

## WORLD DOMINATION AT STAKE AS SEGA ANNOUNCES UNIVERSE AT WAR: EARTH ASSAULT FOR THE PC

The future of earth hangs in the balance in the next epic real-time strategy game from Petroglyph, makers of Star Wars: Empire at War

**LONDON & SAN FRANCISCO** (February 2<sup>nd</sup>, 2007) – SEGA® Europe Ltd. and SEGA® of America Inc. today announced the development of *Universe at War: Earth Assault* for the PC. Developed by Petroglyph, and scheduled for release in Autumn 2007, this immense combat-intensive real-time strategy game enlists players in an epic struggle to prevent total alien domination of planet Earth.

Set in the near future, *Universe at War: Earth Assault* sees multiple enemy factions from across the galaxy come to Earth to wage war on an intergalactic scale. *Universe at War: Earth Assault* will create an exceptional strategy experience within both single-player and multiplayer battles through offering a host of new features and unprecedented customisation options never before seen in the RTS genre.

"Petroglyph has a long and prestigious heritage within the RTS genre with key members' part of the original *Command and Conquer* and *Command and Conquer: Red Alert* teams. Their determination to create the very best makes *Universe at War: Earth Assault* one of the most exciting games in development right now," commented Matt Woodley, Creative Director SEGA Europe. "The RTS genre is once again becoming competitive and hugely popular and we're confident that *Universe at War: Earth Assault* will be at the forefront of the next generation of RTS gaming."

Key amongst *Universe at War: Earth Assault* innovations is "Tactical Dynamics", a system that allows players to retrain and customise their units on the real time battle field. During the immense battles, Tactical Dynamics will allow your faction to overwhelm enemy forces and exploit tactical situations. Weaponry and defences can be modified in true real-time to take advantage of the constantly shifting battlefield while fully

customisable tech trees will allow players to constantly amend the development of technologies that they deem key to victory.

Battles in *Universe at War: Earth Assault* will also feature deformable terrain that will bear the scars of the huge clashes taking place. Deadly sci-fi weapons and alien powers will allow players to destroy whole cities and territories on a global scale, while the persistent world of *Universe at War: Earth Assault* will mean players can revisit previous battlegrounds to find them still smouldering in ruins.

*Universe at War: Earth Assault* further innovates through offering new multiplayer modes inspired by popular MMOs and other online games. Players will earn achievements, rewards, and medals in a finely balanced environment that leads into a persistent online campaign for ultimate faction supremacy across a virtual representation of the Earth.

For more information on *Universe at War: Earth Assault*, please visit <a href="https://www.sega.com/universeatwar">www.sega.com/universeatwar</a>. Screenshots and artwork can be found on the SEGA press site at <a href="https://www.sega-press.com">www.sega-press.com</a>.

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## About SEGA® Europe Ltd.

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