editorial	making history in dual universe
short story	"pride before cinderfall" by kurock

game development + media projects + organization news

Legal Information

The Dual Universe brand, the Dual Universe logo, Dual Universe and all associated logos and designs are the intellectual property of Novaquark S.A.S. All artworks, screenshots, characters, elements, storylines, worldfacts, lore or other recognizable features of the intellectual property relating to these trademarks are likewise the intellectual property of Novaquark S.A.S. Dual Universe and the Dual Universe logo are the registered trademarks of Novaquark S.A.S. All rights are reserved worldwide. All other trademarks are the property of their respective owners. Novaquark S.A.S. has granted permission to *Serious Spaceship Drama* to use Dual universe lore, logos and designs for fan-fiction writing, promotional and information purposes on its website and related documents but does not endorse and is not in any way affiliated with *Serious Spaceship Drama*. Novaquark is in no way responsible for the content on the fan-fictions or functioning of the dedicated website, nor can it be liable for any damage arising from the use of this website.

Dual Universe Website:

dualthegame.com

Publishing Details

This is a Dual Universe fan publication not affiliated with Novaquark.

All in-game screenshots are Alpha renderings, courtesy of Novaquark.

Editor: Daniel Nusser | Munich, Germany

E-Mail: contact@spaceshipdrama.com | Discord: Agilolfing#8694

Website: spaceshipdrama.com

Release date: 03 August 2020 (last modified: 03 August 2020)

Content

Organization Index

What is Dual Universe?

Dual Universe is a continuous single-shard server sandbox MMORPG in a fully editable space Sci-fi setting, currently being worked on by French game developer Novaquark. The game was originally funded on Kickstarter in 2016, the further development has been financed by crowdfunding (~10%) and private investors (~90%). The game launch is scheduled for the year 2021 with a monthly subscription model. What kind of game will it be?

Single-Shard

There is only one shared game world for all players, scaled to accommodate any number of game characters. It means everyone is connected and has an impact on the game world at large. This includes trade, politics and warfare.

Voxel building

The game universe is fully editable, including planets. Players can mine resources, terraform the land and create whatever they want: buildings, vehicles, spaceships and space stations. But what is created can also be destroyed…

MMO game-play

The players can choose how they want to play the game. A talent-leveling character progression system allows for specialization and makes skilled players vital to organizations. There is very little automation in the game.

Player-driven economy

Almost everything in the game has been mined, designed, built and traded by players. The in-game economy is driven by supply and demand, but also stable supply chains. A territory rich in resources might be a source of conflict.

Dual Universe
Development Timeline

January 2014: Game development company Novaquark is founded in Paris, headed by Jean-Christophe Baillie. It is financed by private investors and aided by french business incubator Agoranov. Work on Dual Universe begins.

June 2014: The first entry in the Devblog outlines the ideas for the game: a total immersion of players in the virtual world. Over the following months, early concepts are revealed.

December 2014: The original game music by composer Maxime Ferrieu is first uploaded to SoundCloud.

March 2015: With development moving forward, the official forums go live. The first player organizations take shape.

July 2015: Novaquark publishes a five part short story based on the lore of Dual Universe, written by acclaimed french author Alain Damasio. The combined parts of the story get a PDF release. The lore would be modified later in development.

December 2015: A group of the most dedicated members of the community gets selected for the "Alpha Team", later renamed "Alpha Team Vanguard". They get access to early versions of the game and advanced development news. New members are chosen regularly.

2014

2015

2016

June 2016: During the <u>PC Gaming Show</u> of E3 2016, Novaquark presents its first teaser trailer for Dual Universe to the public. J.C. Baillie talks to show host Sean "Day 9" Plott about the game, generating a lot of buzz from players and media.

July 2016: The Dual Universe <u>community portal</u> goes live, allowing members to create and join player organizations.

September 2016: Dual Universe starts its campaign on the crowdfunding service <u>Kickstarter</u> with a goal of €500,000. Crowdfunding is accompanied by new video demonstrations of an early build of the game and regular Q&A and AMA sessions.
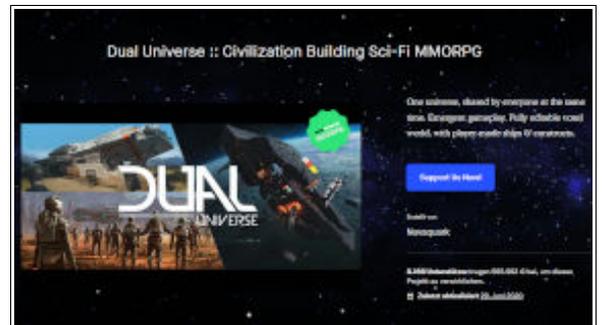
October 2016: The Kickstarter campaign successfully closes with €565,983 raised from 8166 backers. Shortly thereafter, Dual Universe's <u>own crowdfunding page</u> goes live on the game's website, allowing further pledges and upgrades.

December 2016: Novaquark releases the first of many <u>DevDiary videos</u> showcasing the development and internal server testing, and presenting an early playable version of the game.

2017

August 2017: The crowdfunding campaign on the Dual Universe website reaches €700,000. Additional €3 Million <u>from investors</u> brings the total funding amount to €7 Million.

September 2017: The first Pre-Alpha test of the game is announced, Novaquark subsequently ends the crowdfunding of Founder Packs on the website. The Pre-Alpha test successfully takes places at the end of the month, requiring a strict Non-Disclosure Agreement.

October 2017: The Dual Universe YouTube channel releases tutorial videos on crafting and Lua scripting, publicly showcasing the current state of the game. Regular short Pre-Alpha tests, usually only 3 to 9 hours long, takes place over the following months.

February 2018: Accompanied by longer testing times, an Outpost Building Contest takes place in-game. Novaquark starts a Trello board to discuss player suggested features.

March 2018: The crowdfunding page returns. The Patron Pack lets new play-testers join the Pre-Alpha and many of them do. The pledge packs include in-game benefits, most of which are granted to the old backers as well.

April 2018: The team led by Croomar of Objective Driveyards wins the official Outpost Building Contest. Novaquark presents all winning constructs in a video on the YouTube channel. A city building event takes places in-game, acting as a server stress test.

Image sources: Novaquark

2018

2019

August 2018: After months of development and live game updates, Novaquark releases the first official road map. The start of the Alpha is announced for later in the year and all original Kickstarter backers are promised access to that phase.

November 2018: Dual Universe's Alpha 1 starts with a server wipe and brings in an influx of new players, while the NDA is still in place. The new version expands the pure building game-play of the Pre-Alpha to mining, refining, crafting and blueprinting.

December 2018: The Dual Universe YouTube channel releases a nearly one hour Alpha Feature Showcase, presenting the current state of Alpha 1 game-play. The year closes out with an 18-day long holiday test and an in-game Shipbuilding Contest.

February 2019: Novaquark opens a studio in Montréal to aid in the game's development. The Canadian office is headed by Stéphane D'Astous, former founder of Eidos Montréal. The studio hosts a meet-up and a live game demo.

March 2019: Prophet Rocket Foundry's OneThousandStars wins the official Shipbuilding Contest. Other best placed constructs are shown in a video on the Dual Universe YouTube channel, several more ship creations are presented in a forum thread. A stress test with 30,000 simulated players takes place.

Image sources: Novaquark

May 2019: The third official contest, a <u>Puzzle Game Building Contest</u>, aims to show off creativity with Lua script coding.

June 2019: Novaquark gets additional €10 Million from private investors, bringing the total funding amount to €20 Million. The first episode of the official game development podcast "<u>Inside Novaquark</u>" gets released, teasing future updates.

July 2019: <u>Alpha 2</u> starts, introducing industry with mass production, more Lua scripting, piloting changes and the Virtual Projector for building. Trading and the talent system had been introduced earlier as well.
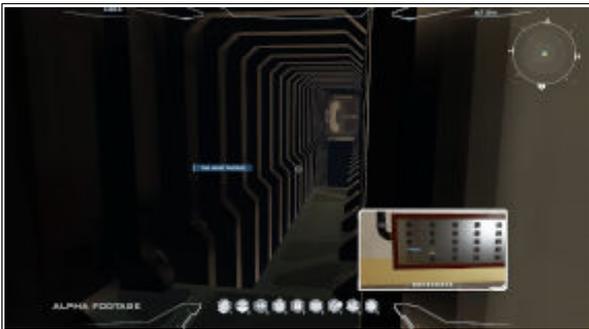
September 2019: The three winners of the Puzzle Game Building Contest are finally announced: Kurock of DICE, BiGEdge of Red Dragon and Spiridon of Teoma Trade Company. The puzzles are presented in <u>walk-through videos</u>. Novaquark moves to a different <u>Paris office</u>.

October 2019: <u>Alpha 2.1</u> introduces a third Core Unit: After dynamic and static constructs, players can now build space stations. A <u>Space Station Building Contest</u> is announced.

November 2019: The "Race to the Moon", hosted by DICE, takes place in-game and Novaquark links a video of the event <u>on Twitter</u>. Player Xtronaut of Empire wins the race.

Image sources: Novaquark

2020

December 2019: Novaquark releases a revised road map of the game's development. The Beta is determined for Summer of 2020 and split into two phases, the full release of Dual Universe is moved from the end of 2020 to an unspecified date in 2021.

January 2020: Alpha 3 is released. It introduces the first version of ship combat in a dedicated PvP zone. There are also further changes to organizations, market trading and piloting.

April 2020: The finalists and runners-up of the Space Station Building Contest are announced. The team led by Flip360 of New Genesis takes the first place. Later in the same month, Novaquark releases a trailer titled "This is Dual Universe".

June 2020: At the Summer of Games event hosted by IGN, a Dual Universe PvP trailer debuts. Viewers of the event get a discount on crowdfunding packs. A STL file to 3D print a spaceship model designed by OneThousandStars is released.

July 2020: Dual Universe's Beta phase is announced. It will also mark the end of the Non-Disclosure Agreement.

Image sources: Novaquark

The Road to Beta

In early July 2020, Novaquark announced the beginning of the Beta phase of Dual Universe in an <u>exclusive article</u> by gaming news website Gamespot. The **start of the Beta** and the end of the Non-Disclosure Agreement, that has been in place since the first Pre-Alpha test, is scheduled for August 27th.

All crowdfunding backers with access to the current Alpha will have **automatic access to the Beta**. Included in the current and still available crowdfunding packs on the Dual Universe website are also additional **giftable Beta keys** to give to friends. For everyone else getting into the game at and during Beta, there will be a **subscription model** to <u>pay for monthly access</u>. The subscription can be bought as a 3-month, 6-month or 12-month plan with successive discounts.

The 3-month plan is priced at USD $20.97 and €20.97, amounting to **USD $6.99 or €6.99 per month** for game access. The 6-month plan is priced at USD $38.45 (USD $6.41 per month), the 12-month plan at USD $69.90 (USD $5.83 per month).

The planned monthly access model of Dual Access Coupons (DAC), which can also be traded as a commodity in-game, will **not** be implemented in the Beta. It will be a feature in the released game, similar to the PLEX model in EVE Online.

Image sources: Novaquark
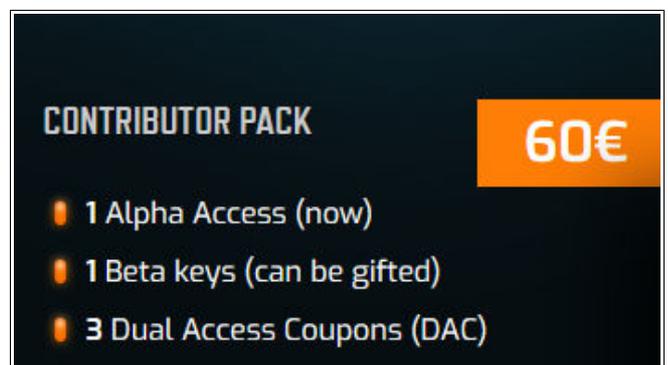
More information on game-play features in Beta were revealed in a **Developer Q&A on Twitch**, which has been <u>archived on YouTube</u>. Major points include: There will be a new character avatar, which was revealed in the Twitch stream. Beta will see global ship versus ship and ship versus space station PvP everywhere in space – so far in Alpha it had been restricted to a dedicated PvP zone. Territory warfare, in which organizations can fight over tiles of claimed land,

will not be in the first version of the Beta. Therefore, attacking static buildings and overall combat in planetary atmospheres isn't possible yet. Avatar versus Avatar combat had already been postponed to later in development.

According to the developers, ship PvP combat will be improved overall. But J.C. Baillie emphasized on the live-stream, that PvP in general is just one aspect of game-play and "not what the game is all about". There will be improvements to all other aspects like mining, construction and trading as well. Players can also salvage ships destroyed by PvP and use the materials. An expansion of what's possible with Lua coding in-game will also happen at some point, but it's on the back-burner for now. Further updates will be revealed closer to the Beta.

At the beginning of August a **server load test** in preparation of Beta <u>took place</u>. Alpha players got unique invitation codes to share with friends & family and test the abilities of the single-shard server and shared game world.

Image sources: Novaquark

Community Media

Player media in the Dual Universe Alpha phase has been constrained by the Non-Disclosure Agreement. Without being able to freely show in-game media, the video producers could only use trailers and screenshots. This didn't prevent the community from producing several news shows over the years, even before the first Pre-Alpha test. Eventually most of the video content producers went on hiatus, waiting for the end of the NDA, but activity has picked back up recently. Developer Novaquark has high hopes for a healthy scene of Dual Universe streamers and YouTubers and has gotten into contact with some of them.

Most of the visual "dry period" of the Dual Universe Alpha phase was filled by podcasts and articles. On the podcast side, The SpartanCast was for a long time releasing regular episodes on YouTube, but has recently closed down. On the reading side, the ever reliable Outpost Zebra has been publishing articles on Dual Universe and interviews with organizations. Recently, the text interview journal New Merovia Chronicle has joined the scene, putting out a lot of content over the past few weeks. With the end of the NDA we can expect a flood of more content.
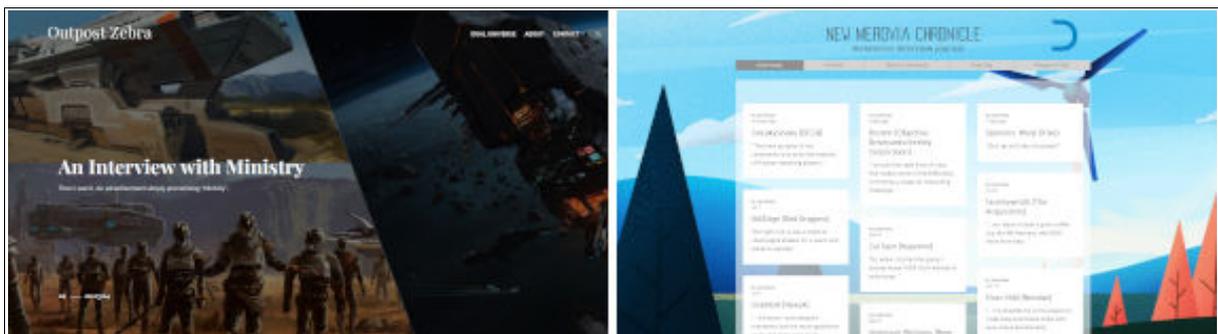
Image sources: The Spartan Cast, Outpost Zebra, New Merovia Chronicle

Video Content

The announcement of the Dual Universe Beta has triggered a lot of coverage by general gaming YouTubers. Most notable, the channels MMOByte, Captain Jack and KiraTV have made videos dedicated solely to Dual Universe. Of those three creators only Captain Jack has been involved in the game before, having even created (and mothballed) his own Dual Universe organization. Smaller channels like SquidofLove and TheShimario also did short videos covering the Beta.

There are also video creators solely or at least heavily focused on Dual Universe and even Alpha-testing the game themselves. We talked to some of the content creators, that are hoping for growth – as well as a veteran preparing to return.

Spaaaced

Spaaaced (with three A's) has been doing Dual Universe content for months and wants to ramp up his efforts with video producing on YouTube and streaming on Twitch once the NDA lifts. He's hoping for a much broader audience to arrive.

Are you an active player?

"I can confirm I do actively play-test, although not as much as I would like, as I also stream another game on Twitch to build up interest in Dual Universe and build a Twitch community ahead of the NDA lifting. The game is... intriguing, is probably the best word to use. I've enjoyed the game-play so far, and I'm really looking forward to seeing what else can be accomplished in a world, where players are given full control."
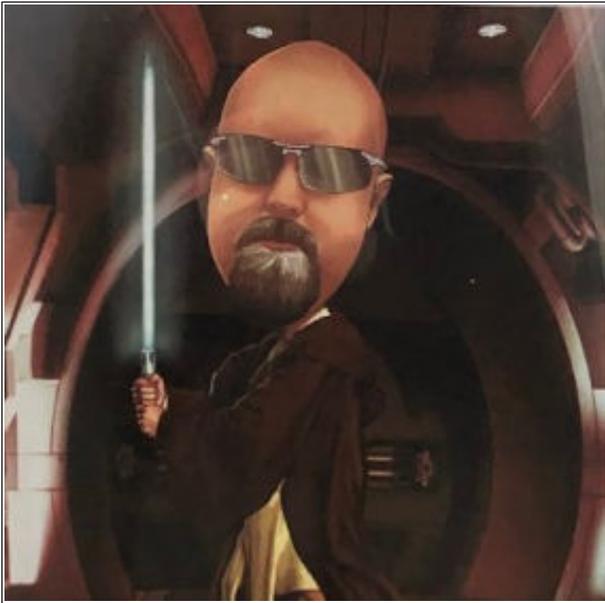
What's Dual Universe to your channel?

"My YouTube channel is 100% Dual Universe, I did make one other tutorial video in the beginning, but I believe that's been removed now. The viewer feedback has been pretty stereotypical of gamers: it's 99% support and 1% toxicity from fans of other space games. It's been a pretty pleasant experience so far, though, and I hope it continues."

What are your plans for Beta?

"With the Beta soon being released, I'm looking forward to being able to play more often – as I'll be able to stream too – and being able to create original video content for YouTube instead of recycling Novaquark's footage. The end of the NDA will allow access to a much broader audience, and it's at this point I believe both Dual Universe and the Spaaaced YouTube channel will really find their feet."

How can people contact you?

"The best place for me to be reached is either on Twitter or on Discord."

Youtube | Discord | Twitter

Image sources: Spaaaced

Coach Willy

YouTuber **Coach Willy** only started producing Dual Universe content <u>on his channel</u> fairly recently, but has already made several in-depth and creative videos. He plans to do everything from war reports to showcases once the NDA lifts.

Are you an active player?

"I am not actively playing for the rest of the Alpha, however I do plan on playing more once the Beta has arrived and the NDA has ended. I found Dual Universe a few years ago, around the time of the Kickstarter."

What's Dual Universe to your channel?

"My channel is relatively new and although I don't solely focus on it, the majority of my videos are about Dual Universe, the lore and the backstory of the game and the story-telling. The feedback on many of my Dual Universe videos is rather positive and people seem to be really interested in the game."

What are your plans for Beta?

"Once Beta is here and the NDA is lifted, I plan to make more videos on the politics and community activities happening around the universe in the game. I'll also be planning base and ship showcases of different builds. I've always enjoyed history, so when large conflicts happen – which they will, because it's inevitable – I'll be covering the events that lead up to those and map out the battles as best as I can for the community to see."

How can people contact you?

"I'm always available on Discord either through my community server, or through direct message (CoachWilly#8103). I'm a new content creator on YouTube and I'd like to welcome anyone to the Hot & Sweaty Community on my channel, where I cover Dual Universe and new Games."

Youtube | Discord | Twitter

BiGEdge

BiGEdge is a German speaking YouTuber who has followed the development of Dual Universe for a long time, being an active player. He made one of the earliest German videos on Dual Universe two years ago, and he intends to keep going.

The answers have been translated from German.

Are you an active player?

"I first heard of Dual Universe in 2016 through the video of a German gaming magazine. At that time, the Kickstarter campaign was announced and Dual Universe immediately hooked me. In the beginning I was still very skeptical whether this all could work and decided to wait and see if the Kickstarter campaign was successful. Once Dual Universe made it and even became the third biggest Kickstarter founded game of all time, I got a Patron Pack shortly after and have been an active Alpha tester ever since, with 3500 hours in game.

To me the potential of Dual Universe is much greater than that of better positioned games like Star Citizen or Mechwarrior. I see J.C. Baillie as a man with a vision I share, and shortly after my pledge it appeared that everything promised was on its way to become reality. It may have taken three years so far, but the clear-cut course and the honesty and openness of the developers is something I've never experienced to this extent in any other game."

What's Dual Universe to your channel?

"My YouTube channel is mostly focused on Sci-fi games and RPGs. That has developed over the years. But Dual Universe combines almost everything I've ever wanted from a game. Therefore I will do more Dual Universe than other content in the future. My past videos have shown that the feedback can be quite massive, depending on how regular my Dual Universe content is. It's always a proud feeling, when I'm meeting people in-game and they're telling me that they already know me and it was one of my videos that made them aware of Dual Universe, or that they started supporting the game, because they saw it in my video."

What are your plans for Beta?

"It will be great when the Beta starts. We will have many YouTubers and gaming magazines reporting on the ground-breaking concept of Dual Universe. My goal is to contribute as much as possible to the popularity of Dual Universe and Novaquark. I'm planning regular updates explaining the direction Dual Universe is taking. In my videos I will also elaborate on the game's backstory and the futuristic technology in simple terms and show, how all of it is already possible in theory. Plus I will interview Novaquark directly to highlight, that the developers are at least equally ambitious as for example CD Projekt Red, and take a look at the daily work of Novaquark. Surrounding that will be game-play videos and tutorials."

How can people contact you?

"I'm reading every comment to my videos as long as it's not getting too much. So anyone can leave a message about my channel or the video there. I can also be found on the official Dual Universe Discord and be contacted privately."

YouTube
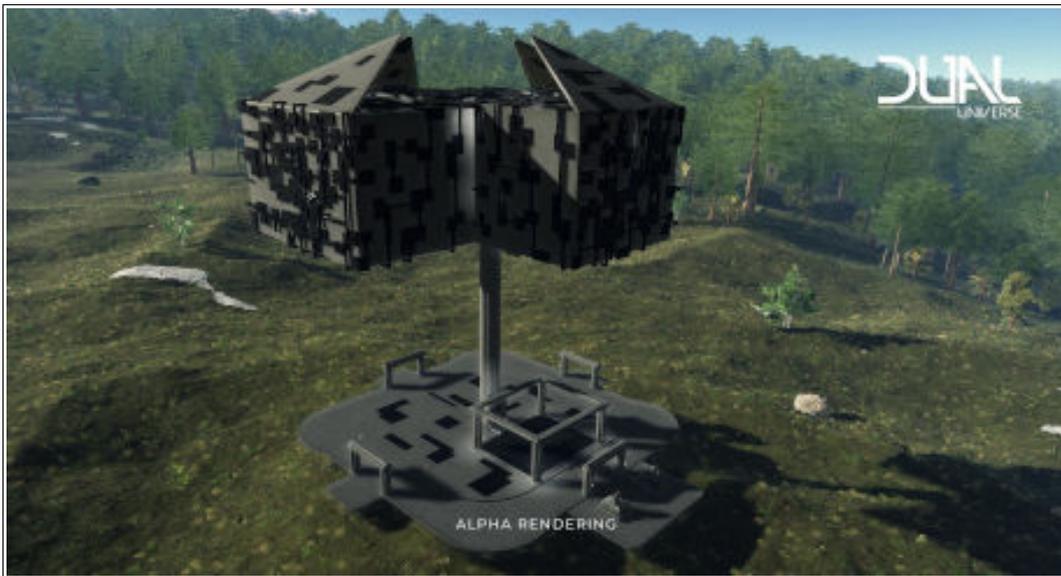
BiGEdge's RD_Temple was one of the winners of the Puzzle Building Contest in 2019

Jason Dugs

Jason Dugs runs a German language general gaming YouTube channel and Twitch stream. At the end of 2018 he started covering Dual Universe in long podcast-like discussion streams, which he kept up with. He intends to stream the game soon.

The answers have been translated from German.

Are you an active player?

"At the moment I'm not play-testing the game, but I intend to make up for it in Beta. For my channel I'm constantly researching interesting games to present to my community. And Dual Universe touched upon my personal interest in Science-fiction as well. I'm a longtime player of Star Trek Online – but of course you can't compare that to Dual Universe. I'm really interested in how I will deal with the total freedom provided in Dual Universe."

What's Dual Universe to your channel?

"The feedback on my previous Dual Universe news updates was overwhelmingly positive. There were indeed some critical voices because much in the videos was conjecture. But other viewers liked exactly that. I would be happy if YouTube's machine translation was improved some more, so the international viewers could have more fun with my work. Especially my irony and jokes are translated to be quite 'wooden'."

What are your plans for Beta?

"In Beta I won't be limited to just reporting "canned news", but rather be able to do some live-streaming. The end of the NDA won't necessarily mean more content from me, just a different kind of reporting – once you can finally show full video live from within the game without any restrictions. I'm also hoping for a lively discussion about Dual Universe on my Discord. But it's not the only game I'm waiting for to be finally able to play myself. I'm covering a large array of games, including strategy and survival titles. But somehow, somewhere, some-when I'm always driven back into the embrace of Science-fiction and Steampunk."

How can people contact you?

Whoever has an interest in my work or my community, is very welcome on any of my channels. There's an overview on my website.

Youtube | Discord | Twitter

Ark Central

Veterans of the Dual Universe community still remember **Ark Central**. From 2017 to early 2019 the channel released regular high quality news updates. Because of the NDA they stopped. Now, the return is imminent. We talked to **EvilPorcupine**.

What's the history of Ark Central?

"Ark Central came into being around the start of the Pre-Alpha, mainly as the work of Astrophil, Code24 and FancyVader, acting as the media channel for the Cinderfall Syndicate – an organization that has long since disappeared among its own drama and self destruction. A few months later it was re-branded as Ark Central and has stayed that way since around early 2019. Astrophil stepped down from his role as the owner of the channel, replacing himself with me. I had joined the growing list of contributors in the previous year as a writer for the Novaquark news segment of the videos. While I wanted to keep going making monthly videos, a few months later – among a shortage of video editors and a lack of any coverable content to justify putting in the extra effort to keep going – I decided to stop attempting to produce the news updates."

What are Ark Central's plans for the future?

"As the Beta of Dual Universe grows closer, and with it apparently the long-awaited NDA drop, I can confirm that Ark Central is planning to dip its toes back into content creation for the community. In our downtime we've removed several members of our team, who didn't wish to continue their jobs, and replaced them with a new roster of long-term community members to try and produce a varied diet of content for people to digest. When we have something close to releasing, we will announce it, and hopefully that won't be too far away. That content may not be the same format as our previous work but we will attempt to make whatever we decide on to be as high quality as possible."
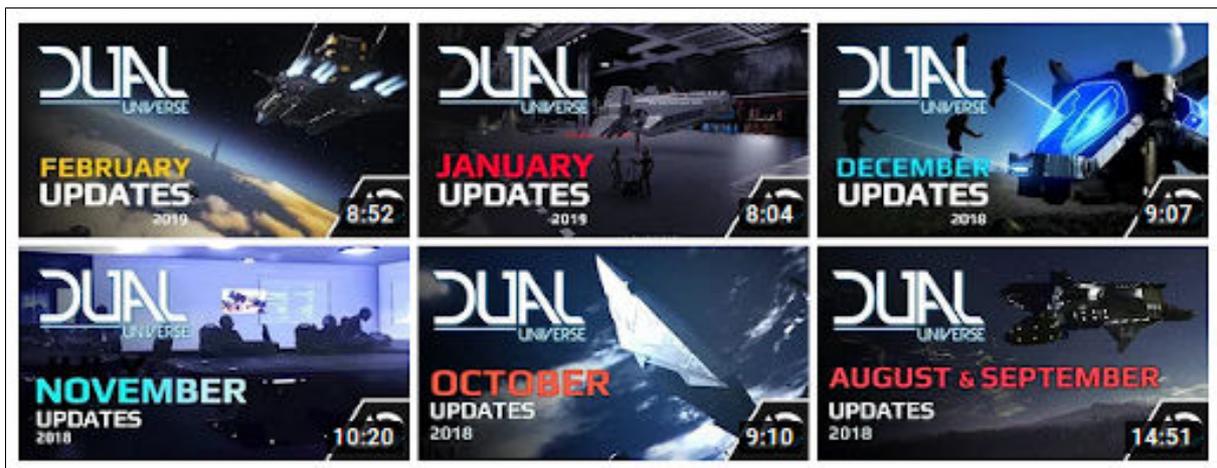
Ark Central did regular high quality video news updates in the past.

Is Ark Central looking for contributors?

"We are looking for any community members who would have something to contribute to our team. Two roles that come to mind currently would be anyone experienced with art & design, and anyone with a good voice for narrating. Even if you aren't either of these, but still have a skill you think we could use, feel free to contact us. If people have any suggestions for things they want to see us make, we are just as open to them too."

Will Ark Central have reporters in-game?

"I think our long-term goals would involve filling out our content with in-game footage of whatever we are covering. So yes, I could see this happening. Of course I don't expect anyone not to fire at a press ship, so this may come with its own set of challenges."

Youtube | Discord | Twitter

Text Content

While Dual Universe has had several video producers over the years, text articles have always been much rarer. Outpost Zebra was created to be a Dual Universe news website, but with the content often consisting of high quality editorials the releases have been few and far between – although lately this seems to pick up again. Peregrin publishes articles on D.U. Sleepers with a similar low frequency. Newcomer New Merovia Chronicle started doing interviews regularly. Our own magazine, the Almanac, originally released three issues in 2018. It's still unclear what the end of NDA will bring. For now we talked to the two active producers.

Outpost Zebra

Outpost Zebra was founded by members of the Heimera Trade Xchange, but it was never intended to be limited to those. The website has become a central gathering point for writers in Dual Universe.

Image sources: Outpost Zebra

The content stretches from interviews to in-depth opinion and commentary pieces. Contributions from the Dual Universe Historical Society are also frequent, most notably the "State of Affairs" historical review by Kurock. Outpost Zebra tends to collaborate with anyone willing to do so. We talked to **Einu Vei**.

What is the goal of Outpost Zebra?

"Outpost Zebra has its roots as the brain child of Falstaf. He wanted a website that covered news and content specific to Dual Universe. Over the years, OZ has done just that with varying degrees of success. When the activity in Dual Universe wanes, it reflects on the website. Vice versa doesn't hold true of course. Looking to the future, the challenge is to make OZ the foremost Dual Universe social platform. The social aspect is extremely important. We believe it's possible, it just takes more prodding and more activity to achieve that. We already have player content written by non-OZ staff. We want to take that up to eleven."
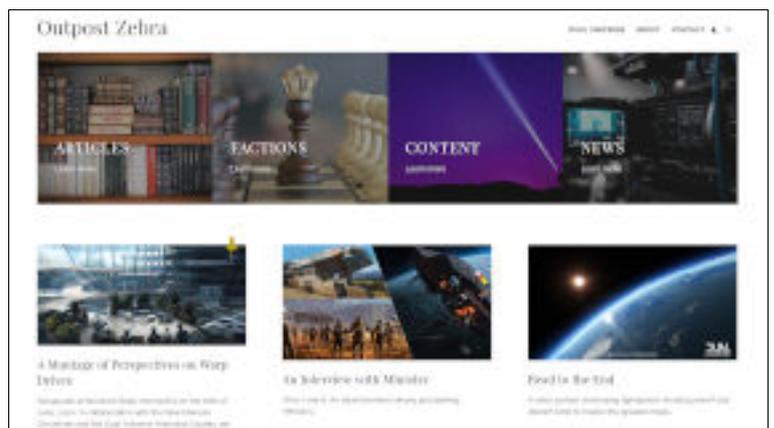
What are the current developments with Outpost Zebra?

"The website completed the major aspects of its redesign a few weeks ago. The old one urgently needed a redesign. So far, the results are pleasing, but work remains to be done. Our Twitter account has been the star of the show, though. Activity there is consistent and almost unrecognizable compared to what it was before. It remains to be seen how quickly we can replicate the success story there on the website. Increased activity on the forums is crucial to achieving that.

Image sources: Outpost Zebra

Once the NDA lifts, there's going to be a cacophony of voices that have been bottled for a long time. That's content. Undeniably, some people will want nothing more than a place to showcase their work. That's also content for Outpost Zebra. The above and more were included in the website's redesign. This is as good a chance as any to claim the spot as Dual Universe's premiere independent news and content platform."

Is Outpost Zebra looking for writers?

"Definitely. Opinion pieces, news coverage of events and scandals, albums and pictures of creative content, timelines of events, interviews of Novaquark staff... the list goes on. Fact checkers are also necessary. We'll need an extensive network of engagable organization leaders, insiders, volunteers and paid staff."

Will you be able to buy ads on Outpost Zebra with in-game money?

"We certainly intend so. The idea is to cover volunteer stipends and incentives in the pursuit of unbiased reporting. Depending on how popular OZ becomes, we can ensure that our reporters are well paid."

[Website](.) | [Twitter](.)

New Merovia Chronicle

New Merovia Chronicle started only recently in May 2020 to conduct interviews with Dual Universe personalities and has kept up a consistent output of articles. The content is more or less raw conversations between the two hosts and the interview partner, which allowed for frequent releases. We talked to **le_souriceau**.

What are the goals of the New Merovia Chronicle?

"In essence, we are small in-game media outlet focusing on extended interviews with community members about themselves and their organizations. Maeve and I are working on the interviews directly, Kurock is our proof-reading expert. Our goals are defined in a somewhat "Maslow's hierarchy of needs" style. *First:* Survive in the long run. This means keeping things sustainable, not overextending ourselves. *Second:* Be reasonably entertaining for readers, by producing content relevant to game progression, and regularly spice it up with something new. *Third*, as end goal and ultimate mission: Create positive connections in the community. A lot can be said here, but in short, we believe that interviews give people the chance to know and understand each other better and maybe, in the end, be a little bit kinder to each other – do something together, and become friends."

Who do you interview?

"Ideally, we want to interview everyone – in a sense of different game-styles, ideas, projects, organization concepts – to create a colorful collective portrait of our community. In practice, it takes time, like in statistics, where you need to pass a certain threshold of collected data for the whole thing be representative. In our case it would be 50 completed interviews. Currently the choice is semi-random, it can be someone we talked to on Discord or read about on the forum, someone that was mentioned by others in an interesting context, or representatives of organizations, that in some way piqued our interest. We are noticeably gravitating towards more publicly visible people and organizations, but we are working on digging up some hidden golden nuggets too. Is what we're doing always perfectly neutral, unbiased and balanced? I doubt it, as humans you slip up here and there. Nevertheless, we are striving to uphold the romantic ideals of free press."

Did you get feedback from your readers?

"It happens from time to time and we already acted on several suggestions. We're always glad and thankful to receive more. We're generally very realistic about how humble our operations are – if journalism is Mount Everest with some legendary figures on top, we are struggling to "DU it" to the first 100 meter mark.

Things to improve? Endless. Beyond everyday struggle for better content, there is four important "sub-quests": Improve our overall level of the English language and also, as a connected idea, find native speaker journalists for NMC. Yet our team is quite specific, so we're moving forward very cautiously. The website could use some updates and a better functionality as well as information on the content, but it's kept in a rather primitive form for a reason: so I can handle it fully myself. At last, on our dream-list there's some Lua magic to promote NMC in-game."

Website

The End of the NDA

The end of the Non-Disclosure Agreement with the start of the Beta will bring a major change to Dual Universe. The game can finally be shown and covered more in-depth by content creator of all kinds. We asked our interview partners what they think about the coming "storm" of coverage. In general they do expect more content, but also some needed critical content, once there are fresh eyes on the game. We might also see some big names of the YouTube and streaming scene to have a go at Dual Universe, but it remains to be seen if they will stick around.

Image sources: New Merovia Chronicle

Spaaaced

I hope we will get more media and I strongly believe we will. I have spoken to many in the community that are patiently waiting to be able to stream Dual Universe and create videos on YouTube, these guys are waiting until the NDA ends to ensure they don't break any rules. I personally would love to see more diversity and different perspectives of the game as the current videos out there only really seem to come from a very enthusiastically favorable point of view.

Coach Willy

After the NDA lifts I'm absolutely certain that content about the game will begin to explode. There are 51,000 Dual Universe testers at this time and with each one of those Noveans comes the potential for someone to create great content about Dual Universe. We've been very restricted to what we are able to put out, with our sources being very limited to trailers, podcasts, developer statements and official forums. When the NDA is lifted we will have free reign on the topics of our content and it will be very exciting to see what the community comes up with.

EvilPorcupine

With the community growing and the huge influx of potential in-game events and noteworthy happenings, I do believe that more Dual Universe community media will appear once the NDA ends. As an extra note to this, while the NDA has obviously limited what Ark Central could do over the past years, I do fully support it myself. I think the NDA has been a great business decision for Novaquark and that they would have been foolish not to implement one, and overall it will massively benefit the game in the long-term.

le_souriceau

Once the NDA ends, the community will burst in content-creating activity with significant numbers of newcomers and, hopefully, a revival of older projects, that were in hibernation. Video content will be most in demand initially, for obvious reasons. We'll probably see attempts of more established, money-oriented YouTubers and Twitch streamers to make something of Dual Universe, but I honestly expect most of them to quickly go back to greener pastures of more mainstream and hyped games. Therefore, [content creation] will lie mostly on the shoulders of local enthusiasts with the stamina to keep the cart moving – and we salute them! We in NMC are strong believers that local media people must stick together and support each other. It's quite a challenging task waiting for all of us in the years to come.

Dual Universe cinematic: The Arkship leaving Earth

The Success of Dual Universe

A commentary by BiGEdge

"A little more than 10 years ago there was a small game development studio creating a small building block game, and around 17 years ago there was another small developer, who very early on promised a shared game server for all players. Mojang and CCP Games started small as well, but without anyone knowing about it at the start and without anyone ever expecting them to make gaming history. Dual Universe has the potential to be more successful than EVE Online or even Minecraft, because it unites all the elements for the perfect sand-box. I'm pretty confident, we will start the Beta with half a million players and in about a year we will reach the calculated one million Noveans at launch. There's scientists working on scaling Dual Universe correctly and of course there will also be problems. But I don't think anyone has ever tried something as big and ambitious. As a small YouTuber I'm only a minuscule cog in the wheel, but I'm happy to be a part of it. I'm hoping that everyone, that is a part of this community, assists in building a digital parallel world – a real Dual Universe. Just DU it!"

Dual Universe cinematic: The Arkship arriving at Alioth

Image sources: Novaquark

Player Organizations

Organizations in Dual Universe are all forms of player associations, not only political entities, but also community projects, special interest groups or just plain tools for connecting players of same languages or interests. There is currently no limit to how many organizations a player can join, which makes for a confusing network of interconnections. With the introduction of the game-play feature Rights and Duties Management System (RDMS), organization membership is also tied to territory access. There will be future changes to the system.

Currently many players have a "home organization" – one of the fictional states or corporations – but often join additional groups when needed. Organizations are created and joined in-game. There is no game-play feature for diplomacy yet.

Alpha Diplomacy

With the game being under Non-Disclosure Agreement, all the political events and diplomacy during the Alpha test phases took place in Discord channels and in the Dual Universe forum. Treaties and political news were usually announced on the community page and sometimes reported by player made news outlets. Alliances have already risen and fallen, most notably the Cinderfall Syndicate. For a long time, Terran Union was the organization with the most members, leading a family of affiliated organizations. In 2019 Terran Union was absorbed into Empire, which subsequently became the largest group with over 1000 members. Currently the most significant alliance of multiple large organizations is the Ascendancy.

Organization Updates

We approached the big organizations in Dual Universe for an assessment of how the have evolved in the past couple of months and what their future plans are.

We also asked the participating organizations to put percentage numbers on their play-style: How do they position themselves on a **multi-axis model**? We gave them the following four characteristics to choose from:

- **Competitive** includes e.g. PVP, conquest and competitive sports
- **Cooperative** includes e.g. diplomacy, exploration and non-profit services
- **Commercial** includes e.g. industry, trade and for-profit services
- **Cultural** includes e.g. media, arts and role-playing

These percentages can't fully describe a player group of course, but the model should give a quick overview of what to expect from the organization.

Here is the model for our organization, **Serious Spaceship Drama**. We won't fight wars, but we might participate in competitive sports. We don't provide non-profit services, but exploration sounds nice. And we might even make a bit of in-game money at some point. But our main goal is being a media group.
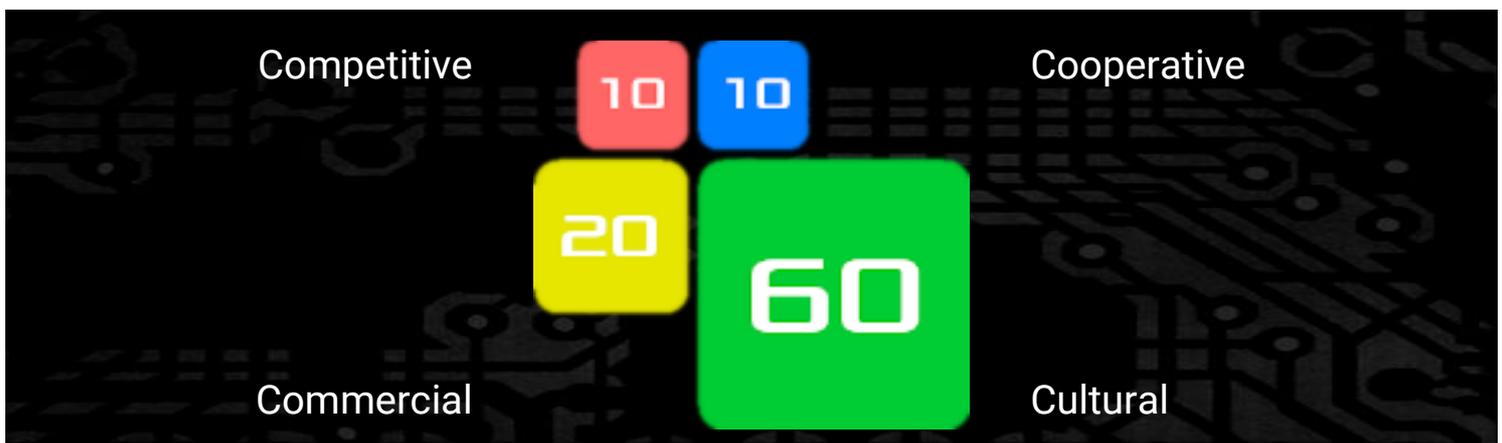
Note: We reached out to a wide array of organizations, not all of them could get back to us in time. Therefore there are major organizations missing – e.g. Infinity Corporation, Pantheon Jumpworks, Objective Driveyards, The Eldritch Nation or The Federation Alpha. Participating organizations are listed in alphabetical order.

Atlon Kolonie

Atlon Kolonie is a German speaking organization, heavily invested in role-playing and building up a real democratic society in Dual Universe, including elections and all appropriate institutions. The group hasn't been active in Dual Universe's broader political scene, sticking to themselves. The main language is German.

The following information has been provided by **Rafiki of [Atlon]**

The text has been translated from German

Current events

"We weren't active together as an organization in Alpha 3, because we were demotivated by the wipes. We've only had a member growth of about 4 to 5 players."

Plans for Beta

"In Beta we will mostly keep testing and especially start streaming, because the NDA ends. We won't start any big construction projects yet."

Alpha diplomacy

"One of the main goals of our organization is preserving the achievements of human civilization. This includes values like democracy, solidarity and a society on the structural basis of freedom and rule of law. That's why we're asking the question of how 'outlaws' could even stow away on board of the arkship? Whose failure was it?"

Competitive   30   Cooperative

Commercial   30   40   Cultural
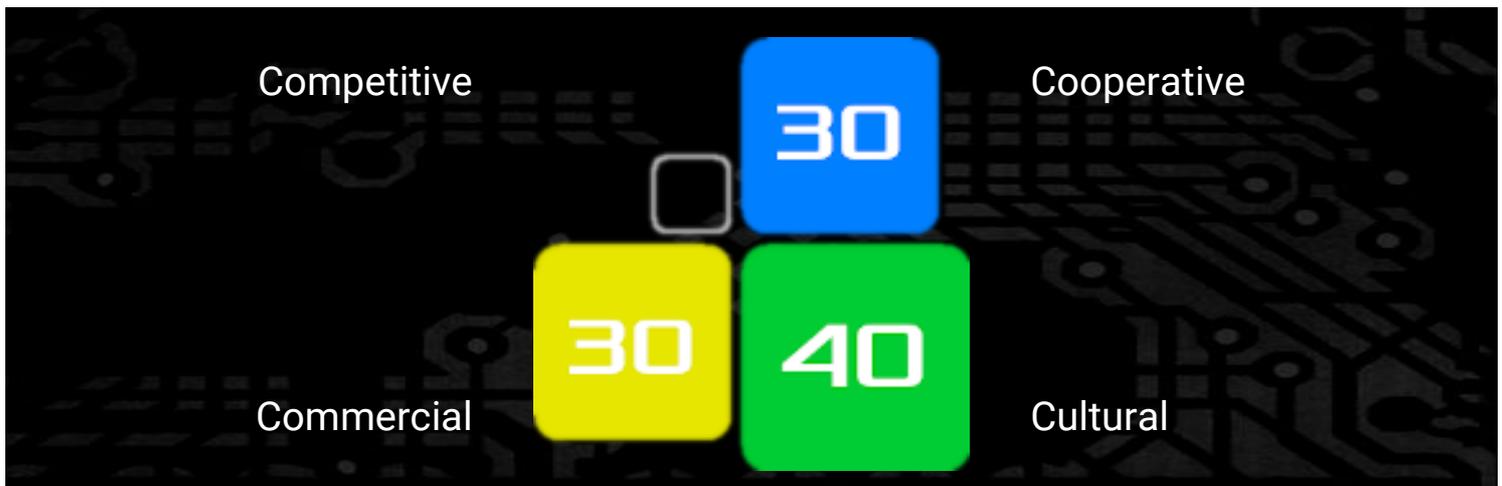
Community page | Public Discord | Website

Band of Outlaws

Band of Outlaws has been the second biggest organization by member count for a long time. In the community they are usually known as a pirate group, but their self-description is as a criminal cartel dealing in all kinds of shady activities from smuggling to bounty hunting. In spite of that, they are well respected and have initiated the popular Tortuga city building project. The main language is English.

Image sources: Band of Outlaws

The following information has been provided by **Sylva of [BOO]**

Current events

"Band of Outlaws has been seeing steady growth over the last several months. Our motto has always been 'Come As You Are'. As the largest PvP focused organization, we have always pushed for a lively and active PvP scene, with a particular focus on piracy and criminal elements. We do not restrict who our members do business with, and we are not a nation, so there are no declared 'wars' as such."

Plans for Beta

"Our organization is beginning work on our Tortuga City project come Beta. Tortuga City is a free pirate city with a cyberpunk theme, and at full release is expected to be on a sanctuary moon. We are also

expecting to be doing large and small scale PvP operations, with options for individuals and groups within BOO to choose their own directions and goals."

Alpha diplomacy

"You could say that BOO is active in the community as far as politics go. However, we currently have no Non-Aggression Pacts or treaties in place. You can find us meme-ing in the <u>DU Memeserver</u> on the regular, which was established to be 'the place to be' for inter-org politics and shit-talking."

Image sources: Novaquark

Band of Outlaws

Competitive   95   Cooperative

Commercial   5   Cultural
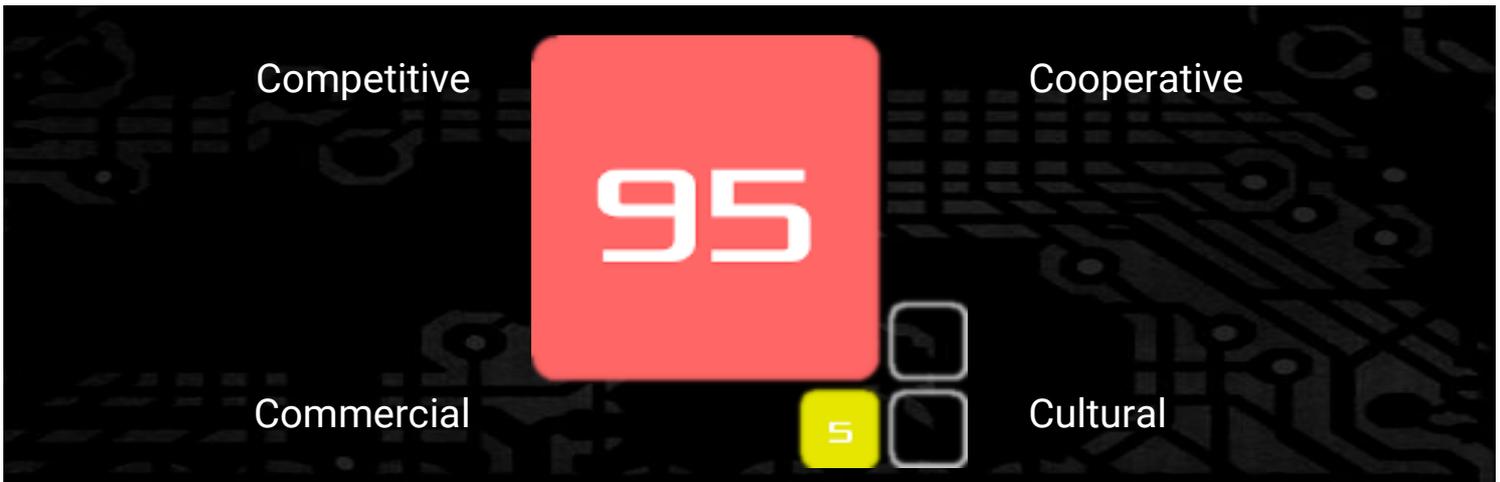
Community page | Public Discord | Twitter

Dark Star Imperium

Dark Star Imperium was embroiled in an out of game controversy in 2019, which prompted Novaquark to reset the organization's member list. Most of the previous members rejoined and DSI has stayed influential in the Dual Universe community ever since. The organization is a heavily military focused meritocracy and a member of the Ascendancy alliance. The main language is English.

The following information has been provided by **un86Rn of [DSI]**

Current events

"DSI had a shifting voyage between the previous wipe and where we are now. Particularly, there was an unexpected spike of burnout and exhaustion [relating to in-game events]. DSI is pretty much a power-gamer dominated institution and after producing the PvP deliverables that we aimed for, there wasn't much to do.
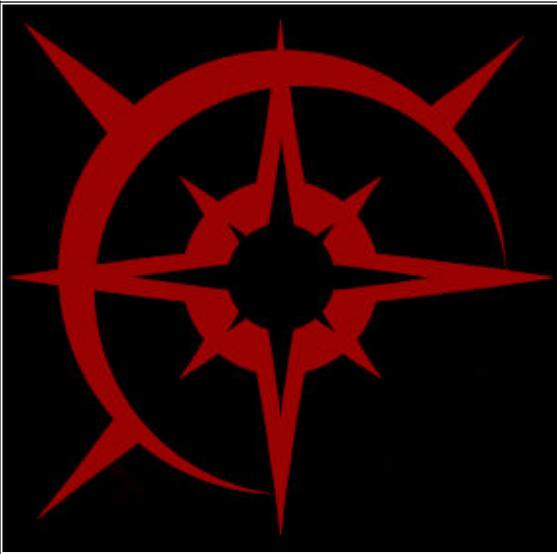
We've seen some problems with new player retention and we figured we need to engage the new players more in corporate affairs, perhaps. But as always, for every 10 new players there's probably less then one power-gamer that has it in his mind to stick around for long. We try to keep all our power-gamers close. Right now the ambiance at DSI in Dual Universe is immensely satisfying and we're brothers in arms."

Plans for Beta

"It's classified. We're a PvP organization, we intend to do combat. For us, almost without exception, conducting warfare is the way Dual Universe is to be enjoyed, and all the other activities are merely the means by which to achieve that end. We also enjoy some niche commercial arrangements that are really gratifying. Our general plan for Beta is, once we're firm and confident in our method, to instantly mobilize our immense human resources potential in one successful outreach once the game itself is ready. I'd like to remind our dear reader that DSI has renown as one of the top PvP collectives in Space Engineers globally, and our ambition is to have all that come to Dual Universe."

The DSI warship DSS Volant (source)

Image sources: Dark Star Imperium, Novaquark

Alpha diplomacy

"We're very enthusiastic, almost prolific participants in the life of the Ascendancy alliance, and the level of cooperation, coordination and consolidation is extremely satisfying, in that it's on the steep rise. We respect everyone and everyone respects us, and that is an unstoppable force in its own. Dual Universe is a big family of incredibly talented personages and players, and in the end everyone knows one another. Diplomacy is just so much more easier to succeed in, when you're long time friends. And of course, interacting with other non-Ascendancy factions and guilds, as is required in the process of playing, is always fun. Traders, contractors, crafters – all are excellent conversationalists and skilled theory-crafters. Very inspiring!

As long as there is a just cause, a high degree of being able to control or influence what's going to happen can be expected. Consolidation happens as the bonds between the players gradually grow stronger. The more you play, the more connected you become."

Competitive   Cooperative

100

Commercial   Cultural

Community page | Public Discord | Website | Twitter | YouTube

Image sources: Ascendancy
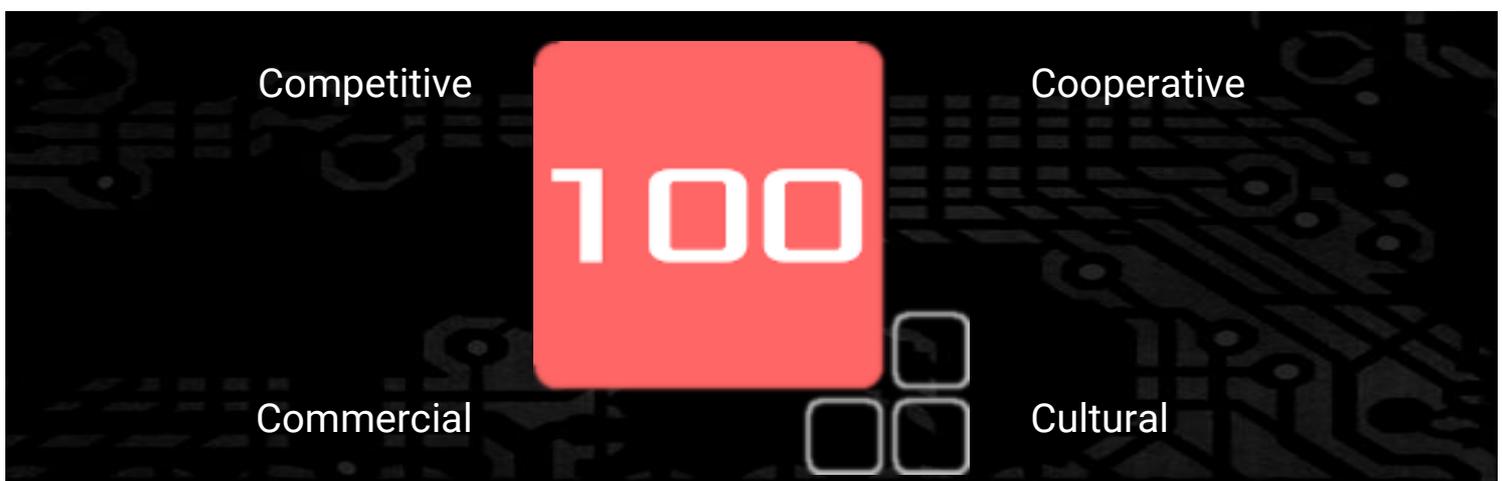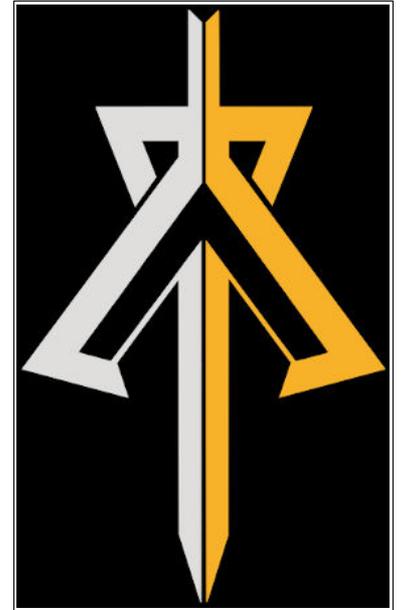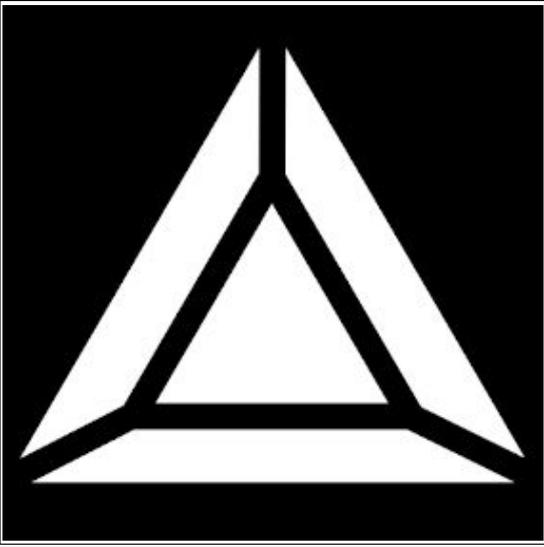
Empire

Empire has been the largest Dual Universe organization by member count since 2019, when merging with Terran Union and shortly thereafter reaching the 1000 member milestone. Empire is styled as an autocratic state headed by Emperor Kytheum, but seeking economic cooperation. There is also a strong focus on city building. The main language is English, but other languages are supported.

The following information has been provided by **Alarich of [Empire]**

Current events

"The Empire has been evolving dramatically over the last few months. The main evolutions have been occurring within the structure of the Empire itself. It is actually quite exciting for me to talk about, big changes like these are always exciting. The Empire is perceived to be quite minimalist by the rest of the Dual Universe community if I'm not mistaken, having a simple hierarchy with very few 'ranks'. This was by design, however I am delighted to prematurely announce that I have been busy creating the Imperial Government, which will see a huge expansion to the opportunities that Imperial Citizens may grasp at. I am not at liberty to discuss great details but I can say that changes are occurring throughout all branches of the Empire as well."

Image sources: Empire

Plans for Beta

"Our plan is complex, but our purpose is simple; We aim to create the best version of civilization possible and in doing so, providing our members with the best experience possible. Again, I am not at liberty to disclose everything but you can expect to see a gorgeous, new, shining city. Other aspects will also be conducted by the various branches of the Empire, including the military. I shan't say anymore in order to remain subtle and fair to anyone who may want to investigate themselves."

Alpha diplomacy

"The Empire does maintain the position of the largest organization by quite a margin, which arguably places us on the political scale in one fashion or another. However, we do not hold a position to involve ourselves in politics to any degree further than necessary. We are of course willing to communicate with other organizations, but we don't see a need to 'stir the pot' as some may say. The political game in Dual Universe can be as vile and toxic as it can be productive and peaceful."

Community page | Public Discord | Website | Twitter | YouTube

Image sources: Novaquark

FrogSwarm

FrogSwarm is a French speaking group with a long gaming history, in EVE Online they were associated with Goonswarm. The organization has been participating in the Dual Universe tests from the start, but hasn't been active in the political scene. FrogSwarm describes itself as an "enlightened dictatorship", choosing the leaders mostly from exceptional military commanders. The main language is French.

The following information has been provided by **Silmerias of [FROG]**

Current events

"In Dual Universe nothing has changed since we are still testing, waiting and not really recruiting. Overall in other games, we recruited important new French faces to join our core directors – meaning for Dual Universe too – and made a blast with our awesome propaganda, available on our website."

Plans for Beta

"In Beta we will keep testing until we consider the game 'playable' according to our definition."

Image sources: FrogSwarm

Alpha diplomacy

"We do not get involved yet. However, FrogSwarm always gets heavily involved in politics, geopolitics and diplomacy."

| Competitive | 25 | 25 | Cooperative |
| Commercial | 25 | 25 | Cultural |
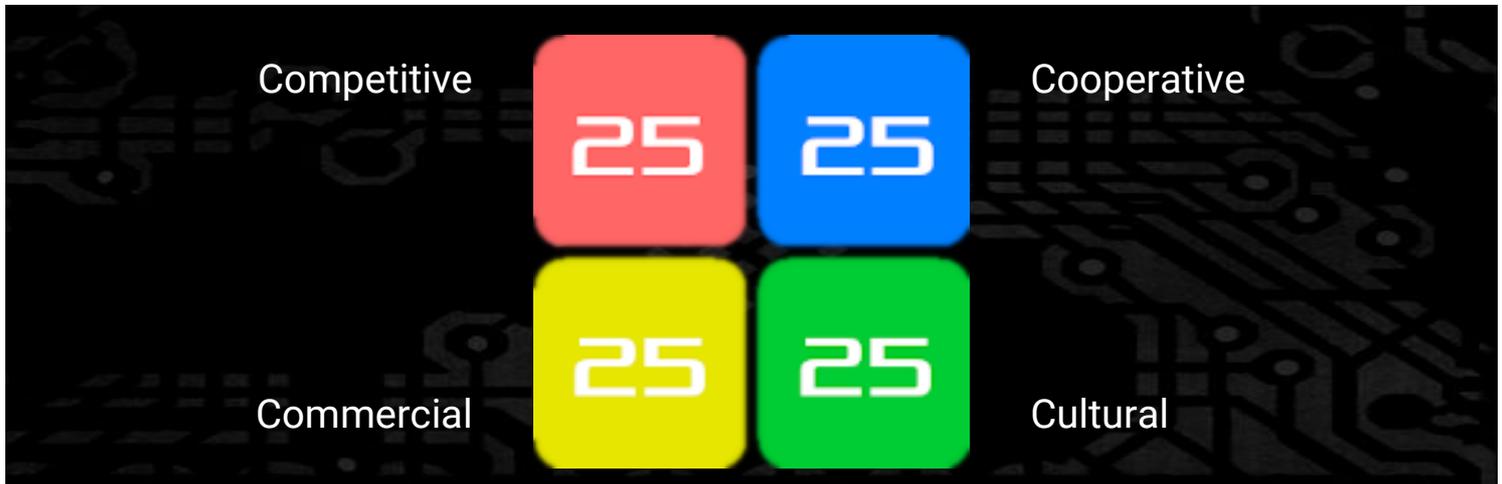
Community page | Website | Twitter | YouTube

Heimera Trade Xchange

Heimera Trade Xchange is a corporation, focused on industry and logistics, but also safeguarding these endeavors by means of PvP. It is looking for highly specialized members working towards the goals of the group. The organization has been part of the Dual Universe community since the early days, most notably also founding the news website Outpost Zebra. The main language is English.

The following information has been provided

by **Einu Vei of [HTX]**

Current events

"An ambitious approach and a defined focus have helped the Heimera Trade Xchange immensely. Our

vision hasn't changed significantly since our re-brand from the Aether. What the last few months have shown us is, that we're doing something right and we can do more. Instantaneous member growth is not necessarily a crucial metric of success. Historically, a positive delta in our member count has always been low. That suits our identity as a premier organization for premier class people.

The last few months have seen our public profile bloom somewhat with constant activity. On the opposing end, our alliances have not changed at all since our inception as the HTX. That's also according to plan. We have had some inroads in thawing the ice with a few rising organizations, but nothing ground breaking. The house always wins; impossible if it favors certain clients over others.

In summary, the last few months have refined our objectives as we interacted with the game and the community. The HTX has the advantage of being focused and dynamic: an approach is easily altered in pursuit of an objective. Looking forward to the Beta and beyond, that's something to stick to."

Plans for Beta

"Dual Universe is still in an aqueous state. With respect to the NDA, the triumphs and trials so far must remain redacted. Regardless, Beta is an opportunity and a challenge. An opportunity, because we expect a slew of changes and increased social interaction. The latter is crucial to our objectives and play-style: empty markets, hollow containers and abandoned constructs benefit no one.

For most organizations there's going to be a bloody scramble for the attention of new players. For niche organizations like the HTX, the Beta is the final test: will specialization pay off? That's where Beta becomes a challenge.

Ergo, testing is important; but not the main objective. The HTX will continue to refine, develop and practice its logistics and advanced manufacturing aims."

Alpha diplomacy

"We are significantly detached from the politics in Dual Universe. The degree and intensity to which we observe might change in the future. In the past, presently and in the future, we are not inclined to participate in the political game of Dual Universe. There are more rewarding pursuits, in our opinion."

Competitive		Cooperative
	5 10	
	10	
75		
Commercial		Cultural
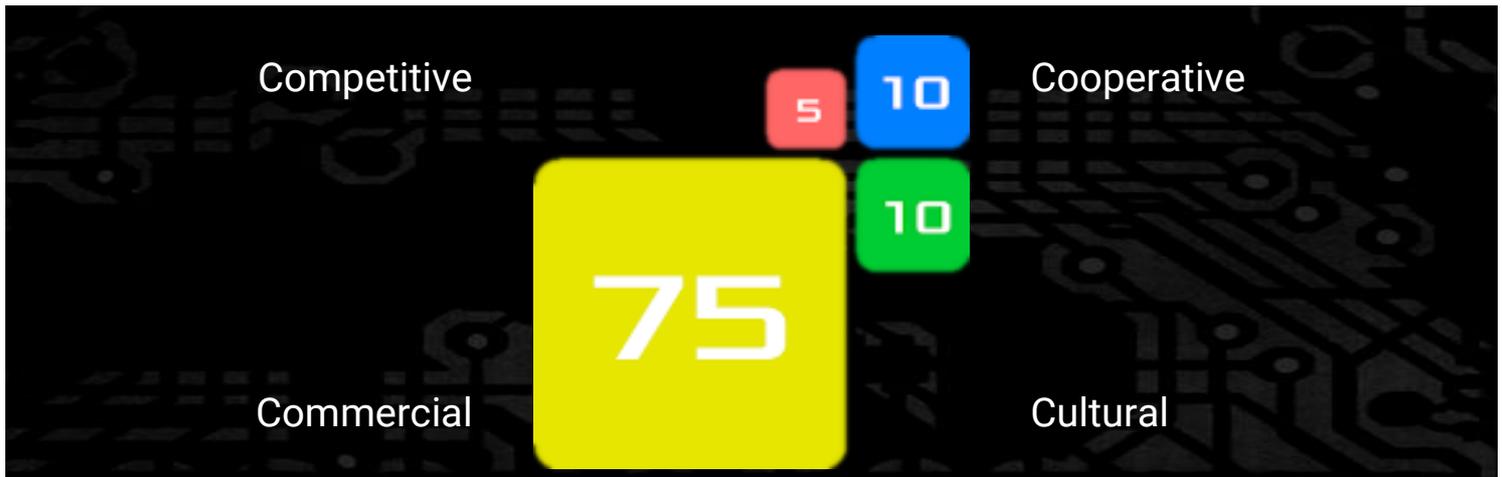
Community page | Public Discord | Twitter

Helheim

Helheim is a German speaking organization, in role-playing terms a corporation gone city state, to keep civilization alive in humanity's new home. Structurally it's a meritocracy with governmental job positions. Helheim has decided to not get involved in Dual Universe politics just yet. The main language is German.

The following information has been provided by **Toxis of [Helheim]**

The text has been translated from German

Image sources: Helheim

Current events

"The past few months have been relatively uneventful. That has mostly been reinforced by the wipes, however. Currently we're not actively hunting for new members. At the start we tried to grow fast, but we later realized that this wasn't the right way. We proceeded to work closer with our active members to grow, so we could later provide a stable and cooperative organization for new members. We decided that quality beats quantity. Some of our members have previously been in big organizations and came to appreciate not being just a number but rather a part of an elite society. Concerning policies, we're still strongly holding back on purpose, because we're using the Alpha tests to evaluate, where we actually need rules for the member base. These will be adjusted according to the changing conditions in-game, which are still being tweaked by Novaquark."

Helheim Voxel Library on Alioth in Alpha 2 (source)

Plans for Beta

"In the same way as Novaquark wants to carry out a 'soft launch' of the game, we will try to implement our ideas of colony planning, economy and exploration as if Beta is the finished game. In case there isn't another server wipe, our structures and operations – in a constructional as well as organizational sense – should be good to go for the Release. Additionally we will of course analyze the existing game-play mechanics and test how we can combine these with our goals."

Alpha diplomacy

"Politics in Dual Universe is still rather experimental and in our opinion exists more on paper than in-game. Over these past few years we have watched organizations ally with each other, have conflicts and collapse. The real use and the stability such alliances provide will only take shape in the finished game.

As long as there is no active trade and no need for it, and as long as there is no need to save-guard against PvP, diplomacy will stay of secondary importance.

Many organizations still haven't decided how they will present themselves in the end which makes the signing of treaties completely redundant. Especially because there are organizations that are openly antagonizing each other, but in some cases also have the same organizations as allies.

We will continue to follow the developments in this field and possibly reevaluate the necessity of alliances. So far we have declined all alliance inquiries politely but firmly, for the above reasons. But in general, nothing contradicts having cooperation with other organizations later in game."

Competitive — 20 Cooperative — 10 Commercial — 50 Cultural — 20
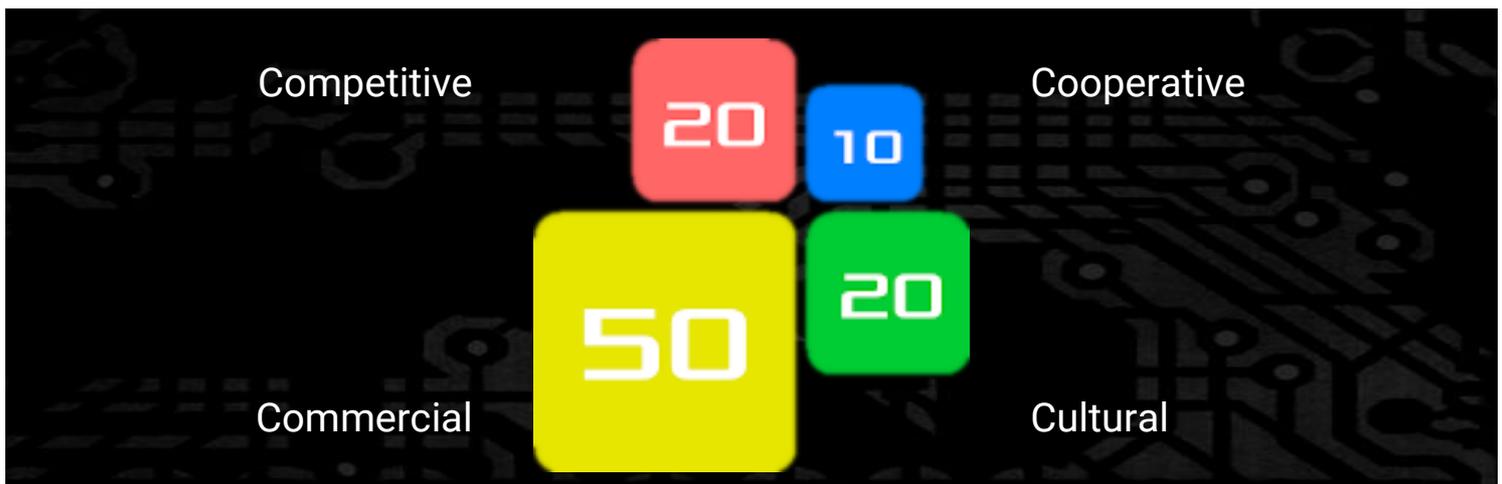
Community page | Public Discord | Website

Hyperion
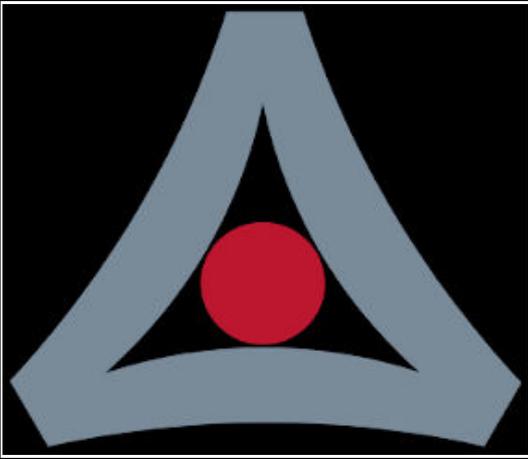
Hyperion is the third biggest organization in Dual Universe and the largest German speaking group. It is structured as a corporation with a strong focus on industry and design, culminating in impressive building projects that usually rank high in Novaquark contests. Hyperion is a member of the Ascendancy alliance. The main language is German with regular outside communication in English.

The following information has been provided by **Underhand Aerial of [HYP]**

The text has been translated from German

Current events

"With the Alpha 3.1 this year we were able to record a significant member growth. Our 'commissioners for new players' had an especially tight schedule in the past months. Furthermore there was increased work in smaller teams to achieve our different goals. That made it possible for us to present our results to the community at the latest Alioth Aerospace Expo and get positive feedback.

I'm exceedingly proud of our space station Themis, which was a collaborative effort by almost the whole organization. Themis made it into the Top 5 finalists in Novaquark's Space Station Building Contest. With a length and width of 400 meters and a height of 900 meters it was the largest space station built by players in Dual Universe to date. The needed voxels alone were equivalent to 8500 ore veins. It was our currently biggest construction project, but it won't be

the last by far. After all, it was only the "entrance". [The construction details of Themis were revealed on the Dual Universe website; earlier in the press communication it was accidentally called "Themis Tunnel Eingang", which translates to "Themis tunnel entrance".]

Politically a lot has happened as well in the past months. Terran Union, the former largest organization in Dual Universe, disbanded. One of the triggers for this decision was probably our cancellation of the partnership agreement between TU and Hyperion. But we don't regret it, because we have co-founded Ascendancy, the largest alliance in Dual Universe. There is very good

cooperation and we have trust in our allies. I'm positive the Ascendancy will make a lot of waves in the future."

Plans for Beta

"Beta is a kind of a "soft release" and therefore we will do our best to secure a industrial power base. We are still developing the specific plans. We have considerable changes in mind, but those have to be presented to our members first, before we can finalize and implement them. That's why I can't say more yet."

Alpha diplomacy

"Most of it was just "role-playing", which I see as meaningless. As the head of a German organization I'm being pragmatic and striving for efficiency. Either you sign contracts that you can directly implement in the Alpha to strengthen the cooperation of organizations as well as practice communication and the realization of joint projects – or you show too much imagination by entering into non-aggression pacts and planning for the settlement of whole planets."

Competitive			Cooperative
	30	25	
	35	10	
Commercial			Cultural
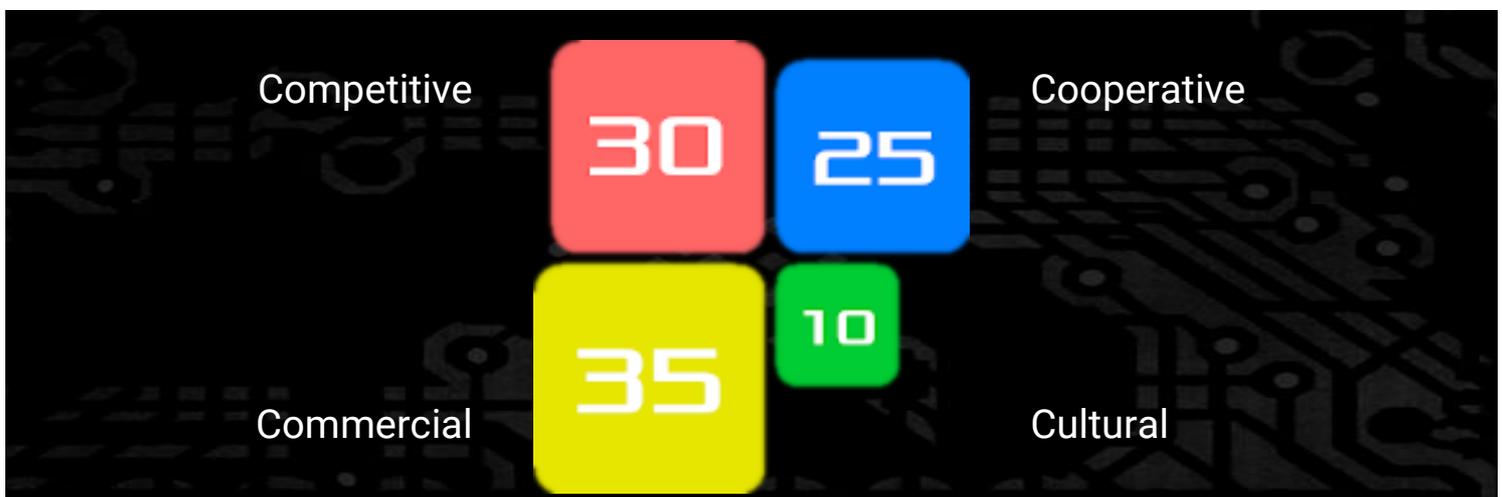
Community page | Public Discord | Website | Twitter | YouTube

Les Scorpions du Désert

Les Scorpions du Désert is a French speaking gaming guild that has been active in Dual Universe since the Pre-Alpha. Politically they have kept a fairly low profile, but have been working on collaborative projects in-game. The organization is a meritocracy with heavy member involvement. The main language is French.

The following information has been provided by **Yggdrasill of [LSD]**

Current events

"We made a quick restart after the last server wipe, more motivated than ever and focused on one community project: an open access industry for all players in the organization as well as partner organizations. We are quite satisfied with the impact this has had in the organization for both new and experienced players. There have always been and will always be new players. We welcomed them the best we could by staying active ourselves, despite the game still getting another server wipe. In conclusion, LSD has mostly matured in the last two months."

Plans for Beta

"The idea of LSD is to found a true civilization. Starting from nothing is very difficult. That's why we've been working on this subject since Pre-Alpha. We will continue until the Release, and Beta is just one more step in this process. It will allow us to put new tools in place. In order to allow players to propose projects and get involved in the creative process of the game, we have set up a discussion body called 'agora'. It allows us to discuss the technical and functional aspects of the proposed projects. The goal is to obtain full and complete adhesion of the players. As in the past, we also plan to organize events internally and with our allies. We will of course extend our network of relationships and consolidate those already acquired."
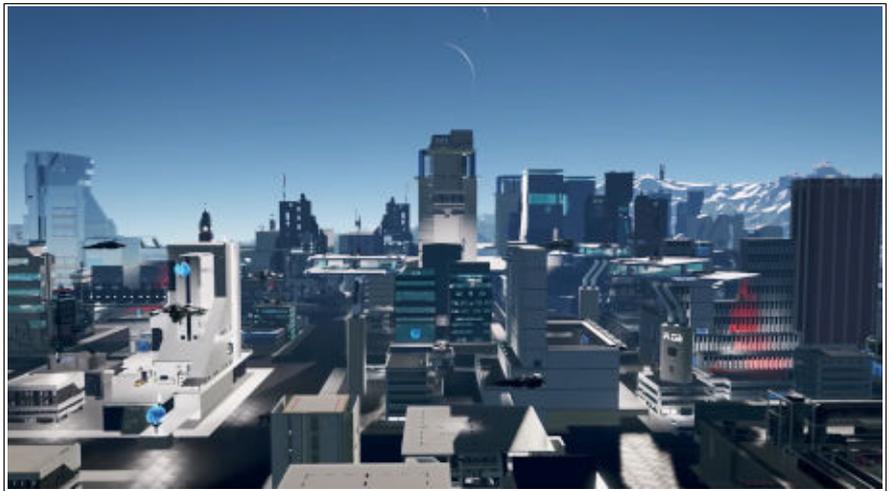
Images sources: Novaquark

Alpha diplomacy

"Politics and diplomacy in Dual Universe will play important roles just as they do in real life. We will, of course, support inter-agency initiatives that foster good and lasting relationships. We want to play our full part in the community of players. At LSD we are not naturally aggressive, but we know how to defend our interests. Make no mistake, like most guilds of our size, we're going to have some skirmishes and we're preparing for them too. You can see that we already have allies. But alliance games will become more important, as strategic areas to defend emerge. Only then will the common interests between alliances really see the light of day."

Community page | Public Discord | Website | Twitter | YouTube

Ministry

Ministry has grown rapidly in member count and has done this by advertising and recruiting exclusively in-game. Many of the early members of the organization came from EVE Online. Ministry is a meritocracy with strong democratic elements open to all full citizens. The organization currently focuses on industry and PvP. Ministry is part of the Ascendancy alliance. The main language is English.

The following information has been provided by **Pulynerain of [M]**

Image sources: Ministry

Current events

"The biggest evolution of the Ministry organization in the last couple of months would have to be the establishment of the Ministry Constitution and the beginning of a mostly citizen run leadership structure. While taking cues from lessons learned from previous games and communities, we have formed an organization that is almost completely driven by those who chose to become Ministry Citizens. Empowering the people in the organization has had an enormously positive impact on our organization already and it is still in the earliest phases.

Ministry members are not required to become Citizens and can participate as they see fit, provided they remain positive members of the organization and conduct themselves in accordance with our values (their only responsibilities). Ministry Citizens pay dues to the organization and elect the majority of the leadership position for the organization and have the power to propose changes to the constitution and the organization as a whole. By accepting responsibility to the organization in the form of dues and participation requirements, Ministry Citizens then hold the right to collectively drive the direction and decisions of their organization."

Plans for Beta

"For the time being Ministry remains primarily focused on growing and further defining our organization while efficiently testing the game as thoroughly as possible. We expect our industry ideas to grow and become more self sustaining for everybody. We will be establishing a recruiting base at an advantageous and scenic location on Alioth while moving our main base to a much more centralized location. Finally, we will continue to develop and invest in our PvP capabilities."

Alpha diplomacy

"As the game is growing and evolving already, one thing we have always thought is, that you can never have enough friends. Although there will be times we will have no choice but to declare enemies, it really is not in anybody's best interest right now to create enemies. Eventually there will be times I'm sure in the Beta phase, where we will fight for what we stand for and believe in, and defend our allies – the Ascendancy – as needed. There has been some aggression already towards our allies that we are keeping a close eye on, in the event we need to respond. Until then, the current alpha is the best time for networking with other organizations and to get your name out there."
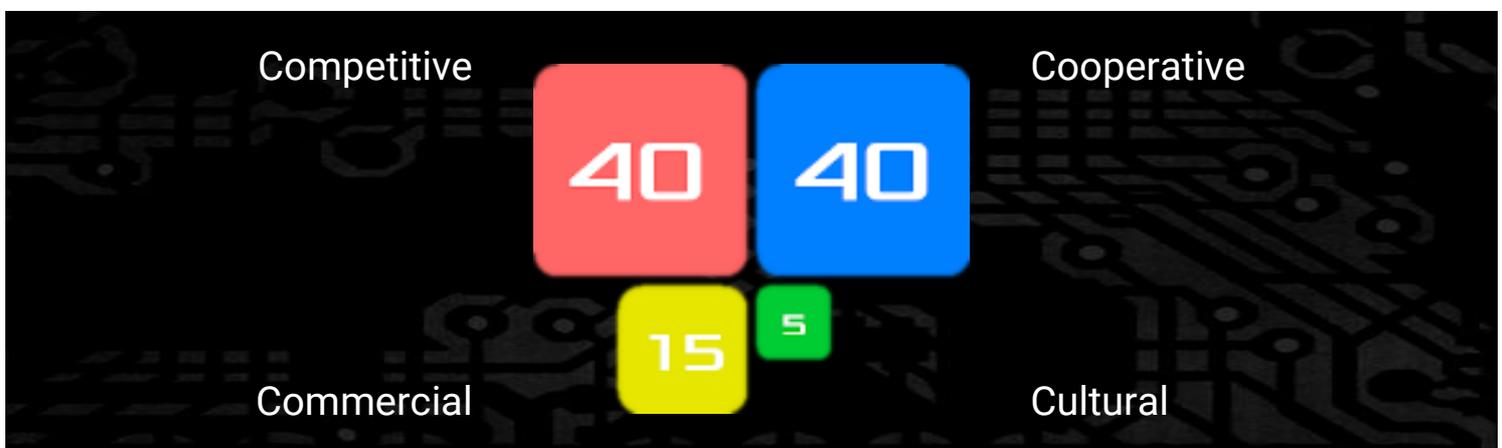
Community page | Discord contact: WhiteMEat#0726

Image sources: Novaquark

New Genesis

New Genesis exploded on the Dual Universe scene in 2018/2019, so much so that Novaquark, critical of the organization's recruitment practices, applied a member reset. New Genesis grew back to strength and became a fixture in the community, especially focused on the PvP. It is an autocracy with a heavy role-playing focus and also a member of the Ascendancy alliance. The main language is English.

The following information has been provided by **Newton of [NG]**

Current events

"New Genesis over the last couple of months has seen a sharp rise in member growth thanks to the efforts of our leader The Master Architect (TMA). Since the

wipe happened, we have gained nearly one hundred new players. This member growth has contributed a lot to our recent successes and has given New Genesis fresh blood that helps to keep the organization running.

The organization has accomplished one major event recently and that was winning the Space Station Building Contest thanks to one of our senior members and most accomplished builders in the organization: Flip360. Within the organization, we have had several competitions mainly about fighter ship designs and a member-driven hover-board race.

Recently New Genesis has experienced some turbulence, where some of the older members were dissatisfied with how leadership governed, thus we split, with most of them heading to BOO and some to a variety of smaller organizations. New Genesis therefore changed its policies on leadership and has tried – and I believe succeeded – in becoming more open and helpful to our members.

New Genesis has also had several shifts in leadership and is currently changing the structure of leadership. The organization has started several programs to help our new players to get started with an internal ship trading market and being able to get assigned a personal tutor, who is a veteran of the game, [teaching them] how the veterans play the game so well, such as: how to mine efficiently, tips with building, some Lua instructions, and of course how to do PvP. Our public relations are warm. The people outside must remember that New Genesis is not a pirating organization, we do not simply hunt and kill whoever we see. Our military head Anderson Williams has stated that one of our military doctrines is that we are honorable in war. New Genesis likes to have good fights with our brother and sister organizations in the Ascendancy, with other neutral organizations and with our rivals."
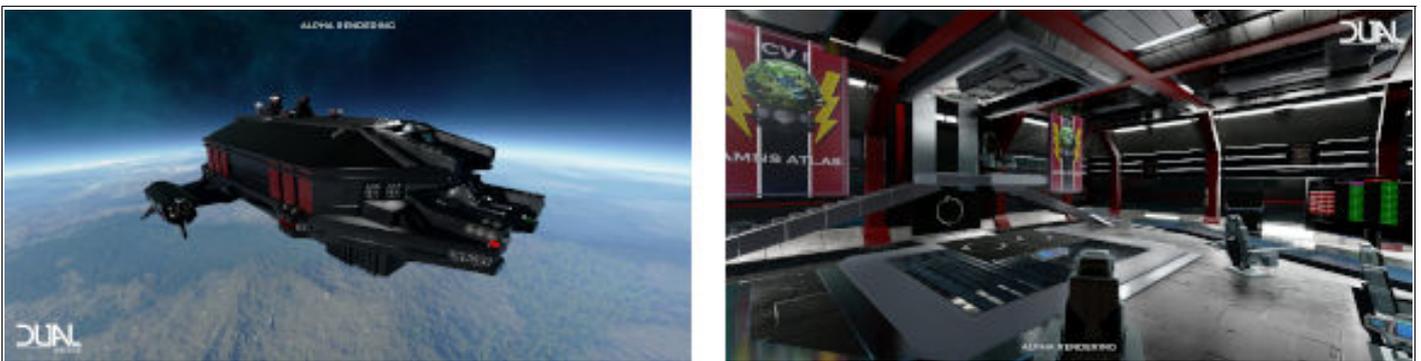
New Genesis warship AMNS Atlas in Alpha 2 (source)

Image sources: Novaquark

Plans for Beta

"Beta is a promising time of change for all organizations in Dual Universe. We believe that many sleeper organizations will awaken now that Dual Universe is going into Beta. Our main goal as always is to be the most effective PvP organization in the game. Note that we are not the largest guild, therefore we cannot man the largest fleets of PvP ships in the game. However, we are the most effective PvP organization and have won many times in our battles. I'd says that we have the best win-loss ratio out of any organization. During the beta, New Genesis would like to build our main city up again and we will probably work with our alliance members in building a grand city in Dual Universe."
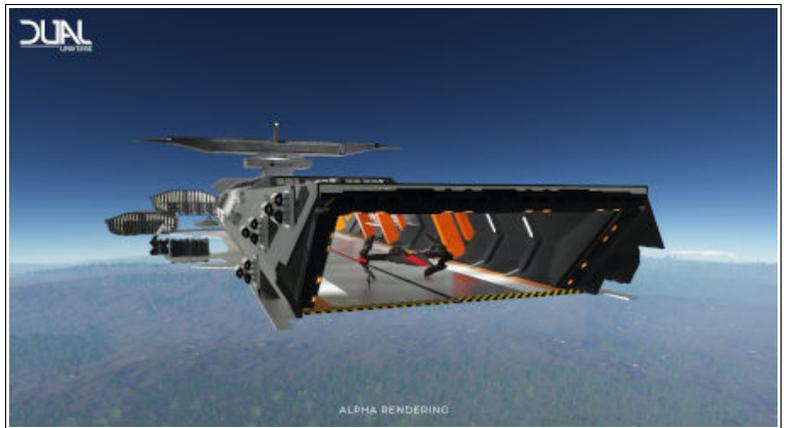
NG carrier SS Stanton Friedman (source)

Alpha diplomacy

"New Genesis does not take part in many of the political discussions within Dual Universe. We simply like to hunt prey and purge for the All-Father, but as the game has many other organizations, we cannot help but get involved. New Genesis is one of the largest organizations but more importantly, we are one of the most active ones in the game. We are also in an alliance called the Ascendancy, which has many active organizations within it. If the entire Ascendancy combined its manpower, our alliance would far outnumber BOO and Empire. There are many types of organizations in the alliance such as major industrial, merchant, shipbuilding, and mercenary organizations. Currently, for Beta, a sort of trade relationship is being built within the Ascendancy."

Image sources: Novaquark

New Genesis

Competitive   50   15   Cooperative

Commercial   15   20   Cultural
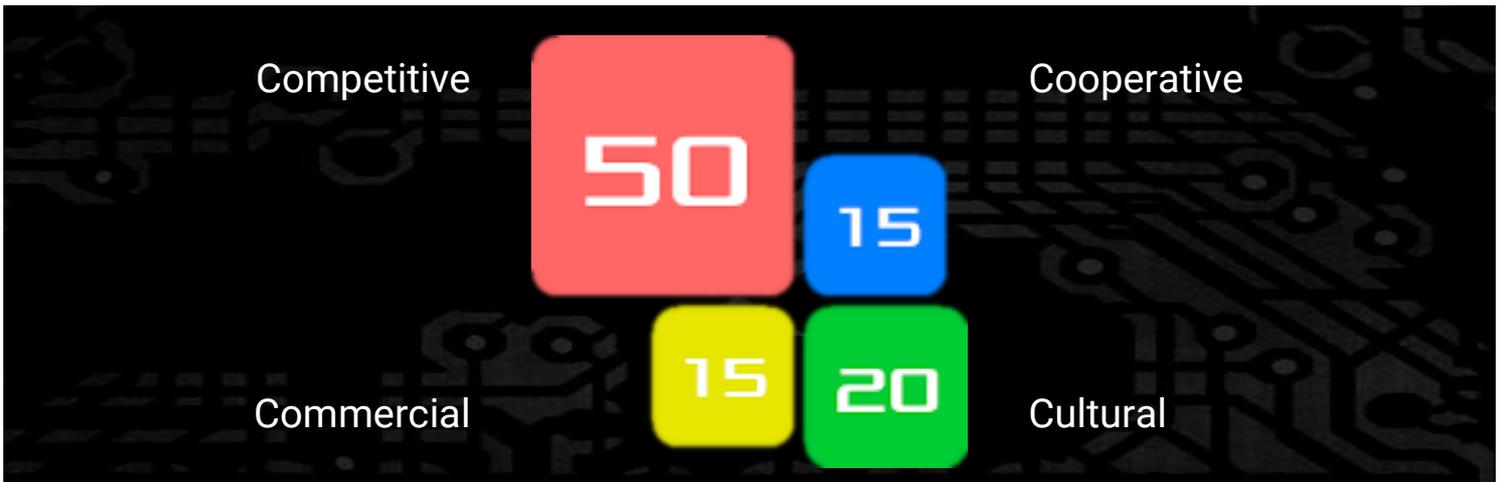
Community page | Public Discord | Twitter | YouTube

Penrose Laboratories

Penrose Laboratories has quite recently reached the Organizations Top 10 in Dual Universe and is the largest French speaking group in the game. Penrose employs a corporation style, focusing on industry and the technology side of the game like Lua coding. Additionally the group is a staunch member of the Band of Outlaws family, profiting from more synergies there. The main language is French.

The following information has been provided by **Jericho of [Penrose]**

Current events

"Over the last two month, we have seen two things in the organization: First, with the wipe and the announcement of

a second one coming for Beta, several members just stopped the game to come

back for Beta. In consequence, the activity was lower than before and some of our still active members decided to leave the organization. Second, with the announcement of the Beta date, several old members came back and several new players in the game joined us too. We've also seen some passive members becoming more active and more involved in the organization life. I think we are really on a good way now."

Plans for Beta

"Penrose is always the same, Beta or not. We are more oriented to the industrial side of the game with a really big Lua & development part. We also want to work on construction and Voxelmancy. Even if not specialized in PVP, we are checking all news on that side and staying ready for it. We still want to be able to defend ourselfs. We are viewing the Beta start like the real start of the game. We are also members of Band of Outlaws and we are following the code that applies to everyone in BOO."

Penrose Laboratories ships Exodus (source) and Providence (source) by Reckers

Alpha diplomacy

"We are working on it. Penrose is in contact with several other organizations, bigger and smaller, and we already have partners and allies for several things. But I'll not tell more about it actually."

Penrose Laboratories

Competitive

Cooperative

35

10

35

20

Commercial

Cultural
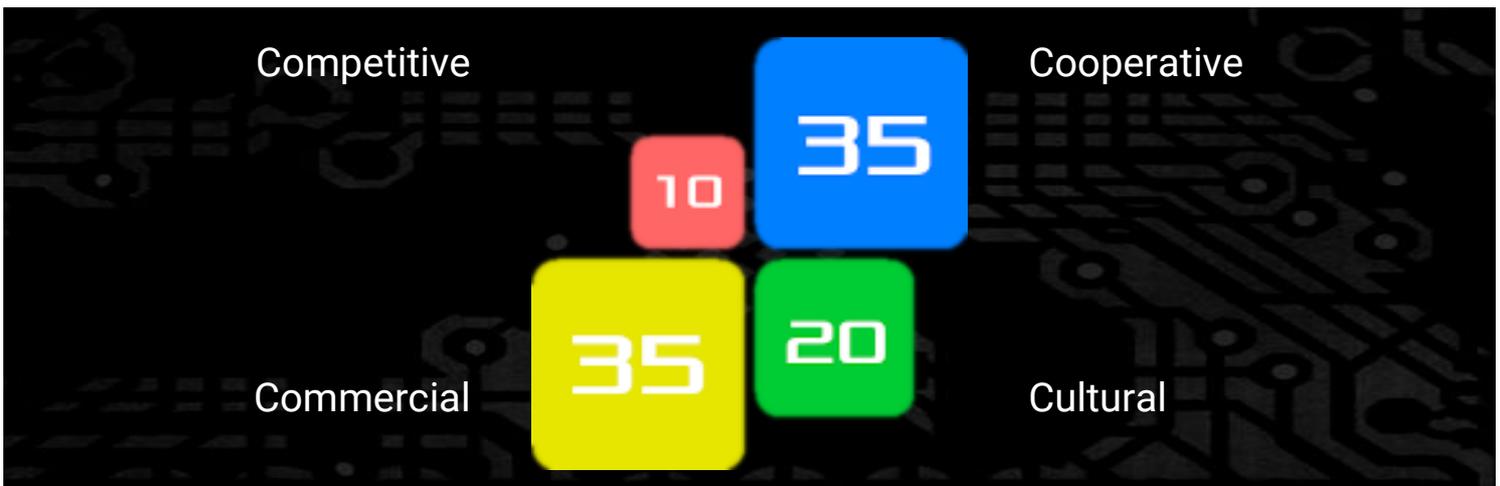
Community page | Public Discord | Website | Twitter | YouTube

Sector Protectorate
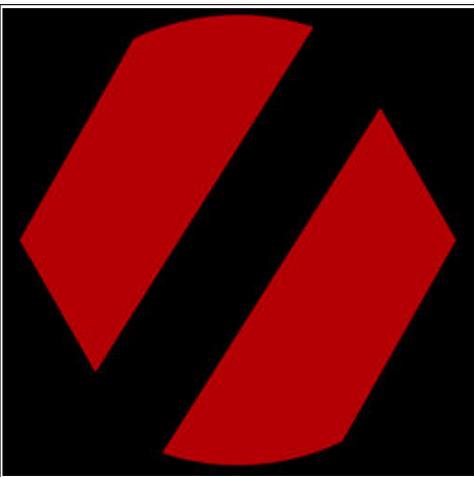
Sector Protectorate has been a part of the Dual Universe community for a long time and in the early days was quite active in the political scene. Nowadays the organization still has treaty agreements with other groups, but usually keeps a low profile. It is a meritocracy led by a directorate. The main language is English.

The following information has been provided by **wakama of [SP]**

Current events

"In the past few months Sector Protectorate has gotten very laid back. We are still seeing organization growth with the same speed like ever before, though. We've been here since 2016 and we've been preparing and eagerly waiting for the game to come out for the whole time. Unlike most others, since then we did our best to

Image sources: Sector Protectorate

never die out and I'm glad it worked. But after all the waiting and seeing what the game is and it going to Beta in this state, we just feel disappointed and our interests have very much shifted away from solely Dual Universe. I know many other people feel the same way, especially the Dual Universe veterans and many of them are leaving. We're not going that far, but our plans are definitely becoming more casual than ever before. We have made internal restructures, some policy changes and mergers with other organizations, thus we're now in a very stable and comfortable position overall."

Plans for Beta

"As I already said, our stance for the Beta is not too enthusiastic, but we still have a dedicated group of Alpha players and many more people interested in playing Beta. I have no fear that we would have any problems. We're looking forward to finally cooperating with our allies and start making our place in the universe. Most plans for the Beta revolve around settling down and preparing for what's next to come."

Alpha diplomacy

"We're one of the oldest organizations out there, we've seen organizations fall and rise and got involved in a lot of stuff throughout the years. Our stance has usually been to try be neutral, but that wasn't always necessarily the case. The amount of new players and organizations is rather overwhelming and with our new, more laid back position, we haven't gotten too acquainted with the 'new blood'. Dual Universe drama is definitely still present, but either there's not that much of it or it

is just less interesting. Either way as an organization, we haven't gotten into any drama in a long time, as we prefer to be neutral in conflicts. As for me as an individual... I still had some drama fun. When it comes to the biggest organizations, we interacted with all of them. None of them are against us and some are even our partners, so there's nothing problematic in this regard. Dual Universe seems to have some alliance power-plays nowadays, quite the change from the time when most organizations went on their own, or had one or two alliances. We do have allies, but we make sure we are going to be able to always uphold our more neutral policy. During the alpha we did work together with some organizations, but we mostly just tested stuff out on our own."
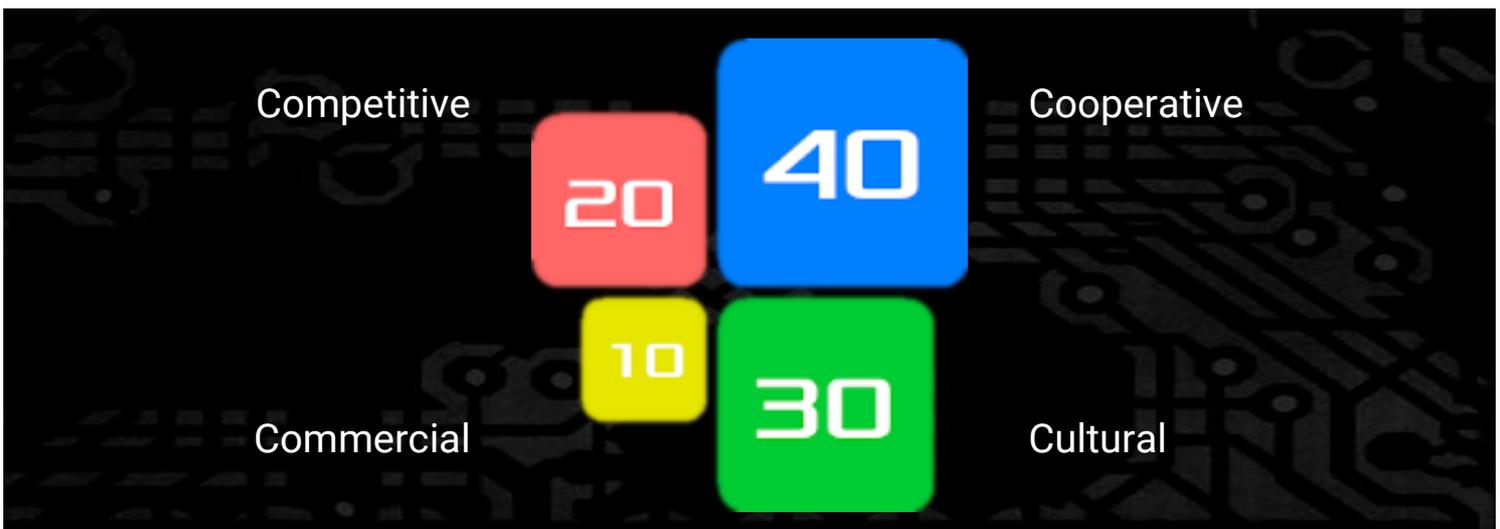
Community page | Public Discord | Twitter | YouTube

SilverLight Industries

SilverLight Industries is a big corporation in the organization landscape of Dual Universe. The group has usually kept out of politics during the Alphas, instead focusing on mining, industry and design. Publicly they see themselves as a neutral PvE organization, but have security forces. The main language is English.

The following information has been provided by **Amigocreeper of [SLI]**

Current events

"SLI has steadily been accumulating members with the Alpha released and soon the future of Beta, this I see as common across the board with most organizations. We have been modifying our internal divisions to make needed changes to keep up, as Dual Universe progresses through its own changes. Voxelmancy has been a more driven aspect in the last test session with all construct designs, as we integrate function and beauty. We have been active in community events both supplying and participating; and even held an exclusive SLI member design build & fly competition to help focus on key starter ships. We have been in contact with other organizations about production contracts and logistic shipments across the solar system. With the full wipe for Alpha, starting from scratch sure has helped create a bit of motivation but also a lack of online activity as players wait for Beta."

Plans for Beta

"SLI's plans for Beta are still in the air with a few options to choose from. Depending on the release of certain in-game features and updates we will see how to unfold completely for Beta. We do aim to take the Beta as a formal start in which we can experience how to shape the future of Dual Universe; building our industrial strengths to supply markets and contracts, creating shipping routes between planets and space stations, and expanding construct designs with Voxelmancy, Scripting, and Utilization for specialized fields."

Image sources: SilverLight Industries
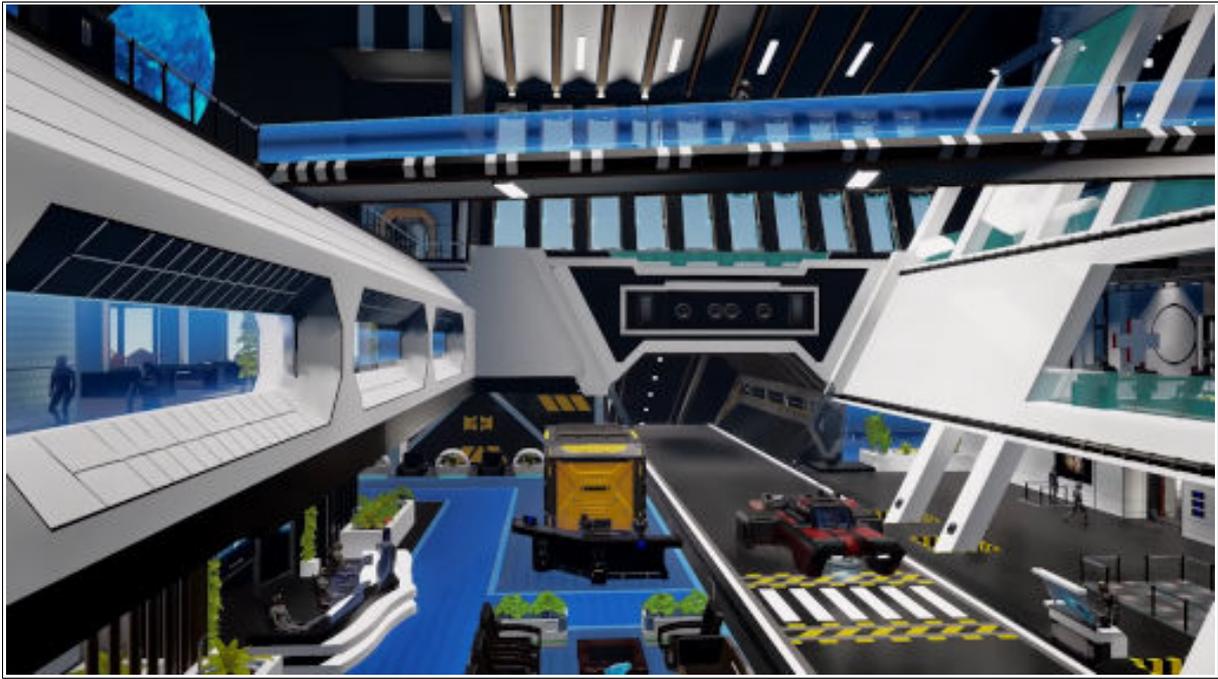
Alpha diplomacy

"The current political atmosphere seems calmer now than ever. The drama of the old times has surely diminished since most of us are distracted with the tests. Although I don't see tensions getting lower than this. As we get closer to release and PvP becomes more widespread, conflicts are going to arise. Regarding SLI, we have always stood for neutrality, and we will try to keep it that way. I cannot predict the future, but if we must defend ourselves using force, we will."

Competitive 10 · 30 Cooperative
Commercial 40 · 20 Cultural

Community page | Public Discord | Website | Twitter | YouTube

Image sources: Novaquark
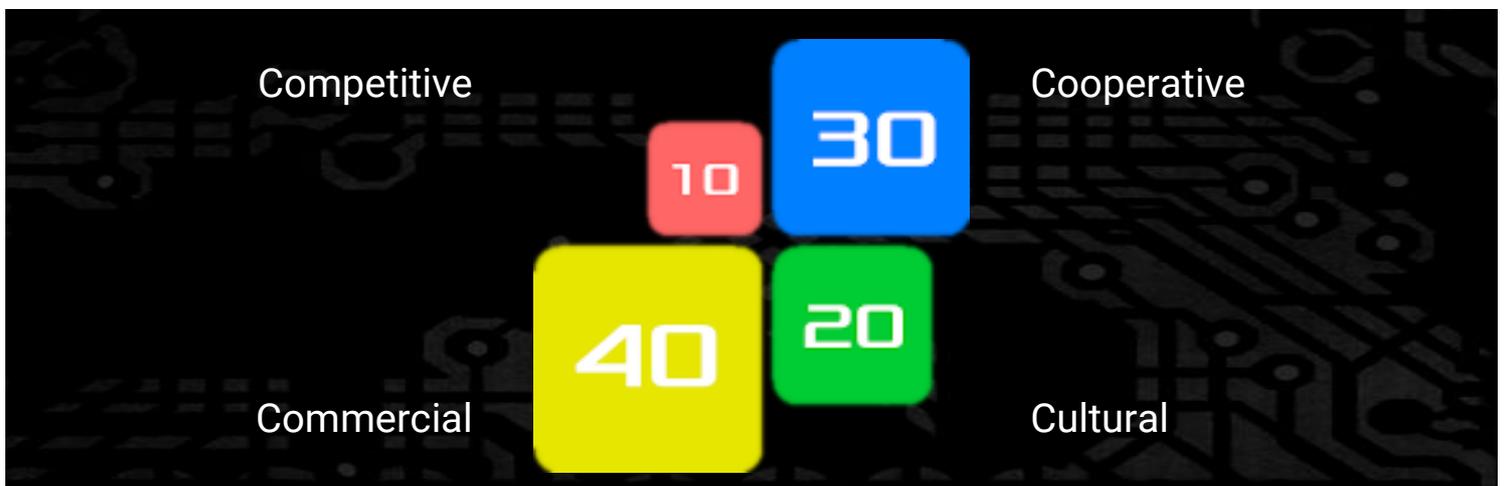
Soul Nebula

Soul Nebula has been community focused from the start. The organization calls itself a guild and means that in the more traditional sense: as an association of artisans and merchants, providing security and support in numbers, but keeping as much individual freedom as possible. Soul Nebula's Shockeray is also known for the Dual Universe community map. The main language is English.

The following information has been provided

by **Shockeray of [SN]**

The Tyberius by Thasrion (source)

Current events

"Member growth has been increasing again through Soul Nebula's prominence in-game. As usual, Soul Nebula focuses more on creating a community where people can work together through their own coordination than through organization from above. Soul Nebula been approached by a few organizations looking for an alliance as well as a few multi-organization groups, but so far SN is not officially connected with any other organization."
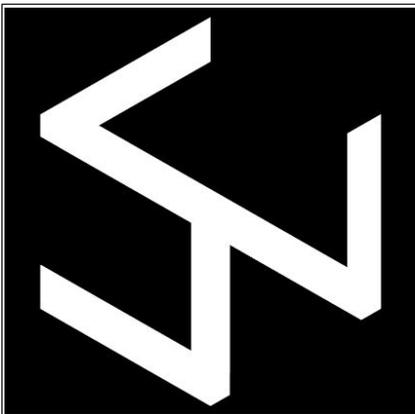
Plans for Beta

"Most of SN members are looking at working together in order to build a strong industry & economy position in Beta, that will allow individuals and small groups in SN to branch out and pursue their own interests."

Image sources: Novaquark, Soul Nebula

Alpha diplomacy

"One of the main goals of Soul Nebula is to create a place where people can play Dual Universe without a need to be constantly surrounded by the in-game politics. While there will always be politics in online games and they are important to molding the game and its players over time, many people look for the ability to play Dual Universe without being constantly wrapped up in the drama."

Competitive 15	Cooperative 25
Commercial 40	Cultural 20
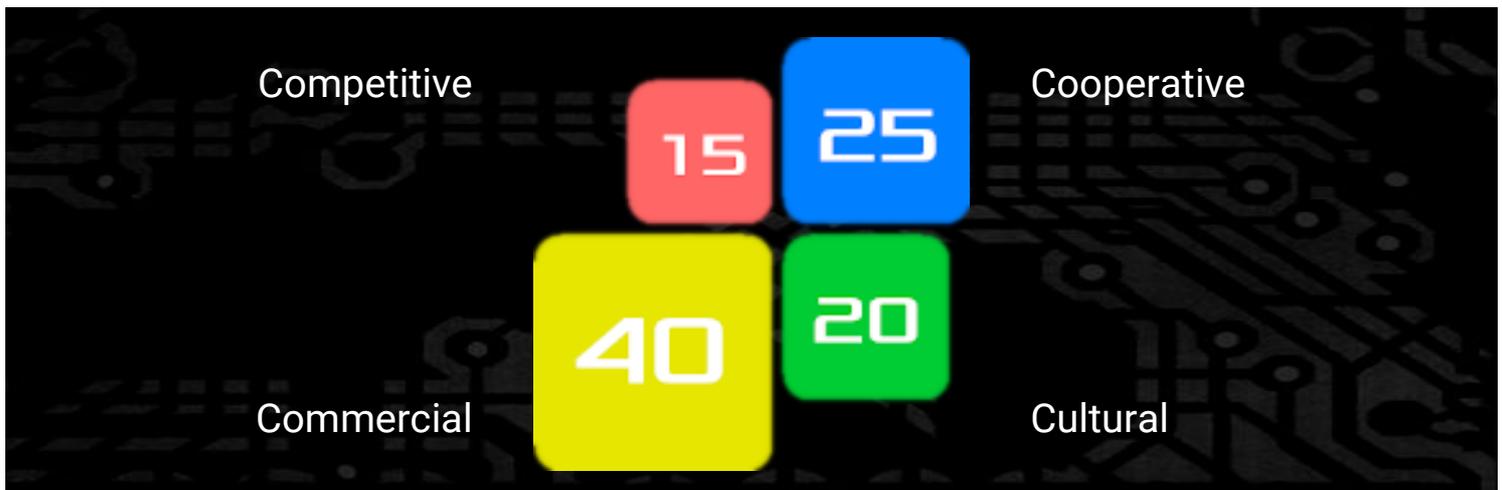
Community page | Public Discord | Website | Twitter

Space Trading Company

The Space Trading Company is a corporation mostly active in-game with very little presence outside. The organization focuses mainly on industry and trading, but is furthermore affiliated with the Ascendancy alliance. The main language is English.

The following information has been provided by **rsfreak132 of [STC]**

Image sources: Space Trading Company

Current events

"We grew in numbers, we gained skill and gained a lot of allies and contacts."

Plans for Beta

"Becoming sales company number one."

Alpha diplomacy

"I prefer to let the chairs work in politics."

The UFO by STC member archerer8791 ([source](#))

Competitive

Cooperative

20

Commercial

Cultural

60

20
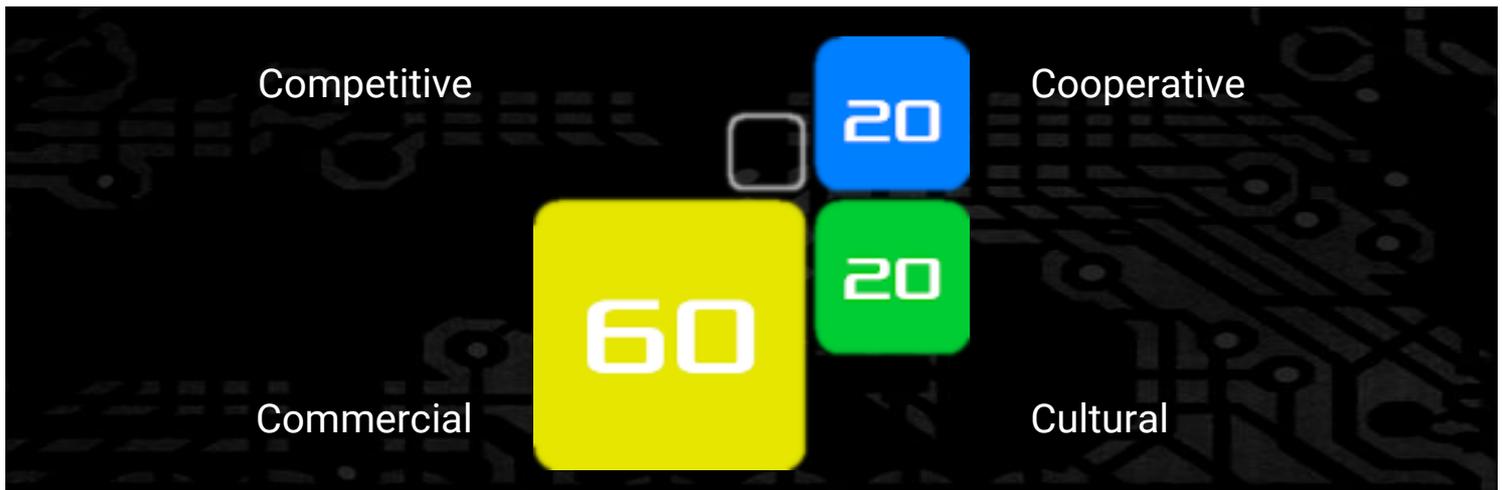
[Community page](#) | [Public Discord](#) | [Twitter](#)

Stargate Command

[Stargate Command](#) is a Stargate themed organization, mostly catering to that fan base in sticking to designs and the appropriate departments, including a military hierarchy. It was associated with Terran Union until their disbanding. Since then Stargate Command has kept out of politics. The main language is English.

The following information has been provided by **Koala Brother of [SGC]**

Current events

"The most significant aspect would be in new members – and not the volume but the handful which have come in and brought value to the group as a whole. This has been through either simply their new interest in the game or their passion & ability to tackle features of the game that others look at with dread, such as crafting. As normal, there has been the continued confidence working with everyone and the satisfaction of completing project milestones, such as the constructs and the collaboration tools outside the game."

Plans for Beta

"All our members are expecting to take things quite seriously. The game development and access is shifting closer to selling a finished service, rather than revising a development built. And since the NDA is lifting, making your presence known in the community is going to be 'easier'. We'll be deploying all the designs for both logistical and combat oriented ships developed in previous test phases, enjoy taking claims and having to defend assets with 'territory warfare.' We are now and for the time being a non-profit organization. Yes, we will gain assets in the name of the SGC, but that contribution is made voluntarily and not under the condition of reimbursement through some kind of in-game salary."

Alpha diplomacy

"We have never taken an interest in high impact advertising or growing the rate of new members. I like some of the user generated events like the races and Expos, but the game is still in development, shall we say. We will continue to serve a niche in the game and grow to meet the needs of people who have a genuine interest in our theme. Community events in the past will have little impact on organizations continuing into release. The ties you have going into release and the events that happen after will have the biggest effect, remembering the persistence that will finally exist in the finished game."

Competitive | Cooperative
60
20
10 | 10
Commercial | Cultural
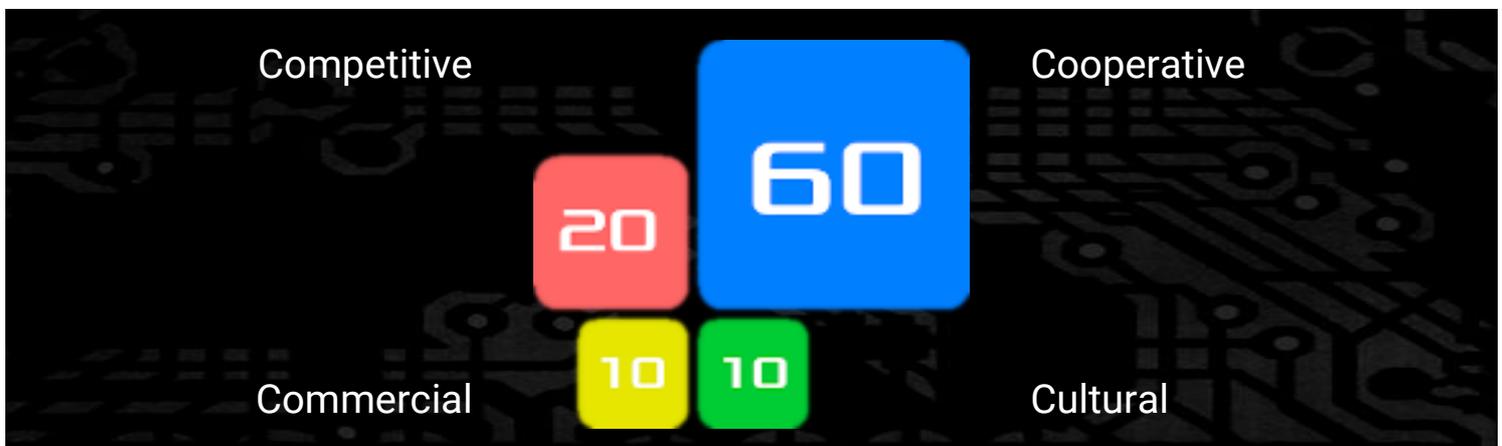
Community page | Public Discord

The Lemurian Federation
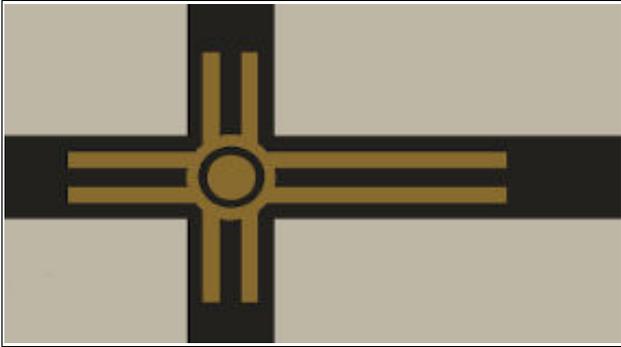
The Lemurian Federation has been founded relatively recently, recruiting mostly in-game. The organization aims to have a mature community, giving the members a high degree of freedom. The goal is to build a state, but The Lemurian Federation hasn't been involved in Dual Universe politics yet. The main language is English.

The following information has been provided by **Pcfreak9 of [TLF]**

Current events

"In the last several months, we had a great influx of talented and experienced players in part due to recent 'work from home' policies. This has led to a significant increase in our organization's potential and internal social quality which in turn led to a domino effect and even more players joined out of interest."

Plans for Beta

"The Lemurian Federation will focus on making the game and community as enjoyable as possible for our players. We will try to fulfill all aspects of the game as it is our intention to lay the foundation for something great, powerful and fun."

Image sources: The Lemurian Federation, Novaquark

Alpha diplomacy

"The political landscape in Dual Universe is very interesting. The powerful and flexible organization system allows a lot of different variants and can accurately represent the complex internal mechanisms. The Lemurian Federation kept a low profile so far, but with the Beta we will step out of the shadows. Our diplomacy will prioritize safety for us and our neighbors."

Competitive 20 Cooperative 30
Commercial 30 Cultural 20
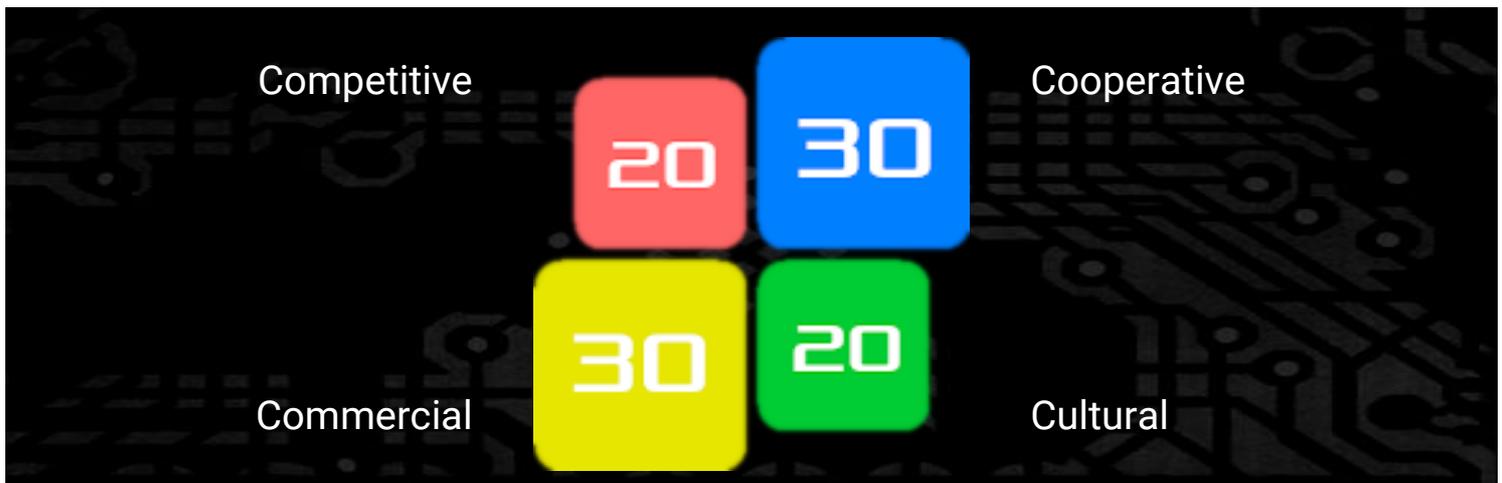
[Community page](#) | [Public Discord](#)

The Old Guard of Gaia
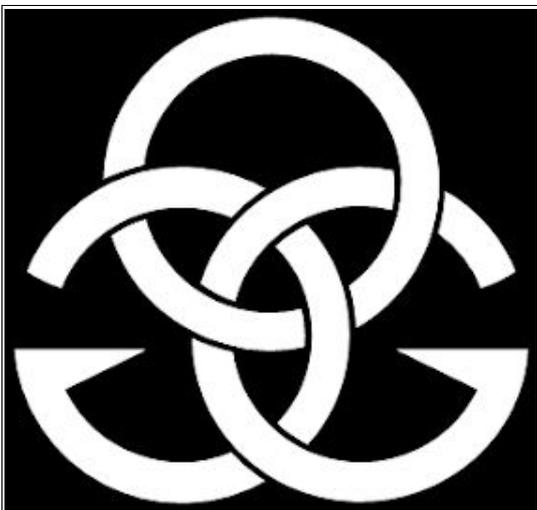
[The Old Guard of Gaia](#) is focused on role-playing a religious military order, spreading their faith with temples and trying to balance the forces of Order and Chaos by game-play means. For that, they are cooperating with many other organizations in the game. The main language is French, but English is used too.

The following information has been provided by **Ox of [OGG]**

Current events

"The Old Guard has got a steady flow of new members, one or two per month as expected, because we are not targeting mass recruiting. The Old Guard membership is a path to find and walk by oneself, and we really want new members, not numbers. During these last months, we tested our way to play together, building new temples, mega-factories and ships. We showed our designs at each Alioth Aerospace Expo. During this last Alpha session, we fine-tuned our constructs and tested every new feature. We made a lot of new ship designs too. I think we are now ready for the Release."

Plans for Beta

"If Beta is the last deep wipe before official release, we will go as planned: Quit Alioth as soon as possible and erect our first temple with a mega-factory around, before spreading our temples and sanctuaries across the galaxy – sometimes under the protection or with the help of top tier organizations. This will also depend on how and where Novaquark will implement the Sanctuary Zones.

If a last total wipe is planned at release, I guess we will focus on a large organization ship, PvP and territory management for these last sessions. We built almost everything – bases, temples, sanctuaries, space station – and we don't want to spend more time on it."

Image sources: Novaquark

Alpha diplomacy

"The Old Guard of Gaia has four core values: independence, balance, immersion and respect. We will get involved as soon as one of our core values is attacked.

Independence: We want to set our own objectives, our own methods, our own agenda and choose our friends, our enemies and our battles. Any attempt to contest these freedoms will be fought.

Balance: We will fight to restore the balance, put some order in an overwhelming chaos, or put chaos in a stifling world order. Because we are convinced that life is a matter of order *and* chaos. In that respect, we could possibly be law enforcers, if most organizations act as pirates or warlords. Or we could be pirates & rebels if some mega-corporations or one dominating empire prevails.

Immersion: We want to play in a immersive and logic world. We don't want to have flying penises or giant Pac-Mans everywhere. We will support, help and promote any organization playing the game with immersion in mind. For example, ODY and IC are building wonderful things and have to be helped and protected for that. Another different example, New Genesis casts a pretty interesting shadow and their PvP orientation fits perfectly with their identity – or is it the contrary? We don't care if organizations are considered 'good' or 'evil' as long as they act and react 'in-character' with lore logic.

Respect: We will act with restraint and respect for players behind the keyboard. In contrast to that, those who don't act this way – player-killers and trolls – are not welcome in our spheres and will be hunted relentlessly."

Image sources: Novaquark

The Old Guard of Gaia

Competitive	**40**	Cooperative
10		
15	**35**	
Commercial		Cultural
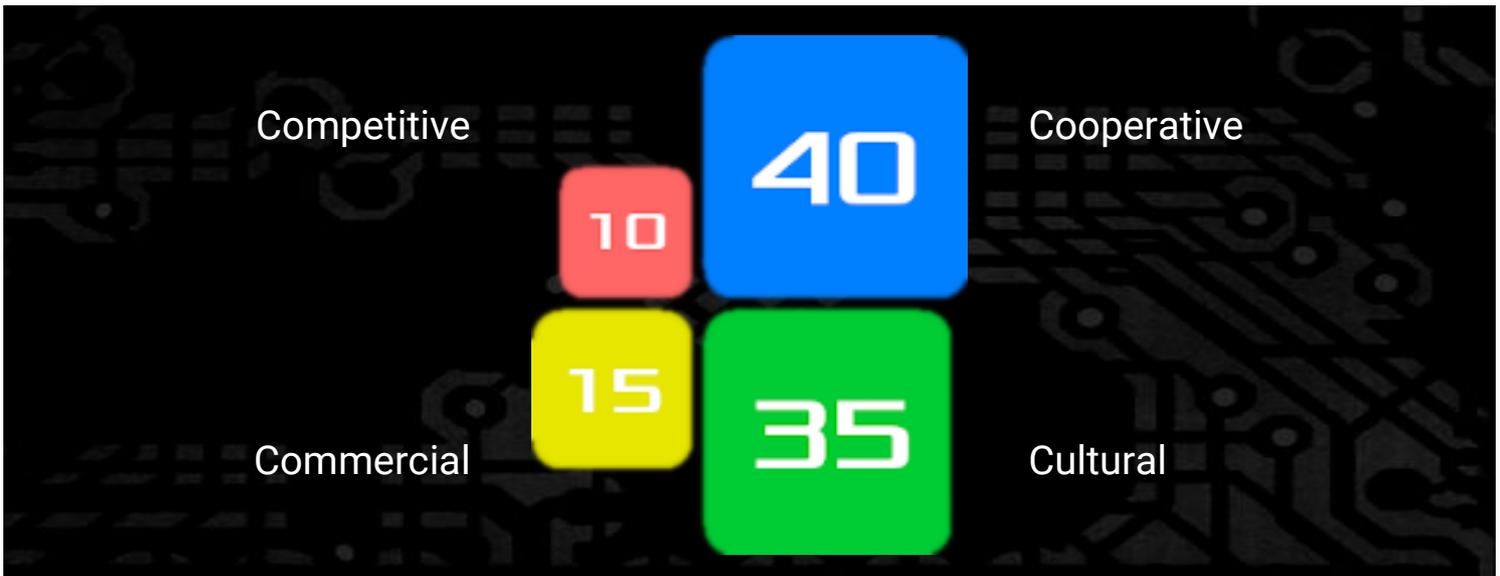
Community page | Public Discord | Website | Twitter | YouTube

The Outfit

The Outfit are the original "space truckers" of the Dual Universe community, advertising their transport services since 2016 in various creative ways. Internally the corporation uses a ship's crew structure, with the members signing up to the life of a space trucker or base builder – including fending off pirates. Politically the organization is a neutral service business. The main language is English.

The following information has been provided by **Dhara of [Outfit]**

Current events

"We have gained a few more members, have designed a new website, have fine-tuned our organization's positions and added a new position for Freelance Pilots. We also competed in the DICE Race to the Moon [in-game event] and came in 7th place. Other than that we have been building ships, a space station and other buildings that will be needed by our business, and preparing them for launch."

Plans for Beta

"It depends on how many active players join us in Beta. We will begin recruiting again close to the start of Beta. We would like to try a dry-run to practice getting things going for launch – again. Or we might just continue testing new features, reporting bugs and plan for the best launch we can. The path we take is entirely dependent upon information Novaquark offers us about upcoming wipes."

Alpha diplomacy

"We are not a nation. We are a corporation. We are not interested in joining forces with large organizations or getting deep into political play. We may engage in politics from time to time depending on the circumstances, but our main goal is business. We plan to have an increasing presence in many nations & cities as our business grows and will adhere to local laws as long as our sovereignty as an independent organization is not compromised."

The Outfit

Competitive

Cooperative

20 25

5

50

Commercial

Cultural

Community page | Public Discord | Website | Twitter

The Solar Empire

The Solar Empire is the other great Empire high up in the organizations list. But the heavily Star Wars themed group has mostly stayed out of the spot light, keeping to their own player community. The Solar Empire is associated with the Ascendancy alliance, but doesn't get prominently involved. The main language is English.

The following information has been provided by

Emperor Toch of [TSE]

Current events

"Over the past few months we really have gained quite a big amount of new members. Once people saw how active we were, we started to gain more people so there's that. We also started doing weekly movie nights in our discord. Every Saturday at either 8 or 9 pm EST."

Image sources: The Solar Empire

Plans for Beta

"For the past several Alpha tests we have been slowly making our builds bigger and bigger, doing more and more. This recent month long test that ended was very successful. For Beta we plan to basically extend this mindset even further and construct our first fully functional city. All the while we construct a small defense fleet of ships to protect it and our people."

Alpha diplomacy

"I really dislike the politics in Dual Universe because people take things way too far. The toxicity, the constant undermining of organizations and the mass deletions get tiring after several years of dealing with it. I, Emperor Toch, have done my best to keep The Solar Empire out of the political eye. We are still there, but subtly standing by and watching."

Competitive 25   Cooperative 25

Commercial 25   Cultural 25

Community page | Public Discord | Twitter | YouTube

Image sources: Novaquark
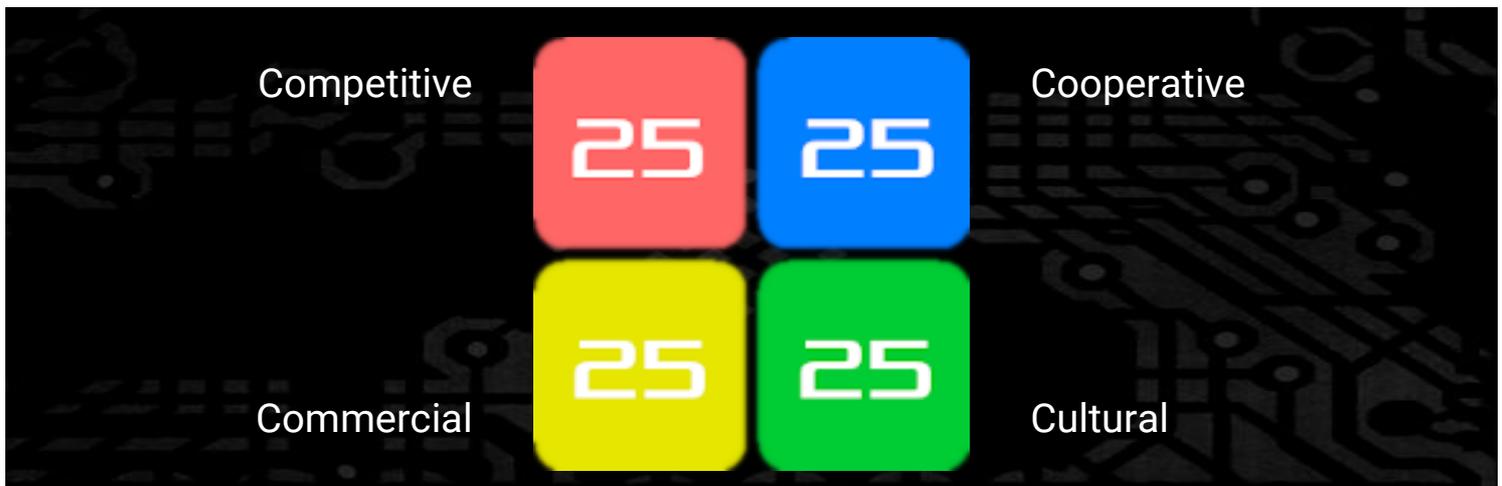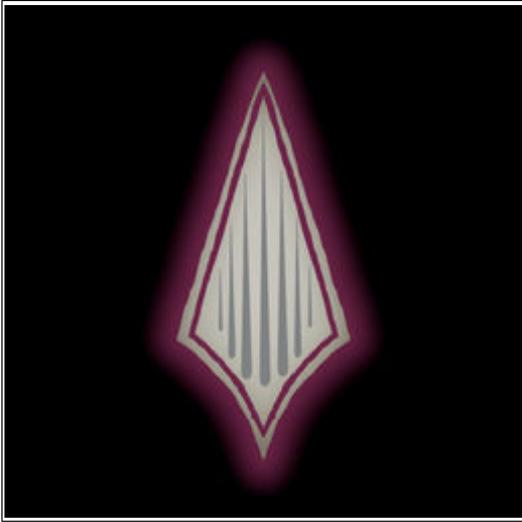
Vanguard

Vanguard is the largest self-declared mercenary organization in the game. The group describes itself as "casually serious" and profit-oriented with an internal military structure of squads and platoons. Vanguard is affiliated with Band of Outlaws as a "Special Interest Group". The main language is English.

The following information has been provided by **Sketch of [VAN]**

Current events

"Vanguard has seen a rather large evolution over the past few months. While I can't give you many details, I can say that most of this evolution has focused on us prepping our leadership and our members for game launch."

Plans for Beta

"Vanguard's plans for the Beta are to stay the course and keep doing what we've been doing; continue testing and getting ready for release. This includes

preparing the industry, testing PvP capabilities and getting new members introduced and settled into the game. We will continue to grow our community through the Beta but as in the Alpha, we won't be taking contracts until launch."

Image sources: Vanguard, Novaquark

Alpha diplomacy

"Vanguard makes an effort not to get involved in politics."

Competitive **55** Cooperative **25** Commercial **15** **5** Cultural
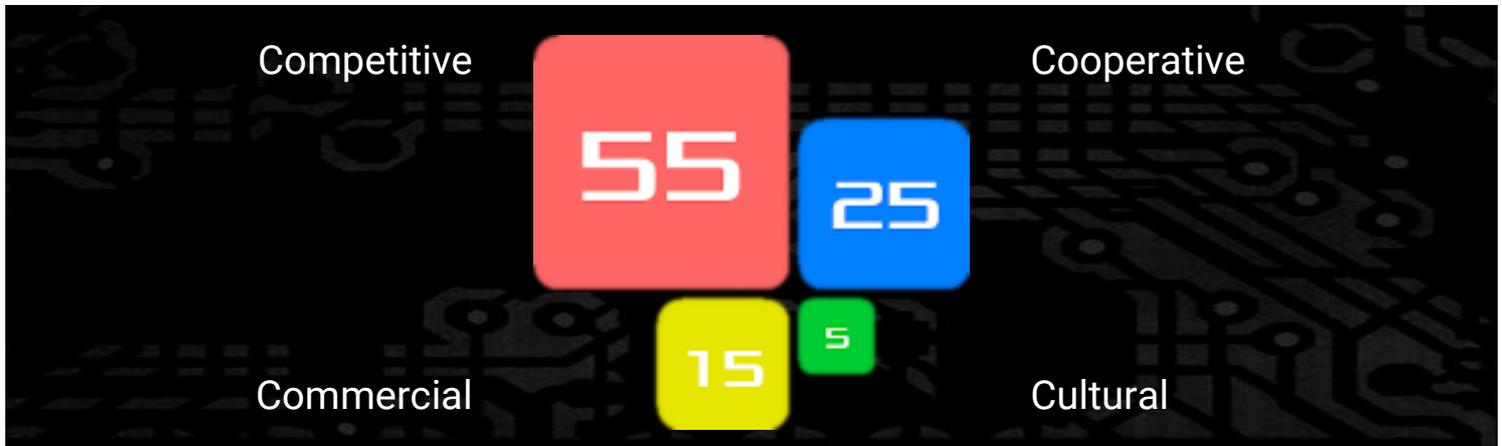
Community page | Public Discord | Twitter

More Information

These are some current interviews with and about Dual Universe organizations:

Outpost Zebra: An interview with Ministry

Outpost Zebra: A Montage of Perspectives on Warp Drives

Outpost Zebra: Dual Universe – State of Affairs – Alpha 2

New Merovia Chronicle: SneakySnake [DESQ]

New Merovia Chronicle: Destrin [Objective Driveyards/Infinity Corporation]

New Merovia Chronicle: Opinions: Warp Drives

New Merovia Chronicle: facemywrath [The Acquisitors]

New Merovia Chronicle: BiGEdge [Red Dragons]

New Merovia Chronicle: ZarTaen [Hyperion]

New Merovia Chronicle: Elias Villd [Novalys]

Community Projects & Services

A significant part of the community is shaped by the political organizations, the alliances and their game-related diplomacy. But many community projects, neutral special interest groups and economic cooperatives have also sprung up, accepting members regardless of political affiliation. Most notable – because listed in the Top 10 of organizations – is **Tortuga City**. The city building project is headed by Band of Outlaws, but aims to be a shady cyberpunk freeport for everyone, with the city administration team including non-BOO members. The likewise quite big **DU Explorers** organizations is a sort of catch-all fan group of Dual Universe, mostly filled with veteran players. **The Hedronic Library**, which we interviewed, is an organization providing publicly accessible blueprints to everyone in-game.

Haven is a neutral gathering in the style of a fictional – for now – tavern for out of game meeting and talking, mostly on the corresponding Discord server. **Sammelbecken** brings together the German speaking community, **Communauté Francophone Dual Universe** does the same for the French speaking players. The **Dual Universe Historical Society** is a neutral group of dedicated historians from all places, you can read more about it in the interview in our editorial on "Making History in Dual Universe". **Alpha Team Vanguard** consists of the players chosen by Novaquark for advanced game-testing, it doesn't have an impact in live game.

Image sources: Tortuga City

One of the more active groups is **DICE**, the Dual Universe gaming commission. The goal of the organization is to officiate and keep record of sporting events and championships in-game, as well as approve Lua based games for fairness. DICE cooperates with other organizations and has already hosted many events in game. The **Dual Universe Wayfarers** try to decipher the secrets of the game world together. There's two other community organizations, we have interviewed: The **Teoma Trade Company** is an association of independent traders and crafters based on the in-game planet Teoma. **Eyes & Ears - Search And Rescue** does what the name implies: saving stranded and shipwrecked players in the universe.

There are many more smaller community groups to be discovered, some of them are very active in or outside of the game. And Beta will probably bring us more.

The Hedronic Library

The Hedronic Library has a fairly big presence on the <u>community page</u>, namely a organization with over 100 members. But there is no deeper meaning and no politics attached. In reality everyone can use the library of blueprints regardless of membership, just as public access should work. We talked to **Grimmstone**.

What is the Hedronic Library?

"The Hedronic Library is a collection of exhibits of shape sets, voxelmancy tools, ship hull blanks and even ships – all of which have their blueprints publicly accessible for all to take. Every piece in the library was donated by some of the best builders and voxelmancers in the game."

What's the feedback from players?

"I hope that the Library will always be a wanted resource, and I will gladly and gratefully keep bringing it to you. I want to provide a player based publicly accessible resource base for any of the more difficult aspects of the game, be it voxelmancy for building or Lua scripts for players to use and be able to learn from. I will also be doing a ship builders & engineering showcase."

What are your plans for Beta?

"Going forward I intend for the Library to do what it has always done: making what is to some one of the more difficult aspects of Dual Universe – voxelmancy – more accessible to all. I also want to develop the library into a learning institution with guest "lectures" and How-to's, hosted by the same voxelmancers that have made such wonderful and generous donations to the Library. Without their hard work and artistry the Library would be a big empty building with no purpose. I feel truly grateful that we have such excellent community members. I would like to call them out: Brimor and Bubsy of BiA, Stan from Nordak Research & Development Co., the members of Singularity, Destrin of Objective Driveyards, GOLDEN OAK INDUSTRIES, the members of Band of Outlaws and Teoma Trade Company & its members for donations of materials (Itorius, you mad miner!) and for being great neighbors."
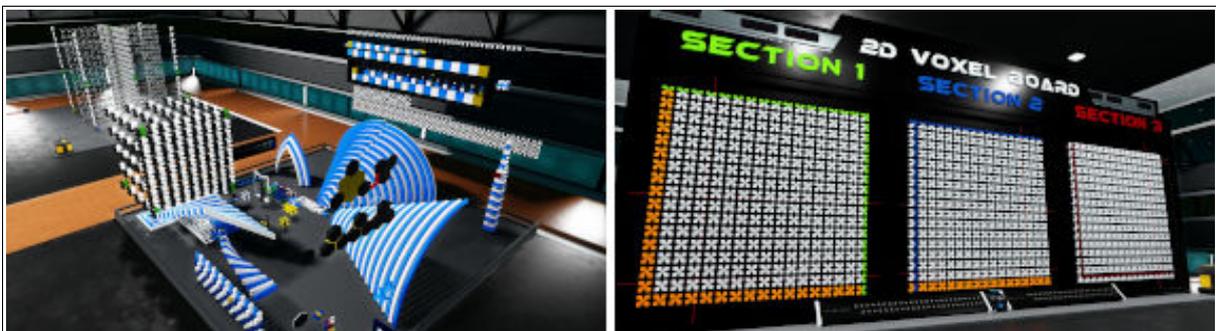
*Voxel shapes in the Hedronic Library of Teoma (*source*)*

Image sources: Novaquark

Teoma Trade Company

The <u>Teoma Trade Company</u> is an association of independent traders and crafters based on the in-game planet Teoma. Their reach is greater than that, but is was the place where the original members all came together and cooperated. As it stand, anyone can join the organization, regardless of affiliations to other groups, and profit from the infrastructure. We talked to **Spiridon** about present and future.

Is the Teoma Trade Company a political group?

"TTC functions more like a cartel. The nature of how TTC formed also influences how it is governed. We are a group made of individuals and smaller groups, after we met in-game on Teoma and settled in the Twin Lakes region. We are politically independent but we are open to constructive collaboration. We do not ally ourselves to any major political stream, but have a culture of freedom and tolerance. Anyone can join our group, but in order to advance in rank we might ask you to dissociate from certain groups if you have a ranked position there."

What are the benefits for joining the Teoma Trade Company?

"The first benefit for joining TTC is the community: we are a surprisingly supportive group, a lot of dads and people over 35, but we also tolerate teenagers – fun for the whole family. Another benefit of working with TTC is the infrastructure our group will provide, from factories to logistics. We also have the project of Freeport, a city on Teoma, independent and neutral. Anyone interested in making a civilization is our friend. We welcome and encourage selfless deeds, but do not require anyone to follow any doctrine. Some of our members are artists, some engineers. We welcome anyone, as long as you are not a d**k."

<u>Community page</u>

Eyes & Ears - Search And Rescue

The world of Dual Universe is vast, and traveling from one planet to another can take a long time. Accidents happen and players get stranded in remote areas or even in deep space. Helping them is the goal of Eyes & Ears. For that, the group recruits members from all places in Dual Universe, making them politically neutral rescue volunteers. The feedback has been positive. We talked to **DarkHorizon**.

Can you summarize what Eyes & Ears is?

"Eyes & Ears - Search And Rescue is exactly that: Inspired by a tale of survival in Elite Dangerous, our objective is to make the inherently dangerous universe we occupy, a little less so. The list of dangers out there is endless, even more so with humanity in play. If you ever find yourself in a situation out of your control and you need help, give us a call and we'll send our closest rescuer out, so that way you can be back on your feet and having fun again in no time.

Each member brings their unique motivations when they join. The greater motivation though is to bring out the best humanity has to offer. We accomplish this by helping others in their time of need. Please reference E&E's mission statement on our website. Our method of financing will start with a paid rescue service when no further wipes are announced. The objective is to slowly eliminate this as we get more sponsors, to the point where we don't need to charge anyone for rescue, since all our costs are now covered."

Image sources: Eyes & Ears - Search And Rescue

Why do you publish reports of the rescue operations and will you keep going?

"I don't publish records of every rescue. Whether or not I keep providing these updates is undetermined. For now, I do this to show that there's some activity within the organization and that we are doing stuff during the tests. When I initially started doing these reports, I was leaning more in the direction of a blog instead of posting on the forums.

Recruiting was [a concern]. I didn't know what to do, and I refused doing direct and potentially invasive recruitment of players who didn't seem interested, so I figured what better way to stir interest than with survival stories? It didn't exactly work as intended though, around 90% of all my member's applications say that they joined because of my advertising in the #recruitment channel on the official Dual Universe Discord. Contrast that with only two members stating they came through the forums. I won't complain. Regardless, I hope that the community finds our posts interesting and entertaining."

What are your plans for Beta? Do you want to expand?

"Plans for Beta mostly include further cementing our reputation in the community, in addition to developing more partnerships with other organizations. There's a small surprise that I've been saving for Beta. What it is, however, will remain a secret for now. Our partners might get a heads up on this, so if you want to be in the know, come talk with me.

As far as expansion goes, we will only expand as far as the furthest explorers go. If there's a player scanning strange and unvisited planets, then we're only a phone call away. Our bases and garages will all be in other organization's territory, most often being in population centers. These territories must be secured somehow, be it passively on a sanctuary moon or in a secure territory, or more actively with some police or military force. We're always open to potential organizations willing to host one of our outposts to launch rescue operations from, so any interested organizations would be encouraged to message me on this topic."

How does a rescue operation work? Is Eyes & Ears a "full-time job"?

"We're not a full-time job. Eyes & Ears isn't like a city fire department with people sitting in a station and waiting for a call to come in. We also don't operate off of a forced dispatch, telling you to do this or you're fired. For rescue ops, let's imagine a scenario where a call comes in. Based on that caller's location, dispatch will reach out to the nearest rescuer who can either accept or decline the rescue. Maybe they're doing something with another organization or maybe real life is getting in the way. Dispatch moves on to the next closest rescuer and so on, until we find someone ready to go.

Once that's done, the rescuer heads to one of our garages and grabs whatever they need based on what dispatch gathered from the caller. The rescuer leaves and takes care of the caller's situation, returns the construct to its garage, readies it for the next use, files their report, and returns to their previous activity. I hope to make the organization as fluid and frictionless as possible, as this is the only way I see to gather the number of responders with the required level of reach that our customers demand, to keep our response time as low as possible."

Where does Eyes & Ears stand in the political landscape? Do you want to be a universally accepted aid group, like a "Red Cross"?

"Politically speaking, we won't be leaning towards any one cause, nation, ideology, etc. We're here to do our job, do good, and go home. Our members are free to have their thoughts and opinions on everything under the sun, but we expect them to leave it at the door when they are flying under E&E's banner. I hope we'd be universally accepted but I do know that there will be outliers. Just because we're out helping people and we mean well, our members can get a false sense of security. This dangerous thinking that our line of work means that someone won't just up and shoot us without reason can find a rescuer quickly becoming a victim. While a good offense is indeed the best defense, equipping weapons remains something I hope we don't need to do.

So far, the Alpha community has been supportive of our efforts. We don't yet know how this will change with the influx of new Beta players, but I'm confident the reception will be just as positive."

Community page | Public Discord | Website

Image sources: Novaquark

On the Golden Path
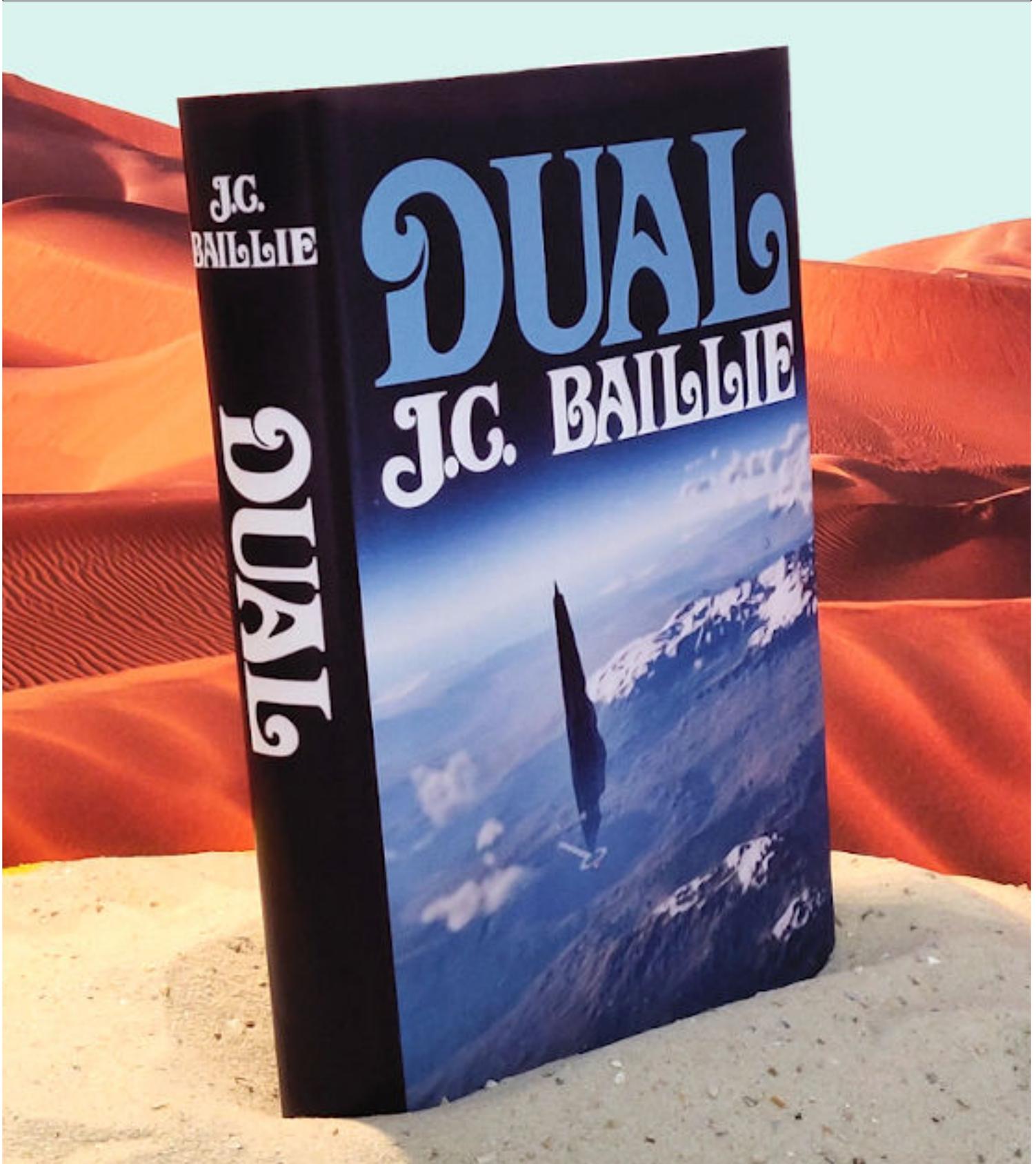
Making History

in Dual Universe

The "Dune" saga by Frank Herbert is one of the most influential Science fiction works of all time. The story of the most important planet in the Universe, the desert world Arrakis, and the engineered coming of a flawed Messiah defies most characterization – and is a challenge to film-makers trying to adapt the story for the screen. But most importantly "Dune" is a story driven by history and history-making. The characters in the books manipulate events for hundreds and even thousands of years, some for personal gains, some for the survival of humanity. Frank Herbert talks about progress and stagnation, asks deeply philosophical questions about human nature and shows how the powerful get corrupted.

We have our own Science fiction saga, that we are writing together: **Dual Universe**. Games like EVE Online have shown before, that players thrown in a vast Single-Shard universe will build civilizations and write their own history of conquest, betrayal, cooperation and commercial domination. Dual Universe provides even more possibilities of a fully editable game world and the freedom to do almost everything. A blank canvas to draw on. That's why we asked some of the most influential organizations in Dual Universe about how they see the future of the game world and what it takes to leave a mark on history.

Overview

Participating Organizations

Atlon Kolonie	Hyperion	SilverLight Industries
Band of Outlaws	Les Scorpions du Désert	Soul Nebula
Dark Star Imperium	Ministry	Stargate Command
Empire	New Genesis	The Eldritch Nation
FrogSwarm	Penrose Laboratories	The Solar Empire

(Not every organization gave answers to all the questions.)

I. Early Advantage

> *"When I set out to lead humankind along my Golden Path, I promised them a lesson their bones would remember. I know a profound pattern which humans deny with their words even while their actions affirm it. They say they seek security and quiet, the condition they call peace. Even as they speak, they create the seeds of turmoil and violence."*
>
> Frank Herbert – God Emperor of Dune

Gaming history is rich with tales of player groups testing in development games meticulously, perfecting their craft with each server wipe, so to have the optimal strategy once the game is released. They work tirelessly to become the dominant power – at least in the early days of the game. Dual Universe is no exception: Many organizations have been in the game since the first Pre-Alpha test in 2017, preparing and adapting. There isn't actual history from that time, that will ever be acknowledged publicly, since it was and will stay subject to the Non-Disclosure Agreement. But the game knowledge will give the testers a head start.

Novaquark announced the Beta to be not only public but also leading directly into the released game, without any major server wipes on the horizon. That is a clear message to many of the player organizations: *Now it counts.* Most organizations agree, that the early advantage in the Beta certainly helps, especially with giving the current members experience and using your success to attract fresh ones. You will leave a mark on their minds. But not everyone is happy with the "soft launch" approach, since it gives late-comers a disadvantage. And there is also a lot that can and will change game-play wise. You can still fail in your endeavors...

We asked: How important is it to get an early advantage? Will the players and organizations with a good start in the Beta shape Dual Universe?

un86Rn, Dark Star Imperium

Early advantage is a window of opportunity for when you can create a legacy, literally. It's more than just a brief strategic advantage, too. It's a leader-board of a sorts, and power-gamers will test their mettle and skill by competing for world firsts in quite a few categories. It's like the Space Race. If you have a good start, that means you're really adept at running the business and you will be a mover and shaker regardless. Also, early advantage will snowball you, as new talented recruits will flock to your organization, attracted by achievements and class.

Of course, the motivation to prove to yourself that you can indeed reach the top on the imaginary leader-board is a strong catalyst to your motivation.

If there's global PvP when the Beta rolls out, then you will have a contingent [of organizations] that will be willing to "rush" or go "all-in" on you. When that happens, will you cower back to the safe zone, suffering in disgrace? Early advantage puts others at your mercy.
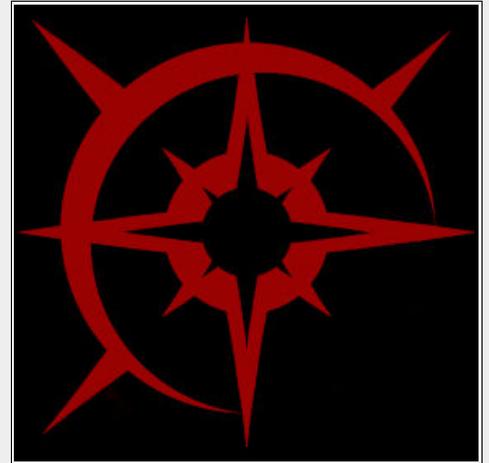
Jericho, Penrose Laboratories

We are seeing the Beta start like the real start of the game. For sure, starting the game early is an advantage in the early game but we don't think it will remain true in the long term.

Darrk, The Eldritch Nation

I think the fact that some organizations including TEN will have ship designs ready to go is unfair to everyone else. As much as I would hate for someone to have their ship design destroyed, there needs to be a balance. Doing it this way at release, would put every player and organization, who did not participate in Alpha and Beta, at a massive disadvantage.

I would propose to Novaquark that they delay, when Alpha and Beta players get their already created blueprints, by up to six months. This makes all organizations at least start on an equal footing in terms of designs.

As for leaving a mark on history, I think the players have already done that: the fall and merger of Terran Union, the fall of Cinderfall Syndicate, the Band of Outlaws birthday raid. All of this was caused by players. There is already a massive mark in the history of Dual Universe and it is not out yet.

Yggdrasill, Les Scorpions du Désert

It's true that a well-structured organization during the Beta phase gets ahead of others. However, care must be taken to maintain flexibility in the way the organization operates, so that we can effectively adapt to the changing game. We need to think of these Beta phases as think tanks to test different structures. We have therefore tested several of these modes of operation and we prefer to keep a pragmatic approach. Existing organizations, like LSD, already have the advantage of having a core group of players who know each other and can integrate new players more quickly. All of these players will necessarily evolve faster. It's too early to leave traces in the great history of the game. However, we hope to have sown a few seeds.

Shockeray, Soul Nebula

I believe that getting an early start in Dual Universe is very important for most organizations. The more people there are in your organization when the game releases, the more people are likely to continue to join it. There is a downside. Over time, a percentage of members will stop playing, so older organizations are more likely to have a large percentage of inactive players. Since Soul Nebula is mostly about enabling individuals and small groups to follow their own commercial, creative, and exploratory interests, there isn't as much of a need to have a large amount of players who are reliably online. So in the future, players in SN who are unable to play Dual Universe often are less likely to have as much of a negative impact.

Sylva, Band of Outlaws

We believe in gaining an early advantage – or we wouldn't be here right now. However, it is very likely that the advantage gained from being in the game early will slowly grow to mean less and less as time goes on. An early mark on history will fade as time goes on, and become first myth, then legend, and then fade from memory entirely as new history is written.

Amigocreeper, SilverLight Industries

We believe that an early advantage is superior in the case of Dual Universe. Powerful groups will arise at the start of the game, and if the developers aren't careful enough, those might snowball into total domination. Small groups can still leave marks in history by themselves though. It depends mostly on the commitment of the players.

Pulynerain, Ministry

It is never too early, nor too late, to make a difference and do the right thing. The important question is if people will choose to do so and in turn shape Dual Universe for the better? Early advantages are fleeting and if we have learned anything during Alpha it has to be that *everything* can change, so any perceived advantages are a lot less impactful than one might have hoped. That being said, we are definitely expecting some new threats to emerge in Beta and Release [trying] to make a name for themselves, and something we will hopefully all be able to unite against under the Ascendancy.

Koala Brother, Stargate Command

Ultimately the events after release are the only ones that matter, but to go into Beta and not have a serious dry run before the real thing comes is a blunder. Although that phase of the game will be long and still involve a 'small' community, not being able to capitalize on early game characteristics like [the conditions on Alioth] and its pristine landscape full of untouched minerals, will leave you on the back foot for, well, perhaps a week now. But more players at launch will draw out that problem.

Alarich, Empire

It is important to get an early advantage. An organization with a good start could very well see themselves with great fortune and success. As for leaving a mark on history, that is possible, however at this stage I think unlikely due to the nature of the game.

Underhand Aerial, Hyperion

I believe [an early advantage] is very important and will have a big impact on the game. We as Hyperion – or ODY too for example – could set the standard for ships and ship classes in the game or influence the market in a way, that the starting capital of players loses all worth. Vice versa we could make it so, that new players can use their starting capital to already buy a scout ship. I believe the opportunities are almost endless and I'm very excited for the coming months.

[translated from German]

Emperor Toch, The Solar Empire

I think it's very important to get an early start. As once you are established, it's easier to maintain what you have and keep it going rather than try to build up at launch when there's possibly millions of players just killing each other. The organizations that have that early start from Beta will definitely leave some sort of mark on the way Dual Universe comes out of the gate.

Silmerias, FrogSwarm

It's too early. Remember game history: Early advantaged alliances in EVE Online have gone, shattered, turned into shred and disbanded. Being early advantaged will never guarantee you to have strong foundations, but more to draw a target on your back.

"The problem of leadership is inevitably: Who will play God?"

Frank Herbert - God Emperor of Dune

II. Power and Superpower

"This is the fallacy of power: ultimately it is effective only in an absolute, a limited universe. But the basic lesson of our relativistic universe is that things change. Any power must always meet a greater power."

Frank Herbert – Children of Dune

Massively Multiplayer Online games are no stranger to player politics. Wherever there is the possibility, the players will create guilds, make alliances and fight wars against other factions – in whatever manner the game allows. Open World games, and especially those with a shared world for all players, take it a step further. Dual Universe has been a "civilization building" game from the start, motivating the players to create a metaverse society and make history. But this comes with a trivial truth: Power accumulates. In EVE Online this has culminated in wars involving ten thousands of players and shaking up the whole game world.

Most of the organizations we talked to see alliances and coalitions as inevitable and maybe even essential to the game world. They establish security for those inside them, but also force those on the outside to organize themselves – as a counter balance. "Big history" will certainly be shaped by the large powers, but at least in the early game there is still room for smaller entities to leave a mark. And it is still unclear if Dual Universe will go the exact same route as EVE Online – with the same result of superpowers fighting superpowers. It makes for great entertainment, but not everyone appreciates a world of unbridled power politics.

We asked: Where do you see the political power residing in the future? Will Dual Universe be dominated only by organizations or rather by big coalitions of organizations? Will there be a superpower?

Yggdrasill, Les Scorpions du Désert

It seems difficult to us to establish where the political, economic or cultural centers of gravity of the game will be. The psychology of the players is probably the most difficult thing to assess. Human actions are not predictable. When the time comes, when we will be able to analyze the geopolitics of the game, we will be able to play our role with the influence we will have.

"Power is where people imagine it to be." - Tyrion Lannister

Rafiki, Atlon Kolonie

We're expecting that there will be great anarchy in the beginning, although everyone profits from the achievements of our former world and therefore should be bound to cooperation and unity, out of respect for the sacrifices of those left behind. Many small PvP focused organizations will attack everything that moves. In the end, only state-like structures will stop that. We're expecting many successful autocratic regimes to rise up, next to which our democratic system will be in the minority. We see it as an advantage, that our members participate more than the members of autocratic systems and we assume that the cohesion of our organization is stronger.

[translated from German]

Pulynerain, Ministry

The best future for the community is going to be a mix in our opinion. Larger coalitions are essential to creating the world we want to live in, via mutual defense, trade partnerships or skill exchanges. Smaller coalitions and isolated organizations however are the small businesses of the political world and represent an essential breeding ground for new ideas and the seeds of revolution, when necessary. Superpowers hold a great responsibility to use their power and might to fight the battles others cannot, but they too must be held in check by the smaller organizations and coalitions to prevent corruption.

un86Rn, Dark Star Imperium

You must understand that there are ongoing efforts to ensure there is a good deal of control over Dual Universe's history. These efforts aren't even a power grab or a conspiracy – they are a natural evolution of the communion of Dual Universe's society. For example, the question of having a superpower has been addressed by the players, in the form of: "How will that impact the world order? Will it be boring or thrilling for the community?". Political power in Dual Universe doesn't "grow out of the barrel of a gun". It's an exemplary oligarchy that always happens when you know and respect each other.

Darrk, The Eldritch Nation

At this point, the three biggest groups of organizations are the Ascendancy, Band of Outlaws and Empire. However, they might not be the ones who lead the game in the future. I think its only inevitable that a bunch of new great powers emerge, but I do not doubt that coalitions will happen.

Shockeray, Soul Nebula

I think it's pretty obvious that as long as [the development team] doesn't have cause to interfere, the largest groups in Dual Universe are likely to have a large influence on the game, no matter what name they are under. On the other hand, some smaller groups have also put together amazing creations by organizing their members well. So it's hard to know now which will have more influence on the game. My bet would be on coalitions of smaller well-organized organizations holding the most influence after launch.

Newton, New Genesis

The way Dual Universe is played, big organizations will play the key roles within the game. Many single players or smaller organizations will have to either join a coalition with some other organizations to survive or subjugate themselves to the larger organizations, becoming a subsidiary organization. I doubt there would ever be a true superpower that dominated the game in all aspects, but there will certainly be organizations which are the best at what they do, such as New Genesis and PvP.

Alarich, Empire

The future of Dual Universe could vary in so many different ways. It is quite likely, based off other games, that large coalitions will form and oppose each other. I do not believe there will be a single superpower, at least not permanently. People play games for different reasons, there is no one power that could please the interests of absolutely everyone.

Silmerias, FrogSwarm

Dual Universe's community is too small for now. First there will be organizations ruling, but this will rapidly escalate to alliances and when the time comes, coalitions will form and rule. Powerblocks will be the future.

Underhand Aerial, Hyperion

It will probably be like in EVE Online: There will be big coalitions and alliances. There probably won't be a superpower, but there will be groups you'd rather not mess with.

[translated from German]

Emperor Toch, The Solar Empire

If what we've seen so far in the political landscape is any indication, then I believe that Dual Universe will be ruled by several coalitions or alliances of organizations.

Amigocreeper, SilverLight Industries

Coalitions [will dominate]. Even the biggest and meanest of organizations might want some friends. There will be superpowers, that is almost inevitable.

"Once men turned their thinking over to machines in the hope that this would set them free. But that only permitted other men with machines to enslave them."

Frank Herbert – Dune
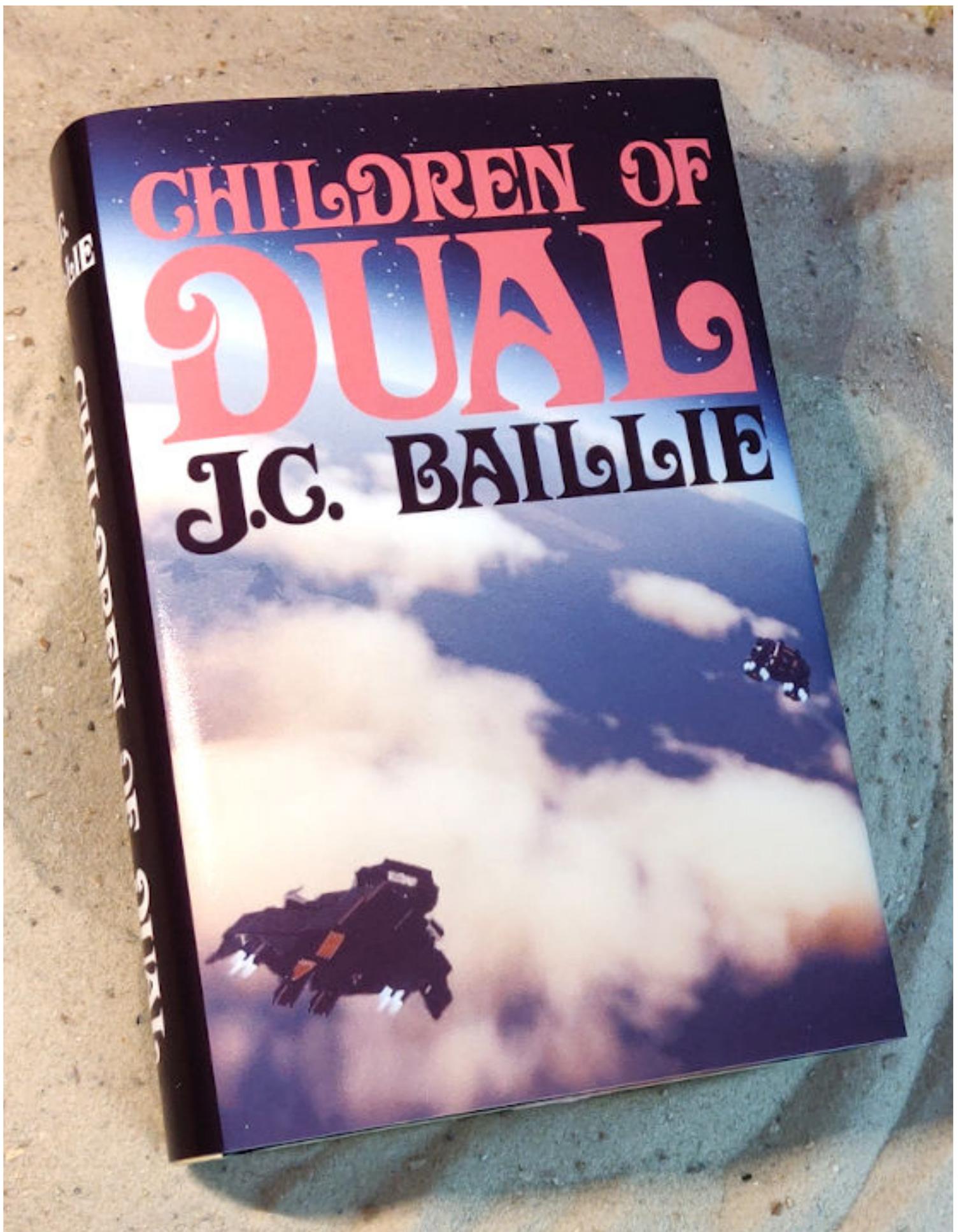
III. The Pioneers

"No matter how exotic human civilization becomes, no matter the developments of life and society nor the complexity of the machine/human interface, there always come interludes of lonely power when the course of humankind depends upon the relatively simple actions of single individuals."

Frank Herbert – Dune Messiah

It is usually the nature of the game that determines the movers and shakers, who shape it. If the game is focused on small scale combat, you will have legendary fighters. If the fighting is larger, the commanders and military leaders are the ones with the most renown. A game focused on creativity celebrates the most skillful designers and the economic simulator has celebrity industrialists. But what if the game gives you the freedom to do any of those things and excel wherever you put your heart and mind into? PvP is a big part of Dual Universe, but as the developers emphasize: It's *one* aspect in the civilization building game.

The organizations we talked to seem in agreement, that all the player groups are equally important to organizations, but the disagreement comes with the issue of where everything leads to. Some see the work of industrialists and designers ultimately being in the service of war and conflict. For them, it is always the great fights and the stories of espionage and betrayal that will dominate the history books. Others view the traders, builders and teachers to be history makers in their own right – cooperation being as good of a story as confrontation. And still one question remains: Who is even writing down these stories?

We asked: Who will shape the history of Dual Universe the most? The military leaders and conquerors? The industrialists and designers? The storytellers and community mentors? Or someone else?

Rafiki, Atlon Kolonie

We see in many other games, that in the beginning the player base always reverts to the base forms of human organization. That's why we're expecting initially a sort of tribe behavior, in which only a handful of tribe leaders will be capable to fulfill the needs of the tribe long-term. As a consequence of the failures, the tribes will split and join more successful organizations. In the end, the prolific military leaders will dominate the small known universe in this first phase. Some of them will be destroyed by other military powers, others will become victims of a coup from within. In those internal conflicts lies the potential and the will of individuals to share the power, and that promises the emergence of diverse social systems.

We're trying to anticipate that societal progression with our democratic system. Why reinvent the wheel, when those structures where already the basis of our survival of the apocalypse?

[translated from German]

Alarich, Empire

I am of the opinion that the beauty of Dual Universe resides in the fact that anyone can shape it.

Darrk, The Eldritch Nation

Everyone [will shape history], that is the point of the game. You see similar in EVE Online, where a group of industrialists, Ascendant Frontier, managed to hold off one of the biggest PvP alliances at the time. In this game it will be the same. To get the most out of the game, a strong bond between the industry and the military in an organization needs to be formed. This allows the military to absorb losses with a good logistical network and a large capital. But on the other hand the industrialists are protected by the military. Furthermore, the designers, who would make better ships for both the industrialists and the military leaders, need resources to create and test new designs.

I think the leaders will have to be the ones told about in the future, as they are the most public figures. They are the ones seen as leading the organizations, the leaders of the people. They will be the ones mentioned in a book about the past. But it is the line members who are the ones that make everything possible.

Shockeray, Soul Nebula

Storytellers have a larger impact than most people realize. They have an amazing ability to change the direction of the game by inspiring developers at Novaquark with new ideas. Industrialists and designers will be the backbone of everything that happens in Dual Universe, from mining to industry to economy. They will have a large impact on how the game feels. If certain designs are better, they will be seen everywhere. While the warrior groups are likely to have the most publicized and transparent impact on the game, in the end, they can't fight any battles unless there is motivation and economic backing.

un86Rn, Dark Star Imperium

The successful businessmen, that make a lot of easy quanta. The ace pilots, that work miracles on the battlefield. The fleet commanders, that make it immense fun to play for everyone in the fleet. The diplomats, the cunning conspirators. The managers, the life blood and Mana of the teams. But wherein lies true greatness? Not in geopolitical history. Greatness is having many friends that love and respect you. Every person that has somehow made a name for himself in Dual Universe has done so because he is a friend, whom we all love and respect.

Pulynerain, Ministry

What an intriguing question! Can we risk allowing any one of those groups to shape the history though? Do we wish a universe where the strong and powerful alone dominate and determine our fate? Or do we wish to create a world where everyone shapes their own history? Each group has the power to be the shaper, but it is ourselves that must limit the impact by maintaining balance and preventing any one group from asserting itself too prominently. We as an entire community will shape history!

Amigocreeper, SilverLight Industries

I do believe that community managers and charismatic people will influence the history of Dual Universe more. They are the most likely to create drama. Drama leads to wars and wars lead to history. Of course there are plenty other factors that will greatly influence the results of these wars: technology, economics, culture; but what we will mostly look back to are these great people pulling the strings.

Yggdrasill, Les Scorpions du Désert

Each player or organization will shape the game in their own domains. Dual Universe is a cooperative game where all domains are interconnected. In the future, military leaders will necessarily need the industrialists who will need the merchants who will need the military leaders to create the demand... That's why it is more interesting to play in an organization that is placed in all domains.

Underhand Aerial, Hyperion

History is always written by the winner. The first big PvP battle between two alliances will probably make history. Industry and the design of ships on the other hand are too much dependent on the development and the changing meta of the game.

[translated from German]

Newton, New Genesis

I would like to think that military leaders and wars shape the history of Dual Universe but I simply don't know. The game has such a variety of players and organizations with all sorts of goals, it's too early to tell.

Sylva, Band of Outlaws

BOO believes that everyone will have a fair shake at making history in Dual Universe. That's the whole point of building a civilization. The real question is, do you go down famous... or infamous?

Emperor Toch, The Solar Empire

I think the designers and industrialists will shape Dual Universe the most. The beauty of this universe lies not in the combat, but in what people can build with their imaginations.

Silmerias, FrogSwarm

The history in space games is always shaped by wars, epic battles, warriors and spy stories. What's better than reading the latest war news with your coffee in the morning?

Jericho, Penrose Laboratories

I think everyone can do something in Dual Universe, that's why we are all here.

"The person who takes the banal and ordinary and illuminates it in a new way can terrify. We do not want our ideas changed. We feel threatened by such demands. 'I already know the important things!' we say. Then Changer comes and throws our old ideas away."

Frank Herbert – Chapterhouse: Dune
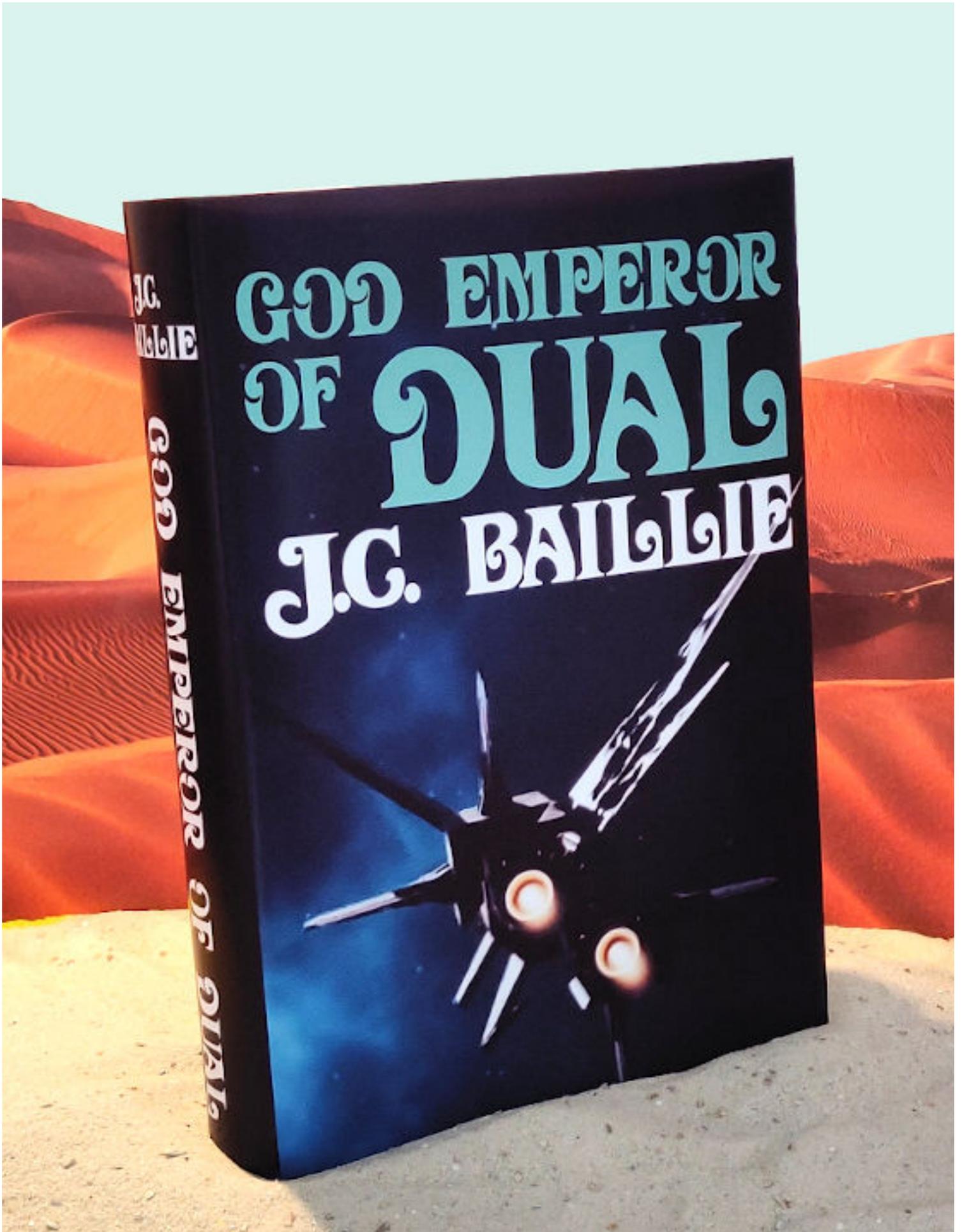
Image sources: Novaquark

IV. Collapsing States

"Power tends to isolate those who hold too much of it. Eventually, they lose touch with reality... and fall."

Frank Herbert – Dune Messiah

The term "cascading failure" describes a weak point of interconnected systems, when the failure of one part triggers the full or partial failure of other parts – with potentially catastrophic results. The EVE Online community has gladly taken to the term and made the "failure cascade" a descriptive noun, when describing the fall of big organizations. A lost war or a major betrayal reveals the already existing weak points in a player group and triggers the complete collapse. More often then not it's a single person that is the catalyst. Charismatic leaders are the glue that holds many organizations together and once those people leave, it's all over.

It's a danger the interviewed organizations are very well aware of, but have so far successfully avoided – or they wouldn't be here to talk about it. Most of them have seen examples of collapse. And there are indeed autocracies in Dual Universe, that are built around well known leaders. But most of them know how to delegate. Some big organizations like Band of Outlaws have already successfully shifted leaders, others like Terran Union have sought their salvation in merging with another organization – Empire in this case. And you also have corporations, meritocracies or democracies. They will still have to demonstrate their stability.

We asked: Often organizations are built around charismatic leaders and without them, they decline or even collapse. Do you see that danger? Is your organization prepared for a future transfer of power?

Shockeray, Soul Nebula

Page | Discord

When the original leader of an organization leaves, the organization generally fractures, dissolves, or is absorbed into another. Anyone who follows gaming politics has most likely seen this many times before. While I have no plans to pass on Soul Nebula any time soon, this is an issue that I have put a lot of thought into. The advantage to running a guild of mostly mature independent members is that there is not as much need to micromanage anything. As long as the ideals for the organization are clearly defined, then for the most part individuals who agree with those ideals will join and self-manage. And in the end, there are always a number of people who have an interest in Soul Nebula's continued existence and who already organize themselves, so I don't think finding a replacement will be a problem if the time comes.
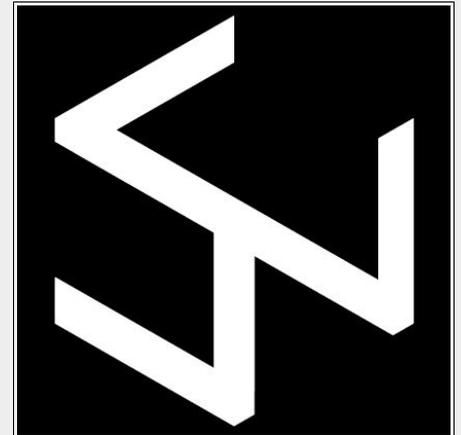
Pulynerain, Ministry

It is too early to say with any certainty of course, but our organizational structure is built precisely to prevent that from happening and give Ministry the best chance of longevity without corruption. We still have plenty of work ahead of us, but already we are establishing leaders that are elected by the citizens all within the framework of our amendable constitution.

Image sources: Soul Nebula

Darrk, The Eldritch Nation

Personally, I don't think I am charismatic, I don't make these long speeches. I am not that good with words – not compared to the speeches and posts of Sir Molle [from EVE Online]. However, I do try to make strong alliances for our nation. I don't think it is necessary to have a charismatic leader, but it sure is helpful. But if an organization is built around one person, then when that person leaves the group could crumble. This has been seen before, for example when CYVOK left Ascendant Frontier in EVE Online around 2005 the alliance died quickly afterwards. I think that TEN could survive this, as we are not built around one person but rather a council of talented individuals working towards one goal.

Alarich, Empire

Strong leadership is vital. You cannot expect your body to achieve, compete and dominate if your head is empty. The Empire has very few leaders, all under the Emperor. I have devoted myself to the Empire because I believe in him, I believe in his vision, and I believe in his ability to lead us. I personally find it very difficult to find people who meet my criteria for leadership positions – I would rather bear the burden on myself than delegate to mediocrity. As for a transfer of power... I hope that day never happens in the Empire, but if it was to happen I have full faith in the systems and people appointed by Emperor Kytheum to uphold the Empire in his stead.

Jericho, Penrose Laboratories

Penrose already knows that situation and the organization is still alive, bigger than before.

Amigocreeper, SilverLight Industries

Many other organizations have perished due to this. This is how the story usually goes: some charismatic individual founds an organization; it rises in power and activity, then suddenly the leader has a problem and leaves; afterwards, the organization slowly dies, and nothing can stop this. SLI functions as an oligarchy, at least one of the coordinators is available every day. We have had plenty of truly influential people come and go, but it hasn't been enough to topple us. I guess that is the reason why SLI is one of the oldest, still alive, organizations. We do not have the risk of collapsing right now.

un86Rn, Dark Star Imperium

DSI is a meritocracy. Charisma pretty much equates to a source of loyalty, trust and respect. I don't believe there is some other form of charisma. In a good PvP faction, the CEO can go absent for a few weeks and no one will notice, kind of. The core players know what to do and how to play anyways. I think leaders rather establish the management and processes and create a model, than actually lead players in the game.

Newton, New Genesis

That is a big danger. The leader of an organization is its spine, supporting all the functions happening within. Our organization is prepared to deal with a day when TheMasterArchitect steps down. Our leadership has proven to be effective without him when he went on holiday, and we have an assortment of other strong veteran leaders within the organization who could, though sadly and with difficulty, replace TMA.

Underhand Aerial, Hyperion

There are organizations designed as autocracies and very dependent on their leaders. As Hyperion we see ourselves more as a community, that wants to have fun in-game. We are structured like a corporation and have distributed the responsibilities. I've already gathered so many competent people under me, that you could replace my job position with a goat and we would still be among the best organizations in the game.

[translated from German]

Yggdrasill, Les Scorpions du Désert

Our organization is intended to be horizontal and does not rely solely on a single leader. We already operate as a collective. The agora [LSD's member discussion body] is moving in that direction and we hope to see the players become more and more involved in the organization's projects. The strength of an organization is the motivation of the players around a common vision. To do this, you have to give meaning to their game-play.

Silmerias, FrogSwarm

We don't have this kind of danger. Our organization is running since 2006, we have a strong and proven structure. Our three leaders have shaped the structure with the idea of delegating the necessary power to run [the organization] without them. We ran into a lot of wars, created a lot of alliances and succeed in a lot of our goals in many games.

Emperor Toch, The Solar Empire

The leaders are what keeps the organizations going. Over the years I've seen many organizations collapse after their leaders either quit Dual Universe for good or just went silent. I have seen this danger and yes if anything were to ever happen to me, god forbid, my organization is designed in a way, that it would indeed survive.

Rafiki, Atlon Kolonie

Our structures prohibit a dominant leader. Those with Legate status [in the in-game organization] are excluded from claims to power. We will have an elected senate and other democratic institutions, who will exercise power. A transfer of power for us is a fluent and common right of participation and an expression of our rule of law.

[translated from German]

Sylva, Band of Outlaws

To be honest, BOO has already done this, and it has been good for our community. We have grown slowly and steadily since Cybrex stepped down, and we do not expect significant issues with regards to power transfers in the future, should they be necessary.

"Greatness is a transitory experience. It is never persistent. It depends in part upon the myth-making imagination of humankind. The person who experiences greatness must have a feeling for the myth he is in."

Frank Herbert – Dune
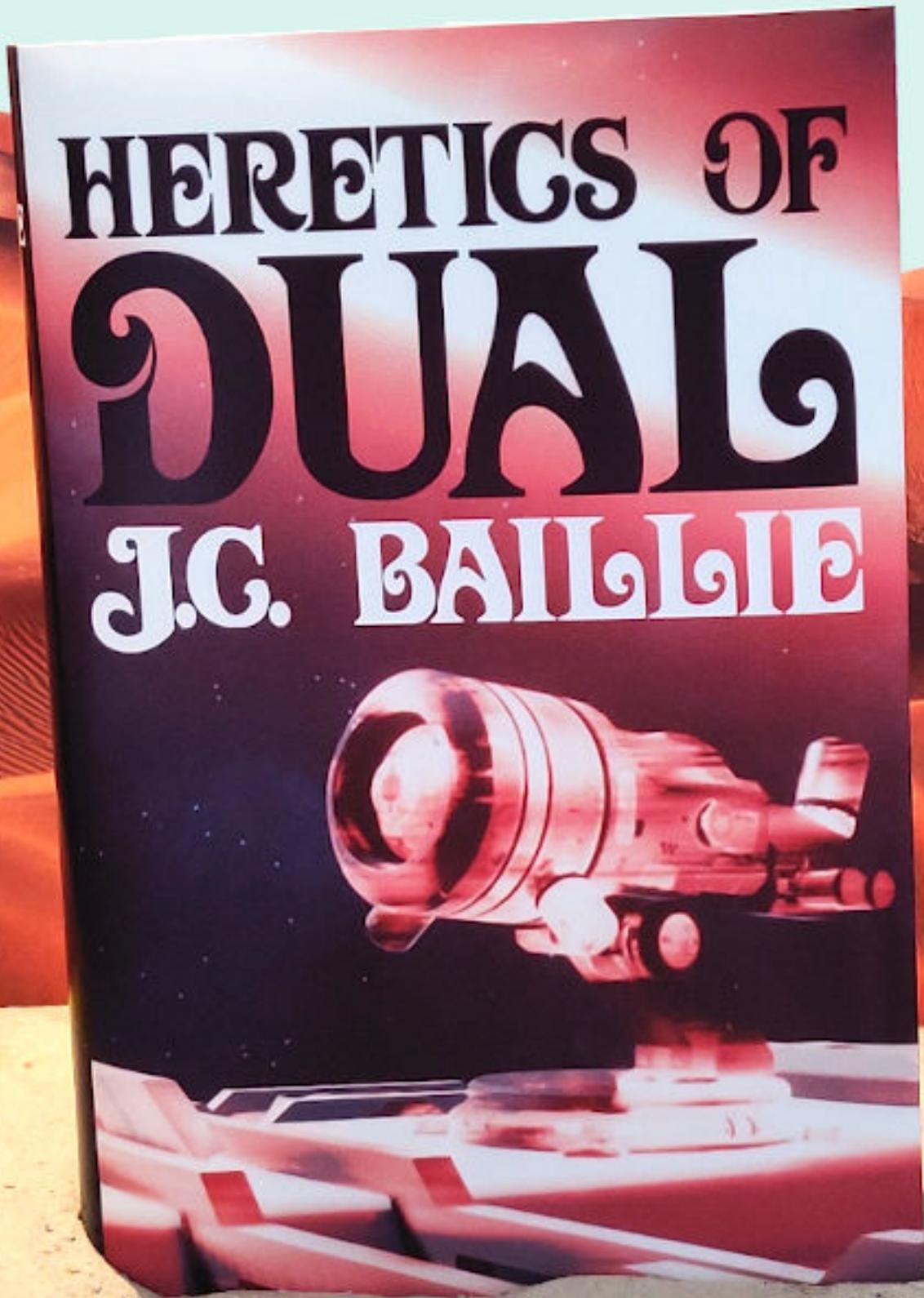
V. Motivating Players

"Men must want to do things of their own innermost drives. People, not commercial organizations or chains of command, are what make great civilizations work. Every civilization depends upon the quality of the individuals it produces. If you over-organize humans, over-legalize them, suppress their urge to greatness — they cannot work and their civilization collapses."

Frank Herbert – Children of Dune

Most players are just looking for fun, but still games often become chores and force you to grind content or otherwise put many dull hours of game-play in, to get to the "good stuff". Dual Universe aims to be a game of self realization and doing what you want to do. Still many organizations are dependent on players working for the benefit of the group, making bigger creations and larger activities possible. Dual Universe tries to avoid automation and puts an emphasis on players actually playing the game: Every gun on the battleship has to be manned, every resource has to be mined by hand and transported away.

This makes player motivation a big factor for organizations. Why should I spend my time being a cog in the machine, when I instead could make my own history? Many organizations see the danger that Dual Universe isn't rewarding solo play and could daunt potential members. But the talent system also allows players to individually specialize their character for certain jobs like mining, crafting or piloting – and organizations need these specialists. The group's prestige alone can attract players and many organizations have a system of rewards for existing members. But there's also the big picture: working together to make history.

We asked: With the restrictions on automation you need real players for mining, hauling and gunning. How will this impact the game? Does the success of organizations depend on motivating players?

Amigocreeper, SilverLight Industries

Page | Discord

The need to be well versed in Dual Universe, as well as having a specialization to focus on, means that players will have to be more in tune with planning their every move, and be up for the steep learning curve. The loss of a construct or goods could cripple the force of a small organization, so planning is key. Dual Universe is driven by this community, its own living world of profit and loss in more ways than just money. I wouldn't base the success of an organization on motivating its members, maybe a small percentage though, as much as I would base it on gathering of driven members that can grow an organization into their own society of profit & loss.

Koala Brother, Stargate Command

The success of an organization depends on motivating players. The game for individuals can be a short stint, a sudden interest generated by the new arrangement of game-play and visuals. Having people who develop a passion for the game long after its initial impression is much more valuable than cycling through a roster of new people, which end up [requiring] more work over time to acclimate to the game and organization environment. It's best keeping who you already have; invest and grow sustainably from there.

un86Rn, Dark Star Imperium

Well, I'm a collectivist. Not everyone in DSI is, of course. But I tend to believe that the collective's goals and targets are above everything. There's three types of players in the game: learners, yacht builders, and collectivists. When you are done with studying the game and creating that dream ship, I tend to think, that you will probably start to look for group and team goals, and work towards them. So if you are motivating someone with private property in the game, know that most likely it's not a collectivist that's before you. Motivation is not a big factor in organization success. I think mentality, attitude and culture are more important. Take New Genesis for example: My perception is, that it's an array of bad-ass power-gamers and core players, these people play simply because they are good. That's the reward.

Darrk, The Eldritch Nation

Motivation is always going to be a factor in any PvP-centric game like this. If your members don't log in and play, then you are going to have some issues when it comes to PvP and future expansion. This is one of the easiest ways to win a war: Make the game unfun for the enemy. Then they stop logging in and eventually you win the war. This is similar for the game too, if the game isn't fun. Then I doubt people would want to log in and participate in the game.

Sylva, Band of Outlaws

Motivation is a powerful tool, but only one in a chest full of others. It is nothing without vision and goals, or the people who have the creativity and will to make things happen.

Shockeray, Soul Nebula

Unfortunately, I think that many people are going to end up leaving Dual Universe when they realize that they can't become moguls on their own. Dual Universe isn't a single player game and it even emphasizes the importance of cooperation beyond most multiplayer games. Playing solo in Dual Universe will be very hard. That is one of the purposes that I started Soul Nebula [for]. There are plenty of people who like to play solo because they don't want to get involved with the politics of a large organization. Our guild allows them to have that feeling of working on their own while still being able to enjoy the benefits of a larger organization like cooperation, safety, and trade.

Newton, New Genesis

Yes, because of how the game goes against automation, one of the key aspects to a successful organization would be getting members motivated. Our organization has struggled to get our members to mine in the past, but we have developed a system of rewards to help motivate our members to mine and do industry. This was successfully implemented and greatly boosted our net output in the organization which further helped us develop and build the great warships that we use to purge the universe of all heresy.

Yggdrasill, Les Scorpions du Désert

It is the role of an organization to offer varied game-play with more fun moments to keep the players motivated. The motivation of the players is made by the pleasure of playing.

Pulynerain, Ministry

You will always have players who draw enjoyment from logistical tasks like mining and hauling. You will always have those, that love nothing more than watching things blow up. While the approach to restricting automation is something that we won't know the results of for a long time, we think it's clearer than ever before that fostering and motivating players has never been more important! An organization is after all only as good as its members and their collective will.

Emperor Toch, The Solar Empire

I think this will impact the game very heavily. It increases the need to keep recruiting. If your organization wants to stay on top, you need to keep recruiting. But that's not the only thing. You need to be able to constantly keep your members motivated and hyped. The organization's leadership has to maintain that job. The success of your organization definitely resides in the motivation of your members.

Underhand Aerial, Hyperion

In any case it provides opportunities to develop one's potential in the game. For every player there's a job they enjoy and each job is equally important and meaningful. Sadly there will always be boring tasks, so organizations need to succeed in motivating their members accordingly. For example we have a "mining race", in which we honor and reward the top miners of Hyperion.

[translated from German]

Silmerias, FrogSwarm

It will help the immersion. Having a fully automated system would have been equal to having a lot of AFK players, which is terrible for game immersion. It's not fun. The game is supposed to be played, so this is one of the best decision they made. This will force players to get involved in their organizations and force the others to get socialized. This is exactly what we needed and the right direction.

Jericho, Penrose Laboratories

For sure you have to motivate members, you have to give them a goal. Each player has a role to play in an organization.
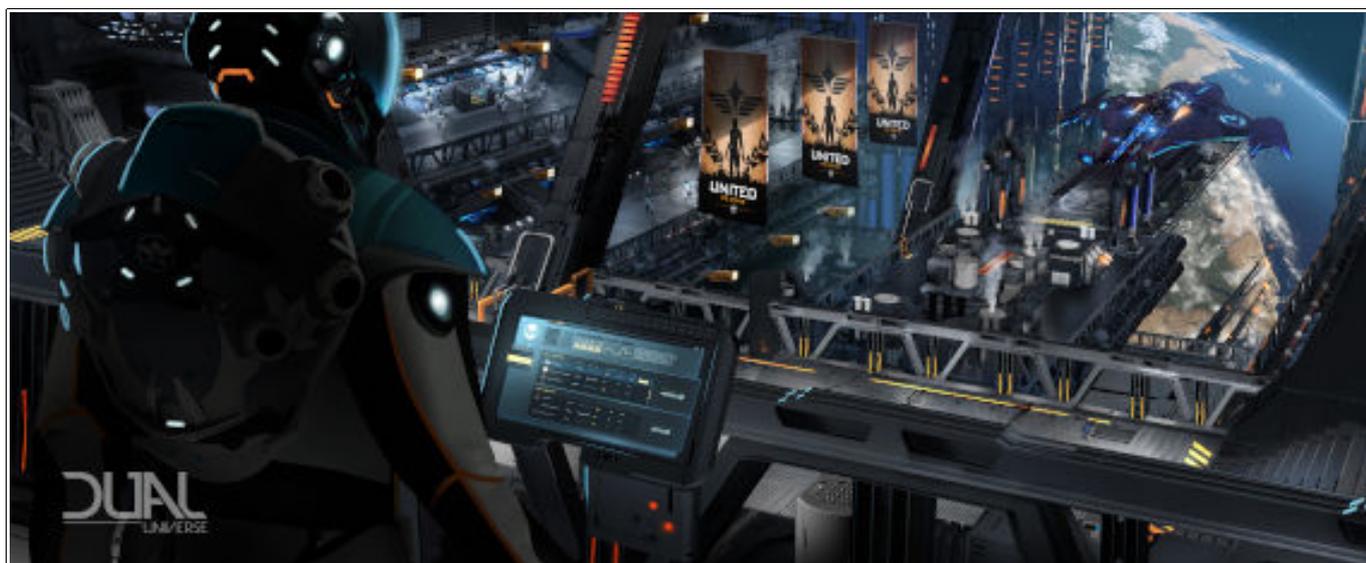
"Bureaucracy destroys initiative. There is little that bureaucrats hate more than innovation, especially innovation that produces better results than the old routines. Improvements always make those at the top of the heap look inept. Who enjoys appearing inept?"

Frank Herbert – Heretics of Dune
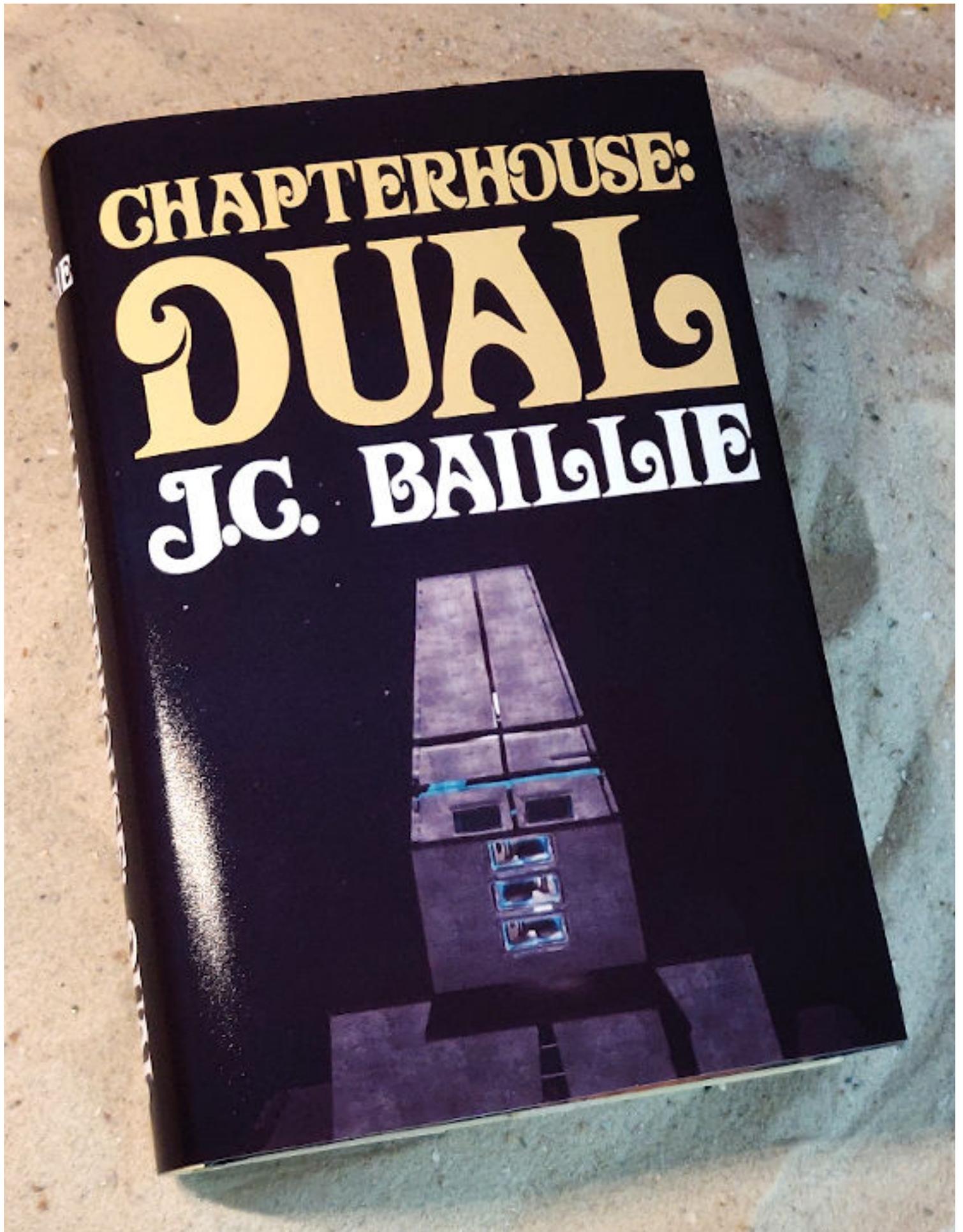
Image sources: Novaquark

VI. Professional Warfare

"I must not fear. Fear is the mind-killer. Fear is the little-death that brings total obliteration. I will face my fear. I will permit it to pass over me and through me. And when it has gone past I will turn the inner eye to see its path. Where the fear has gone there will be nothing. Only I will remain."

Frank Herbert – Dune

Enterprise, Galactica, Serenity, Normandy – Science fiction is full of legendary ships with great crews. They are always on top of their game, be it exploration, science or more shadier activities. But one of the most exciting skills and the one mostly relevant to Dual Universe is combat. There is very little automation in the game, so running a battleship needs a full crew to do the work. You need a skilled pilot, gunners to steer the weapons, engineers to repair battle damage and in the future maybe even security personnel. While transporting goods in a space truck is important, the combat crew needs to really know what they are doing.

The interviewed organizations see the potential of having well trained crews, but not many see it as a full-time job. The danger of burnout is too high. While most organizations will need a somewhat professional military to compete with other groups, it will be less of an issue of training elite warriors and more of a need to train everyone in basic combat abilities. Making it possible to drop in and out of battle operations will preserve the fun. Legendary battleships with a renowned crew and a formidable kill count could still exist, maybe even "for hire" or as some sort of e-sports. But with the inevitable player changeover, it's a difficult task.

We asked: With the importance of multiplayer ships, will we see "elite crews" and legendary battleships? Does regular training give you an edge in PVP? Do big organizations need a professional military?

Pulynerain, Ministry

Regular training facilitates the development of muscle memory. Operant conditioning via training fortifies the individual to take actions, when they might otherwise hesitate. Both of which are absolutely essential to the speed at which decisions and actions must take place in a battle! It is inevitable that we will see ships, crews, and captains become incredibly well known in time. Whether any become truly legendary however remains to be seen.

Regarding whether *any* organization needs a professional military is best answered by those from history, who have chosen not to have one, we feel. For obvious reasons however, their silence must serve as their answer.

Shockeray, Soul Nebula

The teams at the top of e-sports all practice an incredible amount. Dual Universe is going to be no different. If your ship's crew is well organized and moves with practiced ease, then they will no doubt have an advantage. Any benefit due to technology is going to be short lived. Eventually the good teams are going to also have the same technology. So as long as you can keep those practiced teams funded, they will go far in Dual Universe.

Darrk, The Eldritch Nation

There is a lot to answer here and I will start with Multiplayer Ships. There are a few ways to look at this and all have been theory-crafted internally.

If you play with one group or a "fleet" then you will get use [out of] communicating with them. However, on the other hand this may put a limit [because of] members who do not play as often or have various time-zones. Another option is for everyone to pass a "basic training", this helps sets a lower limit on the skill level of members. However, forcing players to undergo training to be able to do PvP sounds too restrictive. I would instead suggest running fun fleets to train people up. I do agree that a professional military would be helpful, but I think – like in EVE Online – the majority of members would be doing industry/PVE in the background and then, when a fleet is called, they would hop-on and participate.

Alarich, Empire

That is very possible. You hear about historical figures and groups from wars in our past based on their valor and abilities - I don't doubt that renown will build in Dual Universe. Training is important, structure is important and efficiency is important. There will be many contributing factors that aide the victories of the PvP conquerors.

Sylva, Band of Outlaws

Regular training and solid comm skills will make or break any battle. A team that practices on a regular basis, and has an emphasis on learning and making improvements, is bound to excel in the long run.

un86Rn, Dark Star Imperium

Advanced piloting maneuvers will be employed to tremendous effect. You need a qualified space pilot to make sense of these. And atmospheric combat will be much more complex, so expect a bunch of aviation simulation Aces to totally dominate the skies. Most likely all the good pilots will know each other extremely well. What an opportunity for conspiring against the public!

"Regular" training won't actually work, extreme training will. Extreme training will mean the difference between winning 8 against 40 and losing 40 against 8, basically – as a figure of speech, of course.

Amigocreeper, SilverLight Industries

Training is important and there is plenty of room for optimizations. The possibility for legendary ships is there. Regarding professional armies for big organizations: The concept is hard to achieve, it may be possible, but not in a large scale. The process of training is valuable, but organizations – big ones especially – rotate their member base constantly; This results in valuable training time and resources being wasted on members who won't stay for more than a month. The most likely army composition for organizations will be a small but professional fleet, some mercenaries and a bunch of untrained members ships.

Underhand Aerial, Hyperion

That's a given. In the case of such ships, the crew's communication is the key element and only with sufficient training everything will run smoothly in the field.

[translated from German]

Koala Brother, Stargate Command

I see it possible for a team of people, either independent or with a larger organization, to perform extremely effective combat operations to generate salvage and then profit. On a small scale I can see this happening for a short time, but it would most likely burnout given the strain, as many groups begin work against them as a collective. Large organization operations with this high success would have its outcome determined by the quality of their intelligence – finding the right time to exploit RDMS management mistakes or defenseless supply runs – rather than turret/gunner experience or talent training.

Newton, New Genesis

In Dual Universe, with how multiplayer ship battles work, elite crews will appear as the best fighters in the game. Large battleships can work, but only large and very active organizations can use them. One of our main focuses in NG was to develop a program to train our members regularly on how to do PvP. All big organizations should have a military wing, else they will never be able to develop into a fully functioning organization, surviving only off the scraps given to them by Novaquark in pity.

Silmerias, FrogSwarm

No and no, by the simple reason that no spaceship will ever stay alive for long. Even with an Elite of trained players, legendary battleship will always fall to a focus or a swarm of frigates, cruisers or – even worse – battleships or dreadnoughts. There is one thing we learned in our game experience: When you undock a ship, you will lose it. If you get back alive then you did it wrong.

Emperor Toch, The Solar Empire

I'm sure we will see all kinds of legendary ships from everyone. I personally believe that regular training in other games, that require strategy to win, can for sure help you within Dual Universe. Some will argue that it won't help at all as the aspect of combat is different in Dual Universe, but I argue it's not the mechanics of combat that matter, but the strategy. How well you and your crews work and communicate is what matters, it's what wins fights. There is no professional military required. Everyone can become the next masterful gunman, Poe Dameron or Red Baron.

Yggdrasill, Les Scorpions du Désert

We don't know about the other big organizations, but the military is an important deterrent in our defense, essential to secure our interests and those of our LSD allies. As in other domains we have already gained experience in space combat. There are bound to be some legendary ships that will be difficult to beat. It is up to us to own them and train the crews!

Jericho, Penrose Laboratories

Currently it's hard to say anything about the PvP, as it's not evolved enough.

"Peace demands solutions, but we never reach living solutions; we only work toward them. A fixed solution is, by definition, a dead solution. The trouble with peace is that it tends to punish mistakes instead of rewarding brilliance."

Frank Herbert – Children of Dune

VII. Market Domination

"CHOAM was the key to wealth, each noble house dipping from the company's coffers whatever it could under the power of the directorships. Those CHOAM directorships – they were the real evidence of political power in the Imperium."

Frank Herbert – Dune

In every game with a realistic economic system, you will have people "playing" the market, the auction house or other means of trade. Are there certain finite or hard to get resources, you can expect an organization that tries to control the gathering process – either by sheer force or by creating monopolies and cartels with other player groups. Dual Universe, in its core, doesn't necessarily have finite resources. The easy to get sources will be mined out quickly, but Novaquark intends on adding more star systems to go to. But there are still point of attack in the economic system: the core worlds, the trade routes or the markets.

Economic domination can be seen as a form of warfare. Some of Dual Universe's organizations style themselves as corporations or trade consortiums and they will defend their means of success. There is talk about price manipulations and cornering the market. But this can easily expand to physical control of trade routes by the barrel of a gun, embargoes or blockading of planets. The same alliances that have the military power also have the economic power to influence smaller organizations. Especially in the beginning of the game, you will have unfettered capitalism. How much power will mere individuals be able to wield?

We asked: Will we see "economic warfare" and how will it look? Is there a danger of monopolies, cartels, hostile control of trade routes and economic pressure on weaker organizations?

Emperor Toch, The Solar Empire

Page | Discord

Oh yes, 100 percent yes. The bigger organizations will reach out to control larger portions of infrastructure and businesses. Since they are so big, they can afford the prices these places ask, and whatever details are required. I see big organizations taking popular businesses and buying them up, so they only work and craft stuff for said organization. The smaller organizations will be hard pressed to fight for that competitive market. If they can't make deals, they won't make it.

Newton, New Genesis

There will be economic warfare in the game, in which organizations target each other's industrial centers and attack one another's miners flying between the various planets. For instance, if you want to have a fuel monopoly in the game you would create a pact with some larger organizations and establish a minimum sell price that you all sell at. Then you would proceed to task your PvP departments to hunt down the opposition's mining fleets and target their industrial centers where they make fuel. With this, there will be monopolies on certain goods within the game. You could establish an embargo against your rival organizations, but currently it would be tough to manage such a thing.

Amigocreeper, SilverLight Industries

This is a difficult question to answer. It depends on how the developers balance the game and its economy. Monopolies are not likely to appear. Planets are way too big to be completely blockaded and the possibility of finding the same ore on another planet through exploration is always there. Economic warfare will most likely be about reducing prices until one of the parties can no longer sustain the loss of capital. What is likely to happen will be a committee formed by the largest economic powers to decide how to act over important events in the market, and maybe even regulate it.

Rafiki, Atlon Kolonie

For sure, we will have unfettered capitalism. You can assume that there will be cartels, who push their claims violently. You can compare the situation with the conquest of the New World in the 18th and 19th century. Together with the common people you sadly also had many dark and sinister figures making the voyage westward. There they often found easy victims in the ordinary settlers. However, from this scenario grew our understanding of the modern world. It took a while for the patterns to emerge bit by bit, but in the end the civilized part of humanity was able to mostly cope with the sociopathic part and did evolve unparalleled in only a few centuries.

[translated from German]

Alarich, Empire

There's the danger of everything you mentioned, indeed. But there is also the danger for none of that as well.

un86Rn, Dark Star Imperium

Danger? That's not a danger, that's an opportunity! Pump and dump schemes, painting the tape, insider trading, securities fraud and other white collar crime will most likely be employed systematically and methodically in a coordinated fashion. I personally read the Wikipedia article on market manipulation and checked every item in a "Will this work in Dual Universe?" fashion. Not scams though, scams won't be a thing in Dual Universe, I hope.

Shockeray, Soul Nebula

All of the standard economic warfare that exists in the real world is going to exist in Dual Universe. Although which types are going to be most effective probably won't be evident until a little while after the full launch of the game. But if you can find a method of gaining power that exists in real life, it will exist in Dual Universe as well, hopefully with less cruelty due to the work of moderators.

Yggdrasill, Les Scorpions du Désert

There will inevitably be economic wars, but not in the immediate future. The vastness of the universe proposed by Dual Universe will surely give enough resources for everybody. Some organizations will surely want to make monopolies, but will they be able to keep them? At this point in time, alliances will be very useful and mutual help will be indispensable.

Sylva, Band of Outlaws

You can very much expect economic warfare to be a thing. Pressure is king.

Underhand Aerial, Hyperion

If it relates to a kind of warfare, that especially impacts us as an economic organization, I'm fine with using every weapon in the arsenal. So, yes: We will experience a lot in-game.

[translated from German]

Jericho, Penrose Laboratories

I'm pretty sure it will happen. It will be hard for smaller groups to be able to control something on the market, but they should still be able to play with it at a smaller scale.

"'Control the coinage and the courts — let the rabble have the rest.' Thus the Padishah Emperor advises you. And he tells you; 'If you want profits, you must rule.' There is truth in these words, but I ask myself: 'Who are the rabble and who are the ruled?'"

Frank Herbert – Dune

Image sources: Novaquark

VIII. Conquering Planets

"Take the most special care that you locate Muad'Dib in his place: the planet Arrakis. Do not be deceived by the fact that he was born on Caladan and lived his first fifteen years there. Arrakis, the planet known as Dune, is forever his place."

Frank Herbert – Dune

The dream of a shining city has been with Dual Universe's player base from the start. It's rather the first thing many people think of when they hear "civilization building", and everyone wants a place to meet other people. That's why the "Tortuga City" project has generated much interest. Territory will be a big factor in the game, although the feature of "territorial warfare" won't exist yet in the early stages of the Beta. In its core, territory control is simply a means of securing resources or have a place to build and store your vehicles. But the vision for the game is more that that: building states with borders and fighting wars for them.

The planets and even most of the moons in Dual Universe are far too big for one organization to effectively conquer it all – at least in the beginning of the game. Most of the interviewed organizations see the still existing uncertainties of game-play as an obstacle to genuinely plan for that. There will undoubtedly be territory warfare, but it's still unclear how it will look like. As for cities, most players have a clear view of them as places of representation, meeting and recruiting, and they can also be trade hubs. But as for actual usefulness in strategic terms, there is doubt – a small outpost can be more functional and more easily defensible.

We asked: What does territory mean in Dual Universe? Will organizations lay claim to whole planets? Will there be fights for territory, when the resources found there are finite? Do cities make sense?

| Darrk, The Eldritch Nation | Page | Discord |

I think fighting for territory will be an excuse to fight, when in the "procedurally generated" universe you can just find your own planet instead of fighting. I think organizations will try to claim whole planets, but I doubt they will succeed. It has been suggested that an alliance of organizations will be the ones to do lay a claim to a whole planet. But when one of them leaves the alliance, this would be the perfect example of where a fight for territory would start. A similar issue is, if a part of a group would leave the organization. This is an issue that some organizations are facing right now. I do question what the correct way would be to deal with an issue like this. This is what the wars will be over initially: Ship designs and the code on them. I do not think cities make sense, while they are the dreams of the Industrialists. Creating a city will be hard, near impossible to accomplish. This is an end game goal. Not something that will happen in the first year of launch. The issue with a city is, that the amount of resources it will need could be used for the military. Even if you do create one, it will immediately become a massive target in which you need a military might to be able to defend it. In comparison with a military base, which would have its own defense against hostile invaders, a city would also need a military presence in or around it, which would be an extra expense to be able to defend it.
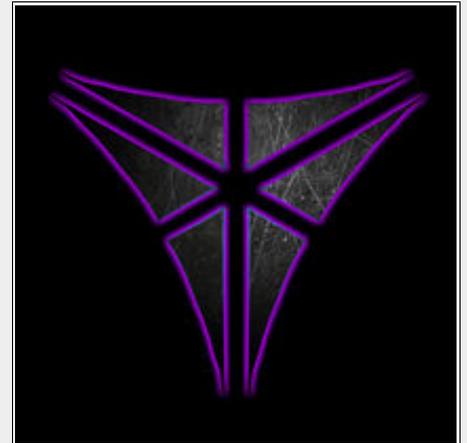
un86Rn, Dark Star Imperium

Territory means status, of course. Cities are the end game content in Dual Universe. If you've ever been to the [examples of in-game places], you'll appreciate the excellence and splendor of well-designed installations and stations. It's the designers who ultimately get to rebuild the Novean civilization and wield an absolute creative freedom over virtual space. Blessed are those, that have witnessed and appreciated the majesty of these works. It's like God himself coming down to Earth in the form of spacecrafts. Infinite amazement and astonishment at the brilliance of the architects, whose creations are way more extraordinary than your usual Earth urban culture. It's better than the British Museum! As to laying claim to whole planets, I personally am not a very big believer in feudalism and the vassal relationship system. We're in it for fun, glory and fame, but not for petty profit. Leaving a legacy is way more valuable than extracting some minor tribute. I believe in a friendly Dual Universe. So yes, there will be indisputable, unquestioned sovereigns over vast lands; there probably will be rebellions and insurrections, but I don't envision a dominating hostile zerg ruining the game for everyone with organized racketeering, extortion and slavery.

Alarich, Empire

Territory is one of the only things that organizations will be able to demonstrate their true success upon. Cities in my opinion make sense, they can facilitate for growth of the organization and for the individual members. A city will provide a platform for every single person involved to push themselves further, to prove their worth - whether that is related to PvP, building, economics or something else. A city gives excuse for everyone to do something.

Yggdrasill, Les Scorpions du Désert

The nature of the strategic areas or territories has not yet been determined. Commercial crossroads, industrial sites, resource storage, urban centers – the possibilities are numerous. These strategic zones or territories will be defined by the game-play choices of Novaquark, which has every interest in furnishing the spatial void and creating places where players meet. Claiming a planet seems ambitious to us and it will depend on the military capacity of the organizations. We don't know anything yet about PvP in the atmosphere and on the ground. Moreover, the mastery of the three [military] dimensions (Ground, Air, Space) appears essential for this type of claims. In the future, we will have to follow very closely this question, which will determine the face of the confrontations in Dual Universe. As for the usefulness of cities, in addition to the functions mentioned above every organization needs a showcase and a meeting place. They will surely take various forms that will give them more or less a role-play aspect.

Newton, New Genesis

Territory warfare will be a part of the game. It will not be small territories fighting on planets but rather large-scale control of an entire planet's resources. There are some planets in the game that are extremely rich with resources, but are isolated. These planets will become the main targets of territory warfare, in which an organization will try to destroy all those trying to claim the planet's wealth without their permission. Cities do make sense in the game to an extent with how PvP will work, as there is a need to defend your base and the collection, processing, and trading of goods would happen within the cities in the game. The cities make for a good point where many players can gather and help each other.

Emperor Toch, The Solar Empire

Territory means home. It's where you can do whatever you want without worrying about others coming along and messing it up. I think later down the road, possibly, organizations will lay claim to whole planets, if they can keep up with the system that is planned for it. But for the majority of the time, I think organizations will only need to claim the spaces they want to use and nothing more. Cities make sense, because you need a point where everyone can come together, an easily defendable place that's hard to destroy. Being alone isn't very smart in a game like this. The more people you have in one place, the closer it comes to being impossible to annihilate the city. The Solar Empire is willing to fight with the fierce intensity of the sun to protect what's ours.

Amigocreeper, SilverLight Industries

In regard to territory, organizations will most likely set claims and build on unclaimed hexes. Territory Units are expensive, so mainly at the start of the game organizations will "claim" hexes for themselves and threaten anyone who tries to settle in there. Territory Units will be used mostly as protection for bases and cities. Cities will exist. Will they be practical? Who knows. Most people dream of building a city, and there's been plenty of calls in the community for city projects.

Sylva, Band of Outlaws

We are breaking ground on our Tortuga City project, a cyberpunk themed free city, once Beta is live. It is expected to be on a Sanctuary Moon once those are in game. Tortuga City will become a central hub for gray area commerce, trade, and other, less savory, services.

Shockeray, Soul Nebula

From how Novaquark has presented Dual Universe, it will be very difficult for one organization to control the territory of an entire planet through Territory Units alone. Planets are very big. But there is no reason that a large and powerful organization couldn't own the land of a smaller moon or asteroid – if those are in the final game – or even control an entire planet through military force.

[For] most places in Dual Universe, territory will likely stand for advertising and trade locations for convenience. Such as a large organization having a base near every important city. There will also be the role of territories in controlling who can mine rare materials on distant planets.

Pulynerain, Ministry

Power, territory means Power with a capital P. Fights over territory are a guarantee as history teaches us and Dual Universe will be no different. Finite resources is what we battle over in the real world every day after all.

Cities made sense only before the advent of rapid travel and communications technologies. The very state of our real world today with COVID-19 should prove that beyond all shadow of a doubt to any reasonable individual. Cities make great targets. Cities make great corrals for predators. Cities in a player created game world create [problems]. Will they exist? Yes. Will they make sense? Unlikely.

Jericho, Penrose Laboratories

We will probably see war for territories, but the universe is large. I don't think we'll see one organization claiming a full planet. Maybe an alliance of several organizations can do it.

Underhand Aerial, Hyperion

It's a difficult question if it makes sense to claim whole planets, because we don't know Novaquark's plans yet. Without any direct advantages in the game, I don't see a reason to pay the immense maintenance costs for owning a whole planet. Cities could die out once there are no resources left in the vicinity. An exception are the cities in safe zones, those will probably be used a lot for markets.

[translated from German]

Silmerias, FrogSwarm

To be able to lay claim to a whole planet, you will need a lot of players. And for now, Dual Universe has not reached that critical mass. Let's see what will happen in the future. But yes, there will obviously be fights for territories because of resources.

Rafiki, Atlon Kolonie

The closer a planet with precious resources is to the center of human societies, the more coveted it will be. Cities, that only finance themselves by mining resources, will have an expiration date related to the extent of the deposits.

[translated from German]

"Try looking into that place where you dare not look! You'll find me there, staring out at you!"

Frank Herbert – Dune
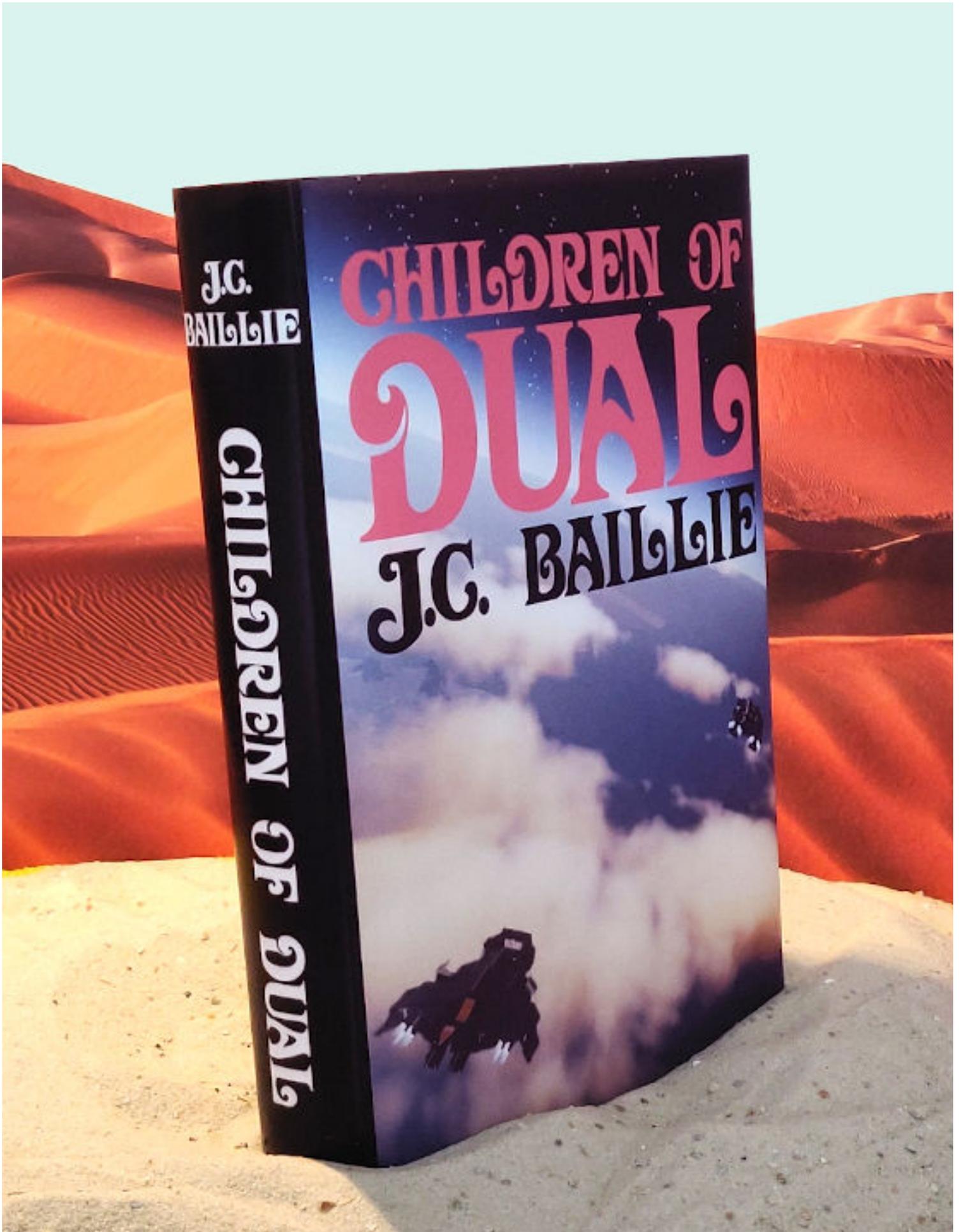
IX. The Evil Empire

"Power bases are very dangerous because they attract people who are truly insane, people who seek power only for the sake of power."

Frank Herbert – God Emperor of Dune

A common enemy is a good tool to create unity in your own faction. There are those cases in gaming when the conflict is a friendly and purely competitive one, akin to having fierce loyalty to one or the other sports team. But more often then not it's actual animosities that provoke conflicts. In that case you create heroes and villains, and the definition of who is who depends on what side you are on. This is a natural process of human nature. But can it be an artificial one as well? Can you decide deliberately to play the "bad guy"? Other games have shown that certain people feel comfortable in that role, they want to be the one to hate.

The organizations we talked to are split on the topic. Many assume that there will be outright "evil empires" at some point, but they will also force the other players to oppose them and make it a short lived endeavor. For them it's more likely that we will see a clash of factions calling each other evil, while the game itself doesn't really need artificial "bad guys". Even a pirate faction like Band of Outlaws is more respected than rejected. On the other hand, there are organizations perfectly fine with playing the hated villain, namely FrogSwarm. They have embraced their bad reputation in other games and could very well bring it to Dual Universe as well.

We asked: Does Dual Universe need a "bad guy", an organization everyone hates? Will an "evil empire" develop naturally and gradually over time? Or can someone decide to play the role deliberately?

| Silmerias, FrogSwarm | Page | Discord |

Yes, a game always needs an Evil, because without villains there can be no heroes. We embraced this role a long time ago, because our main interest is to conquer. PvP activities are often badly received by public opinion that wants a peaceful game. In general, random players have strong issues in understanding the difference between regular PvP and griefing. They insult people rather than understand what they did wrong and then "git gud". We call them pubbies.

And so for example in Star Citizen we have a very bad reputation in the french community, because we openly said from the beginning, that we want to fight and conquer but not necessary go after them. After a while they started to fear us, thinking we are going to seek and kill them all over the galaxy. Even known french Twitch streamers and YouTubers are telling the other french organizations to avoid us, because we are a plague and a cancer for the game. At first we though that it was sad and really didn't understand why things got so wild. But later, we understood. People needed something to hate, a shadow to fear, a baddie to fight – because without it, they can't exist. A baddie is a Bad for a Good. We made what baddies should make: Propaganda.

Darrk, The Eldritch Nation

Firstly, during or leading up to wars the organizations try to point out their enemy as the "bad guy." This is basic psychological operations. These are necessary for the belief, that an organization is fighting for a just cause; that they are on the side of justice; and in war, when your members experience loss, a reminder that they are fighting to rid "the galaxy" of a "monster." This makes fighting against an alliance easier. However, for an organization to perceive itself as the "bad guy" it would be a different case. I think it could unify organizations, give an alliance a reason to fight. But I doubt anyone will paint themselves as a villain. Maybe, Band of Outlaws might take up that view, but then again, they are only liberating cargo from those who already have too much. Honestly Band of Outlaws could be a force for good, a nation whose only goal is war, for example. They can be used to improve the skill of one's pilots. The issue with an evil empire is, that at some point, when you make everyone in the game hate you enough, they will band together and crush you. You can see this in EVE Online through World War Bee 1 and 2 and the Great Wars fought between Goonswarm and Band of Brothers. I doubt anyone will be strong enough to claim they are the evil empire for a while after launch. The grind to get to that point may take a long time.

Newton, New Genesis

In every game there is a need for one or many bad guys as it helps to develop the internal story and furthers the momentum of the game's player development. No one can just become the universally hated bad guy. It takes a lot of hard work to get the players of the game to recognize you as the bad guy. Luckily, the way New Genesis' role-play works, we have established a complicated bad guy relationship.

Pulynerain, Ministry

While the concept of a utopia without any issues seems rather enticing at first glance, we have ample evidence that we as a species simply cannot cope with such an environment. We must have some difficulties, some conflict, or some sort of hardship. Dual Universe will likely prove to be just as contentious, if not more so, than what Eve Online has clearly demonstrated. With finite resources, far more limited of a universe size, and using so much player generated content, how could it not? Someone can easily decide to play the role and probably do a damned fine job of it. But we think it far more likely, that such a group will develop organically over time, as the community identifies the best ways for such a group to operate within the limits Dual Universe will define, while still being profitable.

un86Rn, Dark Star Imperium

No. There was a time when the Terran Union tried very hard to paint certain organizations – DSI included – as evil, sinful and corrupt entities. In the end that backfired a hundred percent. It is lies, deceit and malice, that will render an institution nefarious in the eyes of the general public, and currently even the "villainous" Band of Outlaws comes across as a respectful, mannerly company with a determined chivalry of character. The oppression by the powers that be is in some aspects inevitable, but its main feature will be charisma. Thus, Evil will never get the chance to consolidate and grow big.

Koala Brother, Stargate Command

I think it's rude that this question prompts the reader with the term "Empire" in a negative context.

Amigocreeper, SilverLight Industries

We have already seen evil empires in the community. People like to role-play. There will be attempts to establish evil galactic empires left and right. The question is: Will the community allow this? The community at large isn't evil and doesn't want their gaming experience bothered by some big evil guy. The path to becoming the big bad wolf of Dual Universe is a hard one, but there will surely be at least one. Are they necessary? I would say no. The normal relations between organizations can be exciting in their own right, and there is no need for a "Good vs. Evil" conflict.

Emperor Toch, The Solar Empire

I don't think Dual Universe needs a "bad guy", as the mechanics of the game allow you to just do whatever. It's a sandbox where you make your own fun, you don't necessarily need to fight against a "common enemy". Some deliberately stand up and say: "We are the bad guys, so you have something to fight". But I find that to be ridiculous, because everyone's going to be fighting everyone regardless if they are the "bad guy" or not. It's just edgy people being edgy.

Shockeray, Soul Nebula

I don't think that Dual Universe needs a bad guy, but there are many players who want to play that role, either through griefing and raiding or through strategic planning to undermine the most stable organizations. If enough of this type of players can organize themselves and work together, then there will definitely be an evil empire in the full game. Sometimes it is fun to play as the bad guy.

Yggdrasill, Les Scorpions du Désert

Star Wars show us a binary world with bad guys and good guys. Some people would be tempted to reproduce this pattern. The bad guys to some are the good guys to others. An isolated organization, that was considered evil, would not survive for long. We think a balance of power is desirable to make the game-play last. Organizations can still play pirates or corsairs in times of war.

Underhand Aerial, Hyperion

I would say that is a question of human nature. Humans like to fall into black and white thinking with everything. So this kind of thinking will appear at some point. But we will also have organizations wanting to play the "bad guys", so to appeal to those people, who like to dominate other players.

[translated from German]

Alarich, Empire

We've seen instances of "bad guys" already. Without naming names, everyone finds themselves opposing someone. Often that is due to varying ideals, or allegiances. I do not think there will be a single "bad guy" or "evil empire".

Jericho, Penrose Laboratories

There are already some organizations that assume that role.

Sylva, Band of Outlaws

"No comment."
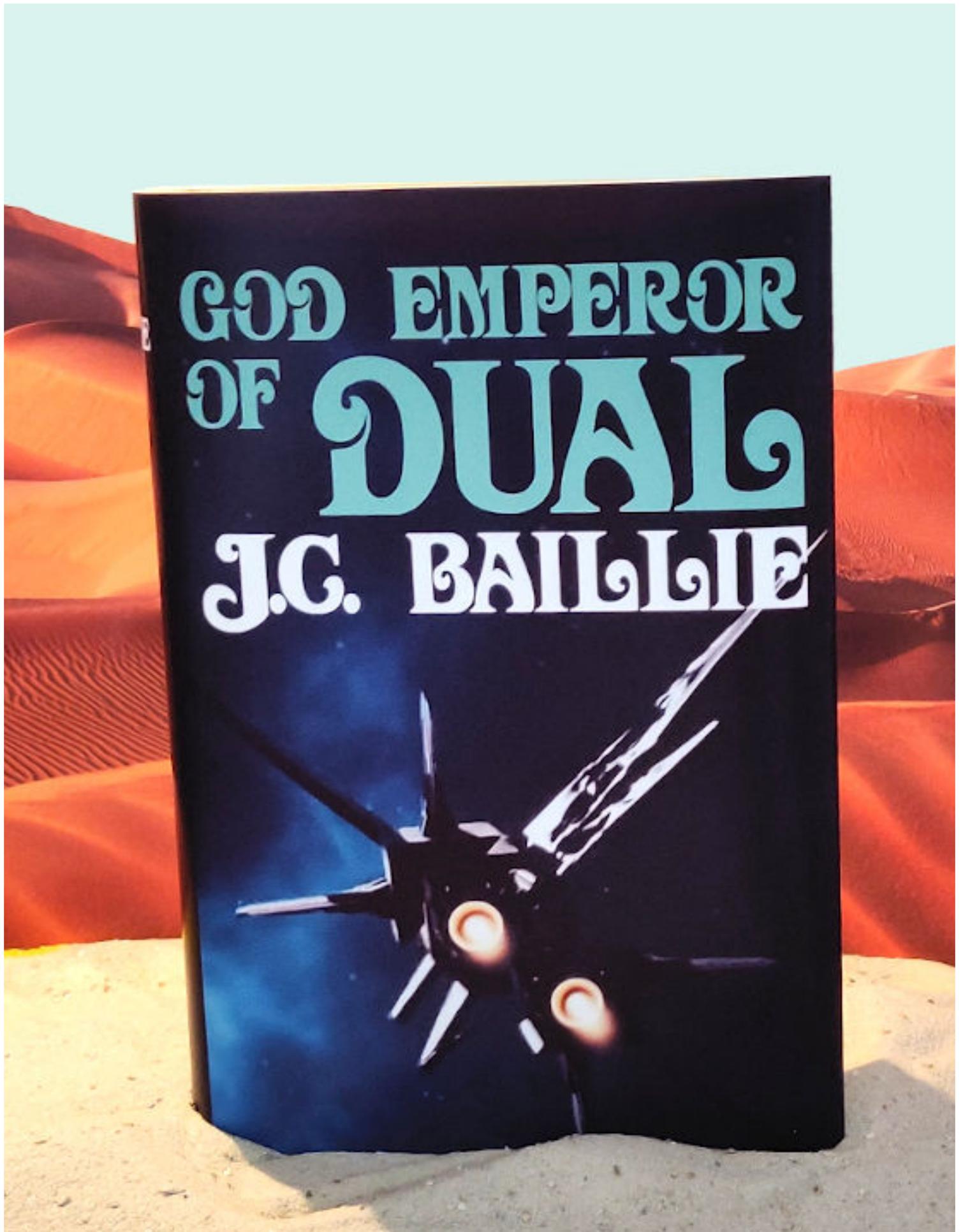
X. Secret Society

"The writing of history is largely a process of diversion. Most historical accounts distract attention from the secret influences behind great events."

Frank Herbert – Chapterhouse: Dune

Shadowy figures and secret societies are a staple of not only Science fiction, but fiction in general. To bring it back to the beginning, we can look at "Dune", where the order of the Bene Gesserit sisterhood secretly engineers the coming of a messiah, by not only controlling the mixing of genes over centuries, but also spreading artificial religious legends on the planet Arrakis. They have it all figured out – and then they fail. But nevertheless, they are the essence of history and pull the strings. We don't have centuries to go in Dual Universe, but will we have secret societies that influence players, organizations and the direction of history?

Almost everyone agrees that there will be espionage and backstabbing in Dual Universe. We have already seen it. But most of it was an execution of short term plans. It destroyed organizations and left a mark on in-game history, but it didn't really impact the game world as a whole. To most organization, the existence of secret groups is a possibility – but a slim one. Players want acknowledgment: What is it worth to pull the strings, when nobody appreciates it? On a small scale, the activities behind the curtain can decide fights and whole wars, but it will most likely only involve the warring factions themselves – not a secret mastermind.

We asked: Are there or will there be secret organizations that pull the strings in Dual Universe? Will it be only for personal gain or could they influence the history of the game on a broader level?

Newton, New Genesis	Page	Discord

Secret organizations are pulling the strings of Dual Universe. I know a guy that has taken down an organization through these secretive actions. These types of people can change the entire history of the game. Spying is already a common thing in Dual Universe. In New Genesis, we regularly purge some guys from the organization, that are spies from other organizations. And if you think there's no big deal with choosing not to spy, then I will guarantee, that you'll eventually be spied on and may have your entire organization disappear without knowing what happened.

Silmerias, FrogSwarm

Please stop watching Star Wars, this is not going to happen in Dual Universe. What I can share is, that there are specific groups in organizations made for intelligence, control and spying. We created one too, a long time ago, and it is called the FIA – Frog Intelligence Agency. This is a spy network, that's proven to be a really important asset in our history, because we probably won a lot of battles and wars because of this group. Sometimes, after a while, we declassify information or spies to the public, when we aren't interest in it anymore, like in this video.

un86Rn, Dark Star Imperium

You will find that the power rests where you would expect it to be, and there is absolutely no behind-the-scenes anonymous clique that decides the destinies of the game. There is no reason to form a secret club with covert aims, when a very overt, easy to foretell association of dominant leaders exists right there in the open. As to influencing history on a broader level in a systematic, conscious manner, akin to a world government... well, on a case by case basis that capacity exists there already, I would like to think. The privilege to direct the World Order, to leave no large portion of it to accident is an implicit feature of a real ruler's mindset. History is a responsibility. This summit, this apogee of boundless creative potential is where the path of politics leads to, culminates in and concludes itself with.

Rafiki, Atlon Kolonie

Based on our player experience in the role-playing sector, we have to determine, that many players want to display their fondness of espionage or just backstabbing. That's why we don't expect such a powerful secret organization to really stay secret for long. But of course the narrative is a good tool for spreading discrediting conspiracy theories about your enemies.

[translated from German]

Amigocreeper, SilverLight Industries

Secret organizations? Yeah, it's a given. Will they be impactful? Depends. I've seen some bright cookies laying around. They might be dangerous if left unsupervised. Spies, as well, will play a big role in the history of Dual Universe.

Shockeray, Soul Nebula

There are already secret organizations in Dual Universe and there have been for years. Whether those organizations are strong enough to pull strings and control the direction of game-play in Dual Universe is hard to say. From what I have seen, as soon as a secret organization begins flexing its influence then people find out about it and it's no longer a secret organization. What will have a lot of power is going to be multiple organizations ran by alts of the same person. This is already going on as well, although it has failed at least as often.

Darrk, The Eldritch Nation

I doubt it, I could see a group being around to create fights and organize PvP. But other than that, I don't think there is currently or will be anyone pulling the strings. The exception to this fact would be groups of organizations in a coalition. The rumors spread around by [former player] were just sad and I doubt something like that will ever happen.

Pulynerain, Ministry

"The only thing necessary for the triumph of evil is for good men to do nothing." - Edmund Burke

Not if Ministry has anything to do about it! Though we'd amend Burke's well known quote to be:

"The only thing necessary for the triumph of evil is for good *people* to do nothing." - Ministry

Emperor Toch, The Solar Empire

Oh yes, I'm sure there are [secret societies] already out there. Be it for personal gain or not, they can bring down big organizations. I'm sure they have already been successful in some cases in taking down certain organizations. They will for sure shape the history of Dual Universe. I kinda like the idea of an Illuminati type organization.

Koala Brother, Stargate Command

I believe, that there will be sets of individuals who will work together to manipulate others for their own gain but we have yet to see this spread in the community. In part because of Novaquark's stance and their action taken against activities that happen outside the in-game meta of organization, like we have seen in the past.

Jericho, Penrose Laboratories

Spying and those kinds of things are part of the game. I do not think a single secret organization will be able to control everything, but spying can become a real problem for those organizations, that do not take care of it.

Underhand Aerial, Hyperion

I don't expect so. However, there will be secret agreements between the leaders of the largest organizations and alliances. Probably this will happen for the first time when players move from EVE Online to Dual Universe.

[translated from German]

Yggdrasill, Les Scorpions du Désert	
It has got to be. A lot of players like to have influence.	

Sylva, Band of Outlaws	
They already exist. As to the rest: only time will tell.	

Alarich, Empire	
If there are strings to be pulled, they will be pulled.	

"A major concept guides the Missionaria Protectiva: Purposeful instruction of the masses. This is firmly seated in our belief that the aim of argument should be to change the nature of truth. In such matters, we prefer the use of power rather than force."

Frank Herbert – Chapterhouse: Dune
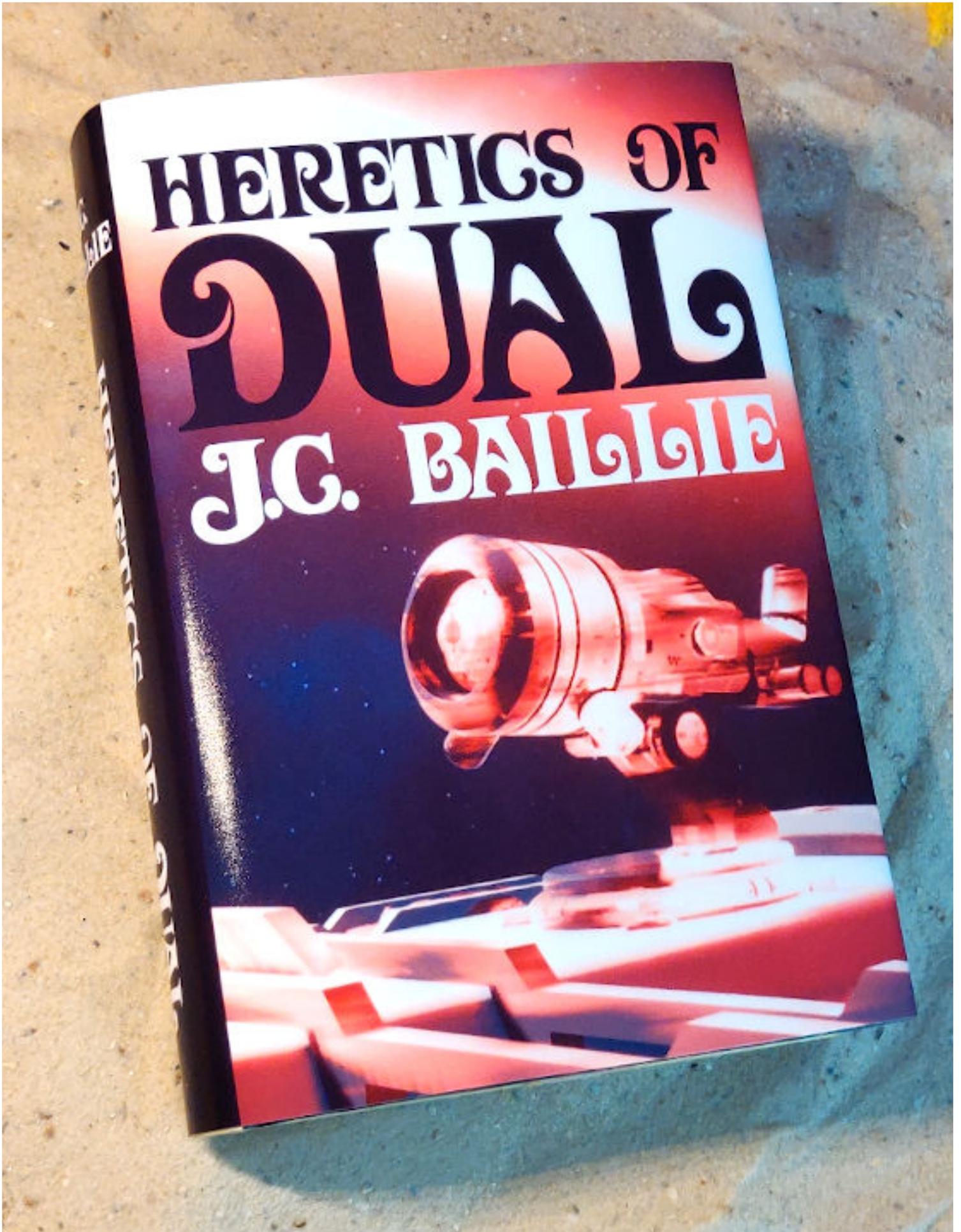
The Dual Universe Historical Society

History will be made in Dual Universe, but there is still the need to record it. The community media outlets can report on current events and the day to day business. Recording the big picture, on the other hand, requires a dedicated group of players to collect historical data, preserve it and make it available.

The Dual Universe Historical Society has been doing exactly that. It sees itself as a neutral organization of scholars. Of course, the information they could collect so far was restricted to out of game activities – the game itself being under the Non-Disclosure Agreement in Alpha. This changes in Beta. We talked to **Kurock**.

DUHS is displaying the historical data on Discord.

Will there be a more accessible archive?

"There are no further plans at the moment, although a website may be worth looking into, depending on demand. It is very likely that the news will be available in game as well."

Will there be more media like the "State of Affairs" on Outpost Zebra?

"The State of Affairs series was supposed to be a once-off article, which grew as Dual Universe did. And yes, expect some form of compilation of the shenanigans Dual Universe players get up to."

Does DUHS only act as passive observers or are you actively talking to players?

"Both. Though the key here is publicly available information as opposed to unsubstantiated rumors. Interviews conducted by DUHS can usually be found on Outpost Zebra."

Image sources: Dual Universe Historical Society

How can interested parties support you in your efforts?

"Additional members and support is always welcome to join the DUHS Discord and the in-game organization. The DUHS Discord has a #drop-box channel, where organizations can deliver news directly to DUHS or they can contact a DUHS writer. Peregrin especially loves taking down the latest in organization news."

Peregrin has not only been a member of DUHS, he also published his own very extensive data log of every bit of information relating to Dual Universe. The "Log" on his website "Dual Universe Sleepers" has been an invaluable tool of research and staying up-to-date, but the public record has now stopped and will change.

You stopped updating the Log and announced a "Lexikon". Can you tell more?

"Lexikon is my "end game" project: an in-game readable library of documents. The location is still undecided, architecture and technology are still in development; my previous work on Dual Universe Sleepers was preliminary note-taking for this project. I'll keep posting full documents on D.U. Sleepers, such as the telling of the DSI/TUE conflict, from time to time, and will participate in other project, such as DUHS. But there will be no more daily logs. I'm still writing daily notes though."

DUHS Community Page | DUHS Discord | Peregrin's Dual Universe Sleepers

Image sources: self

by Kurock

Pride before Cinderfall

Based on a true story

Hello. I am a researcher and historian for the Dual Universe Historical Society. I have found scraps of discarded documents dating back to the height of the Cinderfall Syndicate's (also known as CSYN) power. These documents allude to some of the events that led up to its decline. The following accounts are a summary of what may have transpired, as close as I can tell, from the discarded relics of the fallen organisation.

These events took place in the opulent CSYN boardroom. Glowing screens, decorated in graphs and statistics, surrounded the polished wood conference table. The table, illuminated by shining gold and diamond encrusted chandeliers, and inlaid with fine gold filigree, was seated to capacity by the hundred odd dignitaries. At the head of the table sat the leaders: Director Astrophil, Director Neo, High Magister Soarnir, and High Magister Dxeo. The remainder were the leaders of organisations that fell under the umbrella that was the syndicate.

These included Darius Sanguna, the then leader of the Terran Union. The Terran Union was already the largest organisation in Dual Universe at that time as indicated proudly by one of the numerous graphs on the screens. Of all the top organisations of the time, only the Band of Outlaws, the self proclaimed pirates, were not part of the syndicate.

"...we shall do what's best for CSYN and all in Dual Universe." Director Neo announced to the assembled dignitaries, ending his hour long heartfelt speech.

"And we will survey our dominion from the CSYN luxury yacht while seated on my throne of gold." Director Astrophil interjected.

Mutters of agreement could be heard around the table only to be interrupted by static and inappropriate images flashing over the conference displays.

"It appears we have some unruly visitors," High Magistrate Dxeo informed.

"Who? What do they think they are doing?" asked Astrophil, too preoccupied to look for himself.

One of the screens changed to display an imposing figure resplendent in silver space underwear and proclaiming boldly in red that Cybrex had arrived.

"It's the Band of Outlaws. They are posting... memes." Dxeo said.

"Memes?"

The images on the screens changed randomly displaying various slogans, sayings and mocking statements.

"Memes of freedom." Dxeo confirmed.

"Let them. We can kick them out once we are done," High Magistrate Soarnir said dismissively.

"Security, Prosperity, Progress. These are the pillars of CSYN," Astrophil continued ignoring the still changing screens, "Soarnir and Dxeo can write up the details in our charter."

"Busy with that," Dxeo said.

Astrophil nodded "That reminds me, we still need to put up our organisation role chart."

"Busy with that," Soarnir replied.

"Good, good," Astrophil continued, "And the content for the website?"

"Busy," Soarnir and Dxeo said in unison.

Soarnir waved a hand and all the screens went black simultaneously only to be replaced by the usual informative graphs a moment later.

"Now, where were we?" Soarnir resumed the otherwise uneventful gathering.

Later that year, around the same gold-gleaming conference table, Soarnir began the meeting, "We have Department of Development for building, Department of Defense for our security forces, Department of Communication for CSYN TV and propaganda, Department of Commerce to manage markets and logistics and Department of Finance for all our banking and treasury needs. The heads of each department will have to take care of the new hires we send to them."

"Very good," Astrophil said, stifling a yawn.

"Soarnir, we noticed how hard you and Dxeo have been working so..." Neo started. But was cut off by Astrophil, "So we decided to get someone to help you out. Meet Darrk. He says he is well versed in diplomacy from his days in EVE."

"Hi," Darrk acknowledged.

"Soarnir and Dxeo you will show him around during his probationary period, of course," Astrophil added.

"But that is not all. Soarnir has been working so hard in CSYN that we have decided to promote him to be our third director."

A round of applause followed.

Once the applause died down, Neo stood and announced, "We are so glad we can always count on the Terran Unions support of CSYN."

"Why is that?" a nameless voice seated around the table asked.

"Because we personally paid for Darius' lifetime subscription," Neo said matter-of-factly.

Another voice piped up, "But isn't that… bribery?"

"I…I didn't mean it that way." Neo sat and fell silent.

The meeting continued but the grumbling around he table had taken an unfriendly tone.

At the following meeting the opulent table had lost a bit of its sheen and it had gained a vacancy where Darius used to be seated.

"The Terran Union has left Cinderfall," Astrophil announced, "But it's on good terms so everything is fine."

"There are some in the Terran Union that have been working to split the Union from CSYN," Soarnir said somberly, "and it looks like they succeeded."

Neo remained silent.

A couple more seats emptied.

"Where have they gone?" asked a member.

"Why did they leave?" asked another.

"Was it because of CSYN legitimized pirates being allowed into these meetings?"

"It's a bit more complicated than that. And also we call them 'privateers'".

"Oh OK. That's fine then."

The CSYN leadership remained silent.

Neo's seat was empty in all following meetings, leaving only a deck of cards to lie unclaimed in his place. The heart of CSYN had left, not officially, but left nonetheless. And so only two directors remained.

To explain what happened next you have to understand that the High Magistrates of Cinderfall had a shared legate account which they used to manage memberships in the CSYN organisation without actually being legates themselves. A workaround for a system where you either had legate status, and the power that came with it, or none.

The conference table was scratched from countless agitated fingernails, gold flecks were conspicuously missing and the lighting from the chandeliers seemed to illuminate the room slightly less than before.

"We have convened this emergency meeting to let you all know what tragedy has befallen CSYN," Astrophil announced.

"The password to our magistrate account was leaked to our sworn enemy, The Void Republic. They did not hesitate to accept their own members into CSYN and promote them to legates."

Resigned silence met the news.

Astrophil continued, "Our legitimate members have been kicked from CSYN one by one. But don't worry, we have notified Novaquark to fix it. Our rightful statuses will be restored, so please let your people know to join again once this is resolved."

A few more agitated scratches were added to the table that day.

Meanwhile Soarnir and Dxeo, with input from the others in the CSYN Administration, continued to draw up documents, agreements and charters. This meeting took place in a small hidden room, the grey walls were more reminiscent of a cell, in stark contrast to the wooden paneling of the conference. There, out of sight of the member organisations, Soarnir and Dxeo were interrogating Darrk.

"Our unfinished charter has been leaked out of CSYN." Soarnir began. "While most of the wording is acceptable, because we wrote it, some still took specific phrasing to mean much more than it was intended to. They see it as a move for CSYN administration to grab more power over the member organisations."

Soarnir turned the interrogation light onto Darrk, "It was you wasn't it?"

"Yup." Darrk replied.

"Not even going to deny it or make an excuse?"

"Nope."

"Did you also give the magistrate password to TVR?"

Darrk shrugged.

"You are stripped of your title and are banished from CSYN. Of course, we'll keep it quiet. No announcements or reports on CSYN TV about this. It will be swept under the rug and forgotten."

Dxeo nodded.

And so it was done.

"Order! Order!" Astrophil shouted at the members surrounding the dull conference table. The gold inlay of the table had long since been scratched out by idle hands. Some of the lights in the tatty chandelier had burnt out and no one had bothered to replace them. Astrophil was ignored and the squabbling continued. Astrophil looked for support but the seats of Soarnir and Dxeo stood empty. The brains of the operation had left, and only one director remained.

At each subsequent meeting more and more seats stood vacant until only the most steadfast and loyal members remained.

One day the head of the table was empty: Astrophil had taken CSYN TV, re-branded it to Ark Central, and joined the Band of Outlaws.

In that conference room, screens spider-webbed with cracks and chairs smashed in a corner, the lights were finally switched off.

And that is the digest version of the trials and tribulations that led to the fall of Cinderfall. Many of the old documents were purged along with the Cinderfall Syndicate, which makes much of what is collected hearsay and educated guesses. While reporters strive to record the truth as far as possible, always take what you read with a pinch of salt, keep an open mind, enjoy the story, and most of all, maintain good records of your history. You never know when it may be used to tell your story.

The End

Acknowledgements