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

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

Yesterday, 16:37 #1

Steveyneo

Provider

Joined: Apr 2005
Gender | Ingame: ♂ | ♂
Location: England
Avatar: Steveyneo Weltmeister Honsook
Society: Groene Draeck
Posts: 183
Images: 2

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

Thought I'd share this among the Entropia community, as it may be of interest:

No Man's Sky

I hadn't heard of it until today. I wouldn't have time to play it anyway, but the premise is very interesting.

Official website: http://www.no-mans-sky.com/

Some very nice looking promotional videos and screenshots... reminiscent of our very own Universe.

Sample video from the Hello Games channel:

https://youtu.be/-UVQ14JrfRI

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Yesterday, 18:37 #2

John B Knight

Stalker

Joined: Jul 2007
Gender | Ingame: ♂ | ♂
Avatar: John Black Knight
Society: Titans of Space
Posts: 2,336
Images: 62

Shows how you can create a universe with a small development team - wish mindark would apply their concept for space to make it big.

John Black Knight - SIRS - Structural Integrity Reinforcement Service
67 Captain / 76 Gunner Hit / 93 Vehicle Structural Engineer
Admiral Titans of Space Starfleet (ToS Normandie & ToS Ark Royal)

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Yesterday, 18:44 #3

Mac

Elite

I have game fatigue.

Joined: Mar 2005
Gender | Ingame: ♂ | ♂
Location: USA
Avatar: Mannanan Mac y Lir
Society: The House - of The Dark Legion
Posts: 3,126
Blog Entries: 1
Images: 95

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Yesterday, 18:51 #4

San

Dominant

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

I tried to point it out before. At cock-crow in Australia this thread will be deleted.

HANDS OFF MY POSTS

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Yesterday, 20:08 #5

Spawn

Marauder

Joined: Dec 2005
Gender | Ingame: ♂ | ♂
Location: The Netherlands
Avatar: Storm Spawn Bootcamp
Society: The Ministry
Posts: 5,804
Images: 235

> Originally Posted by **San**
> I tried to point it out before. At cock-crow in Australia this thread will be deleted.

yes..... very sad really.

Bootcamp mentoring - The Spawn Shop-OLA 43 Mining landarea

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Yesterday, 23:03 #6

jetsina

Alpha

Joined: Sep 2010
Posts: 612

> Originally Posted by **John B Knight**
> Shows how you can create a universe with a small development team - wish mindark would apply their concept for space to make it big.

I think procedural generation would be a bit wasted on an MA-sized universe. After all, it only has to fit in the PPs and enough for other fun areas. But yes, it would make the ultimate mining/exploration model.

Oh, this is going to get scrubbed, isn't it. Oh well, can this discussion be copied to whatever is about MA space development?

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Yesterday, 23:51 #7

Danoclese

Elite

Joined: Jun 2006
Gender | Ingame: ♂ | ♂
Location: The Great White North
Avatar: Dano Ghana Rondo
Society: The Disturbed Ones
Posts: 3,585
Images: 267

Been following the development of this game for quite some time and I'm glad to hear it's finally going to be released in June. Pre-orders available on Steam and GameSpot. They also have a FB group for all interested.

"Nothing worth having comes without some kind of fight. Have to kick at the darkness till it bleeds daylight."

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Today, 04:23 #8

Dab

Dominant

Joined: Oct 2006
Gender | Ingame: ♂ | ♂
Location: Retired
Avatar: Darkmute Dabbler Fractal
Posts: 478
Images: 7

This is a single-player game though, so quite a bit different than a space MMO.

So not really competition for EU.

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Today, 09:10 #9

Few Scars

Marauder

Modified Member

Joined: Aug 2009
Gender | Ingame: ♂ | ♂
Location: Arkadia
Avatar: Bjorn Bjorn Longstaff
Society: Supremacy Reign HQ
Posts: 6,750
Blog Entries: 6
Images: 13

OMG did you see the opening scene, ships can be seen in the distance! You can fly between asteroids rather than 2D constructs! But the killer point of me, being able to fly your ship seemlessly from space to the surface of the planet! OMG, MA fix space please! This whole shit where we have wait while our Quads change server is very sad.

Two big issues MA needs to address
1. Real cash economy, players must be able to make profits from hunting, mining and crafting. The explosive BPs have caused a lot of damage!
2. Before the thread is deleted, maybe the design team have a look at EVE and Star Citizen space, maybe as a benchmark to beat?

Cheers

Last edited by Few Scars; Today at 09:25.

"Scars mark the journey through life..."

Starfinder XXI: Warp Transport Service (WTS) Calypso and Arkadia, Total kick arse SI 62000 (Also for sale 120000Ped or trade lower SI Starfinder)
Buying: Umbranoid Paste Pot 1500Ped
Buying: Earth Globe Lamp, 1500Ped.
Celeste North Shop 13: Deep Space Supplies: Arkadian items for sale!
Darrell "Dimebag" Lance Abbott (August 20, 1966 – December 8, 2004) R.I.P.
Jeff Hanneman (January 31, 1964 – May 2, 2013) R.I.P.

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Today, 09:38 #10

Amber Knightley

Old Alpha

Joined: Aug 2010
Avatar: Amber Blastie Knightley
Society: Sons of Anarchy
Posts: 1,030
Images: 80

Wow, this looks amazing!!

@AmberKnightley ~ AmberKnightley ~ AmberKnightley ~ **Various things for sale!** (Updated regularly)

> Originally Posted by **Kim|MindArk**
> Simply put, if it happens in a pvp area I couldn't care less.

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San

-- PCF-Main

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