I'm not a bot



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As best partition manager for Windows, MiniTool Partition Wizard aims to maximize disk performance. It helps create/resize/format partition between NTFS and FAT32, and convert dynamic disk to basic without data loss in a few clicks. This article may be confusing or unclear to
readers. Please help clarify the article. There might be a discussion about this on the talk page. (March 2025) (Learn how and when to remove this message) In-development multiplayer space game 2017 video gameStar CitizenDeveloper(s)Cloud Imperium GamesPublisher(s)Cloud Imperium GamesDirector(s)Chris RobertsWriter(s)Dave
Haddock[3]Will WeissbaumAdam WieserCherie HeibergComposer(s)Pedro CamachoGeoff Zanelli[4]EngineStarEngine[5][6]Platform(s)WindowsReleaseDecember 23, 2017 (Early access)[1][2]Genre(s)MMOSpace trading and combatfirst-person shooterImmersive simMode(s)Multiplayer (Squadron 42) Star Citizen is a multiplayer, space
trading and combat simulation video game currently under development by Cloud Imperium Games for Windows. An extended retry of unrealized plans for Freelancer (2003), Star Citizen is led by director Chris Roberts. The game was announced in 2012 and was followed by a successful Kickstarter campaign which drew over US$2 million.[7][8]
However, after more than a decade in development, no projected date for the end of early access in Star Citizen is currently given. In 2013, Cloud Imperium Games began releasing parts of the game, known as "modules", to provide players with the opportunity to experience gameplay features prior to release. The "Persistent Universe" module was
made available for testing to pre-purchasers in 2015 with Star Citizen being later released in early access in 2017.[9][10] It continues to receive updates. Star Citizen has garnered considerable criticism during its long production process, both for the lack of a clear date for the end of early access and for the challenges backers have faced in getting a
refund after abandoning the project. The launch of the game was originally anticipated for 2014, but has been repeatedly delayed. After the initial Kickstarter ended, Cloud Imperium Games continued to raise funds through the sale of ships and other in-game content. Star Citizen monetization models have led to further criticism and legal issues for
the project. It is noted for being one of the highest-funded crowdfunding projects. As of April 2025, combined crowdfunding and early access sales have reached US$800 million, becoming the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world, as well as one of the most expensive video game in the world 
features from space simulator, first person shooter, and massively multiplayer online genres across its four playable modes. These modes, called modules, provide examples of gameplay features that appears in the Persistent
Universe module, but also have their own mechanics. In the Hangar Module, players can explore or modify their purchased ships that have been publicly released and interact with the ship's systems, though no flying options are available. Also included are decorations and flair that can be placed and arranged within the hangar.[14] As of Star Citizen
Alpha patch 3.13.1a (which was released May 19, 2021), the Hangar Module is currently disabled due to ongoing issues.[15] Arena Commander is an in-fiction space combat simulator allowing players to fly ships in various game types against other players or AI opponents.[16] In the Free Flight game type, players can pilot their ship without threat of
combat encounters, while in Vanduul Swarm up to 4 players fight waves of computer controlled enemies.[17][18] Capture the courses, where a team must capture the opposing team's core and deposit it on their side.[19] A racing game type, set on a specifically designed map with three courses,
allows players to fly through checkpoints and attempt to beat each other's time. [20][18] Game type, called Pirate Swarm, is a horde based game type similar to Vanduul Swarm but with different enemy
types.[23] G-force effects on the pilot were introduced in Arena Commander, which could cause the player character to black out if they moved in a way that applied substantial g-forces on the ship. Equipment to customize ships used in Arena Commander can be rented to further allow for modification of player ship combat ability.[24] While a multi-
crew component of Arena Commander was announced at a 2015 Star Citizen conference, it has yet to be implemented in the game. [25] Star Marine is an in-fiction ground combat simulator, allowing players to fight each other with conventional weaponry. [26][27] Two maps were made available on release, along with two game types: Elimination and
Last Stand [23] Last Stand is a "capture-and-hold" game type in which two opposing teams (the Marines and the Outlaws) each attempt to capture one or more control points, they gain points at a steadily increasing rate. Elimination is a free-for-all game type; unlike the team-based "Last Stand",
players work individually to gain the higher score. [28][29] The Persistent Universe, initially referred to as Crusader, combines the gameplay aspects of the Hangar, Arena Commander, and Star Marine modules
into a single multiplayer platform.[30][31] Players can freely navigate around and on the surface of four planets, nine moons, a planetoid, and a gas giant.[32] Players can create male or female avatars for the Persistent Universe.[33] Upon entering the mode, players spawn at a space station or one of the available planets in the game. Once spawned,
players are given the freedom to choose what they pursue, whether it is trading, bounty hunting, mining, or taking on missions.[32] A law system keeps track of player activities and penalizes players for engaging in criminal behavior with a rating that blocks access to certain areas and can lead to bounties or violent reactions from law enforcement. In
order to reduce their criminal rating, players must hack the law enforcement network or pay off fines they may have incurred.[34] Movement is available in both gravity and zero-gravity, players can move with six degrees of freedom, with
forward movement possible through thrusters on their backs. If a player enters a ship, they can freely traverse it with artificial gravity affecting them.[30] While the final game will use an in-game currency called UEC, the current early-access version uses a temporary currency called aUEC, which will be reset from time to time and at the release of
the game.[35][36] Any purchased or rented ship or vehicle can be spawned by the player at a landing zone.[37] Ships can be procured at separate kiosks for intervals ranging from a few days to a month.[38] If a ship is destroyed, players must file an
insurance claim and wait a period of time for it to be delivered. [37] Players can pilot ships both in space and in atmospheres; transitions between the two occur without loading screens in real time. [39] Planets in the game are procedurally generated with distinct biomes and areas of interest. [40] On each planet is a landing zone, often within a city,
where players can disembark and explore on foot. Some cities include transit systems that connect various sections together. Stores that carry various weapons and items can be found in these zones, allowing players to purchase equipment and trade goods for their character and ships.[41] On most planets, cave systems are available for players to
explore, in which they can take on investigation missions or mine for rare ores.[38] Squadron 42 is a story-based single-player game set in the Star Citizen fictional universe described by the Foundry 42 studio under the supervision of Chris Roberts' brother
Erin, who had already worked with him on the Wing Commander series and led the production and development of games like Privateer 2: The Darkening and Starlancer.[44][45][46] It was originally announced for release in 2014 during the Kickstarter campaign, but was delayed multiple times.[47][48] In mid-2019 CIG stated that a beta release was
planned before the end of Q2 2020, then an estimated Q3 2020 on a now abandoned roadmap.[49][50][51] In December 2020 Chris Roberts announced there will be no official release date until we are closer to the
 home stretch and have high confidence in the remaining time needed to finish the game to the quality we want".[52][53] At CitizenCon 2024, first gameplay parts of Squadron 42 were shown and a release in 2026 was suggested.[54] The developers state that the interactive storyline centers on an elite military unit and involves the player character
enlisting in the United Empire of Earth Navy, taking part in a campaign that starts with a large space battle.[20][42] The player's actions will allow them to optionally achieve citizenship in the UEE and affect their status in the Star Citizen persistent universe, but neither of the two games has to be played in order to access the other.[55][45] In
addition to space combat simulation and first-person shooter elements, [45] reported features include a conversation system that affects relationships with non-player pilots. [42] An optional co-operative mode was initially proposed in the Kickstarter, but later changed to be a separate mode added after release. [56] The game is planned to be
released in multiple episodes, and according to the developers will be offering an estimated of 20 hours of gameplay for Squadron 42 Episode One with about 70 missions worth of gameplay. Squadron 42 Episodes Two and Three will launch later. [46][57][58] The cast for Squadron 42 Episodes Gary Oldman, Mark Hamill, Gillian Anderson, Mark
Strong, Liam Cunningham, Andy Serkis, John Rhys-Davies, Jack Huston, Eleanor Tomlinson, Harry Treadaway, Sophie Wu, Damson Idris, Eric Wareheim, Rhona Mitra, Henry Cavill, and Ben Mendelsohn amongst others. [59][60][61] Cloud Imperium Games' logo Star Citizen is under development by Cloud Imperium Games, a studio founded by Chris
Roberts, Sandi Roberts, and Ortwin Freyermuth in 2012.[62] While working at Origin Systems from 1990 to 1996, Roberts became known for his groundbreaking Wing Commander franchise.[63] After the completion of Starlancer in 1999 by Roberts' studio Digital Anvil, lengthy delays in the production of extensive plans for the game Freelancer led
to the company's acquisition by Microsoft and Roberts' exit from the project. Completed under a new lead and numerous staff replacements, the finished game was well received, but criticized for lacking the extensive features Roberts had planned.[64][65] Roberts has since claimed that Star Citizen is a spiritual successor to both Wing Commander
and Freelancer.[66] Pre-production of Star Citizen began in 2010[67] with production starting in 2011 using CryEngine 3.[68][69] Several contractors and outsourced development companies such as CGBot, Rmory, VoidAlpha and Behaviour Interactive were hired to build an early prototype of the game and concept art. The goal of the prototype was
to gain outside investment, but following the success for the Double Fine Adventure Kickstarter campaign, Roberts decided to crowdfund the game instead. After hiring Ortwin Freyermuth, Ben Lesnick, and David Swofford, Cloud Imperium Games was officially
announced at GDC on October 10, 2012, during which the website they had built for the campaign on October 18, 2012.[7] The foundation of Star Engine can be traced back to CryEngine 3, the game engine developed by Crytek, which was initially chosen
by CIG in 2011 for Star Citizen's development. CryEngine was known for its cutting-edge graphics and advanced physics, making it an ideal choice for a game aiming to deliver high-fidelity visuals and realistic space simulation. At the time, CryEngine had powered visually groundbreaking titles such as Crysis and Ryse: Son of Rome, reinforcing its
reputation as a top-tier rendering engine. However, as development progressed, it became clear that CryEngine was not designed to support the massive multiplayer experience and procedural universe generation that Star Citizen required. The engine was built primarily for single-player and small-scale multiplayer experiences, which posed
significant technical challenges when adapting it to handle seamless space travel, dynamic environments, and an interconnected universe with thousands of concurrent players. [73] To overcome the limitations of CryEngine, Cloud Imperium Games (CIG) announced in 2016 that they had transitioned to Amazon Lumberyard, a new engine derived from
CryEngine but further developed by Amazon to support cloud-based networking and large-scale multiplayer infrastructure. This decision was not merely a technical upgrade but a strategic move that aligned with the long-term vision of Star Citizen. At the time, Crytek was facing severe financial difficulties, raising concerns about the future stability
and support of CryEngine. CIG needed an engine with a more secure and well-supported development pipeline, ensuring they would not be reliant on a struggling third-party company. [74] Amazon Lumberyard, being integrated with Amazon Web Services (AWS), offered a more scalable solution for Star Citizen's ambitious multiplayer and persistent
world design. The integration of AWS allowed CIG to take advantage of cloud-based computing, offloading significant processing tasks to distributed servers and ensuring smoother performance for an expansive universe where thousands of players could interact in real-time. This cloud infrastructure was crucial for implementing features like
persistent player interactions, real-time economic systems, and large-scale battles without the constraints of traditional server architectures.[75] Furthermore, Lumberyard's licensing agreement-imposed restrictions
that limited the degree of modification and expansion that CIG could implement. By switching to Lumberyard, CIG gained the ability to overhaul core engine components, develop proprietary technologies, and fully integrate their vision without external dependencies. This transition laid the groundwork for what would later become StarEngine, as CIG
progressively reworked and enhanced Lumberyard to suit their needs, turning it into a highly specialized and optimized engine designed exclusively for Star Citizen was marketed as "everything that made Wing Commander and Privateer / Freelancer special". The proposed game
was claimed to include a single-player story driven mode called Squadron 42 that would include drop in/drop out co-op, a company-hosted persistent universe mode, a self-hosted, mod-friendly multiplayer mode, no subscriptions, and no pay-to-win mechanics. The initial estimated target release date was stated to be November 2014, with all proposed
features available at launch. Additional promised features included virtual release would be targeted for Windows, Roberts announced features available at launch. Additional promised features included virtual release would be targeted for Windows, Roberts announced features included virtual release. [77] As development continued, Chris Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts announced features included virtual release would be targeted for Windows, Roberts and Robe
in August 2013 that they would be releasing the "Hangar Module", a way for players to explore an enclosed space and some of the ships that have been completed. The module was released six days later, on August 29, and was considered the "first deliverable" of the project.[78][79] This would mark the beginning of Star Citizen's modular
development process, where smaller pieces of the game would be released leading up to the release of the Persistent Universe.[80] During this early period, it was announced that the game is produced in a distributed development process by Cloud
Imperium Games and Foundry 42 with studios in Austin, Frankfurt, Santa Monica, Wilmslow, and Derby.[44][82][83][84] Additional partners that are or have been working on the project include Turbulent, Virtuos, and Wyrmbyte.[85][86] Arena Commander, the "flight combat" module, was released on June 4, 2014. It allows players to test the ship
combat and racing portion of the game against other players or AI opponents in various game types.[87] These game types were released to all players as single-player offerings, with a small number of players receiving access to the multiplayer version with plans to scale until the module was considered fully released.[17][21] On August 11, 2014,
Arena Commander was updated to open access to all players and added the Capture the Core game type. [18] By December, Arena Commander had reached version 1.0 and was considered a "significant milestone" for the project.
[88] Star Marine was considered the "FPS module" for Star Citizen. The module was announced at PAX Australia 2014 with a projected release date in 2015.[89] The development of Star Marine was contracted out to the Colorado-based third-party studio IllFonic. Initially, the module was set to include features like teams starting within a ship and
needing to fly to a space station to begin their engagements and much more EVA-based gameplay including the disabling of gravity during matches. However, close to being finished, CIG found that the assets that were built for the module weren't at the same scale as those built for the rest of the game.[90] By August 2015, the contract was
terminated and development of Star Marine returned to an in-house team at Cloud Imperium Games. [91] The issues plaguing Star Marine's development caused significant delays, pushing the release beyond the originally expected 2015 release date. Just prior to the module being pulled from Illfonic, outlets began reporting that the module was
after its original projected release date. [27] While the previous modules were primarily focused on a single aspect of gameplay, the release of Star Citizen project
was originally planned for completion.[30] Later retitled as "Universe", the module became the primary focus of development on Star Citizen's Alpha 3.0, considered to be a major milestone, was announced for a December 2016 release at Gamescom 2016.[39][95] Two
months later, in October 2016 at the annual CitizenCon event, Cloud Imperium Games claimed that Alpha 3.0 would be migrating Star Citizen to the Amazon Lumberyard engine.[97][98] Alpha 3.0 wouldn't release
until December 2017, and following its release the development for the future. [99][100] As development continued, Cloud Imperium Games began releasing more features in incremental versions that built on Alpha 3.0. Early updates focused on implementing
initial gameplay mechanics specific to the Persistent Universe module and efforts to stabilize the "barely playable" Alpha 3.0 update, [101][102] Face-over-IP technology was implemented in Alpha 3.3, which was built in partnership with FaceWare Technologies, [103][104] Feature additions continued through 2019 as Cloud Imperium Games adopted a
quarterly schedule for providing updates to the module, though concerns over its lengthy development continued.[33][105][38] During the development of Star Citizen's Alpha 3.8 update, the development of Star Citizen's Alpha 3.
project would run into memory limitations on both the client and the server side of the Persistent Universe. While they had released a client-side version for Object Container Streaming in December 2018, a server-side implementation
 would alleviate existing limitations with the project and said that, if completed, it would be "one of the biggest technological milestones this game has seen to date." [106] With the release of Alpha 3.18 update, the game experienced major outages. [107] During the 2012 crowdfunding campaign, Chris Roberts suggested that the game might be
released in 2014. At the time, Roberts said that "Really, it's all about constant iteration from launch. The whole idea is to be constantly updating. It isn't like the old days where you had to have everything and the kitchen sink in at launch because you weren't going to come back to it for awhile. We're already one year in - another two years puts us at
total which is ideal. Any more and things would begin to get stale."[68] As development progressed, key features were continually pushed from their projected release dates. The Arena Commander module, originally scheduled for a 2015
release, was delayed until December 2016.[27][89] An update to the game's Persistent Universe module, Alpha 3.0, was delayed from December 2016 to December 2016 to December 2016. [39][100] Star Citizen Alpha 3.0, was delayed from December 2016 to December 2016.
early access, though it continues to receive updates.[109][110] Squadron 42, the now-standalone single player component of the game, was initially scheduled for the project's initial 2014 release window, a release window in 2016 was suggested before the project was "delayed
indefinitely".[111][112] In 2018, Cloud Imperium Games announced a plan to enter the beta stage of Squadron 42's development before the end of the second quarter of 2020, but that date was later pushed back to the end of the first quarter of 2020, which passed with no
news until on 10 October Chris Roberts stated that "We still have a ways to go before we are in beta".[114] As the project continued to delay key features and might never be released.[115] Many of these delays were blamed on micromanagement of the
project by key members of Cloud Imperium Games, and criticisms of feature creep plagued the project. [116] Comparisons were made between Star Citizen and Elite: Dangerous, another crowdfunded space flight simulation game announced at about the same time and released in 2014. [117] In November 2021, Cloud Imperium announced it would be project.
opening a new office in Manchester to open in May 2022. Upon opening, it would become the company's UK headquarters and 400 people from the Wilmslow office would relocate to Manchester. [118] At the end of January 2024, live game director Todd Papy, along with several other lead staff members, left the company as part of a restructuring
connected to the company's office relocation.[119][120][121][122] Preceding their annual CitizenCon event in October 2024, CIG was reported to have mandated a 7-day work week for employees working on deliverables for the event. The goal of this two-week crunch period was reported to have mandated a 7-day work week for employees working on deliverables for the event.
gameplay demonstration of Squadron 42, which was shown on stage at CitizenCon 2954 on 19 October. Employees were promised 12 hours of time off in lieu per week to be made available after the release of Squadron 42 on the condition that they still worked at the company at the time. [123][124] The developers of Star Citizen began crowdfunding
in 2012, on their own website and Kickstarter.[7][125] Funding quickly surpassed initial target goals and subsequently additional stretch goals have been added to the funding campaign, most promising more or expanded content at release.[126][127][128] At initial pledge campaign end, the total pledge amount was above all goals initially set by
Cloud Imperium Games and reached US$6.2 million.[125] In mid-2013, with US$15 million raised in less than a year, Star Citizen became the "most-funded crowdfunding project anywhere".[129] In 2014, Guinness World Records listed the sum of US$39,680,576 pledged on Star Citizen's website as the "largest single amount ever raised via
crowdsourcing".[130] During the 2014 Gamescom event on August 15, Chris Roberts announced the crowdfunding campaign had surpassed $150 million.[131] On May 19, 2017, crowdfunding surpassed $150 million.[132] In addition to crowdfunding funding for the game's development has continued through a variety of in-game transactions and
subscriptions.[125][133][134] In January 2017, when asked about the financial situation of Star Citizen, "I'm not worried, because even if no money came in, we would have sufficient funds to complete Squadron 42. The revenue from this could in-turn be used for the completion of Star Citizen, "[135][136] For contributing to the
project's funding, backers receive virtual rewards in the form of tiered pledge packages, which include a spaceship and credits to buy additional equipment and to cover initial costs in the virtual economy, like fuel and rental fees,[137] but according to the developers, players will be able to earn all backer rewards in the game itself, with the exception
of certain cosmetic items and Lifetime Insurance (LTI), without having to spend additional money. [138] [139] Crowdfunding from backers exceeded US$170 million by December 2017 when Star Citizen released in early access sales so
the total crowdfund figure is unclear. Combined regular sales from early access and original crowdfunding total exceeded $300 million in September 2022.[143] The current number of paying players is unknown, as it does not equal the advertised counter 'Star
Citizens'.[144] Billionaire Clive Calder purchased a 10 percent stake in Cloud Imperium Games for US$46 million in December 2018, placing the company at a $460 million valuation, regarding which TechCrunch commented, "One may very well question the sanity of such a valuation for a company that has not yet shipped an actual product." In
addition to the stake, Clive and his son, Keith Calder, gained board seats at Cloud Imperium.[145] In March 2020 an additional $17.25 million investment was received, raising total private funding to $63.25 million investment was received, raising total private funding to $63.25 million.[146] Due to United Kingdom financial disclosure laws, Cloud Imperium Games released financials for parts of the company. The
documents revealed that in 5 years of development, from 2012 to 2017, the company had spent US$193 million and reserved $14 million.[147][148] CIG financial disclosure for 2022 in the UK, posted in March 2024, includes further details
regarding the terms of this external investment in Note 28 of the report.[149] The investment carries a put option that allows investment in the same financial disclosure CIG estimates this liability at £47.8 million for the part of the external investment in the
UK business. Since Clive Calder's investment was performed in equal measure in the US side of the CIG business, [150] further estimates quantify the total liability by CIG, owing to investors around $130 million overall if these were to call their put options. [151] In 2014, Eurogamer reported that a grey market had arisen from Star Citizen's funding
practices, specifically the sale of limited-run ships and the inability for players to sell or trade ships, which became more prevalent after changes to in-game ship insurance mechanics on newly sold ships. Cloud Imperium
Games made changes to the project's "gifting system", announcing, "In order to eliminate the middleman scam, packages will be giftable only once before they are locked to an account." Middleman scam, packages will be giftable only once before they are locked to an account.
According to the report, "Chris Roberts expresses no desire to clamp down on the Star Citizen grey market".[152][153] In a 2016 Polygon opinion article, Charlie Hall compared Star Citizen writing that "Last time I checked, Star Citizen writ large was a hope wrapped inside a dream buried inside a few layers of
controversy", while stating that each game has something different to offer within the space sim genre.[154] PC Gamer writer Luke Winkie also compared Star Citizen as "the other super ambitious, controversial space sim on the horizon", and indicating that fans of the genre, disappointed in No Man's Sky, describing Star Citizen as "the other super ambitious, controversial space sim on the horizon", and indicating that fans of the genre, disappointed in No Man's Sky
were turning to the as-yet-unfinished Star Citizen, while sometimes expressing concerns should the latter fail to deliver.[155] The game's developers have attracted criticism for continuing to raise funds enthusiastically while failing to meet project deadlines, as well as doubts about technical feasibility and the ability of the developers to finish the
game.[156][157][158] Between September and October 2015, The Escapist magazine wrote a scathing response to the articles, Cloud Imperium Games threatened the site and its owners with legal action which never
 materialized.[161][162][163] In March 2017, Derek Smart wrote that both parties had settled the matter out of court. The statement from Defy Media reads "In response to your request for comment, I can share that CIG and The Escapist have mutually agreed to delete their comments about each other. We wish each other well and look forward to
better relations in 2017".[164] The article later came in third (tied) for an award by the Society of Professional Journalists.[165] In September 2016, Kotaku UK wrote a five-part series about the various controversies surrounding the project.[167] In
December 2016, Star Citizen was the recipient of Wired's 2016 Vaporware Awards.[168] Massively OP awarded the game its "Most Likely to Flop" award for both 2016 and 2017.[169][170] Ongoing online disputes exist over the scope of the project, the project's funding, as well as the project's ability to eventually deliver on promises. Some writers
have been the subject of e-mail attacks for their coverage of the project.[171] At least one popular YouTube personality was allegedly sent death threats by a fan of the argument.[clarification needed][173][174] In July 2015,
independent game designer Derek Smart, one of the original early backers of the project in 2012, wrote a blog post in which he claimed that due to the project in 2012, wrote a blog post and widespread news coverage, Cloud Imperium Games refunded
him and canceled his account.[176][177] In August 2015 via his attorneys, Smart sent a demand letter to Cloud Imperium Games asking for the promised accounting records for backer money, a release date, and a refund option for all backers no longer willing to support the game.[157][178] CIG's co-founder and general counsel Ortwin Freyermuth
characterized Smart's claims as "defamatory" and "entirely without merit".[179][180] Smart has continued to be critical of the project following his refund.[181] Virtual land claims, a feature that had not yet been implemented in the game, were announced for sale in 2017, which attracted criticism from both the press and the public. Concerns
regarding the mechanic's lack of availability and potential pay-to-win advantages were raised. In response, Cloud Imperium Games wrote, "People that own claim licenses now, during the anniversary sale to support development, and people that own claim licenses now, during the anniversary sale to support development, and people that own claim licenses now, during the anniversary sale to support development, and people that own claim licenses now, during the anniversary sale to support development, and people that own claim licenses now, during the anniversary sale to support development, and people that own claim licenses now, during the anniversary sale to support development, and people that own claim licenses now, during the anniversary sale to support development, and people that own claim licenses now, during the anniversary sale to support development, and people that own claim licenses now, during the anniversary sale to support development, and people that own claim licenses now, during the anniversary sale to support development and the suppor
there will be millions of locations for people to explore and claim within the Universe over the lifetime of the game."[182] In August 2018, Cloud Imperium Games attempted to monetize the live stream broadcast of the project's annual CitizenCon event, eventually backing down due to online protestations.[183][184][185] Later on, they removed a cap
on in-game currency, resulting in renewed criticism over the game's pay-to-win mechanics.[186][187] As early as 2015, some Star Citizen backers began requesting refunds from Cloud Imperium Games. According to Polygon, "an internal survey posted on the Star Citizen message boards revealed as many as 25 percent of the game's backers
expressing an interest in a process for getting their money back. The survey received 1,173 responses." Initially, refunds were being processed on a case-by-case basis.[188] On June 10, 2016, the terms of service had been amended to remove a passage regarding refund eligibility. In the previous terms of service, backers could procure a refund if the
game had not been released within 18 months of its original estimated delivery date. The revision changed the terms to reflect that backers who spent money prior to the terms change and stated that they would retain the 18-
month clause if they pursued a refund.[190] A month later, it was reported that a backer filed a formal complaint to both the Los Angeles County District Attorney and the Los Angeles County Department of Consumer and Business Affairs after his attempts to gain a refund failed following the terms of service change. The backer stated that they had
initially been interested in the project for its virtual reality support, which would help them enjoy the game with their disability. Upon postponement of virtual reality support and changes to the terms of service, the backer stated it was "the straw that broke the camel's back for me." The DCBA investigator assigned to the case made an arrangement
with Cloud Imperium Games to process the US$2,550 refund as the backer had not downloaded the game client and therefore not accepted the revised terms of service.[191][192] Additional cases regarding Star Citizen refunds have received attention from the media. A hoax perpetrated by an anonymous Redditor in September 2017 claimed that
they had worked over the course of five weeks to procure a US$45,000 refund was reported by Ars Technica and forced the outlet to retract the story after it was disproven.[193] A few months requesting a US$24,000 refund and had initiated a small claims court case
against Cloud Imperium Games. In the same report, a second backer stated they were attempting to receive a US$16,700 refund from the Better Business Bureau, Cloud Imperium Games made changes to their website and further revised their
terms of service. Site changes were designed to more clearly communicate the state of the project, define the purchase as a "pledge", and "inform potential buyers there may be product delivery delays and to check the roadmap site before they choose to click the final OK box and provide payment." The new terms of service opened refund requests to
a 14-day "cancellation period", but Cloud Imperium Games claimed that they also maintained a company policy to refund backers within 30 days.[195][196] In July 2018, a backer initiated a small claims court case against Cloud Imperium Games to refund US$4,496. It was reported that he had "grown disillusioned with the title's numerous delays,
broken promises, and changes in scope". He argued that the backer's involvement in an early tester program called "Evocati" proved that they were actively providing a product to him. When an arbitration clause from the project's terms
of service was brought up, the backer argued that he was covered under the original terms of service as he had backed the project prior to changes to the terms of service as he had backed the project prior to changes to the terms of service. Cloud Imperium Games provided evidence that a "vast majority" of the backer argued that he was covered under the original terms of service as he had backed the project prior to changes to the terms of service.
service when making any new purchase. The judge presiding the case sided with Cloud Imperium Games and ruled against the backer continued to purchase ships after the lawsuit was closed. The same report noted that a Freedom of Information Act request had
 shown that the U.S. Federal Trade Commission had received 129 complaints concerning Cloud Imperium Games. [199] Crytek, the developers of CryEngine, filed a lawsuit in December 2017 for copyright infringement and breach of contract against Cloud Imperium Games.
to use CryEngine after the announced migration to Amazon Lumberyard, failure to disclose modifications to CryEngine, using the same engine for two separate products instead of one, and improper removal of the CryEngine logo from game materials. The initial complaint asked for direct and indirect damages as well as a permanent injunction
against further use of the CryEngine in any Star Citizen or Squadron 42 materials. [200] [201] [202] Cloud Imperium Games called the lawsuit "meritless", while Crytek stated that it had "been left with no option but to protect its intellectual property in court." [203] As the lawsuit continued, Cloud Imperium Games argued that Crytek was "selectively to continue the lawsuit "meritless", while Crytek stated that it had "been left with no option but to protect its intellectual property in court."
and "misleadingly" appropriating the agreement barred "either party from seeking damages". [204][205] Cloud Imperium Games asked the court to dismiss
the lawsuit in January 2018, but in August that same year the judge denied the dismissal with an exception of a single claims regarding Cloud Imperium Games' right to use another game engine and their obligation to promote CryEngine.[208]
After an additional year of litigation, Crytek filed a motion to dismiss the lawsuit without prejudice or legal fees in January 2020 with an option to resume the lawsuit following the release of Squadron 42.[209] Cloud Imperium Games countered with a motion to dismiss with US$500,000 in legal expenses paid by Crytek. During the dismissal motions to dismiss with US$500,000 in legal expenses paid by Crytek.
Cloud Imperium Games submitted an email sent from Amazon to Crytek in May 2019, stating that the company granted a license agreement. [210][211] In February 2020, Crytek and Cloud Imperium Games filed for a settlement proposal, with a 30-day request to file
a joint dismissal of the lawsuit with undisclosed terms. [212][213] The annual report published by Cloud Imperium Games in early 2021 revealed that Cloud Imperium Games in early 2021 r
lack of transparency in marketing emails from Cloud Imperium Games to make it clearer that "concept ships" for sale are not yet available in the game, which resulted in Star Citizen marketing emails now including a disclaimer warning
potential customers about the nature of concept ships.[216] Video games portal List of most expensive video games to develop List of highest-funded crowdfunding projects List of space flight simulation games List of vaporware ^ "Star Citizen financial report outlines over £1M in paid dividends to investors as of last year". MassivelyOP. October 17,
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