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Forum Non Calypso Related Off topic No Man's Sky - upcoming open world / space game

New Control Panel Option - Filter New Posts



It is now (once again) possible to exclude individual forums from appearing in the New Posts search results.


Full details available here: [New User Control Panel Option: Exclude Forums from New Posts](#)



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Thread: No Man's Sky - upcoming open world / space game

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Today, 09:40 #11	
<p>melander ◊</p> <p>Old Alpha</p>  <p>Joined: Apr 2010 Gender Ingame: ♂ ♂ Location: Sweden Avatar: Zweshi Xavier Maccoy Society: Global Alliance Posts: 932 Images: 13</p>	<p>Its a cool use of procedurally generated game worlds. Dont think i will be picking it up myself but will definitely watch some twitch streaming of it when it launches 😊.</p> <p>I dont think this game deserves the "MA should really learn from them" comments though. The reason why there universe is large is because all of it is procedurally generated(like a Minecraft map) and to apply that in EU is a terrible idea, its a terrible idea for almost any MMO thats why voxel based procedural MMOs barely exist.</p> <p>PS. how is this thread still not locked/removed/magically banished yet? i mean, i like the fact that its still here, just wierd to see any thread like this survive more then a couple of hours from the mods eternal wrath 😊.</p> <p>Cheers Jonas</p>
<p>A truly happy person is one who can enjoy the scenery while on a detour. ~Author Unknown</p> <p>Twitter: @Zweshi</p>	
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Today, 09:55 #12	
<p>AxeMurderer ◊</p> <p>Stalker</p>  <p>Joined: Nov 2010 Gender Ingame: ♂ ♂ Avatar: Wand AxeMurderer Silva Society: Massive Dynamic Posts: 2,345 Images: 4</p> <p></p>	<p>Just when I tought there can't be more boring game the EU 😊</p>
<p>My life in Entropia Universe</p>	
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Today, 10:17 #13	
<p>moondog ◊</p> <p>Old Alpha</p> 	<p>Yeah - I to am confused about why this thread isn't locked - I thought discussion about other MMO games was against the rules and this has been up over 24 hours now.</p>



Joined: Feb 2012
Gender | Ingame: ♂ | ♂
Location: Behind You
Avatar: Charley Moondog
1969
Society: The Gloryhound
Irregulars
Posts: 821
Images: 8

If it killed you
It isn't because you have the wrong armour,
you just need a bigger sword

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Today, 10:35

#14

San

Dominant
■■■■■■■■■■



Joined: Aug 2007
Location: Europe
Avatar: Sandal San Tolk
Society: OldTimers
Posts: 429
Blog Entries: 2
Images: 5

Maybe she took the weekend off? Or actually plays? Anyhow, good we can at least exchange a few words beyond the plate's rim.

Originally Posted by **melander**

I dont think this game deserves the "MA should really learn from them" comments though.

What I tried to point out when I brought NMS up the first time was the seamless transition between planet and space as well as flight mechanics in space. They've done it from scratch and they've done a brilliant job, from what we can see so far.

Other games are role models, too, e.g. Elite Dangerous, a space game which just recently introduced planet landings, so the other way around from Entropia. Any one of these or upcoming ones could make the move and plug in a real economy (maybe Bitcoin-based?), and EU will not only lose its unique feature, but suddenly look very, very old even just as a game.

That's why I think this is important. We know why we are here and likely to stick, but for new players to become interested in something which is technologically ancient in comparison will become more and more difficult. They *have* to do something about the space experience. The call is already out in several forum threads, but here is a compelling reason.

HANDS 🚫 OFF 🤖 MY 🤖 POSTS

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San

-- PCF-Main

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