



NOVEAN DREAMERS
ALMANAC

2 | *WAR/ENTERTAINMENT*

Image courtesy of Novaquark

Hello Dreamers!

Second issue it is! The first one got a lot of positive feedback, not in small part thanks to J.C. Baillie himself, who tweeted about the *Almanac* and brought in a lot of people. News show Ark Central mentioned the first issue as well, which started another wave of readers. I also put a little advertisement video in the May episode, if you haven't seen it.

So far the first issue has been downloaded over 400 times, which is pretty nice. Thanks! Issue 2 deals with the future wars and other entertainment. The topic for next issue isn't decided yet. If you have ideas, let me know.

Agilulf

What is Dual Universe?

To quote the game's developer Novaquark:
"Dual Universe is a Continuous Single-Shard sandbox MMORPG taking place in a vast Sci-fi universe, focusing on emergent gameplay with player-driven in-game economy, politics, trade and warfare. Players can freely modify the voxel-based universe by creating structures, spaceships or giant orbital stations, giving birth to empires and civilizations."

Publishing information:

This is a Dual Universe fan-production **not affiliated** with the game's developer Novaquark.

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All in-game images are Pre-Alpha-Renderings courtesy of Novaquark.

Very important questions

"What's your favourite space ship design from sci-fi?"

My all-time favourite design is the Battlestar Galactica. It is the perfect vessel for direct action, fleet support, and as a command post for planetary assault. It also has extensive science and military facilities. It's the Swiss Army knife of spaceships.

Archangel, New Genesis

This wouldn't be a surprise for people who have seen our own designs, but it has to be the Imperial Star Destroyer. There is something about it, that portrays a sense of power. It has captivated me since I first saw it on the screen.

Kytheum, Empire

I have always liked the design of the Hiigaran Battlecruiser from Homeworld

Dark, Vanguard

I consider myself a big Stargate fan, so my favourite is the BC-304 Daedalus class.

Flow, Stargate Command

My favourite spaceship design is the Imperial I class Star Destroyer from Star Wars. It does have weaknesses, but it still looks bad-ass.

MrStarWars, The Solar Empire

If i would have to decide, i would go for futuristic and extravagant designs, like Mass Effect or the Protoss ships from StarCraft.

Tsunami, Hyperion Corporation

It would have to be the ISA cruiser from the Killzone series, I find their design to be very aesthetically pleasing while still giving the impression of a formidable vessel.

Imperator, The Eldritch Nation

My favourite has to be Space Battleship Yamato because it is utterly crazy and also served as inspiration for further sci-fi ships such as the SDF-1.

Kurock, DU Historical Society / DICE

In the Stargate franchise the earths ships are so cool. I am torn though, because I also love the Halo franchise's UNSC tech design.

Jack Blade, Bladesin Mercenary Corp

I love most of the ships from the Mass Effect universe for example Turian or Asari ones. But also Halo ships, they have a really simple design and that's great about them.

Wakama, Sector Protectorate



Much has been said about real war, like Prussian military theorist Carl von Clausewitz famously assessing: "War is the continuation of politics by other means". But there's also the somewhat controversial saying of sporting events like the Olympics or the World Cup being a "substitute for war".

Luckily it doesn't really matter in games like Dual Universe: War, politics, backstabbing, sports or media - it's all just "content" to keep players entertained. We talked to some of the more military focused organizations and also the gaming commission DICE about the future of Dual Universe.

Image courtesy of Novaquark



War as Entertainment

Whatever you think about PvP in Dual Universe, whether you want to start fighting yourself or you strive for a peaceful life, it will be a big part of the game. And it will also be a big part of the appeal: You don't have to be involved in a war to get entertainment out of it. Observing the events from the sidelines, through media or streams, can be equally as exhilarating. Why wouldn't you enjoy watching ships blow up while mining or flying your space truck through empty space?

"War is a fun thing to do", MrStarWars, leader of the **Solar Empire**, tells us. "But it won't be the only thing to do in Dual Universe. Building and creating amazing constructs to help us explore this new universe will be another thing we want to do." That's why the Solar Empire strives towards providing fun for all kinds of players. "We hope the PvPers will enjoy fighting for us and the explorers will enjoy finding new materials for The Solar Empire", the Emperor says.

But still: There are those who are most

thrilled about the military aspect of the game. Admiral Archangel of **New Genesis** explains: "I am not going to be playing Dual Universe for the economics, trading or exploration opportunities. I will be playing Dual Universe to explore the concept of a sci-fi futuristic military simulation experience." The game provides the setting for all the players' interests and passions. And blowing stuff up might be the most fun for a lot of them.

It's also the scope that makes it interesting. "I can definitely see large conflicts or even wars as a fun factor for Dual Universe. It is what partly drove me to gain interest for the game", Emperor of **The Eldritch Nation** tells us. The opportunity for large groups of players to overcome a common 'foe' is certainly attractive in itself. Furthermore, the Single-Shard environment of Dual Universe will play its own role: "What we do in Dual Universe will leave a mark, that will affect the rest of the community and write the history of the game itself", Emperor explains.

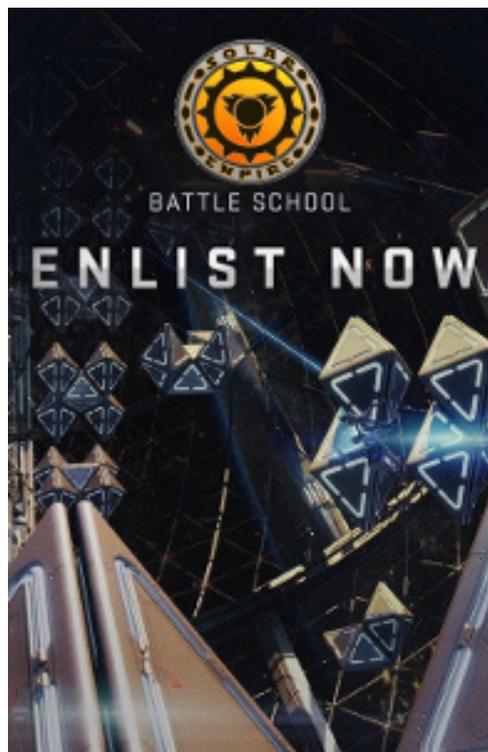
"What we do in Dual Universe will affect the community and write the history of the game."

War is coming, no doubt. When, why, how - those are different questions. "I think that war is an inevitable interaction in games like Dual Universe, simply for the fact that we can do it and we enjoy it", Dark of mercenary group **Vanguard** says. His colleague Jack Blade of **Bladesin Mercenary Corporation** sees it much the same: "One of the major triggers for a war has always been territory, but because of that being a non-factor, people will find other reasons to go to war."

Of course we can't omit the fact, that so far we know next to nothing about how fighting will look like in Dual Universe. That makes it difficult to plan for the inevitable. "The intensity of war will most likely depend on how balanced Dual Universe will be. But also on how the community will evolve", General Flow of **Stargate Command** tells us. "Maybe we have to face an empire which aims to destroy our democracy. It's hard to predict." Dual Universe is still a game.

But it's a game with consequences, that's for sure. With every ship, base and city being built by players, everything can be destroyed. Emperor Kytuum of **Empire** has some ideas about the future: "Losing tonnes of assets to a war for fun might prove very detrimental to an organization and you may see a very modernised type of warfare be used: with deterrents and a high focus on defence rather

than offence." A war purely for entertainment would be costly, he reckons. In the beginning they might happen, "but as the days progress, the penalties of those wars will set in".



Courtesy of Solar Empire / GM Tarkin

Preparation is imperative, maybe even more so, when you don't know what you will be facing. For most organizations that means: Get good standings with other powerhouses of the game and seek out military alliances. "With our countless allies we will probably fight a lot to support them, but they will also support us", Wakama of **Sector Protectorate** says. "We will protect our own", Poke of **The Opean Federation** states: "If we are left no other choice then war is a consequence."



Role-playing and Lore

Fighting for fun is all well and good, but for most players it's important to identify with their virtual home and have some kind of purpose for blowing stuff up and getting blown up themselves. Most organizations have some kind of lore and a few even encourage role-playing. Moving into battle while proudly displaying your organization's colours and having a feeling of belonging among the ranks might make the difference. How much do organizations depend on it?

"I want to fully embrace the opportunity to have a military simulation environment in a futuristic setting", Admiral Archangel of **New Genesis** explains. "To maintain immersion, and for true-to-life benefits, the New Genesis Military has already implemented a rank system and requires all soldiers to address each other by rank." More to follow, he says. But there is no real lore for the soldiers yet, aside from being the military of New Genesis.

For most organizations role-playing aspects in the military have their place. "The Eldritch Armed Forces do to some degree implement 'role-playing' but it is to allow the players to express themselves as being part of something larger than themselves", Imperator of **Eldritch Nation** says. "We do use a rank structure, regulations and policies to provide clear guidance and help run the military as an effective force but only to the point where it does not become too tedious."

"We will welcome any kind of role-play, but it's not necessary", Flow of **Stargate Command** mirrors the sentiment. As does Dark of **Vanguard**: "If members want to role-play, they're more than welcome to, but it's not a focus." For most organizations it's a matter of fitting the player's personality into their roles as much as possible, like Poke of **Opean Federation** explains.

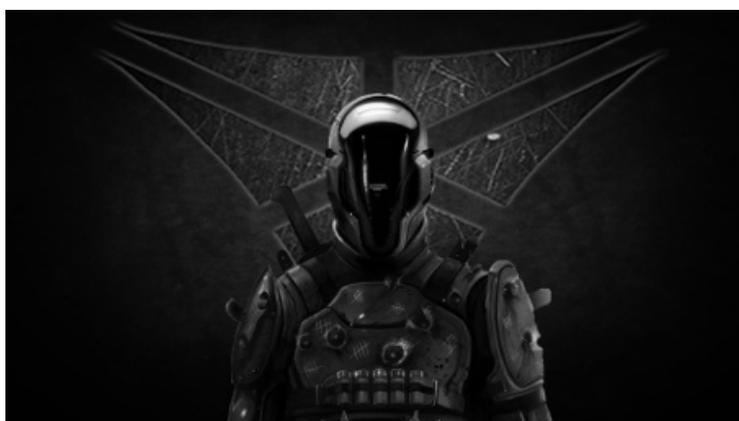
"In role-playing there are people who ruin it by using it to validate their toxic behaviour."

Jack Blade of **Bladesin Mercenary Corporation** on the other hand has a bit of a problem with the concept. "Yes there is a part of it being role-playing, when it comes to individual players' roles in the game. But playing a character, not so much", he says. "We discourage being anyone but yourself because in role-playing, as fun and great as it is, there is often a number of people who ruin it by using it to validate their toxic behaviour, which Bladesin is very against."

Military ranks seem to be the thing most organizations agree on as being practical and also fun. "The **Empires** ranking system is very simple and dynamic so you do find branches competing as positions can move around like fluid", Emperor Kytheum states. "It's mainly an anti-treason mechanic with someone being considered more loyal and having a higher chance of promotion if they can report someone on their level trying to start a coup or something similar."

As for lore and a "reason to fight", there are different approaches as well. Kytheum illustrates: "The Empire does not have its own lore, mainly because any actions in the game could contradict that, and it's much more interesting to record what happens in-game then to create a fantasy." Similarly Jack Blade of Bladesin affirms, that his Mercenary Corporation has lore, but he doesn't want to spoil it: "We are working on a Dual Universe lore friendly backstory for our organization."

For most organizations, the backstory centres around the defence of their values. "We aim to ensure the interests and welfare of our newly founded nation are protected", Emperor of **Eldritch Nation** explains. **Stargate Command** has found its place as an affiliate of Terran Union, as General Flow tells us, but the organization will also take some lore from the "Stargate" sci-fi franchise: "Like in the series we try to free the humankind from any tyranny."



Courtesy of The Eldritch Nation



War for Territory

Even if you are successful in motivating your players to fight a virtual war, what's the actual tangible goal of armed conflict in Dual Universe? The game will have mechanics for territory control and conquering, Novaquark has confirmed. The details on how you attack an enemy territory are still being worked on, but a "redrawing of borders" as we know it from games like *Eve Online* should be possible - although much more centred around planetary surfaces. But do you even need to conquer territory in Dual Universe?

"This would completely depend on the room available and the confidence of an organization", Kytheum of **Empire** puts it in practical terms. "Say an organization founds a capital planet: But as territory grows it doesn't grow in a symmetrical radius around the planet but only in one direction as you find that the capital is at the edge of the territory. You may see an organization start taking their neighbour's territory to attempt to centre their capital planet in the name of security."

Eldritch Nation's Emperor has a similar view: "I think there will be plenty of instances of organizations laying territorial claims on

their neighbours in attempts to expand their borders, be it for economic reasons, political or merely as a show of force." But he doesn't see that happening in the immediate future: After release "organizations will take time to grow their own infrastructure, economy and military might to actually be able to support the initiative in seizing territories."

"War is the application of violence to accomplish political objectives", Archangel of **New Genesis** states. "If any nation wants territory badly enough, whether for strategic, economic, or political value, they will fight to claim it. Therefore there will undoubtedly be conflict over strategically significant areas." What would be "strategically significant", that's another question.

Most organizations see the fighting over territory as a big part of player wars - but not actually the reason for them. "Planetary blockades are very likely", General Flow of **Stargate Command** says. It depends on the territory zones. "They need to be of tactical value: industrial complexes like mines and factories. It could also be possible that cities get attacked to weaken the economy."

"Attacking and conquering enemy territories will be one of the keys to victory in wars."

"Attacking and conquering enemy territories will be one of keys to victory in wars and one of our main objectives in the time of war", Wakama of **Sector Protectorate** tells us. MrStarWars of **Solar Empire** sees it practically as well: "It will be part of the fighting they want us to do." If there are destructible territory control units, Novaquark probably expects us to destroy them.

There will most likely be "valuable" territory, like shipping routes and important trading hubs. "I can see shipping routes being camped by pirates and anarchists. In that case, the **Empire** will make an official lane that is heavily defended and that lane will also be negotiated with neighbouring organizations, if it exits our territory", Kytheum speculates. He sees most of the competition centred around Alioth, because of the influx of new players.



War for Resources

The universe is big and there should be enough resources for everyone. But it might still be a source of conflict. According to Novaquark, the more valuable resources won't be found on Alioth, but not much is known yet about scarcity - and if it is worth fighting over. Games like Eve Online have shown the appearance of "cartels" controlling certain substances and of course: hard-fought wars for them. Dual Universe might go a different route, but in the end money always talks.

"It depends on the resource in question and also on the organization aiming to contest such a mining spot", Emperor of **Eldritch Nation** explains the general idea. "If it is a rare mineral that is required to advance special parts in ship production, that is not known to exist anywhere else, I do believe that armed conflict will be inevitable." Distance is a factor too: There might be several sources, but the ones closest to Alioth would be the most sought after.

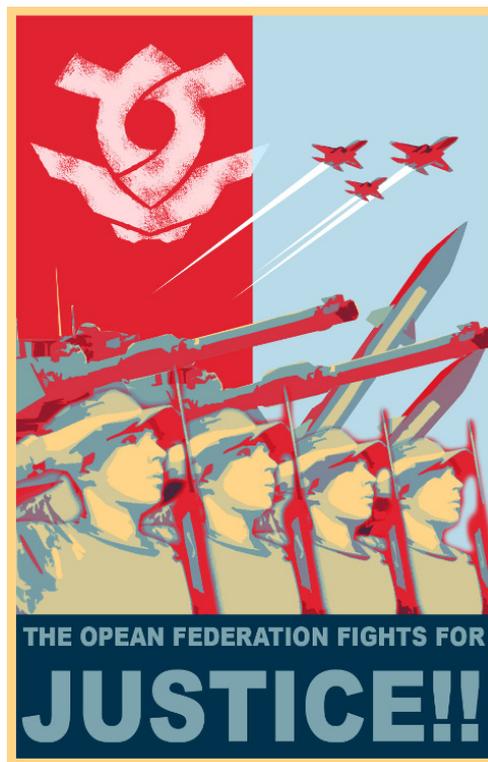
"People are lazy, there will be fights about resources out of convenience rather than actual need."

Proper wars for resources seem to be a distinct possibility for most organizations. "That will be very likely yes, as we do need those resources", Poke of **Opean Federation** says. "But diplomacy to avoid needless casualties will be tried first, before we do anything rash." MrStarWars of **Solar Empire** imagines organizations fighting over whole worlds that contain new or vital resources. "It will be glorious to defeat another organization and claim the planet for yourself", he states.

"Valuable resources are a good reason to start a war", Flow of **Stargate Command** says. "But I don't see those kinds of conflicts as a constant event, because it's not likely that an organization holds a monopoly on a resource." To Jack Blade of **Bladesin Mercenary Corporation** the universe is big enough, but: "I think people are lazy, so there will be fights about resources out of travel and time convenience rather than actual need."



Courtesy of Empire



Courtesy of Opean Federation

It will be probably a matter of scale and timing, Dark of mercenary group **Vanguard** explains: "I definitely see conflicts happening over resources and strategic locations. This will be especially prevalent early on, when everyone is grouped together on one planet. As time goes on, and we're able to spread out, holds on positions will solidify and there will be more resources open to organizations." The planned warp gates will play a big role in this.



Protecting Trade

Once you gathered the valuable resources, you will have to transport them to the trade hub or your own shipyards. That gives trigger happy players obvious opportunities: raiding. It's a reality most of the big organizations face and they have plans for countering the pesky pirates. But space is big and so is the "outlaw" player base, at least judging by **Band of Outlaws** being the game's second biggest organization. There might not be full blown wars about this, but there will be fighting.

"I think the pirate issue will be pretty big, since we do have organizations that are dedicated to that sort of thing", Solar Emperor MrStarWars tells us. "Our plans here in **The Solar Empire** involve heavy armed transports being escorted by a couple frigates and fighter squadrons. The amount of protection we will give to our transports depends on the severity of attacks in those parts of space, where they are operating in." The military most definitely will have its hands full.

For some that is a welcome opportunity. "It is my hope that there will be many pirates",

Archangel of **New Genesis** says. "Without violating operational security, I can tell you, that New Genesis space forces, ground forces, and intelligence personnel are already working to devise plans for the security of trade vessels and miners." It's part of the mission and Archangel takes it seriously.

"Defending citizens and convoys is one of our main priorities", Wakama of **Sector Protectorate** agrees. "Miners and traders will be able to protect themselves, but few ships will be at their disposal to keep our economy working and prosper." Poke of **Opean Federation** doesn't want go into much detail, but he states, that protocols and ship types for that specific mission are being created.

Others don't see the threat as all that dramatic. "Pirates I would say will be a very large portion of the player base, although they would be very small groups and clans of ten people", Emperor Kytheum states. "The **Empire** will have the capability to defend from the annoyance of them." Flow of **Stargate Command** has similar views: "I

"It is my hope that there will be many pirates."

don't expect pirates to be that common. It is unlikely that they can attack in hyperspace and our trade partners will fight pirates in their planetary orbit."

Imperator of **Eldritch Nation** has mixed feelings on the issue: "I foresee that small mining operations will go relatively unnoticed by organizations that aim to pirate. The universe is big and unless there is credible intelligence on where you are aiming to set up camp for long term mining, I don't see it being

much of an issue."

But there's another side, he explains: "It is the larger organizations, that aim to execute large scale mining operations, that need to take care in ensuring their precious resources are safely escorted from point A to B." His organization aims to create "sectors" of operations that designated fleets will operate in, Imperator says. Their job will be to ensure the security of miners and traders.



Hiring Mercenaries

If you can't be everywhere at once, you can always pay people to work for you. There are already several mercenary organizations in the game, that are actively seeking security assignments by paying costumers. But there are also concerns: Not all the big organizations trust the contract fighters. Games like *Eve Online* have shown, that mercenary groups can become most influential in their own rights and also terrifying opponents, if you meet them on the battle field.

"We've had multiple offers for contracts already. Most of them involved protection

during the starting months of the game, or some other task to do something in the distant future", Dark of mercenary group **Vanguard** tell us. But: "Nearly all of them have been declined, as I feel that signing on to something before the game even starts and when relations can change is pointless."

Jack Blade of **Bladesin Mercenary Corporation** deals with similar uncertainties: "We have been approached for defence, escort and trade contracts, and a variety of contracts where the job will be specified when we know about the game mechanics", he says. "We had to halt actively looking for jobs because we

"Sometimes to get something done, it requires a smaller, more subtle touch."

are not 100 percent certain we will have the personnel to take on all the jobs."

"What we aim for is the ability to be hired to take on entire wars under contract, that would be cross division work, likely with one or more of our Grandmasters organising it all", Jack Blade explains. "It's all down the line of course, it takes a lot of members and a lot of effort to organise something that massive." For the moment, he aims for smaller jobs - likely squad or platoon based.

For Dark of Vanguard, the possibilities for work are endless. "I feel that Vanguard will be on both sides of a trade engagement at some point. We're happy to protect or attack a trade route. It just depends on who's paying." The only public contract for his organization is a security job at the planned Alioth Aerospace Expo. "Maybe we'll show off some ships as well", he says.

Having a demand for their services doesn't mean that everyone appreciates the hired muscle. "I expect no big profit, if you already pay a lot to mercenaries and you maybe still can't trust them", Flow of **Stargate Command** states. "As a military organization

I think we can also provide our own security." Kytheum of **Empire** has a similar view: "I simply not only lack trust, but there is also no communication." His organization trusts in the capabilities of their own military.

Others are open to the idea. "Sometimes to get something done, it requires a smaller, more subtle touch", MrStarWars of **Solar Empire** explains. **Sector Protectorate** as well has plans to call on mercenary organizations in times of war, Grand Councilor Wakama confirms. "But only the ones we know closely and those we can trust." According to Emperor, **Eldritch Nation** is not adverse to the idea, if the mercenary group has "a good enough reputation and the capabilities."

But for some there's still a certain uneasiness in dealing with mercenaries. As Admiral Archangel states, **New Genesis** has engaged in discussions with a handful of groups. "They may prove to be an asset", he says. "But I can offer my personal assurance that if mercenaries were to betray or assault New Genesis in any way, they will wish that they had chosen a different profession."



Fighting Above and Beyond

Dual Universe is a sci-fi game about space, but the nature of the game opens up a plethora of possible activities - not at least in PvP. The future wars in the universe won't be only a matter of "blowing up ships". There will be capital ship fights and dogfighting, that's for sure. But there's also the ground game: Fighting as infantry soldiers or piloting ground vehicles, clashing on an open field or in the streets of a city. And the buildings themselves will play a big role as well.

Does this mean, that there's a need for specialization? Do organizations need ground soldiers, pilots and dedicated gunners? Should you recruit the best HOTAS users and first-person shooter experts? "There will be a need yes", MrStarWars of **Solar Empire** agrees. "But we will be training all our military personnel to fight both on the ground and in space. It will be up to the individual in which field they want to specialize in." In the end it's still a game and there needs to be freedom.

"To me, every military consideration is on the table until Novaquark confirms otherwise", Admiral Archangel explains. "**New Genesis** has already developed plans for everything from orbital bombardment, martial law, and planetary assault and evacuation." He hopes, massive battles will be a game feature from the get-go. "Who doesn't want to participate in the Klendathu assault from Starship Troopers or the Battles for Coruscant and Endor from Star Wars?"

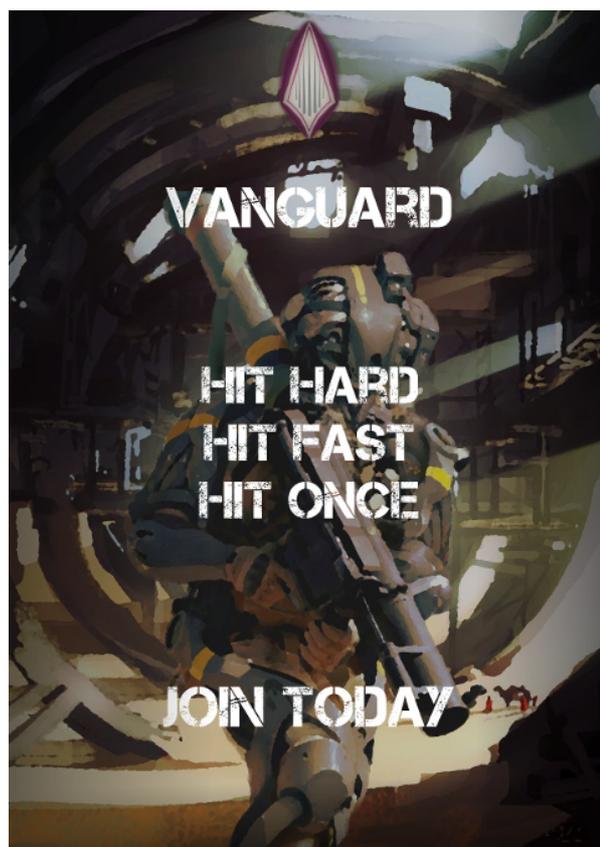
As part of the military simulation, New Genesis has begun to accrue specialists by assigning troops "dedicated billets and responsibilities, such as fighter pilot versus naval helmsman", Archangel explains. For Emperor of **Eldritch Nation** it's still a question for the future: "I hope to see the game grow to such a stage where specializing for certain areas of combat will exist, and I believe it will only enhance the gaming experience in general", he states.

"Once you start specialising you start placing limits on yourself."

General Flow of **Stargate Command** is not convinced yet. "It is still a game", he says. He criticises having a tank battalion that has no one to fight or an infantry battalion that is not allowed to crew ships. "We try to train every soldier in every aspect to turn them into multi-role soldiers which can do every task." To Flow concepts of "real militaries" don't quite work in the game. "Since Dual Universe isn't as complex as real life I don't expect it to be a hard task to train our soldiers".

It's also a question of size, as Dark of **Vanguard** explains. "A large organization can afford to specialise in certain aspects, as they have members to fill in all the roles they might need. But as the organization gets smaller, people will need to cross over to cover all the bases. The alternative for small groups would be to heavily specialize in one area and learn to counter their weakness."

But even for those big organizations, the benefits don't seem to be all that big. "Once you start specialising you start placing limits on yourself", Emperor Kytheum tells us. "The **Empire** will simply recruit anyone it can for the military, but there will always be performance testing during military recruitment that determines a soldiers skill set. This can then be used to place those soldiers on more specialised tasks."



Courtesy of Vanguard

For Jack Blade of **Bladesin Mercenary Corporation** it is about not having a "blind spot": "Whether there is a need or not is honestly secondary in my humble opinion. We will need experts in all fields, squads of them, mix unit troops, capital ship crews, fighter pilots." Wakama of **Sector Protectorate** at least seems to have strong feelings on that topic: "We have one of the most well trained ground troops and vehicles in the whole Dual Universe", he states.



Military Excellence

After all the talk and theory, we wanted to know from our interview partners: Other than yourself, what organization do you see as having the most formidable military once the game starts?

Empire, Emperor Kytheum:

"I consider **The Eldritch Nation** to have quite a formidable military, they have the structure and the ambition to create a strong military but are also cautious and realistic with it."

Solar Empire, Emperor MrStarWars:

"Most likely the **Terran Union**, mainly due to their large numbers. After them I can see **FrogSwarm** being formidable since they have such a reputation from Eve Online."

New Genesis, Admiral Archangel:

"There are two organizations that I have my eye on: **Terran Union** is quite large at this point in time and could be a challenging adversary. The second is **Band of Outlaws**."

The Eldritch Nation, Minister Imperator:

"I can see **Empire** turn out to have a military to be reckoned with, Kytheum has a strong sense of leadership and I believe that he will use that to his full advantage."

Stargate Command, General Flow:

"I would expect that **Terran Union** could form up a big military force. It is also possible that the monarchic organizations could bring a big military, if they have compulsory service."

Sector Protectorate, Grand Counselor Wakama:

"We think **The Solar Empire's** fleet is amazing and also one of our biggest allies in game, but **Aeonian Federation** is also fairly strong thanks to its member organizations."

Vanguard, Dark:

"Can I say **Band of Outlaws**? That feels like I'm cheating a bit though. Otherwise, the **Terran Union** could be formidable, if they got their act sorted."

Bladesin Mercenary Corporation, Jack Blade:

"Honestly, **Vanguard Mercenaries**. They have an amazing leadership and they run a tight ship. At second place **The Eldritch Nation** and at third place the **Empire**."

Let's Play a Game

Raining death and destruction on your enemies is one way to solve animosities. Maybe sports and competition can be another. Dual Universe hands the players all the tools to build the world to their own desires and that includes friendly or not to friendly competition in the arena. Different concepts of racing, team fights and cooperative games are already being worked on by the community. The **gaming commission DICE** tries to steer and encourage those efforts.

"Our primary role is as an events organizer. This includes laying down the rules and also officiating over and awarding prizes at the conclusion of the event", Kurock of DICE explains. "A secondary but no less important role is as a distributor of sanctioned in-game games, such as LUA scripted arcade and puzzle games, to the cities that will have them. These games tend not to be linked to events so players can play them at any time."

The commission does not want to "control" the competitive scene, Kurock emphasises.

The goal is to encourage the creation and refinement of games, that are "fair, fun and popular". Keeping track of team rankings and wins and losses from events should provide real competition. And championship events with prize money might give further incentive. "DICE will not own its own tracks or arenas, instead relying on those created by hosting organizations", Kurock states.

Some of the planned events are quite obvious: "Hovercraft racing is indeed the highest profile, with leagues planned to link the different events", the DICE representative says. "I would love to see players be able to make a living in Dual Universe just by being ace hovercraft racers." There's also a large potential for competitive or cooperative arena games. Ben Fargo proposed a team based competitive arena game called "Flipmaze".

The topic of "casinos" and in-game gambling is controversial. In most games, those are moneymaking scams. It's inevitable that gambling dens will spring up in all

"I wouldn't say no to organizing blood sport events, depending on its popularity."

corners of Dual Universe as well, but DICE wants to at least try to regulate it. "Sanctioned games are checked to ensure advertised payouts and LUA based games must be tamper-proof", Kurock explains. "Without these kinds of regulations I do not believe gambling will be anything but a scam."

At this stage of the game, DICE tries to build trust and influence with all organizations. "I do hope to get as much of the community on board as possible", Kurock says. "There are many economic and political advantages to frequently hosting racing events besides giving back to the community." Several big organizations like Terran Union, Band of Outlaws or SilverLight Industries have already expressed an interest in building race tracks and arenas in their territories.

Rivalries are fun and competition between teams of different organizations could get heated quite quickly. DICE won't instigate the rivalries, Kurock says, but they will probably "form naturally". Having organizations fight for the top spot of a championship or league should be great. Will the rivalries stay in the arena? "I wouldn't say no to organizing blood sport events, depending on its popularity, although DICE will not be pushing for anything like this", Kurock says.

There's still a NDA for the players in the Pre Alpha of Dual Universe, so organizing

events doesn't make much sense yet. "The first planned experimental event is to take place in Alpha 1 during the Alioth Aerospace Expo", Kurock announces. "This will be after NDA drops so I expect the racing and the Expo itself to get quite a bit of coverage."

That leaves one last questions, that brings us back to the overarching topic of this article: How will shooting wars affect the "arena wars"? "Wars may put a dampener on racing at the more exotic tracks on far flung planets", Kurock speculates. "But there will always be tracks available in the various safe zones." Nevertheless it's one of the reasons, why DICE wants to get as many organizations on board as possible. Even in war, the show must go on. As Kurock tends to say: "Just DU it."



Courtesy of DICE / Atlas5

Interviewed Organizations

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|  | <p><u>Empire</u></p> <p>Members: 291 (Rank 3) Created: 2016-08-18</p> |  | <p><u>The Opean Federation</u></p> <p>Members: 77 (Rank 19) Created: 2017-03-18</p> |
|  | <p><u>The Solar Empire</u></p> <p>Members: 174 (Rank 6) Created: 2016-07-27</p> |  | <p><u>Vanguard</u></p> <p>Members: 41 (Rank 34) Created: 2017-02-01</p> |
|  | <p><u>New Genesis</u></p> <p>Members: 156 (Rank 7) Created: 2017-10-20</p> |  | <p><u>DICE</u></p> <p>Members: 38 (Rank 35) Created: 2016-09-27</p> |
|  | <p><u>The Eldritch Nation</u></p> <p>Members: 126 (Rank 10) Created: 2017-03-06</p> |  | <p><u>Sector Protectorate</u></p> <p>Members: 28 (Rank 43) Created: 2017-01-25</p> |
|  | <p><u>Stargate Command</u></p> <p>Members: 79 (Rank 17) Created: 2016-07-27</p> |  | <p><u>Bladesin Mercenary Corp</u></p> <p>Members: 27 (Rank 45) Created: 2017-03-13</p> |



Since the first issue of the *Almanac*, the media and press scene in Dual Universe saw some new additions, some returns and quality work by established groups. Here's an overview of shows and publications, that deal predominantly with community news.

Ark Central released its constant monthly updates. The March update dealt with small bits of organizations politics, the April update had a big story, that delayed the release for a few days. All episodes can be found on the Ark Central [YouTube channel](#) and on Discord.

After we talked about his absence in the last issue of the *Almanac*, Glory of GLSU decided to come back and restart his [weekly talk show Q-Cast](#). The show still has to dance around the NDA, but usually finds topics. They also recently hosted FleetAdmiralCoke of Terran Union for a second Q&A of both organizations, which oscillated between reasonable discussion and utter nonsense.

Mid-April MasterChiefMK1 of Spartan Logistics started up his own podcast, called **SpartanCast**, [on YouTube](#). He and his co-hosts/guests usually talk about their own projects and game mechanics in general, but also mention community issues.

YouTuber The Lost Prodigy as well usually talks about features and general development of the game, but includes his opinions on the community as a whole, so i won't omit [his update videos](#) and his **Dual Talk**, that he is doing together with LmaoX on Twitch.

Over at **Outpost Zebra**, Alsan Teamaro [released an article](#) about "Three Governmental Paradigms in Dual Universe Organizations".

As expected, Peregrin kept on adding all the events of Dual Universe to his [handy Log on DU Sleepers](#). Meanwhile Kurock was [announced as the winner](#) of the "**NovaWrimo 2017**" fan-fiction contest. His story "Bastille" got the most community votes.



Recently the organization MassCorp "Ethereal Sirius" appeared on the community page and it only took a few days until they had climbed to the 11th position in the rankings with over 100 members. All of them are Russia-speaking and apparently part of an established gaming group. But that is pretty much all the *Almanac* and most Non-Russian-speakers in Dual Universe know. Even after trying for days, we couldn't find anyone from the Russian community to talk to.

The arrival of the Russian players doesn't come unexpected, they have big groups of thousands of players in games like Eve Online. Even "Ethereal Sirius" has over 1200 members on Russian social media. But the "communication problems", if you don't speak Russian, show a common characteristic: Many Non-English-speaking communities in online games, not only the Russian-speakers, stick to themselves. The difficulties of communication tend to vary though.

Talking to the German-speaking community is easy, because they don't isolate themselves from the other players. Hyperion Corporation is the 8th biggest organization in the game, affiliated with Terran Union and a member of the SEN council. Although the over 140 members are German-speakers, you find them on most Dual Universe Discords. "We are only a small part of the big picture", Tsunami of Hyperion says. "It would be unwise to ignore that and cut yourself off."

The biggest French-speaking organization in the game isn't as willing to mingle: "The French community will be apart, as it was in Eve Online and as they always do in games", Silmerias of FrogSwarm tells us. "Because my fellow comrades are real [swear word] when it comes to speaking English, which is bad." But to the online game veteran, history has proven that his organization can achieve great things in cooperation with international partners and be a "big player" in games.

FrogSwarm doesn't need to hide, they left a mark in Eve Online: as Tau Ceti Federation and later as part of Goonswarm. They have been called "Gallic space ninjas" and other great monikers. Silmerias was part of all that: as alliance leader and fleet commander. The Dual Universe organization came pretty much out of nowhere, back in 2016. "We didn't have any plans to expand", Silmerias says. For the moment FrogSwarm has halted recruitment.

But outside of FrogSwarm, there are other French-speaking organizations. And they have different approaches to the game, as Sunrider of the Communauté Francophone says. It's a meeting place for French-Speakers, but they are not a homogeneous group. "You won't notice French-speakers who interact with English-speakers, because they... well... just speak English", Sunrider says.

Some people have an interest in making a French-speaking alliance, others want to mix the communities. "That is the case for Penrose Laboratories, a francophone organization that is affiliated with Band of Outlaws", Sunrider explains. As a member himself, he is very active in projects like Tortuga. As for the future of the French-speaking community in Dual Universe, much is still in the air.

German-speaking Hyperion Corporation gathered a lot of steam lately. "We watched the community page for a long time and we were really excited when we made it to page

one", Tsunami recounts. "Growth and size are desirable of course, but they also come with a lot of responsibility." The organization got many new members after the release of the supporter packs. And especially Hyperion's YouTube videos had a big effect.

"The majority of our members is from Germany. But of course we also take players from Switzerland and Austria", Tsunami explains. There is even a Hyperion member from Liechtenstein. "The only requirement is, that you speak German, because inside the organization, we want to work without a language barrier." But Hyperion cooperates with many English-speaking groups.

Relations to the other German-speaking organizations seem to be good. But Hyperion really "hoovers" up most of the players. Fenrir Development, the second biggest German-speaking group, only has 23 members. "We had talks with them", Tsunami says. "But they decided to cooperate with Band of Outlaws."

As the Hyperion leader explains: "Our goal is to work closely with Terran Union. In general we want to have a 'name' in the game and work internationally as much as possible." A third place in Novaquark's recent "Outpost Building Contest" and other recognition shows, that language doesn't have to be a barrier. "Any German-speaking organization, that wants to grow, will be forced to adapt", Tsunami says.

Organizations Snapshot

[May 10th 2018]

| Organization | Tag | Members | Affiliated with |
|------------------------------|--------|-----------|-----------------|
| ● Terran Union | TU | 773 (+39) | SEN TU |
| ● Band of Outlaws | BOO | 335 (+25) | Tortuga |
| ▲ Empire | EMPIRE | 291 (+27) | SEN |
| ▼ SilverLight Industries | SLI | 286 (+19) | SEN AFED |
| ▲ Soul Nebula | SN | 187 (+28) | |
| ▼ The Solar Empire | TSE | 174 (+8) | SEN |
| ● New Genesis | NG | 156 (+2) | AFED |
| ● Hyperion Corporation | HYP | 141 (+21) | SEN TU |
| ▲ <i>Tortuga City</i> | - | 130 (+16) | Tortuga |
| ▼ The Eldritch Nation | TEN | 126 (+12) | SEN |
| ● <i>DU Explorers</i> | - | 113 (+1) | |
| ■ MassCorp "Ethereal Sirius" | MC | 103 | |
| ● <i>Alpha Academy</i> | - | 98 (+3) | |
| ▼ FrogSwarm | FROG | 95 | |
| ▼ Objective Driveyards | ODY | 94 (+11) | |
| ▲ <i>Haven</i> | - | 83 (+6) | Tortuga |
| ▼ Stargate Command | SC | 79 (+1) | TU |
| ▼ GLSU | GLSU | 77 (-1) | GLSU |
| ● The Opean Federation | TOF | 77 (+5) | |
| ▼ Enzone Dawn | EMP | 75 (-1) | |

SEN SEN council

TU Terran Union & associates

AFED Aeonian Federation

Tortuga Tortuga City

GLSU GLSU & associates