can discard **clutter** anywhere in the machine; its space serves as an inventory. Most of the clutter is fuel, which will come in handy.
Element 4	**The odometer** may go unnoticed, but it serves as a distance counter. It allows players to orient themselves in the distance covered.
Element 5	**The smoke** signals various states of the machine. Its intensity, the sound of fire, and duration can indicate the proper functioning of the engine, measure time, reflect a breakdown, prompting the player to take action.
Element 6	**The red color** draws attention to important details.
Element 7	**Buttons.** They are located inside the machine itself and in several types of structures, available for interaction. This detail refers to the mechanical nature of the protagonist's actions and emphasizes the overall mood and steampunk style.
Element 8	**Fuel.** It is represented both in fuel boxes, barrels, and in ordinary items that can be thrown into the furnace. It reminds that the machine always needs a recharge to "live," and it doesn't matter what exactly you have to sacrifice.

The game actively employs a diegetic interface. There is no unnecessary element in the machine: each one indicates the status, speed, danger, and provides other feedback, starting from obvious labels near the Speed buttons and ending with those subtly integrated into the space.

6. What is **the main goal** of the game?

The main goal is to reach the signal fire in the water. However, initially, the player is unaware of this. No specific goal is set before them, and they can only move forward. The lack of information prompts the player to continue the journey and strive to find out what awaits them at the end because the game has a plot and is not endless. Physical barriers (locked gates, raised bridges), natural conditions (headwind, storm, uphill climbs), and vehicle breakdowns hinder forward movement.

7. Describe five **gaming situations** where a jump is used.

Name	Comment
Situation 1	Jumping over obstacles. It is necessary to reach from one point to another.
Situation 2	Reaching method. Collecting items positioned overhead.
Situation 3	Jumping down. Descending rapidly from elevated positions.
Situation 4	Pressing and pushing. Opening hatches for passage.
Situation 5	High-altitude platforming. Navigating precarious platforms and structures by utilizing jumps to overcome

	challenging terrain or gaps.

8. Describe 3-5 scenarios in typical **actions**.

Name	Comment
Situation1	**Stopping the machine.** The machine always needs fuel, but the more cluttered the compartments are, the more difficult it is to move quickly through them. If something starts to break later on, you can get tangled up in the boxes and not have time to fix it in time.
Situation 2	Untimely **raising** and **lowering of sails** can lead to damage during a storm or excessive fuel consumption.
Situation 3	**Ignoring a fire** due to incorrect task distribution can lead to the fire spreading in the future.
Situation 4	**Excessive acceleration** can lead to a collision and damage to the vehicle.
Situation 5	**Collecting junk.** If the junk runs out, there will be nothing to fuel the machine, and you'll have to wander around the surroundings.

A typical action is what we do in the game most of the time to achieve the goal. The typical action breaks when something hinders the goal. When the typical action is disrupted, the player faces a problem that pushes them to make a decision. Since our main goal is to move forward, all choices must address the issue of stoppages.

9. Describe **the plot** and **narrative** of the game.

The plot and backstory should not be separate components. Everything in the game, including lore, should be tightly woven into the gameplay, using gameplay mechanics in which the player is involved. The narrative is not presented directly but unfolds through background landscapes and obstacles with interactable objects in the foreground, as seen in games like LIMBO and INSIDE. It subtly reveals itself upon closer examination and analysis of environmental details.

- In the game, there's an option to zoom the camera to inspect small details in the foreground and zoom out for a general overview of the landscape.
- Fuel items that provide equal amounts of energy could have the same appearance, but there are unique objects showcasing remnants of civilization.
- Achievements for finding unique items or hidden places encourage independent exploration of the environment.

10. What **rewards and penalties** exist for the player in the game FAR: Lone Sails?

Reward	Penalty
1. Content (new landscapes, new narrative fragments): subtle details may be overlooked if the camera is not zoomed in or out, and if you do not explore unnoticed passages;	1. Forced stops due to a breakdown if the player does not repair a malfunction in time or when it is necessary to replenish junk supplies if the engine fails.
2. Upgrading the machine with automation of certain routine actions (pump, sails, winches);	2. Dynamic **music** switching signals success or failure.
3. The ability to collect rare items (bell, lantern, radio).	

Like in most meditative linear games, FAR does not impose penalties in the form of classical deaths or replays. There is also no division into levels demonstrating successful completion of a game segment. However, the game informs whether the player's actions are correct or incorrect.

The game **rewards**:

- Content (new landscapes, new narrative fragments): subtle details may be overlooked if the camera is not zoomed in or out, and if you do not explore unnoticed passages;
- upgrading the machine with automation of certain routine actions (pump, sails, winches);

- the ability to collect rare items (bell, lantern, radio).

The game **penalizes** with forced stops in case of a breakdown if the player does not repair the block in time or when it is necessary to replenish junk supplies if the engine fails.

Dynamic **music** switching signals success or failure.

11. Share your **impressions of the game** FAR: Lone Sails.

I liked the game because I enjoy this genre. The artwork is very pleasing. The dimensions of the world, controlling the unwieldy machine, and the sense of solitude are well conveyed. The understated ending prompts reflection and leaves a lingering impression.