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About This Content

Build a Better Space Empire in **Stellaris: Utopia**

The stars have called you for millennia and now you walk among them. A universe of possibilities is open to your species as it takes its first fitful steps into the great unknown. Here you can turn your back on the divisive politics of the home planet. Here you can build something new. Here you can unify your people and build that perfect society.

Only in space can you build Utopia.

Utopia is the first major expansion for Stellaris, the critically acclaimed science fiction grand strategy game from Paradox Development Studio. As the title suggests, Utopia gives you new tools to develop your galactic empire and keep your people (or birdfolk or talking mushrooms) happy. Push your species further out into the galaxy with new bonuses for rapid exploration or stay closer to home before striking out against all who would challenge you.

Utopia brings a host of changes to the core of Stellaris, including:

MEGASTRUCTURES

Build wondrous structures in your systems including Dyson Spheres and ring worlds, bringing both prestige and major advantages to your race.

HABITAT STATIONS

Build “tall” and establish space stations that will house more population, serving the role of planets in a small and confined empire.

ASCENSION PERKS

Collect Unity points and adopt Traditions to unlock Ascension Perks that allow you to customize your empire in unique ways. Follow one of the three Ascension Paths and achieve Biological Mastery, give up your biological forms in a Synthetic Evolution, or unlock the full psionic potential of your species through Transcendance.

INDOCTRINATION

Influence primitive civilizations and make them adopt your ethics through the use of observation stations, preparing them for enlightenment or annexation.

ADVANCED SLAVERY

Maximize the benefits of slavery by choosing specific roles for enthralled species. Have them serve other Pops as Domestic Servants, fight for your empire as Battle Thralls, or keep them as Livestock to feed your people.

ADVANCED GOVERNMENTS

Adopt unique civics and authorities for your government. Play as a Fanatic Purifier and shun all diplomacy, become a Hive Mind to avoid political strife or create a multi-species empire born of Syncretic Evolution.

Title: Stellaris: Utopia
Genre: Simulation, Strategy
Developer:
Paradox Development Studio
Publisher:
Paradox Interactive
Franchise:
Stellaris
Release Date: 6 Apr, 2017

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Minimum:

OS: Windows® 7 SP1 64 Bit

Processor: Intel® iCore™ i3-530 or AMD® FX-6350

Memory: 4 GB RAM

Graphics: Nvidia® GeForce™ GTX 460 or AMD® ATI Radeon™ HD 5870 (1GB VRAM), or AMD® Radeon™ RX Vega 11 or Intel® HD Graphics 4600

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 10 GB available space

Sound Card: Direct X 9.0c- compatible sound card

Additional Notes: Controller support: 3-button mouse, keyboard and speakers. Special multiplayer requirements: Internet Connection or LAN for multiplayer.

English,French,German,Polish,Russian,Simplified Chinese







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Makes everything better and megastructures are awesome. Oh, I have to buy two other DLCs to get all the megastructures, even though this is the megastructure dlc? Neato!. if you enjoy the base game definitely pick this up as it expands the game play a lot with the most notable change being the ascension perks adding a whole new layer to the game.. Since I have all the Stellaris DLC except for the most recent 2 (Distant Stars and Megacorp) I decided to review this one for a change. I am going to rate Utopia as recommended only because its added features are some of the only ones I predominantly use in a typical game (though I haven't played much with the 2.2 update so keep that in mind). The only real reason you would buy this are obviously the ring worlds, habitats and Dyson sphere etc which are all very useful, but not \$20 useful. Also, I heard that the ring world and habitat are less valuable in 2.2 Stellaris which leads me to my conclusion. Yes, this DLC is rather useful, but a sale is preferable if you want it.. About the ongoing PDS-"support", which is feeded by a DLC like this one: Brace yourself for the PDS-RELEASE-STRATEGY: At a given date (to fit our schedule), we insist, that we release what we've done so far (aka a gamble, whether an "update" is complete or not) and regardless of its quality (aka an additional gamble, whether the same "update" is a buggy and unoptimized mess or not). Brace yourself for the (following) PDS-PATCH-STRATEGY: At a given date (to fit our schedule), we insist, that we end to TRY to patch (complete, fix and optimize) as little as possible in regards to our latest "update" ...

Megastructures: Don't think, that PDS keeps this feature in this DLC (to keep it (for example) "worth" its 20-bucks-price-tag) since they've decided to put the newer megastructures (Matter Decompressor, Mega-Art Installation, Interstellar Assembly and Strategic Coordination Center) into the newer "MegaCorp"-DLC. Since it was implemented and till today, PDS has trouble to find the "right" spot for ring-worlds and to balance them accordingly. Habitats have similar problems like ring-worlds, but on top of this, they're spamable as hell, which cripples the (bad) game-performance even more. Just the Dyson Sphere, the Science Nexus and the Sentry Array are quite decent ...

Ascension-Perks: Most of them are now "free" (aka a part of the base-game), but they're a cluster**** of (mostly) unrelated buffs, which have a "better" spot as technologies or traditions, so that we have to ask the question, why these a-perks were implemented in the first place ? - 3 - 2 - 1: To have "something" "new" to sell in this DLC ! Just the (RELATED) a-perks in regards to the biological V synthetic V psionic ASCENSION (of POPs) are quite decent ...

Don't expect that much from the other stuff since they're just PIECES of the "complete" game in order to play ... well ... the "complete" game. Example: To "Indoctrinate Natives" is just a button or more precisely, the 5. option of the (buildable) observation-station above the home-world of a primitive civilisation.

No available DLC. . . eh. Megastructures! Play tall, decimate! :)

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