

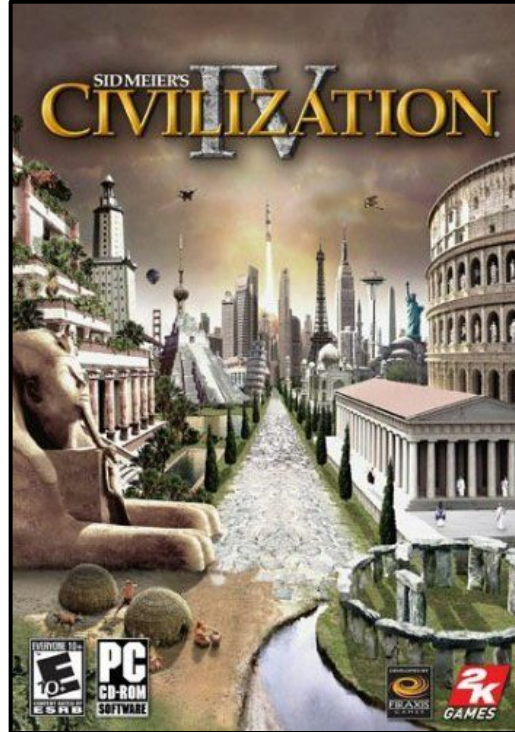
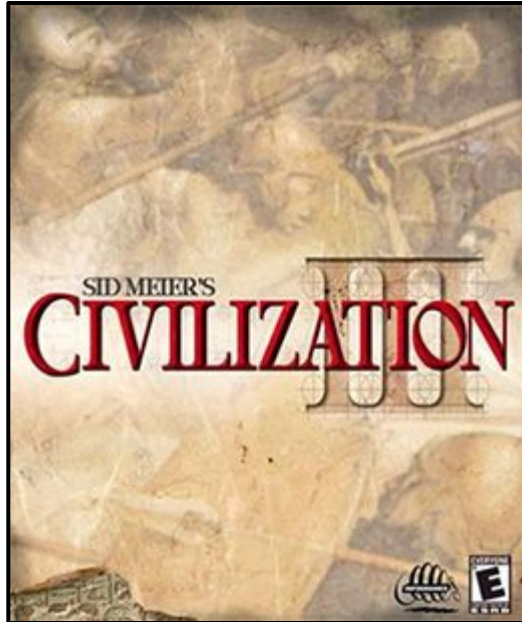


OFFWORLD TRADING COMPANY

An RTS Without Guns

SOREN JOHNSON

Who Was I?



Who Am I?

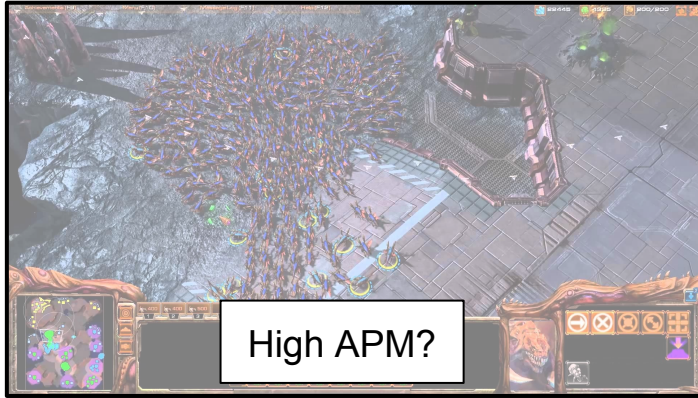


Real-Time Strategy is
an underexplored genre

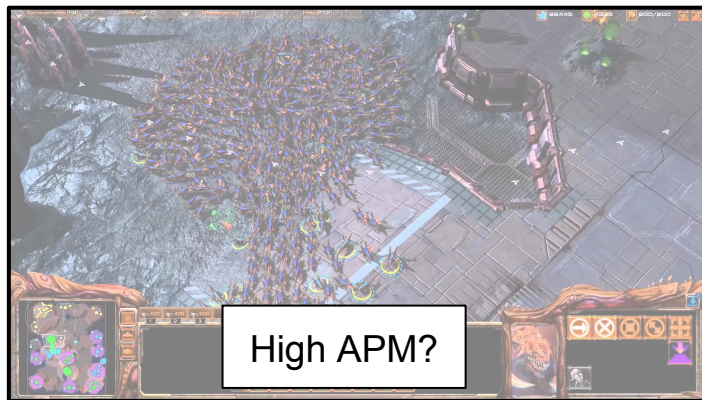
What Makes an RTS?



What Makes an RTS?



What Makes an RTS?



What Makes an RTS?



But What About....



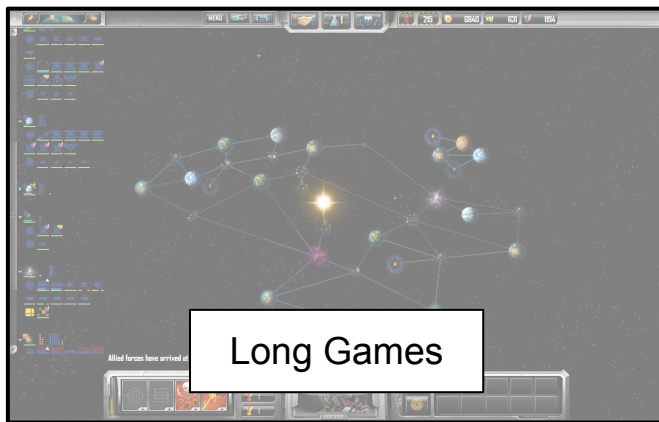
But What About....



But What About....



But What About....



How can we make an
RTS without combat?

Offworld Trading Company

The screenshot displays the Offworld Trading Company game interface. The central view shows a Mars colony with various buildings, resource extraction sites, and a rocket launch. A yellow banner reads "NEWSFLASH: Solar flare!". The top left shows the player's financial status: "Pay Debt" button, "\$ 312K", and "Debt: \$ 51,676". Below this is a trading menu with columns for Rate, Quantity, and Price, listing various resources and their current market prices. The bottom left shows the player's level (Level 5) and a "Claim Tile" button. The right side features a "Black Market" section with a list of items and their prices, and a "News" log with various events and player actions.

| Rate | Quantity | Price |
|-------|----------|---------|
| +1.55 | - \$292 | \$ 188* |
| +7.7 | - 60 | \$ 278 |
| +2.76 | - 286 | \$ 530 |
| +0.5 | - 25 | \$ 399 |
| +3.3 | - 335 | \$ 380 |
| -0.25 | - 128 | \$ 63 |
| -0.35 | - | \$ 100 |
| +1.65 | - 391 | \$ 271 |
| - | - 10 | \$ 74 |
| +3.35 | - 622 | \$ 76 |
| - | - | \$ 389 |
| +2.89 | - 293 | \$ 422 |
| +0.28 | - 80 | \$ 541 |

Black Market

| Item | Price |
|--------------------|-------|
| Green flag | \$25K |
| Skull | \$60K |
| Red flag | \$18K |
| Red flag with X | \$18K |
| Red flag with star | \$40K |
| Red flag with fist | \$12K |
| Green shield | \$25K |

News

- Sam Moreno bought 1,000 shares of Frank Dawson's stock!
- Sam Moreno was targeted by a Underground Nuke!
- Draginal bought out Silas Crichton, who is now a subsidiary!
- Draginal receives 2 free claims for buying out Silas Crichton.
- Frank Dawson: Lining them up to knock them down.
- Frank Dawson bought out Paulo Rubini, who is now a subsidiary!

Offworld Trading Company



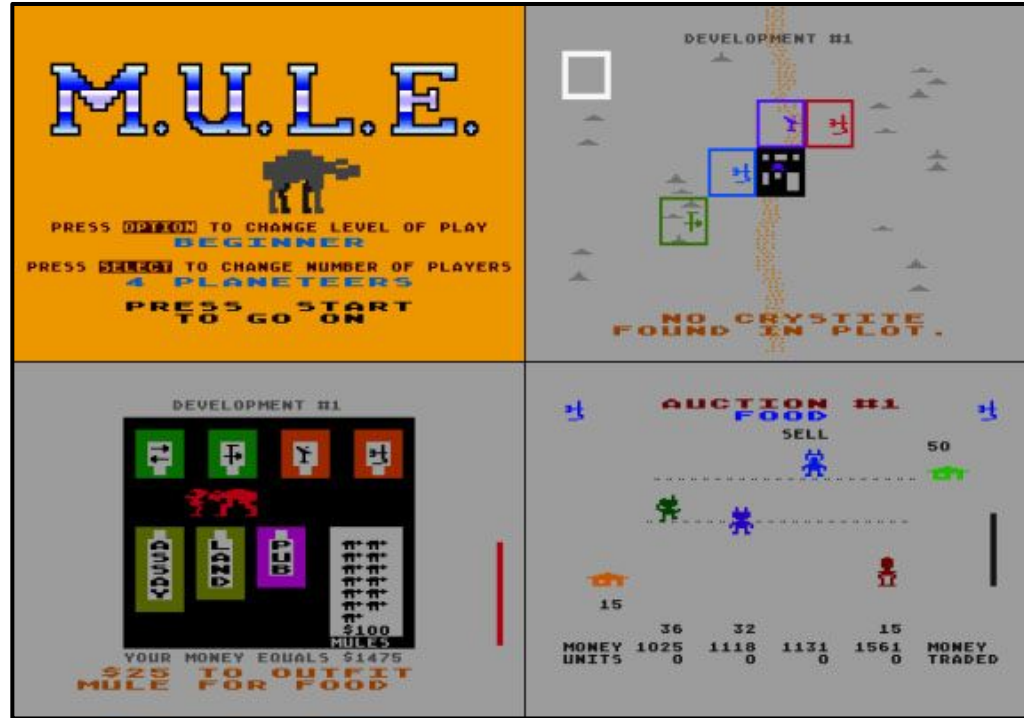
Belter (1979)



Belter (1979)



M.U.L.E. (1983)



M.U.L.E. (1983)



Board Games!



Board Games!



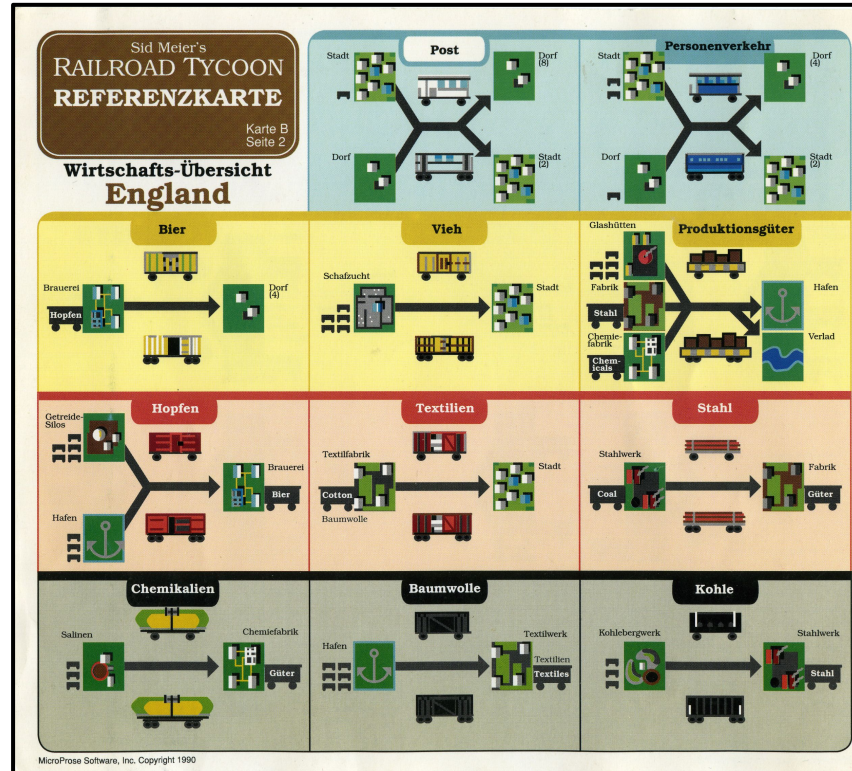
Railroad Tycoon (1990)



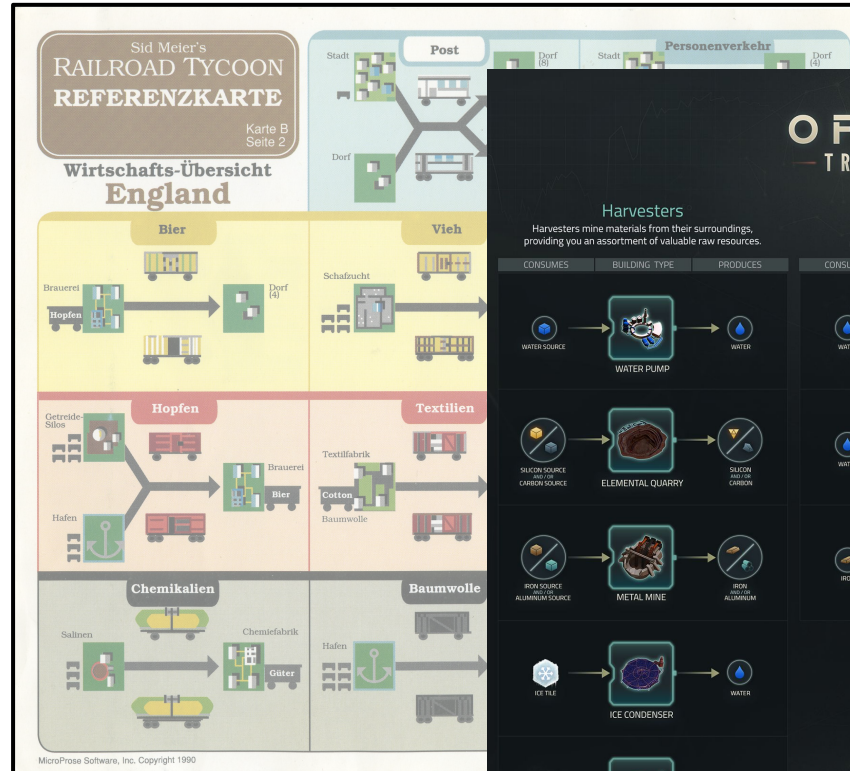
Railroad Tycoon (1990)



Railroad Tycoon (1990)



Railroad Tycoon (1990)



Age of Empires 2 (1999)



Age of Empires 2 (1999)



Age of Empires 2 (1999)



| Resources | Rate | Quantity | Price |
|-----------|-------|-----------------------------------|----------|
| | -2.5 | <input type="text" value="-290"/> | \$ 117 ↓ |
| | +3.65 | <input type="text" value="54"/> | \$ 36 |
| | +1.17 | <input type="text" value="13"/> | \$ 192 |
| | -0.15 | <input type="text" value="-12"/> | \$ 81 |
| | +0.5 | <input type="text" value="3"/> | \$ 84 |
| | +5.25 | <input type="text" value="337"/> | \$ 5 |
| | | <input type="text" value=""/> | \$ 12 |
| | +4.5 | <input type="text" value="54"/> | \$ 122 |
| | +1.0 | <input type="text" value="8"/> | \$ 24 |
| | | <input type="text" value=""/> | \$ 30 |
| | | <input type="text" value=""/> | \$ 133 |
| | | <input type="text" value="30"/> | \$ 154 |
| | | <input type="text" value="(30)"/> | \$ 111 |

Why build a game
around a free market?

Adaptive Gameplay

The screenshot displays the game Star Trek: Starbase 600, illustrating adaptive gameplay through dynamic events and a complex interface.

Central Game Area: A 3D isometric view of a space station on a desert planet. A yellow banner reads "NEWSFLASH: Solar flare!". A notification box states "+\$23K Silicon sold offworld".

Left Panel (Market Table):

| Item | Rate | Quantity | Price |
|----------------|-------|----------|---------|
| Lightning Bolt | +1.55 | - \$292 | \$ 188* |
| Water Drop | +7.7 | - 60 | \$ 278 |
| Apple | +2.76 | - 286 | \$ 530 |
| O ₂ | +0.5 | - 25 | \$ 399 |
| Flame | +3.3 | - 335 | \$ 380 |
| Rock | -0.25 | - 128 | \$ 63 |
| Wood | -0.35 | - | \$ 100 |
| Brick | +1.65 | - 391 | \$ 271 |
| Stone | - | - 10 | \$ 74 |
| Triangle | +3.35 | - 622 | \$ 76 |
| Potion | - | - | \$ 389 |
| Star | +2.89 | - 293 | \$ 422 |
| Shield | +0.28 | - 80 | \$ 541 |

Bottom Left (Player Info): Level 5, 1 Claim Tile.

Right Panel (Player Status):

| Player | Level | Health | Shield | Stock | Action |
|------------|-------|--------|--------|---------|--------|
| JAAJ | 5 | Full | Full | \$55.50 | SELL |
| JAAJ | 5 | Full | Full | \$25.81 | SELL |
| JAAJ Frank | 5 | Full | Full | \$68.46 | SELL |
| JAAJ Sam | 5 | Full | Full | \$45.39 | SELL |
| Moreno | 3 | Full | Full | (+\$2) | |
| Dragina | 5 | Full | Full | +\$262 | |
| Dragina | 4 | Full | Full | +\$239 | SELL |
| Dragina | 5 | Full | Full | (+\$14) | |

Bottom Right (Log):

- Sam Moreno bought 1,000 shares of Frank Dawson's stock!
- Sam Moreno was targeted by a Underground Nuke!
- Dragina! bought out Miss Crickton, who is now a subsidiary!
- Dragina! receives 2 free claims for buying out Miss Crickton.
- Frank Dawson: Lining them up to knock them down.
- Frank Dawson bought out Paulo Rubini, who is now a subsidiary!

Bottom Bar (Black Market):

| Item | Price |
|--------|-------|
| Shield | \$25K |
| Skull | \$60K |
| Star | \$18K |
| Star | \$18K |
| Star | \$18K |
| Star | \$40K |
| Star | \$12K |
| Shield | \$25K |

Adaptive Gameplay: Random Maps



Adaptive Gameplay: Random Events



This screenshot shows a resource management interface with a list of 12 resources on the left and a game world view on the right. The resources are: Lightning (142), Water (36), Apple (240), O₂ (162), Fire (232), Coal (8), Wood (49), Stone (186), Iron (15), Gold (34), Potion (134), and Gem (233). The O₂ and Wood resources are highlighted with a 'Shortage!' warning. The game world view shows a desert landscape with a small settlement.

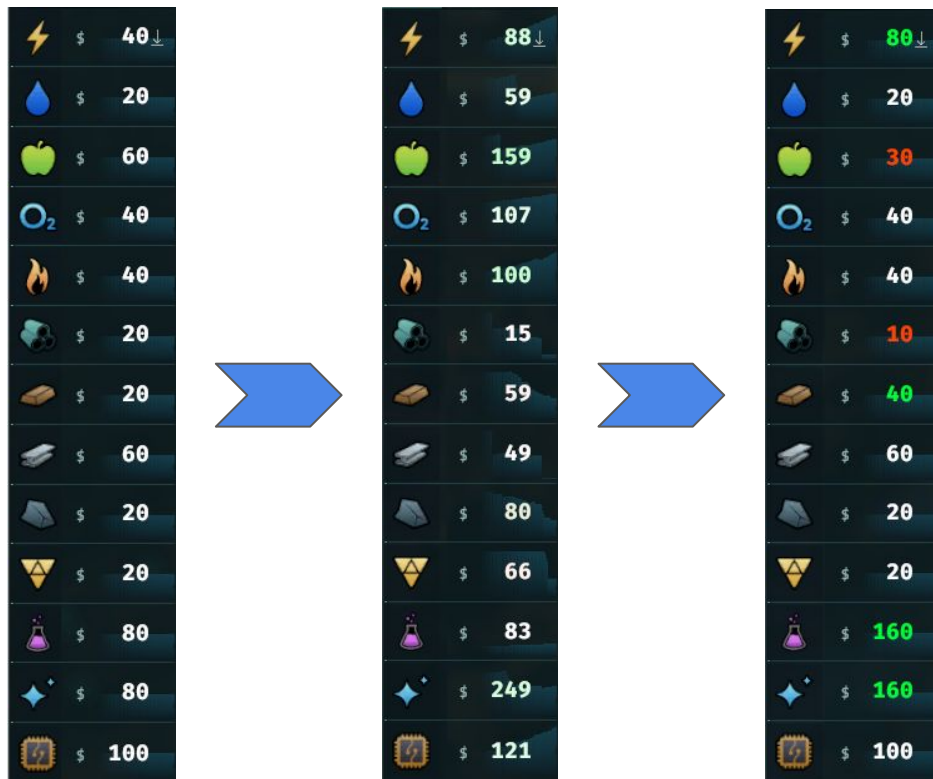
| Resource | Value |
|----------------|-------|
| Lightning | 142 |
| Water | 36 |
| Apple | 240 |
| O ₂ | 162 |
| Fire | 232 |
| Coal | 8 |
| Wood | 49 |
| Stone | 186 |
| Iron | 15 |
| Gold | 34 |
| Potion | 134 |
| Gem | 233 |



This screenshot shows the same resource management interface as the previous one, but with different values. The resources are: Lightning (29), Water (190), Apple (251), O₂ (360), Fire (231), Coal (9), Wood (35), Stone (95), Iron (14), Gold (3), Potion (286), and Gem (133). The O₂ resource is highlighted with a 'Surplus!' warning, and the Wood resource is highlighted with a 'Shortage!' warning. The game world view shows a different desert landscape with a larger settlement.

| Resource | Value |
|----------------|-------|
| Lightning | 29 |
| Water | 190 |
| Apple | 251 |
| O ₂ | 360 |
| Fire | 231 |
| Coal | 9 |
| Wood | 35 |
| Stone | 95 |
| Iron | 14 |
| Gold | 3 |
| Potion | 286 |
| Gem | 133 |

Adaptive Gameplay: Random Prices



The diagram illustrates adaptive gameplay through random price changes across three sequential price lists. Each list contains 15 items with their respective prices and a status indicator (up, down, or stable). Blue arrows indicate the progression from the first list to the second, and then to the third.

| Item | Price 1 | Price 2 | Price 3 |
|------|---------|---------|---------|
| ⚡ | \$ 40 ↓ | \$ 88 ↓ | \$ 80 ↓ |
| 💧 | \$ 20 | \$ 59 | \$ 20 |
| 🍏 | \$ 60 | \$ 159 | \$ 30 |
| 🔬 | \$ 40 | \$ 107 | \$ 40 |
| 🔥 | \$ 40 | \$ 100 | \$ 40 |
| 💣 | \$ 20 | \$ 15 | \$ 10 |
| 🪵 | \$ 20 | \$ 59 | \$ 40 |
| 🪨 | \$ 60 | \$ 49 | \$ 60 |
| 🪨 | \$ 20 | \$ 80 | \$ 20 |
| 🔺 | \$ 20 | \$ 66 | \$ 20 |
| 🧪 | \$ 80 | \$ 83 | \$ 160 |
| 💠 | \$ 80 | \$ 249 | \$ 160 |
| 🏠 | \$ 100 | \$ 121 | \$ 100 |

Adaptive Gameplay: Random Auctions



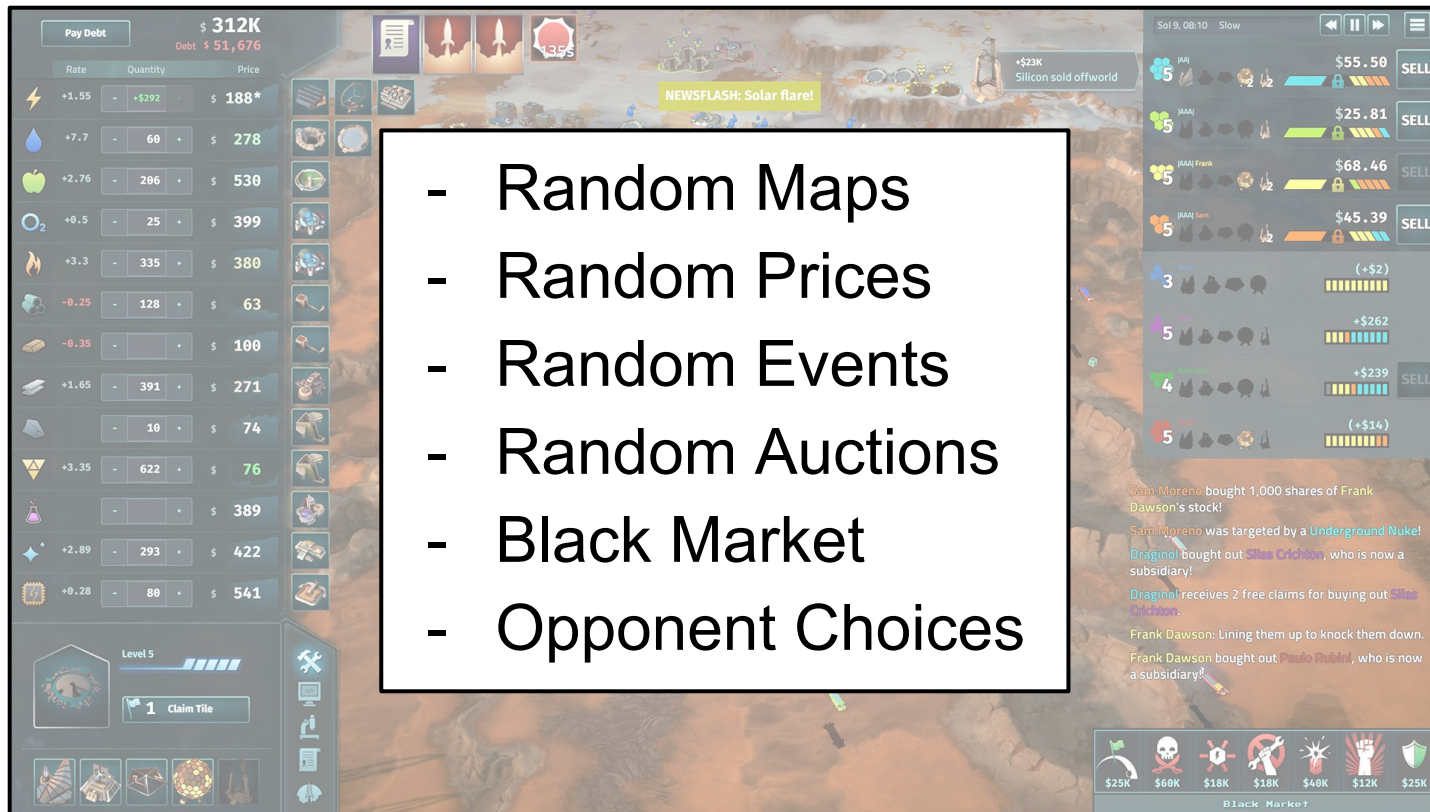
Adaptive Gameplay: Black Market



Adaptive Gameplay: Opponent Decisions



Adaptive Gameplay



The screenshot shows the Star Citizen interface. On the left is a market table with columns for Rate, Quantity, and Price. The top left shows a 'Pay Debt' button and a balance of \$312K. The top center has a 'NEWSFLASH: Solar flare!' notification. The top right shows a 'Sol 9, 08:10 Slow' status and a '+\$23K Silicon sold offworld' notification. The right side features a list of items for sale, including 'AAI' and 'AAI Frank'. The bottom right shows a 'Black Market' section with various icons and prices. A central text box contains a list of adaptive gameplay features.

- Random Maps
- Random Prices
- Random Events
- Random Auctions
- Black Market
- Opponent Choices

Found your HQ

Found your HQ
[Auto-Paused]

Resource List:

| Item | Price |
|----------------|--------|
| Lightning Bolt | \$ 20 |
| Water Drop | \$ 20 |
| Apple | \$ 60 |
| O ₂ | \$ 20 |
| Flame | \$ 20 |
| Skull | \$ 40 |
| Gold Coin | \$ 10 |
| Iron Ore | \$ 60 |
| Stone | \$ 20 |
| Triangle | \$ 20 |
| Lock | \$ 80 |
| Star | \$ 80 |
| Shield | \$ 100 |

Player List:

| Player | Score | Buy |
|---------------|---------|-----|
| Soren Johnson | \$13.86 | BUY |
| Frank Dawson | \$12.00 | BUY |
| Sam Moreno | \$12.00 | BUY |
| Ilana Karnat | \$12.00 | BUY |

Next HQ Founded Receives:
No Extra Claims Black Market opens in 90s


Black Market:

| Item | Price |
|------------|-------|
| Skull | \$2K |
| Water Drop | \$2K |
| Triangle | \$2K |
| Lock | \$2K |
| Star | \$2K |
| Shield | \$2K |




HQs: Expansive



HQs: Robotic



YOSHIMI ROBOTICS

Construction Resources   

HQ does not require life support. Units use power instead of fuel.

To upgrade, the HQ uses Electronics instead of Glass and also requires less Aluminum.

Buildings receive adjacency bonus for being next to other buildings that supply an input resource (including Power).

Extra bonus for resources under the HQ.

HQs: Scavenger





RECLAMATION INC



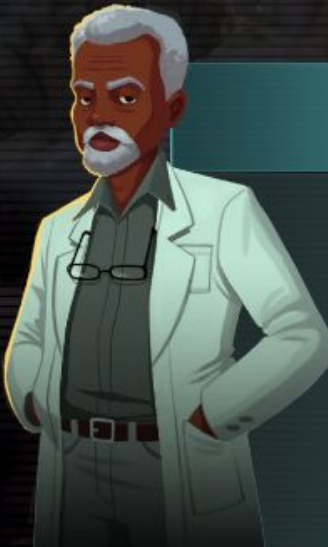
Construction Resources   


Uses Carbon instead of Steel for construction.


Can buy Sabotage from the Black Market more frequently.

Learns about news events before other HQ types.

HQs: Scientific



 **NEW MERIDIANS**

Construction Resources   

Buildings built over resources will use those resources as input.

When targeted by EMP's and Power Surges, the effect lasts 50% less time.

Acquires Patents 50% faster.

Patent Lab

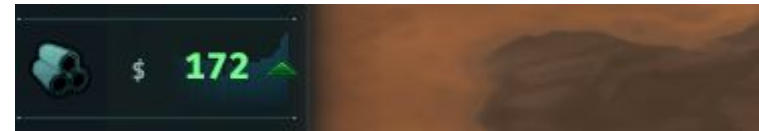


| | |
|---|---|
|  | Superconductor ↳ 40 |
|  | Energy Vault ↳ 40 |
|  | Financial Instruments ↳ 40 |
|  | Water Engine ↳ 40 |
|  | Perpetual Motion ↳ 60 |
|  | Virtual Reality ↳ 60 |
|  | Nanotechnology ↳ 60 |
|  | Cold Fusion ↳ 60 |
|  | Carbon Scrubbing ↳ 80 |
|  | Slant Drilling ↳ 80 |
|  | Thinking Machines ↳ 80 |
|  | Teleportation <i>Researching!</i> |

Patent Lab



Hacker Array



Black Market

- Global price increase allowed zero-sum gameplay



Black Market

- Global price increase allowed zero-sum gameplay
- Pirates allow a tiny bit of combat without unit management



Black Market

- Global price increase allowed zero-sum gameplay
- Pirates allow a tiny bit of combat without unit management
- Holograms and Spies only made sense for MP



Black Market

- Global price increase allowed zero-sum gameplay
- Pirates allow a tiny bit of combat without unit management
- Holograms and Spies only made sense for MP
- Goon Squad was crucial defensive piece



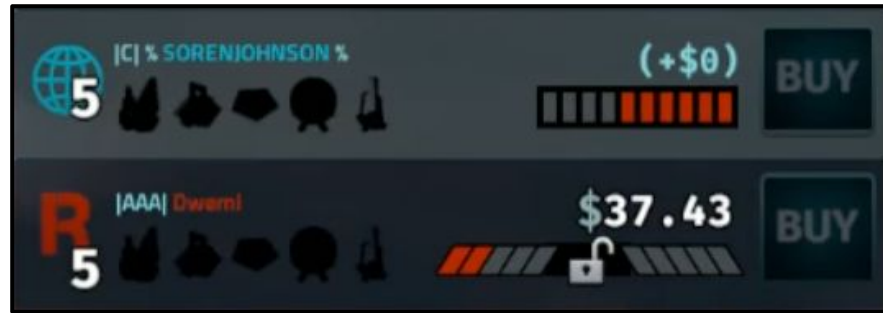
Stock Iteration: Buyout Other Players



Stock Iteration: Subsidiaries

| | | | | | |
|---|--------------------|---------|--|---|---|
|  | Pbhead [CSPK] [BB] | \$53.33 |  | - | + |
|  | Gameslayer989 | \$37.31 |  | - | + |
|  | % CUBIT32 % | \$43.16 |  | - | |
|  | [SUB] kingmorgan | \$44.06 |  | | |

Stock Iteration: Majority Buyouts



Stock Iteration: Locked Shares



Masquerade Mode

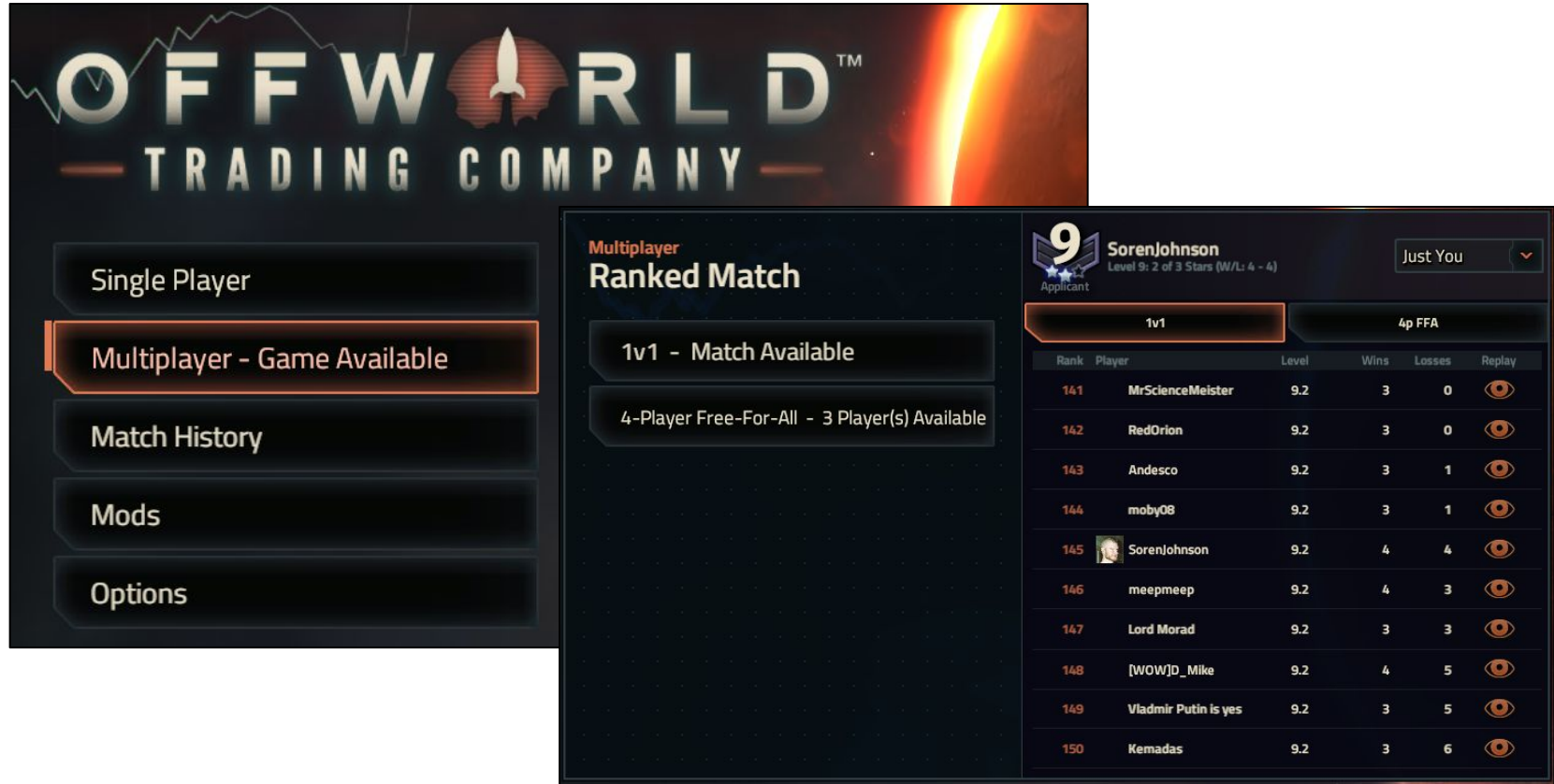
The screenshot displays the 'Masquerade Mode' interface. On the left, a Mars-like landscape is shown with several small figures and buildings. Two callout boxes provide information:

- Clarke** founded an Expansive HQ
- Herbert** founded a Scientific HQ

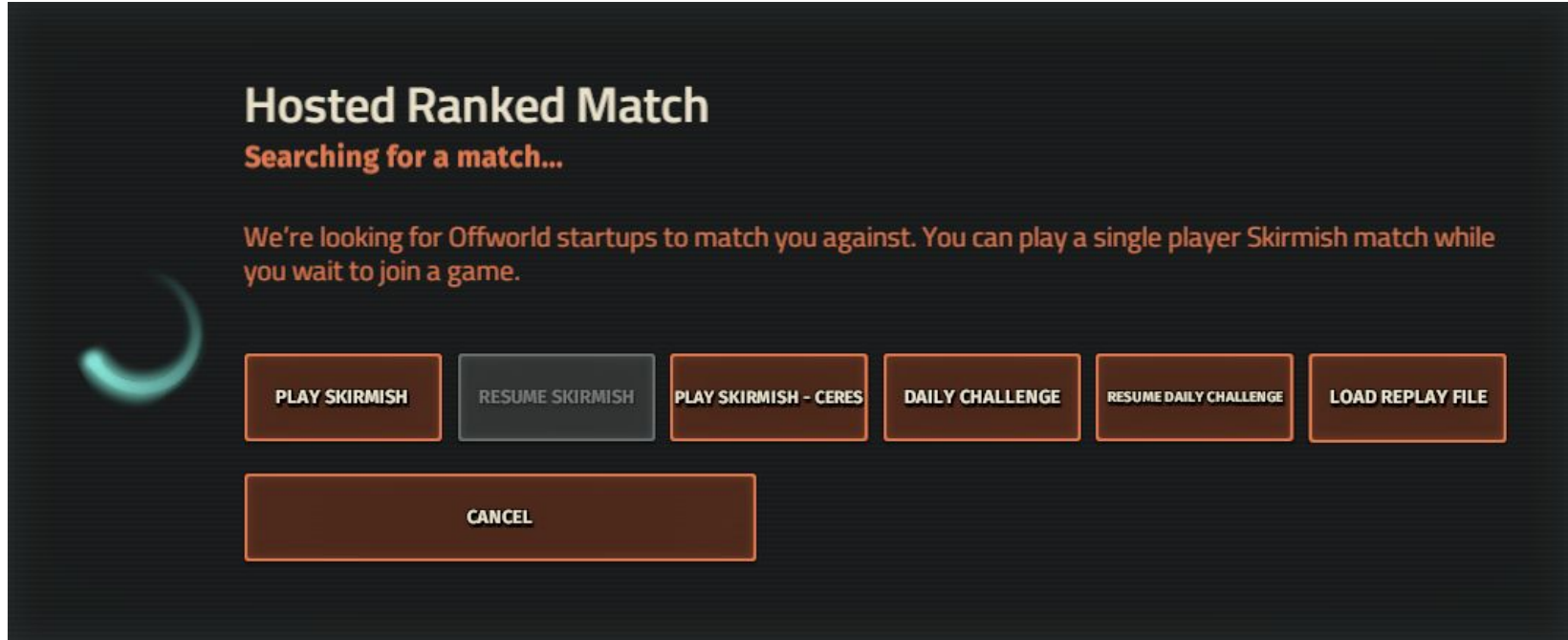
On the right, a player status panel is visible. At the top, it shows 'Sol 1, 10:00' and 'Blazing' with navigation buttons. Below this, four player entries are listed, each with a unique icon, a count of 1, a progress bar, a price of \$12.07, and a 'BUY' button.

| Player | Icon | Count | Progress | Price | Action |
|--------------|-----------------|-------|--------------|---------|--------|
| SorenJohnson | Green bar chart | 1 | 1/5 (Green) | \$12.07 | BUY |
| Clarke | Red bar chart | 1 | 1/5 (Red) | \$12.07 | BUY |
| Herbert | Yellow globe | 1 | 1/5 (Yellow) | \$12.07 | BUY |
| Asimov | Blue globe | 1 | 1/5 (Blue) | \$12.07 | BUY |

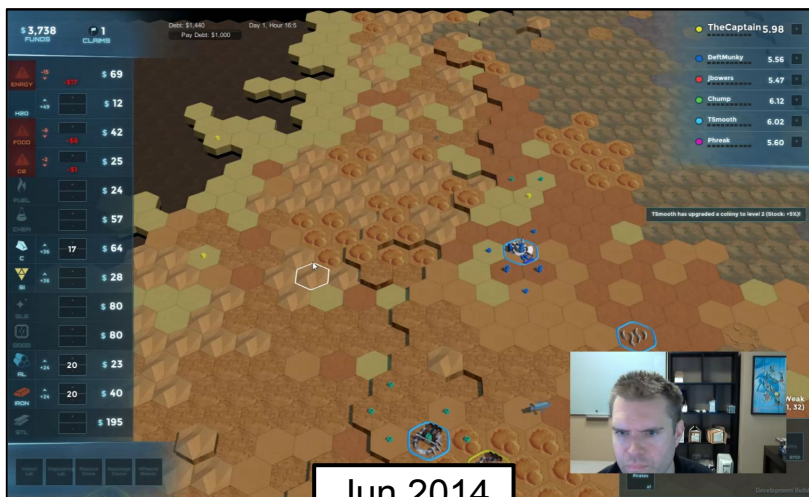
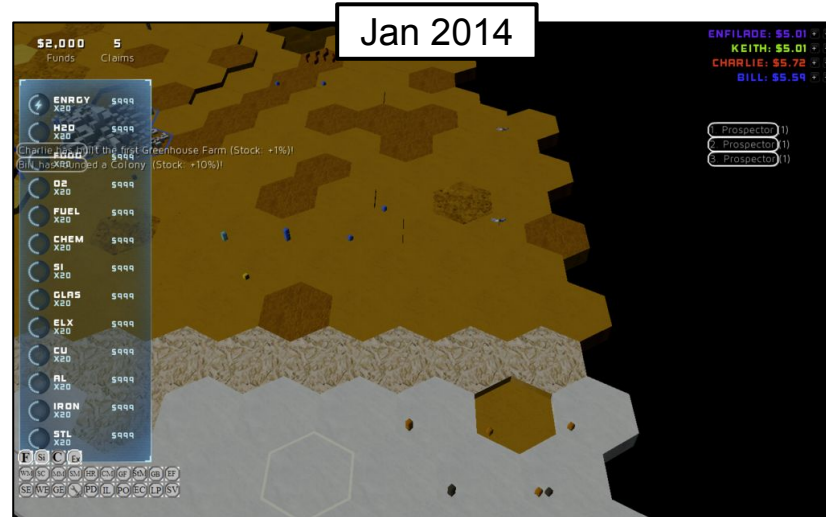
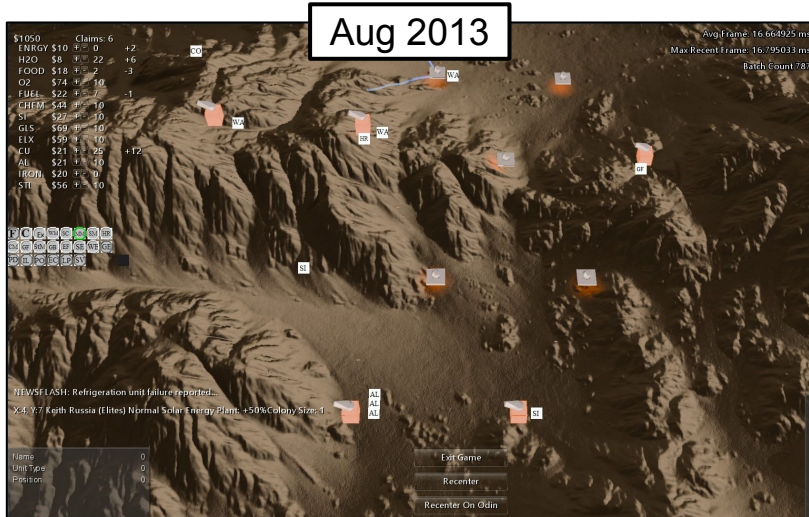
MP - "Game Available"

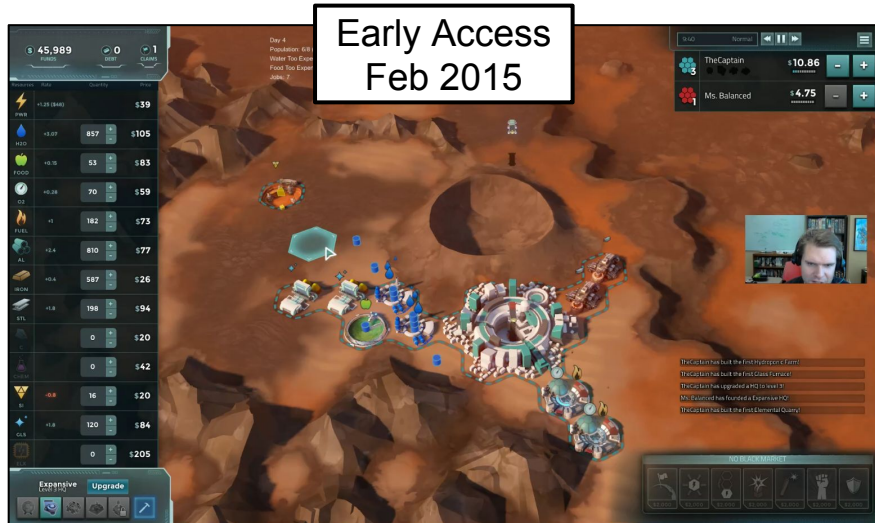


MP - Play while waiting



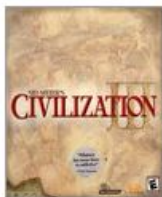
Early Access





Early Access

- Most common problem in the industry is waste



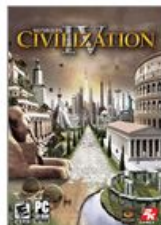
90

Metascore

Universal acclaim
based on 24 Critics

What's this?

Summary: In Civilization III, you'll find new pathways to explore and strategies to employ, greatly expanded diplomacy, more powerful combat, a new trade system, new technologies, more powerful tools to build and manage your empire, and the most detailed and beautiful art, animations and sound ever... [Expand](#) ▼



94

Metascore

Universal acclaim
based on 50 Critics

What's this?

Summary: Faster-Paced Fun - Gameplay has been streamlined for a tighter, faster, and more compelling experience. Greater Accessibility and Ease of Play - An easy-to-use interface will be immediately familiar to RTS and action game players, and newcomers to the series will be able to jump in and play.... [Expand](#) ▼

Early Access

- Most common problem in the industry is waste
- We were blind to certain problems (Reveal Map option)



Early Access



















- Most common problem in the industry is waste
- We were blind to certain problems (Reveal Map option)
- Iterate on major gameplay changes with community

| Round 1 | | | | Round 2 | | | | Semifinals | | | | Finals | | | |
|---------|-------------------|---|--|---------|-----------------|---|--|------------|--------------|---|--|--------|---------|---|--|
| 1 | SorenJohnson | 2 | | 1 | SorenJohnson | 2 | | 1 | SorenJohnson | 0 | | 7 | Cubit32 | 2 | |
| 2 | ajasquared | 0 | | 3 | kingmorgan | 0 | | 7 | Cubit32 | 2 | | 10 | pbhead | 3 | |
| 3 | kingmorgan | 2 | | | | | | | | | | | | | |
| 4 | Senitz | 1 | | | | | | | | | | | | | |
| 5 | c1ue00 | 1 | | 6 | SpaceOddity | 0 | | | | | | | | | |
| 6 | SpaceOddity | 2 | | 7 | Cubit32 | 2 | | | | | | | | | |
| 7 | Cubit32 | 2 | | | | | | | | | | | | | |
| 8 | dancingbogman | 0 | | | | | | | | | | | | | |
| 9 | Rolerz | 0 | | 10 | pbhead | 2 | | | | | | | | | |
| 10 | pbhead | 2 | | 12 | unbreakabledrew | 0 | | | | | | | | | |
| 11 | strykernostriking | 0 | | | | | | | | | | | | | |
| 12 | unbreakabledrew | 2 | | | | | | | | | | | | | |
| 13 | HungLow | 0 | | | | | | | | | | | | | |
| 14 | indczn | 2 | | 14 | indczn | 0 | | | | | | | | | |
| 15 | SpAToSMG | 0 | | 16 | gameslayer989 | 2 | | | | | | | | | |
| 16 | gameslayer989 | 2 | | | | | | | | | | | | | |

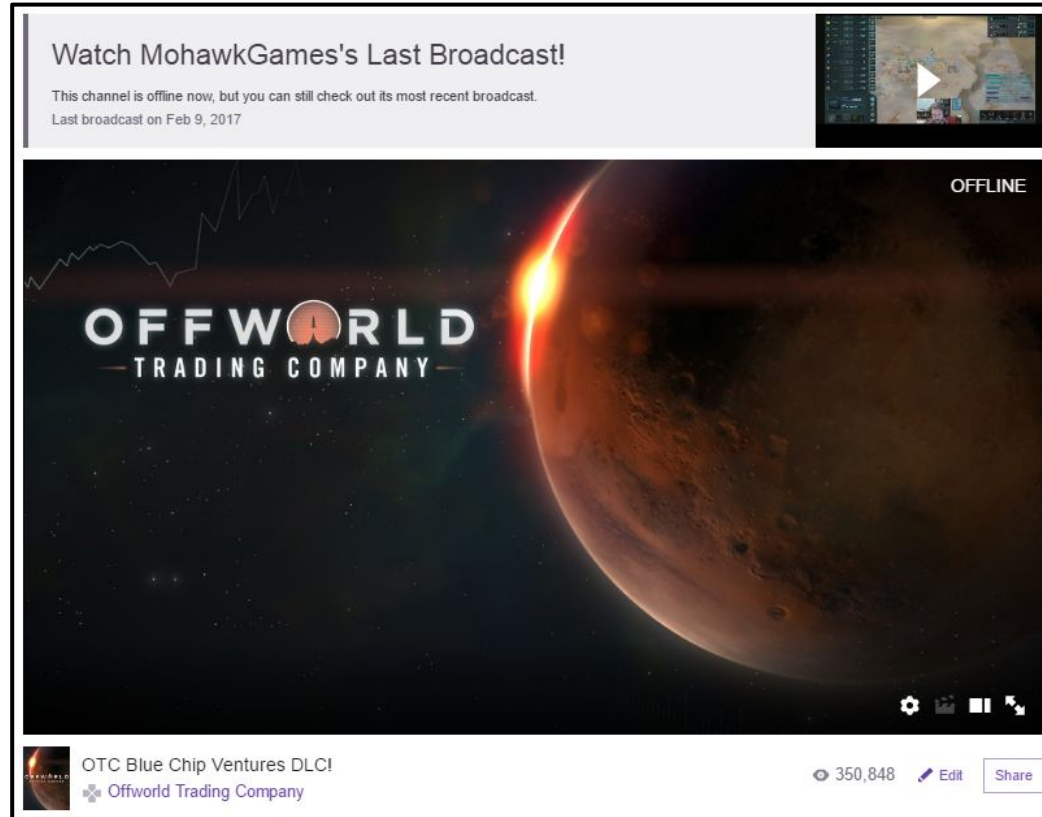
Bronze Match

| | | |
|----|---------------|---|
| 1 | SorenJohnson | 2 |
| 16 | gameslayer989 | 1 |

Befriend Your Community

| Friends who have played Offworld Trading Company in the last 2 weeks _ (Sort by Default Sort by Playtime) | | |
|---|---|---|
|  Pbhead [CSPK] 6 hrs / 704.8 hrs View stats |  jbowers 71.2 hrs / 10679.7 hrs View stats |  Snare 20.5 hrs / 8926.8 hrs View stats |
|  showcasemike23 10.3 hrs / 2199.4 hrs View stats |  Morgan 60.7 hrs / 1745.1 hrs View stats |  DeathTacticus 44.3 hrs / 1322 hrs View stats |
|  pollina 26.2 hrs / 829.4 hrs View stats |  Polished Noxie 65.9 hrs / 687.5 hrs View stats |  Prince Imrahil 0.2 hrs / 393 hrs View stats |
|  UltraPope 7.4 hrs / 389.3 hrs View stats |  blackmagic 59.6 hrs / 2114.7 hrs View stats |  Blues 11.5 hrs / 1087.8 hrs View stats |
|  Zultar 14.8 hrs / 1025.4 hrs View stats |  Yerand 14.1 hrs / 833.8 hrs View stats |  Dermas 7.1 hrs / 546.1 hrs View stats |
|  Gameslayer989 7.5 hrs / 427.8 hrs View stats |  optik 7.3 hrs / 405.7 hrs View stats |  Heisenberg 1.5 hrs / 269.8 hrs View stats |
|  Kael 11.3 hrs / 232.7 hrs View stats |  Vaempyress 16.6 hrs / 126 hrs View stats |  #Slind 0 hrs / 74.5 hrs View stats |
|  Yarlen 0 hrs / 61 hrs View stats |  cdkboston 1 hrs / 34.6 hrs View stats |  tomchick 0.7 hrs / 29.9 hrs View stats |
|  Thomas Jefferson 0.5 hrs / 13.3 hrs View stats | | |

Twitch: Our Public Space



Discord: Real-Time Forum

The screenshot shows a Discord interface for the 'Offworld Trading Company' server. The left sidebar lists various text channels, with '#expansion-feedback' selected. The main chat area displays a conversation:

- Soren Johnson** (Last Friday at 3:41 PM): A screenshot of a game interface showing a 'Transfer Energy Vault' to a teammate named 'Ms. Advanced [Zeus]'. The transfer is permanent.
- Polished Noxie** (Last Friday at 3:52 PM): A message saying '@Soren Johnson THANK YOU!' with a heart emoji.
- Soren Johnson** (Last Friday at 3:53 PM): A screenshot of a game interface showing a 'Hologram as Wind Turbine' that determines how the building appears to other players.
- Morgan** (Last Friday at 4:02 PM): A message saying 'wow, original VO, Nice!!'.
- blackmagic** (Last Friday at 4:30 PM): A long message consisting of many 'OMG' words, followed by 'CLASSIC VOICES!' with heart emojis, and a long string of 'THANK YOU' words. The message ends with 'will this be part of when lo comes to pass or is this in an earlier patch?'.

















The right sidebar shows a list of online users, including blackmagic, Blues, DeathTacticus, DPreakO, Duban, Gameslayer989, hexapus, JBowers, macros42, Morgan, Pbhead, philothanic, Polished Noxie, pollina, Soren Johnson, Terror Incognita, Trappingvin, and Zultar.

Daily Challenge AI Iterations

Single Player
Daily Challenge

Show: Overall

Previous
2/11/2017

| Rank | Player | Time/HQ | Replay |
|------|--|---------------------------|---|
| 1 |  TrattpingviN | Sol 6, 24:30 / Scavenger |  |
| 2 |  Morgan | Sol 7, 20:20 / Scavenger |  |
| 3 |  木木兮顔 | Sol 8, 09:40 / Scavenger |  |
| 4 |  _NoLDoRiN_ | Sol 8, 17:30 / Scavenger |  |
| 5 |  Namekujisennin | Sol 8, 20:20 / Scavenger |  |
| 6 |  RustyBGoobar | Sol 8, 20:50 / Scavenger |  |
| 7 |  Tabuya- | Sol 8, 24:20 / Scavenger |  |
| 8 |  Stake | Sol 8, 24:30 / Scientific |  |
| 9 |  Mizz | Sol 9, 00:20 / Scavenger |  |
| 10 |  HerbTest | Sol 9, 00:40 / Scavenger |  |

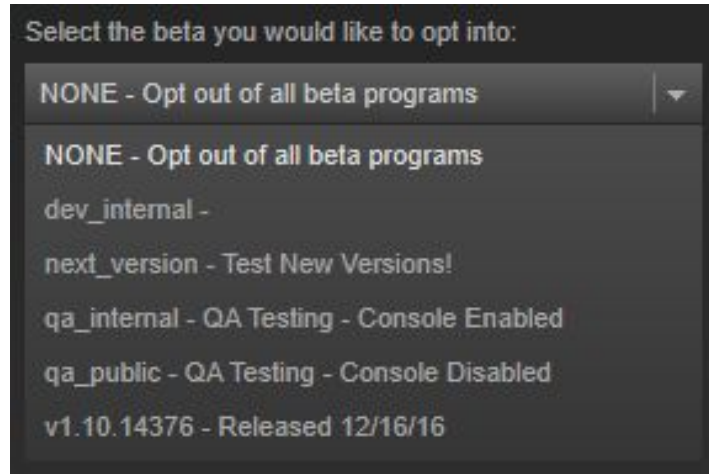
Resume Play

Community Extends The Game

- 1.5m YouTube views on release week
- Community tournaments for veterans and casuals
- Volunteer replay coaching on Discord
- Superfans help development (Zultar, Cubit, Blues)

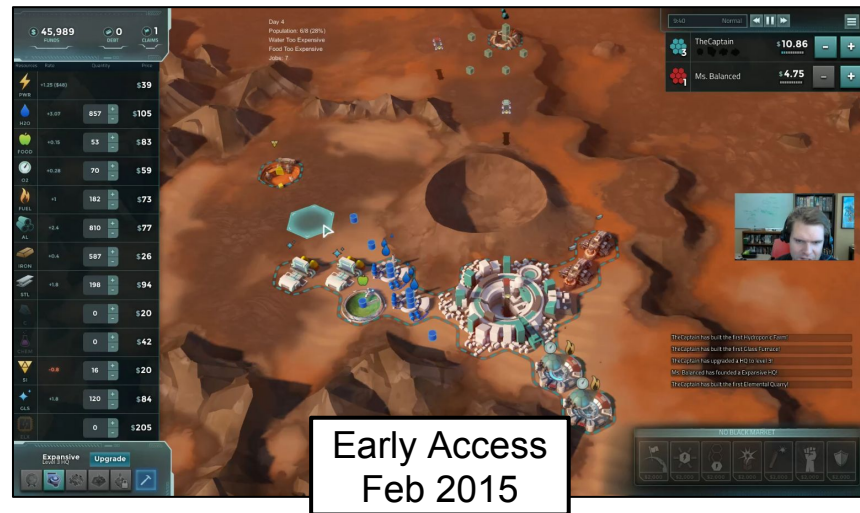
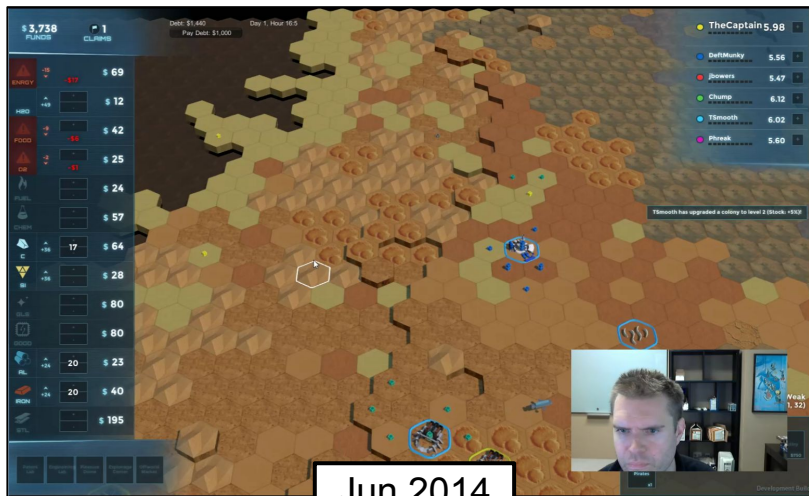
How We Would Now Do Early Access....

- Less testing, auto-update the game



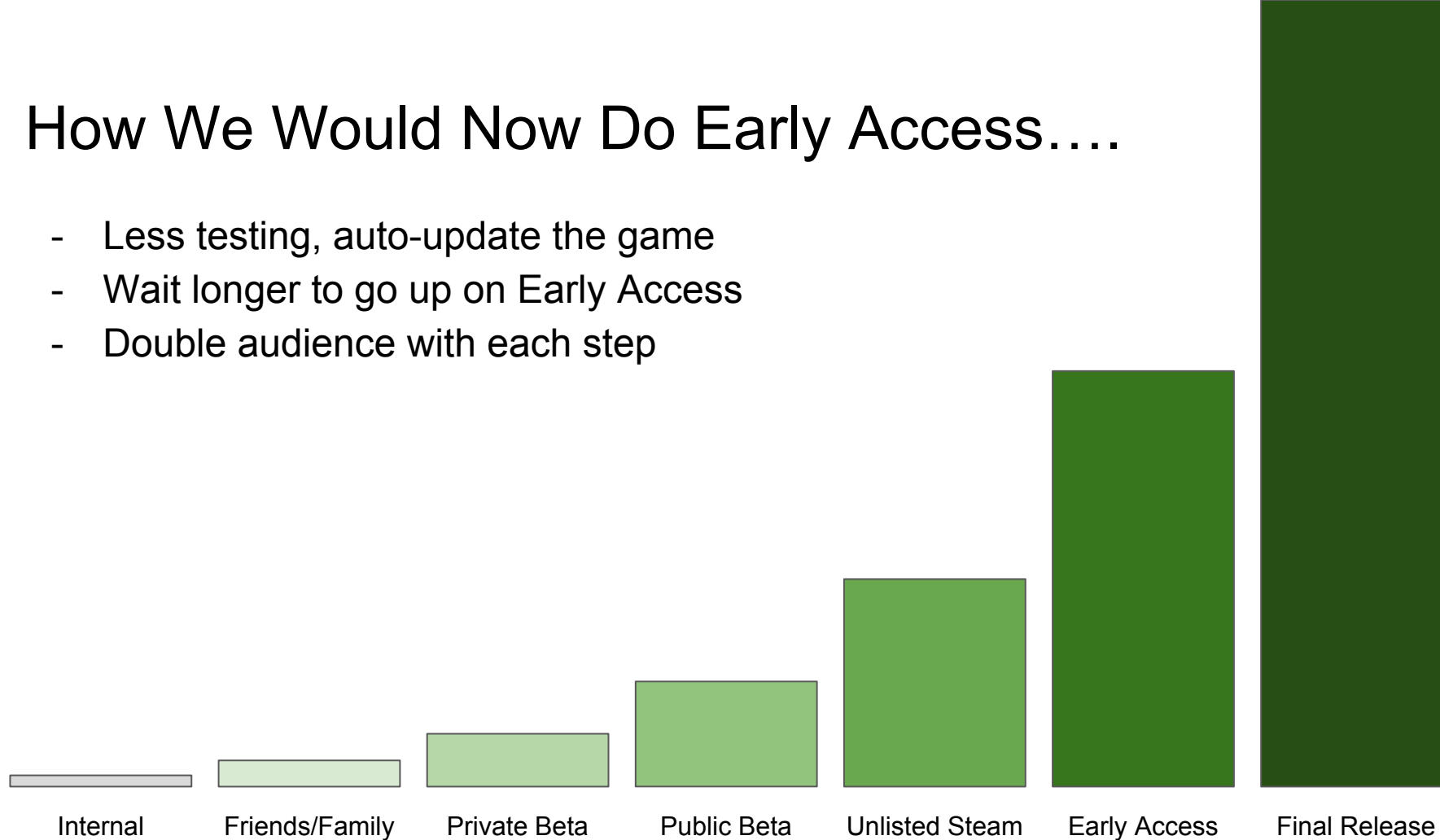
How We Would Now Do Early Access....

- Less testing, auto-update the game
- Wait longer to go up on Early Access



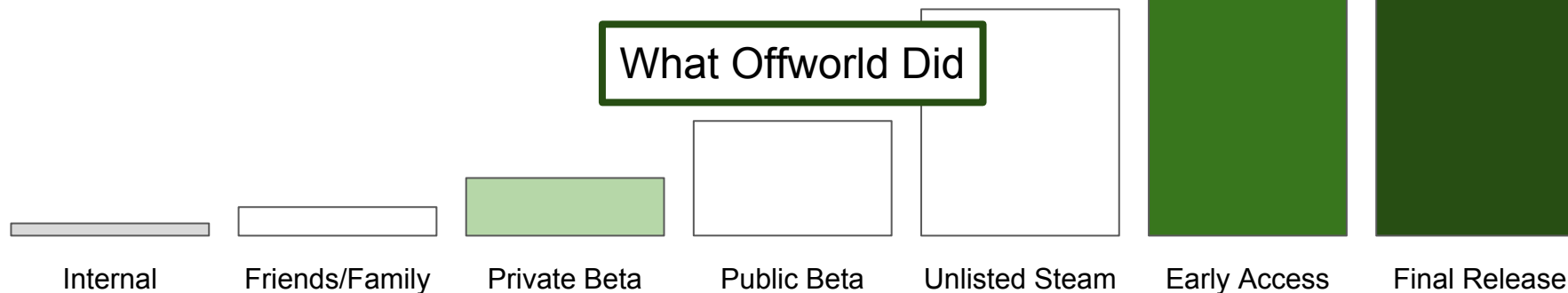
How We Would Now Do Early Access....

- Less testing, auto-update the game
- Wait longer to go up on Early Access
- Double audience with each step













How We Would Now Do Early Access....

- Less testing, auto-update the game
- Wait longer to go up on Early Access
- Double audience with each step



Charge less on Early Access?

| | | |
|---|---|---------|
|  | Conan Exiles Early Access, Survival, Open World, Crafting | \$29.99 |
|  | H1Z1: King of the Kill Early Access, Survival, Massively Multiplayer, Open World | \$19.99 |
|  | ARK: Survival Evolved Early Access, Survival, Dinosaurs, Open World | \$29.99 |
|  | Rust Early Access, Survival, Crafting, Multiplayer | \$19.99 |
|  | Wallpaper Engine Early Access, Utilities, Design & Illustration, Animation & Modeling | \$3.99 |
|  | Subnautica Early Access, Survival, Open World, Underwater | \$19.99 |
|  | ASTRONEER Early Access, Space, Open World, Multiplayer | \$19.99 |
|  | Pit People Early Access, Strategy, Turn-Based Combat, Funny | \$14.99 |
|  | RimWorld Early Access, Survival, Base Building, Strategy | \$29.99 |
|  | Factorio Early Access, Base Building, Resource Management, Sandbox | \$20.00 |

Average Price: \$20.89

Your players understand your
game better than you do

How Valve Should Now Do Early Access...

- Unlisted Store Pages



How Valve Should Now Do Early Access...

- Unlisted Store Pages
- Early Access Category for Reviews

User reviews:

RECENT: **Very Positive** (419 reviews)

OVERALL: **Mostly Positive** (9,256 reviews)

User reviews:

RECENT: **Mixed** (26 reviews)

OVERALL: **Mostly Positive** (2,317 reviews)

User reviews:

RECENT: **Mostly Positive** (507 reviews)

OVERALL: **Very Positive** (4,319 reviews)

How Valve Should Now Do Early Access...

- Unlisted Store Pages
- Early Access Category for Reviews
- No refunds or sales during Early Access

*“Subnautica is a game that is still very much in development, and we don't need to bring in a large influx of players right now. **When the sale price is lowered by a large margin**, it tends to attract a group of people who are less willing and dedicated to giving the game a real chance. . . . [M]any of those people either never end up playing it or end up playing it for a short amount of time and posting **a negative review because they likely didn't research it.**”*

Early Access is better
with fewer players

Steam User Reviews

MOST HELPFUL REVIEWS

IN THE PAST 30 DAYS

43 of 45 people (96%) found this review helpful

surplus_newt
175 products in account
4 reviews

Recommended
23.4 hrs on record

POSTED: FEBRUARY 10

The roguelike trend of the last few years has brought us a ton of games which are punishing or difficult without actually being complex or interesting, often using some kind of metagame progression as an escape valve for the player's frustrations. Meanwhile, the strategy space is increasingly filled with bloated epics that take eons to complete and require relatively little player input. Offworld Trading Company is the perfect counterpoint to both trends, providing endless varied games of meaningful complexity in a timeframe that makes losing palatable; it's compact enough to make you want to challenge yourself, and complex enough to actually let you.

Offworld Trading Company is not a 4X game, but it manages to

READ MORE

Was this review helpful? Yes No Funny

12 of 13 people (92%) found this review helpful

Beej
241 products in account
13 reviews

Recommended
15.9 hrs on record

POSTED: JANUARY 27

Really fun game, I was surprised because when I read other reviews I wasn't so sure I would like it. They somehow made a game about stocks, fun! Well, it gets more in-depth than that.. but that was my biggest worry!

They have an awesome in-game tutorial system that pretty much walks you through everything (meaning you don't need to google a bunch of stuff for answers). I thought I had a good understanding how corporations worked before but now I REALLY do! (bonus for learning about debt!) Also, it has lots funny jokes hidden in the game which is a cool bonus! The later practice scenarios are crazy challenging. If you're anything like me and like a challenge that you have to replay over and over

READ MORE

Was this review helpful? Yes No Funny

RECENTLY POSTED

Gozzle 4.5 hrs

POSTED: FEBRUARY 15

This was on my wishlist for a long time and I kept thinking about removing it. Deciding instead to buy it was one of the greatest victories of my life.

Helpful? Yes No Funny

RJ(wolf) 8.2 hrs

POSTED: FEBRUARY 15

this game is a very fun economic simulator game

Helpful? Yes No Funny

bobrooni03 168.9 hrs

POSTED: FEBRUARY 15

10/10 Recommend

I am going to explain this with a board game analogy. If Starcraft is RISK then Offworld Trading is the Settlers of Catan of RTS.

I am a big RTS follower. Played the original Starcraft when I was young even watch high level play now in Korea. Favorite of all time is Age of Mythologies. Offworld is the most unique RTS that I've played.

Its a very competitive RTS with no army

READ MORE

Helpful? Yes No Funny

TrattpingvIn 144.8 hrs

POSTED: FEBRUARY 15

Fun economic RTS about maxing your profits using the same buildings and rules but on very varied maps, making each game a unique challenge

No ratings yet



Recommended

0.0 hrs last two weeks / 75.0 hrs on record

Posted: Oct 29, 2015 @ 8:00pm
Updated: Feb 6 @ 3:18pm

This game was nice but the new update sucks. The UI looks like crap unlike the stylized UI before that fit the theme. The usability of the UI sucks. Very weird that they changed it. Also there are some options missing and it became much more different to win, i.e. before you could find a weak spot and work with that, now the feedback loop is weakened and it makes less of a difference what you do. Once they get a launch tower and you didn't yet it's game over. Please rollback to v6.

Ok, now, a year or so later, the game is totally fixed. It is amazing. The UI is way better. I like it a lot

Was this review helpful? Yes No Funny

5 Comments ☐ Subscribe to thread (?)



Add a comment



Ubilaz 4 minutes ago
I enjoy the game now !



Kael [developer] May 7, 2016 @ 9:34am
Glad to hear you are enjoying it, we put a lot of work into it. Would you consider updating your review based on the released game?



Ubilaz May 7, 2016 @ 5:00am
The latest versions of the game are much better again



Kael [developer] Apr 8, 2016 @ 10:47am
Sorry you were impacted by the UI change. The issue was, on about 10% of players PCs the 3rd party UI system we were using killed performance. Rather than live with that we ripped it out and rebuilt it from scratch. Just as you mentioned it was a huge step back and cost us a lot of time, but we believe it was the right thing to do.

I see that you have updated with a comment as well, thank you for that. With the Beta 10 update we updated the tutorials to do a better job, changed the late game victory condition and worked on balance. Please let us know if we addressed your issues.



Ubilaz Feb 28, 2016 @ 7:49pm
Besides, after continuing, the game got more unforgiving. The new so called 'helper games don't function

0 of 3 people (0%) found this review helpful



Not Recommended

0.0 hrs last two weeks / 13.3 hrs on record

Posted: Feb 14 @ 5:27pm

Get it if it's on sale.

It's OK but no better than that.

Then pay the same again (or more) for DLC which perhaps makes it a tiny bit better than OK.

If you've played many RTS games then this game will probably just seem like a chewing exercise.



Skirmish Win (Applicant)

Won a Skirmish while playing as an Applicant (or Higher)

Unlocked Jun 26, 2016 @ 5:14pm



Skirmish Win (Intern)

Won a Skirmish while playing as an Intern (or Higher)

Unlocked Jun 26, 2016 @ 5:42pm



Campaign Win (Applicant)

Won a Campaign while playing as an Applicant (or Higher)

Unlocked Jun 30, 2016 @ 9:32am



Campaign Win (Intern)

Won a Campaign while playing as an Intern (or Higher)

Unlocked Jun 30, 2016 @ 9:32am

We Did Get a Second Launch

Early Access (Feb '15)

First 2 Weeks: 23,607 units

Total (14 months): 94K units

Final Release (Apr '16)

First 2 Weeks: 23,457 units

Total (10 months): 129K units

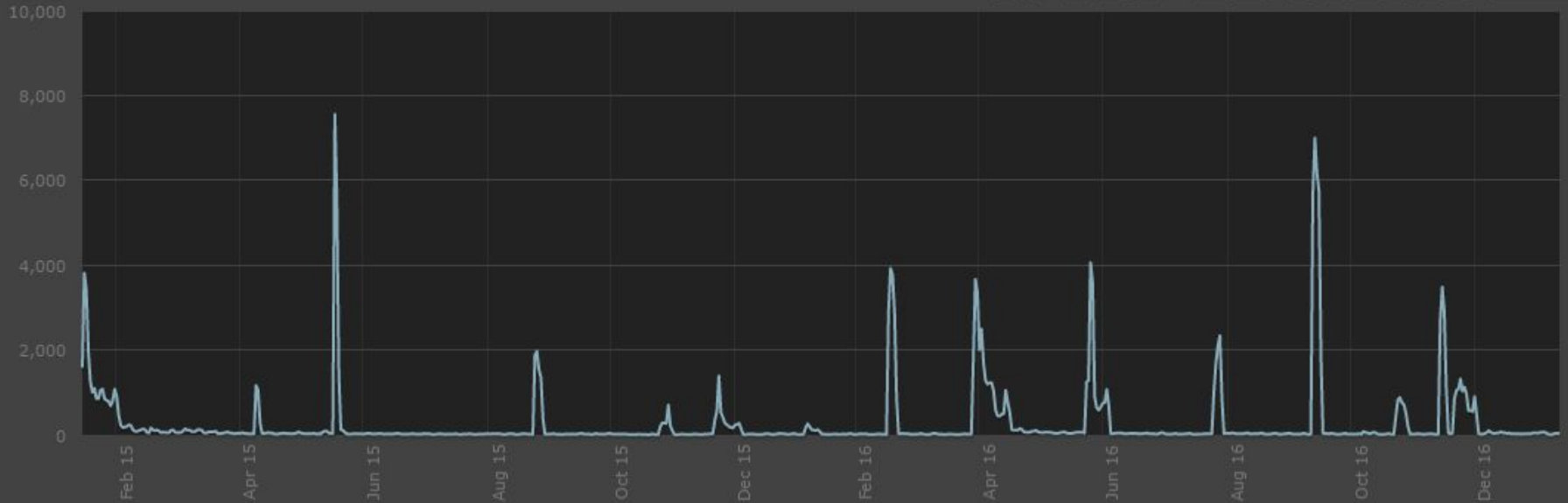
Total sales: 223K units

DLC sales: 307K units

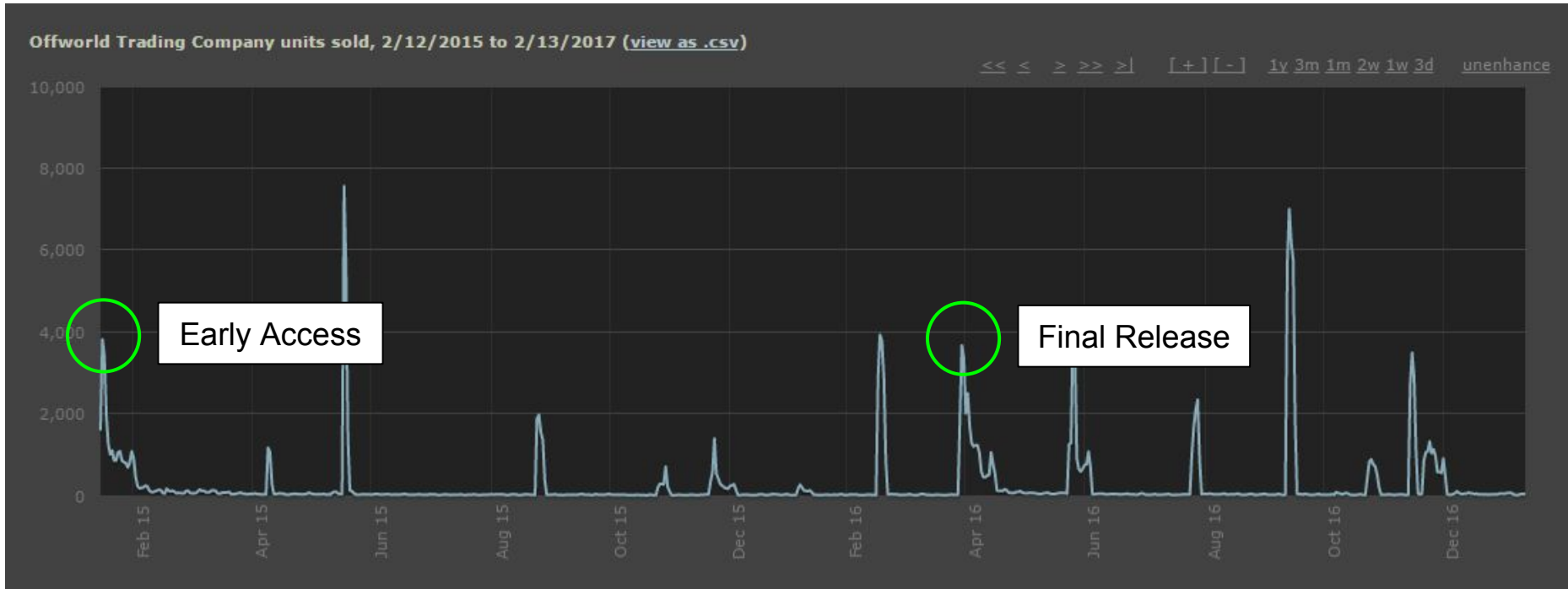
Sales Graph

Offworld Trading Company units sold, 2/12/2015 to 2/13/2017 ([view as .csv](#))

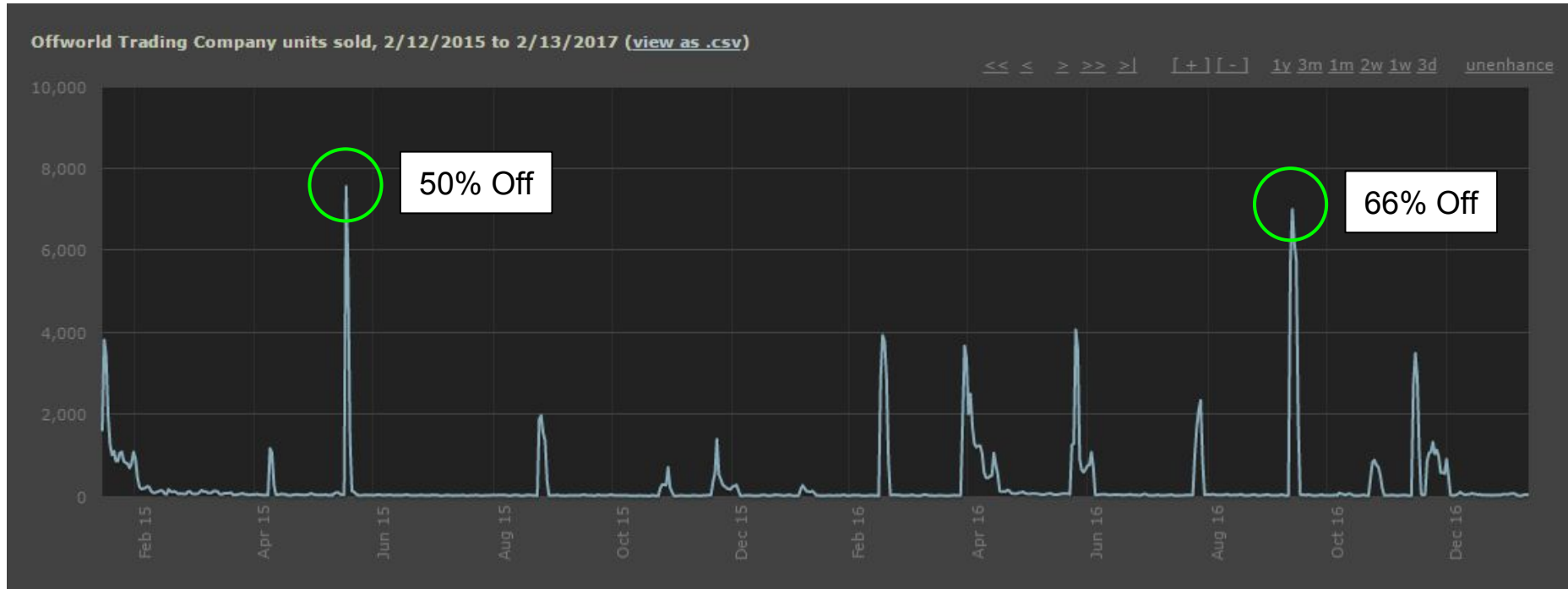
[<<](#) [<](#) [>](#) [>>](#) [>|](#) [\[+\]](#) [\[-\]](#) [1y](#) [3m](#) [1m](#) [2w](#) [1w](#) [3d](#) [unenhance](#)



Sales Graph: Release Dates



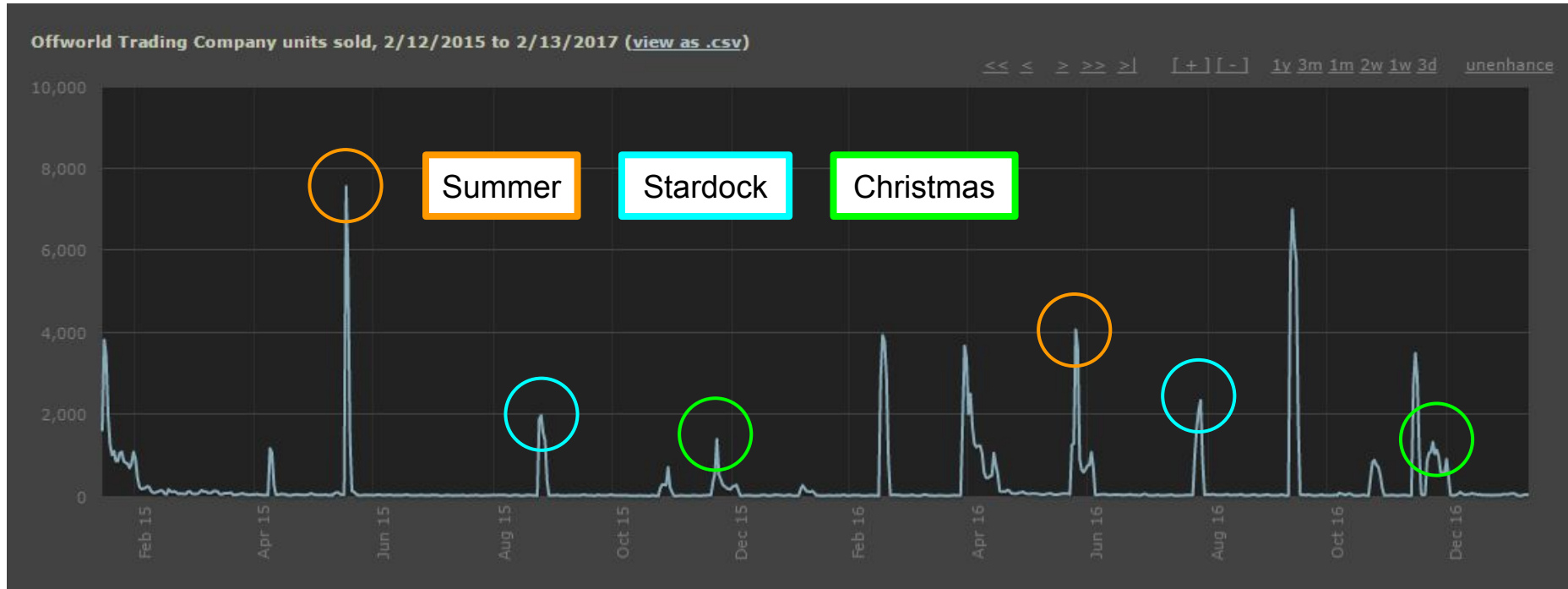
Sales Graph: First Major Discounts



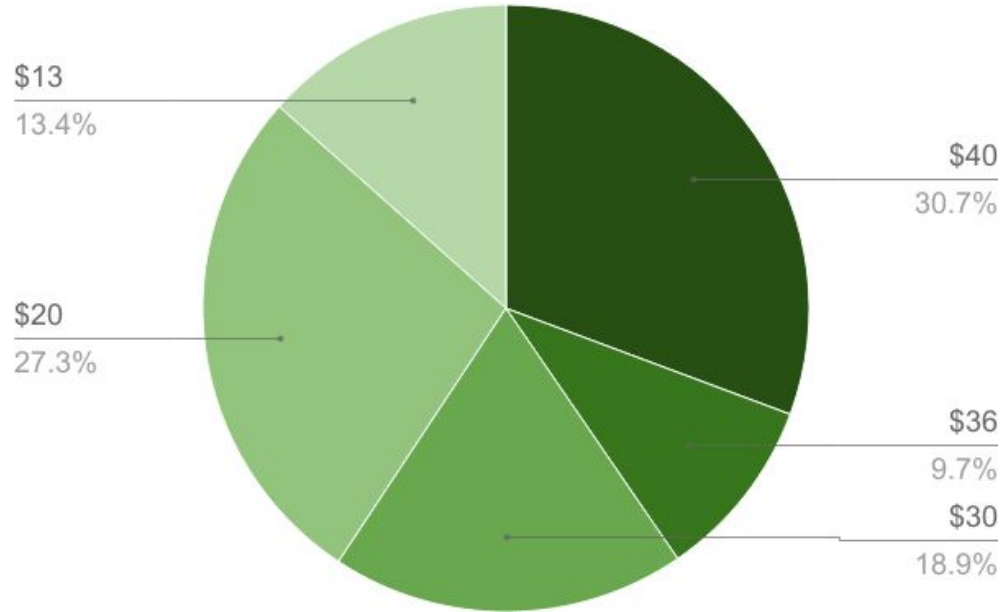
Sales Graph: Capsule Events



Sales Graph: Events Sales



Total Revenue by Price



~40% of revenue at 10% off or less

Why Make Offworld Trading Company?



Why Make Offworld Trading Company?



Prices Tell a Story



“Well, it depends...”

The screenshot shows the game interface for Star Trek: Starbase 6000. On the left is a market table with columns for Rate, Quantity, and Price. The top left shows a 'Pay Debt' button and a balance of \$312K. The top center features a 'NEWSFLASH: Solar flare!' event. The right side displays a list of player stock holdings with 'SELL' buttons. The bottom right corner includes a 'Black Market' section with various icons and prices. A central white box with a black border contains a list of game features.

| Rate | Quantity | Price |
|-------|----------|---------|
| +1.55 | - | \$ 188* |
| +7.7 | - 60 + | \$ 278 |
| +2.76 | - 286 + | \$ 530 |
| +0.5 | - 25 + | \$ 399 |
| +3.3 | - 335 + | \$ 380 |
| -0.25 | - 128 + | \$ 63 |
| -0.35 | - | \$ 100 |
| +1.65 | - 391 + | \$ 271 |
| - | - 10 + | \$ 74 |
| +3.35 | - 622 + | \$ 76 |
| - | - | \$ 389 |
| +2.89 | - 293 + | \$ 422 |
| +0.28 | - 80 + | \$ 541 |

- Random Maps
- Random Prices
- Random Events
- Random Auctions
- Black Market
- Opponent Choices

Black Market

\$25K \$60K \$18K \$18K \$40K \$12K \$25K

Thank You

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www.twitch.tv/MohawkGames

