

SUNSET



Instructions

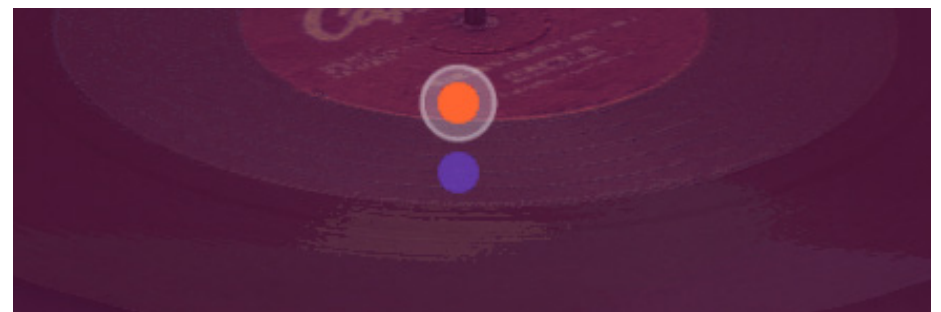
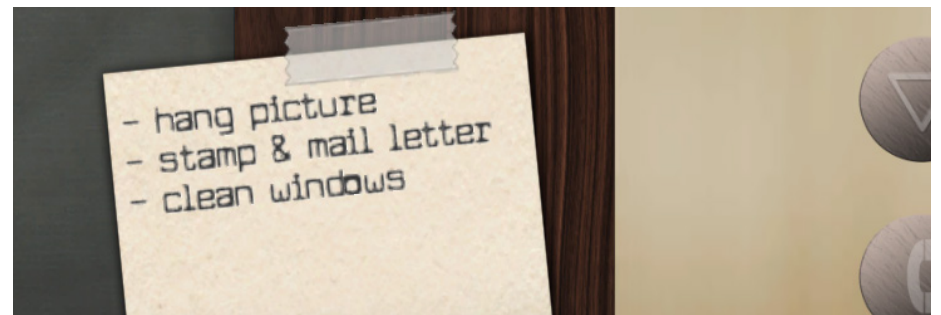
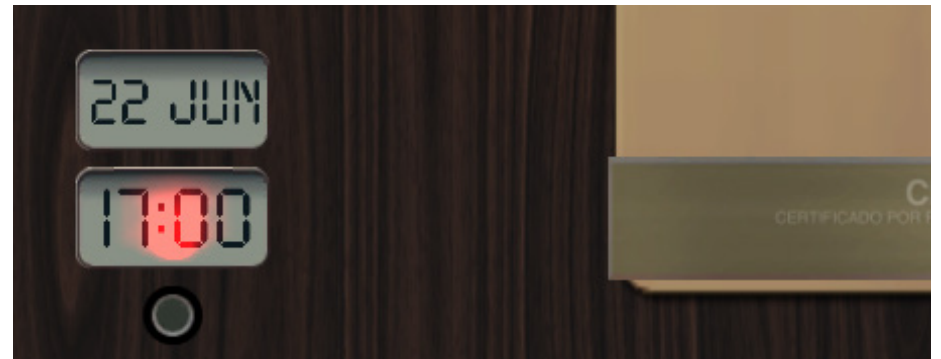
Sunset is a first person exploration game. The purpose is to immerse yourself in its fictional atmosphere and discover the story that is unfolding as you play. Your actions determine the position in this story of the character you play, housekeeper Angela Burnes, and the relationship with the owner of the apartment, Gabriel Ortega.

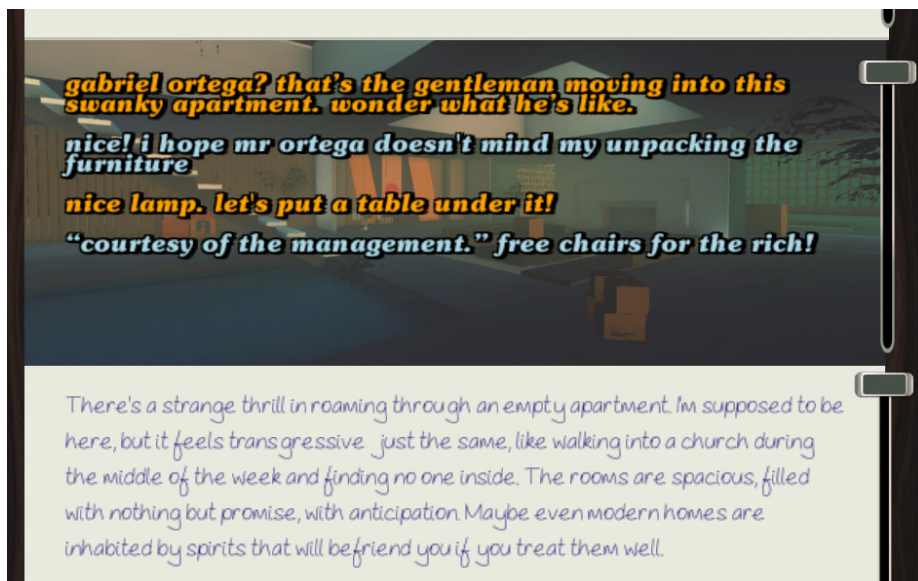
The entire game takes place in a single apartment that changes over the course of almost one year, in the early 1970s. Every week you, as Angela Burnes, an American tourist stranded in Anchuria, a fictional Latin American country in the midst of social and political turmoil, visit the apartment of the wealthy Gabriel Ortega to do the housekeeping while he is away.

You have one hour to do your work, until the sun sets. This is a fictional hour that corresponds with 30 minutes in real life. Several activities take time and will cause the sun to set faster. Sitting down can be done in every seat but also causes time to move faster. If you watch carefully, the pointer in the middle of the screen shows how far the sun has set. For more precise measurement, check the clock in the elevator (available by pressing the TAB or ESCAPE key). Since San Bavón is near the equator, the sun sets all year round at 6 pm.

Every day, a short list of tasks to do will be presented in the elevator. There may be more things to do throughout the apartment that are not on the list. What you do and how you do it is entirely up to you. We recommend you roleplay as Angela and consider what her choice would be. There is no reward for doing your work but everything you do influences the story in subtle ways.

Some tasks can be performed in either of two ways, indicated by the pointer color and position. Selecting the **red solution** on top ('Y') will influence the relationship between Angela and Gabriel towards the romantic. Selecting the **blue solution** at the bottom ('N') will influence it towards neutral. The relationship influences the tone of the communication between Angela and Ortega.



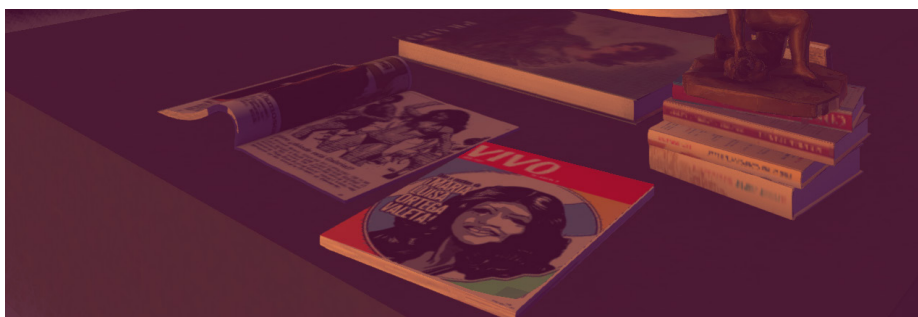


Next to actions, the apartment also triggers thoughts in the mind of Angela Burnes. So look around at things she might have something to say about. The thoughts you discover are collected on the diary page (available via the CALL button in the elevator). Some of these are personal, others pertain directly to the story.

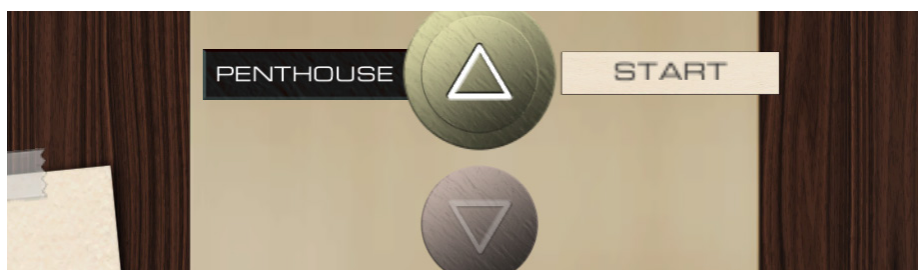
Note that some actions or thoughts are only available when sitting down.



Sitting down in Ortega's easy chair inspires Angela to write in her own diary. The things she writes in her diary may help you get in the mood better, understand her personality and the fictional situation. But the diary contains mainly background information that is not essential for enjoying the game.



Another source of information can be found in the world itself: magazines, books, advertising, radio, vinyl records, etc, all appear at different points in the game to illustrate an aspect of the narrative. Some of these may be put on display for you on purpose by Ortega. Zooming in on certain books makes their title appear on the screen. These are particularly meaningful. Thank you for paying attention.



When you are done, take the elevator DOWN. The next day will start automatically.
Go UP to continue the story.

Controls

The default control system for Sunset is classic Mouselook: the W, S, A and D keys (or corresponding cursor keys) will move you forward, backward and sideways while you use the mouse to look around.

Alternatively you can switch to Point & Click controls in the OPTIONS menu (available via the KEYHOLE icon in the elevator). Then you look around by moving the pointer to the edges of the screen and you move by holding the mouse button down.

You can also control the game through a gamepad. The LEFT STICK will move while the RIGHT STICK is for looking around.

In all control systems, you can use the Y, N or E key, or left click to perform an action.

Zooming is done by holding down the Space bar or the right or middle mouse button.

Crouching by holding down the C key.

Holding down TAB will show your task list and the clock.

The elevator is always available by pressing ESCAPE. Or you can walk towards it and click the call button. In the elevator you can also access the game's options, instructions, diary and credits, and quit the application.

Quit Confirmation

Press the RED quit button again to shut down the program.

SUNSET was created by Tale of Tales
tale-of-tales.com

