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You command a starship out loud, and your crew talks back

One Last Reach, a voice-played story game from Richian Studios, opens early access with a free demo.

SAN FRANCISCO, November 2026. You speak, and the story answers. In One Last Reach you're the captain of The Open Hand, a starship in an age of expansion, and an AI plays everyone else: the first officer who argues with you, the ship's doctor, the alien peoples on the viewscreen, the world below. Every character has a voice of their own.

The free demo, Something Vast, is a short creature encounter on the bridge. It takes an email and no code.

The Concord, the empire you serve, is sincere. It believes it's ending scarcity for everyone, and that this is the final push, its one last reach.

Everyone in the game believes they're doing good, you included. You decide what doing good means on a world that never asked for you, and the game shows you what each choice cost.

Episode 1 takes place on Kharos, a river-valley world with two peoples and one temple. The Tessarine, the Concord's oldest allies, offer a vault of silver. The Ostrani have nothing to offer. The temple holds a relic the Concord wants.

You have 3 Actions, 5 tools that run from aid to force to broadcast, and a crew that disagrees out loud. Every episode ends on one irreversible choice.

"This game is effin fantastic. I'm a sci-fi fan and gamer, this had me locked in. The more you think outside the box, the better the game gets!" said Mike R., a playtester.

There are no menus to click and no dice to roll. The mic stays on and you talk to your crew in plain words; typing works when you can't speak.

It plays in any browser, and a full run of Episode 1 takes about 2 hours. The look borrows from 1960s television science fiction.

Early access opens with Episode 1 in prepaid run packs, and a run is one full play of the episode. Starter is $10 for 2 runs, Standard is $19 for 4, and Founder's Edition is $29 for 6 runs plus founder perks. A top-up of 2 runs is $8.

Buyers join as beta testers. The game is unfinished, and their runs help finish it. Public launch is December 15.

"I've spent fifteen years in advertising and creative strategy, telling stories for brands like HBO, Adobe, Nissan, Starbucks and Zillow," said Rich Tseng, who created the game with Adrian Chan. "I wanted to build the thing I

couldn't find: a story that treats the player as an adult, lets a machine be a generous game master, and refuses to tell you that you were right."

The story is set about a hundred years before The Last Oath, Rich's longer fiction project.

HOW TO PLAY

The free demo is at onelastreach.com. Press can request a review code at press@onelastreach.com, and the full press kit, with trailers, art and a fact sheet, is at onelastreach.com/press.

ABOUT THE CREATORS

Rich Tseng is a creative director, copywriter and strategist with multiple Cannes Lions, whose campaigns include work for HBO, Adobe, Nissan, Starbucks and Zillow. He runs Reality Studios, a fractional creative direction studio, and writes By Way Of on Substack.

Adrian Chan co-created One Last Reach and is Rich's partner at Richian Studios.

CREDITS

Scene and outcome logic adapted from Loner 4e: Core Rules by Roberto Bisceglie, used under CC BY-SA 4.0, which builds on the Recluse Engine, Tiny Solitary Soldier, the Freeform Universal Roleplaying Game and the 6Q System. Narration, character voices and art are made with AI tools and directed by the creators.

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Media contact: press@onelastreach.com