Stardock Announces
Sins of a Solar Empire II

The long-awaited follow-up to the critically acclaimed real-time space strategy is being created by developers from the original team with a new, bespoke engine

Plymouth, MI. September 16, 2022 — Stardock and Ironclad Games announced ***Sins of a Solar Empire II*** today. Following in the footsteps of its critically acclaimed predecessor, this highly anticipated sequel will seamlessly blend real-time strategy and 4X gameplay to deliver a grand space conflict equal parts immersive and intense, while introducing a whole new level of detail and raising the bar on what it means to become the ruler of a vast space empire.

Sins of a Solar Empire II will once again explore the tragic war between the desperate Vasari, emergent TEC, and vengeful Advent as their struggle leaves them exposed to much greater threats. Each race will further distinguish their play styles with unique game mechanics, new and reimagined units, extensive research trees, and refined sub-factions.

Players will need to evaluate real-time celestial mechanics, observing the orbits of planets and moons while expanding their empires and maneuvering fleets. Meanwhile, savvy battle commanders must leverage ship positioning and point defense turret tracking speeds to intercept swarms of enemy missiles. At every level, *Sins of a Solar Empire II* is packed with new features, mechanics, and customization that open up a host of new strategies and tactics.

"We've enjoyed battling it out with our friends over at Ironclad Games, engaging in massive fleet battles during development," says Brian Clair, Stardock's Director of Publishing. "The new ways of interacting with each other and the neutral parties have created some incredible 'I can't BELIEVE that just happened!' moments. Teaming up with Ironclad on this long-awaited sequel is yielding great results."

Sins of a Solar Empire II demands a galaxy filled with thousands of units - from individual missiles to colossal titans - all while maintaining high fidelity visuals and smooth frame rates. Powering this is a new, custom 64-bit multicore engine called Iron Engine 3. This bespoke engine will also go a long way to addressing long-standing player requests like seamlessly rejoining multiplayer games and improved modding.

"The mod community has been integral to the success and longevity of *Sins of a Solar Empire*," Clair said. "There's a new in-game mod library that we think they'll be very pleased with, along with a host of other new features we're excited to talk about in the future."

Blair Fraser, co-owner at Ironclad Games, adds, "We really appreciate the long-term support from all our fans. They've been asking for years if they will ever see a successor – we can finally answer with a resounding 'YES!'"

Sins of a Solar Empire II is available for pre-order now. Add the game to your wish list, follow updates, and learn more at www.sinsofasolarempire2.com.

Announcement Trailer: https://youtu.be/uk6cDtVk8uY

Screenshots: 1 | 2 | 3 | 4 | 5

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Please contact press@stardock.com for all media inquiries.

About Stardock: Stardock is a developer and publisher of PC games and desktop software founded in 1991 by nationally recognized technology expert Brad Wardell. Located in Plymouth, Michigan, Stardock is a powerful leader in the video gaming and software development world. Learn more at www.stardock.com.

About Ironclad Games: Ironclad Games is the creator and developer behind the top-selling and critically acclaimed Sins of a Solar Empire series. Learn more by visiting www.ironcladgames.com and www.sinsofasolarempire.com.