

# Sea Of Thieves Adding Private Servers

Rare published a post on their Sea of Thieves development blog announcing that the game will be soon be testing a private server feature, which has long been requested by fans. While an exact public date for private servers has yet to be set, the developer announced it would be testing the waters with closed alphas for small audiences among the game's core player base.

Sea of Thieves initial release was met with mediocre critical reviews and tepid takes from early adopters, but the title has since found its sea legs thanks to a steady stream of content updates and quality-of-life tweaks that have attracted over 10 million total players.

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Rare stated that private servers will be meant to foster emergent play, such as the player-created SkullBall game type, fashion shows, and Pirate Games. As such, the focus will be on interactions between players as opposed to PvE content, so players will not be able to build custom servers for the purpose of farming reputation and gold.

Some customization features that will be available at launch include determining the number and type of ships that will be permitted on a server, and link codes to allow specific members of the community to easily sync up on the same server. That last one is a game-changer, as Sea currently has a hard, four-player cap on crews.

Larger parties hoping to sail together have to roll the dice by repeatedly logging into servers and seeing if they end up in the same instance. While this makes sense for balance purposes, it can crimp plans for larger, player-organized events that might otherwise be torpedoed by griefers.

Private Servers could be the second most significant update to the game after its recent jump to Steam with full cross-platform play, though it can be difficult to keep track of all the drastic changes that have arrived over the course of Sea's two-year voyage. In preparation for the Steam launch, Rare released a meaty patch in late May that added new features including a much-requested checkpoint system for Tall Tales, the lengthy quests that convey Sea's core narrative. This welcome change enables seafarers to spawn pertinent quest items without needing to backtrack, allowing more players to experience some of the game's most compelling and well-designed content in easily digestible bursts.

Given Rare's track record of incorporating innovative and much-sought improvements, it is a safe bet that more interesting customization options will follow after the foundation has been laid. Executive producer Joe "Three Sheets" Neate announced in the post that rare was "keen to hear from people with proposals for new community events," and recommended those players reach out through the game's Affiliate Alliance, designed to help players find crew members. extreme mining