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The Future of Gaming Has Arrived: Award-Winning Gameplay of Deus Ex Returns in DX2: Invisible War

Ion Storm's sequel to multiple "Game of the Year" award-winner takes gaming to unprecedented level

Electronic Entertainment Expo, Los Angeles, CA – (May 21, 2002) – Eidos Interactive, a leading developer and publisher of interactive entertainment, today announced that **DX2: Invisible War** is currently in development for the Xbox™ game console. This follow-up release to **Deus Ex**, the multi-award-winning first-person immersive simulation, is being developed by Ion Storm, creators of the original game, and is slated to arrive in stores in 2003.

"Deus Ex is widely regarded as one of the greatest games ever," said Mike McGarvey, CEO of Eidos. "We are supremely confident that Warren and his team at Ion Storm will yet again set the standard by which other games are judged."

Like its predecessor, **DX2** allows players to participate in the telling of a powerful story, rich in mystery, lies and intrigue. In addition to a host of new conspiratorial friends and foes, players can expect encounters with a variety of characters from the original **Deus Ex** game. And, once again, players visit a variety of real world locations made more exotic by the passage of time.

"The goal of a game like **DX2** is to offer players free-form gameplay experiences where they control their virtual destinies," says Warren Spector, Executive Producer of **DX2**. "We're going to provide the great storyline and rich, varied, player-controlled experience expected of a **Deus Ex** game, but this time we're pushing the bar even higher in terms of graphics, AI, physics, sound and accessibility. **DX2** Project Director, Harvey Smith and his team want to take Immersive Simulations as far beyond **Deus Ex** as **Deus Ex** was beyond its predecessors. Gamers have a lot to look forward to..."

In **DX2** players create a compelling alter ego through the selection of futuristic nano-tech augmentations, powerful weapons and hundreds of useful objects. As in the revolutionary **Deus Ex** game, character choices, weapons and object use work in combination with a richly interactive world to give players freedom to solve game problems the way they want to, rather than the way the designers want them to. Gamers can fight, sneak, talk or hack your way past any problem encountered and every situation can be dealt with in a variety of ways.

That freedom to choose a play style set **Deus Ex** apart from other games and **DX2** takes the idea further – a deeper simulation than ever before offers players even more control over the action. **DX2** features a more powerful physics system, startlingly believable AI, dramatically enhanced character modeling and animation, a groundbreaking sound propagation system and state-of-the-art lighting and graphics. The game systems contribute materially to gameplay, minute-to-minute, mission-to-mission, and beginning to end.

DX2 takes place approximately 20 years after the events depicted in **Deus Ex**, in a world only beginning to recover from a secret, conspiratorial war, technology run amok and catastrophic worldwide depression. The winner-take-all geopolitics of mid-21st century Earth have given way to a struggle over more basic concerns: food, water, reestablishing civil law and cleaning up biological and nano-tech fallout. Several religious and political factions see in the chaos the opportunity to shape a worldwide government and they know that the right moves now could determine the shape of human society for decades – even centuries – to come. The player must reveal the secrets of each faction and the identities of the true players in this struggle for world power. In the end, the player discovers that he or she may be the key to *all* of the factions' plans. But the greatest mystery of all – the game's true goal – is more personal, much deeper and, for maximum impact, is best revealed during play. The story is an important part of any **Deus Ex**-universe game but character development, simulation and gameplay are, taken together, the real heart of the matter.

The original **Deus Ex** received over 35 “Game of the Year” accolades from numerous industry and fan publications, including “Game of the Year” from PC Gamer Magazine, “Best PC Game of 2000” by the *British Academy of Film & Television Arts (BAFTA)*, “PC Action/Adventure Game of the Year” and “PC Innovation in Computer Gaming” from *The Academy of Interactive Arts and Science* and more.

Eidos Interactive's Background Information

Eidos Interactive, Inc. is a leading developer and publisher of interactive entertainment products for the PC, PlayStation®2 computer entertainment system, Nintendo GameCube™ and the Xbox™ video game system from Microsoft. For more information on Eidos Interactive's product line visit <http://www.eidos.com>.

About Xbox

Xbox (<http://www.xbox.com/>) is Microsoft's future-generation video game system that delivers the most powerful games experiences ever. Xbox empowers game artists by giving them the technology to fulfill their creative visions as never before, creating games that blur the lines between fantasy and reality. Xbox is now available in North America, Japan, Europe and Australia.

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