

STRIKE SUIT  
**ZERO**  
DIRECTOR'S CUT



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READY**

# FACT SHEET

- **Strike Suit Zero: Director's Cut** is expected to launch for PS4 and Xbox One at the end of March.
- It was developed by a core team of 16 at **Born Ready Games** in Guildford Surrey.
- **Strike Suit Zero: Director's Cut** features a next-gen graphical overhaul, and - based on feedback from both community and critics - a restructured campaign, game re-balance and reworked voice acting.
- The **Director's Cut** features additional content – including the **Heroes of the Fleet** campaign, and the **Marauder** and **Raptor Strike Suits**.
- Both the main campaign and the additional campaign add up to 18 missions with a combined play through time in excess of 10 hours.
- There are 6 ships to fly including 3 strike suits to choose from.
- **Strike Suit Zero: Director's Cut** is rated: ESRB: Teen / PEGI 7+ / USK 12+





# OTHER FEATURES

- Ship Designs from renowned Mechanical Design engineer Junji Okubo (Appleseed: Ex Machina, Steel Battalion.)
- Music from award-winning sound designer Paul Ruskay (Homeworld) including a collaboration with Japanese singer/songwriter Kokia (Tales of Innocence, Gunslinger Girl: Il Teatrino)

# STORY SUMMARY

## STRIKE SUIT ZERO: MAIN CAMPAIGN

In the year 2299, an interstellar war rages between the Earth forces of the U.N.E. and the breakaway Colonial forces. The tide of the war has turned, Earth is in danger. You and a band of survivors must fight overwhelming odds and find a way to save your home.

## HEROES OF THE FLEET

You are here to train and you are here to learn. You will attempt to beat 5 simulations that depict events and characters central to the U.N.E./Colonial war. Your guide will be a new A.I. based upon Isabella Abram's research – Control V2.0. Good luck.





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