Sins of a Solar Empire II Releases on Steam on August 15

Sequel to beloved strategy title features new asymmetric playstyles, dynamically changing maps, deeper tactical combat, expanded strategic depth, and more.

Plymouth, Mich. – August 1, 2024 - A new chapter in the never-ending war for the galaxy will be written as Stardock and Ironclad Games announce that *Sins of a Solar Empire II* is set to release on Steam on Thursday, Aug. 15. The sequel to one of the most beloved strategy titles of all time, *Sins of a Solar Empire II* will once again feature a seamless combination of real-time strategy and 4X gameplay, delivering sprawling empires, huge tactical fleet battles, and unforgettable gameplay moments that can only be found in *Sins II*. Players who wishlist now will receive a reminder when the game releases in just under two weeks, and Epic Games Store owners of *Sins of a Solar Empire II* will receive the full update coming to the Steam launch version of the game.

Check out the *Sins of a Solar Empire II* Steam date announcement trailer:
https://youtu.be/4sbOAP-wKfk

"It's been amazing to see how hyped fans are for the release of *Sins of a Solar Empire II* on Steam," said Brian Clair, Director of Publishing at Stardock Entertainment. "We have seen so many people who were fans of the original *Sins*, and *Sins: Rebellion*,

sharing their excitement for this long-awaited sequel. *Sins of a Solar Empire II* will deliver epic galactic warfare and strategy to new players on Steam, and our existing players on Epic Games Store, as they will be continually supported with new content and updates. We can't wait to share more with you and celebrate the launch of *Sins of a Solar Empire II* on August 15!"

Sins II will give players more tools than ever to form their own play styles as they battle, scheme, monopolize, and manipulate their way to victory. The sequel also introduces new emergent tactics and strategies that reward creative thinking. Players can protect vulnerable units by body-blocking missiles with their Titan, launch a surprise attack from a rogue asteroid when its orbit reaches the enemy's back line, or guard themselves against a backstab with a time-locked alliance.

***Sins of a Solar Empire II* Key Features:**

- Three playable races including the Advent, Vasari, and TEC return with two sub-factions that utilize unique items, mechanics, and Empire Systems to achieve total victory
- Orbiting planets that dynamically alter the map during play, requiring players to gradually shift strategies as new challenges and opportunities emerge
- Minor factions that provide unique capabilities to players that befriend them through a new influence system
- Enhanced tactical battles and deeper combat simulation including lasers and missiles that can be blocked or deflected
- New economy model that allows players to truly customize their worlds to fit production needs
- Ten-player multiplayer matches that allow players to seamlessly join or resume games
- Build and command thousands of high-fidelity ships in a new engine built from the ground-up for *Sins of a Solar Empire II*
- Capital ships that can be equipped with special augmentations to be more effective in battle
- New in-game mod browser allows for easy installation for user generated content and maps

Sins of a Solar Empire II is available to wishlist on Steam. At launch, the base game edition will be offered at a special discount price of $39.99 on both Steam and the Epic Games Store for a limited time. Additionally, the *Sins of a Solar Empire II - Premium Edition* will be available for a limited-time price of $79.99 and will include the base game, first Content Pass and the *Sins of a Solar Empire II* soundtrack. Follow *Sins II* and learn more at www.sinsofasolarempire2.com.

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About Stardock
Stardock is a pioneer in the strategy gaming genre headquartered in Plymouth, MI that has been in operation since 1991. Starting with *Galactic Civilizations* on Microsoft OS/2, Stardock's influence on strategy game design is found in every new release in the genre. The company has created multiple iterations of the beloved *Galactic Civilizations* series and established *Sins of a Solar Empire*, *The Political Machine*, and *Elemental* as tentpole strategy franchises that have garnered critical and commercial success. 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.sinsofasolarempire2.com.

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