Galactic Civilizations III Releases Highly Requested v4.2 Update

Plymouth, MI. – August 05, 2021 - Stardock released a v4.2 update today for *Galactic Civilizations III,* its massive space sandbox 4X strategy game. The update has taken a large amount of community feedback into account as it works to address the game's balance.

The version 4.2 update focuses on balancing several existing elements within the game, including planet classes, resource requirements for certain Starbase modules, habitable planet counts in each map size, and more.

"This update wouldn't have been possible without our community," said Stardock CEO Brad Wardell. "Without their feedback and their sharing of saved games, it would have been much more difficult for us to take a look at some of the more specific balance issue within various play scenarios."

Some adjustments have been made to values granted by certain technologies, and the default player count on each map size has also been increased. The AI has been updated to be more generous when trading tech, and an AI player will no longer rush a ship when it doesn't need to.

Since *Galactic Civilizations III* released in 2015, Stardock has made frequent updates while taking player feedback into account. Because of this, the game has continued to improve throughout the years, ensuring that even long-time players have something new or interesting to look forward to when an update is released.

The v4.2 update is now available. For the full changelog, visit the [forums](). Get the core edition of *Galactic Civilizations III* on [Steam](), [Epic](), or [Stardock]() for $29.99. Learn more at: [www.galciv3.com]().

Screenshots: [1]() | [2]() | [3]() | [4]() | [5]()

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About Stardock: Stardock is a developer and publisher of PC games and desktop software founded in 1991. Its games include *Star Control: Origins, Sins of a Solar Empire, Offworld Trading Company, Galactic Civilizations* and *Ashes of the Singularity.*