

Keen Software House Unveils "Space Engineers"

Written by Australian Business

PRAGUE, CZECH REPUBLIC, September 14, 2013 **/24-7PressRelease/** -- Independent game development studio Keen Software House, today announced Space Engineers, the company's second title.

Space Engineers is a sandbox game about engineering, construction and maintenance of space works. Players build space ships and space stations of various sizes and utilization (civil and military), pilot ships and perform asteroid mining.

Space Engineers utilizes a realistic volumetric-based physics engine: all objects can be assembled, disassembled, damaged and destroyed.

Space Engineers is inspired by reality and by how things work. Think about modern-day NASA technology extrapolated 60 years into the future. Space Engineers strives to follow the laws of physics and doesn't use technologies that wouldn't be feasible in the near future.

In-game alpha video and more information can be found at
<http://www.SpaceEngineersGame.com>

More details about the decisions that led to this project and its development can be found at
<http://blog.marekrosa.org/2013/09/space-engineers-announced-development.html>

Space Engineers is currently in its alpha stage of development and will soon be available on Steam Early Access.

For the latest news on Space Engineers, like us on Facebook
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<http://twitter.com/SpaceEngineersG>

About Keen Software House:

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Established in 2010 in Prague, Czech Republic, Keen Software House is an independent game development studio aiming to create games that are based on real science, real facts, real physics and real emotions. Company's first title Miner Wars 2081 was released in 2012. Keen Software House develops its own in-house game engine VRAGE, currently in the second version and its core feature is volumetricity of the environment. Space Engineers is the first title fully utilizing VRAGE 2.0.

More information about Keen Software House is available at <http://www.keenswh.com>