

X3: Reunion

Fact Sheet

Title: X3: Reunion

Publisher: Deepsilver Europe, Enlight US

Developer: Egosoft

Formats: DVD-ROM for Microsoft Windows 98 SE, Windows Millennium Edition (ME), Windows 2000 and Windows XP operating systems.
DVD-ROM for Microsoft X-Box

ESRB Rating: Pending (12A expected)

Availability: Q3 2005

Pricing: To be announced

Product Overview: X3: Reunion is the latest in Egosoft's X-Universe series, continuing to lead the way in the offering a complete free-playing universe backed up by an addictive storyline, and now for the first time introducing this experience to the Microsoft X-Box platform. The new interface allows full control over managing game assets through mouse, keyboard, game pad or joystick. Over 200 newly designed models including factories, stations and ships await the player, all situated in a larger living universe containing over 10,000 dynamic reacting objects.

Players can build and manage your empire better than ever before and run the gauntlet of the tackling newly designed ships and full scale capital ship battles. The new larger universe intoxicatingly beautiful, in which friends and foes old and new alike are waiting together with hidden treasures to be found and disasters to be avoided.

Key Features:

- ◆ **Fight.** Players will see an improved challenge as the combat AI is rebuilt. Control and manage your fleet better than ever before, and bring them to bear against full-scale enemy armadas, using mouse, game pad, joystick, keyboard or any combination. New laser and missile weapons give increased choice and tactics for any situation, plus rebalanced fighter classes make any encounter a challenge for players of all levels.
- ◆ **Trade.** X3: Reunion introduces a new economy, still dynamically reactive in pricing relative to supply and demand and now with increased factory capacity, new products and new ship classes. The new management interface combined with new controls and options allow for improved realism and ease of use. Players will now be able to negotiate product prices with NPC game characters in person in addition to quoted prices based on availability.

◆ **Build.** New factories bring new resources to the game and stations are all graphically redesigned to take advantage of the new Direct X9 game engine. New dramatically larger universe sectors allow player and NPC factories to be positioned 3 dimensionally. AI behaviour allows the player to experience the destruction of factories through race wars and natural disasters, triggering competition for the player with the AI building NPC factories.

◆ **Think.** A professional screen-written story line can be followed or ignored by the player in the complete freedom of the universe allowing for a non-linear game. Every player action will have a consequence upon the surrounding universe. New missions tailor for players of all levels, acting as both a challenge for the experienced to a learning experience for the novice, from policing a sector to racing through an asteroid field. New game starting positions allow the player to choose their different careers, from pirate to police for any of the universe species.

Download Content: Post release content will include the ability to deliver new missions, objects and player challenges from updates designed by both the developer and the community, keeping the game alive for longer than ever before.

Developer

Information:

Egosoft was founded in 1989 by Bernd Lehahn and Frank Küster, and is based in Wurseln, Germany. The company focused on the X universe series of games, starting in 1999 with the release of X-Beyond The Frontier followed by its expansion X-Tension a year later. 2004 saw the release of the critically acclaimed X2: The Threat whose groundbreaking design and game play saw it nominated as a finalist in the Golden Joystick Awards in 2004. Egosoft is located on the Internet at <http://www.egosoft.com/>.

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