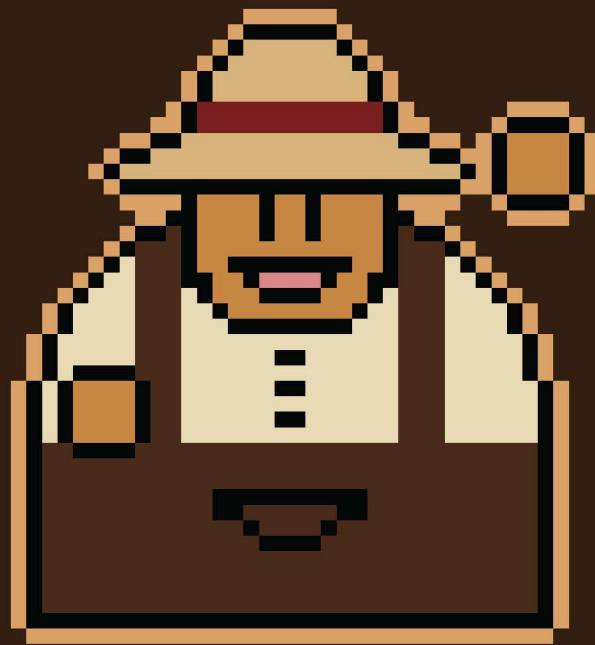




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Ironacre



Artbook

Gökalp Taşer

“There are no hopeless situations, only hopeless people.”

-Gazi Mustafa Kemal Atatürk, Founder and First President of the Republic of Türkiye

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Act I

Entry & Immersion

Every story begins with a departure. Yours begins with everything you left behind and everything you dare to build.

- Welcome to Ironacre
- The State of Amberfall

Welcome to

Ironacre

You didn't come this far to give up now

Ironacre is a top-down action-strategy game set in the American frontier, circa 1870. You play as a family, a father, a mother, a daughter, and a son who sold everything they owned in Europe for a chance at a new life in the New World.

What awaited them was a small plot of land, a weathered cabin, and a horizon full of promise and peril.

This artbook is a record of that world. Every illustration, every sketch, every design note in these pages was created to build Ironacre from the ground up not just as a game, but as a living, breathing place.

"A game can exist as a designed world even before it becomes a playable product."



The State of Amberfall

A land of amber skies and iron will

Amberfall is a fictional frontier state situated deep in the American heartland. Named for the warm hue of its endless plains at dusk, the state is as beautiful as it is unforgiving.

The land is divided across distinct regions, each with its own character, dangers, and opportunities for a family willing to work hard enough.

The western flatlands offer fertile soil deal for farming, but exposed and vulnerable. The Dustwood Hills are quieter, but home to wildlife that does not welcome intruders. Coyote Creek is lawless territory, where outlaw gangs control the roads. And deep in the Ironridge, old mines hold both fortune and danger.

The town of Amberfall itself is the closest thing to civilization: a trading post, a sheriff's office, and a saloon that knows all the region's secrets.

"Every acre of Amberfall was earned in blood or broken backs. Sometimes both."

Regions

The Flatlands

Dustwood Hills

Southern Frontier

The Ironridge

Amberfall Town

Information

STATISTICS

Regions: 5

Towns: 1

Climate: Dry Desert

Snowfall: None

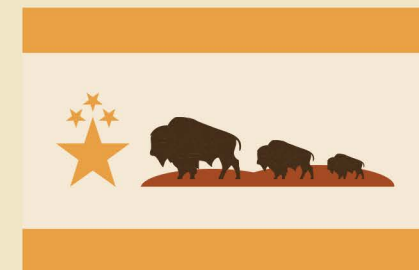
EXTERNAL POWERS

6 Neighbor States
and Indian Territory

MAIN THREAT

Drought

NATIONAL FLAG



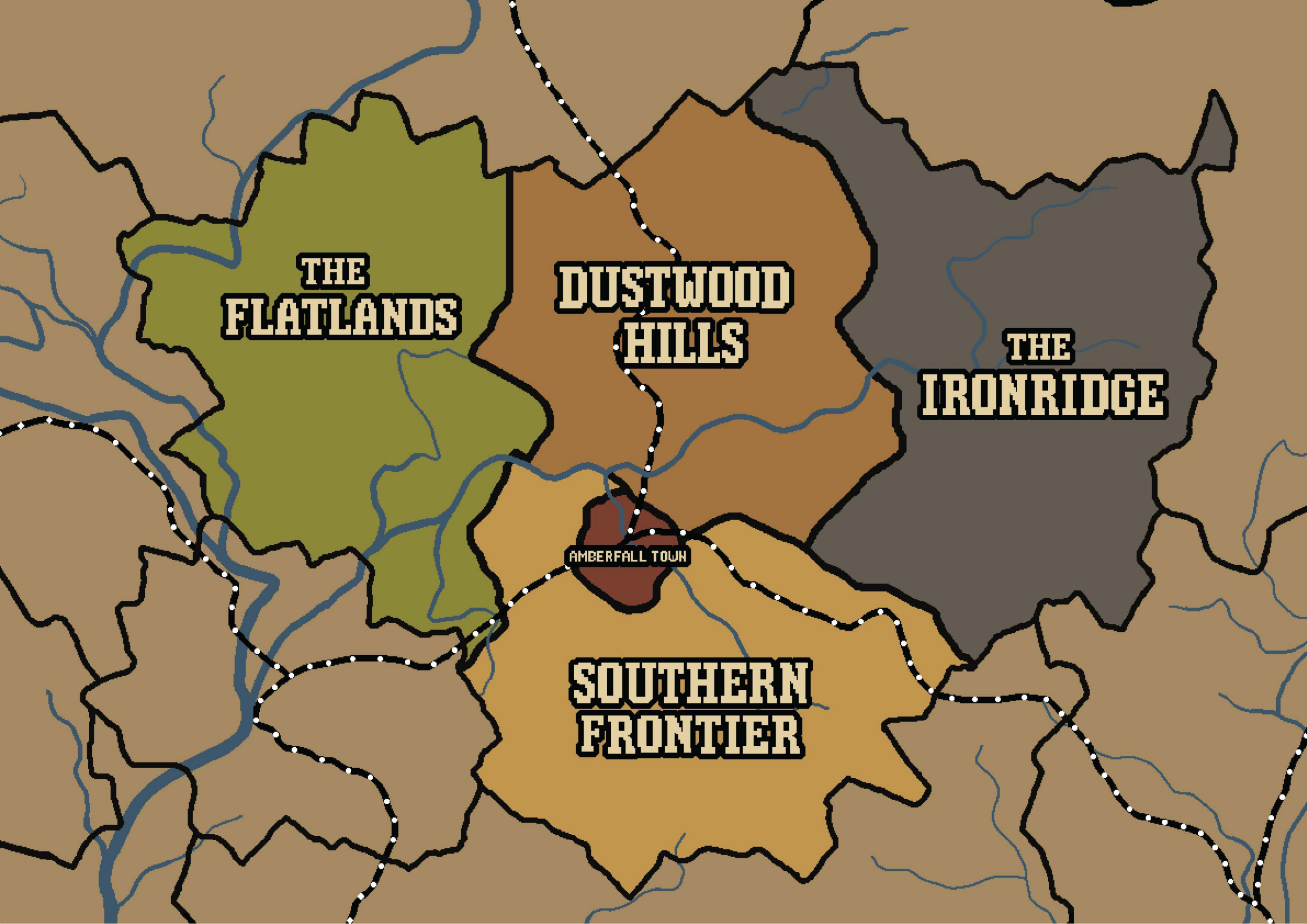




Act II Worldbuilding

The land of Amberfall is vast, unforgiving, and full of stories that haven't been told yet.

- The Land of Amberfall
- The Government of Amberfall
- Three Threats, No Warning !



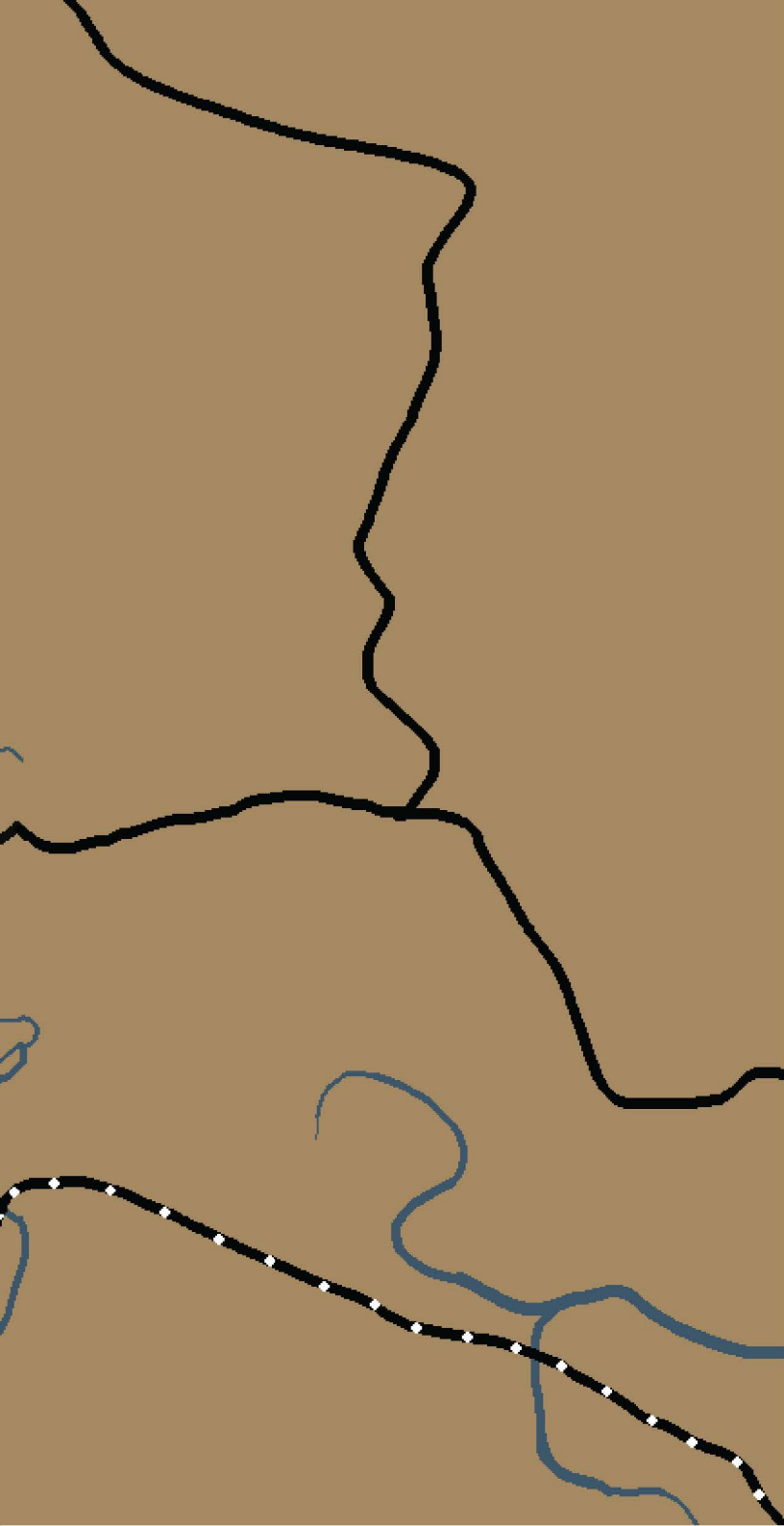
**THE
FLATLANDS**

**DUSTWOOD
HILLS**

**THE
IRONRIDGE**

AMBERFALL TOWN

**SOUTHERN
FRONTIER**



The land of Amberfall

Amberfall spans over 200 square miles of frontier fertile plains, rugged hills, treacherous passes, and one town that calls itself civilization.

Opened for settlement in 1868 by the Amberfall Land Act, granting plots to immigrant families willing to cultivate within five years.

"Every road in Amberfall leads somewhere worth going and somewhere worth fearing."

The Flatlands

Most fertile land in Amberfall. Wide open and exposed, ideal for farming but offering little natural protection. Home to most immigrant families, including yours.

Dustwood Hills

Rugged and rocky, rich in timber and stone. Wildlife is plentiful and so are the dangers that follow it.

The Ironridge

A mountainous region filled with abandoned mines and old camps. Many come seeking fortune, but the land rarely forgives mistakes.

Southern Frontier

A lawless edge of the state where control is fragile. Bandits, shifting territories, and constant tension define life here.

Amberfall Town

The only true settlement in the region. A center for trade, law, and politics where every deal shapes your future.

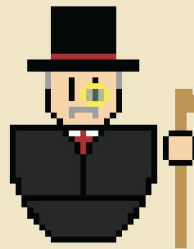
19. Amberfall State Government



Elias Whitmore

Governor / Senate President

A long-time leader who appears calm but makes tough decisions.



Augustus Pembroke

Senator

Old money, banker, representative of the elite class.



Walter Boone

Senator

Powerful, influential, and respected landowner of the countryside



Col. Victor Harrington

Senator

Old colonel, doesn't believe in diplomacy, favors security and order.



Aiyana Rainfeather

Indigenous Territory Representative

Defends native lands, water rights, and peace agreements



Thomas Hale

Flatlands Farmer Representative

Protects farmers, harvests, and fair taxation.



Vincent Crowley

Merchant Representative

Supports trade growth and stronger markets.



Gideon Blackrock

Ironridge Mining Representative

Fights for mining interests and labor supply.



Reverend Samuel Price

Moral Affairs Representative

Promotes order, faith, and family values.



Cole Mercer

Frontier Sheriff

Demands stronger patrols and frontier security.

The government of Amberfall

The City Council

Amberfall is governed by a President and two Deputies, elected by landowners. They convene in the town hall to pass laws affecting the entire territory land boundaries, trade tariffs, labor rights, and criminal codes.

Regional Representatives

Each settled region sends a representative to monthly council meetings. They advocate for their constituents and can block or push legislation. A player who builds enough reputation may run for representative gaining direct influence over the laws that shape daily life.

Land Acts & Expansion Laws

Periodically, the council issues Land Acts laws that grant, restrict, or redefine property rights. A favorable act opens new territory. An unfavorable one may force a family to sell or abandon part of their holdings. Staying politically connected is a matter of survival.

Reputation & Trade

Your family's standing affects every transaction, prices, loan access, and legal protection. A well-respected family has allies. A disgraced one has enemies in every room.

| *"In Amberfall, the law is a living thing. And like everything living out here it can turn on you."*



Amberfall Town Hall





Three threats,

NO WARNING !

Rival Ranches

Other settler families arrived before you. Keep relations warm or they may organize raids on your property, steal livestock, sabotage crops, or block trade routes. Diplomacy can hold peace. Greed breaks it.

Native Raids

The land your family settled was not empty. A conflict between the expanding state and the indigenous people of Amberfall simmers beneath every transaction. Surprise raids can strike without warning targeting livestock, supplies, or the ranch itself.

Worker Unrest

Hired hands are loyal by condition, not by nature. Fail to feed them, underpay them, or treat them poorly and discontent spreads fast. A full revolt can turn your own ranch against you. Family members can be killed. Keep wages fair, food plentiful, and grievances heard before they become demands.





Act III Life in Ironacre

A family, a plot of land, and the stubborn belief that hard work is enough. This act documents the daily rhythms, systems, and struggles of life on the Ironacre frontier.

- Farming & Crops
- Work & Labor
- Economy & Trade

Farming & Crops - I

The Land Gives What You Earn

Farming operates on a seasonal cycle. Each season brings different planting windows, weather risks, and harvest opportunities. Mistime your crops and the season ends before you reap.



Corn

Spring Plant, Summer Harvest, High yield, feeds workers



Wheat

Spring Plant, Summer Harvest, Staple crop for bread and trade



Potatoes

Spring-Summer Plant, Stores through Winter, Survival essential



Sugar

Summer plant, Premium crop for trade and luxury goods



Cotton

Summer Plant, High trade value, Requires extra labouring



Tobacco

Spring plant, High market value, Requires extra labouring

Farming & Crops - II

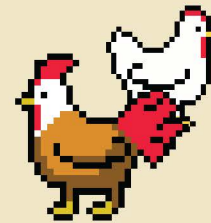
The Ranch Lives Through Its Animals

Animal husbandry follows its own rhythm. Each animal demands time, food, and care and returns value only if managed wisely. Ignore them, and they become a burden. Raise them well, and they carry your ranch through every season.



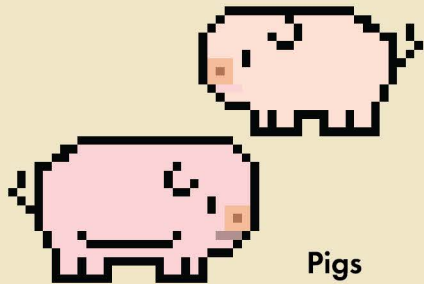
Cattles & Cows

Accessible Milk and Meat,
Slow cycle, High value



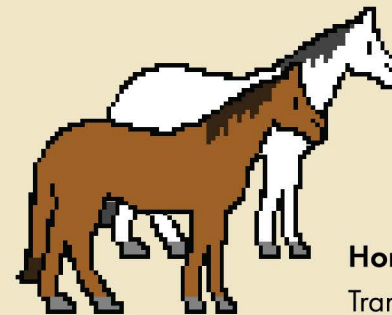
Chickens & Roosers

Eggs daily, Fast and cheap, Essential



Pigs

Waste processing, Cheap meat,
Easy to keep



Horses

Transportation and labor,
High cost, High Upkeep

Economy & Trade - I

Market Prices

Surplus crops, animal products, and crafted goods can be sold at the Amberfall trading post or exchanged with travelling merchants who pass through the frontier roads. Every item has value, but that value is never fixed.

Prices rise and fall with the seasons, harvest yields, shortages, weather conditions, and the shifting needs of nearby settlements. Wheat sells high in winter when food stores run low, cotton reaches its peak in fall, and livestock becomes especially valuable after disease or drought.

A family that watches the market carefully can turn an ordinary harvest into prosperity, while poor timing can waste an entire season's labor.



Product	Price	Season	Product	Price	Season
Wheat	\$4	 Winter	Milk	\$3	 Summer
Corn	\$3	 Summer	Meat	\$6	 Winter
Potatoes	\$2	 Winter	Leather	\$7	 Fall
Cotton	\$8	 Fall	Horse	\$25	 All Year
Sugar	\$10	 Winter	Cattle	\$18	 Summer
Tobacco	\$12	 Fall	Chicken	\$5	 Spring
Eggs	\$1	 Spring	Pig	\$9	 Winter

Economy & Trade - II

The Market Never Sleeps

Selling Goods

Surplus crops, animal products, and crafted goods can be sold at the Amberfall trading post or to travelling merchants. Prices fluctuate by season wheat sells high in winter, cotton peaks in fall.

Reputation & Pricing

A family with high reputation commands better prices and access to rare goods. A disgraced family may find merchants unwilling to deal or willing only at exploitation rates.

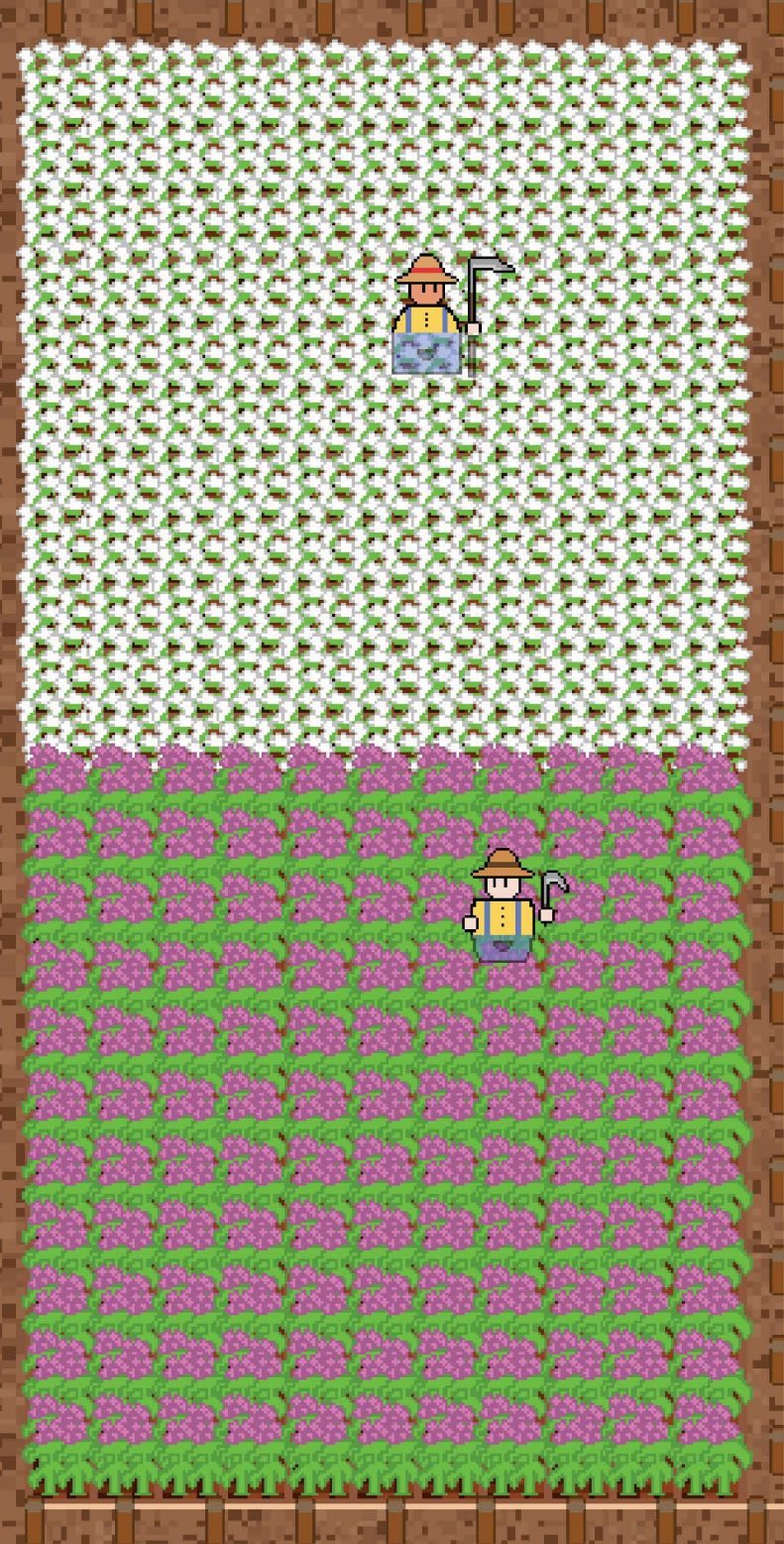
Loans & Debt

The town bank offers loans for expansion land, buildings, livestock. Miss repayments and the council may intervene. Debt that goes unaddressed can result in forced land seizure under a Land Act.

Exchanging with Neighbors

Not all trade happens at market. Neighboring ranches may offer goods, labor, or information in exchange for yours. These arrangements build alliances or create dependencies.

"Money is just trust made portable. And trust, out here, is rarer than gold."



Work & Labor

Loyalty is earned, not assumed.

Hired workers expand your capacity but they are not free, and they are not forgiving. Each worker has four tracked conditions that determine their behavior and loyalty.

Morale

Workers with high morale perform tasks faster and more reliably. Poor treatment, overwork, or witnessing violence drops morale rapidly. A demoralized worker does the minimum or nothing at all.

Hunger

Workers must be fed daily. Hunger reduces work output and accelerates morale decline. Chronic hunger triggers complaints and eventually, revolt. Food is not a luxury on Ironacre. It is currency.

Wages

Weekly wages must be paid in coin. Miss a payment and trust drops immediately. Miss two, and workers begin to organize. Their demands will not be reasonable.

Loyalty

Workers with high morale perform tasks faster and more reliably. Poor treatment, overwork, or witnessing violence drops morale rapidly. A demoralized worker does the minimum or nothing at all.

"A man who works hungry for a man who won't pay is a man building toward something. You just don't know what yet."





Act IV

Visual Archive

Every figure, Every garment, Every tool that shaped the frontier.

- Characters
- Weapons

Characters



The Father

Patriarch / Laborer

He crossed an ocean to start again.
Protective, hardened, and slow to bend.



The Mother

Trader / Caretaker

Keeps the family fed when times grow hard.
Wise, steady, and harder than steel.



The Brother

Scout / Laborer

Quick on his feet and eager to prove himself.
Curious, brave, and hungry for more.



The Sister

Farmer / Caretaker

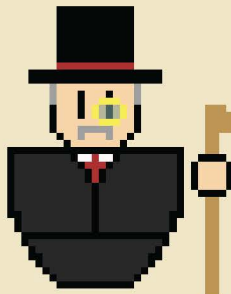
Knows the land better than anyone else.
Patient, capable, and stronger than she seems.



Elias Whitmore

Governor / Senate President

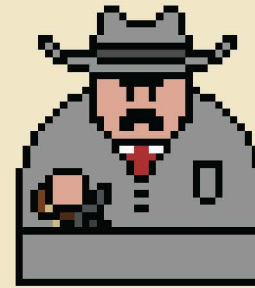
A long-time leader who appears calm
but makes tough decisions



Augustus Pembroke

Senator

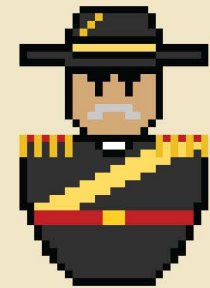
Old money, banker,
representative of the elite class.



Walter Boone

Senator / Rival Ranch Owner

The powerful, influential, and respected
landowner of the countryside



Col. Victor Harrington

Senator

Old colonel, doesn't believe in diplomacy,
favors security and order.



Aiyana Rainfeather

Indigenous Territory Representative

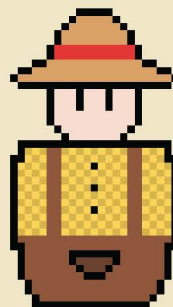
Defends native lands, water rights,
and peace agreements



Vincent Crowley

Merchant Representative

Supports trade growth and stronger markets.



Thomas Hale

Flatlands Farmer Representative

Protects farmers, harvests, and fair taxation.



Gideon Blackrock

Ironridge Mining Representative

Fights for mining interests and labor supply.



Reverend Samuel Price

Moral Affairs Representative

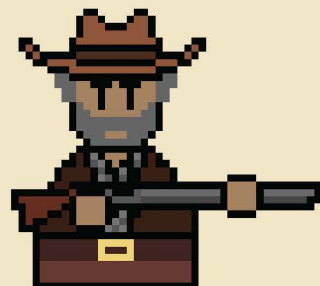
Promotes order, faith, and family values.



Cole Rolfson

Frontier Sheriff

Demands stronger patrols and
frontier security.



Hank Mercer

Rival Ranch Owner

Built his name before you arrived.
Proud, ruthless, and hard to move.



Eleanor Briggs

Rival Ranch Owner

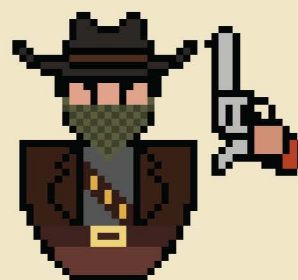
Wins battles without drawing a gun.
Elegant, cold, and dangerously clever.



Tribes

Tribe / Frontier Natives

The land remembers them first.
Proud, watchful, and not easily displaced.



Bandits

Outlaws / Raiders

They take what others build.
Violent, desperate, and always near.



Farmers

Settlers / Workers

They turn empty land into survival.
Humble, resilient, and endlessly tired.



Miners

Laborers / Prospectors

They dig for fortune beneath danger.
Rough, stubborn, and driven by hope.



Latif & Arif

Travelers / Opportunists

They only had one job, and they messed it up.
Let's see what they'll do next.



Dr. Claire Osborn

Doctor / Town Medic

The town's last steady hand.
Calm, capable, and trusted by all.



Hector "Hedgehog" Yuca

Smuggler / Trader

Can get anything for a price.
Charming, slippery, and never honest.



Cora Kane

Bounty Hunter / Tracker

She follows the trail others miss.
Sharp, fearless, and never far behind.



Rosie the Shepherd

Street Artist / Beggar

Ignored by many, watching all.
Quiet, strange, and full of secrets.

Weapons

Iron and Powder

On the frontier, a weapon is rarely a symbol. It is protection, power, fear, and survival in equal measure. From worn revolvers to hunting rifles and crude knives, every tool of violence tells a story about the hands that carry it.

Pistols

Compact, fast, and easy to carry. Pistols are the most common firearms in Amberfall, trusted by settlers, sheriffs, gamblers, and outlaws alike. Quick to draw, slower to forgive mistakes.

Samwell Co.

Single Shot



18 Midwest



Officer



Cavalry



Westin Brothers

Model 3



Model 2



Francine



Wellington Arms

Long



Short

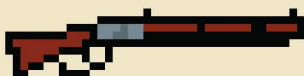


Pocket



Repeaters

Fast follow-up shots. Favored by ranch guards and riders.

Harris Repeater	
Samwell 1866	
Rancher Repeater	
Service Repeater	
Pump Repeater	
Double Repeater	
Evans Repeater	

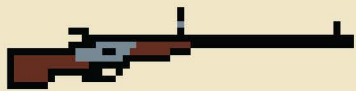
Shotguns

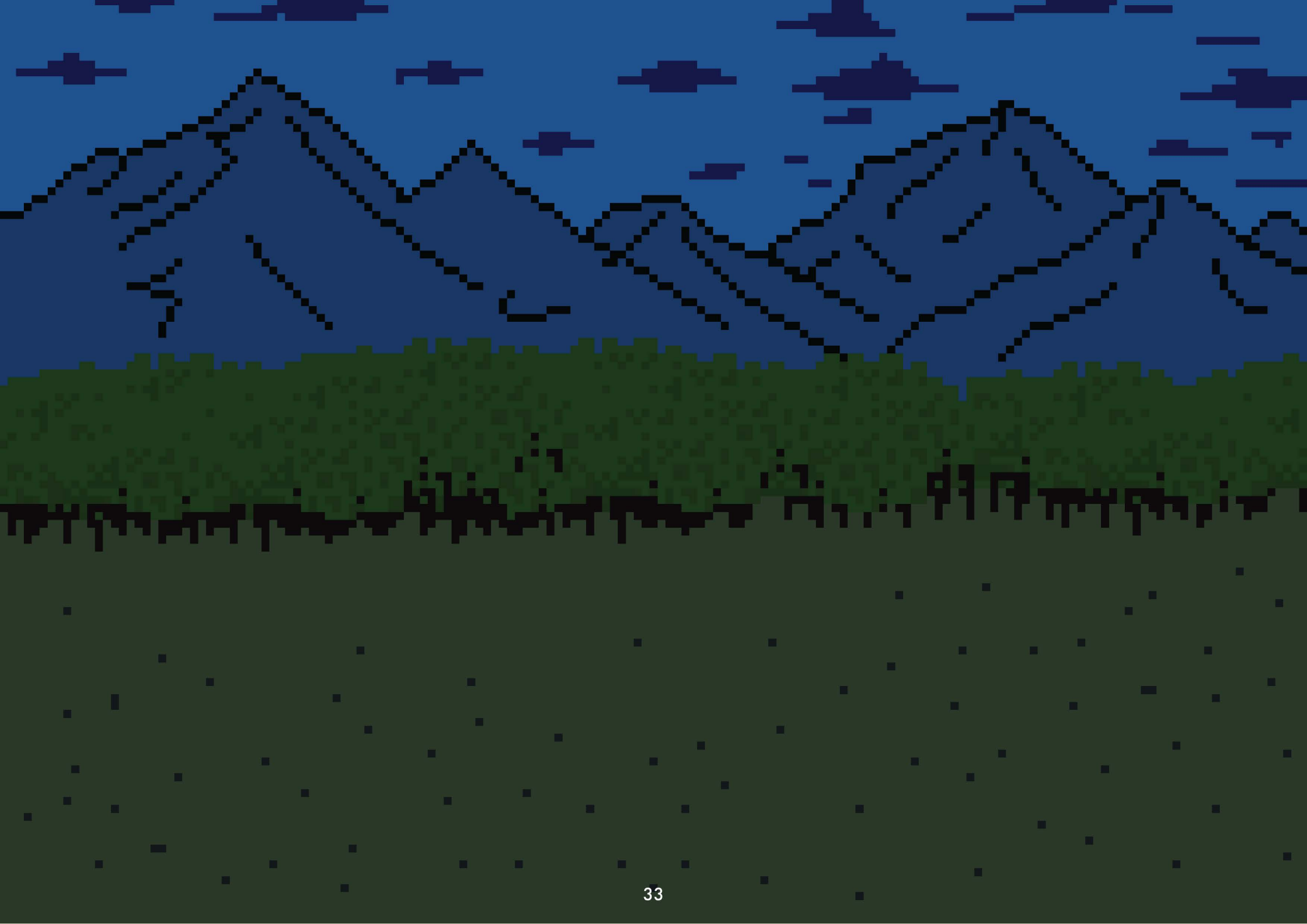
Brutal at close range. Feared in raids and ambushes.

Coach Gun	
Double Barrel	
Repeater Shotgun	
Sawed-Off	
Pump Shotgun	
Samwell Shotgun	
Golden Sawed-Off	

Rifles

Precision and distance. Built for hunting and open land.

Sharps Rifle	
Rolling Rifle	
Service Rifle	
Bolt Action Rifle	
Martini Rifle	
Ballardini Rifle	





Act V

Closing

If you feel you're alone on your journey, perhaps you should look behind you.

- Final Statement
- Credits & Special Thanks

Final Statement

Built Beyond Survival

You built something real here. In a land that offered no certainty, in a state that promised nothing for free; you built a life with tenacity, sacrifice, and an unyielding will. From barren land and weathered timber, from seasons that tested every decision; you created something far stronger than fences, barns, and fields. You built a legacy. Something that can outlive hardship, fear, and every threat that comes without warning. It withstood drought, fire, famine, and every danger that suddenly knocked on the door.

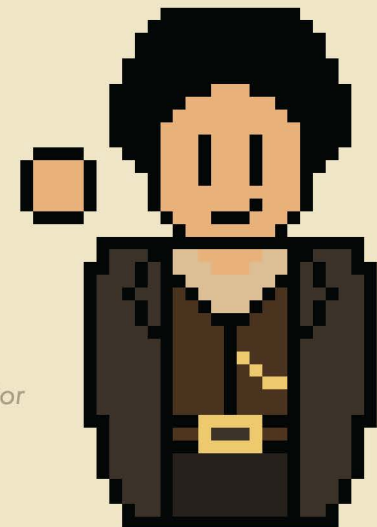
Ironacre was never just about survival. Survival was only the beginning of the story. At its core, it was always about transformation, about what a family becomes when enduring is no longer enough. It was about choosing to stay when it was easier to leave. It was about planting again after frost took everything away. It was about rebuilding after flames reduced months of labor to ashes. It was about sharing your meal with your workers when your own table was empty. It is at those moments that character emerges, and ordinary people transform into something far beyond their circumstances.

Every acre gained, every wall erected, every harvest saved, and every loss endured became part of a larger story. This wasn't a story of flawless victories; it was a story of resilience. It wasn't a story of comfort, but of courage. It wasn't a story of spontaneously offered abundance, but of meaning created through struggle. Frontier lands didn't reward weakness; yet they couldn't break those who repeatedly chose hope.

This art book sought to preserve that story. It aimed to tell not just the story of lands, animals, markets, or trade routes, but the story of people. Dreams carried across an ocean. The journey of a family with little but faith in tomorrow. Roots planted in the harsh, unforgiving soil. Generations shaped by labor, loss, and love... Ultimately, Ironacre isn't just the world you build, it's the spirit that made it possible.

*"Every acre of Amberfall was earned in blood or broken backs.
Sometimes both."*

Gökalp Taşer
Game Designer / Creator

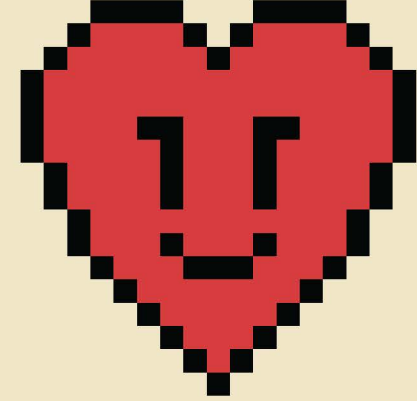


Final Statement

Special Thanks

Since childhood, I've always loved dreaming, creating my own worlds, and producing projects that would one day touch people's lives. This project, presented here today, is not only the final step in my undergraduate studies; it's also a crucial milestone that brings to life my long-held passion for games, design, and creation. Everything I've learned, every step I've taken, and every experience I've encountered along this journey has prepared me for today.

I'm opening this page to thank the people who supported me, guided me, motivated me, and stood by me even in the most difficult moments. I extend my deepest gratitude to everyone who lightened my burden, believed in me, gave me strength with their advice, and strived to make me feel better, both in a human and spiritual sense. This project is not only the result of my efforts, but also your support. It is incredibly precious to me to honor you all here.



Zeynep Karaçetin



Ayşe İpek Taşer

Melih Keskin



Onur Kaan Yılmaz



Alp Abdullatif



Osman Alp Denizalp



Doğa Korur Can

Atanur Andıç



Övünç Ege

Ceren Özcan



Zeynep Sıla Yıldız



Esra Yüceltürk

Gül Naz Çoban



Ozan Güzelırmak

