

# MACHT

COSMIC ENGINE

EVERY STAR. EVERY CIVILIZATION. EVERY CHOICE.

EARLY ACCESS · JULY 12, 2026

PC · STEAM

VR · OPENXR

COSMIC SANDBOX

## FACT SHEET

### TITLE

MACHT: Cosmic Engine

### DEVELOPER

Kestro Games

a solo-developer studio

### RELEASE

Early Access

July 12, 2026

### PLATFORM

PC (Windows) · Steam

PC VR · OpenXR (same build)

### GENRE

Cosmic sandbox · universe simulation · god game

### ENGINE

Cosmic Engine, custom C++ / Vulkan 1.3

### LANGUAGES

11 languages, incl. EN · TR · DE

### PRICE

TBA

### STEAM

store.steampowered.com/app/4765740

### WEB

kestrogames.com/games/macht

### PRESS

info@kestrogames.com

## ABOUT

Kestro Games builds worlds where ancient Turkic myths collide with futuristic technology. It is the home of **ÖTÜKEN** and **MACHT: Cosmic Engine**.

MACHT is developed end-to-end by a single developer: engine, physics, simulation and tooling, built from scratch in C++ on Vulkan. A 19-page technical paper documents the engine and is available to press on request.

## WHAT IS MACHT

**NOT A STRATEGY GAME. A LIVING UNIVERSE.** MACHT is a cosmic sandbox. You are not a player chasing a win condition. You hold the tools to shape an entire universe: seed galaxies, breathe life into worlds, then step back and watch civilizations rise, scheme, and fall entirely on their own.

Galaxies are generated procedurally as far as you travel: endless, each from its own seed, with real interstellar distances between them. Play **VOID** and forge a cosmos from nothing, or play **WATCHER** and step into a universe already alive. Play flat on desktop, or hold the universe in your hands in native **OpenXR VR**.

*Fly from a planet's surface, across its solar system, out into the galaxy and onward to other galaxies. One continuous 1:1-scale world, no loading screens, with real physics underneath at every step.*

## KEY FEATURES

- ◆ **Real physics.** Verified orbital mechanics: energy conserved to 1 part in  $10^{13}$ ; Kepler's laws hold to  $10^{15}$ .
- ◆ **Full stellar lifecycle.** Protostars to red giants, white dwarfs, pulsars and black holes, in real time.
- ◆ **Empires & dynasties.** War, diplomacy, succession and intrigue across thousands of civilizations.
- ◆ **Emergent legends.** Myths, pantheons and procedural languages grow from what actually happened.
- ◆ **Relativity, rendered.** True geodesic black-hole lensing, photon rings, gravitational waves, wormholes.
- ◆ **Editable 1:1 planets.** Walk on and dig into voxel worlds with 6,371 km radii and 0.78 m detail.
- ◆ **Molecular genetics.** Engineer species down to DNA codons; genes gate technology and history.
- ◆ **The Fate Writer.** Describe the future in plain language and watch it become reality.

∞

PROCEDURAL  
GALAXIES

1:1

TRUE-SCALE  
UNIVERSE

8M–100B

STARS PER GALAXY

100,000+

GENETIC TRAITS