

ABOUT SMUGGLERS OF CYGNUS

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Smugglers of Cygnus is a space trade and adventure simulation for Windows and Linux where each player gets to chart their own way through the galaxy. Explore the Cygnus Galaxy in first and third person views as you pick up and deliver cargo, track down bounties, hunt or defend against pirates, and find or craft new parts to upgrade your ship. Use those parts and the paint shop to customize, upgrade, and color your ship to suit your taste and style. Remap controls and even change the UI coloring to take customization to the next level and fly the galaxy in comfort. Invite your friends to join you in player hosted multiplayer sessions.

- Explore a huge galaxy with many different planetary systems and over 100 unlockable sectors.
- Deliver cargo between locations or dig into the world with deeper, more involved missions.
- Earn, craft, and discover parts you can use to upgrade your ship or fleet.
- Fend off pirate attacks or engage in piracy yourself.
- Smuggle goods past patrols of heavily armed ships for huge bonuses.
- Hunt down fugitives and earn credits and a reputation as a fearsome bounty hunter.
- Play it your way with a classless skill progression that puts you in control.

At the opening of the Age of Cygnus, a great era of commerce begins. Traders ply this vast frontier, transporting cargo between planetary systems, discovering markets, and establishing trade routes.

The player, newly graduated from Trade Academy, has the option to chart their career path among the stars. Friends and foes are everywhere, and whom the player can trust often is based on loyalty to profit over loyalty to the player.

There are over 100 sectors full of adventure and opportunity to discover—what are you waiting for? If you have any questions, please don't hesitate to [contact us!](#)

LINKS:

Steam: https://store.steampowered.com/app/1298770/Smugglers_of_Cygnus/?utm_source=Presskit

Itch.io: <https://longplaygames.itch.io/smugglers-of-cygnus>

GRAPHICAL ASSETS:

Screenshots and Gameplay: <https://longplay.games/SmugglersAlphaGraphics.zip>

Logos: <https://longplay.games/SmugglersLogos.zip>

VIDEOS:

Trailer with Gameplay: <https://youtu.be/5d68w6TFRf4>

REVIEWS:

"Smugglers of Cygnus is already starting to be a beautifully designed game with the Unreal 4 engine, along with a lot of effort behind the scenes for a well thought out story line and history to bring the SoC universe to life.

The controls so far are well thought out with plenty of feedback taken aboard from the alpha testers and truly is a unique looking game that is visually great."

--L1L_F3LL4

"Review: The Pre-Alpha looks great. Textures look on point and the concept is definitely there for what looks to be a great game. Even the ability to customize your own ship with different parts that ... will have different specs and abilities to allow for unique combinations."

--EpicSyringe

ABOUT LONGPLAY GAMES:

Longplay Games is a family-friendly science fiction focused game development and visual effects studio based in southern New Mexico.

Forum: <https://forum.longplay.games/>

Chat Server: https://matrix.to/#/#longplay_games:matrix.org

Website: <https://www.longplay.games/>

TEAM:

[Mike Bybee](#): Lead Developer, Writer, Voice

[Jessica Alter](#): Writer, Voice, Artist

[Sten Pettersen](#): QA, Artist

BACKGROUND:

Longplay Games was founded in 2020 as a spin-off of indie publishing company Indie Imprint. They started as the development team behind 2018's GYATM before working on Smugglers of Cygnus, a massive science fiction trade and exploration game expected to be released in 2023. The publicly available alpha will be available in February of 2022, with Patreon backers already playing around in the pre-alpha game. The free to play alpha of Smugglers of Cygnus will be constantly evolving as the game approaches launch.

The minigame [Smugglers of Cygnus: Cygnus Pizza Race Season 1](#) was launched as a VoxPop exclusive in June 2020 with Season 2 coming out on [Steam](#), [VoxPop](#) and [Itch.io](#) in 2021.