

## Space Engineers - "Crash Test" Video Released Early Access Date Announced

Written by Australian Business

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PRAGUE, CZECH REPUBLIC, October 03, 2013 **/24-7PressRelease/** -- Independent game development studio Keen Software House announced today that Space Engineers will be available through Steam Early Access on October 23, 2013 for the starting price \$14.99.

New "crash test" alpha video has been released. This footage demonstrates all sorts of damage and destruction possible in Space Engineers - small and large ships crash on an asteroid or station, two large ships crash together and more:

<http://www.youtube.com/watch?v=nlaY2ELJ2qk&hd=1>

Customers who will purchase Space Engineers on Early Access will have the chance to play the game and become an active part of the development by providing valuable feedback to the developers and help them improve and finalize the game.

As with all Steam Early Access games, this won't be the final version of Space Engineers but an ongoing development project. Players who will decide to join the Early Access version should understand that the game is still in test mode and many things will be missing or may change during this period. The game will receive frequent updates.

The initial release on Early Access will focus on core mechanics: creative mode building, physics simulation and destruction. Additional features will be released in following updates.

Prior to the Early Access launch day, a walk-through "early tutorial" video will be released. This video will demonstrate the state of Space Engineers on day one. Customers who are willing to purchase the game will see what they are getting.

Further information will be released as well: system requirements and a list of features split into three categories: finished features, work in progress and temporary disabled.

Space Engineers will be available for purchase through the developer's web site <http://www.SpaceEngineersGame.com>, Steam and several other distribution services.

For more details on the development of Space Engineers, follow Marek Rosa's blog:

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<http://blog.marekrosa.org>. Marek's latest posts focused on artificial gravity and building modes present in Space Engineers.

Space Engineers is in alpha stage of development. Everything in the game is subject to change.

For the latest news on Space Engineers, like us on Facebook  
<https://www.facebook.com/SpaceEngineers> and follow us on Twitter  
<http://twitter.com/SpaceEngineersG>

About Space Engineers:

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.

About Keen Software House:

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>