

# *Offworld Trading Company* v1.21 brings updated language support for both base game and DLCs

The best selling economic real-time strategy game now have updated translations in Simplified Chinese, Russian, German, and more.

**Plymouth, MI. – November 1, 2018** - Today, Stardock announced the release of v1.21 for *Offworld Trading Company*, a game in which players take on the role of entrepreneur and travel to Mars for an economic showdown against rival companies. The version update improves localization for several languages and adds some balance updates that enhance the gameplay experience.

In *Offworld Trading Company*, players buy out the competition and take control of the Martian market in a strategy game where money, not military force, is their greatest weapon. The real-time, player-driven market is the foundation of the game, allowing players to buy and sell resources and materials - even the food and water that the colonists need to survive. Players will also have to deal with some underhanded black market methods of sabotage, like pirate raiders, hackers trying to disrupt production, covert electromagnetic pulses, and more.

The game supports online match play with up to 8 players, as well as single player campaigns, skirmishes, or daily challenges. For more serious players, ranked ladder games will give them the opportunity to earn ranks and prove their worth.

The v1.21 update adds improved localization in both the base game and all of *Offworld Trading Company's* DLC for the following languages:

- Simplified Chinese
- German
- French
- Spanish
- Korean
- Polish
- Russian
- Brazilian Portuguese

*Offworld Trading Company* is \$19.99 through [Steam](#) or [Stardock](#). For more information and specifics on the v1.21 update, please visit our [forums](#) and [www.offworldgame.com](http://www.offworldgame.com).

## **Screenshots:**

[Screenshot 1](#) | [Screenshot 2](#) | [Screenshot 3](#) | [Screenshot 4](#) | [Screenshot 5](#)

**Gameplay Trailer:**

<https://www.youtube.com/watch?v=wOjeepczC6g>

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Please contact [press@stardock.com](mailto:press@stardock.com) for all media inquiries.

**About Stardock:** Stardock is a developer and publisher of PC games and desktop software founded in 1991 by nationally recognized technology expert Brad Wardell. Located in Plymouth, Michigan, Stardock is a powerful leader in the video gaming and software development world. Its PC games include Sins of a Solar Empire, the critically acclaimed Galactic Civilizations series, and Ashes of the Singularity. Stardock puts the user experience first through software that enriches the Windows experience for everyone from casual computer users to highly technical professionals. Products offered by Stardock include Start8, Start10, Fences, WindowBlinds, Multiplicity, and more.

**About Mohawk Games:** Founded by acclaimed game designer Soren Johnson in 2013, Mohawk Games is built on the principles of iterative design, deep gameplay, and community involvement. Mohawk's first title, Offworld Trading Company, uses the Unity engine and is being published by Stardock.