

Rising Sun

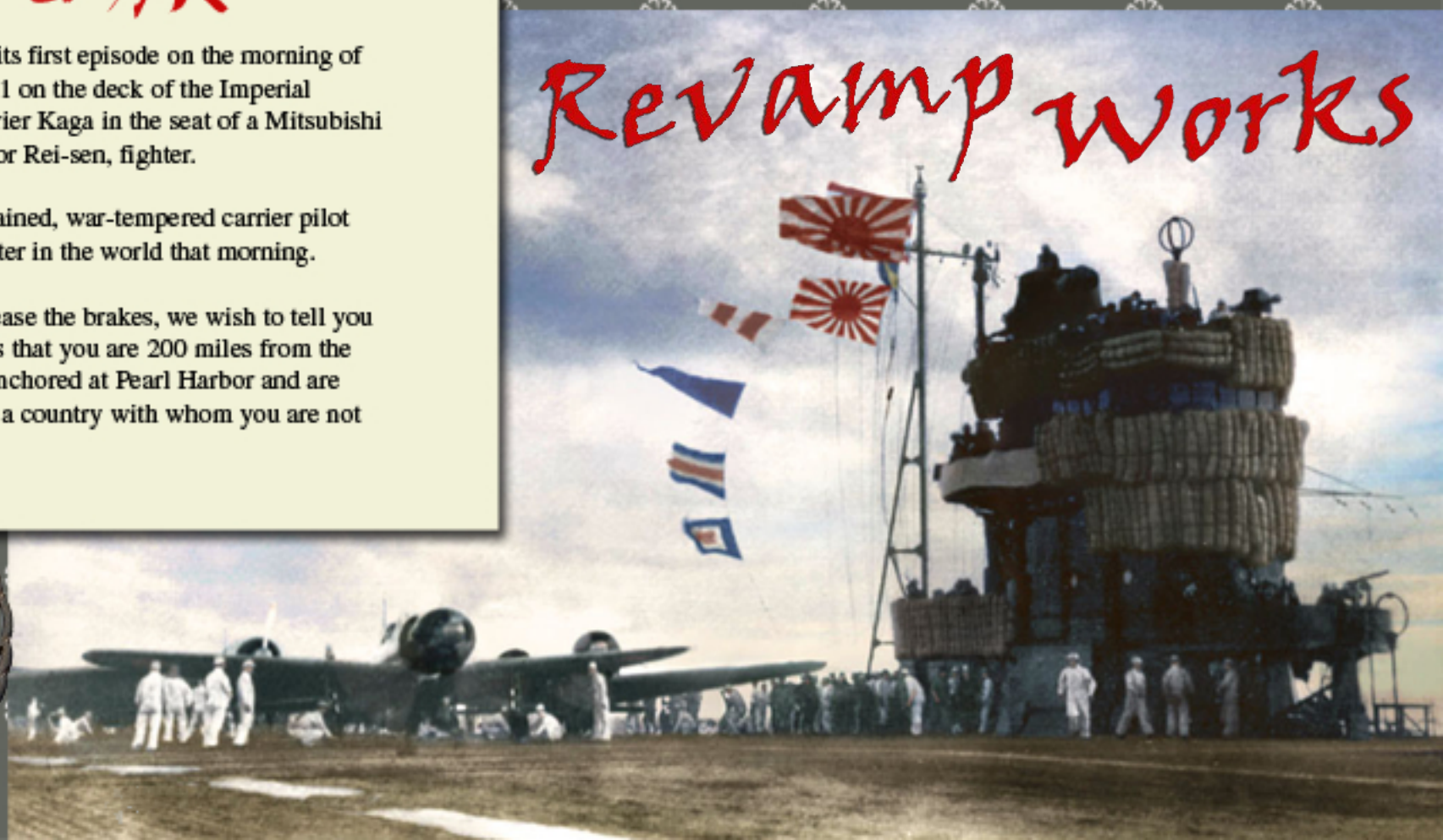
旭日旗

Rising Sun begins its first episode on the morning of December 7th, 1941 on the deck of the Imperial Japanese Navy carrier Kaga in the seat of a Mitsubishi A6M2 Type Zero, or Rei-sen, fighter.

You are a highly trained, war-tempered carrier pilot flying the best fighter in the world that morning.

But before you release the brakes, we wish to tell you how it came to pass that you are 200 miles from the U.S. Pacific fleet anchored at Pearl Harbor and are preparing to attack a country with whom you are not yet at war.

Revamp works





You are here because Imperial Japan, a late-comer to industrial age empire-building fought a battle with the Chinese at this bridge southwest of Beijing.



The Chinese fought back and the second Sino-Japanese War had begun. This was on 7 July 1937. Your country has been at war now for 4 years and needs resources to continue. British and Dutch colonies in Southeast Asia have the oil you need but you are denied access.

There are three obstacles between you and Southeast Asia: The Royal Navy at Singapore, US Army Air Corps the Phillipines and the US Navy in Hawaii. Your leaders are trying to gain six months without the interference of the Western Powers. It is a desperate act of a desperate nation of warriors who have never backed down.

But that is for leaders to decide. You are to fly and fight. Nothing more.

Banzai!



Rising Sun



Rising Sun tells the story of the air war in Asia and the Pacific through the combat missions flown by pilots from all the countries involved.

Our missions begin on December 7th, 1941 and conclude on August 29th, 1945. We will release these stories on four phases. Our goal is to conclude by August 29. Each phase is a stand alone product. You will fly everything and fight everywhere against everyone. If you read history, this is the way to enjoy it. These are stories you read with a joystick. We have done all we could to put you in the moment.

Rising Sun is an add-on to Strike Fighters by Thirdwire. You can use about any Thirdwire engine but some items may be missing. Each phase will be offered in an XP and a Win7 version. They will be delivered as a large download or on a re-usable 1 GB USB Flash Drive, or both. Upgrading from XP to Win7 versions is free except for costs.

The XP version has no known bugs. The Win7 version might have a few we missed. But the Win7 version is superior in almost every other way.