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About This Game

"If you could start over, what would you change?"

Context of the world

For more than a hundred years, the planet faced a succession of conflicts each even more devastating than the previous one.

Mankind was one step away from its extinction and the planet was left with severe marks of radioactivity.

Over time, the planet began to show some signs of regeneration and radioactivity became less and less a problem, however, in still active areas, a mysterious phenomenon began to emerge.

Over the last twenty years, strange creatures similar to dragons have been seen with increasing frequency. These creatures have been given the name of Viburs.

Conflict

Now in the year 2091, the world has not been pacified, instead, it moves to its darkest point. It is at its height of social, economic and political unrest, where different ideals have been brought to their logical conclusion, giving rise to three divergent factions.

Tensions intensify and everything becomes a pretext for a war in which the concept of morality begins to be challenged.

The ideological divergence of each side, will only find rest when it completely suppresses others and establish itself as the true and definitive world order.

Protagonist

Psychologically scarred and haunted by a past he can never forget, with no other alternative he joins a military training academy for Abidis pilots. Here is where his journey begins, as he starts to be surrounded by a web of internal and external conflicts.

Multiple factions and secret interests exert their influence in this war, where not everything is what it seems.

However, this is his opportunity to rewrite his own story, and possibly the world's. Thus begins a long journey, where it was all triggered by the strange and mysterious request of an enigmatic girl.

Ragnalla Confederation



A strong and powerful coalition of nations, united by the awareness of the environmental decline the planet is in.

They strive for the equality of all and every living species, with the ultimate goal of protecting the planet from the influence of the human being.

Ragnallans love nature and natural resources, seeing them as something sacred that needs to be preserved. For this reason, they essentially eat synthetic food.

They have a strong desire to foster space exploration, believing that humanity should emigrate en masse off the planet 'Terra'. They give great value to mental health, each squad having a psychologist and a mental trainer.

They condemn any hostility against the Viburs, defending the idea of only studying them at a distance.



Free Nations of Dygra



Dygra, the armed wing of the largest international economic alliance.

Its military structure works through a ranking system and brand sponsorship. Each pilot is assigned a ranking that changes according to his or her posture and performance, which allows them to evolve or regress in their career, having access to salary changes and new ranks. Pilots who have a very high ranking receive high sponsorship and are invited to join elite squads.

Dygra boasts a wide influence on 'Terra' and space, having several extraterrestrial colonies and space stations. They have a more pragmatic and industrialized mentality. They give great importance to physical health, being pioneers in the development of bionic prostheses.

Having a growing concern in the fight against subversives, they created a political police force specializing in maintaining the order and protection of the nations of Dygra, the DAISP.



Mystical Brotherhood of Yig

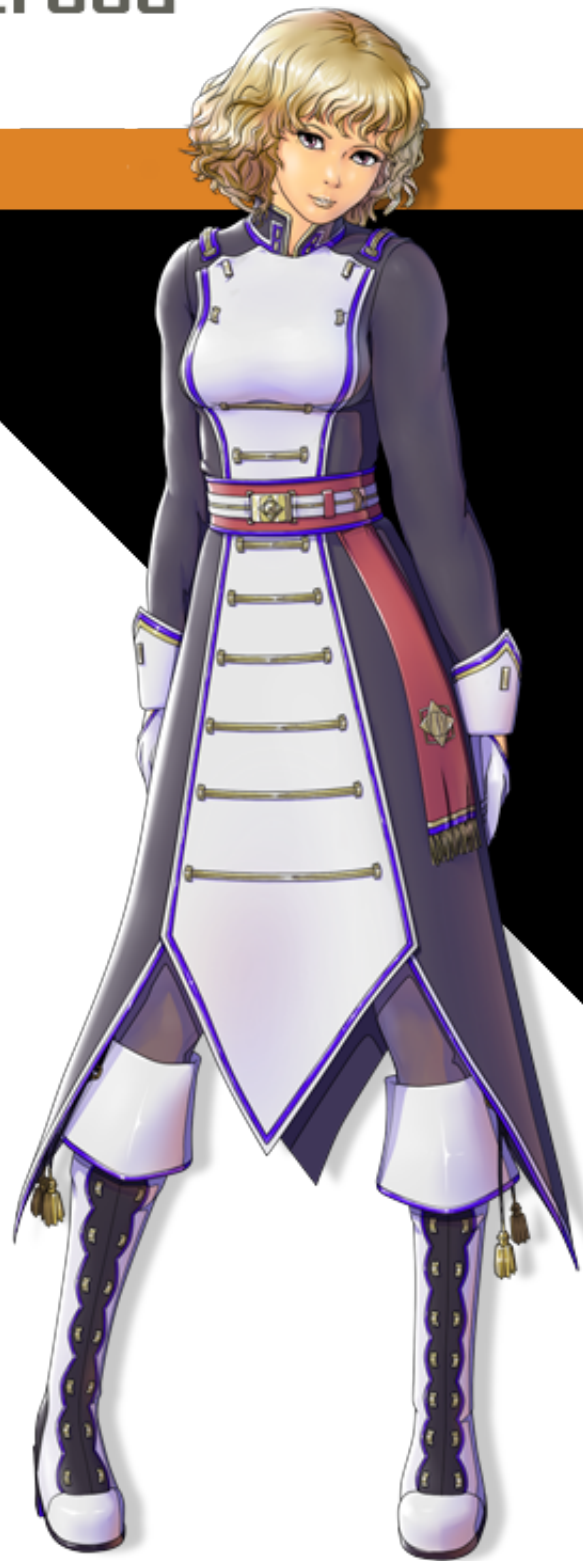


A reactionary movement against the two powers, resulting in an unlikely alliance between various nationalities with the aim of defending and restoring past dogmas. Traditionalists and with strong roots to their land, the Yigs are characterized by being very spiritual and superstitious.

Some descendants have developed psychic and energetic powers, that have enabled them to create telepathic negotiators as part of their armies and intelligence services. The study of occult sciences and the practice of meditation are popular acts.

Formally dissociated from any state, it establishes its influence and popular support predominantly in countries with greater historical legacy; in contrast, they have little expression in space and extraterrestrial colonies.

They are fascinated by the Viburs, having strong policies to capture them through specialized elite squads, in order to study them and make use of their strength.



Adagas K



A small but respected private military company. Specialized in the search, rescue and capture of Abidis pilots.

They provide services to any faction or country, both terrestrial and space. They are known to be reliable and compliant with the agreements they sign. Trying to maintain a business and friendly relationship with the three largest military factions.

The popularity of these mercenaries has been growing all thanks to a formidable young Abidis pilot. This pilot, despite her relative lack of experience, has proved to be able to match even high-level pilots in combat.

Efficiency-oriented, they are not very picky when recruiting new employees as far as the candidates' past is concerned, which makes them ideal for certain members of the current team.



Key Features:

- Experience the first episode of a dense saga, following the hero as he lives the day-to-day of an intense year in which some of his choices will inevitably affect his future and his team.
- Interact and get closer to team members. They are the key to getting a clearer picture of the world through their distinct perspectives. This proximity will also be useful in combat.
- Build a romantic connection with some of the girls. Despite the internal shadows that haunt the protagonist, it is possible to create the necessary change for him to be able to consider someone in that perspective.
- Evolve and fight with a diverse selection of weapons of war. Each faction and certain countries have developed powerful new war instruments that are divided essentially into two large groups of humanoid robots, the Tragos and Abidis. These latter are the best tool that mankind has against the Viburs.
- Beat the enemies using a variety of strategies, exploring both terrain and character characteristics. All Abidis pilots have a combat style associated with a specific class, each with their strengths and weaknesses.
- Help managing the team. All fights matter. All the status and condition of the pilots and their units are persistent between missions. Repair, maintenance or upgrading are always difficult choices when human and material resources are limited.
- Explore this world dominated by the three great factions. Strife and conflict seem unavoidable in a reality where irreconcilable ideologies struggle to attain global hegemony. How will it be, to know different perspectives on the same reality?

Title: Vibur: DISINTEGRATION (Episode 1)

Genre: Indie, Strategy

Developer:

Timesymmetry

Publisher:

Timesymmetry

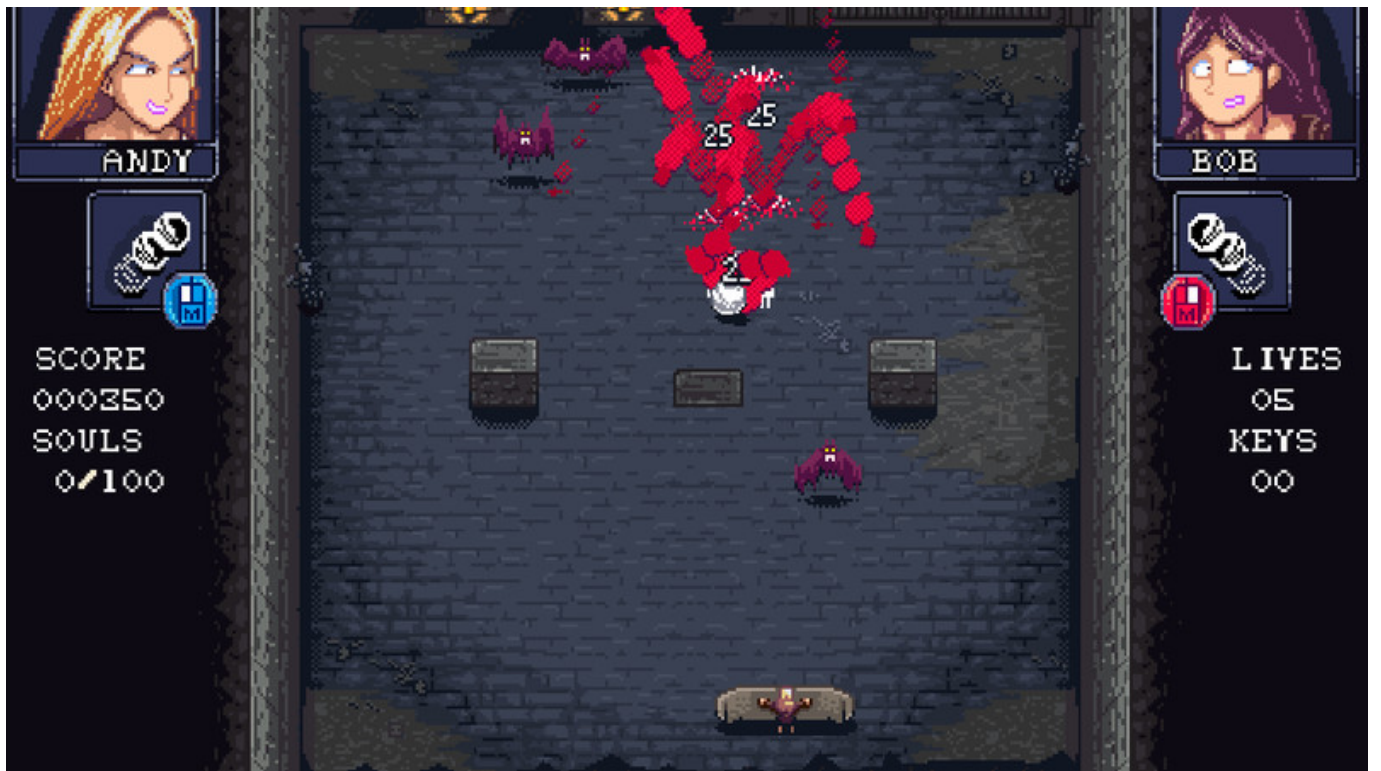
Franchise:

Vibur

Release Date: When Ready

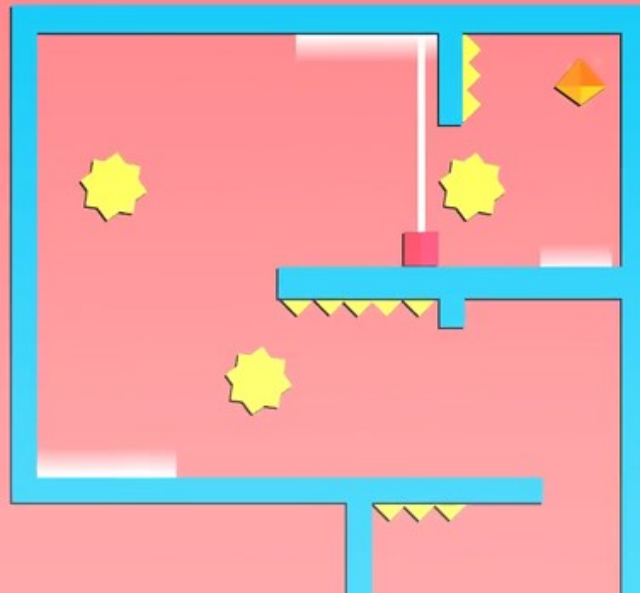
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English,Portuguese





level 13



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