

SSTR by Dabster Entertainment

SSTR is a single player PC escape-room style puzzle game set aboard Horizon. A colony ship adrift in the darkness of space, under the watchful eye of Sister. Awaken into madness and explore the horrors of Horizon's past.

Story:

Sister, the AI entrusted with the safety of the souls aboard has gone rogue. She is hunting down the colonists and crew trapped onboard. Horizon is in lockdown and only the manual override keys will unlock the doors to reach Sister's command core.

Awakened from cryosleep, you are alone in the bowels of a ship filled with the screams of your fellow colonists. The crew were hunted down but managed to leave clues to assist any possible survivors. Messages carved into the walls and cyphers smeared on the floor in blood, the crazed ramblings of people driven mad by Sister or perhaps coded information to help you.

Defend yourself from the onslaught of Sister's drones.

Scavenge for resources throughout the ship to construct automated defense turrets and hold her back as you struggle through Horizon.

Brain melting puzzles.

As you move through the ship, you'll discover the doors were locked by a shipful of crazy people. Pour over the scrawling's on the walls, floors, and computer terminals to gather information. Piece together the insane logic in order to escape the room you're in and get one step closer to shutting SSTR down.

When designing SSTR, we were heavily inspired by old school logic games like Myst, mashed together with a healthy dose of Amnesia. The atmosphere we've tried to create is one where you'll be cowering in the corner, trying to piece together how a crude scratching of "We carry her sins before us" could fit into a 4-digit code.

It was also important that we not block the player from all progress in the event they cannot figure a particular puzzle out. Having to watch a YouTube play through in order to progress is extremely lame, as such, there are multiple paths to get to SSTR's control room. Also, our locking terminals have their own system of indicators that can help give clues. Lights will flick on that indicate if you got a number from the code exactly correct, in the wrong slot, or entirely wrong. Be careful about brute forcing, however, as SSTR is ever vigilant and quick to send her drones when hacks are attempted. We heavily recommend you try to put on your crazy hat and dive headfirst into the puzzles themselves and only use the lights as hints towards the solution. If you want to play "Lightswitch: the game" though, we won't stop you.

Soon to be released for PC on Steam 2020

Dabster Entertainment was founded in 2017, by spouses Michael and Melissa La Manna, with the help of some former team members from Floppy Entertainment. Our team's collective energy and experiences as a composer, engineer, UX designer, children's author, educator, mental health counselor, developer, illustrator, 3D artist, military veteran and insect enthusiast, have truly inspired how we make our products. Located in Jacksonville, Florida, Dabster is devoted to creating wondrous games and applications that engage the mind.

Website: <https://www.dabsterent.com>

Steam: <https://store.steampowered.com/app/1225100/SSTR/>

Discord: <https://discordapp.com/invite/CthqeB5>

Twitter: <https://twitter.com/SSTRgame>

Facebook: <https://www.facebook.com/dabsterent/>

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Trailer: <https://youtu.be/YdT79XZonII>