SYNARCHY

PRESS KIT

GCN Development · press@synarchygame.com

Fact sheet

Game	Synarchy
Developer and publisher	GCN Development (Solo Dev)
Release	Early Access on Steam, April 2027. Early Access is planned to run 6–12 months, until the end-game features are in
Platforms	Windows PC (Steam), with full Steam Deck compatibility at Early Access launch. Xbox is planned after Early Access
Price	$19.99 (USD), buy once. No change when the game leaves Early Access
Current Languages	English only: interface, full audio and subtitles (localization planned)
Genre	Online space trading and economy game (MMO)
Players	One shared, persistent galaxy. Always online: the economy runs on the servers
Universe wipes	Early Access universe never wiped. If a fresh start is ever needed, a new universe opens beside it. Only beta and 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
Steam	store.steampowered.com/app/4806030
Website	synarchygame.com
Trailer	youtu.be/eQsRLaXq9oc
Discord	discord.gg/R9eQpx3EPp
Press contact	press@synarchygame.com

Partner overview

What it is. An online PvE space trading and logistics game for Windows (Steam), $19.99 buy-once, entering Early Access in April 2027. Players run a corporation: they haul contract cargo, trade goods between star systems, and expand with trading licenses, warehouses and more ships. The Early Access build has no ship combat.

What sets it apart:

- **Time.** Space MMOs can eat precious real-life time. Synarchy respects adult / parent life: there's no need to cancel a meeting to join the big space battle. (Differentiator to EVE Online*)
- **Beautiful 3D graphics, but you don't tactically fly the ship.** Most similar games either lose the graphics or have you always driving. (Differentiator to Prosperous Universe*)
- **A real shared economy.** In most games an iron sword is 8 gold everywhere and always available. Synarchy runs a fully modelled supply-and-demand system that evolves whether anyone is playing or not, and every player's actions affect everyone else's. (Differentiator to X4*)
- **Just enough RPG to be immersive.** The gameplay is primarily strategic, with enough RPG and NPC elements to make the world feel real and interesting: live news events, 3D NPCs with personalities, collectibles.
- **Bureaucracy.** An ever-increasing bureaucracy (difficulty) factor drags down the biggest player corporations over time and makes room at the top for newer ones. That removes the first-mover advantage that discourages new entrants in similar MMOs, and gives experienced players Starfield-like replays.
- **Non-deterministic tech.** Ever wonder how the cavemen of Civilization know exactly what it will take to make a nuke? In Synarchy, research might pan out or it might not, just like real life, completely changing the calculus of tech investment.

** No criticism of these great games is implied or intended, and we request that any comparisons you make be your own, this is purely provided to help quickly assess where Synarchy fits, not offend a fan base.*

How a corporation grows:

Corporations purchase new operating licenses to increase capabilities, likely in these phases:

Phase 1. **Haul contracts.** Bonded cargo, a route, a deadline. Deliver late and the fee is forfeit.

Phase 2. **Buy and sell.** Own goods directly and carry the risk of market moves while en route. The challenge shifts to finding the opportunities.

Phase 3. **Grow.** Own more ships, upgrade them, and lease warehouses to store goods.

Phase 4. **Full corporation** (during Early Access). Establish an HQ, hire staff, automate, build labs and shipyards, and solve galactic issues (or not).

Scale today: 250 star systems, 160+ goods, four ship hulls (purchasable and upgradeable), rival NPC corporations, and 3D NPC characters with synthesized voices. The client is built with Unity 6; the simulation runs on dedicated C# servers.

Roadmap: closed beta wave 1 at the end of November 2026, with about 20 testers reviewing the core gameplay loop; wave 2 through Steam Playtest in January 2027; a public demo and Steam Next Fest in February 2027; Early Access in April 2027 with full Steam Deck compatibility. During Early Access, which is planned to run 6–12 months: the five Confederations (expect 24 customizable ship hulls), staff and automation, manufacturing and research, piracy in ungoverned space, collectible auctions and galaxy projects. Xbox is planned after Early Access.

Audience: EVE Online market and industry players, X4 and Elite Dangerous traders, Prosperous Universe players, and tycoon and management players.

Public description, 50 words

Every space game hands you a gun. Synarchy hands you a ledger. Found a corporation with one starship and 100,000 credits, then haul cargo, trade 160+ goods and build a fleet across 250 star systems in one shared, always-online galaxy where breaking news moves the markets in real time.

Public description, 300 words

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

For generations the Synarchy has governed the core worlds. Now it is choking on its own red tape: its markets have gone stale, innovation has stopped, and younger factions are breaking away. To bring its economy back to life, it hands a few citizens a starship, 100,000 credits and a corporate charter. You are one of them.

Synarchy is an online space trading game about building a corporate empire, not winning a war. Players start with one ship and take hauling contracts, moving bonded cargo between star systems against the clock. Deliver on time and both reputation and balance grow; miss the deadline and the fee is forfeit. From there they buy and sell more than 160 goods, buy trading licenses, lease warehouses, and grow a fleet of upgradeable ships.

The economy is one shared, persistent galaxy of 250 star systems that every player trades in. Prices come from real supply and demand: players and rival NPC corporations, each with their own personality and strategy, produce, haul and consume, and their trades move the markets. Breaking news arrives over the news wire in real time, and the captains who understand what it may mean profit.

The business can run from the cockpit. Players plot courses on the galaxy map, jump between systems, land at starports and ring stations, and take calls over holo-comms. Every credit is tracked in the corporate ledger.

The game is built to fit around real life: there is no need to grind around the clock, and the galaxy keeps running while players are away. Synarchy enters Early Access in April 2027 for $19.99, with full Steam Deck compatibility. Industry, staff, research, the lawless outer rim and a galaxy-shaping endgame are planned during Early Access.

Features

- **Start with one ship.** Haul bonded cargo on contract and against the clock. Deliver late and the fee is forfeit.
- **A living economy.** More than 160 goods. Every price comes from supply and demand set by players and rival NPC corporations, and the economy evolves whether anyone is playing or not.
- **News moves markets.** Events break over the news wire in real time; the captains who understand the implications profit.
- **Build a corporation.** Trading licenses, warehouses, and a fleet of four purchasable, upgradeable hulls: Frontier, Blackbird, Leviathan and Titan. Every credit is in the corporate ledger.
- **Command from the cockpit.** Plot courses on the galaxy map, jump between 250 star systems, land at starports and ring stations, and take calls over holo-comms.
- **One shared galaxy.** A single persistent universe that keeps running when you log off, built to fit around real life.

AI disclosure

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 accurate disclosure.
AI Disclosure will be periodically updated as assets are added and replaced.

About the developer

GCN Development is an independent studio, and Synarchy is its first game. It is built by a solo developer (Geof Nieboer), and tested with players through the game's Discord. Geof spent most of his career in government service, either in the military or as a civilian, so elements of bureaucracy are inspired by real-life experiences.

Contents

- The game deck with roadmap, 10 slides: synarchy-game-deck.pptx
- /screenshots: 8 at 3840×2160, with 1920×1080 copies.
- /gifs: 6 short gameplay loops.
- /trailer: a 1080p gameplay MP4 (also available on Youtube).
- /logos: the wordmark in three cuts (SVG and PNG) and the app icon (SVG and 1024 px PNG).
- /art: Key art and the Steam capsules.

Credits

Some screenshots show third-party planet art. If you publish them, please keep this credit with them:

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synarchy-07-ring-station-solaris-3840.png
synarchy-07-ring-station-solaris-1920.jpg
synarchy-08-titan-berth-1-3840.png
synarchy-08-titan-berth-1-1920.jpg
synarchy-titan-docking.gif
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synarchy-jump-exit.gif
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