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[Blackstar Universe Changes Owner, New Work In Progress](#)

Blackstar Chronicles in the works

NCSOFT was planning to release a sci-fi, space **MMORPG** called Blackstar, but that project never got to live and it seems that the entire IP was considered to be dead weight by NCSOFT, since they have decided to sell all the right to Spacetime Studios. The company, an independent game development studio made up of game industry veterans, now owns all the tools, technology and intellectual property - or what we could call "an entire universe" - and has big plans regarding it. The first project that will be based in the sci-fi setting of the Blackstar Universe will be called Blackstar Chronicles and the developers promise do be a space fantasy combat game that could be considered a mix between the single player experience of Wing Commander and the multiplayer feel of Descent. However, Spacetime Studios haven't presented it as a MMO game, like the title NCSOFT were working on. Probably even more details will be released in the near future. "The IP lends itself to almost any kind of gameplay that one could ask for, and was specifically designed to be a long-term franchise," said Cinco Barnes, creative director and co-founder of Spacetime Studios. "It's a nice sweet spot when you own all the puzzle pieces and we now have extraordinary flexibility in where to take the game universe next." Gary Gattis added, "After two years of development, the Blackstar universe is quite near and dear to our hearts. Owning the IP as well as the engine and tool set puts a tremendous amount of potential in our hands. With all the developed components under the Spacetime team's control, the options for the IP are diversified." "So, it seems like the only thing they know is that we'll get a great franchise and love it. There will be many games taking place in the Blackstar universe and, having in mind that everything is so "flexible", we might be getting everything from casual mini-games to hardcore RPG and tactical shooters. And, honestly, I don't care at all how many games they plan and they will release in the future, as long as they manage to bring me the promised quality. Because a combination between Wing Commander and Descent really sounds great.