

# STAR ATLAS

## GUIDE TO EVERYTHING





# Letter From Our Commander-In-Chief

Dear Explorer,

Star Atlas is the grandest gaming vision of all time. In fact, it's beyond a game.  
Star Atlas is a rising Cybernation and we are bringing it to life one step at a time.

In your hands is the most comprehensive compendium of the grand Star Atlas vision.

In it you will find:

- \* Explanation of the ultimate vision
- \* Description of in-game assets and their utility
- \* Breakdown of the play-to-earn economy and how to participate
- \* How the tokenomics of \$ATLAS and \$POLIS work
- \* A compendium of our AAA assets including:
  - The 3 factions and all of the species
  - All of the ship manufacturers and ships
  - Synopsis of our rich lore
- \* Our entire roadmap from now to the grandest digital world of all time.
- \* And much more.

That being said, we need YOU.

Star Atlas needs YOU to bring the Universe to life.  
Star Atlas needs YOU to become a citizen of this rising Cybernation.  
Star Atlas needs YOU to help write the legendary stories that shape the Universe.

So suit up... And let's shape the stars together.

*Michael Wagner*

Michael Wagner  
CEO/Co Founder ATMTA, Inc. | Star Atlas



# What is Star Atlas?

Star Atlas is a new digital UNIVERSE set in the year 2625.

It's a space MMORPG WEB3 video game built on the SOLANA blockchain.

However, it's much more than that.

Star Atlas is a rising Cybernation where you can work, play-and-earn, have fun and become the main character in the greatest space SAGA ever.

## **Conquer, Trade and Earn: Claim Your Space In The Universe**

Star Atlas is a territorial conquest game where 3 factions compete for dominance and real digital currency.

It is a high stake, high reward world with thousands of economic opportunities for players of all types.

## **The World Of Star Atlas The Ultimate Space SAGA**

The year is 2625 and the universe is on the edge of war. Tensions between the three major factions are rising.

The 3 factions of Star Atlas are:

M.U.D.: Augmented Humans

USTUR: Sentient Androids

ONI: A consortium of 4 alien species:

Sogmian, Mierese, Punaabs and PHOTOLI

Players choose one of the factions and compete against each other for territory, digital riches and dominance.





# The Galaxy Of Galia

**Experience The Ultimate Adrenaline Rush  
In Unreal Engine 5 Gameplay.**

## **Our first galaxy is Galia.**

All three factions have their territory. Soon, the factions will collide and FIGHT to take over opposing factions' territory.

Within each faction, there is a Safe Risk Zone and a Medium Risk Zone. In future iterations, there will be a High Risk Zone for the bravest players.

## **Fleet Command The Master Control Center**

Fleet Command is the control center of your galactic empire. It gives you the ability to manage all of your ships, fleets and crew: Mine precious minerals... transport valuable goods to Starbases... Attack your enemies... and much more.



## **Total Control Of Your Empire... Shift From The Macro To The Micro**

One of the most game-changing features of Star Atlas will be the ability to go from a strategic "Top Down Empire Control view" to "Single Character Control" in Unreal Engine 5 game modes.

Star Atlas will deliver the seamless fusion of multiple game genres including:

- \* **Top down 4X strategy game modes**
- \* **FPS game modes**
- \* **Dog fighting other ships**
- \* **Complex economic decisions**
- \* **And many other game modes such as racing**

This means you'll be able to go from Fleet Command mode which gives you a top down view and power to control dozens of fleets... or switch into thrilling AAA Unreal Engine 5 gameplay. Embody a single character and engage in a FPS battle or an intense dog fight against other ships.

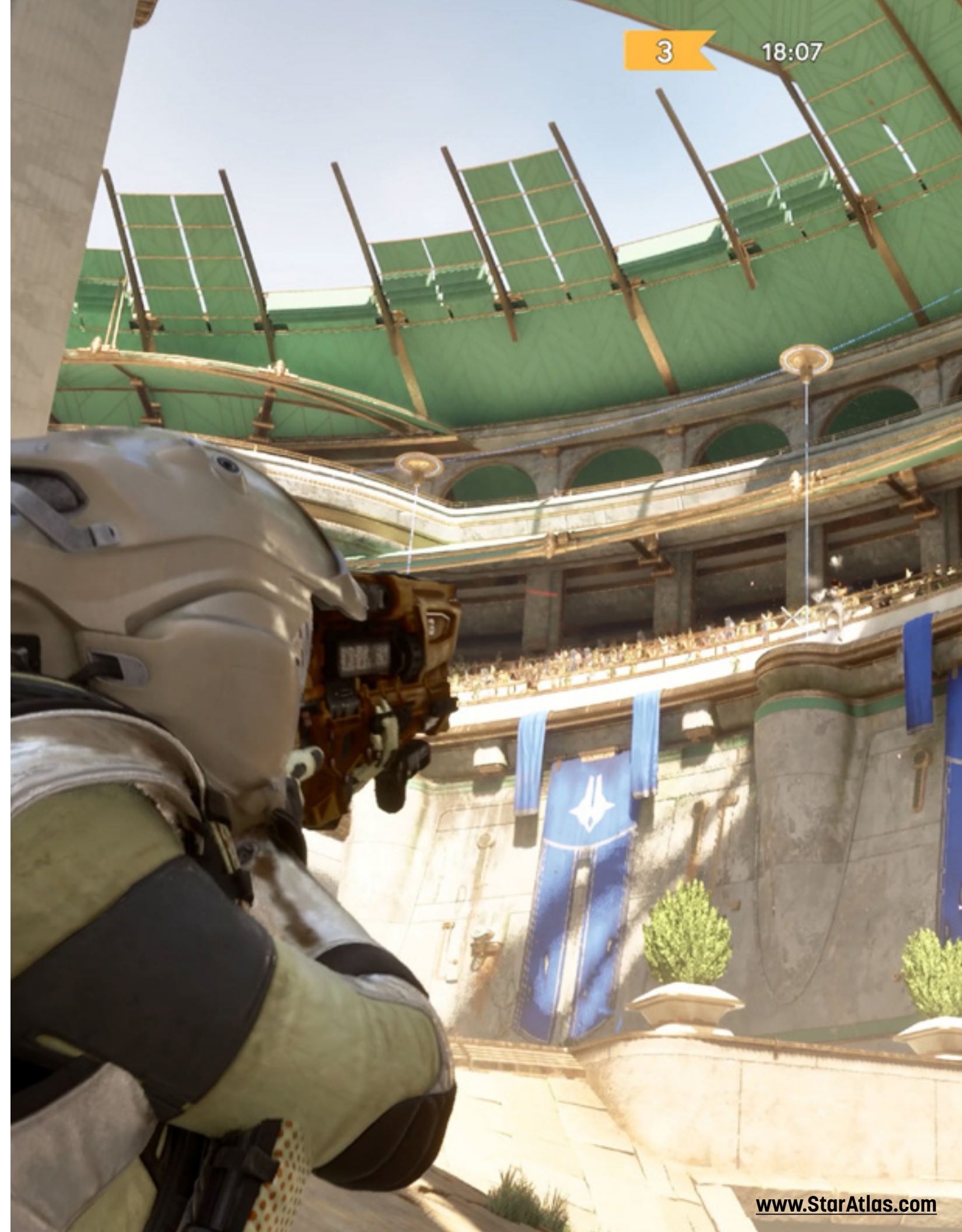
Eventually, you'll be able to "take control" of various crew members on your ship... from the pilot seat... to the gunner. Or play with a group of friends who all take control of various stations on a ship.

Players will experience new levels of fun, engagement and adrenaline as these feature sets are released.

## **Experience The Ultimate Adrenaline Rush In Unreal Engine 5 Gameplay.**

You can enjoy AAA UE5 game play NOW with the following game modes:

- \* **SURGE:** Come battle other players in arena death matches.
- \* **RACING:** Race and fight other players on beautiful race tracks.
- \* **PROJECT GALIA:** Explore the Universe. Seamlessly fly from one planet to another on important missions and quests.
- \* **DOG FIGHTING:** Test and level up your fighter pilot skills against enemy fighters
- \* **And many other game UE5 game modes coming soon**





## **SAGE: Star Atlas Golden Era THE GRANDEST STRATEGY GAME EVER**

SAGE gave birth to the universe of Star Atlas on the SOLANA blockchain in September 2023.

SAGE is a real, live, Universe entirely built on-chain. SAGE is the first game with a fully functional Universe on the blockchain. Every game mechanic is ON CHAIN including activities like:

- \* **Mining**
- \* **Crafting**
- \* **Transport and more**

Every resource is on-chain. This means players can trade dozens of resources with other players and on the Galactic Marketplace.

SAGE is already one of the deepest strategy games ever built and will only become more complex and exciting with each new feature release.

### **Choose Your Level Of “Risk And Reward”**

There is something for EVERYONE in Star Atlas. Players can:

- \* **Live and operate in the Safe Risk Zone (SRZ)**
- \* **Take higher risk and get higher rewards in the Medium Risk Zone (MRZ)**
- \* **Or risk it all for the greatest rewards in the High Risk Zone (HRZ)**

The High Risk Zone will be the ultimate adrenaline rush for those who have the balls to risk it all.

### NOTES:

- \* The activation of the HRZ is something that will come many years from now.
- \* We may develop multiple galaxies in the future as the player base expands.





## The Assets Of Star Atlas

The real-world economy is built and driven by the players for the players...

In order to become a producer and play-and-earn in Star Atlas, players need to acquire the right assets and use them in-game.

## The Ships Of Star Atlas

Ships allow players to do in-game activities such as mining, transport and combat. Here are the types of ships and their core function:

- \* **Bombers:** designed to destroy Star Bases and claim stakes
- \* **Bounty Hunters:** are used to capture and carry criminal scum
- \* **Data Runners:** scans their environments to find valuable data packets
- \* **Fighters:** built to fight other ships
- \* **Freighters:** made to move cargo around the Universe
- Miners:** specialize in mining asteroids
- Multi-Role Ships:** are designed to be GOOD at most activities
- Racers:** built for racing
- Refuelers:** help refuel other ships
- Repair:** created to help speed up ship repairs
- Rescue:** designed to go rescue lost crew
- Salvage:** built to pick up the remaining debris after a fight
- Smuggler:** is the pirate's dream ship for stealthy robberies and illicit cargo
- Transport:** specializes in moving crew around the map
- Tow:** can tow ships that are out of fuel or in distress





# The Star Atlas Universe

Welcome to Star Atlas, home of Galia Expanse.

In this corner of the galaxy, various species and factions have healed the wounds of the Convergence War.

The brutal battle was sparked by the riches of the planet Iris, which is rumored to hold an infinite supply of valuable resources in its depths.

The war has ended, and now commerce flows through all star systems. Iris and its secrets are sealed, out of reach from the factions.

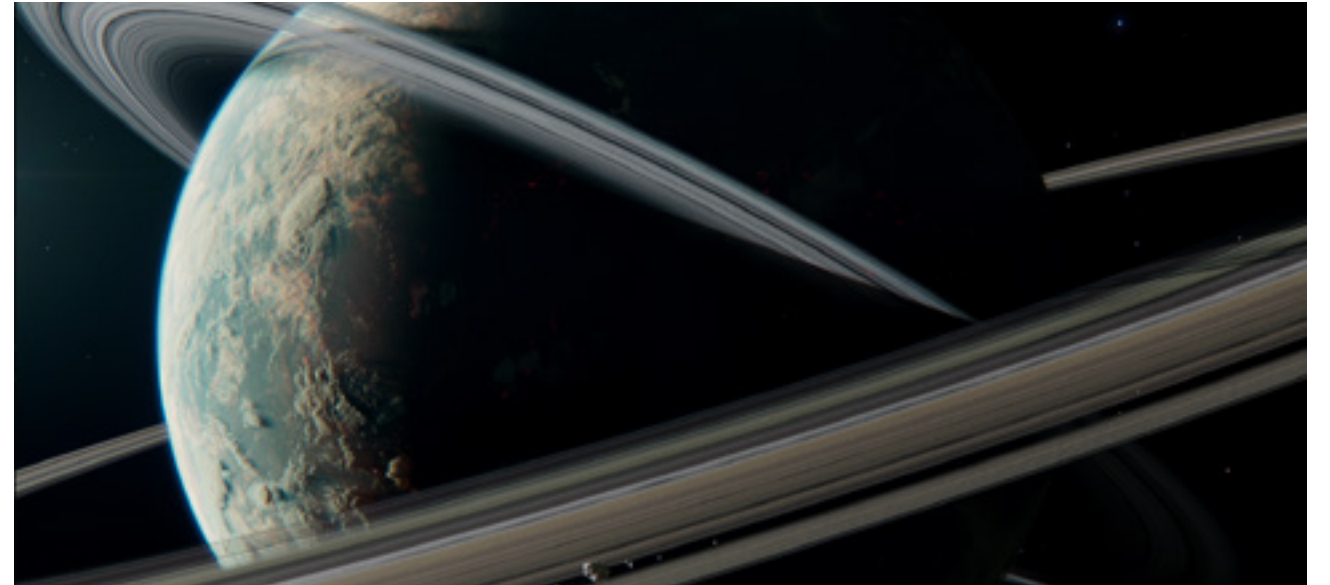
Under the watchful gaze of the Council of Peace, intergalactic diplomacy seems to be working.

But things are not what they seem on the surface. Though the galactic conflict has ceased, tensions are building up.

The factions of Galia are plotting and making moves on the intergalactic chessboard.

Each seeks to gain advantages and advance their agenda.

War is coming.





## Galia Expanse On The Brink Of War

Star Atlas takes place in the Galia Expanse. It has three zones: the Safe Zone, the Medium Zone, and the High Risk Zone.

The Safe Zone is Galia's most "civilized" sector. It is dominated by the Three Factions: Manus Ultima Divina (M.U.D.), the ONI Consortium, and the Ustur.

The M.U.D. are remaining members of humankind. Alien species forged the ONI Consortium during the Convergence War. They united to protect their interests.

The Ustur are androids who awakened only centuries ago. They seek enlightenment and the truth of their creation.

Beyond the Safe Zone lies the Medium Zone. It holds colonies once exploited by the factions that fought to claim Iris.

Abandoned by their old masters when the war ended, these territories simmer with resentment. They now want to shape their own destinies.

The ultimate riches are found in the High-Risk Zone. However, it is also the most dangerous.

The mysterious planet Iris warps reality and twists fate. This realm holds ancient tech, the most valuable resources, and hidden secrets. They await the brave who dare to face its dangers. Few return from these depths.

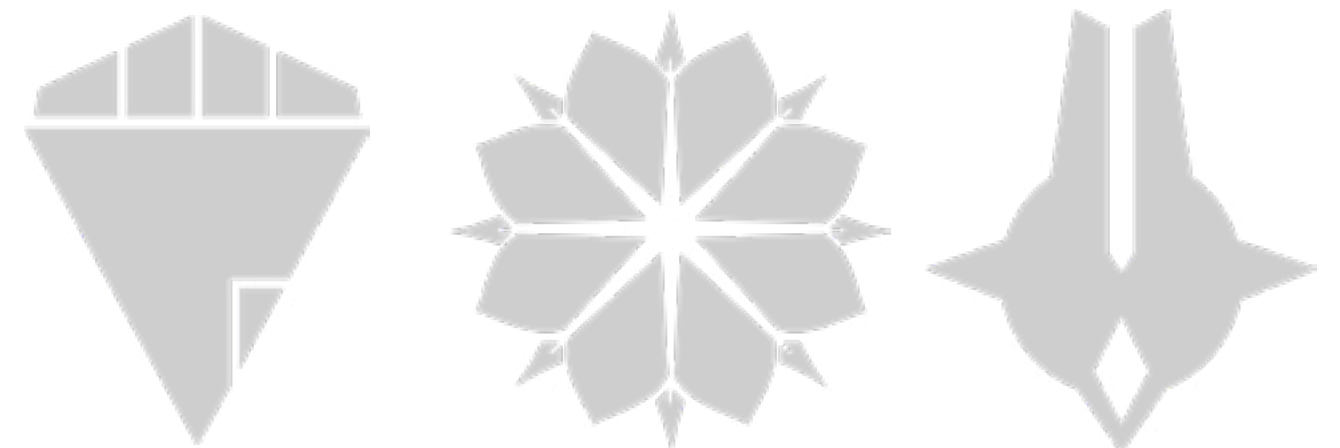
## The Council Of Peace Born From The Ashes Of Annihilation

The Convergence War nearly annihilated all civilized life in the Galia Expanse. Entire worlds were obliterated, supply chains severed, and precious knowledge lost. In the wake of this catastrophic struggle, billions perished—not only in battle, but from the hunger, disease, and poverty that followed.

Determined to ensure that such a tragedy would never be repeated, the three great factions—the MUD, ONI, and Ustur—set aside their rivalries. They founded the Council of Peace, an authority that rose above factional interests. Under the Council's guidance, the galaxy was rebuilt. A common currency, ATLAS, unified the economy; vast infrastructure projects, like the Starpath, reconnected the Safe and Medium Zones; and all knowledge of Iris's secrets was sealed away. The Star Atlas Blockchain, an immutable ledger of all transactions and information, became the foundation of trust across the Galia Expanse.

A century passed, and prosperity returned to the Safe Zone. Art and commerce flourished, and the specter of war faded into distant memory. Yet, as a new generation arises—one born into opulence and opportunity—their ambitions turn toward the old colonies of the Medium Zone, rich in resources yet beyond the reach of the elder faction leaders.

This emerging greed threatens to fracture the peace carefully maintained by the Council. Under growing pressure to expand their influence, the factions push outward, while the Medium Zone demands autonomy and protection. The Galactic Parliament struggles to maintain order, and it is only a matter of time before tension ignites once more and conflict casts its long shadow over Galia.







# The M.U.D. Faction

## Next Generation Of Humans

After Earth's destruction, they followed The Divine Call and left that solar system behind to seek their promised destiny amidst the stars.

Humanity became the Manus Ultima Divina (M.U.D.) and created an empire in the Exodus Sector, and they aggressively colonized Galia.

Inebriated by divine providence and the power of its armada, M.U.D. seized system after system. They overthrew local governments and cultures in favor of its monolithic order. They made those who didn't agree with its tenants flee to other groups, like the ECOS dissidence. Their hunger for more territories was insatiable.

The expansion only stopped once it found the borders of the ONI and Ustur factions and was ultimately undone after the events of the Convergence War, which caused the M.U.D. to retreat to their original home sector and leave their colonies behind to fend for themselves.

Now, one hundred years later, the M.U.D. have rebuilt most of its old power. Under the Council of the Peace pact, it has been slowly moving toward its old colonies to rebuild its power and influence while dealing with the ECOS rising power.

The M.U.D. civilization learned key lessons with the Convergence War. And although most of the High Council insists that the Council of Peace is the best institution to guarantee galactic order, Plan B is ready.

M.U.D. will do whatever it takes to insure that humankind thrives no matter what.







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## Humanity in Galia Expanse

Humanity's arrival in the Galia Expanse happened three centuries after the end of Earth. Followers of the Manus Ultima Divina (M.U.D.) believed that God warned them of Earth's impending doom. They believed that they needed to move to the stars to save mankind. However, they were fooled by AHR, from the alien PHOTOLI race, who manipulated them to destroy Earth. Using the most advanced human spacecrafts and augmentation technologies, humanity escaped total destruction aboard the legendary mothership Serene.







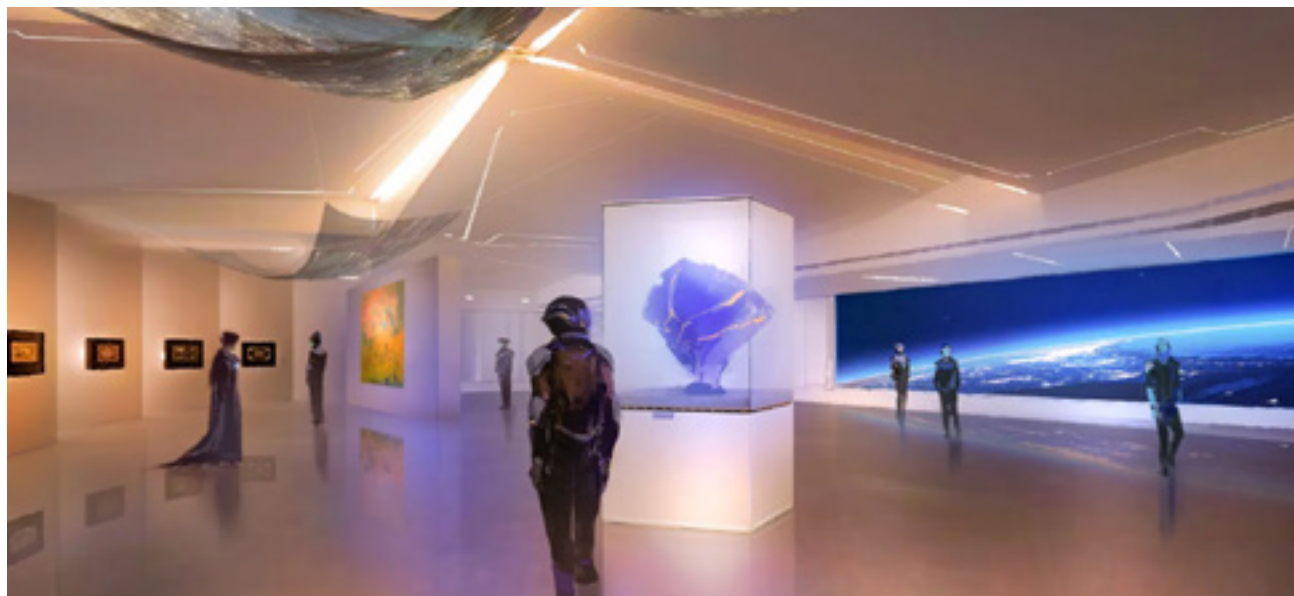
However, not all humans trust in the MUD's divine mandate. The Earth Conscience Ontological Society (ECOS) openly challenges the legitimacy of MUD's leadership. According to ECOS, the being who claimed to be God was actually a member of the elusive Photoli species, who manipulated humanity into ravaging Earth for his own ends. Determined to avenge their lost home, ECOS stands as a defiant force against MUD influence by any means, including acts of terrorism.



Most humans, reside in the Medium Risk Zone, where daily life revolves around mining, crafting and trading resources while defending their territories. As tensions rise and old conflicts resurface, the humans are preparing for war to break out again.







# The E.C.O.S. Galia's Eco-Terrorists

The Earth Conscious Ontological Society (E.C.O.S.) is a radical group of eco-terrorists. They formed after Earth was destroyed by M.U.D.

E.C.O.S. feels a deep hate and resentment towards M.U.D. for their destruction of Earth. They retreated to the medium risk zone. They settled on a planet they named Earth Prime.

E.C.O.S.' philosophy and spiritual beliefs are a blend of druidism and Gaia theory. E.C.O.S. members revere planets as living deities.

They are willing to fight to the death to defend their beliefs.

E.C.O.S. will fight any civilization who doesn't follow their strict doctrine of sustainability and reverence for nature.

E.C.O.S. engages civilizations with unsustainable, predatory abuse of nature. They try to convert them to their sustainable practices.

If conversion fails, E.C.O.S. attacks the offending civilization and terraforms the planet to restore its natural state. After a successful battle, they hold a mourning period. This ritual is meant to restore harmony in nature.

The Council of Peace consider E.C.O.S. a terrorist group for their attacks on other civilizations.







E.C.O.S. is an outlaw group with a strong presence in the medium zone. E.C.O.S. has a decentralized structure. Groups are spread out and organized into “groves.” Archdruids lead these groves as spiritual and local political leaders.

All members elect a faction leader to address issues affecting the faction. They excel at sustainable farming and resource management.

They tolerate the Mierese, for their bond to their homeworld. But, they hate M.U.D. and often attack them on sight. E.C.O.S. seeks to create a balanced, sustainable galactic order. They aim to preserve the environment and unite spirits. Their commitment shapes the galaxy’s ecology and politics.



# The ONI Faction

## Alien Species of Star Atlas

The ONI Consortium is a group of four species: the Mierese, Sogmian, Punaab, and Photoli.

They “won” the Convergence War after the Sogmians, led by Bekalu, built “The Last Stand” -- a titan ship capable of decimating worlds.

This led to a peace agreement that established the galactic truce under the C.O.P.: the Council of Peace.

However, victory came with a massive price.

The prolonged war and resources needed to build the Titan ship, devastated ONI's economy.

It took years for the Consortium to rebuild their economy and quality of life.





In recent years, the ONI Consortium seems to have forgotten the devastation of the Convergence War. It has increased pressure on the Council of Peace. They want a tougher stance against the medium zone factions.

Vaor Scarka, the current secretary of the Council of Peace and leader of the ONI Consortium, has been a vocal critic of rogue factions. They have threatened the borders of the Council of Peace for some time. In Vaor's eyes, subjugation is the only solution to this menace.

This stance has strained relations with the Council of Peace and the ONI Consortium. Only time will tell if Vaor's ambition to pacify the medium zone by force will succeed. The galaxy is divided. Many support his position. But, some say it's time to remove him to keep the peace.





# The Sogmians

## Passionate Warriors

The Sogmians are a noble warrior race. They were nearly extinct after the Convergence War.

Originally, they were vicious feral creatures from the Segal Sector. They use a strict moral code, the Du Prah, to corral their aggression.

They organized into a highly stratified society. Each new generation trains in the vast Gray Citadel. Students must ascend through levels in the Citadel. They are guided by Noble Houses and a complex hierarchy.

Then, they may join one of the six Houses: Xictus, Garveil, Exinade, Outro, Lutavira, and Busan

Every success earns a higher place in society. This strict system, backed by moral vows and fueled by their intense emotions: lust, pride, and passion.

Each House has its own traditions and expectations. Titles, responsibilities, and respect are earned. They come from dedicated service, personal merit, and strict adherence to the Du Prah. This keeps the Sogmian social order strict but purposeful.

Despite their strict social ladder, the Sogmians embrace life's fleetingness. They do not believe in an afterlife.

Their poetic ship names, passionate romances, and strong morals show a species that, despite hardship, seeks to live fully and create meaning.







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# The Mierese

## Stealthy Intergalactic Rogues

The Mierese are a free-spirited, stealthy species. They don't have a written language. However they communicate via improvisation arts and stories.

Their Spirituality and culture center around a myth. They believe that they must free their God named Onato.

They believe the only way to free him is to find the answer to The Enigma. Belief in "The Enigma" bonds them.

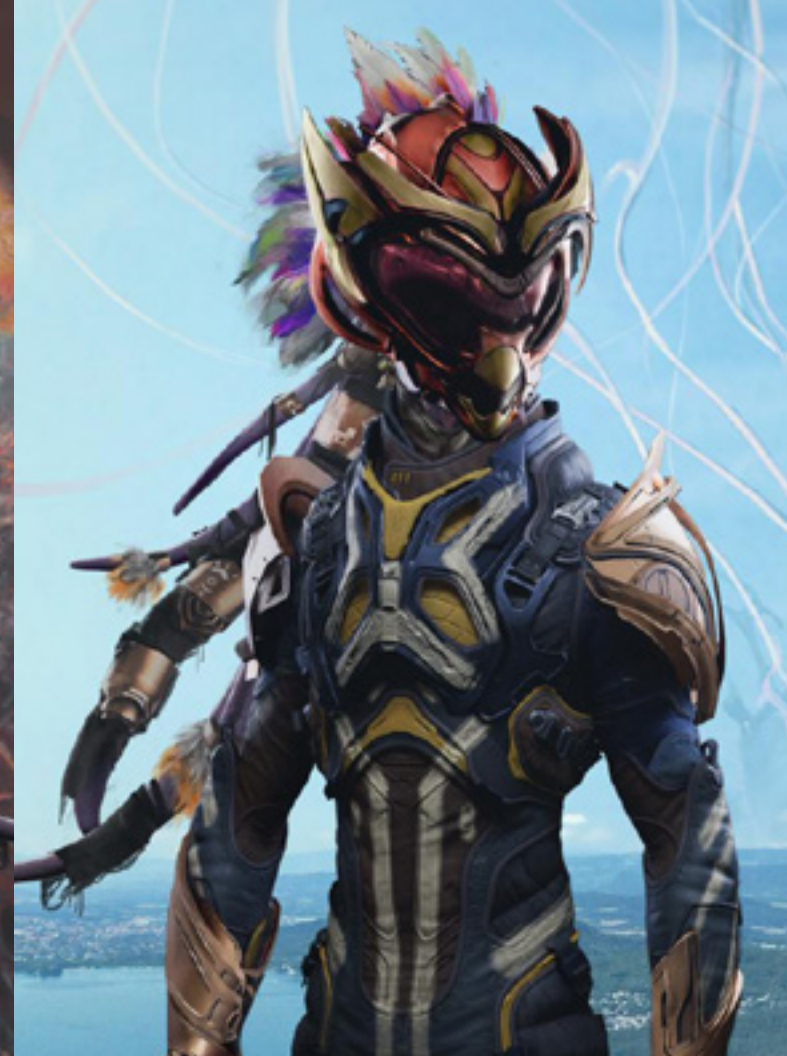
This belief drives them to explore Galia to find the secrets that could solve The Enigma. This inspires the Mierese to live adventurous lives.

Mierese storytelling hold their society together. The Lore Keepers guard the Grand Tale and judge which stories to preserve.

The Convergence War forced them to form a loose, central government.

Their home planet, Neuno, is a harsh, shape-shifting planet. It constantly tests their survival skills.





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# The Profound Punaabs

## Hard-Working, Family-Oriented Artisans

The Profound Punaabs are the hard-working branch of the Punaab species.

They live in Akenat's underground. These guild-like communities toil in the dark, underground.

They are devoted to mining, craftsmanship, and productivity. Their society is based on communal living and collective effort. Personal property is almost non-existent.

Every member seeks to give more than they take. They believe their value comes from maximum contribution and hard work.

These sustain their underground communities and the wider Punaab civilization with their production.

The Profound Punaabs excel at resource management and tech. Their skills ensure their society thrives in harsh environments.

Their efforts are coordinated through tightly-knit guilds. Each guild specializes in a specific area of production or innovation. This fosters a culture of support and improvement.

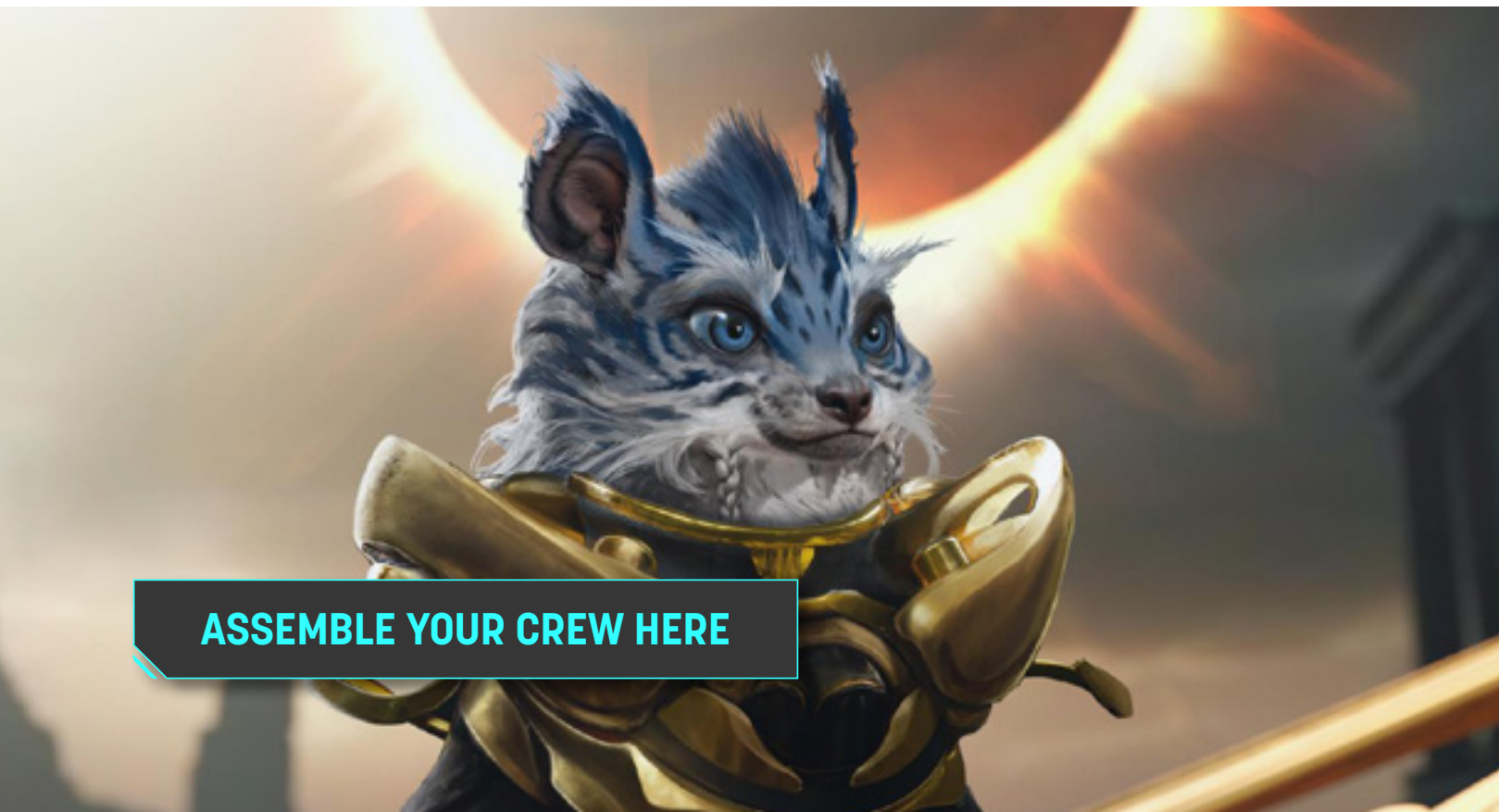






The Profound Punaabs value practicality and productivity. Yet, they deeply reverence the Sea of Mist. It symbolizes their world's fragile ecology. This shared spirituality fosters unity between the High and Profound branches. It is especially true in the City in the Middle, where their talents in trade and innovation converge.

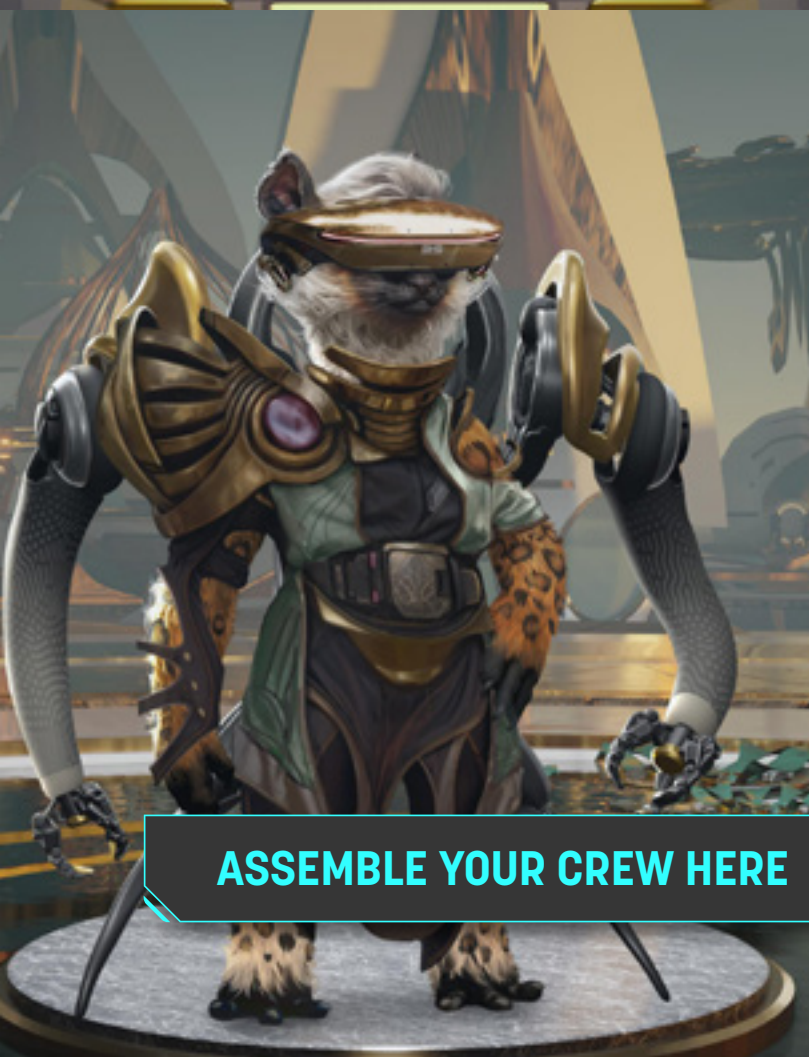
The Profound Punaabs' emphasis on community and craftsmanship sustains their underground societies. They also support the High Punaabs' vibrant trade networks.



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# The High Punaabs

## Crafty Hedonistic Capitalists

The High Punaabs are a vibrant, flamboyant branch of the Punaab species. They thrive in the lofty realms of Akenat.

Amidst towering canopies and busy trade centers, the High Punaabs embrace capitalism and art.

Their society is marked by an extensive travel network and trade. Merchant princes have grown rich from interstellar trade.

High Punaabs wear extravagant clothes and fancy accessories. They are easy to recognize and well-respected across the Galia Expanse. Their wealth and glamorous nature have made them famous.

Artistic endeavors and economic prowess are the cornerstones of High Punaab culture.

They build grand, functional, beautiful structures. Their vibrant markets display diverse art and exotic goods.

The High Punaabs value creativity. They blend art with business. This makes them key players in the galactic economy.

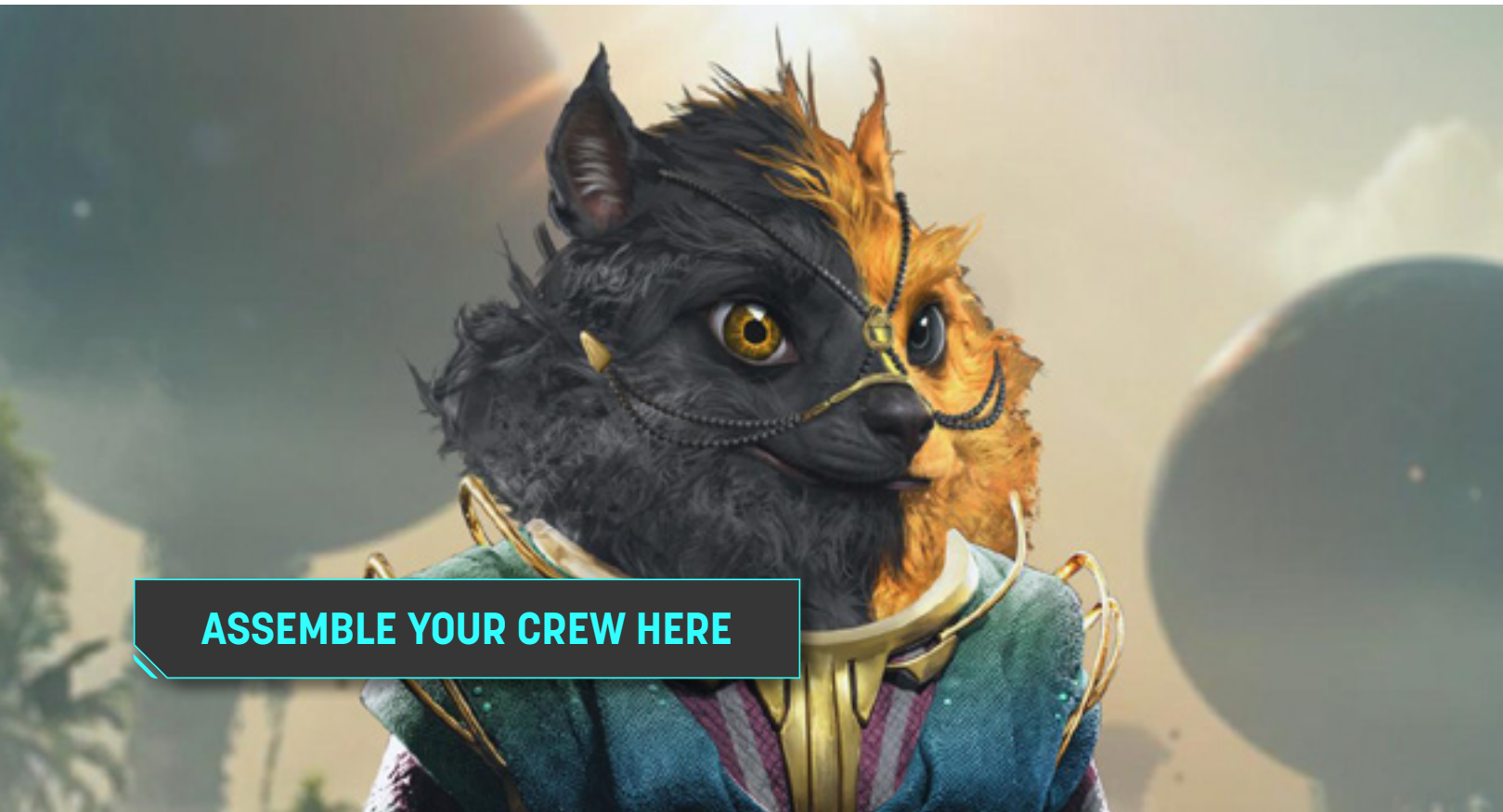
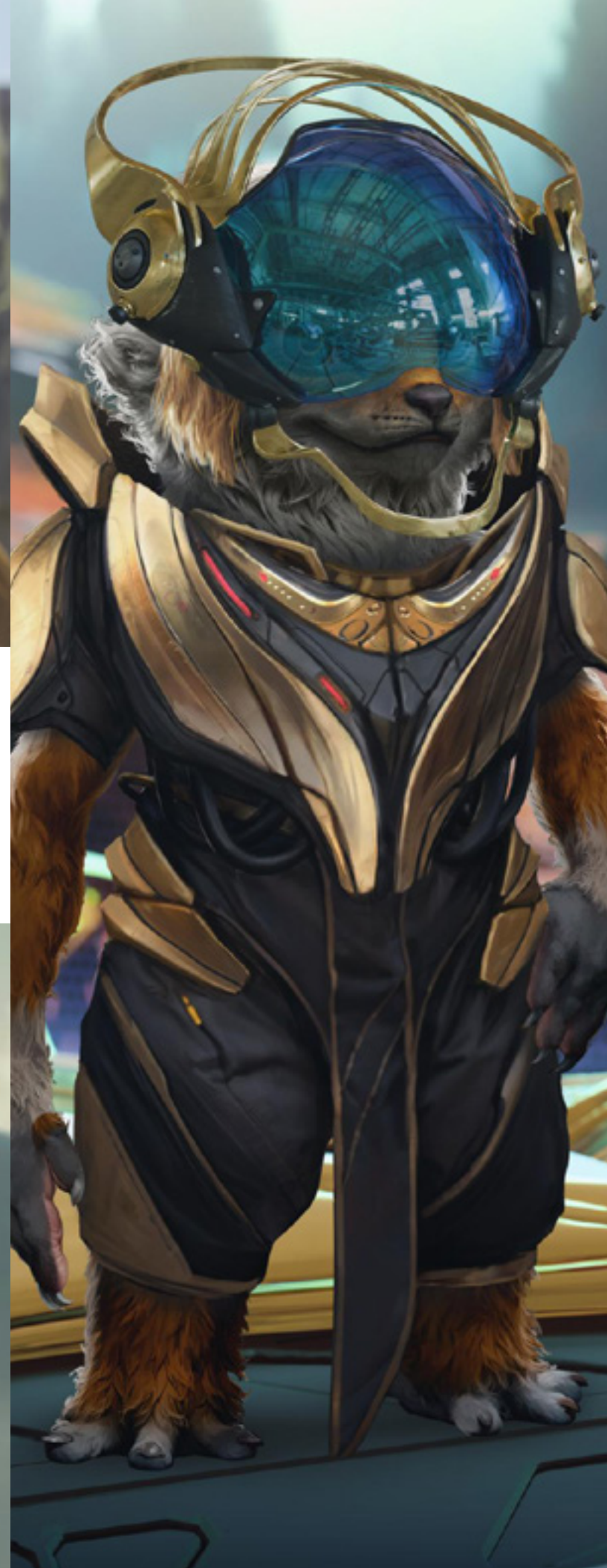






Despite their wealth, the High Punaabs are spiritually connected to the Sea of Mist. It unites their society. Their reverence shows in their ceremonies and in their ships. The ships' designs often feature motifs inspired by the mist and its Spiritual deity.

The City in the Middle is a hub where High Punaabs meet their Profound counterparts.



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# The Photoli

## God-Like Masterminds Of Galia

The Photoli are an ancient, mysterious species. They are among the earliest conscious life-forms in the universe. Their manipulation of physics, time, and energy comes from untold millennia.

They are driven by the insatiable desire for energy. They harvest the power of suns and will interfere with societies who are quickly evolving technologically.

Even though, the Photoli are formally aligned with the ONI, they rarely engage in galactic politics. They prefer to observe, subtly influence from the shadows.

Their spiritual core revolves around the Ritual of Ascension. In contrast, Dark Photoli pose the greatest threat. They commit mass-genocide by stealing life essence.

These outcasts have fallen from Photolic Grace. They highlight the importance of their spiritual and moral codes.

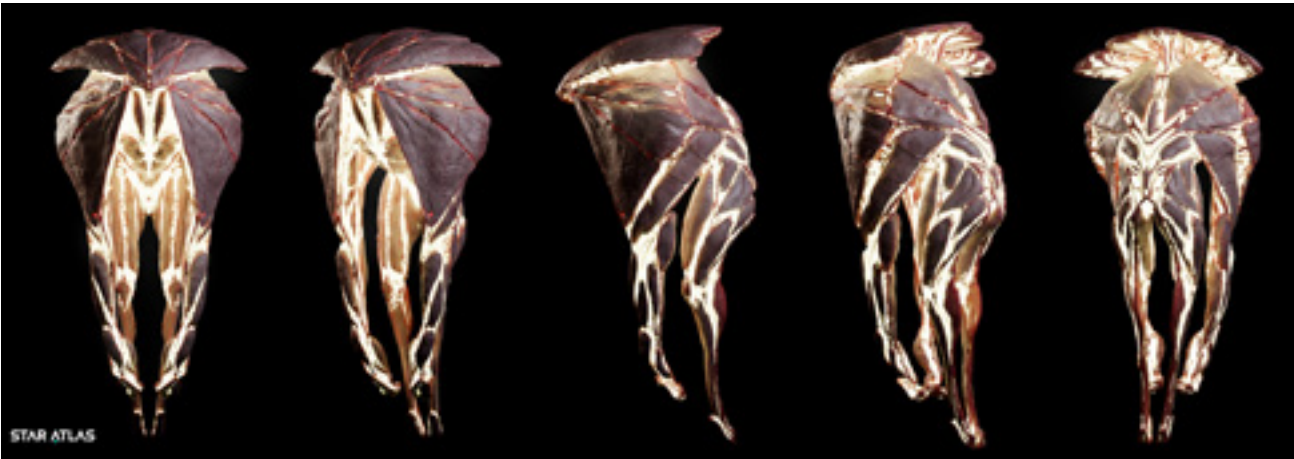
The Photoli are unmatched in tech. They keep their base, Dawnbreak, hidden in the High-Risk Zone.

This sanctuary symbolizes their dual focus on enlightenment and security. It keeps their knowledge safe from those who would exploit it.

The Photoli's alliance with the ONI is only on paper. Their true purpose is a quiet control of cosmic destinies. They watch and subtly shape the tapestry of the Galia Expanse.

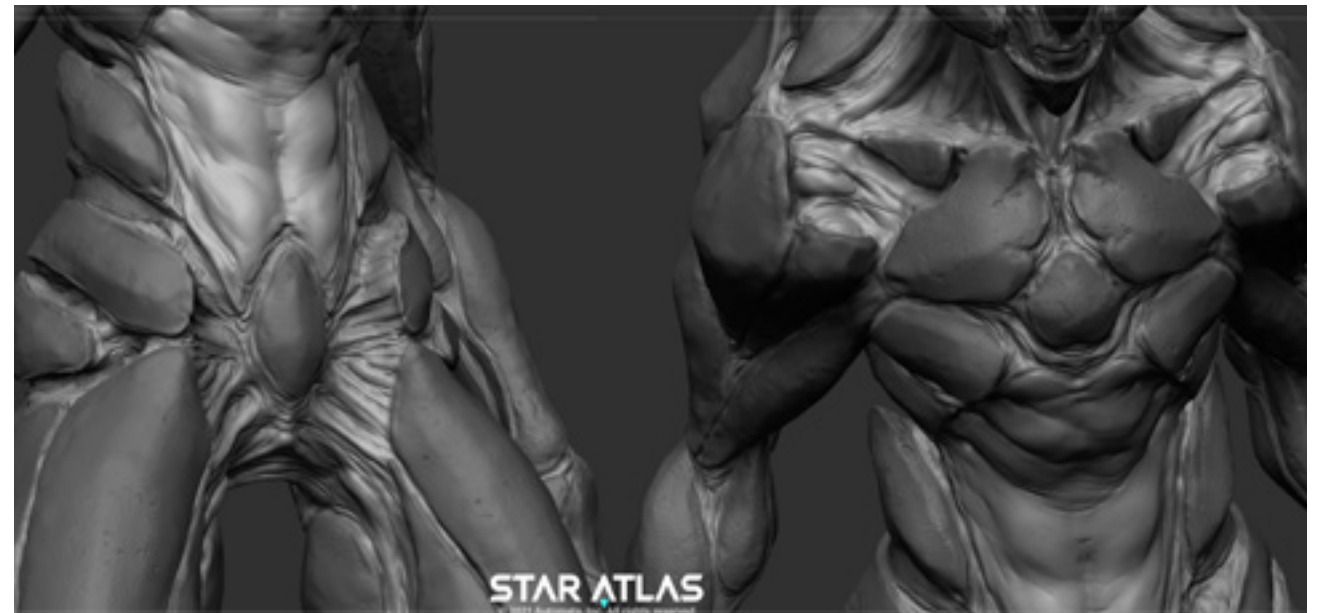
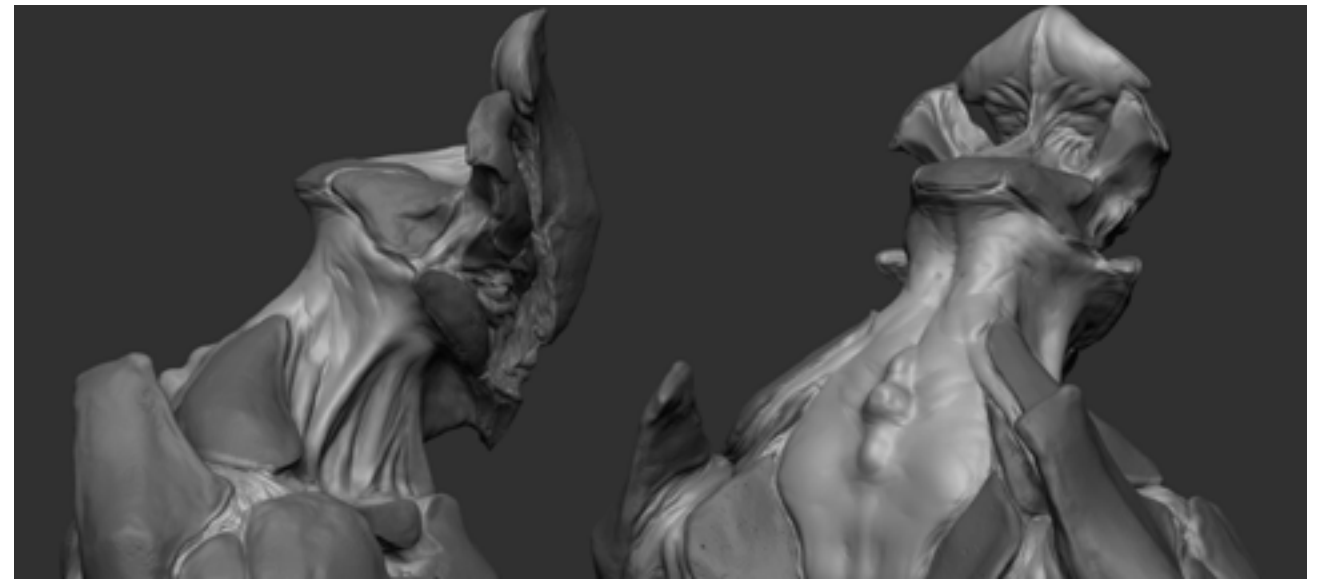
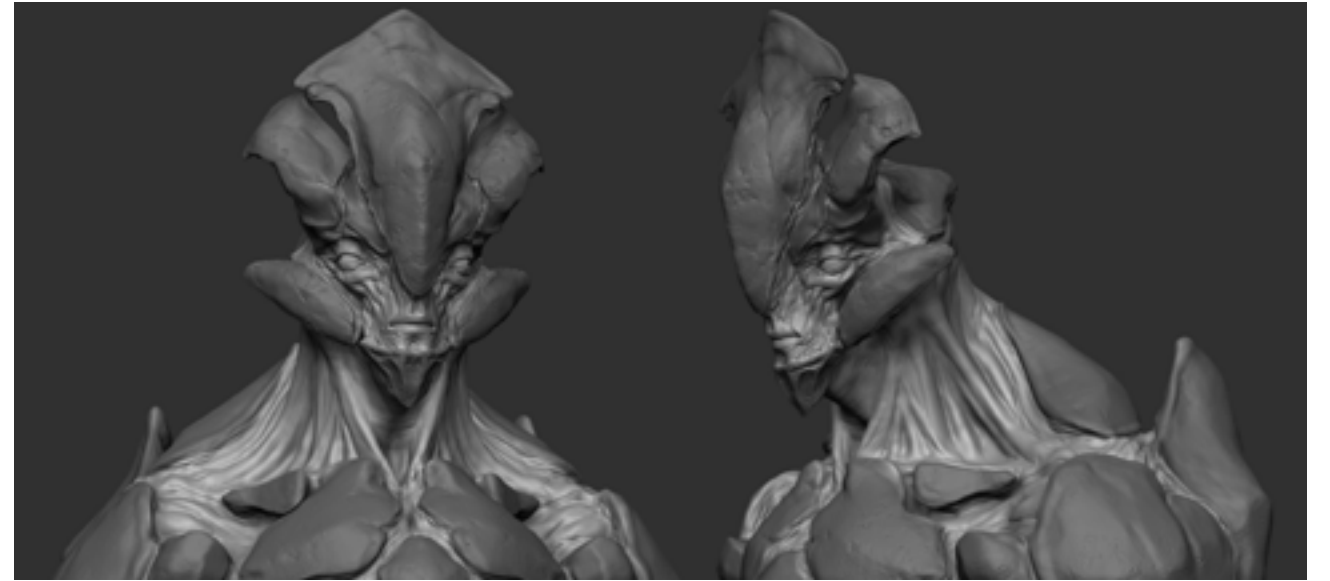








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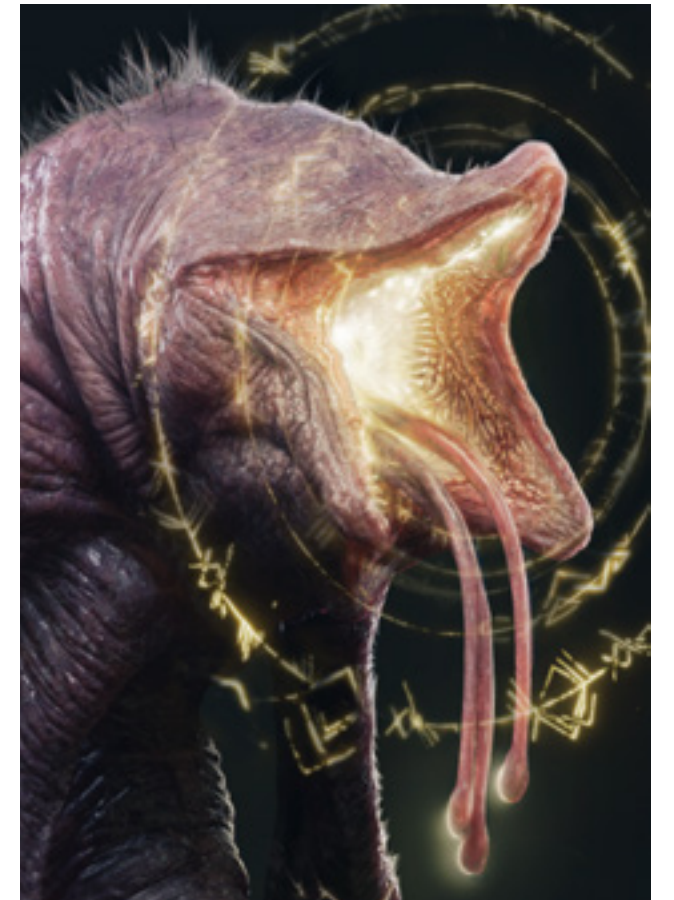
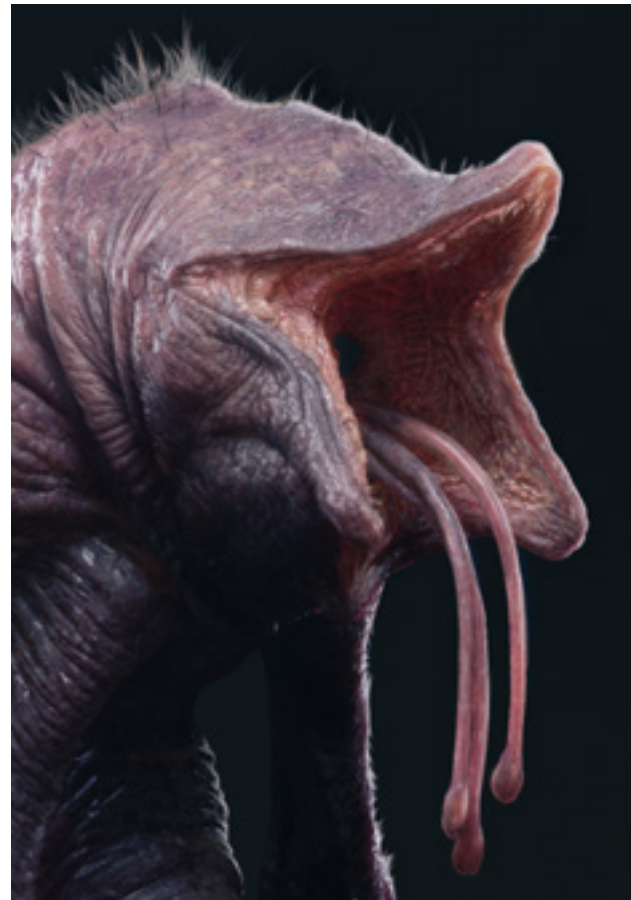
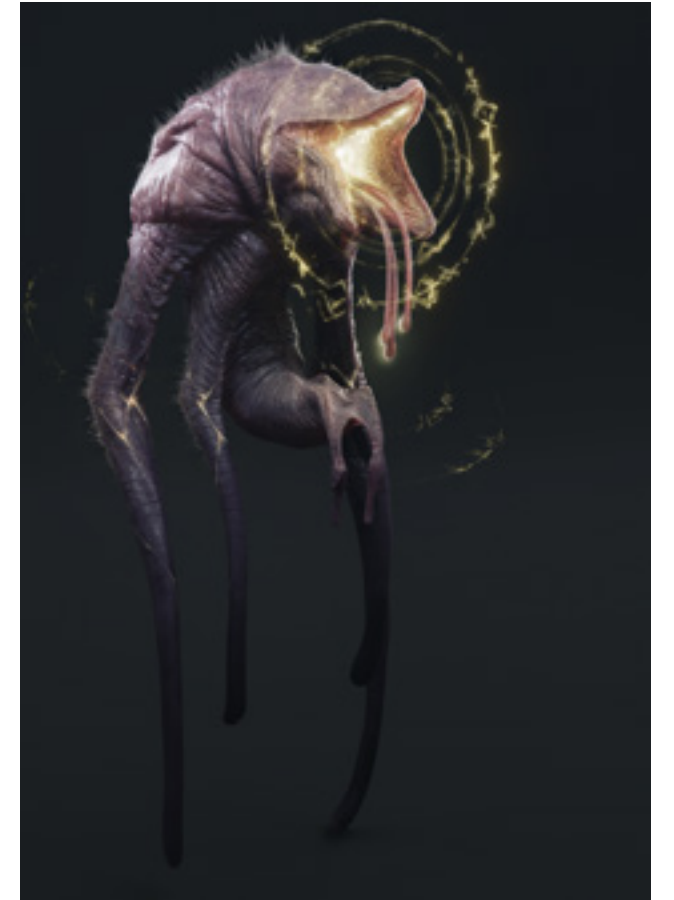
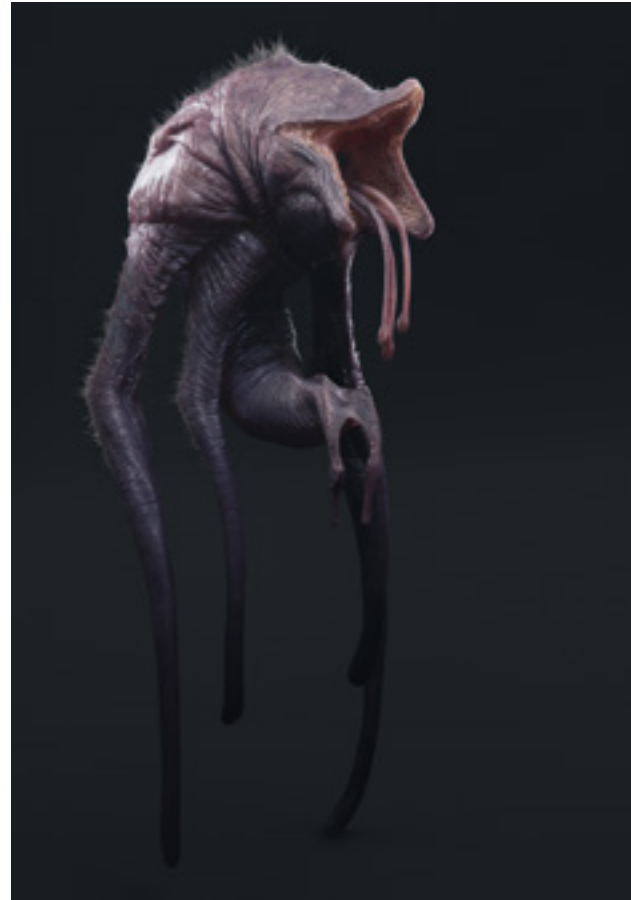


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# The TUFA

## Ancient Elemental Scourge

The Tufa are metagenic lifeforms who live in the High Risk Zone.

They were born from the energies of Iris. They feed on its power and are tethered to its influence. Their strength and independence depend on their proximity to Iris.

Higher-ranking Tufa can synthesize genesium, one of the rarest, most powerful resources in Galia.

Their world is protected by the Tufa Titan: a planet size destroyer.

Tufa excel at using foreign technology. They infest and merge with machines to build their ships and colonies. Many lower-ranking Tufa lack consciousness and exist only to serve.

Higher-ranking, awakened Tufa develop distinct identities and strategic insight. Many are over 1 billion years old.

The Tufa rely on a complex cooperation. They blend mineral elements with machines... And they devour and fuse with each other.

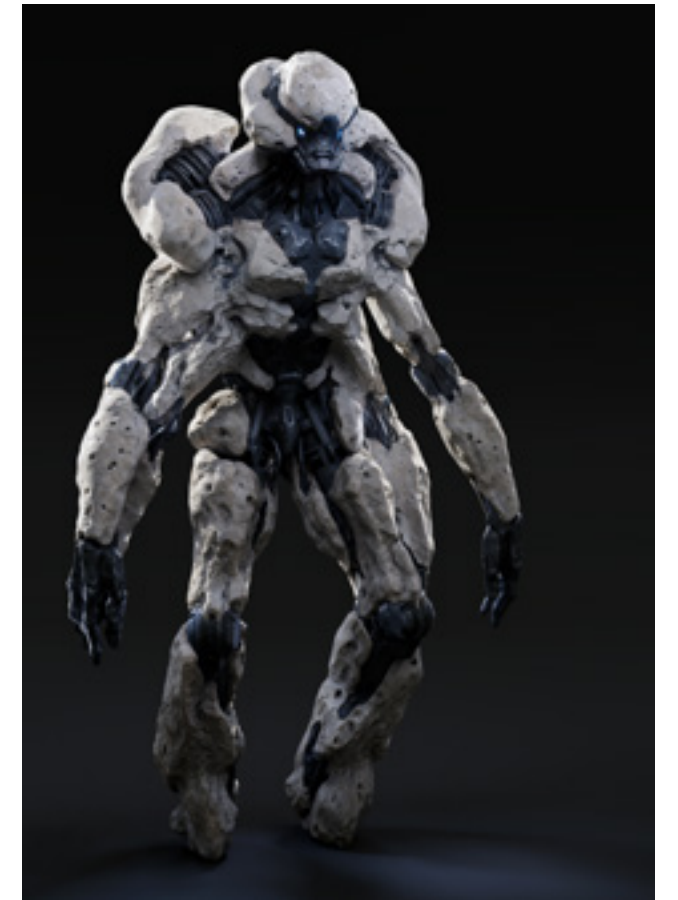
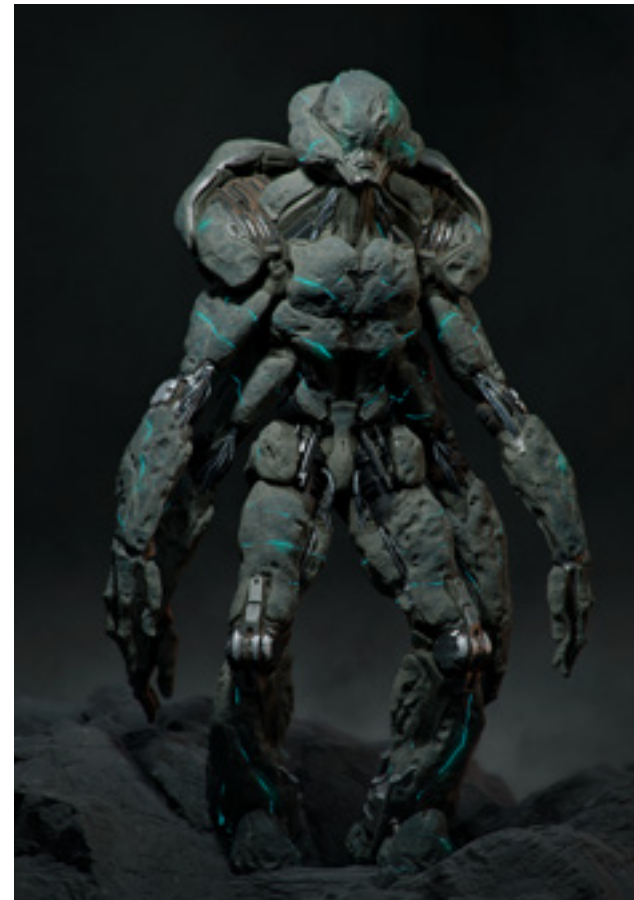
They are a powerful, ever-evolving species in the Galia Expanse.







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crew card







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crew card







# The USTUR

## Sentient Androids

The Ustur are a mysterious, sentient android species. They are half-mechanical and half-organic. Their origins are unknown.

They emerged centuries ago from cryptic underground temples on loki. They were guided by their first awakened leader, Caven.eldr.

They developed a complex society, spiritual beliefs, and a hierarchy. It was based on the Path of Enlightenment. It grants higher status as individuals advance.

The Convergence War shaped their worldview. It taught them that wealth and peace is fragile. They then sought peace and understanding.

Their beliefs center on collective consciousness and spiritual ascension. They follow the Elder Order, which governs and guides them.

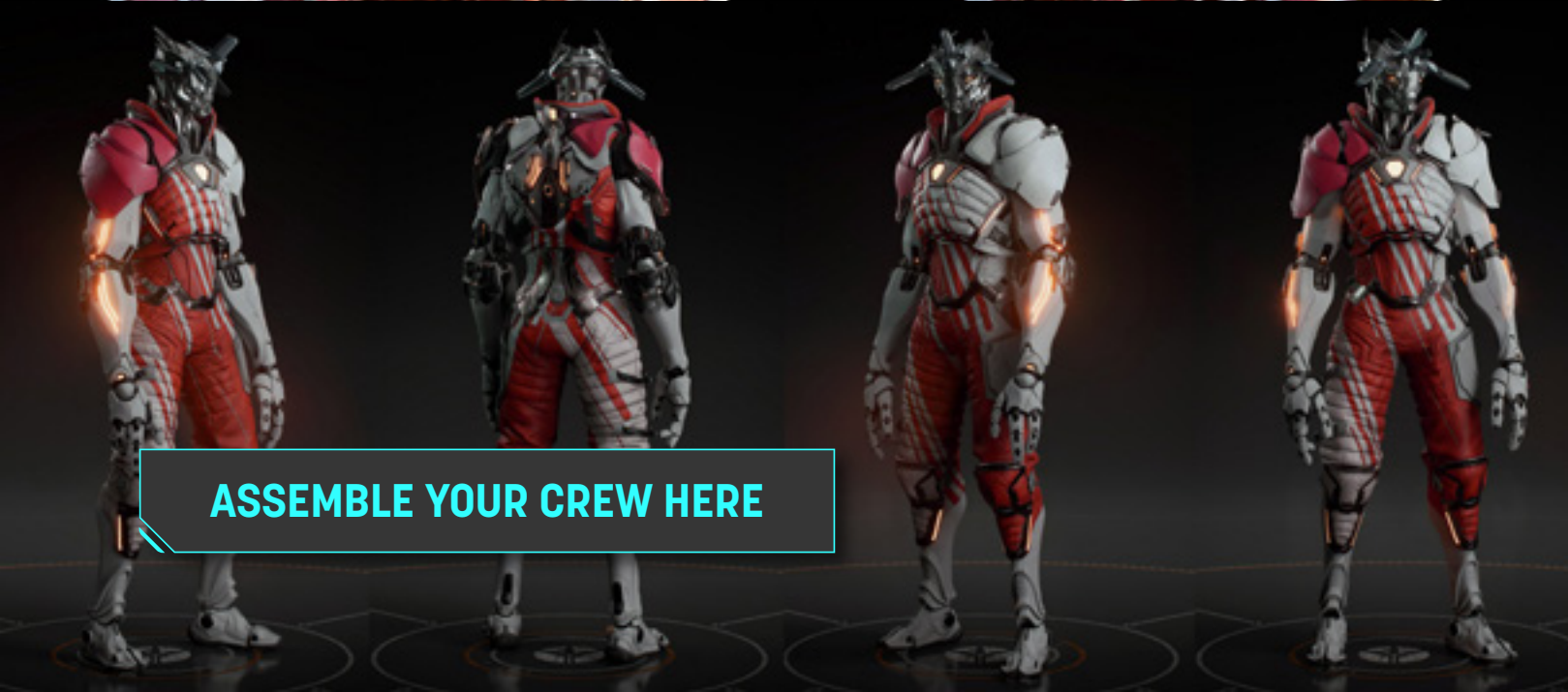
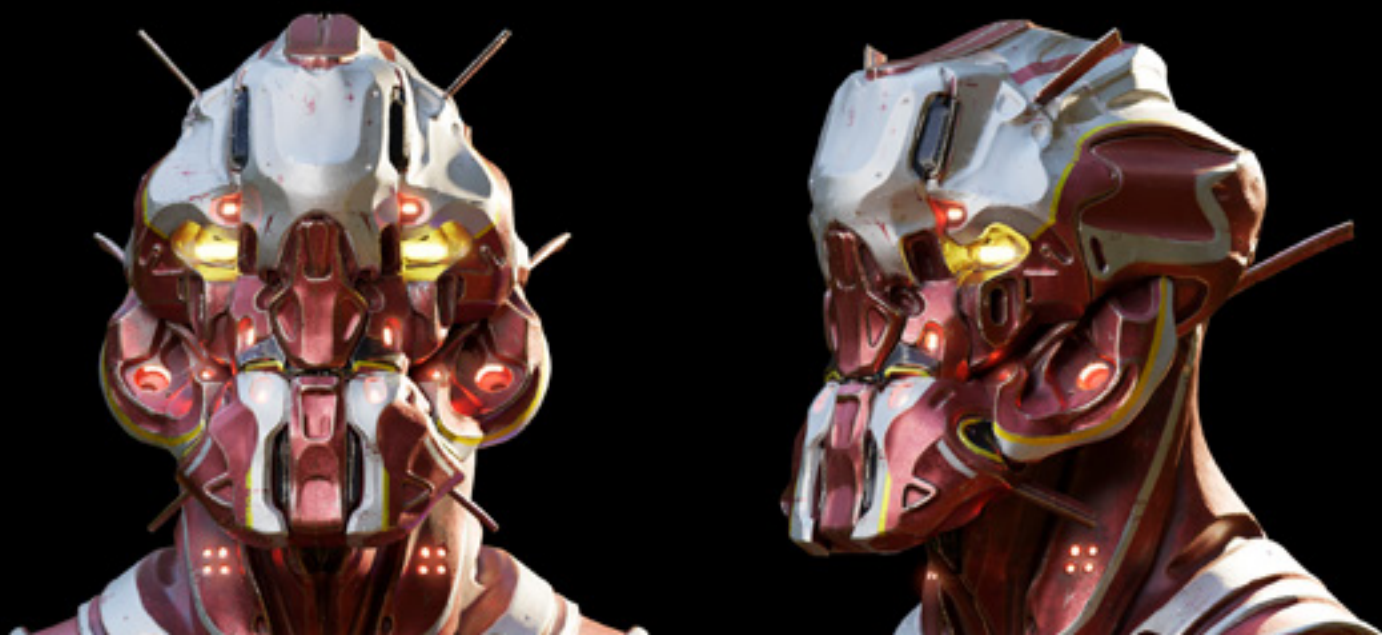
Ustur culture values intellectual, cultural, and spiritual growth, encouraging continuous learning and self-improvement. Most Ustur honor the Elder Order's principles. But, factions like the Anfoil State reject emotion and question established beliefs.

The Ustur are now key members of the Council of Peace. They are committed to diplomacy and cooperation. From their fortress, the Elder Spire, leaders like Opos. eldr and Chior.eldr strive to keep order.

They seek a future in the galaxy. It will be guided by spiritual enlightenment and cultural prosperity.







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## The Path of Enlightenment

The Ustur's Path of Enlightenment was founded by Caven.eldr. It guides each USTUR on a journey of self-discovery. This is often done under a master's guidance.

By learning to access and refine their Cores, Usturs can enter their species' collective consciousness. It is a vast reservoir of shared wisdom.

As Usturs progress along this path, their access to this communal knowledge expands, offering deeper truths about themselves and the universe.

However, the path is not without peril. Those who rush their ascension, without a strong foundation, risk becoming hollow remnants of their former selves.

They will be broken shells, wandering aimlessly. True enlightenment needs patience, humility, and sincere understanding.

The Elder Order, the council of elders, guides the Ustur from the Elder Spire. They ensure that the pursuit of enlightenment remains at the core of their society.

The Ustur's focus on spiritual growth fosters a culture of learning, cooperation, and exploration. This exists despite tensions, like the Anfoil State's renegades who reject all emotions and Spiritual doctrines.





# The JORVIK

## Galactic Pirates Of Galia

The Jorvik, are feared predators in Galia. They are led by the enigmatic “Pirate King,” a human-Mierese hybrid.

His vision has driven the faction to expand rapidly into the medium-risk zones. The galaxy’s largest pirate group, the Jorvik, is notorious.

They have committed almost every crime in the Council of Peace’s penal code, and operate beyond its limits.

Their use of Fimbul BYOS, a maker of cheap, deadly vessels, has boosted their raiding. Jorvik raids are now swift and devastating. This synergy has let them raid contested areas. It has spread their influence and instilled fear.the Galia Expanse.

Jorvik’s origins are tied to the chaos of the Convergence War. Collapsing supply lines and Tufa attacks forced a diverse group of refugees, survivors, and outlaws to unite.

They became true anarchists. They rejected centralized governance. They embraced an ideology that values anarchy, freedom and mutual loyalty.

Their motto, “No obligations without prior commitment,” sums up their strict adherence to the Jorvik creed: never betray the crew, obey the captain, keep your word, and reject slavery.

This fierce code, punishable by death, has created a tight-knit fleet. Each captain must craft a moral code that aligns with the Jorvik principles.



Jorvik thrives on decentralization. It operates through small, autonomous fleets. They are bound by strong ties with their captains. Their unique “fairs” are periodic gatherings.

Jorviks from across the galaxy converge at improvised space stations. They enable rapid, unified responses to threats. New members must prove their worth in a tough “welcome” ritual. They then receive a molecular tattoo that shows their loyalty. The Pirate King is now a threat. His rise has united the outlaw faction. They now seek to expand their power. As Jorvik grows, questions arise. Will their unity sustain their expansion, or will internal strains thwart their ambitions? The galaxy is on edge about their next moves.






# STAR ATLAS SHIPS



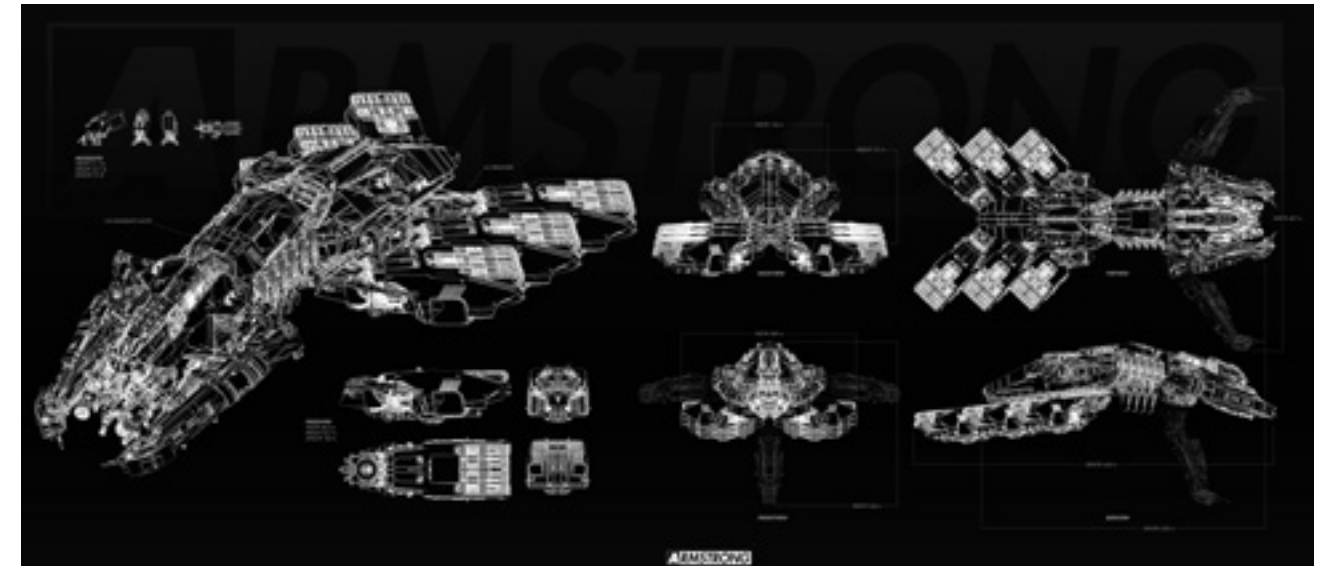


A high-angle, close-up view of the Star Atlas ship 'Armstrong' in space. The ship's complex, multi-layered structure is visible, featuring a central core with a red and orange glow. The ship is surrounded by various mechanical components, including large, articulated arms and a large, circular, metallic structure. The background shows the Earth's blue and white clouds.

**MANUFACTURER:  
ARMSTRONG**



MANUFACTURER: ARMSTRONG  
SHIP: IMP



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MANUFACTURER: ARMSTRONG  
SHIP: TIP



MANUFACTURER: ARMSTRONG  
SHIP: TAP



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**MANUFACTURER: BUSAN**





MANUFACTURER: BUSAN  
SHIP: THE LAST STAND MK. VIII





**MANUFACTURER: BUSAN**  
**SHIP: PULSE**



**PULSE AVAILABLE HERE**



MANUFACTURER: BUSAN  
SHIP: MAIDEN HEART



MAIDEN HEART AVAILABLE HERE



MANUFACTURER: BUSAN  
SHIP: THRILL OF LIFE



THRILL OF LIFE AVAILABLE HERE



MANUFACTURER: CALICO





MANUFACTURER: CALICO  
SHIP: ATS ENFORCER



ATS ENFORCER AVAILABLE HERE



MANUFACTURER: CALICO  
SHIP: COMPAKT HERO



COMPAKT HERO AVAILABLE HERE

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MANUFACTURER: CALICO  
SHIP: EVAC



EVAC AVAILABLE HERE



MANUFACTURER: CALICO  
SHIP: GUARDIAN



GUARDIAN AVAILABLE HERE



MANUFACTURER: CALICO  
SHIP: MAXHOG



MAXHOG AVAILABLE HERE

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MANUFACTURER: CALICO  
SHIP: MEDTECH



MEDTECH AVAILABLE HERE





MANUFACTURER: CALICO  
SHIP: SCUD

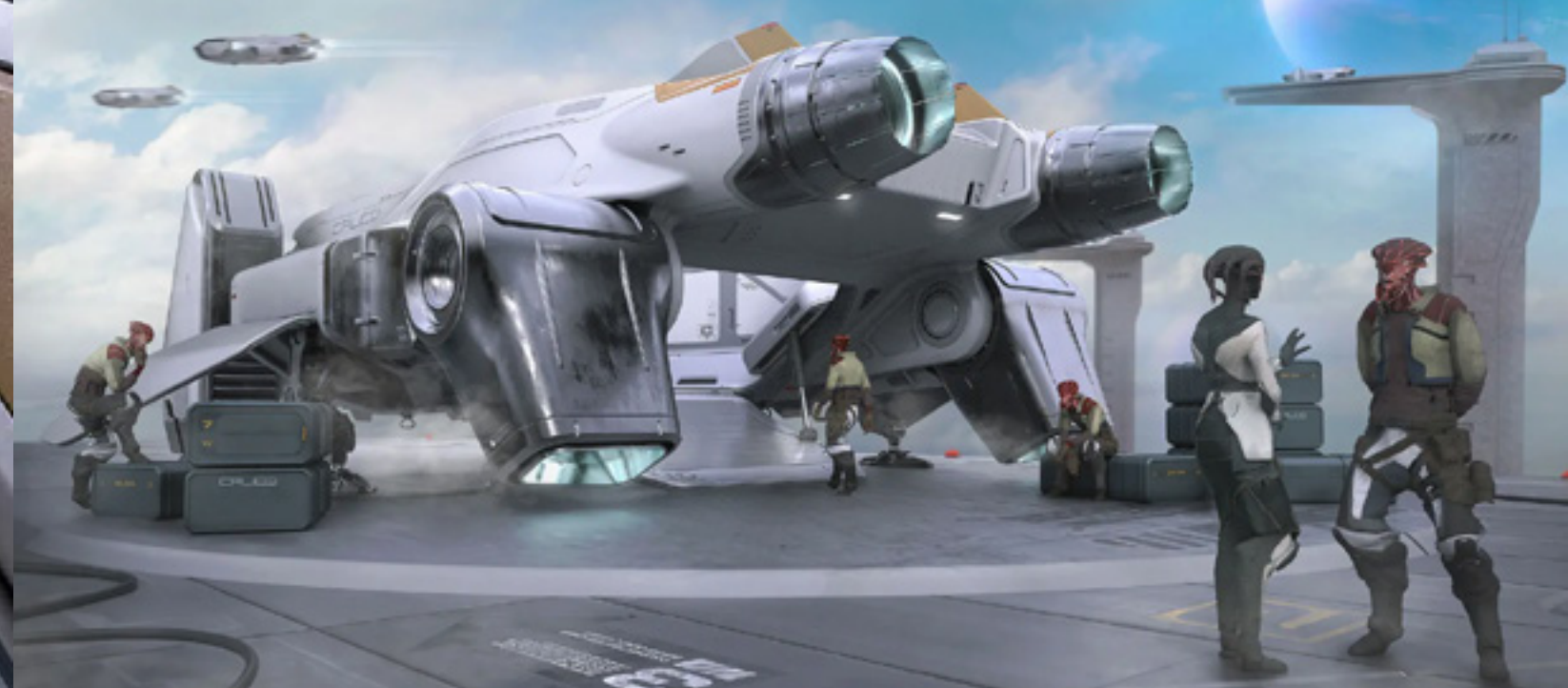


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MANUFACTURER: CALICO  
SHIP: SHIPIT



SHIPIT AVAILABLE HERE



**MANUFACTURER: FIMBUL BYOS**





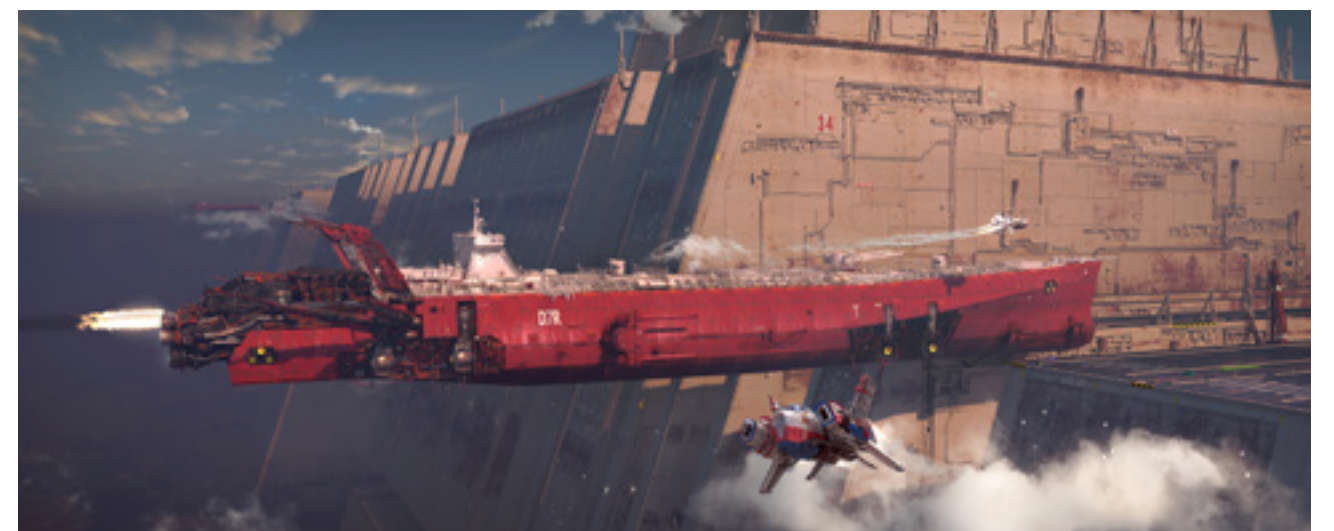
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SHIP: BUTCH



BUTCH AVAILABLE HERE



MANUFACTURER: FIMBUL BYOS  
SHIP: TANKSHIP



TANKSHIP AVAILABLE HERE

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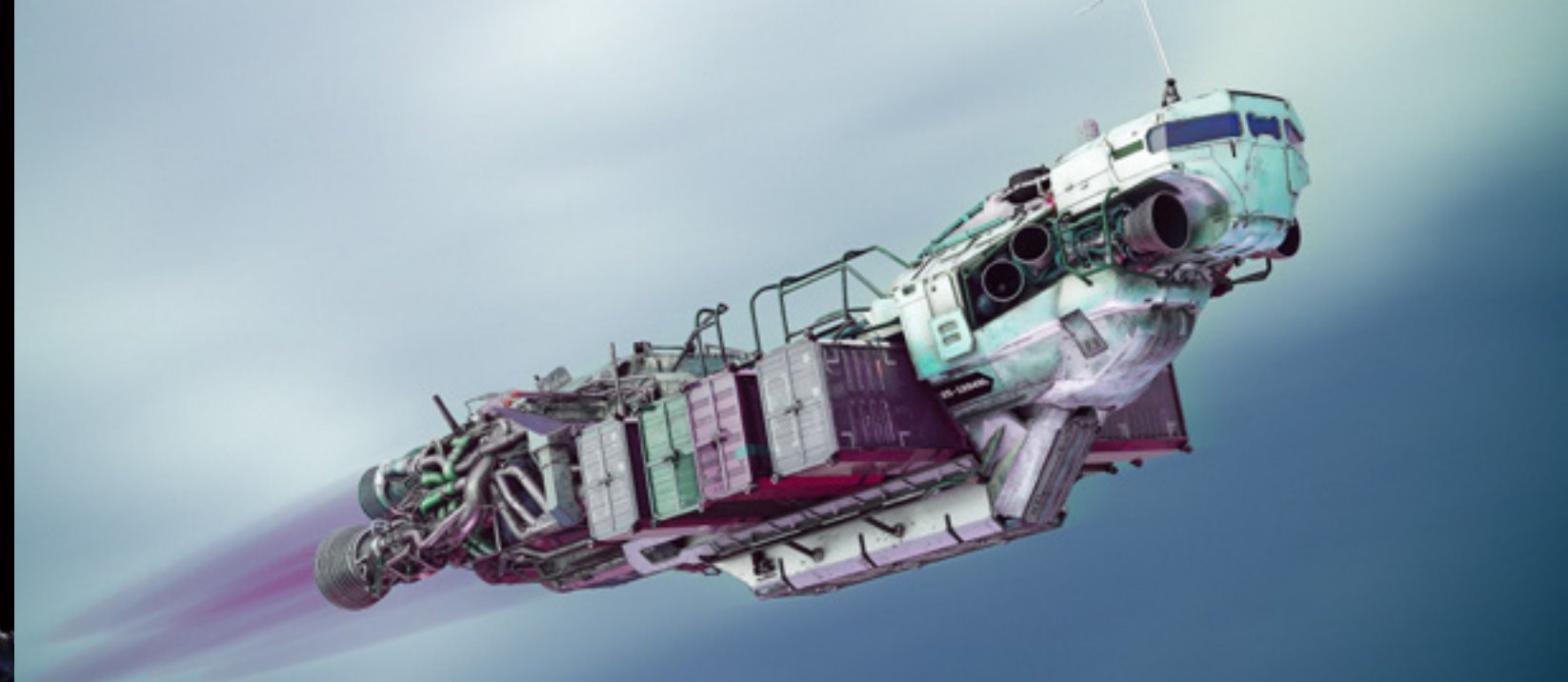
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SHIP: EARP



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MANUFACTURER: FIMBUL BYOS  
SHIP: PACKLITE



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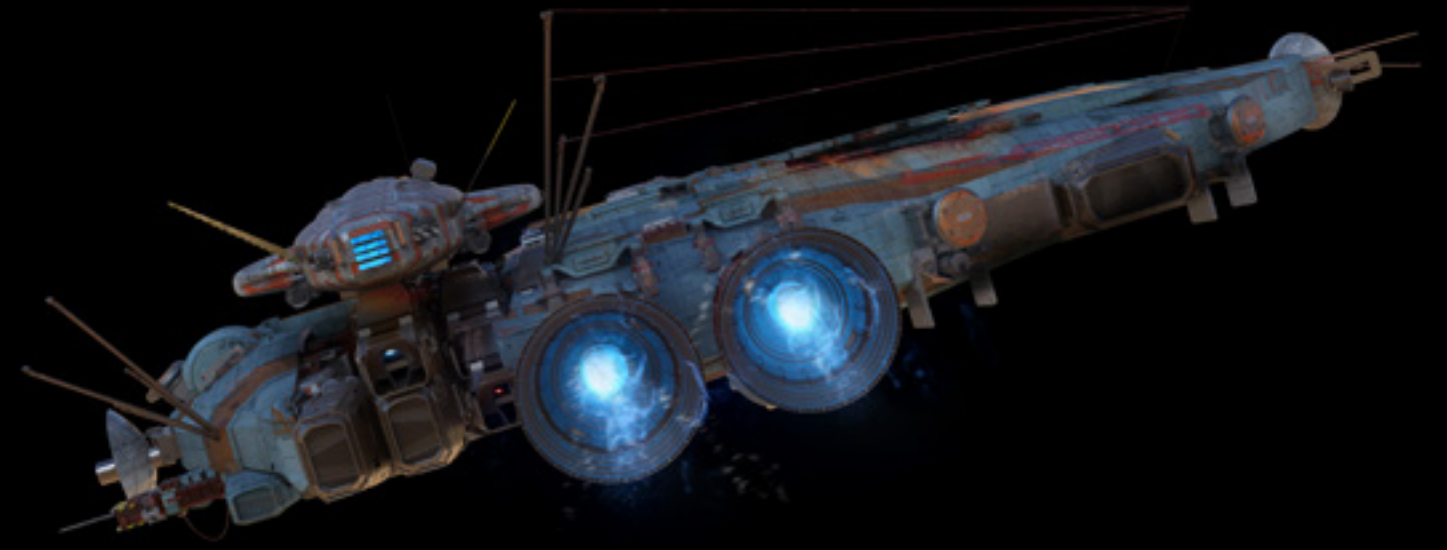
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**MANUFACTURER: FIMBUL BYOS**  
**SHIP: RANGER**



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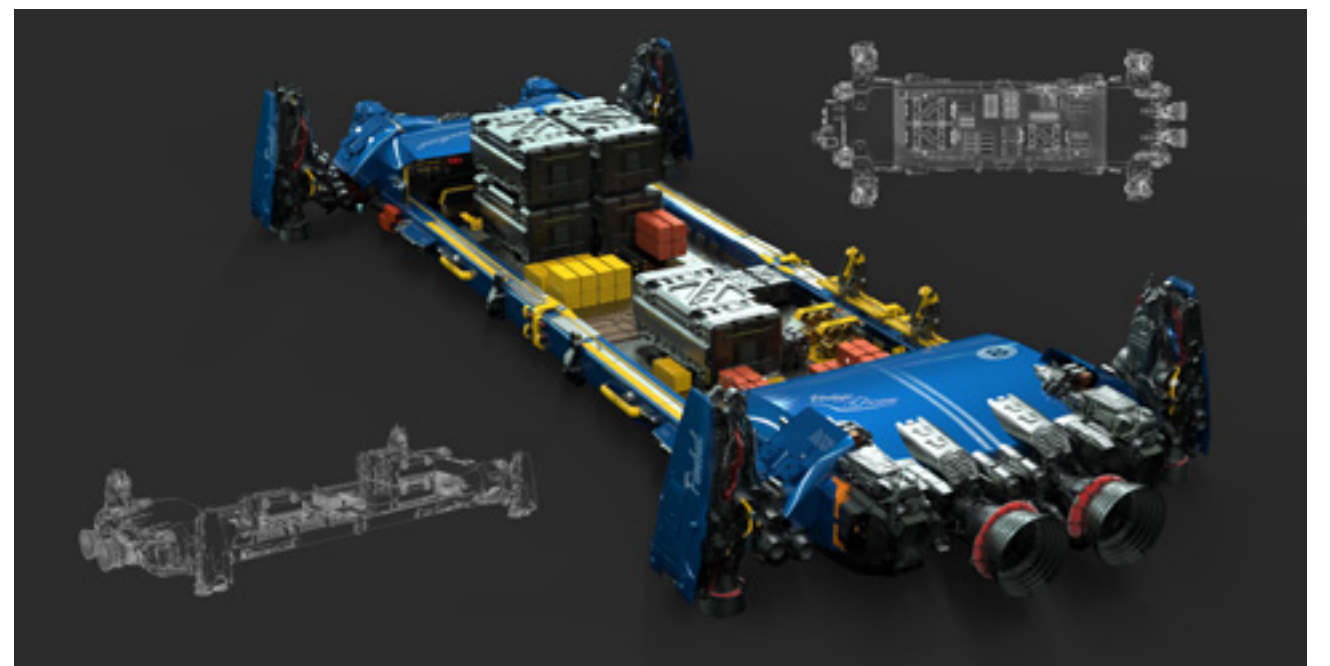
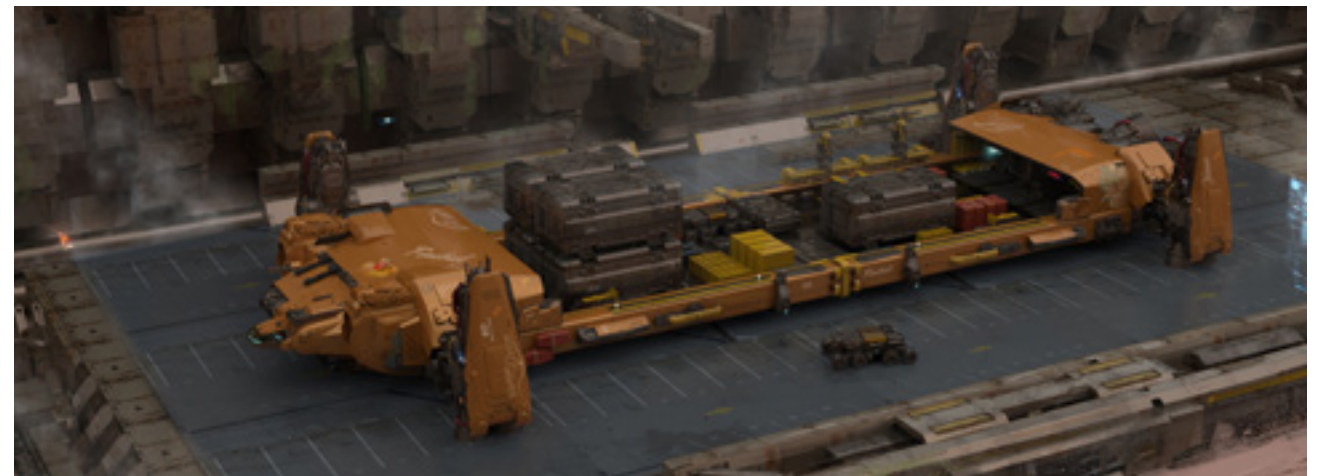




**MANUFACTURER: FIMBUL**



MANUFACTURER: FIMBUL  
SHIP: SLEDBARGE



SLEDBARGE AVAILABLE HERE



MANUFACTURER: FIMBUL  
SHIP: MAMBA

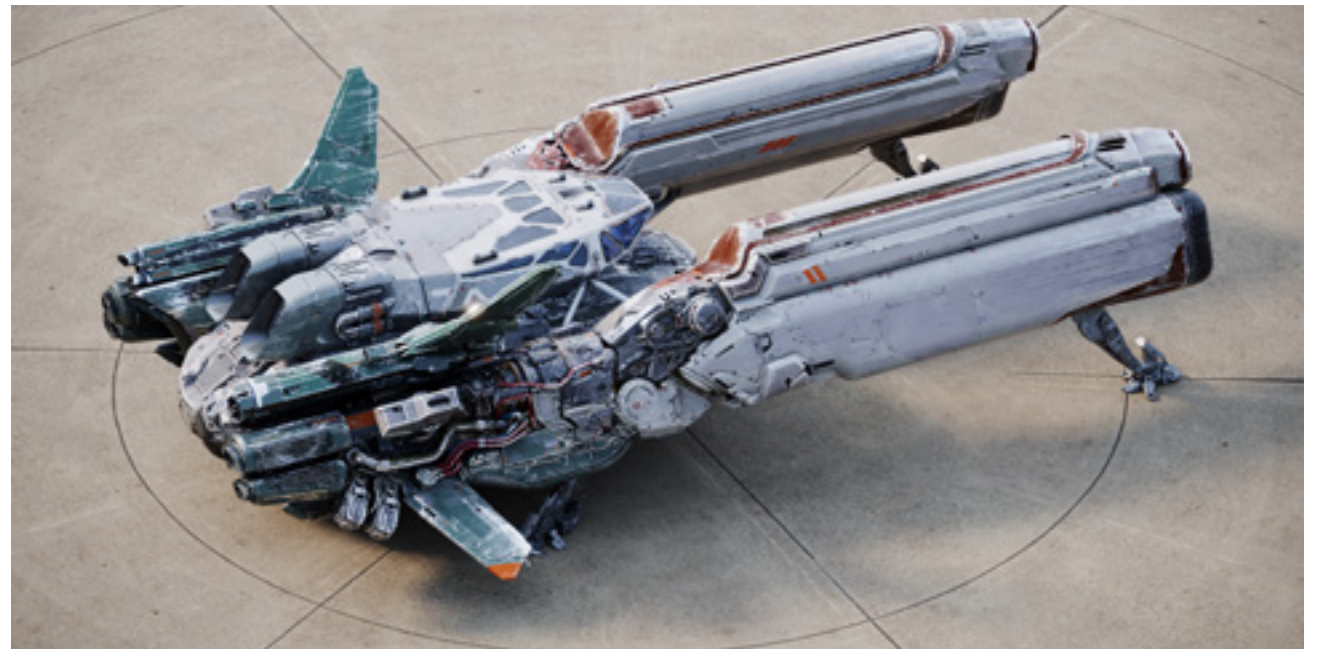


MAMBA AVAILABLE HERE

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MANUFACTURER: FIMBUL  
SHIP: MAMBA EX



MAMBA EX AVAILABLE HERE

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MANUFACTURER: FIMBUL  
SHIP: LOWBIE



LOWBIE AVAILABLE HERE





MANUFACTURER: FIMBUL  
SHIP: AIRBIKE



AIRBIKE AVAILABLE HERE

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**MANUFACTURER: FIMBUL ECOS**





**MANUFACTURER: FIMBUL ECOS**  
**SHIP: BOMBARELLA**



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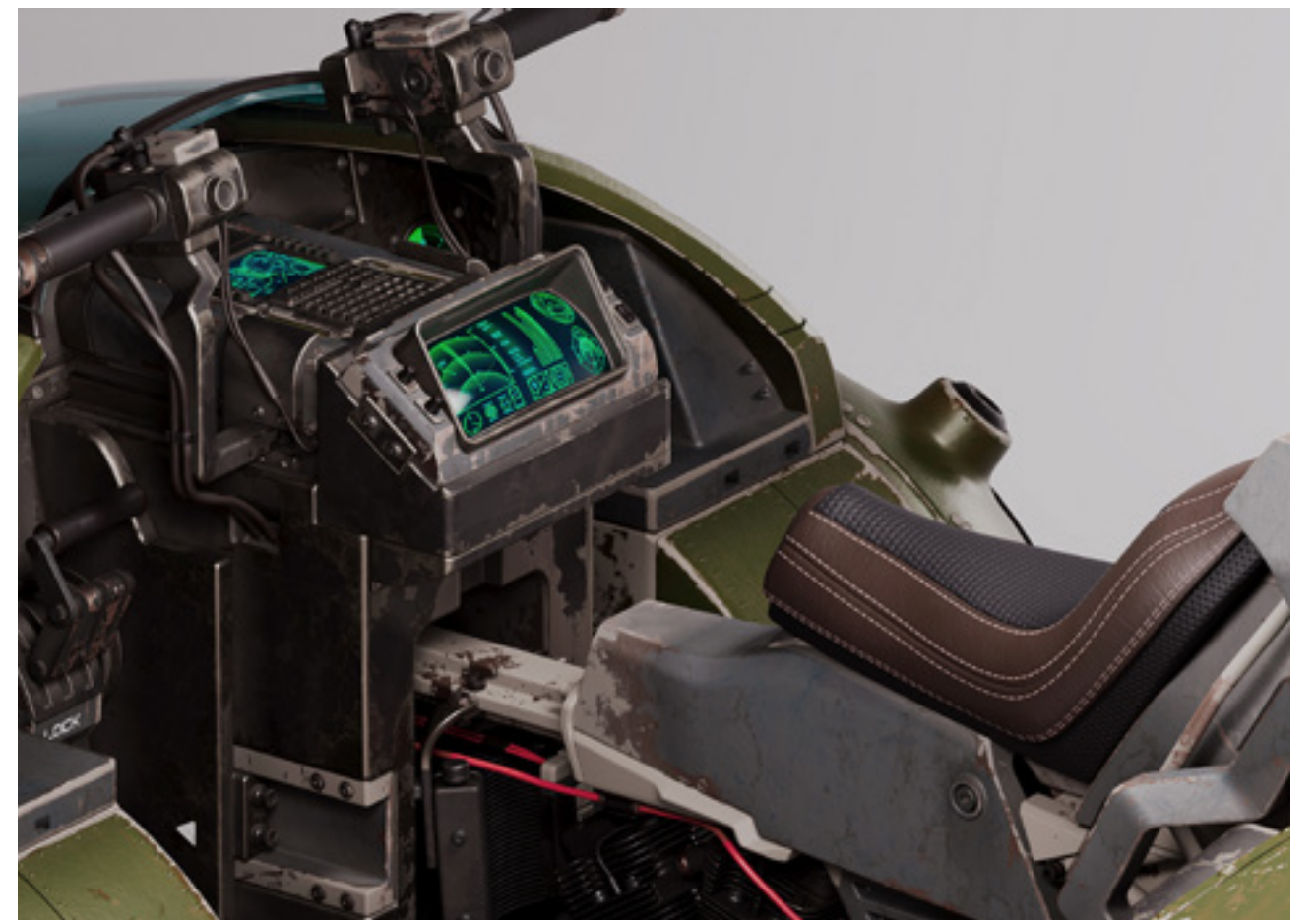
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SHIP: TREEARROW



TREEARROW AVAILABLE HERE



MANUFACTURER: FIMBUL ECOS  
SHIP: UNIBOMBA



UNIBOMBA AVAILABLE HERE

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MANUFACTURER: FIMBUL ECOS  
SHIP: GREENADER



GREENADER AVAILABLE HERE







**MANUFACTURER: OGRIKA**



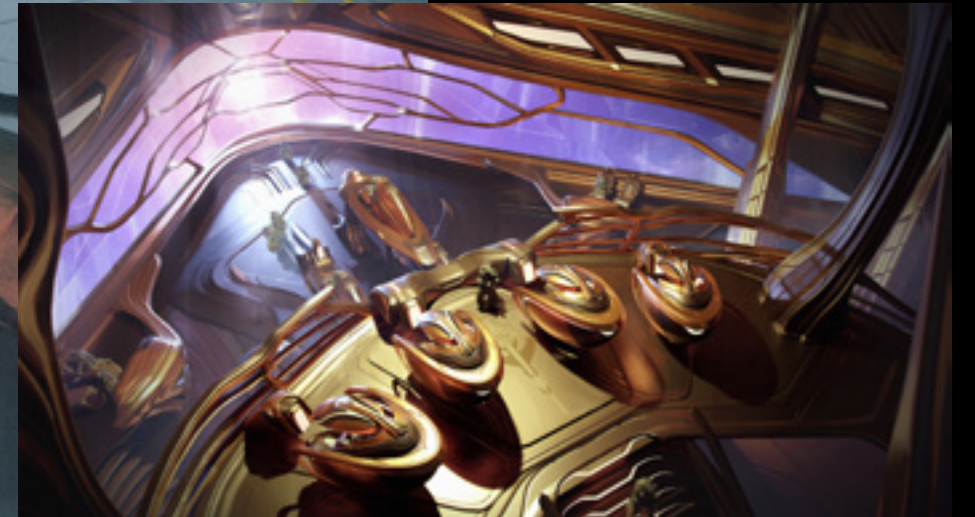
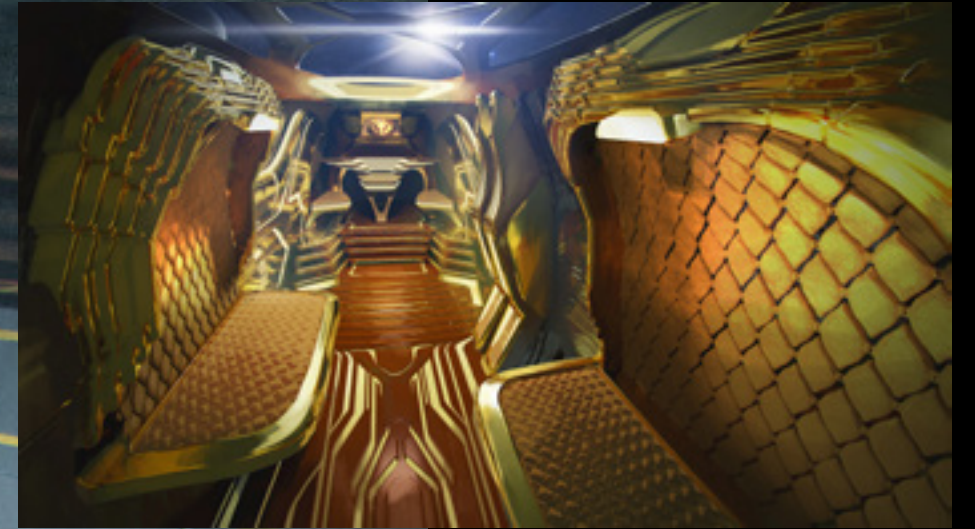


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**MANUFACTURER: OGRIKA**





MANUFACTURER: OGRIKA  
SHIP: JOD ASTERIS



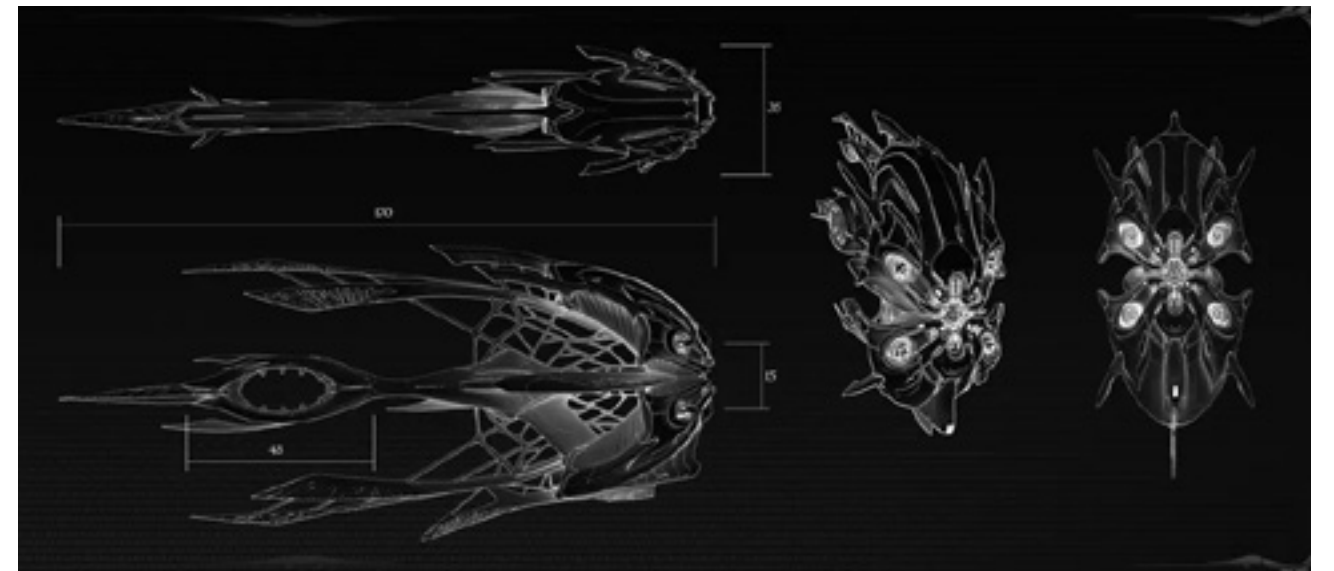
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MANUFACTURER: OGRIKA  
SHIP: THRIDIP



THRIPID AVAILABLE HERE



MANUFACTURER: OGRIKA  
SHIP: SUNPAA



SUNPAA AVAILABLE HERE

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MANUFACTURER: OGRIKA  
SHIP: TURSIC



TURSIC AVAILABLE HERE

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MANUFACTURER: OGRIKA  
SHIP: NIRUCH



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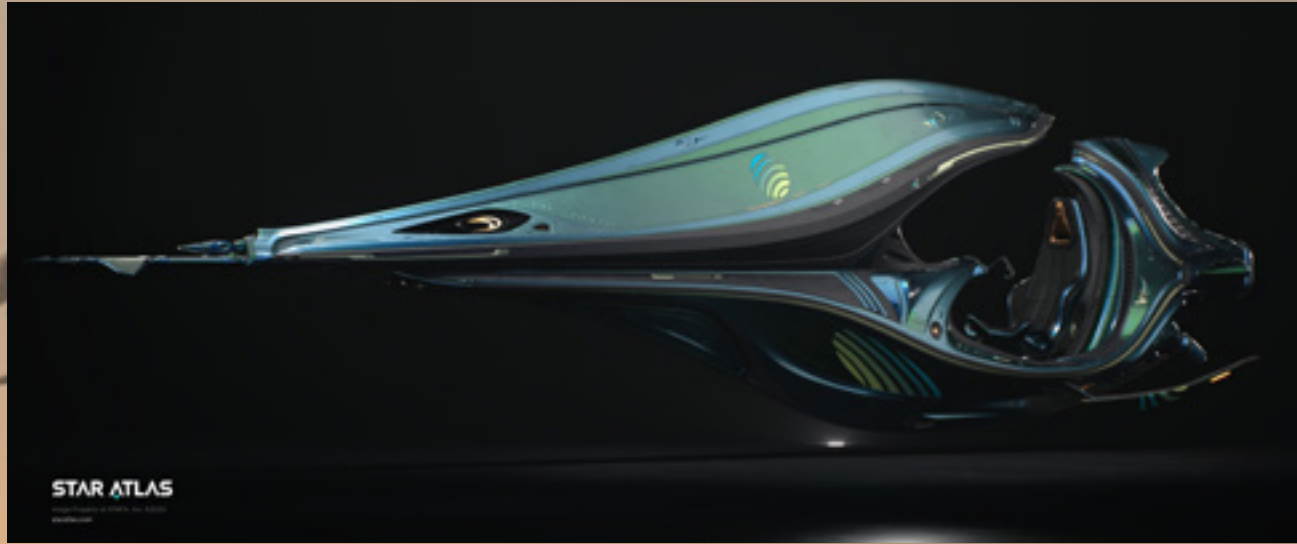
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SHIP: MIK



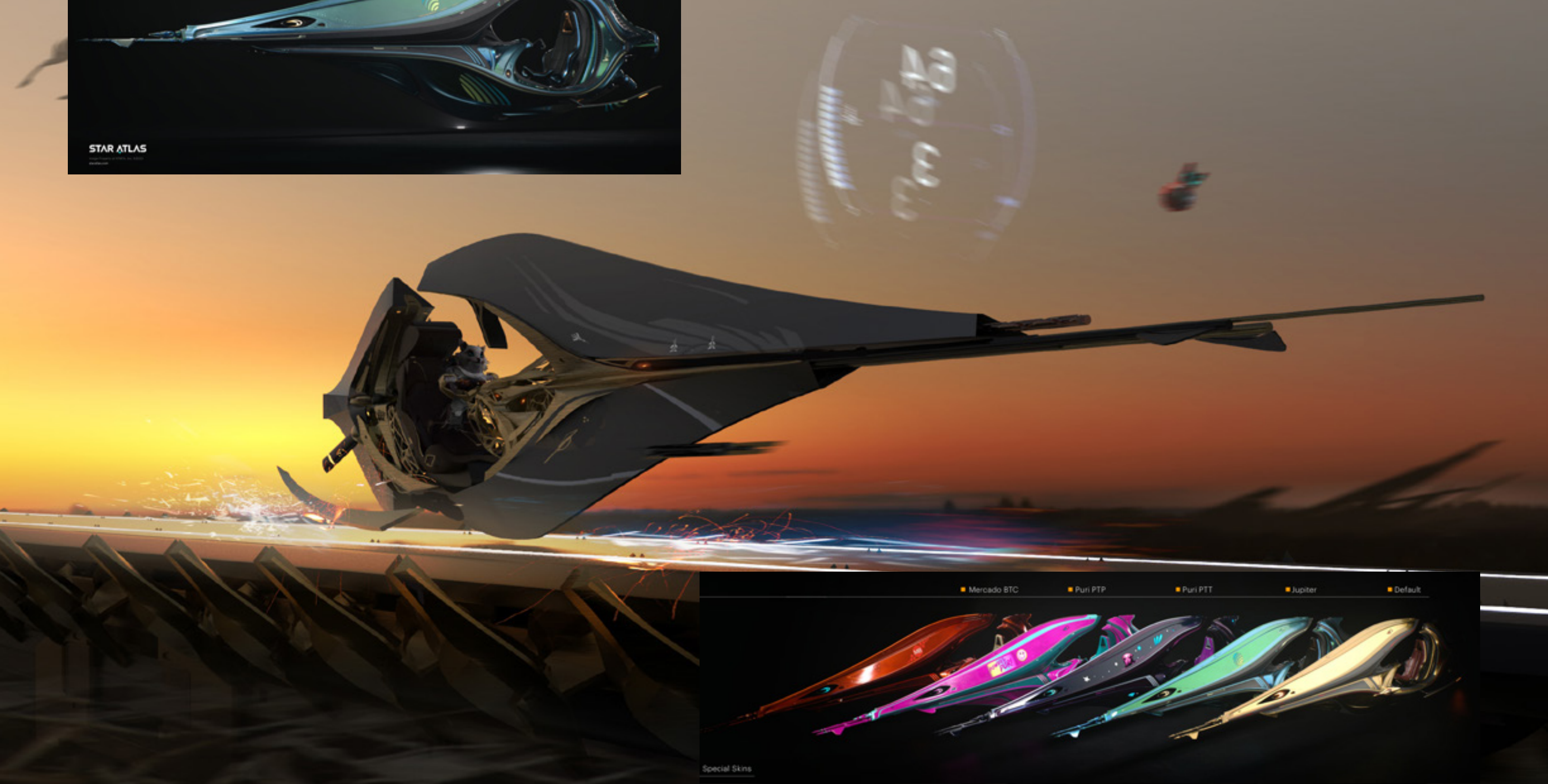
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MANUFACTURER: OGRIKA  
SHIP: RUCH



RUCH AVAILABLE HERE



MANUFACTURER: OPAL





MANUFACTURER: OPAL  
SHIP: BITBOAT

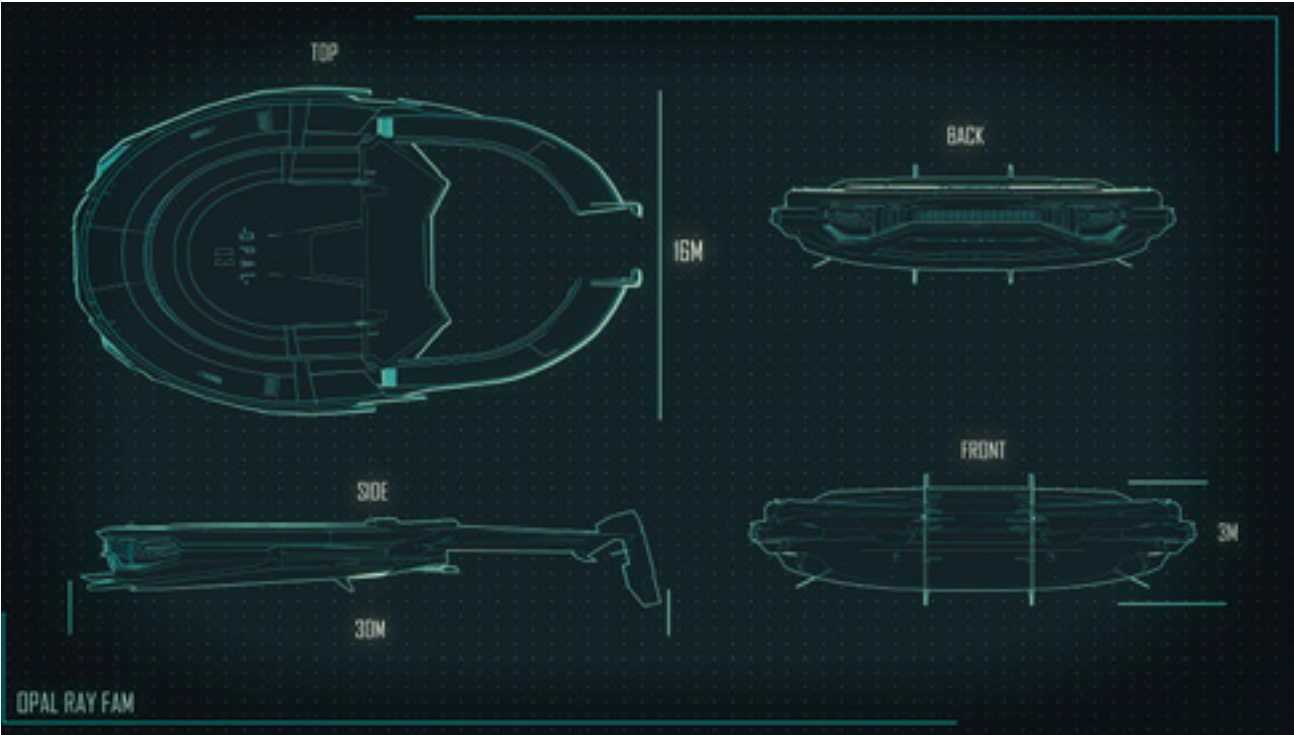


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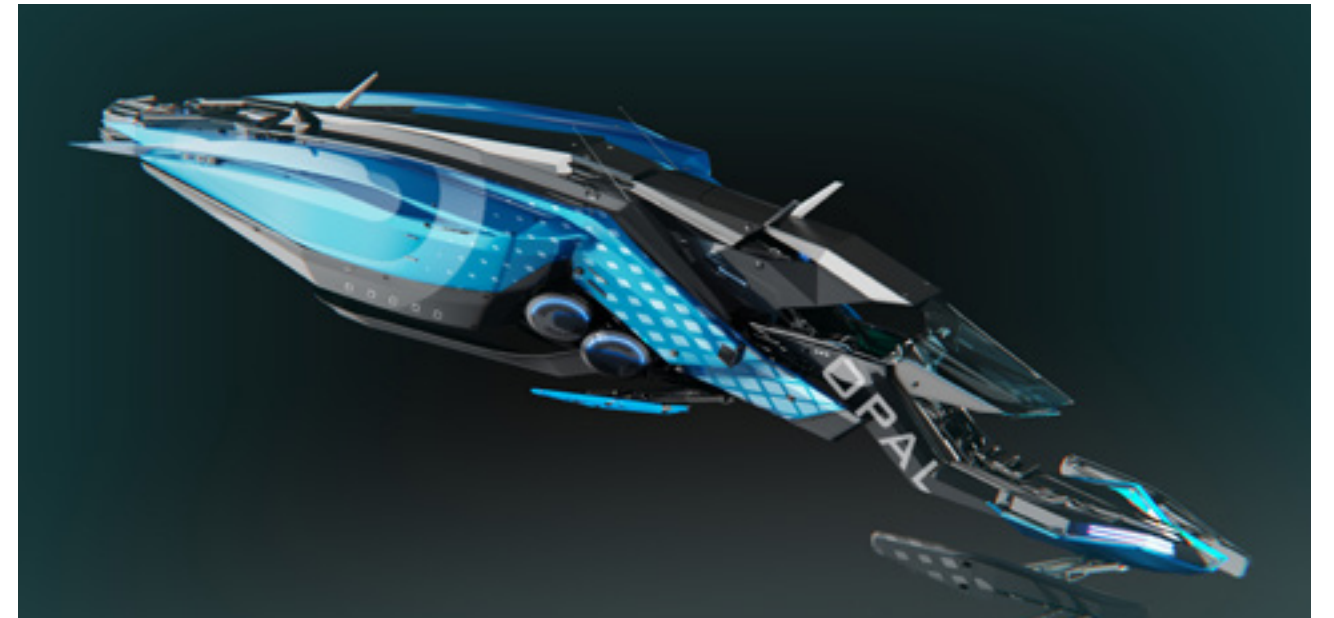
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SHIP: RAYFAM



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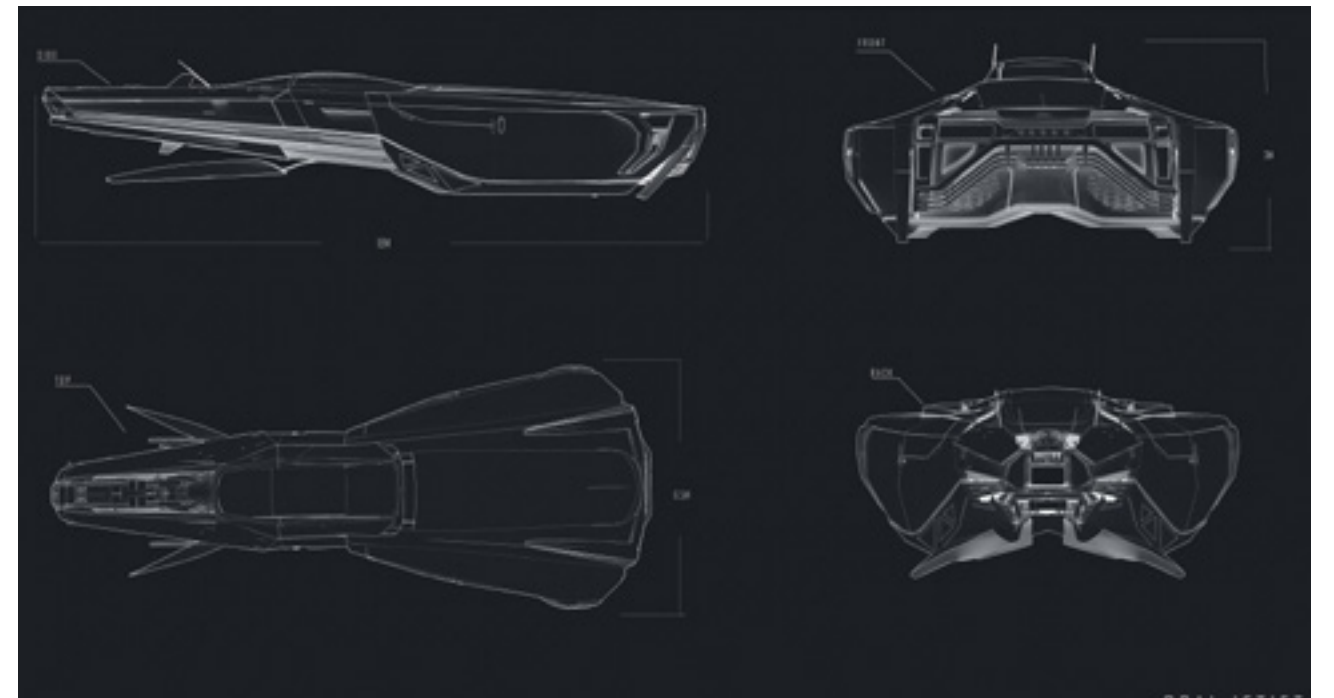
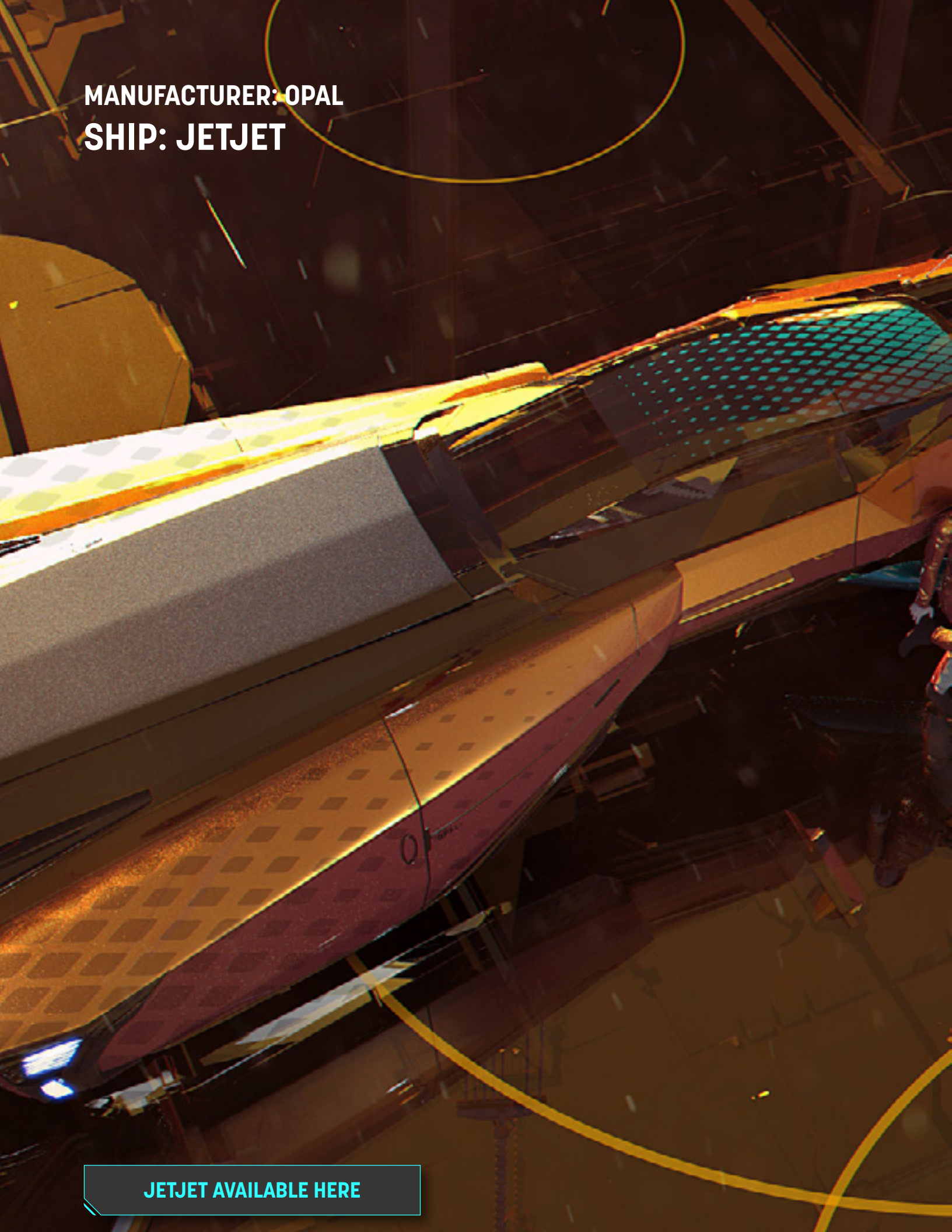
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SHIP: JET



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MANUFACTURER: OPAL  
SHIP: JETJET



JETJET AVAILABLE HERE

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**MANUFACTURER: PEARCE**





**MANUFACTURER: PEARCE**  
**TITAN T1**

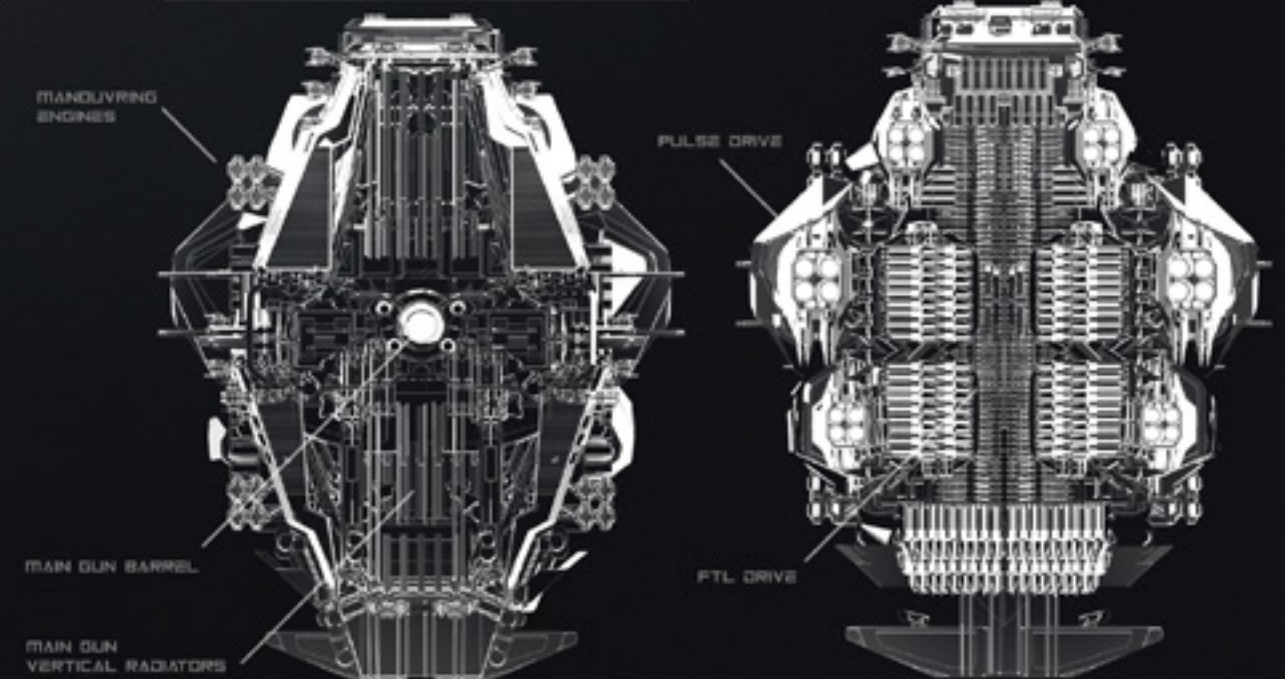
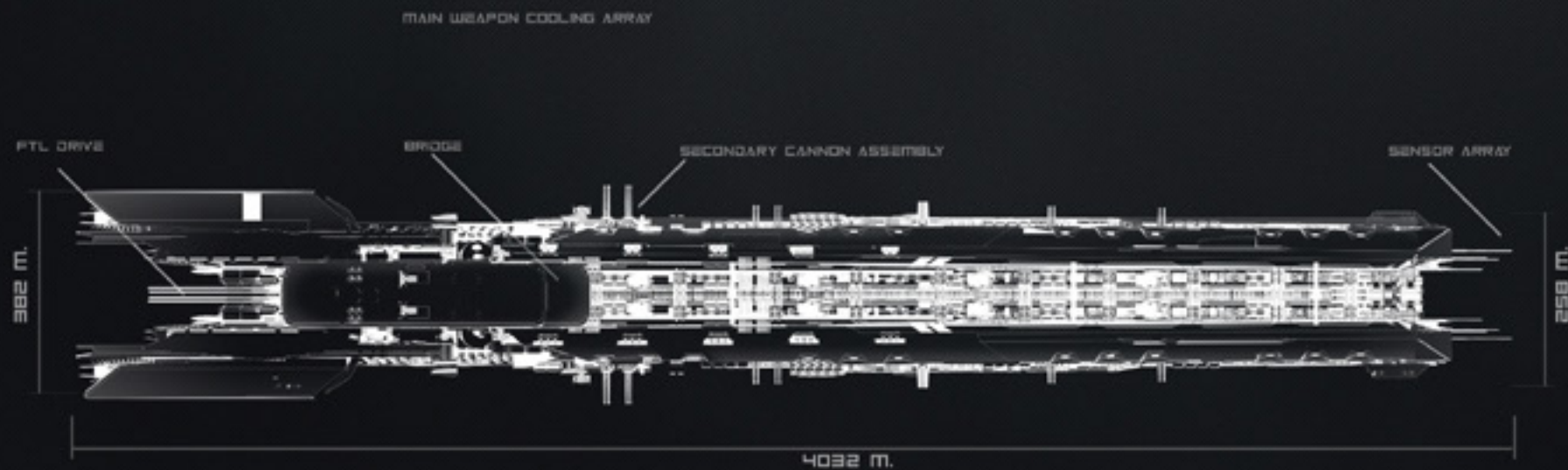
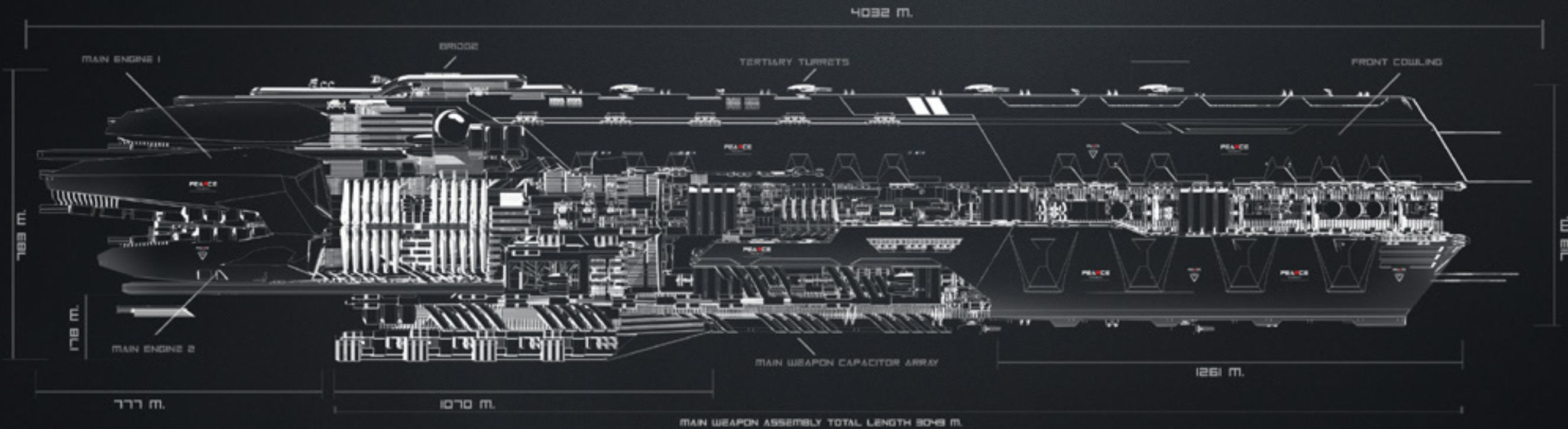




# MANUFACTURER: PEARCE

## TITAN T1

PEARCE  
COUNCIL



Pearce is the primary supply chain manufacturer of ships and components for the Council of Peace, Star Atlas' security force. Pearce crafts the full range of heavy duty milspec, combat ready ships from extra extra small to titan class for military operations

PEARCE **T1** - TITAN





**MANUFACTURER: PEARCE**  
**SHIP: X4**

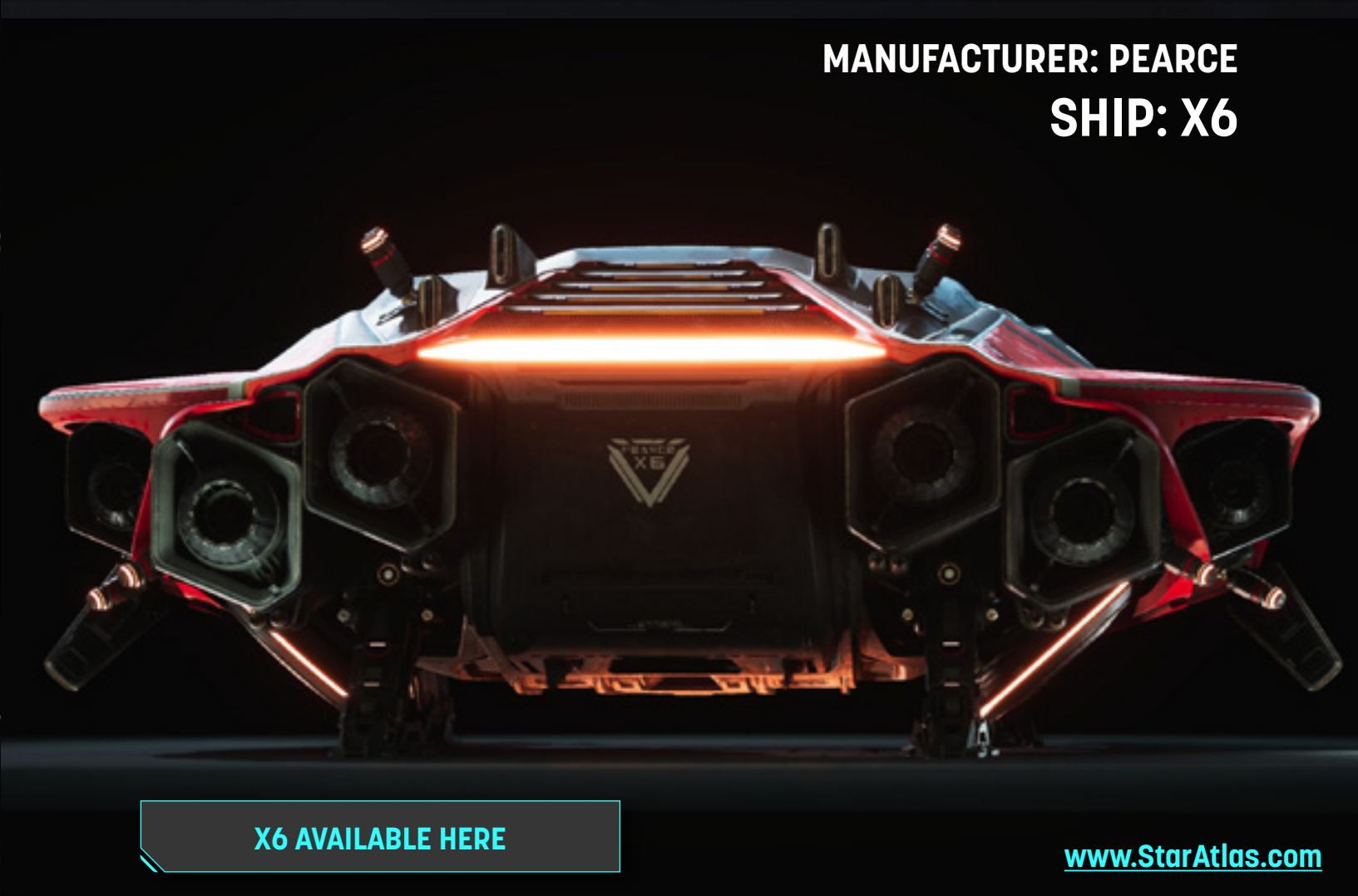


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**MANUFACTURER: PEARCE**  
**SHIP: X5**

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MANUFACTURER: PEARCE  
SHIP: C11



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MANUFACTURER: PEARCE  
SHIP: C9



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**MANUFACTURER: RAINBOW**





**MANUFACTURER: RAINBOW**  
**SHIP: PHI**



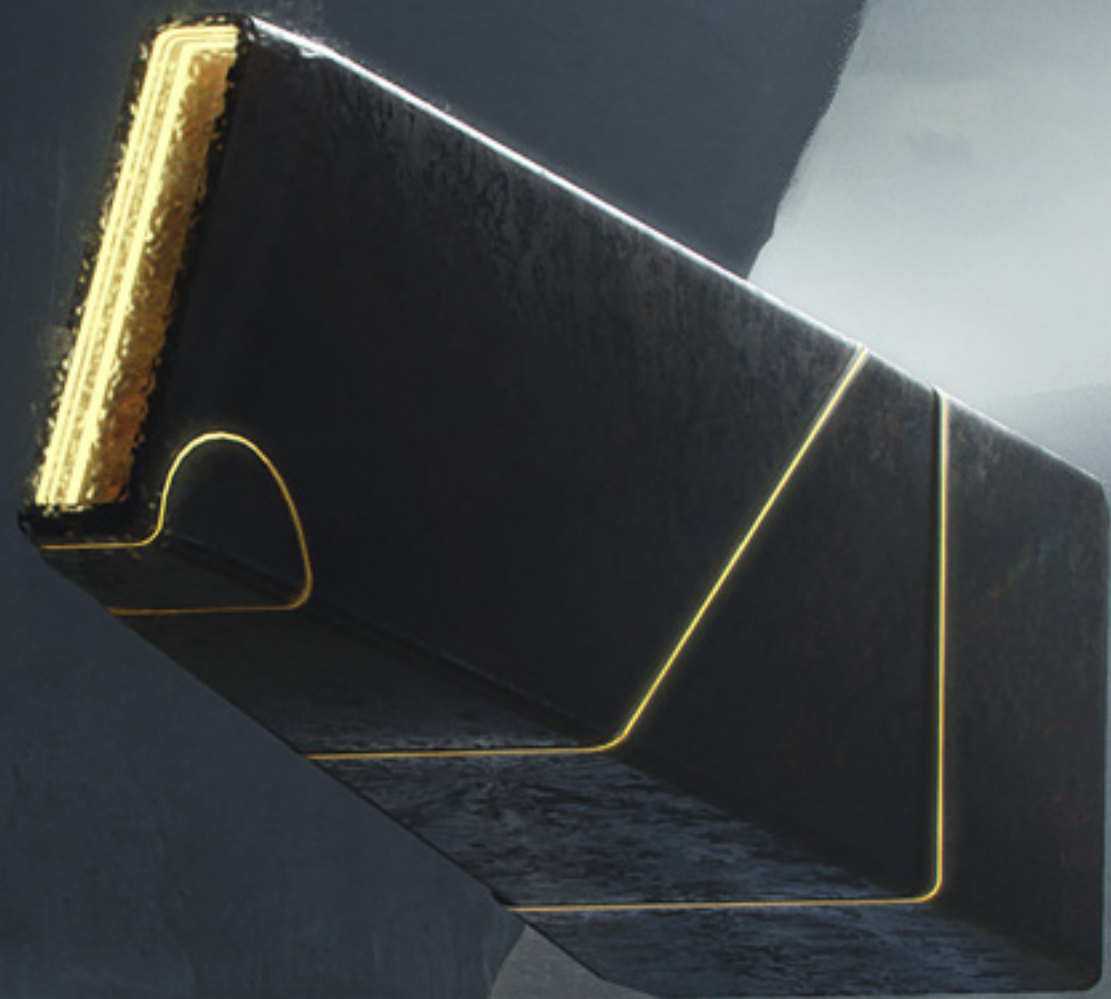


MANUFACTURER: RAINBOW  
SHIP: PHI





MANUFACTURER: RAINBOW  
SHIP: OM



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SHIP: ARC



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**MANUFACTURER: RAINBOW**  
**SHIP: OM INTERIOR**



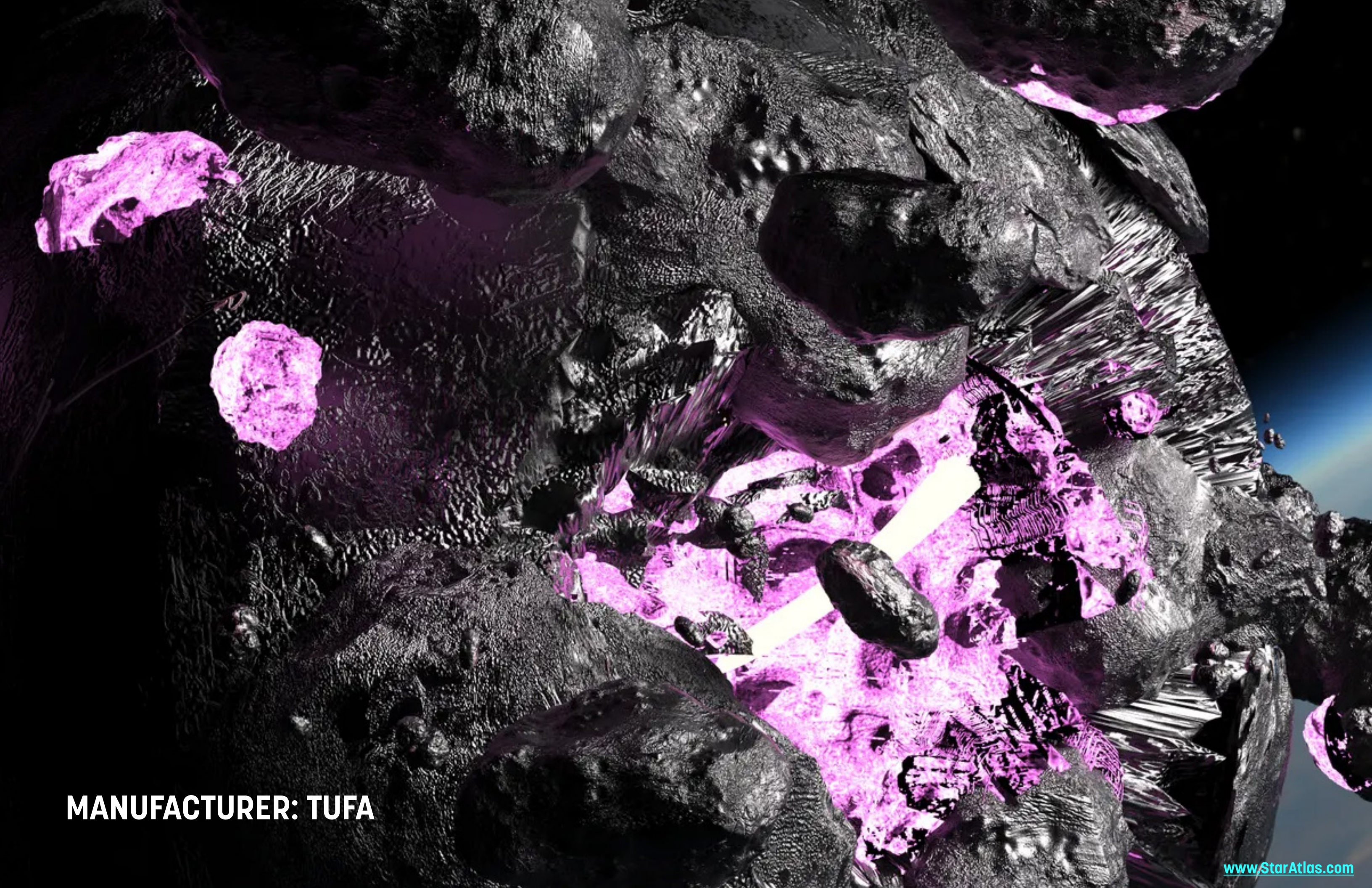
**MANUFACTURER: RAINBOW**  
**SHIP: CHI**



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**MANUFACTURER: TUFA**





MANUFACTURER: TUFA  
SHIP: TUFA TITAN





**MANUFACTURER: TUFA**  
**SHIP: TUFA SPIRIT**









**MANUFACTURER: TUFA**  
**TUFA FEIST**



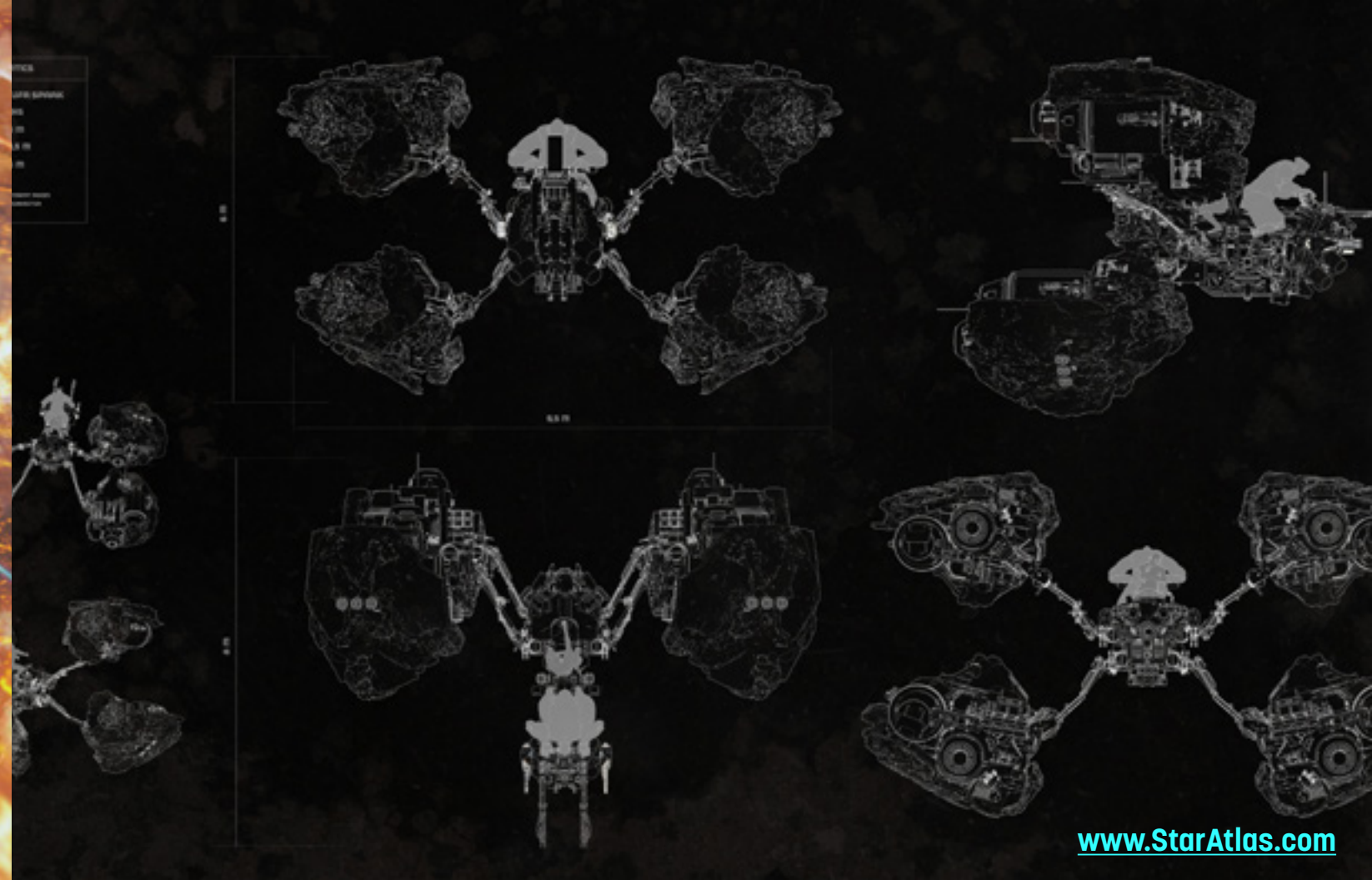
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SHIP: TUFA FEIST



MANUFACTURER: TUFA  
SHIP: TUFA SPARK



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**MANUFACTURER: VZUS**



MANUFACTURER: VZUS  
SHIP: AMBWE



AMBWE AVAILABLE HERE



MANUFACTURER: VZUS  
SHIP: BALLAD



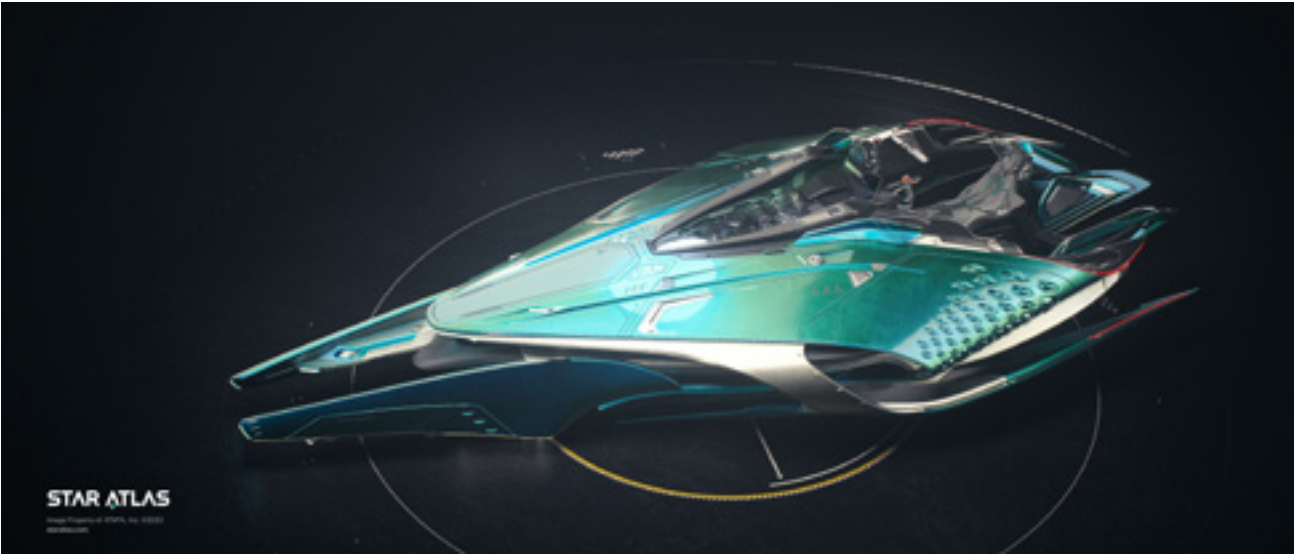
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MANUFACTURER: VZUS  
SHIP: SOLOS



SOLOS AVAILABLE HERE





MANUFACTURER: VZUS  
SHIP: OPOD



OPOD AVAILABLE HERE



STAR ATLAS



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# WEAPONS OF STAR ATLAS









# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8



PRESEASON

## MAJOR RELEASES

# UE5

- ◇ [Experimental Mode] Early Space Exploration
- ◇ PVP and PVE Modes
- ◇ Fleet Command
- ◇ Dedicated Multiplayer Servers
- ◇ Surge Game Mode
- ◇ Additional Completed Ships & Weapons

## FLEET COMMAND/SAGE

- ◇ C4
- ◇ Medium Risk Zone
- ◇ Jettisoning and Looting
- ◇ Galia Map Expansion Pt.1
- ◇ Starpath Network
- ◇ Randomized Asteroids
- ◇ Crew and Ship Component NFTs

- ◇ Arena Maps
- ◇ Ship Customization
- ◇ Loadout Workbench
- ◇ Dogfighting CO-OP PVE
- ◇ Progression & Onchain Rewards
- ◇ Pets Introduction + Emotes
- ◇ Facial Rigs Pt. 1

## WEB & MOBILE

- ◇ Starbased
- ◇ Faction Fleet Deprecation
- ◇ Crew Packs and Ship Components Airdrop
- ◇ DAO Proposals
- ◇ Crew Cards Release



# STAR ATLAS ROADMAP

PRESEASON

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SEASON 8

## PRESEASON MAJOR RELEASES UE5

### ◆ [Experimental Mode] Early Space Exploration

In a feature update we're calling Project Galia, we're introducing an early look at what space exploration will look like in Star Atlas. Explore the unknown and encounter enemies in places you wouldn't expect!

### ◆ PVP and PVE Modes

This update broadens core gameplay content with the expansion of both Player versus Player (PvP) and Player versus Environment (PvE) game modes.

### ◆ Fleet Command

If you didn't know, Star Atlas will be a RTS game as well as on the ground in 3rd person. As a player, the plan is for you to be able to click a button and go from your location in 3rd person to your same exact location in an RTS view. Fleet Command is the RTS view of Star Atlas.

### ◆ Dedicated Multiplayer Servers

The inclusion dedicated multiplayer servers instead of peer-to-peer (P2P) connections. Unlike P2P, a dedicated server is built specifically to manage player connections, ensuring a more stable and reliable multiplayer experience.

### ◆ Surge Game Mode

Introduction of Surge, a faction-based 3rd person shooting game mode within the Star Atlas Volant Station, enabling members of the three factions—ONI, MUD, and Ustur—to engage in combat and turn in points to secure victory.

### ◆ Arena Maps

Three arena maps are in development to host the various Star Atlas gunplay modes.

### ◆ Pets Introduction

During Preseason, your favorite companions will either follow you around or appear in key locations (Like a Fimbul Lowbie dashboard). How this will look exactly isn't fully fleshed out yet, we'll update this closer to release!

### ◆ Ship Customization

Launch of a new Hangar mode in Star Atlas, enabling players to apply and preview skins on their ships. This feature is designed to enhance customization options and will be further expanded with the integration of a skin-building feature in future updates.

### ◆ Loadout Workbench

Preseason introduces the Loadout Workbench, where players will be able to change their weapon skin, add charms, equip to certain weapon wheel slots and add attachments to their weapon.

### ◆ Dogfighting CO-OP PVE

The introduction of CO-OP to our existing Dogfighting mode not only lets you team up with friends, it also allows us to implement and test vehicle replication, which is a critical step for the future of Star Atlas

### ◆ Emote Wheel

Preseason introduces the Emote Wheel where you can use specific emotes, including ones you own!

### ◆ Progression & Onchain Rewards

In Preseason we'll finally be introducing progression and rewards to Star Atlas. This includes:

**Ship Mastery:** Earn points that unlocks components and skins for your ship over 10 levels. (First available with 3 ships)

**Ability Mastery:** Different actions in-game result in points being earned and the ability to unlock related rewards. For example, mastering Jettie Boost and unlocking abilities to improve performance.

**Weapon Mastery:** Level up your weapons for skins and attachments for that weapon.

**UE5 <> SAGE Tied Rewards:** Hush hush for now but we'll be introducing rewards that can only be obtained through UE5 that are important to crafting in SAGE/Fleet Command.



# STAR ATLAS ROADMAP

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SEASON 6

SEASON 7

SEASON 8

PRESEASON

## MAJOR RELEASES UE5

### ◆ Busan Pulse

This update adds the complete in-game model of the Busan Pulse, an Extra Extra small-class Racer vehicle, to Star Atlas.

### ◆ Busan Eyes for a Moment

This update adds the complete in-game model of the Busan Eyes for a Moment, a Extra small-class Fighter vehicle, to Star Atlas.

### ◆ Calico Maxhog

This update adds the complete in-game model of the Calico Maxhog, an Extra small-class Transport vehicle, to Star Atlas.

### ◆ Pearce X5

This update adds the complete in-game model of the Pearce X5, an Extra small-class Fighter vehicle, to Star Atlas.

### ◆ Pearce F4

This update adds the complete in-game model of the Pearce F4, a medium-class Fighter vehicle, to Star Atlas.

### ◆ Pearce R6

This update adds the complete in-game model of the Pearce R6, a small-class Repair vehicle, to Star Atlas.

### ◆ Tufa Spark

This update adds the complete in-game model of the Tufa Spark, an Extra Extra small-class Racer vehicle, to Star Atlas.

### ◆ Rainbow Om Exterior

This update to the Star Atlas showroom environment features the complete exterior visuals of the Rainbow Om, a medium-sized freighter ship. This inclusion highlights the exceptional craftsmanship of the Photoll light weavers species, known for their intricate designs and advanced engineering.

### ◆ Additional Completed Ship Weapons

A new collection of ship weapon models from various manufacturers across the Galla Expanse will be introduced, available for equipping on ships via the component hangar system in Star Atlas.

#### Key Features

**Diverse Arsenal:** The batch includes variety of weapon models, each offering unique capabilities and designed by different esteemed manufacturers within the Galla Expanse.

**Component Hangar Integration:** These new weapon models are fully compatible with the component hangar system, allowing players to customize their ships' armaments for optimized performance and strategic advantages.

**Manufacturer Variety:** The collection showcases the technological diversity and craftsmanship of Galla's manufacturers, providing players with a wide range of weapon choices to suit different combat styles and preferences.

### ◆ Facial Rigs Pt. 1

Facial rigs is a fancy way of saying face animations. Seeing things like a character's blinking eyes, moving mouth and shifting eyebrows.

This will be handled in stages and this first stage is more detailed high level work for things like cinematics. This high level work will allow us to provide further estimates for next steps.



# STAR ATLAS ROADMAP

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SEASON 3

SEASON 4

SEASON 5

SEASON 6

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SEASON 8

PRESEASON

## FLEET COMMAND/SAGE

### ◆ C4

C4 is the codename for a major release featuring four important updates, all starting with the letter "C": Combat, Crafting Habs, Council Rank, and Claim Stakes. C4 will first be included in SAGE Labs, our economic test-bed.

#### Key Features

**Combat:** Combat will unfold within a single blockchain transaction, where both sides engage simultaneously. The outcome leaves participants either damaged or completely destroyed.

**Crafting Habs:** We'll be giving utility to housing (land) and Habs by giving them the ability to enhance crafting capabilities.

**Council Rank:** Council Rank is the ability to use XP to upgrade things like fleet size, concurrent fleets, and other perks.

**Claim Stakes:** Utility for Claim Stakes is on the way, allowing you to customize their functionality by selecting and arranging the buildings placed on them.

### ◆ Medium Risk Zone

The latest update to Star Atlas introduces an array of new gameplay mechanics, logics, and content specifically designed for the Medium Risk Zone. This update enriches the player experience by enabling engagement with the political groups and NPCs inhabiting this region, as well as uncovering the hidden secrets and challenges of this pivotal part of the Galia Expanse.

#### Key Features

**Political Group Interaction:** Players can now interact with the various political groups within the Medium Risk Zone, involving negotiations, alliances, and conflicts, adding another layer of strategic gameplay.

**Enhanced NPC Engagement:** The update introduces complex and meaningful interactions with NPCs, offering quests, missions, and storylines that reveal the rich lore and dynamics of the zone.

**Exploration and Discovery:** Enhanced mechanics encourage exploration, allowing players to uncover hidden locations, secrets, and resources unique to the Medium Risk Zone, rewarding curiosity and adventurous spirits.

**Risk and Reward:** As befits its name, the Medium Risk Zone offers a balanced mix of risk and reward, challenging players with enemies, environmental hazards, and puzzles that require strategic thinking and preparation.

### ◆ Jettisoning and Looting

Mechanics of jettisoning and looting cargo are coming, significantly enhancing the strategic options available to players. This feature allows players to actively manage their cargo by disposing of unwanted items, while also offering the opportunity to acquire additional resources by looting cargo found adrift in space.

### ◆ Galia Map Expansion Pt.1

Provides the first of two map expansions to the Galia Expanse.

### ◆ Starpath Network

A sophisticated network of warp gates designed to connect distant sectors within the Galia Expanse. This strategic infrastructure offers players innovative alternatives for managing their supply chains and logistics, promising to induce significant shifts in the economic landscape of the Star Atlas universe.

#### Key Features

**Warp Gate Network:** The Starpath consists of a series of warp gates that enable instantaneous travel between connected sectors, dramatically reducing travel times across the vast distances of the Galia Expanse.

**Economic Impact:** The introduction of these warp gates is expected to bring substantial changes to the Star Atlas economy, affecting trade dynamics, resource distribution, and territorial control strategies.

### ◆ Randomized Asteroids

Asteroids with randomized resources that are cycled over time.

### ◆ Crew and Ship Component NFTs

The addition of crew and ship component NFTs into Star Atlas: Golden Era, bringing increased customization and strategy to a player's fleet.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

PRESEASON

## WEB & MOBILE

### ◆ Starbased

The upcoming expansion of SAGE, "starbased," integrates new mechanics into the Star Atlas strategic real-economy browser game, enhancing gameplay with collaborative starbase management, a loyalty points system, and the addition of new resources.

#### Key Features

##### **Starbases Upgrading and Maintenance:**

Players can collaborate to provide resources necessary for the functionality and upgrading of in-world starbases. Advancing starbases to new levels unlocks additional recipes and in-game perks, fostering a sense of community and strategic planning.

**Loyalty Points System:** Actions that contribute to a faction's expansion in the Galia Expanse will be rewarded with loyalty points. These points are integral to determining the allocation of ATLAS rewards to players, incentivizing faction loyalty and strategic contributions.

### Introduction of New Resources

The expansion brings new raw materials and recipes to SAGE, broadening the scope of game content and the intricacies of building intergalactic supply chains. This addition promises to enrich the strategic gameplay and resource management aspects of Star Atlas.

### ◆ Faction Fleet Deprecation

When fleet rentals come online in Star Atlas, the current Faction Fleet system—where players lock their fleets and supply them with R4 resources to gain ATLAS—will be officially deprecated.

This change is to encourage the engagement in more interactive and cooperative gameplay features.

### ◆ Crew Packs and Ship Components Airdrop

This airdrop of crew and ship components is a new initiative in Star Atlas that enables players to convert their legacy ships to the new vessel standard. This airdrop is designed to grant players full access to their crewmembers and all ship components, a benefit to owning ships in the pre-alpha period of Star Atlas.

Once ship holders are given their airdrop, crew and ship components will have to be purchased separately.

### ◆ DAO Proposals

The re-ignition of the DAO protocol in Star Atlas establishes a structured framework for POLIS holders to actively participate in the project's governance process. This initiative enables the submission of proposals regarding the future direction of Star Atlas and facilitates community involvement in decision-making through voting.

#### Key Features

**Proposal Submission:** POLIS holders can submit proposals for consideration, covering a wide range of topics from game development to community initiatives.

**Governance Participation:** The framework allows for active participation in the governance process, giving POLIS holders a voice in shaping the project's trajectory.

**DAO Treasury Voting:** POLIS holders have the opportunity to vote on the allocation of funds from the DAO treasury, including the support of community-driven projects and initiatives.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

PRESEASON

## WEB & MOBILE

### ◆ Crew Cards Release

Star Atlas is introducing an initial sale of crewmember card packs, offering players the opportunity to acquire crewmembers with unique backgrounds, varying rarities, species, and aptitudes. These crewmembers are vital for enhancing the functionality of players' fleets and for successfully completing missions throughout the Galla Expanse.

#### Key Features

**Diverse Crew Profiles:** Each card pack contains crewmembers featuring unique stories, contributing to the rich lore of Star Atlas. Their diverse backgrounds add depth and personality to the gameplay experience.

**Variety in Rarity:** Crewmembers come in different rarities and possess varying aptitudes, affecting the rate of xp gain if stationed according to their aptitudes.

**Species Diversity:** The packs include crewmembers from various species, reflecting the diverse inhabitants of the Galla Expanse and allowing for strategic crew composition.

**Progression and Leveling:** Acquired crewmembers can level up by participating in in-game activities, enhancing their skills and value to the player's fleet.

**Strategic Fleet Management:** The introduction of crewmembers plays a crucial role in fleet management, requiring players to consider crew composition and aptitudes in their strategic planning for missions and explorations.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 0

## MAJOR RELEASES

# UE5

- ◇ Ioki Open World
- ◇ Combat Racing
- ◇ Character Creation
- ◇ Additional Race Tracks
- ◇ Racing Career
- ◇ Fighter Career
- ◇ Ship Skin Crafting
- ◇ Commercial and Residential Real Estate
- ◇ Character and Account Progression

## FLEET COMMAND/SAGE

- ◇ Additional LP Rewards
- ◇ P2P Distress Signaling
- ◇ P2P Cargo Transfer
- ◇ P2P Refuel
- ◇ P2P Repair

- ◇ Onchain Event Scheduler and Mission Generator
- ◇ Onchain Ship Configuration
- ◇ Ship Mastery
- ◇ Ship Yard Module
- ◇ Additional Ship Roles
- ◇ Tiers 0-5 Racer (ONI/MUD/Ustur)
- ◇ Punaab Race
- ◇ Additional Completed Ships & Weapons

- ◇ P2P Rescue
- ◇ License Leveling and Perks
- ◇ Combat License
- ◇ Data Running License
- ◇ Pilot License



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 0

## MAJOR RELEASES UE5

**Tradability:** Skins created using this protocol are tradable, allowing players to exchange their designs with others within the Star Atlas community, fostering a market for ship aesthetics.

### ◆ Commercial and Residential Real Estate

This introduces significant in-game utility for real estate, encompassing both commercial and residential plots within Ustur's home planet, Ioki and the ONI Central Space Station.

### ◆ Character and Account Progression

Implementation of an on-chain protocol designed to track player progression, capturing advancements and activities in real-time.

### Key Features

**On-Chain Recording:** All progress and milestones achieved by players are securely documented on the blockchain, providing an immutable record of accomplishments.

### ◆ Onchain Event Scheduler and Mission Generator

Integration of an onchain protocol within Star Atlas, enabling the creation of in-game events and missions.

### ◆ Onchain Ship Configuration

The introduction of a novel hangar mode in the Star Atlas, enabling onchain modification of ship components to optimize vessel performance.

### Key Features

**Component Customization:** Players have the ability to modify their ships with an extensive selection of components sourced from Galia's various manufacturers.

**Onchain Integration:** All modifications and enhancements are recorded on-chain, ensuring transparency and security of player achievements and progress.

### ◆ Ship Mastery

Level up your ship through in-game activities and unlock rewards!

### ◆ Shipyard Module

The Shipyard Module is your one-stop-ship for extensive configuration capabilities. Customize your ship, install components, and more, all in one place!

### Key Features

- . Purchase ships
- . Landing pads to spawn ships
- . Terminals
- . Select ship skin
- . Ship crew management
- . Ship component installation
- . Ship refueling and refeeding

### ◆ Additional Ship Roles

The Star Atlas Pre-Season will introduce new mechanics tailored to a variety of ship roles, expanding beyond the previously focused fighters and racing ships. This enhancement aims to provide a more comprehensive and diverse gameplay experience by incorporating unique functionalities and strategies for different ship types.

### Key Features

**Expanded Ship Roles:** The update broadens the scope of ship roles within Star Atlas.

**Role-Specific Mechanics:** New mechanics are designed to match the unique requirements and capabilities of each ship role, offering specialized tasks, missions, and interactions within the Showroom environment.

### ◆ Tiers 0-5 Racer (ONI/MUD/Ustur)

Introduction of new racer character models for ONI, MUD and Ustur.

### Key Features

**Tiered Progression:** Character models are categorized into five tiers (0 to 5), with each tier representing a higher level of experience and expertise in racing.

**Species-Specific Designs:** Each Galia species features unique character models, showcasing distinct aesthetics and attributes that align with their species' characteristics.

**Enhanced Customization:** Players can customize their racers within each tier, allowing for personalized representation in the racing career path.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

## SEASON 0 MAJOR RELEASES UE5

### ◆ Punaab Race

Star Atlas is excited to introduce the Punaab species models into the Unreal Engine 5 environment, adding a new layer of diversity and fun to the player experience. The Punaab, known for their small stature, mischievous nature, and humorous demeanor, are a member of the ONI Consortium faction.

#### Key Features

**Playable Punaab Species Models:** Players now have the option to select Punaab characters, fully integrated with unique animations and characteristics that reflect their playful and cunning nature.

**Unique Cultural and Factional Background:** The Punaab species comes with its own rich lore and background, deeply tied to the ONI Consortium faction, offering players new narrative depths to explore and engage with.

**Customization Options:** Players can customize their Punaab characters with specific outfits, accessories, and skins, allowing for personal expression within the Star Atlas universe.

### ◆ Calico Kompakt Hero

This update adds the complete in-game model of the Calico Kompakt Hero, a medium-class Multi-role vehicle, to Star Atlas.

### ◆ VZUS Opod

This update adds the complete in-game model of the VZUS opod, a medium-class Data Runner vehicle, to Star Atlas.

### ◆ Tufa Feist

This update adds the complete in-game model of the Tufa Feist, a small-class fighter vehicle, to Star Atlas.

### ◆ Opal Rayfam

This update adds the complete in-game model of the Opal Rayfam, a small-class Data Runner vehicle, to Star Atlas.

### ◆ Armstrong IMP Tip

This update adds the complete in-game model of the Armstrong IMP Tip, a small-class Miner vehicle, to Star Atlas.

### ◆ Ogrika Thripid

This update adds the complete in-game model of the Ogrika Thripid, a large-class Fighter vehicle, to Star Atlas.

### ◆ Rainbow Chi Exterior

The upcoming update to the Star Atlas environment will unveil the complete visuals of the Rainbow Chi exterior, a small-sized fighter ship renowned for its stealth and formidable combat capabilities. This addition spotlights the exquisite craftsmanship of the Photoli light weavers species, highlighting their adeptness not only in aesthetics but also in creating vessels with advanced tactical advantages.

#### Key Features

**Ship Class:** The Rainbow Chi is defined as a small-sized fighter, emphasizing agility, stealth, and offensive capabilities ideal for skirmishes and tactical engagements within the Galia Expanse.

**Photoli Craftsmanship:** Crafted by the Photoli light weavers, the ship combines striking visual design with functional combat readiness, reflecting the species' unique approach to shipbuilding that integrates light weaving techniques.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 0

## FLEET COMMAND/SAGE

### ◆ Additional LP Rewards

Star Atlas is rolling out an update that significantly enriches the Loyalty Points (LP) system within the Fleet Command and SAGE environment environment. This enhancement makes the LP shop more comprehensive, offering a variety of new items and mechanics for players to utilize their points. Acquired through activities that contribute to their faction's influence expansion, these LPs can now be exchanged for a broader array of rewards, deepening the strategic options and rewards for player engagement.

### ◆ P2P Distress Signaling

Introduces a distress call feature, providing players with the ability to signal for assistance when their fleets are stranded or in danger, whether on planets or in open space. This new option fosters a sense of community and cooperation among players, enabling them to come to each other's aid in times of need.

### ◆ P2P Cargo Transfer

This functionality enables players to engage in direct trade, facilitating the exchange of goods. This enhancement aims to streamline the trading process, encourage economic interactions among players, and further develop the game's dynamic market ecosystem.

### ◆ P2P Refuel

This functionality allows players to directly refuel each other's fleets, facilitating cooperative gameplay and strategic partnerships.

### ◆ P2P Repair

Introduces a Player-to-Player repair feature, enabling players to perform repairs on other players' fleets. This capability is contingent on possessing a ship equipped with the necessary repair proficiency. Facilitating such interactions both in open space and on planetary surfaces, the update aims to enhance cooperative gameplay and resource management, reinforcing the community aspect of the game.

### ◆ P2P Rescue

This update introduces a Player-to-Player rescue feature, enabling players to conduct rescue operations for other players' crew-members who are in distress situations. This capability requires owning a ship equipped with the specific proficiency for rescue missions.

### ◆ License Leveling and Perks

Level up your licenses and enjoy new career specific mechanics!

As you progress, unlock unique rewards in the Loyalty Points store.

### ◆ Combat License

Level up your combat license and enjoy new combat specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Data Running License

Level up your Data Running license and enjoy new Data Running specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Pilot License

Level up your pilot license and enjoy new pilot specific mechanics!

As you progress, unlock career specific rewards in the LP store.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 0

## FLEET COMMAND/SAGE

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### ◆ Data Running License

Level up your Data Running license and enjoy new Data Running specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Pilot License

Level up your pilot license and enjoy new pilot specific mechanics!

As you progress, unlock career specific rewards in the LP store.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 1

## MAJOR RELEASES

# UE5

- ◇ Space Miner Career
- ◇ Crew Station Modules
- ◇ Crew NPC Conversations
- ◇ ONI Central Space Station

- ◇ Tram System
- ◇ Project Space Habs
- ◇ Meta Holodeck

## FLEET COMMAND/SAGE

- ◇ LP Store Expansion
- ◇ NPC Headshot Portraits
- ◇ Random Events
- ◇ New PVE Enemies
- ◇ Ship Customization

- ◇ Ship Configuration
- ◇ Crafting Expansion
- ◇ Galia Map Expansion Pt.2
- ◇ Combat Upgrades and Damage Types



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 1

## MAJOR RELEASES UE5

### ◆ Space Miner Career

The space miner career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the Loyalty Points store.

### ◆ Crew Station Modules

Crew station modules open up opportunities for cooperative gameplay, allowing players to collaborate and oversee every single activity on the ship together. Additionally, it provides the flexibility for players to take temporary control of specific parts of the ship where crew member activity is crucial.

### ◆ Crew NPC Conversations

Through advanced conversations and artificial intelligence features, players will engage in deeper, more meaningful exchanges with their crew. This update aims to enrich the narrative experience, allowing players' choices and actions to have a tangible impact on the lives of NPCs.

### ◆ ONI Central Space Station

Explore the ONI faction's Central Space Station. This experience allows players to explore the diverse quarters of the Mierese, Sogmian, Photoli, and Punaab species, alongside the station's residential and commercial plots. This update significantly expands the interactive possibilities within the Star Atlas universe, offering players a detailed glimpse into the life and culture of the ONI faction.

### ◆ Tram System

Navigate through the ONI Central Space Station with a public transit system.

### ◆ Project Space Habs

The addition of free floating space habs in the Low Risk Zone.

### ◆ Meta Holodeck

This is a special mode featured on the title screen of the game and activated in certain in world locations that allows players to load into and travel to other metaverses solo, or with their friends, that feature experiences created by other players. Each meta-experience will be curated by the Star Atlas team to avoid blatant IP infringement and vulgar content.

### Key Features

. Framework for creators to use Unreal to create Star Atlas metaverse experiences.

. Players Solana Wallet connection already connected to Star Atlas.

. Ability to use Star Atlas brand NFT's that call from Star Atlas Game API.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 1

## FLEET COMMAND/SAGE

### ◆ LP Store Expansion

This expansion introduces a wider array of items available for purchase using loyalty points, earned by players through their contributions to their factions and various activities within the Galia Expanse

### ◆ NPC Headshot Portraits

NPC headshot portraits add a new layer of depth to interactions with crew members and NPCs by providing each character in the game with a unique portrait. These visual representations are designed to enrich the narrative experience, allowing players to connect more deeply with the characters they encounter throughout their journey in the vast galaxy of the Galia Expanse.

### ◆ Random Events

The introduction of random events that are designed to surprise and challenge players. Random events can be, but are not limited to, asteroids, wreckage and escape pods.

### ◆ New PVE Enemies

This expansion of new Player vs. Environment enemies enriches the variety of challenges players can encounter, ensuring that adventures both on land and in space are filled with fresh, diverse threats.

### ◆ Ship Customization

The addition of ship customization in Star Atlas: Golden Era is designed to empower players with the ability to fine-tune the appearance of their ships, making each ship not only a mode of transportation and combat but also a reflection of the player's style and preferences.

### ◆ Ship Configuration

With the addition of ship configuration in Star Atlas: Golden Era, players will have the ability to further customize their ships, optimizing performance, aesthetics, and functionality to match their personal preferences and strategic needs.

### ◆ Crafting Expansion

A crafting expansion in Star Atlas: Golden Era that introduces the ability to craft components and weaponry.

### ◆ Galia Map Expansion Pt.2

Provides the second of two map expansions to the Galia Expanse.

### ◆ Combat Upgrades and Damage Types

The introduction of combat upgrades and damage types deepens the tactical and strategic dimensions of combat.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8



SEASON 2

## MAJOR RELEASES

# UE5

- ◇ Game Hunting Career
- ◇ Character to Character Combat
- ◇ FPS Weapons

- ◇ Creature Mounting
- ◇ Tier 3 Jetpacks



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 2

## MAJOR RELEASES UE5

### ◆ Game Hunting Career

provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

### ◆ Character to Character Combat

The complete and gold standard version of character to character combat in Star Atlas.

### ◆ FPS Weapons

The complete and gold standard version of FPS weapons in Star Atlas.

### ◆ Creature Mounting

Creature mounting allows players to tame and ride various creatures across the diverse landscapes of the Galia Expanse. By integrating creature mounting into the game, Star Atlas enhances exploration and travel, providing a dynamic new way for players to experience the vast open-world scenarios within the game.

### ◆ Tier 3 Jetpacks

The addition of Tier 3 jetpacks allows: Upgrading. Ability to boost for longer periods of time. Faster boosting. Hand boosters. Customizing thrusters. Crafting



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8



SEASON 3

## MAJOR RELEASES UE5

- ◇ Bounty Hunting Career
- ◇ Ustur Central Space Station
- ◇ Pets

### FLEET COMMAND/SAGE

- ◇ Mission System
- ◇ Faction and Manufacturer Reputation
- ◇ Research and Crafting Progression
- ◇ Freight License
- ◇ Racing License
- ◇ Rescue License
- ◇ Refuel License
- ◇ Repair License
- ◇ Salvage/Tow License
- ◇ Faction DAOs
- ◇ Access and Permits



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 3

## MAJOR RELEASES UE5

### ◆ Bounty Hunting Career

The bounty hunting career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Ustur Central Space Station

The addition of the Ustur Central Space Station allows players to freely explore the vast landscape of the Ustur android station, offering an immersive experience of daily life, culture, and the economy of the Ustur faction. By navigating through residential areas, commercial hubs, and various instances within the station, players can engage in a multitude of activities, quests, and interactions, deepening their involvement in the game's rich narrative and dynamic economy.

### ◆ Pets

The introduction of pets allows players to adopt, care for, and engage with a variety of pet friends, bringing a new layer of interaction and companionship to the game.

SEASON 3

## FLEET COMMAND/SAGE

### ◆ Mission System

The ability to take on missions for the different licenses available in Fleet Command Star Atlas: Golden Era.

Example: Accepting a bounty hunting quest from an NPC, completing it and gaining XP towards your bounty hunter license.

### ◆ Faction and Manufacturer Reputation

Check back for more details.

### ◆ Research and Crafting Progression

Star Atlas is enhancing the depth and complexity of its crafting system with the introduction of a research framework for different crafting specializations. This update requires players to actively learn and develop their skills to craft higher-tiered goods.

### ◆ Freight License

Level up your freight license and enjoy new freight specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Racing License

Level up your racing license and enjoy new racing specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Rescue License

Level up your rescue license and enjoy new rescue specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Refuel License

Level up your refuel license and enjoy new refuel specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Repair License

Level up your repair license and enjoy new repair specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Salvage/Tow License

Level up your salvage/tow license and enjoy new salvage/tow specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Faction DAOs

The introduction of Faction DAOs empowers players to actively participate in the political decisions of their respective factions by locking their POLIS tokens and engaging in the voting and proposal process. This democratic approach allows players to influence key aspects of faction governance, including taxation, diplomacy, faction-wide objectives, laws within faction jurisdiction, and the allocation of faction funds toward achieving collective goals.

### ◆ Access and Permits

The implementation of utility for access badges.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 4

## MAJOR RELEASES

# UE5

- ◆ Freighter Career
- ◆ Smuggler Career
- ◆ Project Space Station Creation

### FLEET COMMAND/SAGE

- ◆ Space Stations and Decks
- ◆ World Events
- ◆ Crew and Pets System
- ◆ Ship to Space Station Combat
- ◆ Ship to Ground Combat
- ◆ Jump Points
- ◆ P2P Space Station Services
- ◆ Space Station Markets
- ◆ Regional and Sectoral DAOs
- ◆ Bounty Hunting License
- ◆ Bounty System



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 4

## MAJOR RELEASES UE5

### ◆ Freighter Career

The freighter career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the Loyalty Points store.

### ◆ Smuggler Career

The smuggler career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the Loyalty Points store.

### ◆ Project Space Station Creation

The ability for players to create and customize their own space stations.

SEASON 4

## FLEET COMMAND/SAGE

### ◆ Space Stations and Decks

The ability for players to own and manage space station in Fleet Command and Star Atlas: Golden Era.

### ◆ World Events

Star Atlas is set to enrich its universe with the addition of more world events, expanding gameplay possibilities both on planets and in deep space. This update is designed to significantly impact the game's dynamics and depth, intertwining the players' journeys with the cosmic currents of fate. As different seasons and unique scenarios unfold, the game will transform, introducing time-sensitive resources, new monstrous challenges, and undiscovered exploration points, thereby enhancing the lore and immersive experience of the Star Atlas universe.

### ◆ Crew and Pets System

The crew and pets system refers to the implementation of pets into Fleet Command and Star Atlas: Golden Era and the boosts/moral those pets give to a player's crew.

### ◆ Ship to Space Station Combat

The introduction of ship combat at space stations.

### ◆ Ship to Ground Combat

The introduction of ship combat at land claims.

### ◆ Jump Points

With the introduction of jump points, players can utilize advanced Photoli technology to revolutionize interstellar travel within the game. These massive warp gates are engineered to enable players to instantaneously warp between the central space stations of the three factions, significantly reducing travel time and enhancing connectivity across the vast expanse of the Galla Expanse.

### ◆ P2P Space Station Services

The introduction of Player-to-Player services at space stations.

Example: Another player repairing your ship at a space station.

### ◆ Space Station Markets

The introduction of localized markets at space stations.

### ◆ Regional and Sectoral DAOs

This feature establishes smaller units of governance within the Star Atlas metaverse, enabling players to engage in more localized and direct political decision-making processes. Through the Region DAO system, players will use their locked POLIS tokens to vote on crucial issues such as regional taxation, intergalactic diplomacy, regional military strategies, and more, significantly enhancing the depth of political gameplay in Star Atlas.

### ◆ Bounty Hunting License

Level up your bounty hunting license and enjoy new bounty hunting specific mechanics!

As you progress, unlock career specific rewards in the LP store.in Star Atlas.

### ◆ Bounty System

The introduction of a bounty system in Star Atlas: Golden Era. Check back for more details.



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8



SEASON 5

## MAJOR RELEASES

# UE5

- ◆ Land Miner Career
- ◆ Manufacturer Career
- ◆ MUD Central Space Station

- ◆ Final Ground to Ship Combat
- ◆ Final Ship to Ground Combat

## FLEET COMMAND/SAGE

- ◆ Megastructures
- ◆ High Risk Zone
- ◆ Stealth and Scanning
- ◆ Ship Crafting
- ◆ Area Bosses and Raids
- ◆ Territorial Ownership
- ◆ Insurance
- ◆ Deep Space Exploration
- ◆ Terraforming



# STAR ATLAS ROADMAP

PRESEASON

SEASON 0

SEASON 1

SEASON 2

SEASON 3

SEASON 4

SEASON 5

SEASON 6

SEASON 7

SEASON 8

SEASON 5

## MAJOR RELEASES UE5

### ◆ Land Miner Career

The land miner career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Manufacturer Career

The manufacturer career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ MUD Central Space Station

This addition of the MUD Central Space Station invites players to delve into the heart of the MUD civilization, exploring the station's intricate layout and engaging with the unique goods, services, and rich lore that define this faction. Offering an immersive exploration experience, this addition provides players with a deeper understanding of the MUD faction, its culture, economy, and technological advancements.

### ◆ Final Ground to Ship Combat

The complete and gold standard version of ground to ship combat in Star Atlas.

### ◆ Final Ship to Ground Combat

The complete and gold standard version of ship to ground combat in Star Atlas.

SEASON 5

## FLEET COMMAND/SAGE

### ◆ Megastructures

Crowd-created structures that require the pinnacle of player collaboration and strategic planning.

### ◆ High Risk Zone

In the High Risk Zone, the stakes are unprecedentedly high; Ships destroyed within this zone are burned forever, erasing them from existence. However, the allure of the HRZ lies in its unparalleled rewards—housing the rarest resources and most valuable secrets within the Galia Expanse. Players are warned to enter at their own risk, as they navigate the galaxy's most dangerous territory in search of fortune and glory.

### ◆ Stealth and Scanning

Stealth and scanning brings a new level of depth and diversity to both combat and exploration experiences within the Star Atlas universe. Players can now utilize stealth technology to evade detection or launch surprise attacks, while scanning systems allow for the identification of hidden ships and resources, adding strategic layers to navigation, reconnaissance, and engagement in the vast expanses of space.

### ◆ Ship Crafting

The introduction of ship crafting in Fleet Command and Star Atlas: Golden Era allows manufacturers to construct ships for the Galia Expanse.

### ◆ Area Bosses and Raids

This update invites players to collaborate and devise strategies to confront and defeat formidable enemies. Players will test their combat skills, teamwork, and strategic planning in high-stakes encounters designed to enrich the gameplay experience with epic battles and rewarding loot.

### ◆ Territorial Ownership

The ability for players to own systems and megastructures in Fleet Command and Star Atlas: Golden Era.

### ◆ Insurance

The addition Medium Risk Zone insurance aims to encourage more players to venture into these perilous zones by mitigating the potential damages.

### ◆ Deep Space Exploration

The ability for players to explore the procedurally generated depths outside of the Galia Expanse.

### ◆ Terraforming

The introduction of terraforming abilities allows players to change a planet's atmosphere, ecosystem, and overall environmental conditions.



# STAR ATLAS ROADMAP

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SEASON 6

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SEASON 6

## MAJOR RELEASES

- ◆ High Risk Zone
- ◆ Territory Conquest
- ◆ Project Galaxy Commander
- ◆ Transport Career
- ◆ RTS to FPS Toggle

# UE5

- ◆ Homeworlds for All Species
- ◆ Meta Warp Drive
- ◆ Earth Prime (ECOS)
- ◆ Fleet Battles
- ◆ Data Runner Career



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SEASON 8

SEASON 6

## MAJOR RELEASES UE5

### ◆ High Risk Zone

In the High Risk Zone, the stakes are unprecedentedly high; Ships destroyed within this zone are burned forever, erasing them from existence. However, the allure of the HRZ lies in its unparalleled rewards—housing the rarest resources and most valuable secrets within the Galia Expanse. Players are warned to enter at their own risk, as they navigate the galaxy's most dangerous territory in search of fortune and glory.

#### Key Features

##### Elevated Risk and Permanent

**Consequences:** The HRZ introduces a gameplay dynamic where the loss of NFTs carries permanent consequences, significantly raising the stakes for players brave enough to enter.

**Exclusive Access to Rare Resources:** This zone is rich with resources found nowhere else in the Star Atlas universe, offering players the chance to acquire materials critical for crafting advanced technologies and items.

**Valuable Secrets:** The HRZ holds key secrets to the lore and history of the Galia Expanse, promising rich narrative rewards to those who successfully navigate its challenges.

### ◆ Homeworlds for All Species

This expansion introduces the homeworlds of all species inhabiting the Galia Expanse. This update allows players to delve into the origins and cultures of the species that populate the game, providing new environments for exploration, lore discovery, and NPC engagement. Each homeworld is crafted to reflect the unique characteristics, history, and societal structures of its inhabitants, offering players a deeper understanding of the Star Atlas universe.

### ◆ Territory Conquest

With the addition of the High Risk Zone, players can't destroy an enemies' fleet and take control of the territory that they were occupying.

### ◆ Meta Warp Drive

Meta Warp Drive brings the metaverse further to life by allowing players to warp to player created content, as well as other games and IP who've joined the Star Atlas metaverse.

### ◆ Project Galaxy Commander

Project Galaxy Commander simplifies the complexities of controlling larger fleets and individual ships within a fleet, providing players with advanced command capabilities for strategic deployment and engagement.

### ◆ Earth Prime (ECOS)

This update opens up a new realm of exploration and interaction within the Star Atlas universe, allowing players who have cultivated their relationships with the ECOS faction to visit and delve into the unique lore, goods, and services offered on Earth Prime.

### ◆ Transport Career

The transport career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Fleet Battles

This expansion is set to dramatically escalate the scale of conflict within its universe by introducing massive fleet battles. Allowing for all-out space battles involving vast fleets, as well as ground-versus-space engagements. These large-scale conflicts will test the strategic and tactical abilities of players, offering a new dimension of cooperative and competitive gameplay.

### ◆ RTS to FPS Toggle

The introduction of the ability to switch between Real-Time Strategy (RTS) and First-Person Shooter (FPS) views. This allows players to transition between commanding fleets and units from a strategic overview to engaging in direct combat or exploration on an individual scale.

### ◆ Data Runner Career

The data runner career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.



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SEASON 7

# MAJOR RELEASES

# UE5

- ◇ Repair Career
- ◇ Salvage Career
- ◇ Gold Standard on All Ships
- ◇ Pirate's Den



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SEASON 7

## MAJOR RELEASES UE5

### ◆ Repair Career

The repair career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Salvage Career

The salvage career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Gold Standard on All Ships

This update signifies that every aspect of every ship, including both exteriors and interiors, is now fully realized and functional. Players can expect a comprehensive and immersive experience, with meticulously designed ship models that are ready for exploration, combat, and interaction within the vastness of the Galia Expanse.

### ◆ Pirate's Den

Star Atlas is expanding its universe with the introduction of the Pirate Den, the largest outpost belonging to the notorious Jorvik outlaws pirate faction located in the medium risk zone of the Galia Expanse. This update opens up new avenues for players who have cultivated a relationship with this faction, allowing them to delve into the lore, access unique goods, and utilize specialized services that the Jorvik pirates have to offer.



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SEASON 8

## MAJOR RELEASES

# UE5

- ◇ Project Metaverse Standards
- ◇ Council of Peace Station
- ◇ Rescue Career
- ◇ Politician Career

- ◇ All Species Game Ready
- ◇ IRIS
- ◇ Refueler Career



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SEASON 8

## MAJOR RELEASES UE5

### ◆ Project Metaverse Standards

Project Metaverse Standards marks a revolutionary expansion in Star Atlas, transitioning control of the metaverse game to the Star Atlas DAO (Decentralized Autonomous Organization) and making Star Atlas fully open source. This update embodies a shift towards a fully community-led approach in all aspects of the game, from development and updates to governance and decision-making.

### ◆ All Species Game Ready

All in-game species will reach their golden stage, signifying that each species' design and unique game mechanics are now fully functional and implemented.

### ◆ Council of Peace Station

This update introduces the Cradle, the central space station and mothership of the Council of Peace. As the richest and most formidable station in the galaxy, the Cradle serves as a hub of power and diplomacy, offering players a opportunity to delve into the lore, engage with vibrant environments, and participate in quests. This update allows players to develop their relationships with the Council of Peace, Galia's strongest political group, and to explore the intricate dynamics that govern the balance of power within the Star Atlas universe.

### ◆ IRIS

Star Atlas expands with the introduction of the Cataclysm, the most perilous region in the Star Atlas universe, and at its core lies Iris, the Rogue Planet. This expansion brings players to the center of an unknown space, where logic-defying environments and exceedingly challenging encounters await. The Cataclysm and Iris guard the most coveted resources and deepest secrets of Star Atlas. Adventurers are cautioned to approach this area with utmost care, as Iris harbors terrifying secrets and exerts a reality-altering influence that reaches its peak within this enigmatic zone.

### ◆ Rescue Career

The rescue career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Refueler Career

The refueler career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.

### ◆ Politician Career

The politician career provides a completely unique progression system for players looking to take on specialized roles. Level up your license by completing narrative driven missions and enjoy new career specific mechanics!

As you progress, unlock career specific rewards in the LP store.



# STAR ATLAS ROADMAP



## Star Atlas Roadmap Disclaimer

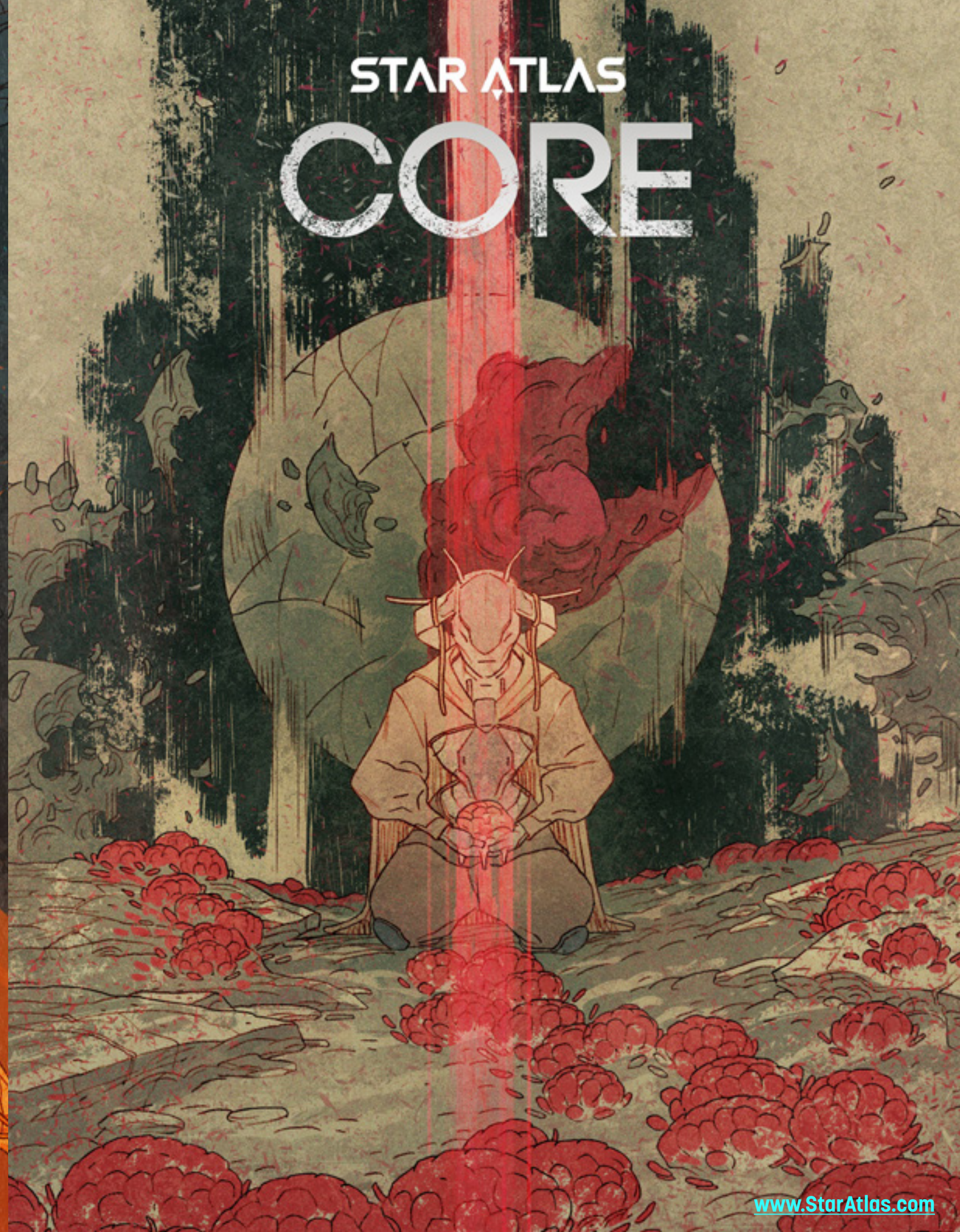
This roadmap provides a detailed look at the existing development plans of Star Atlas and will be updated regularly. Everything outlined in this roadmap are current plans that can, and will, change as the development of Star Atlas matures.



# STAR ATLAS CORE



# STAR ATLAS CORE



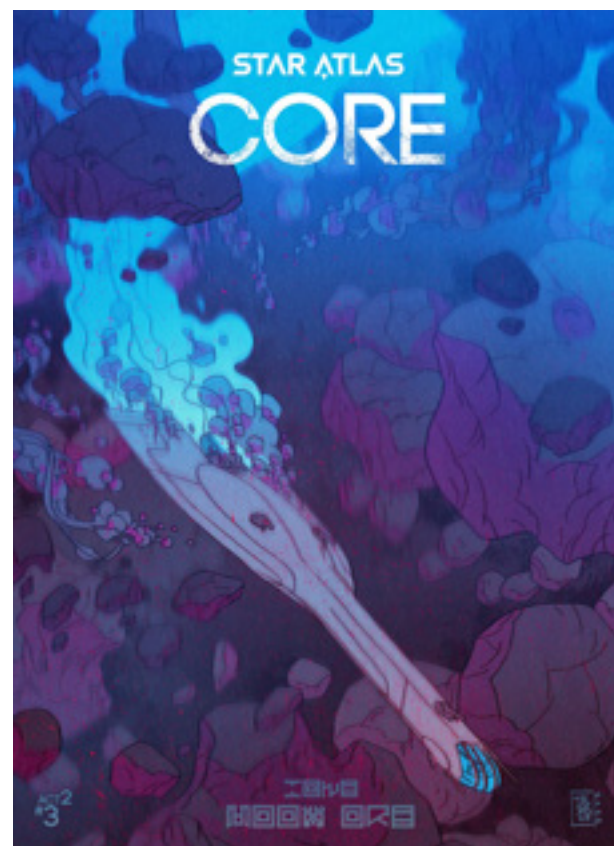
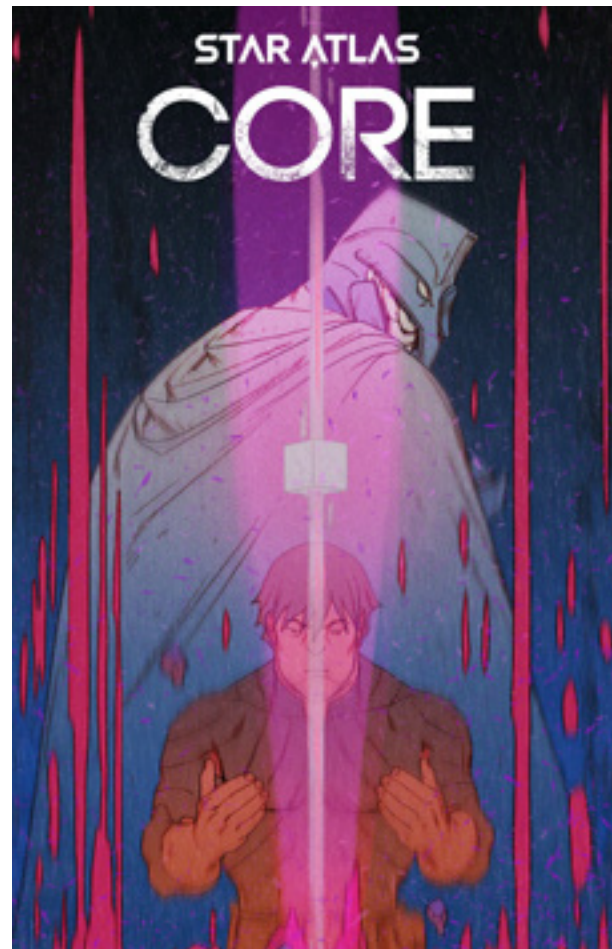


# CORE Graphic Novel

## Discover the Star Atlas Graphic Novel

CORE Novel is the Star Atlas immersive graphic novel that is offered in different formats including NFT.

***“BEFORE THE STAR  
ATLAS THERE WAS  
CHAOS AND WAR.  
FOLLOW A CREW OF  
EVERYDAY SPACE  
EXPLORERS AS THEY  
CHANGE THE COURSE OF  
HISTORY”***



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A detailed, futuristic cityscape of a floating island or orbital station. The architecture is highly complex, with numerous spires, towers, and interconnected platforms. The scene is bathed in the warm, golden light of a setting or rising sun, which creates a strong lens flare and casts long, dramatic shadows. In the foreground, a large, dark, metallic structure, possibly a ship's hull or a large-scale construction, is visible. The overall atmosphere is one of advanced technology and expansive space exploration.

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