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Burning Sword: Death Sun

A wuxia hack and slash from Nomadic Games in Bangkok, entering Early Access on Steam on November 17, 2026.

Play as Zhang Yixian, leader of the Crimson Dust Demon Sect, on the road to revenge against Gao Tianqi, master of the Death Sun poison and the most powerful man in the martial world.

The martial sects have carved up the kingdom and the masters kill anyone in their way. Burning Sword: Death Sun is fast, elegant, brutal swordplay built on the golden age of 90s wuxia film: sword techniques, palm strikes, Qi, and a blade that catches fire when you earn it.

Fact sheet

Developer	Nomadic Games, Bangkok, Thailand
Publisher	Rising Tide Publishing
Genre	Wuxia hack and slash
Platform	PC (Steam)
Engine	Unreal Engine 5
Early Access	November 17, 2026
Price	$19.99
Free demo	Available now on Steam
Team	25 people

In Early Access

- Five handcrafted, linear stages, each with secrets off the main path.
- Five bosses and two secret bosses.
- The full combat system: Power Gauge, Ignite, Quick Shot, Qi Drain and three equipped skills.
- The Hub and the progression that lives in your character.
- Arena Mode: endless, arcade style, built around score.

The full game

Five chapters across twelve handcrafted stages, with nine named bosses including Gao Tianqi, two secret bosses and many elite minibosses between them, all being polished now.

Combat

The Burning Sword

Build it up, release it, and every strike hits harder. The whole fight turns on it.

Qi

Power your skills and fire Qi blasts at range. Run dry and it starts eating your health.

Qi Drain

A forbidden technique that steals life and Qi straight out of your enemies.

Rebound

Launch whatever's lying around the arena into your enemies to open them up.

Qinggong

Run up walls and float through the air to reach places ordinary people can't.

Arena Mode

Endless, arcade style and built around score. The mode behind the Gamescom Asia showdown and the launch day competition.



Screenshots



Burning Sword flame arc in a boss fight



Blade clash with the masked demon



The Burning Sword ignites



Cutting down a leaping monk in the temple hall



Zhang Yixian locks blades with a white robed swordsman



Flying kick on a straw hat bandit

More screenshots



Fire combo against bandits in the rain



Boss fight against a floating white haired master



Chain fighter duel on the stone arena



Midair backflip over a golden dart



Zhang Yixian on the lantern bridge at night



Zhang Yixian raises his blade and gathers Qi

More screenshots



Zhang Yixian close up



Burning Sword strike on a glaive bandit



Zhang Yixian at the dragon roof temple gate



The blue skinned masked assassin



White bearded master with a golden trident



Young woman in the village garden

More screenshots



Rope bridge over the waterfall valley



Stone Buddha carved into the falls



Temple courtyard and the old pine at dawn



Lantern bridge lost in fog



Mountain temple at night



Candlelit shrine hall

Main key art



The main key art for Early Access. Use it as the lead image for coverage.

Full resolution 5333 x 3000 PNG and a 4096 x 2304 JPG, logo on art, in the Key art folder. The Steam header and library capsules are there too.

Open the Key art folder

More key art



Logo centered, hero with the Burning Sword



Zhang Yixian grips the Burning Sword, logo right



Zhang Yixian in shadow, logo left



Sword finger Qi strike, no logo



Over the shoulder with the Burning Sword, no logo



The masked assassin and the haloed monk



Chain fighter duel under the moon



Zhang Yixian walks into the storm valley

Logos

Transparent PNGs, with vectors for the Rising Tide logo, are in the **Logos folder**.



Burning Sword: Death Sun



Nomadic Games, developer



Rising Tide Publishing, publisher

From the press

"It's fun, and it has a surprisingly competent understanding of fundamentals that a lot of modern action games lack."

Roger Renfro, Load Last Save

"The combat itself is just great."

ChaosDTV

"It's satisfying, it's flashy, it's cool."

GJX Gaming Arcade

"This game is so stylish."

MakeItLook EZ

"La acción es sobresaliente."

José A. Mateo Albuerne, 3DJuegos

Links

Steam: **store.steampowered.com/app/2561460**

Review copies: **risingtidepublishing.com/burningsword**

Trailers: **Trailers folder** (English and Thai)

Screenshots: **Screenshots folder**

Socials and Discord: **linktr.ee/burningsword**

Nomadic Games

Nomadic Games is an independent studio in Bangkok, founded in 2020 to put gameplay at the core of every adventure. The word "nomadic" felt like freedom to the team, and that freedom is the point: follow their own path and make something unique. With Burning Sword: Death Sun, they're out to build a top-tier martial arts game with deep, distinct systems.

Rising Tide

We champion games with sincerity. Developers with a peculiar and singular vision. Based in Thailand, bringing Southeast Asia's finest indie experiences to the world.

Press contact: Justin Paulsen, Rising Tide Publishing, justin@risingtidepublishing.com