Dear Marek Rosa and the Space Engineers 2 development team,

My name is **Boris**, and I use the nickname zivals on Steam and the Keen Software House Support forum. I've been a devoted fan of Space Engineers since its earliest days - I remember being absolutely amazed by the tools the game gave me to create and build.

Throughout my life, I've always dreamed of becoming an engineer and contributing to something truly great. Unfortunately, I wasn't able to pursue this path in reality, which makes the opportunities Space Engineers provides even more meaningful to me. This game lets me express my creativity and see my creations come to life - even if only on screen.

One of my most memorable experiences was playing the Frostbite update. As I built structures and completed missions, I realized I could achieve anything I set my mind to in this game. That's when I truly understood: Space Engineers is the best game I've ever encountered.

The update that introduced planets in the first game was also a major revelation for me. I eagerly transitioned to survival and creative modes in these new worlds. I thoroughly enjoyed building and developing a planet that resembled Earth. However, as I spent more time playing alone, I gradually realized something felt off - and eventually I understood what it was: the planets are completely empty and devoid of any life.

That's why I'd like to propose one of the future Vertical Slices to focus on updating the game's animal life. Even if it's not an extensive addition, it could be

a meaningful one - significant for the entire Space Engineers game and community, and a new step forward for the second installment.

Of course, I've played other sandbox games such as Empyrion: Galactic Survival, Subnautica, and No Man's Sky. Yet none of these titles can match the unique possibilities that Space Engineers offers. While playing them, I encountered diverse wildlife on planets with trees and water, and it made me realize how much this element is missing in Space Engineers.

The core issue with planets in Space Engineers is their emptiness. When I build a rover to transport my character across the planet - from the base to the mines I feel lonely and somewhat melancholic because the world around me is devoid of life.

What I dream of most is this: as I traverse a beautiful planet like Verdure, I'd love to spot a flock of birds that suddenly takes flight, startled by the sound of my rover. Or perhaps see a herd of alien bison grazing peacefully in a distant valley. Such moments would bring the world to life and make every journey feel meaningful and immersive.
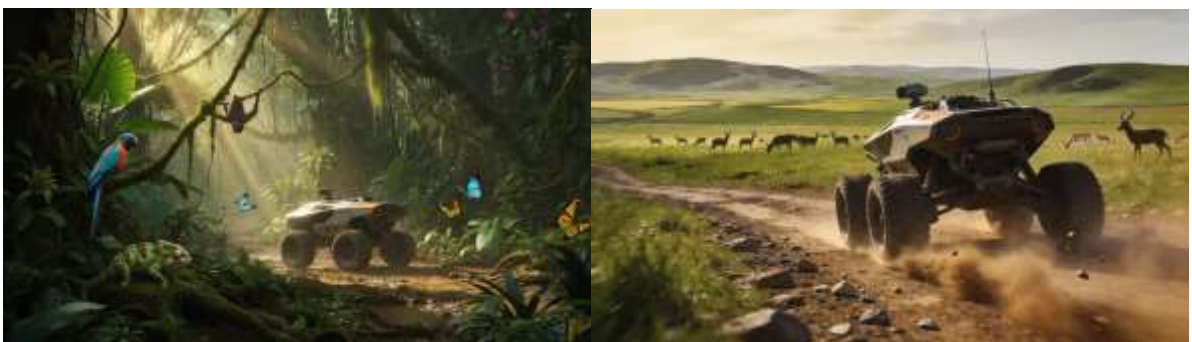
This could be a relatively small update. Since Space Engineers doesn't position itself as a game with procedurally generated worlds, there's no need to

invent a vast variety of animals for the planets. I understand that your focus is on quality rather than quantity of game content - and I truly appreciate that approach.

Therefore, it would be ideal to introduce even a limited number of creatures to inhabited planets. A few well-designed, believable species would be enough to bring the worlds to life, enhance immersion, and give players a sense that they're exploring a living ecosystem rather than an empty canvas.

Once I watched the BBC documentary *Frozen Planet II* and was truly amazed by how beautiful planetary flora and fauna can be. That's when I thought: how incredible it would be if my rover - built in Space Engineers - could roll out from the base on an ice-covered planet and set off to explore a living animal world, just like in those BBC films.

Even the soundtracks from such documentaries could serve as inspiration for future ambient music in the game. Pieces like *Race to Feed* (composed by Hans Zimmer for *Blue Planet II*) or tracks from *Frozen Planet II* such as *Origins of Life*, *Frozen Peaks*, and *Kingdoms of Ice* would make perfect references. Imagine these kinds of sweeping, atmospheric scores playing in the background as the player explores a frozen world - it would deepen immersion and evoke a sense of wonder and discovery.

Space Engineers 2 has announced water as one of its core mechanics - and this opens up exciting possibilities. In the future, as players design and build ships and submarines to explore vast oceans, I'd love to see schools of small fish

swimming in the waters, or even massive whales that make your vessel look like a tiny bathyscaphe in comparison. Such details would bring the underwater world to life and enrich the sense of scale and exploration.

Additionally, when a player runs through a dense forest, it would be wonderful to hear the sounds of insects: the gentle buzz of dragonflies, the chirping of crickets, or other ambient forest noises. To keep performance smooth, small 2D insects could be placed in bushes - they would add visual detail without burdening the system or affecting gameplay.

I truly love watching films that showcase beautiful nature - after all, appreciating the beauty that life has created is something innate to all human beings. As a reference for imaginative, visually stunning worlds, one could even look to James Cameron's *Avatar*. In that film, we see vehicles and rovers moving across an entirely alien planet - yet one teeming with life and wonder.

Just like in *Avatar*, I'd love to see Space Engineers 2 bring us to living worlds where engineered vehicles aren't just functional tools, but a means to explore and marvel at an ecosystem brimming with unique flora and fauna. Imagine piloting your custom-built rover across a vivid, alien landscape, encountering wondrous creatures and awe-inspiring natural formations - all while feeling like part of something much larger than yourself.

Such an approach would elevate the game from a technical sandbox to an immersive experience where engineering and exploration go hand in hand with wonder and discovery.

In all forms of art, whether books, films, or games - **animals are an integral part of the world**.

Now imagine a player soaring above the forests in Space Engineers 2 aboard their spaceship. As they gaze down, they feel it: the world below is not

empty - it breathes, moves, lives. Subtle signs of life are everywhere: a shimmer on the water where fish glide between the reeds; a rustle in the undergrowth as small animals forage for food; fleeting flashes of color as bird's dart from tree to tree.

The air is filled with quiet, natural sounds: the distant cry of an unseen creature, the steady hum of insects, the gentle murmur of a flowing stream. As the ship descends, the player might catch sight of a herd of alien herbivores by the lakeshore, or notice how the forest canopy sways in the wind, revealing vibrant patches of local flora beneath.

The realization that this world is not just a static backdrop, but a place where life exists on its own, changes everything. The player no longer feels alone. Instead, they experience a quiet sense of wonder - the feeling that they are exploring a true, living planet. Every flight becomes a journey through a world that exists beyond their actions - a world that feels real because it moves, sounds, and lives its own life.

In conclusion, I'd like to say that I truly love Space Engineers. This game has unlocked my creative potential and given me the opportunity to build and imagine. I don't have many friends who play Space Engineers, and even those who do can't dedicate much time to it due to busy schedules.

What I'd really love is for the worlds in my favorite game to feel alive. I know that future updates are planned: Vertical Slice 3 will introduce water, and after that, Vertical Slice 4 is expected to bring non-player characters into the game. This is a big dream of mine - and soon, it might finally come true. I'm truly excited to see NPCs with whom I could trade and influence their lives.

But I kindly ask you not to forget about the animal world. It could breathe real life into the game - and I know many players, like me, dream of seeing it too.

Always your faithful Space Engineers player,
Boris