

VENDETTA online

Hello {userid}, and welcome to the *Vendetta Online* newsletter.

You chose to receive our occasional newsletters when you created the Vendetta Online account: "{userid}". If you don't want to receive our newsletters anymore, please simply click the [unsubscribe link](#) and we won't bother you again. **Please do not flag this newsletter as junk, as you may also junk it for the many other people *who actually want to receive it*.**

Free Play - Happy Holidays!

As usual, *all previous subscribers* are welcome to return and **play for free** between December 24th and January 1st! Stop by and talk to old friends (or enemies), and see what's changed and where we're taking the game.

Upcoming Events:

A whole slew of Events have been planned for the time between Christmas and New Years, stop by the game and check out the [Upcoming Events](#) for the specifics.

We actually created a whole new suite of Event-management tools that are currently in testing by some specific PCC members, with the idea of making them more broadly available in the future. So, you can expect a lot more complex events to come, with big armadas and complex usage of NPCs.

Many Recent Game changes, with many more in the pipe.

Back in early November we previewed some of our upcoming feature, most of which have now come to pass:

- **Mines are persistent**, across logoff and sector changes. Elaborate traps and defensive perimeters are now possible!
- **Many new graphics updates**, across both PC and Android. 1080p+ output on the latest Android devices.
- **Improved support for gamepads and micro-consoles**. Enhanced the "big screen" game experience for use on a TV with just a controller.
- **Totally new skins** for military, pirate and other usage types have been released into the production game, and will be rolled out over time.
- **New energy-draining weapons** create a whole new combat style. Concussion rails are reloadable, group radar extender has been fixed/improved, Plasma Annihilator buffed, etc.

- **Player-owned capships** can now be named, can trade fighter craft as cargo, etc.
- **Collision system updated**, combining the preferred 2012-era damage responses with the newer system's multi-threaded performance. Small collisions cause no damage.
- **A vast number of other tweaks**, fixes and improvements; to the game, the forums, and beyond.



A Look Ahead

We expect 2014 to be a big year for Vendetta Online. We'll be continuing to put a lot of time into gameplay, both fixing and expanding what's there, as well as adding totally new and unusual content.

The work we've done on the persistency of player impact (Mines recently, capships very soon) is going to resonate through many areas of the game, as it further enables our decade-long goals of a **totally dynamically conquerable and unpredictable "Expanded Galaxy"**.

But beyond the gameplay we desire, we're also going to be drastically dialing up the sort of scenery you experience in the VO universe. We've spent several years making our game stable and playable across a lot of mobile platforms, and now it's time to bring that attention home to the PC. As some of our veterans know, we started out as a very graphically-intensive "demo group" before becoming a game company; and now that gaming PCs have conveniently become massive supercomputing powerhouses, we fully intend to put that metal to the test.

We've actually been preparing for this for some years, working quietly to multi-thread the entire engine, and adding a lot of the low-level functionality we knew we would need. Soon the time will come to drop a lot of advanced shaders on the new renderer, and start heating up GPUs around the world.

Combined with our long-running (and publicly released) [support for the Oculus Rift](#), we're aiming to give people a stunning immersive experience that will be well-polished by the time VR devices come to market.

Special Thanks and Benefits to our Long Term Subscribers

Guild Software is a small, indie developer, and for many years we've had some players who have gone above-and-beyond in their desire to support the ongoing development of our game. They've supported us not only for the game we've made, but for our *vision of the game's future*, and they're one of the big reasons we're still here today. We've always wanted to give some special thanks to these people, but it's been a challenge coming up with something that didn't seem exclusionary to newer players.

With these goals in mind, we're creating a new **"Long Term Subscriber"** tier, allowing us to enable special in-game benefits to those who are willing to pledge their support over a lengthy period of time (as our hard-core players always have anyway). The program is offered to *any* Premium subscriber (\$9.99+) who is willing to give their word that they will maintain their subscription for one year. There is **no cost difference**, no legal contract or other nonsense, this is just on your honor.

The benefits will be very real, like early access to new content drops (such as the new [Trident Type S](#)). Some high-level endgame content might even be entirely exclusive to those committed to supporting the game. We will also maintain a separate email contact list for our "Long Term Subscribers", allowing us to give them advanced notice of features, or invite them to early gameplay tests for Events and content we don't yet want to try with the entire game population.

This also really helps a small company like ourselves. Consistent revenue lets us stay focused on making the game that we *want*, instead of being forced to compromise the design of the title towards in-game purchases that may end up more "Pay-to-Win" than we might like.

More information on the new Long Term Subscriber option is available here (requires login with game account):

<https://www.vendetta-online.com/x/pledge>

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