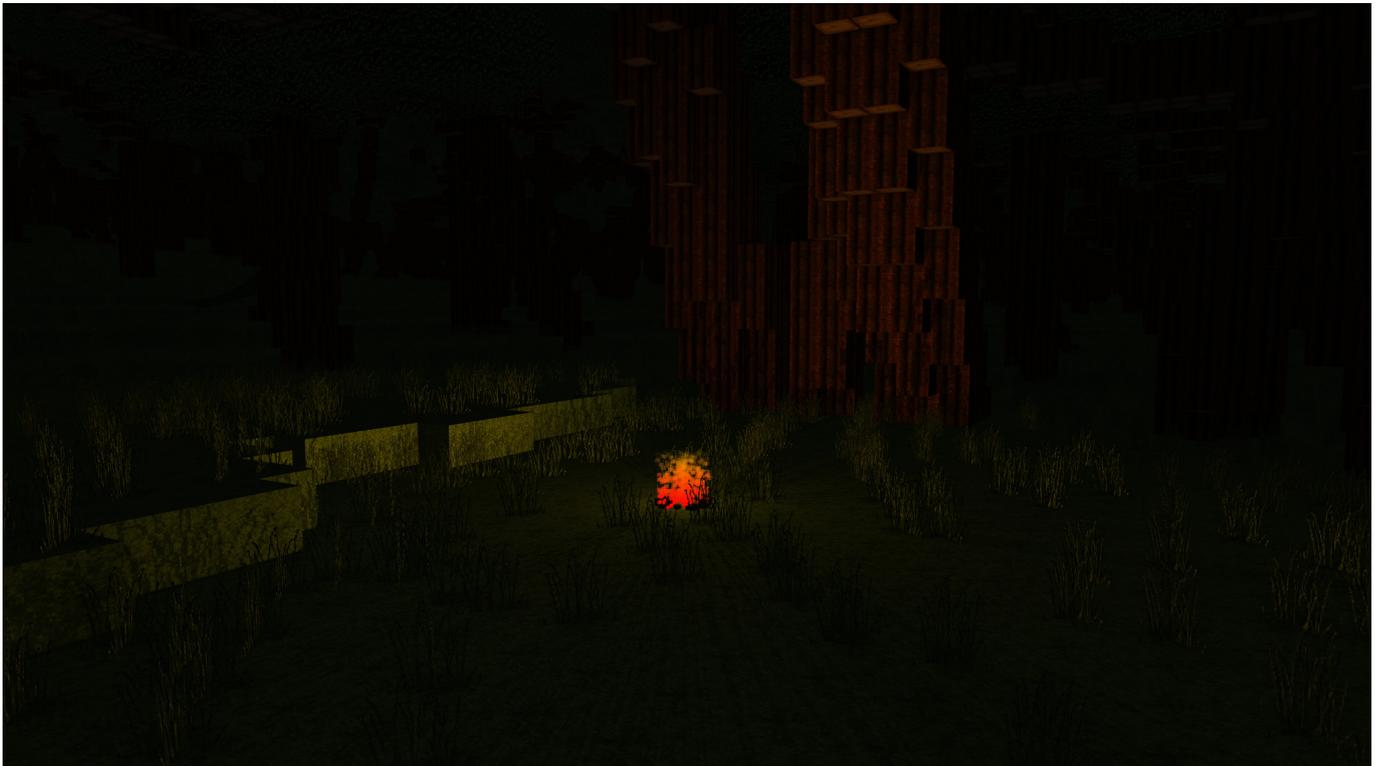

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About This Game

Overview

- Procedurally generated universe
- Quests
- Custom engine
 - *Up to 128x as many blocks visible compared to other games*
 - *0.5m blocks, 2048m building height*
- Planets & Terrain
 - *Different types, e.g. Terra, Lunar*
 - *Mountains up to 1 km tall*
 - *A variety of different biomes*
- Different weapon types, each with unique abilities

-
- Crafting
 - Singleplayer & Multiplayer

Coming soon

- Villages
- More advanced quests
- Landing on planets (see [Devlog #7](#))

Planned features

- Dungeons
- Space stations
- Asteroid fields
- PvP in space and on battlefields

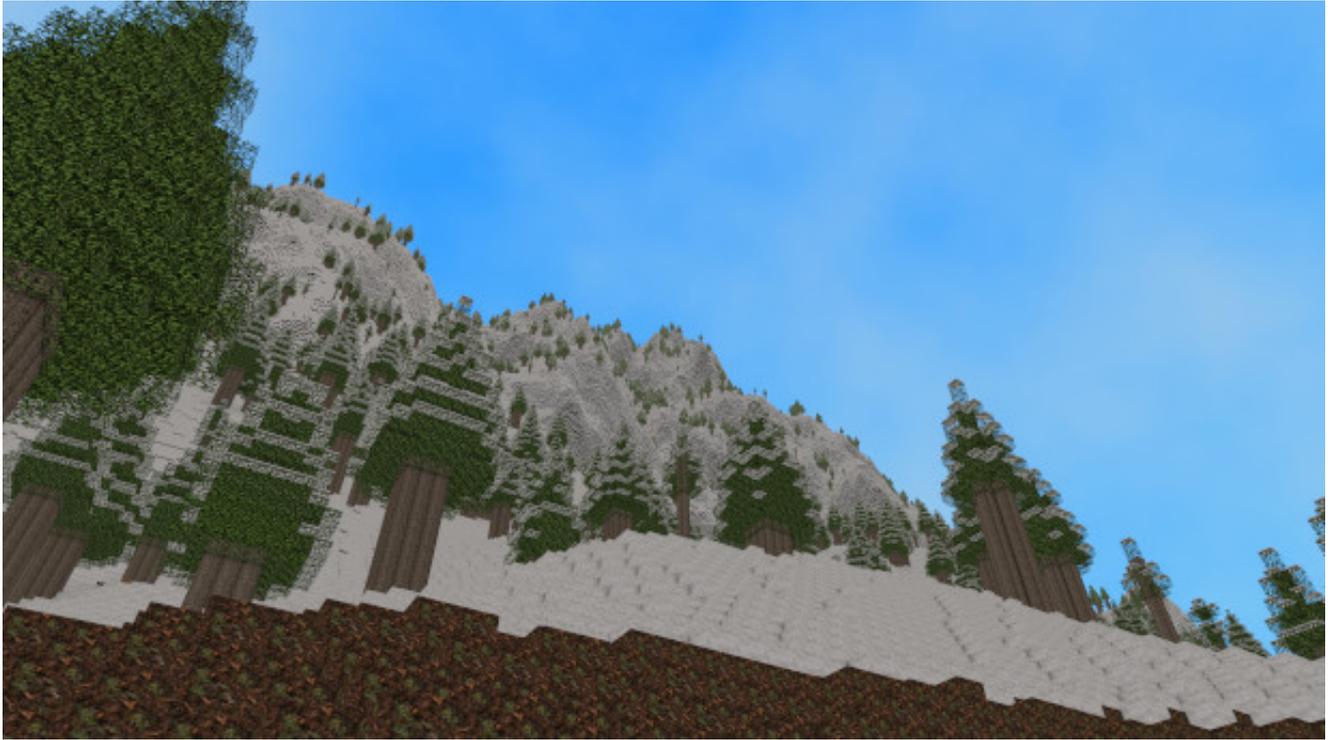
More details

Explore a nearly infinite universe, filled with planets of all kinds! Every world in this game is procedurally generated, including quests that you can do to advance your character up to level 50. Venture into deep caves to find precious materials to craft armor and weapons. Or simply spend your time exploring the epic landscapes with mountains that are as tall as actual mountains and wide oceans, find a place where you want to stay and build your house or whatever you can imagine, with blocks of only 50 cm (~1'8") and a building height of up to 2048 meters (~1.3 miles)!

Cube Universe is currently in Early Access and we are working hard to add new content and features as fast as we can. But first, let's see what you can already see and do in the game:

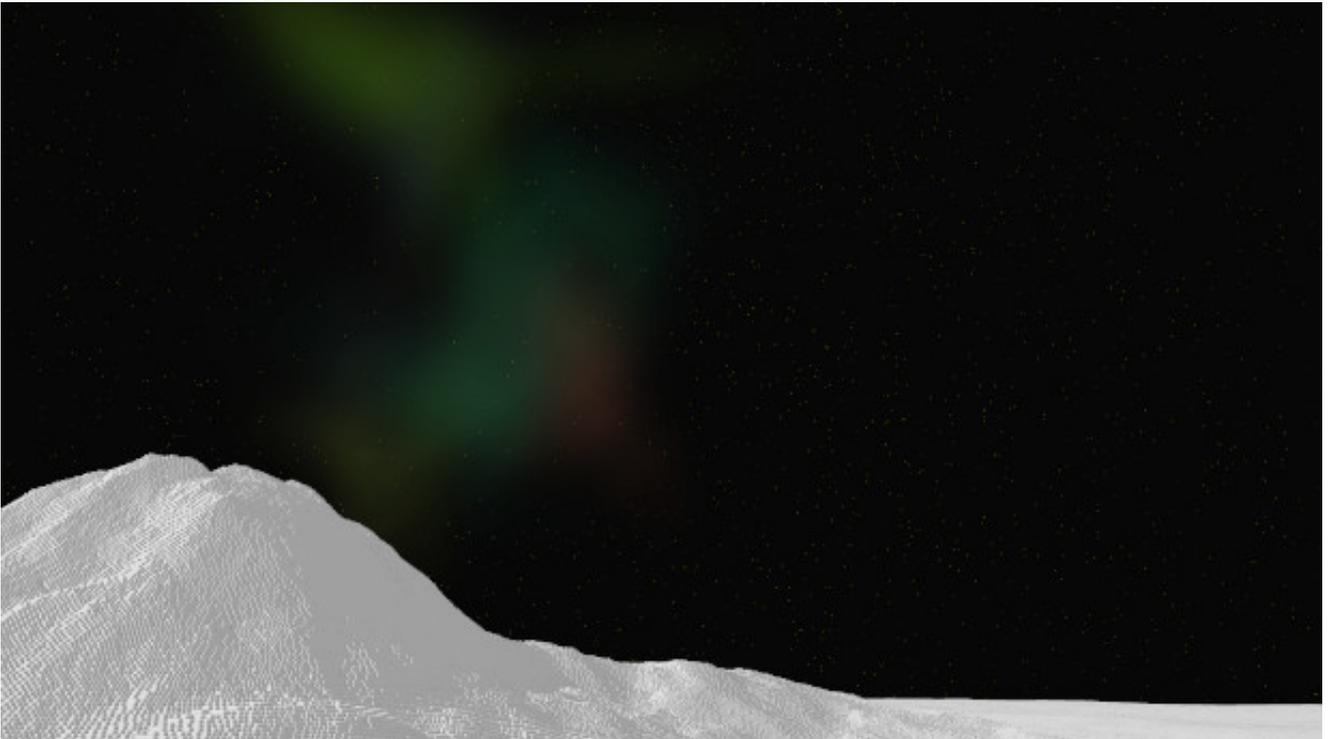
Planets

Terra



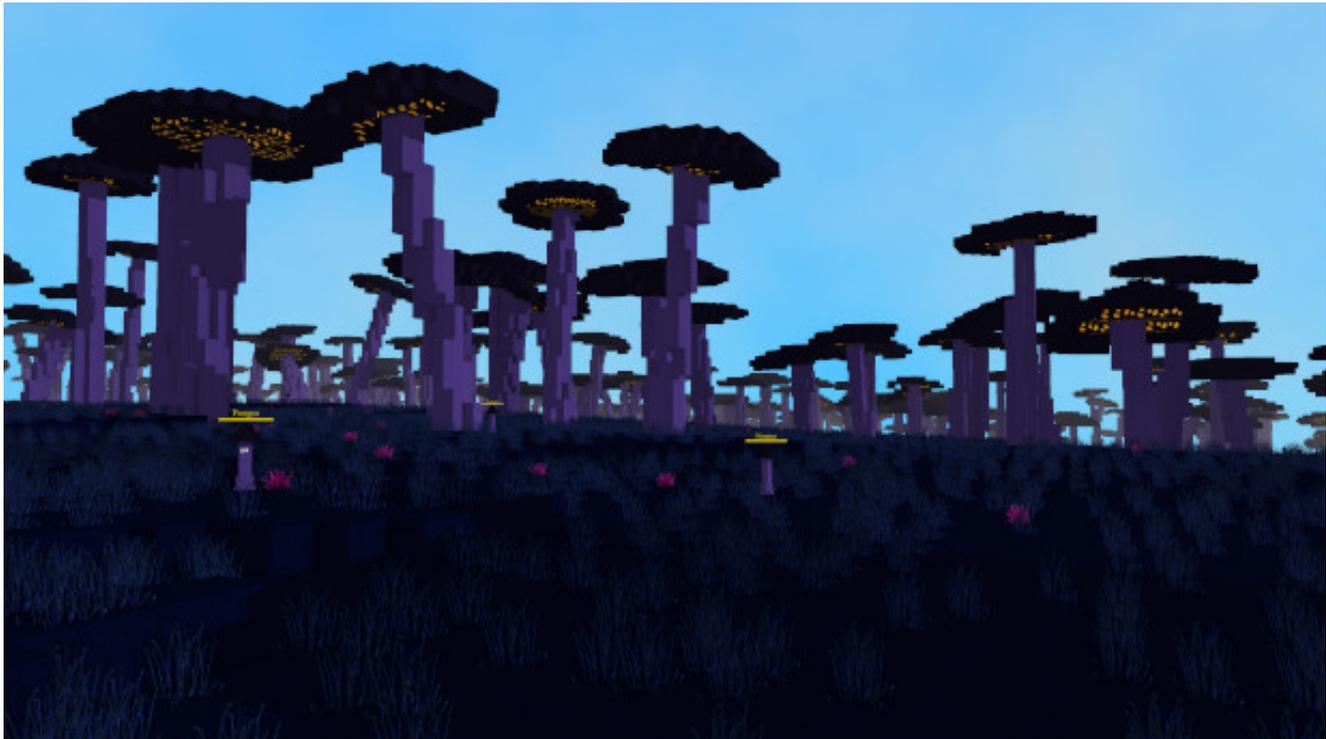
Earth-like planet with oceans, forests, plains, deserts, jungles, tundras, taigas, etc.

Lunar



Moon-like planet with some rare materials that cannot be found on other planets, e.g. lunar essence from lunar elementals and Mithril ore.

Luminous



Exotic planet with mushroom biomes, red deserts and dark forests.

Quests

Procedurally generated quests that are based on the local area, e.g. you have to kill raptors in the jungle to restore nature's balance or get some furs to keep someone warm in colder regions.

Combat system

Choose a weapon instead of a class - your character can use any weapon, but you shouldn't change it too often since you will get out of practice. Currently, only fire staves are supported.

Crafting

Craft a variety of things, like armor, food, building materials, etc. There are a lot of professions and you can craft the basic stuff from all of them, but can master only a few to craft advanced items like modules for your matter manipulator.

Building

Build with smaller blocks than in other voxel games, giving your creativity more freedom. Blocks are only 0.5 meters big and you can build up to 2048 meters high, which is much higher than in most other similar games.

Coming soon...

Now, let's talk about all the planned features that will be added as development continues. The following list is ordered by the date we plan to add the mentioned features. Additionally, we will add more content for existing features, e.g. more quests and planet types.

Dungeons and raids

MMO-like dungeons and raids that are procedurally generated. Imagine a pyramid with labyrinthine corridors that ultimately lead to bosses that will hopefully drop your desired item.

Mods and user-generated content

Support for easy modding, including a terrain editor for custom terrains with custom quests. Most of the content is already defined in XML files, so we will only have to add some logic that loads user-generated XML files and some code for interaction between different mods. Additionally, a Lua API will be added to support more advanced mods.

Mods will not only be easy to create, but also easy to install - if you connect to a modded server, you will not even have to manually install mods since this will be done automatically.

Space stations

Feeling lonely in space? No one can hear you scream? Well, then visit one of the space stations and meet with other folks! Trade your goods on the intergalactic market, buy upgrades for your spaceship and much more!

Battles in space

Fight other players and NPCs in epic battles in space. Upgrade your spaceship or buy a better one to stand a chance against those filthy space pirates - or to be fast enough to outrun them.

PvP

Fight other players on battlegrounds.

Asteroid fields

Looking for rare materials? Then asteroid fields are the place to go!

Title: Cube Universe
Genre: Indie, RPG, Early Access
Developer:
Beosar
Publisher:
Beosar
Release Date: 24 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows Vista or later

Processor: Intel i5-2400 or AMD FX-6300

Memory: 8 GB RAM

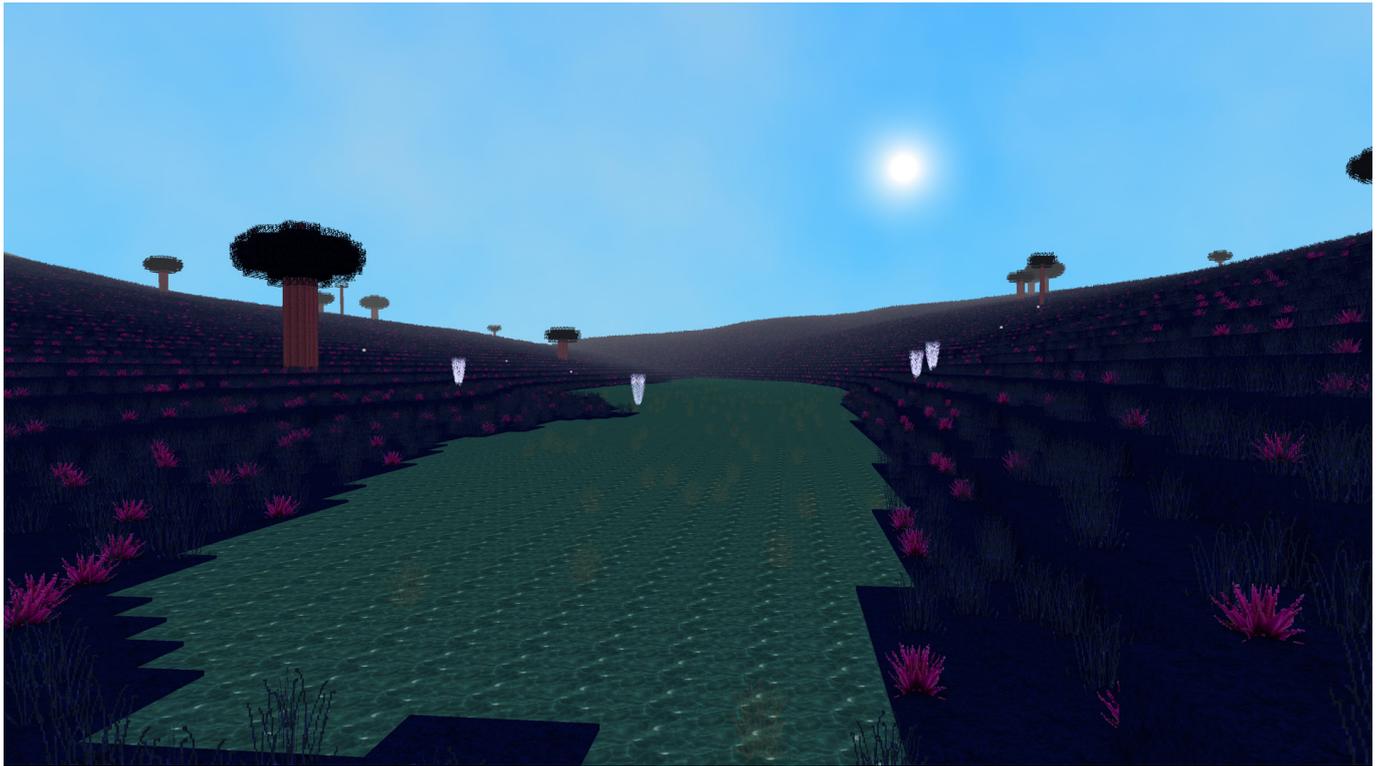
Graphics: nVidia GTX 560 Ti or equivalent GPU

DirectX: Version 11

Storage: 1 GB available space

Additional Notes: Mouse with mousewheel, Internet connection (2 mbps) for online multiplayer

English, German







universe 3d cube. universe cube marvel. 3d cube universe. cube universe game. universe cube volume. cube in universe. cube universe theory. merge cube universe. blue cube danfoss universe. universe fidget cube. cube universele standaard 24-29 inch. golden cube hyper universe. cube universe. cube d'activité universe of imagination. cube of the universe marvel. universe sugar cube. cube universe wallpaper. cube universe of imagination. cube universe steam. universe vs cube. gold cube hyper universe

still has a lot of work to put into it but even at this stage it's very fun and i'm looking forward to updates keep going guys!. Remaking my review because I took it off once the game went off of steam, but it feels rude to do that now. It's a very curious game (in a good way) with huge potential, if you want to see the game grow then support it, if not play the demo and keep an eye on it. The technical achievement is impressive and the scale of the landscapes can be stunning.. This game is everything I have ever wanted in a space game. Infinite variations of planets to explore, while not having a game where you have to sit and grind for hours for a ship. It is also not a game not solely based on survival. And it has multiplayer!!!!!! At 8\$ this game is a must have.

ps. Devs if you are reading this I can't wait to see what you are going to add.
(I would make this review longer but that just leaves me with less time to play this game)
(Update) when I have had problems the I went and created a discussion and got an almost immediate response from the dev and he was very helpful with issues and suggestions I had. I am changing my review not because the game actually plays better on my system, but he offers a free trial. This allows you to test the game on your system and if it lags as on mine you do not lose any money.

Thank you beosar. I feel that a free trial is a smart move.. Horrible, just horrible.

Because of the planets and quests, it sounded interesting. But I regret getting this product. First of all, the lag makes the game unplayable, one step makes my computer crash. Also, this is just one of the millions of Minecraft copies.

Don't waste your money like I did.

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