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About This Game

Avorion is currently in Early Access, and under active development. If you want to know more about that, please read the Early Access disclaimer at the top of the page.

Several hundred years ago, a cataclysmic catastrophe nearly ripped your galaxy apart - an insurmountable ring of torn hyperspace fabric appeared in the center of the galaxy, which normal hyperspace engines can't overcome.

Since this event nobody has managed to get near the central regions of the galaxy. All you know is that this event also spawned multiple insurmountable hyperspace rifts throughout the entire galaxy, and that a strange race of aliens, the Xsotan, has appeared in the center. It looks like these aliens have found a way to surpass the torn hyperspace fabric, but so far nobody has managed to establish contact with them.

There are also rumors about a strange new metal called 'Avorion', which has appeared in the center of the galaxy, around the same time as the Xsotan arrived. Apparently the aliens use this material to build their ships.

Start out as a nobody at the edge of the galaxy and work your way to the center of a galaxy that gets more dangerous, but also more rewarding the closer you get to its core. Avorion takes sandbox aspects from games like X or Freelancer, throws in co-op multiplayer and lets you build your own ships. It features ships made of freely scalable blocks that can be procedurally generated and that break into pieces where they're hit in space fights.

Combat

Equip your ship with chainguns, lasers and other weaponry to take on your enemies and enjoy the sight of completely destructible ships breaking at the exact points where you hit them. Defend your allies from pirates, hunt down enemies for coin or even participate in wars between entire factions. Build hangars and command squads of fighters in your battles or destroy enemy freighters to steal their cargo.

Explore

Fly through beautiful nebulas and dense asteroid fields in search of hidden treasures and meet the many factions that populate and control their portion of the galaxy. Each faction has its own characteristics, such as peaceful, intelligent or aggressive, and has its own ship styles, meaning their ships and stations have a distinct look.

Explore the galaxy at your own pace to find valuable goods in old ship wreckages, undiscovered asteroid fields rich of resources, uncharted asteroids which you can claim for yourself, or clues as to what happened during the event a few hundred years back.

Build Your Fleet

There are no limits to ship size or complexity besides your resources. You're not bound to the standard voxel style and while building an awesome ship in Avorion you won't get lost in lots and lots of micro-management. You can focus on building a great looking ship, without having too much trouble to make it work. But make sure you still keep an eye on your ship's maneuverability and energy requirements. Adjust your ships perfectly to their operational purpose by building light and agile or heavily armored ships.

Build specialized transport ships with lots of cargo space or heavily armored battleships with strong shields. Collect loot from defeated foes which you can use to upgrade your ship: New turrets, resources, trading goods or system upgrades. Install system upgrades that allow more weapons, ease asteroid mining or trading systems which detect trading routes over multiple sectors.

And why build only one ship? Hire captains to fly your ships for you, manage your crews, weapons, hangars and fighters and build your own fleet of space ships!

Trade

Extend your ship with a cargo bay, find profitable deals and haul over a hundred trading goods through the galaxy to make a profit and buy your way up the food chain: Build up a trading corporation and extend your influence in the galaxy by founding asteroid mines and factories that attract NPC traders who will buy and sell their goods at your establishments.

Co-op Multiplayer

You don't have to fight the galaxy alone! Avorion features co-op multiplayer, so team up with your friends to build stations together and destroy pirates and enemy factions! Work together to extend your influence in the galaxy and build your own empire. Or, you know, blow them apart in large PvP battles. It's a sandbox, you can do whatever you want.

In Avorion you choose your personal playstyle. Haul cargo, find profitable trading routes and found factories. Or maybe you're sick of being the good guy? Build your own battleship, equip it with powerful weaponry and blow away your enemies. Be the aggressor that starts wars with entire factions, raid freighters, smuggle illegal goods and scavenge old wreckages. Find your way to the center of a galaxy that gets more hostile, but also more rewarding the closer you get to its core.

Title: Avorion
Genre: Action, Indie, Simulation, Early Access
Developer:
Boxelware
Publisher:
Boxelware
Release Date: 23 Jan, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or higher

Processor: Dual Core CPU

Memory: 4 GB RAM

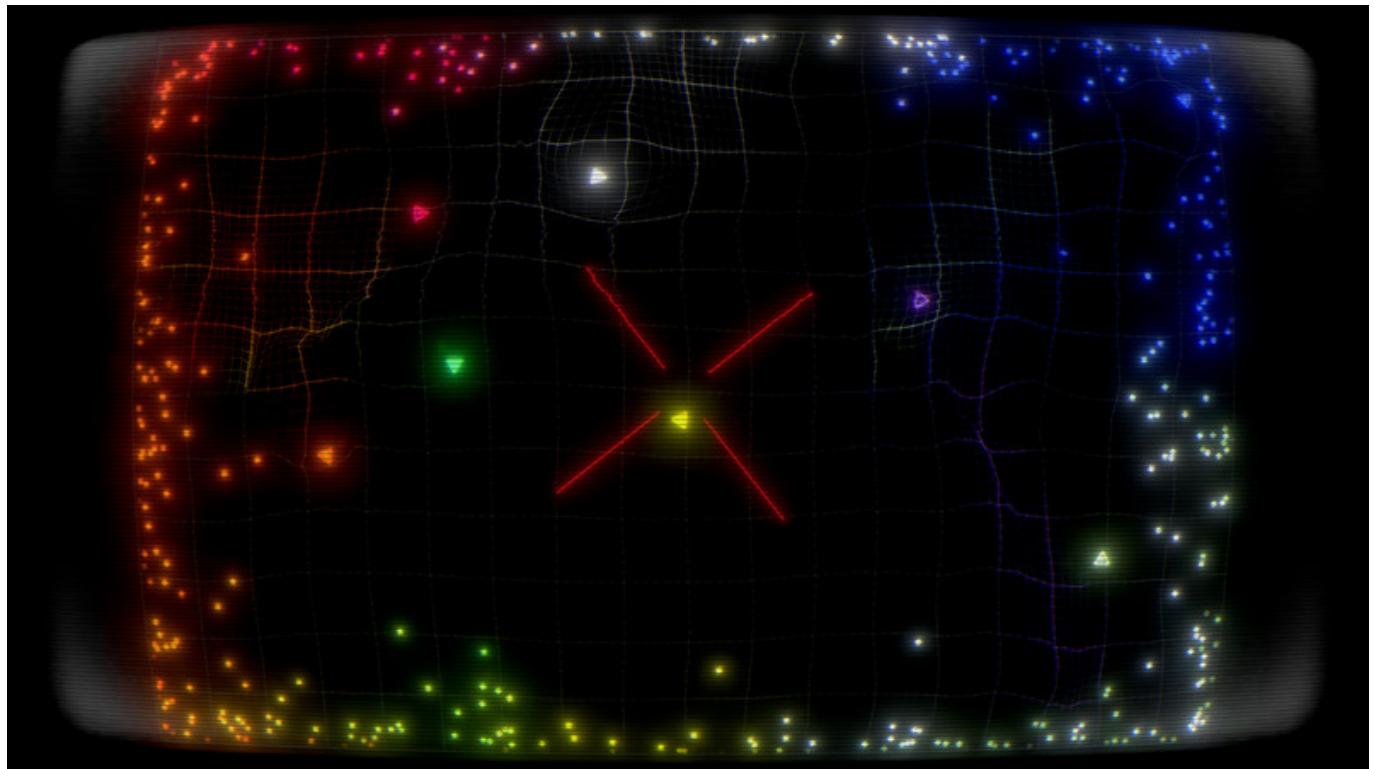
Graphics: A graphics device that supports OpenGL 3.0 or higher.

Network: Broadband Internet connection

Storage: 600 MB available space

English,German







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The Experiment begins!:



Hello and welcome to The Experiment!!.. **Version 252:**

Bugs. **Aldorlea Games on sale (includes Asguuard, Girlfriend Rescue):**

Don't miss the pack Game+Guide for only 10 cents more!

<http://store.steampowered.com/app/332400>

And also this Aldorlea classic:

<http://store.steampowered.com/app/332380>. **Ancestors Legacy now on GOG with Crossplay!:**

Steam players can now take on GOG players!



We know it took a while and we wish it didn't, but we hope the Game will still be rated Good rather than Old. :-)

All features and updates from Steam are also reflected through GOG Galaxy, topped with Crossplay - Steam players can find new challenges, while GOG players can rest assured there will be multiplayer opponents from day one. Let the platforms be joined in blood and war of Ancestors Legacy!. **July Update!:**

Hello all Rich here, so, i've been watching the comments and the chat for a while observing how things are unfolding over the last few weeks. Its interesting to see what peoples views and attitudes are. I'm going to just say a few home truths here about game design and development and also the continued support for this game. Prospekt is still being worked on and things are in the pipe. The main reason why there hasn't been any news for a while is mainly because of three reasons. Firstly, i've been incredibly sick and had a pretty close shave with my health as of late which put me out of commission for a long time for which I do have to say a massive thank you to the NHS for because honestly I would be dead by now if they were not there to help me free of charge.

Secondly, the team that grew in size, contracted in size and the person who was working on major parts of the next update did not come through for us in the end. Thirdly. We are taking quite a major turn in what we want the game to be. The plan was to first just release updates, put out the soundtrack etc and improve on certain parts of the game. Hope it gets better and then continue with the development. Well that's not really the aim now. We are looking at all aspects of the game design to make it better. The team is now at five. So that's what's happening. I would like to give you dates / goals / milestones but honestly I think that's a bad idea because when/if we don't hit them people are not very understanding.

What I can confirm is that the game is being worked on. Unfortunately due to the lack of sales and traffic it means that I have now had to find alternative means of income. Therefore the time I can spend on this project has dropped. Thats not to say that its stopped because that is completely not the case. In fact the team now is at its largest. I am taking more of a supportive role. Working on new 3D content and game aspects. I am not going to confirm any new changes at this time because that is likely to change and what i dont want to do is say this big feature is getting added, then down the line is removed as i feel that will disappoint a lot of players.

What I can say is there will be more significant content drops. When they are extremely polished, fun and ready. There will be significant gameplay increases and i am very hopeful the game is going in a direction that you're all going to love.

Can i just ask please that some of you just be patient. Creating content for this type of game is extremely time intensive and is not easy to just push out. When people start arguing or leaving negative reviews that is making it harder for this game to thrive. It would be much better for constructive criticism and support to help this game get better. With the game on a mixed review right now it is almost impossible for any growth. But we will still endeavour for that to happen.

To everyone who has been super supportive and I think you all know who you are. Thank you very much for your continued support it is greatly appreciated.

Speak to you all soon.

Rich

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