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| **Super Title Display Name** | **Close to the Sun** |
| **Character Limit** | 62 Character Limit |
| **Super Title Description** | It’s 1897. Deep in international waters, the Helios stands still. An unbound utopia for scientific research, born of Nikola Tesla’s vision. Journalist Rose Archer steps aboard in search of her sister Ada, quickly to discover not all is as it seems. Grand halls stand empty. The stench of rotting flesh lingers in the air. Silence. A single word is painted across the entrance… QUARANTINE! |
| **Character Limit** | 400 Character Limit |
| **Product Display Name:** | **Close to the Sun** |
| **Character Limit** | 62 Character Limit |
| **Product Long Description** | It’s 1897. Deep in international waters, the Helios stands still. Dark clouds loom overhead as unforgiving waves crash against the hull. Colossal effigies of gold, decorated with magnificent finery, stretch as far as the eye can see.  Born of Nikola Tesla’s vision, the Helios serves as a haven for the greatest scientific minds. An unbound utopia for research, independent from state and isolated from the gaze of society. Free to push the boundaries of matter and time.  Journalist Rose Archer steps aboard the Helios in search of her sister Ada. She quickly discovers not all is as it seems. Grand halls stand empty. The stench of rotting flesh lingers in the air. Silence. A single word is painted across the entrance… QUARANTINE! |
| **Character Limit** | 1000 Character Limit |
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| **Keywords** | Protagonist, horror, atmospheric, adventure, gore, indie, violent, story, single-player, dark, first-person, fantasy, isolation, action, death, walking, action-adventure, blood, art, deco, uchronia, alternative-history, science, scientific, love, family, steampunk, tesla, inventor, futurist, electricity, time-travel, time, survival, physic, puzzle, exploration, pseudoscience, |
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