

Project Ego

Fact Sheet Spring 2002

What:	Project Ego
Publisher:	Microsoft® Game Studios
Developer:	Big Blue Box Studios
Format:	DVD for the Xbox™ video game system
Price:	TBD
Availability:	TBD 2003

Product Overview:

In this groundbreaking role-playing adventure game from game designer Peter Molyneux, players' every action determines their character's skills, appearance and morality. The character's life story is created from childhood to death. They can grow from an inexperienced child into the most powerful being in the world, choose the path of righteousness, or dedicate their life to evil. Muscles expand with each feat of strength; force of will increases with each work of wit. Obesity follows gluttony, skin tans with exposure to sunlight and bleaches bone-white by moonlight. Players earn scars in battle and lines of experience with age. Each person they aid, each flower they crush, each creature they slay, will change the world forever. In "Project Ego," gamers decide: "Who will I be?"

Features:

- **Forging a hero based on actions.** Heroes age and evolve through the actions players choose and the paths they follow — be it for good, evil or in between. Those who ply the way of the sword will see their muscles bulge. Those who weave the dark arts will witness power crackle at their fingertips. And those who skulk in the shadows will watch their skin bleach.
- **Engaging in intense real-time combat.** Players collect battle scars as they duel with cunning foes and deadly creatures. They can master an array of deadly weapons as they hone the art of blade-craft, hunt their quarry using subterfuge and stealth, or weave death from the elements as they harness the dark arts of the arcane.
- **Building a living legend.** Through deeds and actions, "Project Ego" players build a name for their character across the land. They can recruit

allies and followers, gain glory or notoriety, make friends and enemies, the whole time interacting with a living world of people, places and events all reactive to them.

- **Shaping and exploring a living, evolving world.** Players champion or manipulate an ever-changing land with competitive and cooperative heroes, dynamic weather systems, and deformable environments teeming with cultures, creatures, citizens and cities.
- **Honing scores of unique skills and extras.** Players master new abilities and add possessions as their character develops. They can learn to ride steeds, master the art of thievery, acquire pets, clothing or tattoos, and more.
- **Never playing the same game twice.** Once an adventure has been completed, players can forge a new tale full of unexpected twists and turns, with new skills, powers, influences, allies and enemies.

**Developer
Information:**

Big Blue Box is an exciting new games company based near Guildford in the United Kingdom. Founded in 1999 by Simon Carter, Dene Carter and Ian Lovett, Big Blue Box was the first Lionhead Studios satellite developer. Big Blue Box is an entirely autonomous company but has the full access to Lionhead resources, including the games design talents of Molyneux. In 2000 Big Blue Box signed as a first-party developer with Microsoft Corp.

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