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[Sword of the Stars Collector's Edition Revealed](#)

The 4X strategy title has earned its right to be collected

It seems that enough time has passed since the release of *Sword of the Stars*, as the developers have just announced the release of a [Collector's Edition](#) this year. For the 4x space [strategy](#) fans or, at least, for this game's fans, this is great news. And it should be, since it really brings some nice stuff. For example, it has, together with the original *Sword of the Stars* game, the *Born of Blood* add-on (which was never released in the United States or Canada), the first ever *Sword of the Stars* novella *The Deacon's Tale*, written by science fiction author Arrin Dembo, and a bonus CD with concept art, screenshots, trailers, CD tracks and other media. All these will be made available starting the 25th of March 2008. Erik Schreuder, Lighthouse Interactive CEO said: "Sword of the Stars is a great franchise and well deserving of a Collector's Edition. Kerberos Productions has proven themselves to be an extremely talented team, which consists of team members behind the successful *Homeworld* series. They have also stayed loyal to their community by adding loads of new features and additional gameplay to the franchise over the past 18 months." *Sword of the Stars* is a 4x (eXplore, eXpand, eXploit and eXterminate) game which takes place in 2405, a short while after the discovery of a new technology that allows space traveling. But the joy of such a discovery is not set to last too much, since the first inter-stellar colony is destroyed and Earth itself is ravaged by an alien race. It's now up to the player to build the greatest empire in the Universe and exterminate all the enemies in sight. The game brings 5 different races, each having unique modes of inter-stellar transportation, over 175 distinct technologies and more than 55 weapons. All these and many other features are available in the upcoming *Sword of the Stars Collector's Edition*.