



Project Ego[™] **Fact Sheet**

What:	Project Ego [™]
Publisher:	Microsoft® Game Studios
Developer:	Big Blue Box
Format:	DVD for Xbox [™] video game system
Price:	¤69.99/£49.99
Availability:	Christmas 2003

Product

Overview:

In this ground-breaking role-playing adventure game from Peter Molyneux, your every action determines your skills, appearance, and morality. Create your life story from childhood to death. Grow from an inexperienced child into the most powerful being in the world. Choose the path of righteousness or dedicate your 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. Earn scars in battle and lines of experience with age. Each person you aid, each flower you crush, each creature you slay, will change this world forever. "Project Ego": Who will you be?

Features:

- **Forge a Hero Based on Your Actions** – Age and evolve a hero through the actions you choose and the path you follow – be it for good, evil or in-between. Ply the way of the sword and see your muscles bulge. Weave the dark



arts and witness power crackle at your fingertips. Skulk the shadows and watch your skin bleach.

- **Engage in Intense Real Time Combat** – Collect battle scars as you duel with a world of cunning foes and deadly creatures. Master an array of deadly weaponry as you hone the art of blade-craft. Hunt your quarry using subterfuge and stealth. Weave death from the elements as you harness the dark arts of the arcane.
- **Build Your Living Legend** – Through deeds and actions, build a name for yourself across the land. Recruit allies and followers. Gain glory or notoriety. Make friends and enemies. Interact with a living world of people, places and event all reactive to you. Hero or butcher? Who will you be?
- **Explore and Shape a Living, Evolving World** – Champion or manipulate an ever-changing land with competitive and co-operative heroes, dynamic weather systems, deformable environments and teeming cultures, creatures, citizens and cities.
- **Hone Yourself with Scores of Unique Skills and Extras** – Master new abilities and add possessions as you develop. Learn to ride steeds, master the art of thievery, and acquire pets, clothing, tattoos and more.
- **Never Play the Same Game Twice** – Once you finish your adventure, go back and try the experience again, forging your character and thereby a new tale with unexpected twists and turns, new skills, powers, influences, allies and enemies.

Developer

Information:

Big Blue Box is an exciting new games company based near Guildford in the UK. Founded in 1999 by Simon Carter, Dene Carter and Ian Lovett – they were 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 Peter Molyneux. In 2000 Big Blue Box signed as a first party developer with Microsoft Corp.

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