

Forum:[Hack Forums](#)

Thread: [Star citizen u took my money aaaAaaa](#)

Shinri - April 10, 2024, 12:22 pm

Bruh when will star citizen come out ughhhhhhhhhh

I-I - April 10, 2024, 12:36 pm

Huh? You can play it bruh, there's a decent amount of shit to do in the alpha. However I personally don't like dealing with all the glitchness so I don't bother.

DemonAsylum - April 10, 2024, 2:37 pm

Seems like it's playable already unless I'm misunderstanding something. Brackets (member above me in replies) is also saying it's playable. So yeah I'm a bit confused haha.

I-I - April 13, 2024, 4:44 am

(Apr 10, 2024 02:37 PM)DemonAsylum Wrote: [\[CITE\]](#) Seems like it's playable already unless I'm misunderstanding something. Brackets (member above me in replies) is also saying it's playable. So yeah I'm a bit confused haha.

It's def playable, and it's even better now than when I used to play because you actually keep your shit. When I played every time they pushed an update all your shit got reset (except for ships you paid real money for) which was annoying as well. It's way better now from what I've seen in youtube videos but it can still be pretty glitchy especially now since they just pushed server meshing for multiplayer. Though it's also really cool now because with server meshing the servers are 100s of players instead of the 50 players per server like back in the day.

DemonAsylum - April 13, 2024, 3:08 pm

(Apr 13, 2024 04:44 AM)I-I Wrote: [\[CITE\]](#) It's def playable, and it's even better now than when I used to play because you actually keep your shit. When I played every time they pushed an update all your shit got reset (except for ships you paid real money for) which was annoying as well. It's way better now from what I've seen in youtube videos but it can still be pretty glitchy especially now since they just pushed server meshing for multiplayer. Though it's also really cool now because with server meshing the servers are 100s of players instead of the 50 players per server like back in the day.

You were losing shit every time they updated the game LOL? Was that intentional or some kind of bug? That's wild either way and would definitely push me away from it as I'm sure it did many others. Surely it doesn't do that anymore.

I-I - April 14, 2024, 1:01 am

(Apr 13, 2024 03:08 PM)DemonAsylum Wrote: [\[CITE\]](#) You were losing shit every time they updated the game LOL? Was that intentional or some kind of bug? That's wild either way and would definitely push me away from it as I'm sure it did many others. Surely it doesn't do that anymore.

It was intentional because things like duping or broken missions could make someone rich in a matter of minutes. Also they probably didn't want to have to keep reloading the DBs or dealing with people complaining about losing their shit when the game was still dealing with a ton of development issues back then.

DemonAsylum - April 14, 2024, 5:34 pm

(Apr 14, 2024 01:01 AM)I-I Wrote: [\[CITE\]](#) It was intentional because things like duping or broken missions could make someone rich in a matter of minutes. Also they probably didn't want to have to

keep reloading the DBs or dealing with people complaining about losing their shit when the game was still dealing with a ton of development issues back then.

Ahh I see. So given the state of the game they just figured it would be best for things overall despite whatever frustrations it may bring to legitimate players. I suppose I can understand that to a degree. Seems like it was a pick your poison type of scenario unfortunately.