



DEEP SILVER

A DIVISION OF KOCH MEDIA

X³:Reunion

- **Genre:** Space/Combat/Trading Sim
- **Developer:** Egosoft
- **Format:** PC-DVD ROM
- **Release:** 21ST October 2005
- **SRP:** £34.99
- **Koch Code:** KMG044

X³: REUNION continues to lead the way in offering players the ultimate open ended game play experience, backed by an addictive storyline and intense combat/trading action.

Utilising the 'X³ Reality' engine, X³ pushes the graphical boundary to movie quality in-game graphics. **TRADE** in a new economy, dynamically reactive in pricing relative to supply and demand. **FIGHT** individual dog fights or command full-scale fleets against massive enemy armadas. Budding trade entrepreneurs can **BUILD** interconnecting factories to create huge space borne complexes, to truly mass produce commodities. **THINK** through a professional screen-written story line, to unravel the destiny of the galaxy.



DEEP SILVER
A DIVISION OF KOCH MEDIA

Features

- The "**X³ Reality**" engine utilizes the very latest DirectX 9 graphical technology; pixel-shader technology is used to create realistic reflections across a variety of surface types, while bump maps and specula maps add detail to the geometry of objects.
- Over 200 newly designed models have been created for X³. Ship and Space Station detail has been massively increased; over 10 times greater than the previous game at an average of 25,000 polygons per ship
- A new graphical user interface prevents less screen obstruction and faster access to all game options.
- Completely redesigned X universe, with new high detailed environments including asteroid fields, dense gaseous nebulae's, star ship graveyards and much more. Players can fly much closer to planetary bodies; where space stations can hang in low planetary orbits.
- A multitude of new technologies and weapons systems, make the player even more devastating in combat; multi threat targeting system allows for numerous targets to be pin pointed simultaneously.
- Controllable via joystick, keyboard and mouse cursor; all are fully user-configurable giving the player infinite choice over control layout, which can be stored as custom profiles.

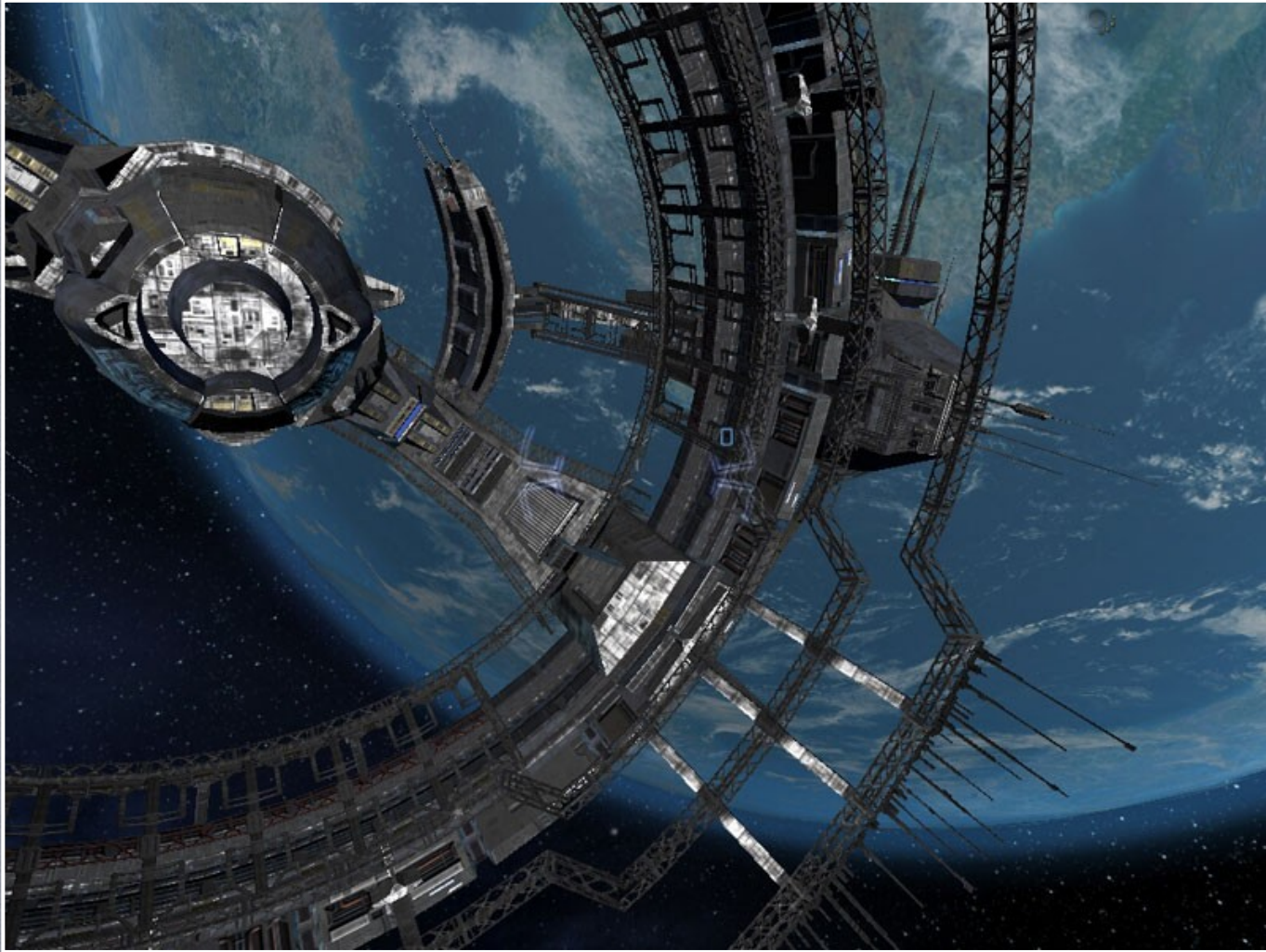


Screenshots



DEEP SILVER
A DIVISION OF KOCH MEDIA

Screenshots



DEEP SILVER
A DIVISION OF KOCH MEDIA

Screenshots



DEEP SILVER
A DIVISION OF KOCH MEDIA

Screenshots



DEEP SILVER
A DIVISION OF KOCH MEDIA

Coming Soon to the X
Universe

XBOX



X3 Reunion Launches on Xbox - Q1 2006

UK Marketing Plan

The below is a marketing plan covering July - November marketing activity planned by Deep Silver

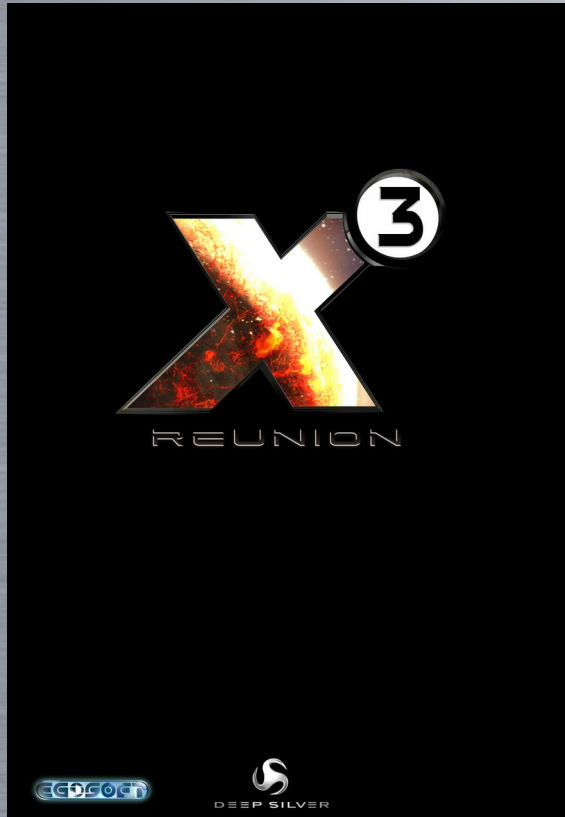
Marketing initiatives include;

- Adverts across various magazines
- Santa Pod raceway sponsorship
- Crop circle stunt
- Online banner & viral adverts
- TV sponsorship
- Forbidden plant bags (in-store)

	June			July			August				September				October					November				December							
	13th	20th	27th	4th	11th	18th	25th	1st	8th	15th	22nd	29th	5th	12th	19th	26th	3rd	10th	17th	24th	31st	7th	14th	21st	28th	5th	12th	19th	26th		
<i>X3 Reunion</i>																															
GamesTM											Full Page ad					Full Page ad															
PC Gamer										Gatefold	Full Page ad				Full Page ad																
Pc Zone											poster																				
PC Format										Gatefold	Full Page ad																				
SFX											Full Page ad																				
Online																															
TV Sponsorship																															
Crop Circle Stunt																															
Forbidden Planet Bags & instore																															

UK Marketing

3 Page gatefold with cut-out (PC Zone & MCV)



UK Marketing

Single Page Advert



- Covering all pc specialist press for a 4 month period

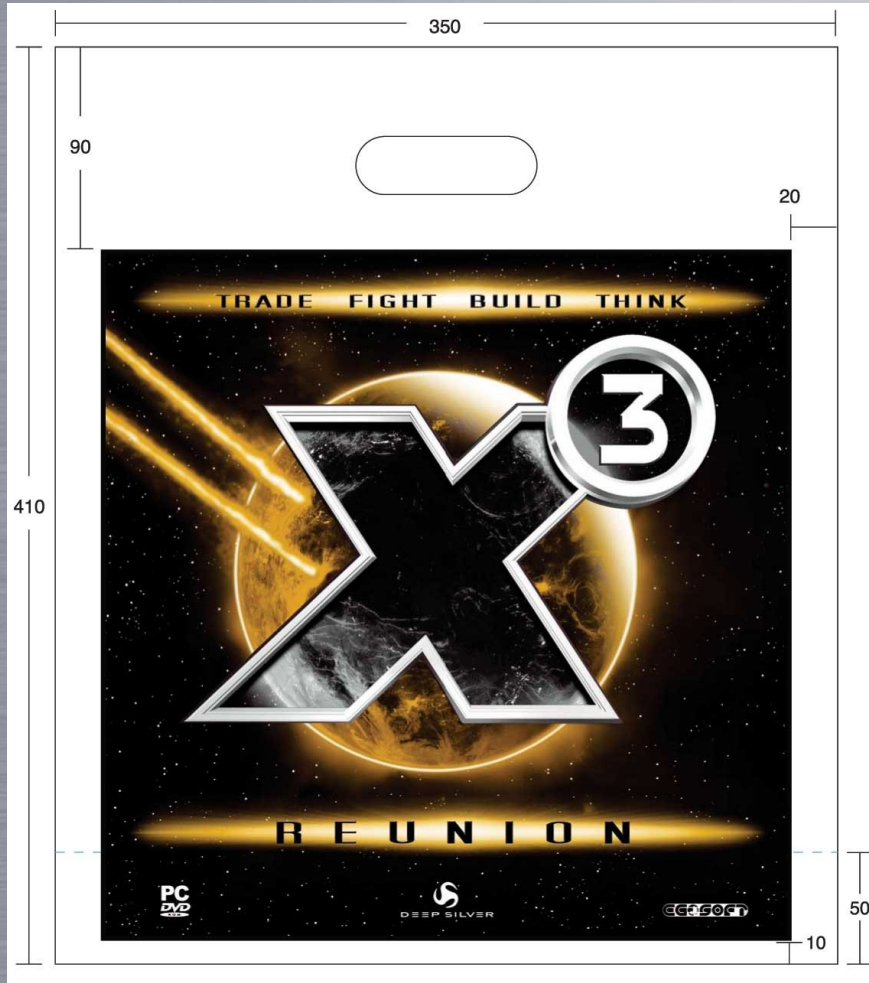
- Also used in some lifestyle press such as SFX & Dreamwatch



DEEP SILVER
A DIVISION OF KOCH MEDIA

UK Marketing

Forbidden Planet Bags (in store)



DEEP SILVER
A DIVISION OF KOCH MEDIA

The Next Generation

SAY GOODBYE TO X2: THE RETURN. SAY HELLO TO X3: REUNION.
THEN SAY GOODBYE TO SOCIAL LIFE AND/OR SLEEP...



BT's new upper ionosphere call centre: employees now 74.2 per cent smilier!



WHILE ONE TEAM at Egosoft was beavering away at X2 expansion *The Return*, another hardy band of Germans were sitting next door tinkering with a singing, dancing engine for X3. Now when this second group turned up with the goods earlier this year, while the first group was still trying to crowbar all its ideas and fan demands into X2, a big decision had to be made.

"Ultimately, the new engine for X3 made the decision pretty easy," explains Greg Kingston from Egosoft. "It allows wholly new ship and cockpit models, together with huge improvements on the AI which would not have been feasible before, and that will evolve the player's experience far more than just an expansion based on existing technology. A small increase in development time will therefore

be able to deliver dramatic advances."

So what's on offer in X3?

Well, clearly there are all the spangly Direct X9 ship models, cockpits and floating factories, but when we probed further Greg promised more. Another major consideration is the development of a sense of reality and consequence within the X universe, with NPCs trading and building factories realistically and independently of one another, while random events add a dash of the unexpected to the spin of the universe. The cut-scenes will probably be less crap too.

- **Publisher:** Deep Silver
- **Developer:** Egosoft
- **ETA:** Q4
- **Website:** www.egosoft.com



DEEP SILVER

A DIVISION OF KOCH MEDIA

PREVIEWS X3: REUNION



Not exactly the Ritz-Carlton.

A welcome return... X3: REUNION

Often found creating his own gaseous nebulae, Paul Presley gets lost in space

THE DETAILS

DEVELOPER Egosoft Studios
PUBLISHER Deep Silver
WEBSITE www.egosoft.com
ETA September 2005

WHAT'S THE BIG DEAL?

- Next generation engine for the popular space exploration franchise
- Professional level developer on board to handle story/ai duties
- Reform warfare
- Developer actively listens to community feedback and collaborates on design

IN A SHOW packed with glitz, glamour, glitter and girls in various states of undress, it was reassuringly gratifying to witness the sight of the industry's various boozers, cruisers and Jacuzzi users having their attentions captivated by a rolling demo of space stations, alien ships and colourful space battles as they walked past the X3 booths.

Our own presentation of the game that was once set to be little more than an expansion pack for X2 (but thanks to an ever-surpassing design document and a completely new graphics engine has been promoted to a fully fledged sequel) was equally as captivating, but for other reasons. Namely, we were allowed to sit down and actually play the thing for ourselves. Yes, we got to actually try out the new flight controls, explore the new menu systems and marvel at the new bump-mapping and post-shading markers. We almost missed several subsequent meetings as a result.

PATENT PENDING

So, what did we learn (other than to carry better diaries, and keep them properly up to date)? First of all, the movement system gives a huge amount of control back to the player that was missing before. In X2 there were strafing controls, certainly, but they were hidden away and were nowhere near as versatile as this. For X3 they've been made far more integral to the experience. Now ships have that much sought-after Babylon 5 realistic feel, able to spin, strafe and travel on the z-axis with ease while still accelerating along their forward path. Inertia I think they call it, but then I'm not a physicist with a degree in astrophysics, so I'll just

"There must be a better parking spot around here somewhere."




48 PCZINE

X3: REUNION



CV EGOSOFT

EGOSOFT STUDIOS

Unlike many developers, Egosoft knows what it's good at: namely, hugely complex, highly detailed, impressively realised universe simulators, and sticks to it. Suffice to say we won't be seeing an X3 Super Go-Kart Racing spin-off any time soon, and the world is a better place for it.

1993 The company puts a toe in the water with *File Attack On Earth*. You didn't miss anything.

1999 This is more like it. *X-Byte: The Frontier* reintroduces the space sim genre by eschewing the Wing Commander approach and going for something more realistic.

2000 *X-Tension* provides the traditional expansion pack duties as well as adding a few extra features that gave the way for...

2003 *X2: The Threat*. Space sims will never be the same again, without strong competition from Microsoft's arcade *FreeSpace* doesn't help.

2005 The long-awaited X3 expansion pack (*X3: Reunion*) is finally shelved as it becomes clear that the list of features is strong enough to warrant a whole new game, with a whole new engine to boot.

No, that's not Earth.

One of these ships is not like the others.

rechristen it whizzy twist-o-matic motion and hope the name sticks.

ON THE MENU

The new menu system was also evident, although still in need of some polishing. Far prettier and friendlier than the clunky style of X2, information is now far easier to access. You can view your options easily without a glut of stuff cluttering up the whole screen for the most part anyway, and there's much more in the way of functionality, with tons of tactical roads for you to explore. We would have taken the time to examine just how, when combined with the deeper auto-trading controls, it makes running a huge space mining enterprise function more effectively than ever, but the show only lasted three days and there was a French gaming TV crew tapping their fingers against their watches and muttering something about roast beef.

HERE'S TO AGINCOURT

If there is still an area that needs further work, then perhaps we could point fingers at the combat. Obviously Egosoft is still coding away like there's no tomorrow, and reassures us that this is one of many areas still under development, but at this stage there are still some of the quirky handling issues displayed in X2 prevalent here. 'Twist-o-matic' helps a little, but unless things change dramatically, fans of fast-paced twitch fighting may still be left a little cold.

No such complaints about the meat of the game, though. All the promises about tighter plotting, more varied missions and added side content are all present and correct. The much-talked-about racing leagues weren't on display (but having recently attended a voice recording session for the game in Wimbleson and taken a featured role myself - cough - we've learnt that everything is bang on course in that respect), but menu options for Jobs and Bartering alongside the bullet boards, and regular trading channels hint at interesting diversions from the main plot.

All in all then, a successful first public outing for a game that many have overlooked, but has always garnered a faithful crowd. Anything that can draw fanboy attention away from scantily-clad pretty ladies deserves all the success it can muster. [22]

HISTORY OF THE FUTURE

JUST HOW GOOD IS THAT NEW ENGINE?

OK, you're sceptical. I can appreciate that. After all, this was supposed to be an add-on pack for a two-year-old game, so just how much difference will this brand new engine make? See for yourself with these handy dandy comparison shots of an Argon Fighter...



The original X-BT in 1999.



And in X-Tension, in 2000.



Much slicker in X2 in 2003.



The impressive 2005 model.

PCZINE 49

Preview

Can't make a sequel without breaking some X

X3 Reunion

RELEASE
SEPTEMBER



Shattering an expansion pack and reassembling the parts into a full sequel, *X2: The Return* has become *X3: Reunion*. All the new ideas for this space sim are being ported to an engine that can handle Egosoft's ambition. *X3* will take us planet-side, propelling our ships through cities. In a series that formerly used planets as a backdrop, and that prides itself on its trading model, this is exciting stuff. Going along with Edwin Hubble's theory, the *X* universe is expanding in all directions. Gone is the fat cosmos that clicked together like a giant Lego set. Exploration is key, with jump gates at all angles and a

universe ten times the size of *X2*'s to trade across. New player HQs will give us centralised control of our scattered trading domain. Space station 'factories' can now be physically linked together to create a vast, automated network churning out profit. But don't imagine you're in for an easy ride: the developers are also promising sector-altering events (read: explosions) that could tear catastrophic holes in the fragile fabric of your empire.

CRAIG PEARSON

README
 Publisher: Deep Silver
 Developer: Egosoft
 Genre: Space Sim
 The bigger the better, as Egosoft create another living universe for us to explore.

July 2005 PC GAMER 35

CLASS OF 2005

The *X* series of games is a real triumph for word-of-mouth marketing. Not blessed with a multi-million-dollar marketing budget, these highly impressive space operas relied on critical acclaim, Internet communities and just plain chit-chat to boost their sales figures.

X3: Reunion is reason for the many fans to get excited – very excited. Emboldened by the success of *X2*, German developer Egosoft is revving up to unleash 'the best *X* you ever had' (slogan copyright *PC Extreme*).

Promising the ultimate open-ended gameplay experience, an addictive storyline and intense combat/trading action, Ego claims *X3* will set a new benchmark in the space combat genre. We find it hard to disagree. Running on the *X3 Reality* engine, the universe has exploded, not literally, but in terms of both size and visual presentation. Over 200 newly designed models, including factories, stations and starships, litter a universe of 10,000 interactive objects.

Combat AI has been improved and players will have to engage in anything from scrapping in individual dog fights to commanding full-scale fleets against massive enemy armadas. This edition will also introduce a new economy system, with "dynamically reactive pricing relative to supply and demand," while the evolved and larger universe gives the player more freedom to create their ultimate trade empire – and become an intergalactic Donald Trump, if you will (but with better hair).

The storyline has been penned by a professional screenwriter, but as ever in *X* you're free to choose your own path and completely ignore that poor scribe's hard

work. Whatever path you choose, every action of the player has a consequence upon the surrounding universe and the characters within. Missions are tailored for players of all levels, acting as both a challenge for the experienced and a learning curve for the novice. Game starting positions allow players to choose different career paths for any of the universe's species.

It can't be just us who think this is crying out to be massively multiplayer and online (MMO)? One day someone will make that elusive Elite beater and we wouldn't bet money against its name being *X4*. For now, though, we're looking forward to the third instalment in the best space-based series since Bell and Braben tapped away on their BBC Model B. We get to play in late September.



DEEP SILVER

A DIVISION OF KOCH MEDIA