



PRESS RELEASE

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Stellaris Day One Sales Breaks Paradox Records

Grand Strategy SciFi Game Rivaling the Success of Cities: Skylines

Paradox Interactive and Paradox Development Studio launched into space last night with the release of sci-fi grand strategy *Stellaris*. The launch was received to almost universal acclaim by the community, with an impressive 95% positive user reviews on Steam. With 68,000 simultaneous players on the day of release, *Stellaris* also managed to de-throne the publisher's other recent success *Cities: Skylines*, which previously held their record for highest amount of concurrent players at launch. Less than 24 hours after release, *Stellaris* has sold over 200,000 units, breaking the revenue record for any of Paradox Interactive's previous titles during the same time period. For the internal development studio, the game has broken every record available and is the studio's fastest selling game ever.

"We are immensely proud of the Paradox team for putting together such a stellar release," said Fredrik Wester, CEO of Paradox Interactive and master of puns. "This release is the result of hard work and dedication from the entire company and in particular Paradox Development Studio. The incredible reception by players, indicated for instance by the steam user reviews, is all the proof we could ask for that our hard work paid off. Our fans have put their faith in us and *Stellaris* will be a part of Paradox's onwards journey for a long time to come."

"*Stellaris* breaks a lot of new ground for Paradox Development Studio. It is a type of game we have never attempted to do before, and we are immensely satisfied to see this leap of faith work out well, especially with all the positive response we are getting from the players," said Henrik Fåhraeus, Game Director of *Stellaris*.

"We are listening very keenly to all the feedback we are getting and look forward to many years of continued expansions and improvements to the game. Let's make space great again, together!"



In *Stellaris*, players guide a species of their own design to power and glory in the depths of space. From humble beginnings, as players leave their home planet and explore the unknown, to tense “first contact” moments with alien species, to the difficult choices and responsibilities of managing diplomatic relationships with other star-faring races, *Stellaris* presents the iconic gameplay of a Paradox grand strategy title on a galactic scale. With randomly created opponents and procedurally generated star systems, no two games can ever play out the same way.

Stellaris is available now from digital retailers everywhere. To learn more about *Stellaris*, visit www.stellarisgame.com.

About Paradox

The Paradox Interactive group today includes publishing own development of PC-games and licencing of White Wolf’s brands. The publishing operation publish both internally developed titles as well as titles developed by independent studios as well as music and books. The game portfolio today includes of more than 75 titles and Paradox Interactive owns the most important of the brands, including *Europa Universalis*, *Hearts of Iron*, *Crusader Kings*, *Cities: Skylines* and *Magicka*. From the start over ten years ago, the company has published its games all over the world, initially through physical distribution using partners, but from 2006 digitally using its own publishing arm. The development platform is primarily PC, but during 2015 the company has release games on PS4 and mobile platforms as well. The largest markets today include US, UK, Germany, France, Russia and Scandinavia. Today approximately one million gamers play a Paradox game each month and the number of Paradox users exceeds five million.