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## About This Game



Dig, discover, design, deploy, and defend. Explore your very own planet, and eventually help conquer or help build up the planets of others.

## What is Metaverse?

Metaverse is a voxel based action/adventure (Sci-Fi!) game about digging, discovering, designing, deploying, and defending. But we see it as more than a game. Metaverse is an ever-evolving platform, shaped by the actions of its players. Right now that involves players giving feedback about the direction of development. Before long, players will have a much more direct role in how Metaverse shapes up by traveling to the planets of other players and by trading and selling their fabrications. Fabrications are custom objects that can be created in-game by players, using the materials harvested from their planet. See below for more details.

## What can I do in Metaverse right now?

Story

Metaverse has what we believe to be an awesome storyline. Of course, we *would* say that! So we'll let you be the judge. Tell us what you think so we can make improvements, create story branches, or even change its entire direction. We're excited to build this thing with you! We've built out the first chapter of the story in the form of a tutorial. If you rush through and don't stop to smell the roses or explore, there's about 25-30 minutes of playable story in the game right now.

<u>Sandbox Mode</u>

After the tutorial, you're dropped straight into sandbox mode. In this mode, you can explore your planet. This is also where you can dig and create (though a major component of creating is also found in Metaverse's Fabricator). Because of the technical challenges involved with setting up procedural terrains otherwise, most voxel based games offer only either completely cubed geometry or completely rounded geometry. Metaverse, being a simulation from the future, has cracked the code, and is able to beautifully combine the two in a way that makes logical sense! The procedurally generated planet that currently ships with Metaverse is 300 Km in diameter, which is indeed very big. For now, let's just call it, "New Texas." If you were to run in a straight line without stopping, we estimate it would take you about 28 hours to completely circle the planet. Metaverse does not have biomes right now, but that is a planned feature, and we've already done a lot of the development work needed to support that. You tell us what's most important to you, and that's where we'll focus development!

<u>Fabricator</u>

In the Fabricator, you can process the raw resources you've collected from your planet into refined materials. Using these refined materials in the Simulation mode of the Fabricator, you can create just about anything you want. And as long as you've got enough refined resources for the elements you've used, you can fabricate it into an actual object that can be taken outside to your planet and deployed. Elements in the fabricator are based on real periodic table elements, and have accurate densities. So if you make the walls of your base out of titanium, they're going to be significantly stronger than if you had made them with clay.

## What are the limitations right now?

Metaverse *is* Early Access, so there will be bugs. We're working hard to sort these out, and with your help, will stomp out the ones that are most important to you as quickly as possible. And if you find something lacking, we want to hear about it!

## Is Metaverse under active development?

Yes, very much so! Metaverse is now a full time project, <u>*not*</u> an on-the-nights-and-weekends project!

## I have an idea for Metaverse!

Great! We want to hear it! Please head over to the [Metaverse discussion forums](#) and let your voice be heard. Metaverse is a game meant to be directed by its community. That's why we're releasing as Early Access, after all!

## I found a bug!

Great! Please do us a favor and send an email to [support@jointhemetaverse.com](mailto:support@jointhemetaverse.com). That will get your bug into our help desk software and allow you to track its status as we work to fix it.

*Metaverse exists to be the exemplification of the democratization of knowledge and thereby the dissemination of power, primarily through the novel exploitation of computation through collaboration within simulation.*

Title: Metaverse
Genre: Action, Adventure, Indie, RPG, Simulation, Early Access
Developer:
Metaware Limited, LLC
Publisher:
Metaware Limited, LLC
Release Date: 5 Apr, 2016

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**Minimum:**

**OS:** Windows Vista (SP2), Windows 7, Windows 8

**Processor:** Intel Core 2 Duo, AMD Athlon X2, or equal at 2.0 GHz

**Memory:** 2 GB RAM

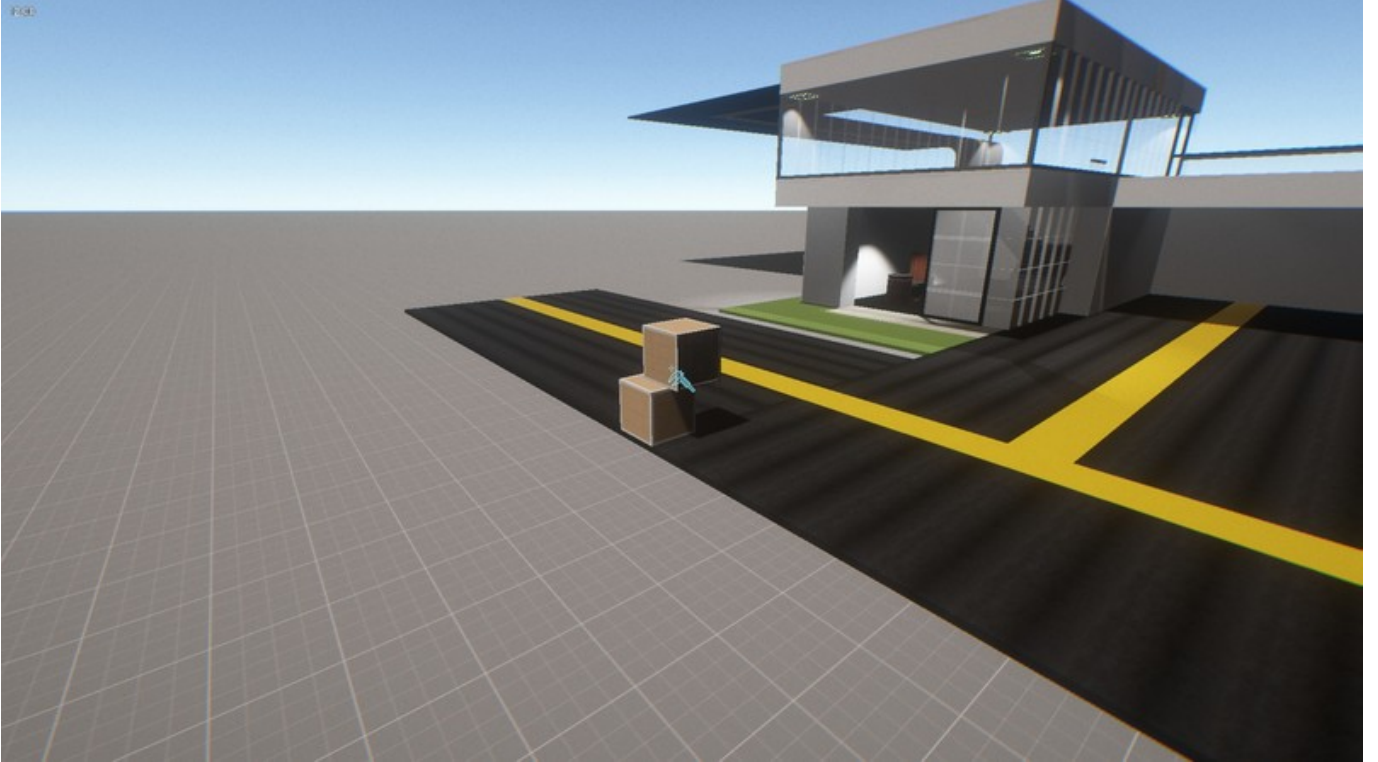**Graphics:** DirectX 9.0c-compatible, SM 3.0-compatible, 256MB VRAM

**DirectX:** Version 9.0c

**Storage:** 1 GB available space

**Sound Card:** DirectX 9.0c-compatible, 16-bit

English

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i havent got to get multiplayer yet y is that. cant wait when its finished. hi guys

now for a pre alpha game this is amasing , seriously the devs are working hard and activly updating, gamplay fundementals are all there and this game is going to be epic crafting is unique and interesting graphics are smooth and colorful and i will be in regular contact with the devs to make sure this game lives up to its potential this will be amasing
think destiny crossed with minecraft with everything else youve ever wanted from a game ( some bits are still in develpoment) as long as we get to travel to other planets this game will be perfect. This game is pretty fun so far!. my worst early access experience ever, it keeps crashing.. Devs announced in May 2016 that they are taking "a break" to "work on other projects". Ok, it's Early Access, but there do need to be some limits to the leeway that permits.

As of October 2016, there's been no further update and there's been no further development since January 2016. The game has been abandoned.

Refunding the game now.

**30 October 2016:** It's worth noting too, that the game they dropped development on this to go work on, XLR, has now also gone stone, cold, silent dead.

These developers are now scamming for two games, neither of which has a hope in hell of being ever completed.. Seems like no progress. . . not for $25
3 years later. . . Another EA money loss.. Please don't buy right now, it has not been updated in 8 months and currently is very bare with the meme minimum to even be able to call itself a game and not a demo of a game.

Game looks good, lot of potential and it´s worth buying. Go ahead and support the Devs ;) Yeah it´s buggy but I want to see more of this great game.. The game needs to be at least playable. Everytime I start trying to walk around, it freezes up & I can't play it anymore. I have at least what is recommended, so it should work. So because it doesn't, I want to spend 20$ on something else (Get a refund). i think its pretty♥♥♥♥♥♥with the training mode doesnt give you good instructions like its just stupid. Not ready to be played yet. (28.01.16)

And the creator is not updating the thing.. **This game is daylight robbery, I want my NZD$17.99 back**

This game is absolute trash and is never updated (last update being half a year ago). It is just poorly optimised, the UI is trash, the whole game is super laggy.

- Launches - Crashes on launch

- Check Cache - Crashes

- Game Launches - Crashes when reaching menu

. what a great game early access is always being improved and the devs are hard at work trying to get updates to us asap but working updates at that. This game has a beautiful concept.

That's it for now, the graphics, user interface, variability and overall jankiness of the game still need to be updated, we will see where they go from there.

Good luck to the Metaverse team.

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