

Game Concept

On the star maps, it's barely a pinprick between busier trade routes — a quiet refuel stop most captains forget until they need it. But the docks still fill, day after day. Belt miners swing through for supplies, researchers pass on their way to survey some rocky moon, and freighters pause just long enough to move unlisted cargo. Some linger to talk, others keep their reasons to themselves.

From behind your counter, you stack shelves, check the terminal for the next arrival, and listen. In the hum of engines and the shuffle of customers, you start to notice — the emptiness around here isn't quite what it seems.

Intent

The game aims to capture the feeling of being in an overlooked but quietly significant place, where the hum of engines, the steady rhythm of stocking shelves, and the chorus of different voices form a living tapestry of second-hand adventures. Every decision you make — what to sell, where to source it, and who to deal with — subtly shapes how others see you, what they choose to share, and which stories find their way to your door. It's not about changing the galaxy, but about tending your own small corner of it, one conversation, one supplier deal, and one customer at a time.

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