



Frontier Developments announces *Elite: Dangerous* for Xbox One

The definitive massively multiplayer space epic comes to Xbox One this year.

Cambridge, UK. 4 March, 2015. Frontier Developments plc (AIM: FDEV) today announced plans to bring the definitive massively multiplayer space epic *Elite: Dangerous* to Xbox One, the all-in-one games and entertainment system from Microsoft, in this calendar year.

Elite: Dangerous is the critically acclaimed third sequel to the genre-defining *Elite*, created in 1984 by David Braben and Ian Bell. *Elite: Dangerous* brings gaming's original open world adventure into the modern generation with a connected galaxy, evolving narrative and the entirety of the Milky Way re-created at its full galactic proportions.

Starting with only a small starship and a few credits, players do whatever it takes to earn the skill, knowledge, wealth and power to survive in a futuristic cutthroat galaxy and to stand among the ranks of the iconic Elite. In an age of galactic superpowers and interstellar war, every player's story influences the unique connected gaming experience and handcrafted evolving narrative. Governments fall, battles are lost and won, and humanity's frontier is reshaped, all by players' actions.

Elite: Dangerous for Xbox One will include all content added to the PC version by February's *Community Goals* content update and March's *Wings* content update. Available for free next week on PC, *Wings* unites players to cooperate and collaborate across the galaxy and share in the rewards together. *Wings* will empower players to help protect friends on a risky trade run, spread out to map systems or hunt prey, and work together to reshape the galaxy.

Elite: Dangerous for Xbox One is planned to launch in 2015. For further information and to subscribe to the *Elite: Dangerous* for Xbox One mailing list, visit <http://www.elitedangerous.com/xboxone>

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For art and assets, visit EliteDangerous.com/press

About Frontier Developments

Frontier Developments plc is a leading independent game developer founded in 1994 by David Braben, co-author of the seminal *Elite* space simulation. Based in Cambridge, UK, Frontier uses its proprietary 'Cobra' game development technology to create innovative games across consoles, computers, smartphones and tablets.

Elite: Dangerous is available now on PC and soon on Mac. Other Frontier titles include *RollerCoaster Tycoon 3*, *Thrillville*, *LostWinds*, *Kinectimals*, *Kinect Disneyland Adventures*, *Zoo Tycoon*, *Tales From Deep Space* and *ScreamRide*. Frontier's second major self-published PC title – *Coaster Park Tycoon* – is currently in development alongside *Elite: Dangerous* for Xbox One and Mac, and ongoing *Elite: Dangerous* PC content updates.