SYNARCHY

Every space game hands you a gun. Synarchy hands you a ledger.

An online space trading game · one shared, persistent galaxy

EARLY ACCESS ON STEAM · APRIL 2027 · GCN DEVELOPMENT



WHAT IT IS

AND WHAT SETS IT APART

An online PvE space trading and logistics game for Windows (Steam), $19.99 buy-once. Players run a corporation: haul contract cargo, trade between star systems, expand with licenses, warehouses and ships. No ship combat in the Early Access build.

Time: Space MMO's can eat precious IRL time, Synarchy respects adult / parent life, no need to cancel a meeting to join the big space battle. (differentiator to EVE Online*)

Real Shared Economy: Most games: "iron sword is 8 gold" everywhere / always available. Synarchy runs a fully modelled supply/demand system that evolves whether anyone is playing or not, all players actions affect each other (differentiator to X4*)

Bureaucracy: An ever-increasing "bureaucracy" [difficulty] factor drags down the biggest player corps over time, making room at the top for newer corps (eliminating first-mover advantage similar MMOs face that discourages new entrants) and allowing for Starfield-like replays for experienced players.

Beautiful 3D graphics: But you don't need to tactically fly the ship. Most similar games either lose the graphics OR you're always driving. (differentiator to Prosperous Universe*)

Just enough RPG to be immersive. Synarchy gameplay is primarily strategic, but there is also sufficient RPG / NPC elements to make the world feel real and interesting, "live" news events, 3D NPCs with personalities, collectibles, etc.

Non-deterministic Tech. Ever wonder how the cavemen of Civilization know exactly what it will take to make a nuke? In Synarchy, tech research might pan out, it might not, just like real life. Completely changes tech investment calculus.

** No criticism of these great games is implied or intended*

FROM ONE HAULER TO A TRADING HOUSE

Phase 01 →

Haul contracts

Bonded cargo, a route, a deadline. Deliver late and the fee is forfeit.

Phase 02 →

Buy and Sell

Own goods directly, risk market moves while enroute, challenge: find the opportunities

Phase 03 →

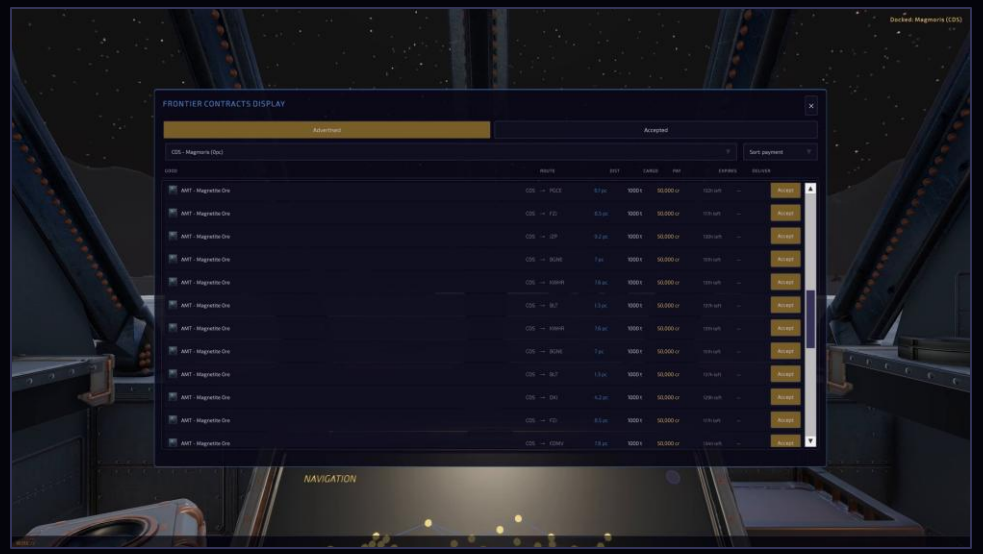
Grow

Own more ships, upgrade them, lease warehouses to store goods

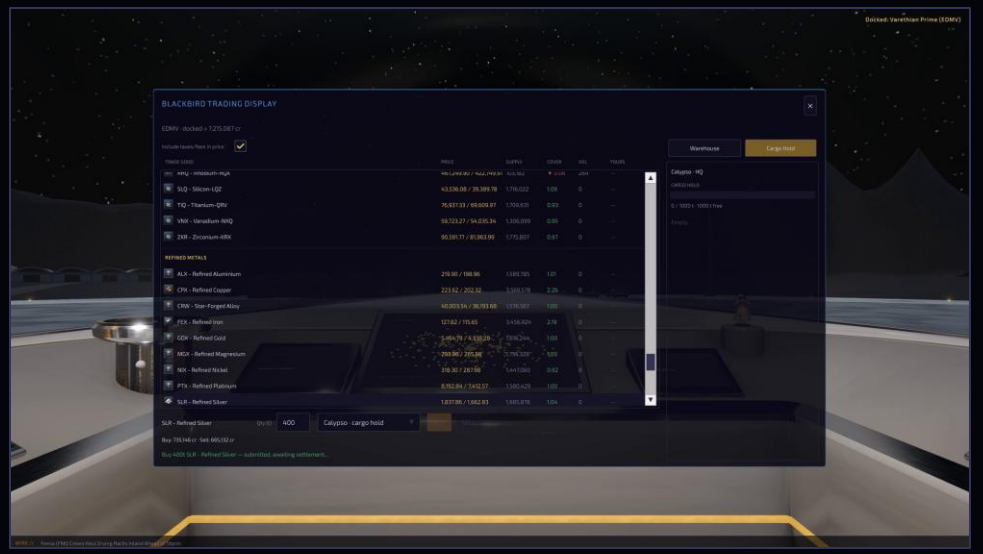
Phase 04+ →

Full Corporation

Establish a HQ, hire staff, automate, build labs, shipyards, and solve galactic issues (or not)

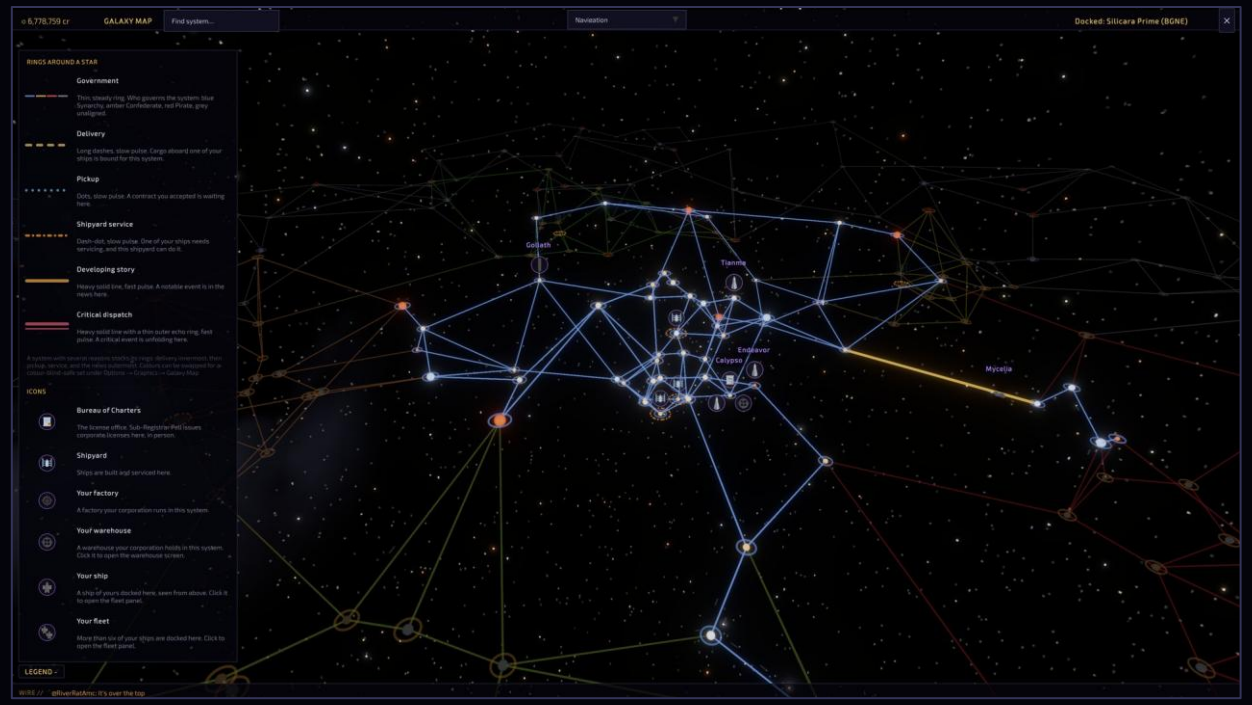


The contracts board: route, distance, tonnage, pay and deadline for every haul.



A buy order for refined silver awaiting settlement, perhaps someone got it first?

NEWS MOVES THE MARKETS



The galaxy map: Synarchy space in blue, the Confederations beyond, ungoverned space in the distance

- **250 star systems** in one persistent galaxy that every player trades in.
- **160+ goods,** from raw ore to luxuries, priced by real supply and demand.
- **Rival NPC corporations,** each with its own personality and strategy, produce, haul and consume.
- **Breaking news** arrives over the news wire in real time. The captains who understand implications profit.
- **The corporate ledger** tracks every credit.

COMMAND FROM THE COCKPIT



Sub-Registrar Pell of the Bureau of Charters, on the holo.



A Titan easing into Berth 1 at the ring station over Solaris Prime.

The whole business can run from the ship's bridge: plot courses, jump between systems, land at starports and ring stations, and take calls over holo-comms.

WHERE IT STANDS · NOVEMBER 2026

PLAYABLE TODAY

IN THE BUILD

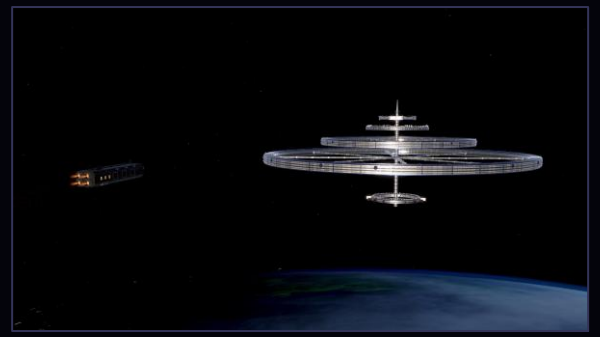
- **The core loop is complete:** contracts, hauling, trading, licenses, warehouses and fleet growth.
- **Four ship hulls:** Frontier, Blackbird, Leviathan and Titan, purchasable and upgradeable.
- **The news wire, the galaxy map, starports, ring stations** and voiced holo-comms characters.

STATUS

- **Steam page live** since 12 November 2026, with the gameplay trailer.
- **Closed beta 1** end of November 2026
- **Client built with Unity 6;** the simulation runs on dedicated C# servers.
- **Windows PC on Steam,** English only, always online.







ROADMAP · THE ROAD TO EARLY ACCESS

FIVE STEPS TO LAUNCH

NOV 2026

Steam page live

Store page, trailer and website public. Wishlists open.

NOV–DEC 2026

Closed beta, wave 1

~20 testers review the core gameplay loop.

JAN 2027

Wave 2

A larger closed test through Steam Playtest.

FEB 2027

Demo and Next Fest

A public trial universe opens, and the demo joins Steam Next Fest.

APRIL 2027

Early Access

Launch on Steam at $19.99. Full Steam Deck compatibility.

Planned dates. Early Access will continue 6-12 months until desired end-game features are implemented. Xbox availability planned post-EA.

ROADMAP · DURING EARLY ACCESS

WHERE THE GALAXY GOES NEXT

Five Confederations

The breakaway regions open up, each with its own politics, markets, ships and characters. Expect 24 customizable ship hulls.

Staff and automation

Hire people to run routes and keep the company working while you're away, led from a corporate HQ.

Manufacturing and research

Make goods, design ships, and gamble on research. Some technology never pans out.

Piracy in ungoverned space

Real risk on the outer rim for those who want it. Fights won't need both sides online at once.

Collectible auctions

One-of-a-kind pieces, including unique ship hulls, that only the top corporations will own.

Galaxy projects

Large shared efforts that decide where the galaxy goes: prop up the Synarchy, or back a Confederation.

Planned features will be shaped by player feedback during Early Access.

COMMITMENTS TO PLAYERS

SUCCESS RELIES ON THE PLAYERS

$19.99

Buy once. No change when the game leaves Early Access.

- **Early Access universe never wiped.** If a fresh start is ever needed, a new universe opens beside it. Only beta / test universes are wiped.
- **Server Continuity:** If the official servers ever close, the server software will be released so the community can keep the galaxy running.
- **AI Transparency:** Current Steam disclosure- NPC voices are synthesized speech; 11% of 2D images and 1% of 3D objects are AI-generated. All game assets are source tracked individually to ensure disclosure accuracy.
- **Built in the open with players:** closed tests first, an in-game feedback button, and weekly patches during the tests.

GCN DEVELOPMENT

GCN Development is an independent studio, and Synarchy is its first game. It is built by a solo developer, and tested with players through the game's Discord.

- **Steam:** store.steampowered.com/app/4806030
- **Website and press kit:** synarchygame.com/press
- **Trailer:** youtu.be/eQsRLaXq9oc
- **Discord:** discord.gg/R9eQpx3EPp
- **Contact:** press@synarchygame.com

