

# STAR SONATA 2

## Basic Facts

### Developer:

Landauer Games

### Release Date:

November 11, 2011

### Available on:

[Desura](#)

[Direct Download](#)

### Price:

[Free to Play](#)

Premium Subscriptions:

\$9.99 for 1 month

\$24.95 for 3 months

\$44.95 for 6 months

\$85.95 for 12 months

### Contact:

Marty Baxter

Community Manager

Phone available on request

[marty@starsonata.com](mailto:marty@starsonata.com)

### Social:

[Facebook](#)

[Twitter](#)

[YouTube](#)

[Steam Greenlight](#)

## Selected Articles and Reviews

### [Indie Game of the Week: Star Sonata 2](#)

By "MartyA2J"

### [Interview with Developer, Ryan Seaman](#)

By Rob Manuel of G4TV

### [Interview with Project Lead, Jeff Landauer](#)

By Adam Ames of

TruePCGaming.com

## Description

Star Sonata is a fast, action based, space themed, massively multiplayer online (MMO) game developed by international indie development team. The universe is your sandbox as you explore vast procedurally generated galaxies, build your empire and crush any who stand in your way. Other massively multiplayer games queue up your actions leaving you unable to dodge shots, or react quickly in dire situations. In Star Sonata you are in direct control of your ship with real time action based combat. As a player, you progress through a vast skill system with eight separate classes to distinguish you from your opponents. Your skill as a pilot matters in the expansive universe of Star Sonata and not many can survive the challenges of the universe.

## Features

**Action-based combat and movement** — No queued up actions like many massively multiplayer online games. You are in direct control of your ship. Star Sonata is a 3D top down action based game. Other games, you just press a dodge key, but in Star Sonata you have to manually pilot your ship and avoid those laser beams, bullets, and missiles! Using real time strategy (RTS) controls you can also create robotic slave ships to fight alongside you and deploy defensive or offensive drone platforms.

**Build your Empire in a Sandbox style universe** — Manage your colonies, build bases, deploy defensive drones, establish trade routes with robotic slave ships. The universe resets every 3-4 months which randomizes the galaxies in player buildable space, creating new conflict where there were once settled borders. Players can advance economically by trading between bases, creating their own bases and colonies, killing enemies, collecting Player versus Player (PVP) bounties, or completing one of the 2000 missions. There are thousands of different items that can be obtained or constructed and sold to other players.

**Become Emperor of the Universe** — A player can "win" the game by declaring themselves emperor and defending their palace successfully until the end of the universe. Don't like the Emperor or want to be the Emperor yourself? Star Sonata is a player vs player game with the universe separated into distinct PVP and non-PVP zones; fight your enemies and lead your team to glory. You can partake in large scale PVP conflicts with hundreds of players, or even little skirmishes on fringe systems.

**No two players are alike** — Star Sonata includes a wide variety of skills and customization options including eight classes, four trade skills, 127 total skills that give various stat increases that the players can train, over 250 player obtainable ships, the ability to change nearly every aspect of your ship's build including the engine, weapons, energy, shield, and more! In Star Sonata no two players will play the game the same way and no two players will have the exact same build!

**One global server, one amazing community** — Star Sonata does not separate the community based on region, everyone plays on the same server.

# STAR SONATA 2

## Credits

The Star Sonata Development team is proud to be an international team of paid staff, volunteers, and moderators. Throughout its 9 years, and two versions the SS Dev team has seen over 30 individuals from more than seven countries work to make Star Sonata the best Action MMO to date.

**Jeff Landauer** — Project Lead (United States)

**Joey Forgues-Forget** — Programming Lead (Canada)

**Martha Baxter** — Community Manager (United States)

**Thomas Moran** — Web Development Lead (United Kingdom)

**Troy Owens** — Lead Artist (United States)

**Ryan Seaman** — Programmer, Content Developer (United States)

**Brian Muhs** — Programmer, Content Developer (United States)

**Leah Belin** — Programmer, Content Developer (United States)

**James Delph** — Content Developer (United Kingdom)

**Marius Walz** — Content Developer (Germany)

**Battan** - [Music](#)