



Name: The Cycle: Frontier

Closed Beta: Mar 16 - Apr 4, 2022

Release: 2022

Publisher: YAGER Development

Developer: YAGER Development

Platforms: Windows PC (Steam and Epic Games Store)

Price: Free-to-play

Players: Solo, duo or 3 player squad play. PvPvE with maximum player count varying based on map.

Rating: USK 16

Overview:

The Cycle: Frontier is a high-stakes PvPvE FPS. Complete missions on a deserted planet while defending yourself from hostile creatures and armed opponents. But beware: resources and mission objectives can only be kept if you leave the planet alive. Increase your reputation with a variety of factions to unlock advanced new tools, upgrades, and weapons.

You are never completely alone on the alien world of Fortuna III — dangerous beasts and other greedy players armed to the teeth are always on the prowl. Whether playing solo, in a squad with friends, or making temporary alliances with strangers, *The Cycle: Frontier* offers the ultimate competitive multiplayer and survival combat experience for everyone.

Missions

Missions vary from grabbing materials/items and delivering them to a faction to killing mobs with a specific type of weapon or to do in-match activities (IMAs).

The Cycle: Frontier Story

The game is set in the 25th century in a remote star system on the outer edges of explored space.

A few decades ago, settlers arrived on Fortuna III, an alien world rich with valuable and unique

resources. However, a devastating global storm system, subsequently named The Cycle, made the planet inhabitable and forced the survivors to flee to the orbiting Prospect Station.

At the time of the game, Fortuna III has been largely abandoned by humanity, except for a few brave and desperate souls. They still live on Prospect Station and call themselves Prospectors. The cyclical nature of the storm regularly creates safe windows that allow drop and evac ships to reach the surface and thus opportunity to prospect for resources, scavenger for leftover supplies and hunt rare beasts.

Danger however is ever present. The local fauna is incredibly hostile, the storm itself poses a lethal threat for any Prospector who does not evacuate in time, whether willingly or unwillingly, and there are always other Prospectors around – usually armed and with their own agenda.

For more Info please visit: <https://thecycle.game/lore-before-the-storm/>

The Factions of Fortuna III

- **The Independent Civilian Advisory (ICA)** is practically running Prospect Station. Often searching for supplies and resources that can be repurposed on the station, their motives might appear noble, but their tactics speak otherwise.
- **Korolev Heavy Industries (Korolev)** is operating wherever humans can be found, their greed for Fortuna's rich and unique resources like Veltecite brought them here and even made them stay after The Cycle devastated the planet.
- **Osiris** is a young corporation specializing in research and new technologies. On Fortuna III they are interested in everything from dissecting local flora and fauna to exploring mysterious ancient structures.

Working for the Factions

- The factions demand different things from you, though sometimes they can have similarities.
 - ICA jobs may focus on supplies for the station
 - Korolev is interested in heavy resources
 - Osiris may look for organic specimens, to conduct further research.
- Faction campaigns give you an opportunity to get used to different contract types, unlock new faction specific gear (guns and consumables), as well as a narrative thread to follow.
- Completing the final quest of a faction campaign provides access to a faction-specific in match activities. They are as follows:
 - **ICA** – Oil Pumps – mine oil well nodes and call down oil pumps to extract it. But beware, they take time to extract and their descent from orbit will give your position away.
 - **Korolev** – Laser Drill – the giant laser drill is a big flying structure that can be called down to the surface to extract vast amounts of letium gas. While the drill rig itself with its multiple levels allows for great defensive positions, its entrance into the atmosphere and landing is visible across the map and will almost certainly lead to fights with other Prospectors over the precious resources it unearths.
 - **Osiris** – Crusher Caverns (Not included in CB2 – we will reveal more details closer to release)
- The three factions of the game allow you to buy different weapons / gear.
 - Osiris e.g., has a lot of sci-fi inspired gear with Dart / Laser weapons

- ICA has down-to-Earth weaponry
- Korolev packs a punch but mostly with less rate of fire compared to others

Things to do On Fortuna III

In Match Activities (IMAs)

- There are IMAs that are always on the map like power line puzzles (find the correct order of battery placements until you open special loot locations or uplinks). Uplinks allow you to insert a hard drive to extract data. It can be done multiple times but is noisy as the com tower is sending a signal. High risk, high reward.
- The second option is “event” like dynamic IMAs. For example, meteors that crash down during your trip to the surface, a laser drill that gets called by another player that you can see landing in the distance or oil pumps that work in the same way
- You can always just go looting and look for PVP encounters

Beware the Competition!

- On Fortuna III you face constant danger from hostile creatures and the threat of PvP is omnipresent. Even if you don’t run into another player you will be able to hear gun fire in the distance. Since you lose loot and equipment if you are taken out before successfully evacuating, you have to always be aware and re-evaluate your approach and objectives.
- Not every prospector on Fortuna II is an enemy, sometimes you will find like-minded Prospectors who want to work together. Be careful though - after the work is done they may take you out and steal the fruits of your labor.

The Maps of The Cycle: Frontier

There are 2 maps in the closed beta. Bright Sands and Crescent Falls.

- Bright Sands is considered the easier map, no Crushers and traversal is a bit more forgiving. Make sure to bring the right tools though for the more difficult areas.
- Crescent Falls has some steep cliffs and is home to Crushers (currently the most difficult mobs in the game) and has more areas with higher mob density.

Fortuna Pass

- Our Fortuna Pass works like a battle pass. It will run the whole season, and you will be able to unlock items for free in the pass.
- With the free Fortuna pass you will be able to find things like Weapon Supply crates, resources, Aurum, and Salvage Tokens.
- The Paid version of the Fortuna pass will unlock additional items including XP boosters for the pass, new Prospector skins, and weapon skins.

Monetization info can be found here: <https://thecycle.game/devdiary9-monetization-info/>