

Sins of a Solar Empire II Adds Multiplayer to Technical Preview, Adds Visual Enhancements

Take over an existing AI empire in a multiplayer game or start fresh matches via game codes, searchable lobbies, or quick join options.

Plymouth, MI. February 14, 2023 — Stardock and Ironclad Games released a new update to the Technical Preview for *Sins of a Solar Empire II* today. The update adds the highly anticipated multiplayer feature, new ship models, an updated UI for the Research Tree, and improved textures for capital ships along with other additions.

The introduction of multiplayer is a core stage in *Sins of a Solar Empire II*'s development and, as such, Stardock and Ironclad are eager to get feedback from players as they continuously improve upon it. This multiplayer experience is merely the tip of the iceberg, but eager *Sins* players can get a solid feel for what the new engine brings to the table.

For instance, players can now jump into an existing multiplayer game and take the reins from an AI empire or a friend who has to leave. This gives players a lot of flexibility, especially as competitive matches get longer and longer. Additionally, players can set up private games and invite friends (or enemies) via game codes.

"We want to thank everyone who has been playing the Technical Preview and providing feedback, but we've heard you all loud and clear: You want multiplayer. Everyone has been waiting for the chance to wage war against each other, and now they can," said Brian Clair, Director of Publishing for Stardock. *"Giving players the option to jump in to take over an AI empire is such a fantastic addition. Internally, we've had colleagues jump into ongoing matches and completely annihilate people who thought they had a sure victory. We can't wait to see how our community takes to this feature and it's only the beginning!"*

While not final, many ships have received visual upgrades and new models have replaced the TEC Ogrov Torpedo Cruiser, Pirate Rogue, Corsair, and Pillager ships. Pirate Hideouts also have a new model in this update. For a complete list of changes, please visit the [forums](#).

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, *Sins of a Solar Empire II* introduces a whole new level of detail and raises the bar on what it means to become the ruler of a vast space empire.

The *Sins of a Solar Empire II* pre-order, which grants entry into the Early Access Technical Preview, is now available at www.sinsofasolarempire2.com. Players can also add the game to their wishlist, follow updates, and learn more about features as they are revealed.

Screenshots: [1](#) | [2](#) | [3](#) | [4](#)

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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.