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## About This Game

*Elite Dangerous* is the definitive massively multiplayer space epic, bringing gaming's original open world adventure to the modern generation with a connected galaxy, evolving narrative and the entirety of the Milky Way re-created at its full galactic proportions.

Starting with only a small starship and a few credits, players do whatever it takes to earn the skill, knowledge, wealth and power to survive in a futuristic cutthroat galaxy and to stand among the ranks of the iconic Elite. In an age of galactic superpowers and interstellar war, every player's story influences the unique connected gaming experience and handcrafted evolving narrative.

Governments fall, battles are lost and won, and humanity's frontier is reshaped, all by players' actions.

400 Billion Star Systems. Infinite Freedom. Blaze Your Own Trail.

### A Galaxy Of Wonders

The 400 billion star systems of the Milky Way are the stage for *Elite Dangerous*' open-ended gameplay. The real stars, planets, moons, asteroid fields and black holes of our own galaxy are built to their true epic proportions in the largest designed playspace in videogame history.

### A Unique Connected Game Experience

Governments fall, battles are lost and won, and humanity's frontier is reshaped, all by players' actions. In an age of galactic superpowers and interstellar war, every player's personal story influences the connected galaxy and handcrafted evolving narrative.

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### **Blaze Your Own Trail**

Upgrade your ship and customize every component as you hunt, explore, fight, mine, smuggle, trade and survive in the cutthroat galaxy of the year 3301. Do whatever it takes to earn the skill, knowledge, wealth and power to stand among the ranks of the Elite.

### **Massively Multiplayer**

Experience unpredictable encounters with players from around the world in *Elite Dangerous*' vast massively multiplayer space. Experience the connected galaxy alone in Solo mode or with players across the world in Open Play, where every pilot you face could become a trusted ally or your deadliest enemy. You will need to register a free *Elite Dangerous* account with Frontier to play the game.

### **A Living Game**

*Elite Dangerous* grows and expands with new features and content. Major updates react to the way players want to play and create new gameplay opportunities for the hundreds of thousands of players cooperating, competing and exploring together in the connected galaxy.

### **The Original Open World Adventure**

*Elite Dangerous* is the third sequel to 1984's genre-defining *Elite*, bringing gaming's original open world adventure into the modern generation with a connected galaxy, evolving narrative and the entire Milky Way re-created at its full galactic proportions.

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Title: Elite Dangerous  
Genre: Action, Adventure, Massively Multiplayer, RPG, Simulation, Strategy  
Developer:  
Frontier Developments  
Publisher:  
Frontier Developments  
Release Date: 2 Apr, 2015

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**Minimum:**

**OS:** Windows 7/8/10 64-bit

**Processor:** Quad Core CPU (4 x 2Ghz)

**Memory:** 6 GB RAM

**Graphics:** Nvidia GTX 470/ATI 7240HD

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 25 GB available space

English,French,German,Russian







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The good: 350 Hours in and I am still figuring it all out. I worked my way through the rank grinds in my Python. I now run 2 Anacondas, a Corvette, and a Cutter. Which ship depends on what I am wanting to do that day. Each offers benefits to one area of the game over another. Its a trade off and balance aspect that is built into the game, and makes it more interesting. Believe me if there was one ship that was the best at everything, everyone would fly that ship and not bother with the rest. There is just something satisfying and relaxing about this game. I stay out of the "online community" for the most part in solo mode, and have a great time lone wolfing it out in space. I like the solitude and quiet. I know there is a great community out there... but there are those bad seeds and those who just need to mess with other players because they are bored, so I stay hidden. The games universe is still effected by all players regardless if they are in open mode or solo mode. Players can deplete an area of resources through mining, or affect changes in demand, supply, and prices in individual systems through trade. These require you to constantly adjust your plan and seek out greener pastures, as it were. There is no single player/offline mode but solo mode lets you fly around and only encounter NPCs and not other players.

The devs are continuing to update and release content and build this game into something pretty cool. I recommend it to those who enjoy slow paced space flight simulation. Carry passengers or cargo between star systems and planets. Take on some wet work and hunt down bounties. Find a hot spot and mine some metal and minerals. Or shave every ounce you can off your ship and head out for literally months exploring the black. If you like Farming Simulators or Trucking Simulators, then you have to get your butt behind the helm of a star ship. If you like to battle and actually be challenged in a fight despite having the best equipment credits can buy, then get your butt behind the helm of a star ship. If you want to troll every one and your self worth is tied to kill stats, go play Fortnite or some other mindless PVP trash, this game is not for you. This games community is one of the most non-toxic I have seen in a game, and discouraging trolls from messing with it is priority one for most commanders. There is respect, even from the pirates.

The NOT so good: There are a couple of things to be aware of when you purchase this game. The biggest thing is despite this being an MMORPG, you only get one character per account on PC. One CMDR. You want to start over, gotta wipe your progress. Given the amount of grinding one has to do to reach certain beneficial levels, that is the unthinkable. I have read that console versions of the game get multiple characters... but PC gamers only get one. You have to buy another copy of the game on a different email address in order to create a second commander and they are not linked, so no sharing resources between your squadron.

Another thing you need to be aware of is the in-game-purchases for cosmetics. The game comes with all the ships and all the weapons... so there is no pay-to-win aspect at all. But all ships come in a base color; if you want a different color ship, maybe change the weapon color or engine exhaust, maybe customize the ship with some extra pieces, or even put the name of the ship on it... you gotta make an additional real money purchase through your Frontier account or buy Steam DLC. And there is no way to "unlock" these in game or get them otherwise. Its a cash grab by the devs to be sure. You'll pay anywhere from a buck or two all the way up to 20 bucks to buy a package for that one thing you do want offered in that package. And if you do buy a second copy of the game to have a second commander on PC... well you gotta buy the same cosmetic stuff again for that account. I'm not complaining about them generating revenue in order to keep improving the game. They do not charge a subscription to play online and season passes get you all the content. So they need some way to pay for the development. But a few in-game cosmetic "unlocks" for milestones and certain achievements would be nice. But that's not a thing in this game. Well, you do get a logo each time you rank up in Combat, Explorer, or Trade status, but nothing that would make you want to grind for it.

And last, this game is entirely dependent on the online servers. There is no offline mode. If the servers are down.. you ain't flying. If the serves go away in the future, the game dies and will be unplayable. Nature of the game design I am afraid. Just keep all this in mind when deciding to purchase.

Still, I do recommend the game despite those short comings. However... at this stage I can't recommend the PC version over the console version. The additional characters offered on console really do give you more bang for the bucks. Also, you can play the game with keyboard/mouse or a game pad... but a hands-on-throttle-and-stick (H.O.T.A.S) setup is highly recommended.. SPAAAAAAAAAAAAAAAAAAAAACE!

. Never even considered playing space games before, was introduced to Star citizen and was very disappointed but it left me hungry for a decent space game, Elite dangerous filled that void to the point I will never be hungry again. Just buy it, some very exciting updates to come and there is plenty to do in the meantime. Its simply the best game I have every played but be patient,

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starting out in elite is very overwhelming the game doesn't hold your hand, but persevere and you will be hooked. ( They have introduced a new player experience in a recent update which will help alot).. 645 hours in, and so happy with my investment. Hopping into one of my ships after a long day for a fly around a planet is one of my absolute favourite things to do. There's always something new to explore, and I haven't even started any of the Thargoid content yet. Flight mechanics will take some getting used to - but hang in there because you'll learn to love it with some practice. There's been a few stability issues over the years, but they're usually fixed by the next time I login, so don't let comments about stability or issues put you off purchase. Enjoy!. Elite is a fantastic game, If it is what you're into. It has a steep learning curve and takes some getting used to that isn't helped by the notoriously bad and unclear tutorials, but when you get more proficient you have control over every little detail of your ship and it controls exactly how you like. If you are looking for a semi-realistic space faring game, then Elite could be the choice for you.

Mixed reviews are kinda misleading. There should be a button for "people who don't understand a big boy game" to separate it from actual criticism. Pro :

- Literally the most expansive space environment ever seen. BILLIONS of star systems.
- No linear path or specific route for progression.
- Newtonian-physics flight (sort of)
- You are NOT pan-galactic hero or something that BS, leaving you with lots of freedom.
- Fly alone isn't more or less boring than flying in group.
- One of the most friendly community I've ever seen. (Accidentally bumping into someone has real chance of triggering a 10-minutes long friendly conversation about the meaning of the universe, for example)

Con :

- Terrible tutorial. Combined with how the game begin by literally give you a ship and throw you into full-size Milky-Way, it could eat some beginner rather nasty.
- Paths available to players can get overwhelming.. I tried. I tried really, really hard to like this game. I researched the lore, became an active member of the community, even bought some cosmetic upgrades for a few of my ships, all while hoping that the game would improve over time. And yet, after nearly 6 months of playing, and two major quarterly updates, it is still pretty much the same, shallow, empty game I started with.

The mechanics of the game tend to be all over the place. The ship control is excellent. It is a space pilot "sim" after all. The actual game mechanics, such as realm vs realm, humans vs aliens, bounty hunting, trading, etc. are all very weak.

Realm vs realm - you pledge to a given faction leader and either kill other ships in targeted systems or bring in war supplies (only 10 tons at a time, available every 30 minutes...so if you want to haul your quota for the week in one trip, be prepared to wait for hours). This is good and fine and all, and can trigger different economic states in a given system and change what is and isn't illicit cargo. But it has ZERO effect on the galaxy. None. Kill 10,000 enemy ships or haul enough war supplies to make the USSR jealous, and while the system may flip control, it makes absolutely no difference in the grand scheme of things. The ONLY reason people play realm vs realm is to get the faction weapons, which are arguably worse than normal upgraded weapons. Grind isn't gameplay. (FDev, if you read this, write that down...you'll be seeing it a lot in this review)

Humans vs aliens - there is an alien race called the Thargoids that is "at war" with humanity. I say that loosely, because over several months, neither the humans nor the thargoids have made any real gains in controlled territory. Yeah sure, the occasional station or megaship will get blown to hell, but ultimately it's just another grind mechanic. You go buy AX weapons (Anti-Xeno) that are useless against anything but the smallest of alien ships. If you want to fight any of the real alien ships, you need to spend a few WEEKS (or months if you don't live in the game) farming ancient tech at a bunch of guardian sites that you'll never find or figure out without the help of an army of nerds. Now that you've got your fancy 200 million credit ship all decked out to fight bugs, you discover that only a handful of VERY skilled pilots in game are actually able to solo one of the bigger alien fighters. Oh, and did I mention your rare and powerful bug-squashing weapons are absolutely useless against player ships? Better grind to upgrade two ships. GRIND ISN'T GAMEPLAY.

Bounty Hunting - AI bounty hunting is pretty straight-forward. You take the contract, fly to the marker, find your target, zap him, turn in your bounty, get paid. Easy enough. Except, in reality, it pays squat compared to a lot of other things you could



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spend your time doing. Player bounty hunting is virtually non-existent. Yes, you'll see players listed on the station's most wanted list at bounty prices that will make your mouth water. But the chances of you finding a specific player in the exact ship he/she committed their crimes in...you have a better chance of getting struck by lightning and being attacked by both a black bear and a polar bear in the same afternoon. There are third-party API tools that will let you "track" players, but if those players don't use the tool, you're kind of out of luck. The only way to truly find these people is to invite them as a friend and basically challenge them. Not much point in bounty hunting if you can't ambush your quarry. So, if you wanna be a space cowboy, get used to jumping to the nearest low-sec system to find some boring AI. GRIND ISN'T GAMEPLAY.

Trading - Take a contract to deliver X amount of Y product to point B. Or, take a contract to procure X amount of Y product (with your own money) and bring it back to point A. Or you could buy low here and sell high there (free trading). Free trading is probably the single most in-depth and profitable thing you can do in populated space. But, without third party tools, you're going to invest a lot of money on faith.

Exploration - This is where all the nerds, anti-social types, and a vast majority of the carebears spend their time. After all, there are BILLIONS of star systems in the galaxy (yes the entire Milky Way is modeled), and truth be told, they will NEVER all be explored in Elite Dangerous. Exploration works like this: Pick a "final destination"...this could be anything from a known point to any random star you find on the map. Set up your ship properly...remove all weapons and downgrade every module except your jump drive and fuel scoop (the lighter it is the farther you can jump). Plot your course. Spend the next how every many days, weeks, months doing the following - jump, scoop (if the star is scoopable), scan. If you're the first person to discover this system (no names on the system map), you get extra credit. Now, you can scan each planet, moon, asteroid field, star, etc. individually, for more income on your exploration data. Rinse, repeat. Rinse, repeat. You have a fraction of a millionth of a chance of finding anything noteworthy out in unexplored space, because the devs have locked every system that contains anything not already discovered. Basically, you're taking a semi-interactive visual tour of the stars. It's great if you're an astronomy major or a big time space nerd. Not so much if you're actually interested in "what's out there".

And this brings me to the lore. There is little lore in game, and even less you'll find without outside help (forums, wiki, etc.). You won't be the first to discover anything other than an empty rock, because the fanboys and nerds will figure everything out before you get home from work. The one writer they actually had working on a story arc, they ran him off. Now the devs seems content to sit on their empty galaxy and rake in the money from the newest ship paint job that's out. When someone tells you this game is a mile wide and an inch deep, believe them. When someone tells you this game has so much more to offer than what's on the surface, ignore them, because they are too emotionally invested and have sank too much time into researching the lore that should have been in the game from day 1, and they cannot fathom that their time was wasted on an overpriced tech demo.

The devs have basically made promises that ED would have some of the features that some "other games...ahem" would have, yet after years of ongoing "development", you can still only access the inside of your cockpit...from the seat...never leaving it even when you dock.

TL;DR - Okay, so maybe Elite Dangerous isn't a space pilot sim. It's a simulator in which you play an AI that carries out mundane tasks for no other purpose than to pass time better spent doing something else.. Rampant bug exploits and 'hackers' everywhere. Stay away from this awful game until it has ANY form of cheat protection. Cheat engine works on this game, and makes multiplayer a joke.

Menus have an average of 5 layers of submenus for no reason, everything is bugged, and the game is the most grindy, unfulfilling time sink i've ever seen in gaming.

I'm mostly upset that it took me this long to get to pvp ready ships, and it's\u2665\u2665\u2665\u2665\u2665 upsides: pretty game.

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Unchecked cheating allows anyone playing this game, (a multiplayer game with skill-based pvp as one of its primary focuses) to be invincible, have un-obtainable stats, or do whatever they want. Until its fixed, even though i honestly love this game, and have sunk MANY hours into it, i can't recommend anyone buy it. the Devs don't seem to care, and have known about these issues for months now, and have done nothing.

I will change my review when they get off there a\*\*es and actually put some time and energy into the game they claim to care about.

(PS. for those who HAVE played this game, and know about the inner workings a bit, i am a long time Fuel Rat, max rank in fedVimp, and nearly triple elite. I am not a novice player in anyway, i am just fed up with the Devs not giving a damn about their product.. I play this on Linux, via Valve's SteamPlay, using Proton v4.2 (and some manually installed winetricks (Thanks goes out to

<https://forums.frontier.co.uk/threads/how-to-install-ed-on-linux-using-wine-experimental-not-officially-supported.366894/> for making all of this possible). It's plays smoothly and flawlessly for hours and hours on end (unless i alt-tab out sometimes).

I've been playing the Elite games since the 80s and 90s. It is not inaccurate to call me a superfan of the series. I'm not a big fan of MMO's, and I wish Frontier Developments was less openly hostile towards Linux as a platform. Space flight simulators are my #1 favorite genre, so I've been keen to play this game since it was announced as a kickstarter, and while I did contribute, because they weren't interested in a Linux port, I didn't contribute very much.

All that aside, I have to say: now that I can play Elite:Dangerous under Linux, I will be hard pressed to play anything else.

Elite:Dangerous does a very good job of capturing the spirit of the original Elite, Elite II, and Elite III, and that's probably what I like most about it. It goes onto add far more depth and gameplay than its predecessors, and is, visually, as beautiful as any modern AAA game of its caliber.

While Elite II & III invented seamless planet entries & landings, the planets in No Man's Sky, and Star Citizen are much prettier (so far, i haven't been to many planets in Elite yet).

Meanwhile, Elite's signal gameplay, exploration gameplay, economy gameplay, and ship customization gameplay far surpass both those other titles.

It bugs me that I can't get out of my cockpit seat in Elite, but i am spoiled by NMS, SC, and Pulsar:Lost Colony. It actually doesn't impede my enjoyment of Elite however, because there's so much stuff to do, that really I don't think i'd gain much from wandering around my ship. It would be awfully nice though..

The flight physics leave a bit to be desired, but I'm also in the camp that thought Frontier (Elite II) had the best space flight physics ever. I do dearly miss the separate HUD elements for bearing and heading. Supercruise is a little bit of Handwavium too, but it's no worse than Quantum Drive in Star Citizen, if a little more lax in concept.

The camera is also god-awful.. Is there some way to pin the camera to the ship? it's unwieldly and seems poorly implemented. I might be missing something about its configuration though.

And finally, the DLC method (real monies for fake ship stuff), while not pay-to-win, would make me vomit in my lap except for that if I view it as "donating to a crowdfunded effort" it becomes a lot more palatable. Otherwise, from any other viewpoint it seems like a pathetic moneygrab.

All in all however, Elite:Dangerous is a long awaited dream come true for those of us who've literally waited all our lives, lurking in alt.fan.elite, for Elite 4. It'll probably never see a native Linux version, it's been out for years.. and though I'm only now just getting to play it.. I am not disappointed!. There is something relaxing about this game, though it's a grind.. I have nothing bad to say about this game. I Play in 3D VR and it is like being there. The learning curve is long though. That make it all more interesting. Also using vocal commands which is great.. Recommended if you're into space stuff or just like the idea of wandering about in space; you generally need a couple hours at a time to play it though. The spaceships have enough depth and intricacy to them that they do feel like a 'spaceship' rather than a glorified space car. Spaceships have internal modules that can be damaged, weapon hardpoints, scanners etc etc.

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There's definitely enough to do in space- missions, investigating signal sources (sometimes alien), deep core mining; but if you want action straight from the 'launch' button you've either got to know what you're wanting to do or how to do it- both of which can take a bit of figuring out.

The game is a helluva time sink. I spent about a third of my playtime blowing apart asteroids for those sweet, sweet void opals to make some (relatively) quick cash to buy more awesome ships. I then trekked across the void for what must have been an hour return trip to fetch some 'meta alloys' to allow an engineer to increase my ships jump range. I felt it was a monumental effort, and I was proud I'd had the grit to stick at a game for so long for such a simple task- only to open the galaxy map and realise I'd simply done the galactic equivalent of popping off down to the shops.

if this hasn't put you off yet, buy the game, especially if its on sale. Just don't play it too much in sequential sittings; you might have it 'burn out' on you. Its happened to me, but I'm still not done with it. You also need time and a clear head to play it, because if you rush you might find yourself faceplanting into a neutron star.

P.S get horizons if it's on sale. Much worth. . Huge, very open space game with complexity to keep you interested for long periods of time. Flight sim is great and fun to fly. The big drawback to the game is the STEEP learning curve and lack of on board tools to figure out what's up. You have to be willing to watch some videos and visit a couple of sites (regularly) to figure out how to progress in the game.

That said, it's great and I'll be playing for some time.. 10\10

Crashed into a station within 5 minutes of gameplay.. After 89 hours I've become bored. I've landed on countless moons that look essentially the same. I've fought pirates and Thargoids, rescued civilians from burning stations, taken rich tourists to visit amazing stellar visuals, and mined rocks for dozens of hours. If you're looking for an escape of simply flying through space and exploring, this is a pretty great sandbox for that. Eventually though, you're going to hit a point where you feel like you've done it all. That moment comes for everyone at a different time. For me, it was 89 hours. For you, it could easily be in the hundreds.. ED. Well if this game wasn't so confusing at times it would be easier, but what's the fun in that.

It has great machines and all that stuff. But its also hard to play when I still have no clue about entering planets\War zones.. Very good game but lack of protection and tutorial on new commanders ( deadly fully engineered cutter here) It would be great to have a linear story option for new players to play and get reward while learning how to play this game. For example: 10 missions with different objectives. Each objectives provide a option for commanders to choose their own ship or provided outfitted ship to proceed the mission. The mission have detailed HUD guidelines and voice guidelines. Missions can be hunting, assassination, trading, yeah you get it. After finishing each mission the commander will get a small loan of a million dollar no jk they get some credits and unlock the manual for that type of activity. These missions also lock commanders in solo play and teleport that player into a specific system to do the mission. When finished they'll teleported back to the original system. This whole story could be a memory flashback of one of the superpower leader. This can further enhance the background simulation and universe building. Also I think the jump effects are\u2665\u2665\u2665\u2665\u2665\u2665please change.

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