Are you a scallywag at heart? Does humorous, salty dialogue tickle your fancy? Do you like the idea of being a pirate without all the messy parrots and constant threat of scurvy? Do you enjoy these nautically-themed questions?

Don't Sink is a lighthearted *Sandbox/Adventure/Pirate RPG* offering a massive world of unique islands and landscapes to explore and conquer.

IT'S A BRIGHT WORLD OUT THERE
Explore a massive world with unique handcrafted islands and landscapes, in a sea never sailed.

TAKE OVER THE LANDLUBBERS
Sail between islands to expand your control over the world and increase your reputation.

AHOY AND MASTER THE SEAS
Simple to pick up, difficult to master. Only experienced swashbucklers will be prepared for the challenges that await.

- Explore a massive world with unique islands and landscapes. Discuss rumors and discover the origins of each island by talking to the people that live there
- Expect the unexpected when at sea. Events you may be unprepared for may occur such as a foodborne illness among your crew. You'll need to have access to the right supplies and have the experience to keep your ship afloat
- A casual but real challenge - While simple to pick up and understand, there are numerous events that only an experienced swashbuckler will be prepared for. This makes the game more satisfying for long term pirates
- Thoughtfully executed cutscenes that help to bring the world to life as well as reward pirates that explore

Capture islands, sink ships, defend your towns, and discover an exciting world full of adventure!

"Don't Sink stands out for being simple, streamlined, and well-presented. It has a charming pixel-art aesthetic, with an eye-catching color palette of blues, greens, and yellows." -- PCGAMER

"I love the art direction Daniel took (a bit of Ridiculous Fishing vibe) and the game looks absolutely inviting, helping to make its gameplay shine." -- Retronator

The crew at Studio Eris consists of three talented pirates-at-arms: Sebastian Nigro (@Seabass_N) is Lead Developer and captain of overall game design. Daniel Marques (@i_am_thirteen) helms visuals, assembling a perfect color palette for a variety of pixel-based tropical isles. The auditory maestro of the team, Christopher Anselmo (@tophtacular), composed all music and sound effects.