



## **Elite Dangerous: Horizons 2.3 – The Commanders Available Now**

**Elite Dangerous: Horizons 2.3 adds Multicrew and Holo-Me avatar creator, and launches alongside FREE Elite Dangerous 1.8 update adding new content and experiences for all players.**

*Cambridge, UK. April 11 2017. Frontier Developments plc (AIM: FDEV) will today launch *Elite Dangerous: Horizons 2.3 – The Commanders* for PC and Xbox One.*

Frontier's commitment to expanding and improving *Elite Dangerous* continues with the fourth update in the *Elite Dangerous: Horizons* season of expansions. *The Commanders* introduces Multicrew co-op play, the highly customizable Holo-Me avatar creator, the new Dolphin passenger vessel, an all-new third-person camera suite, cavernous Asteroid Bases and awe-inspiring Mega Ships.

See today's new *Elite Dangerous: Horizons – The Commanders* trailer [here](#).

*Elite Dangerous 2.3 – The Commanders* arrives at a time when all eyes have turned to Merope, where the Empire and Federation are drawing closer to a collision, and the Commanders of the Pilots Federation have encountered a spacecraft unlike anything designed by humanity. As the galaxy prepares for conflict, *Elite Dangerous 2.3* puts its Commanders front and center, with new ways to play and new discoveries to be made.

Multicrew co-op in *The Commanders* gives groups of players the opportunity to fly aboard the same ship, assuming one of three specialized roles. At the **Helm** is the pilot of the ship, while the **Gunner** handles secondary firing groups from a third-person tactical viewpoint and the **Fighter** flies into battle from the cockpit of their own ship-launched fighter deployed from the mother ship's launch bay.

Multicrewed ships benefit from precision firepower and additional control, giving Commanders a vital edge in combat. Players can join Multicrew vessels from anywhere in the Milky Way and will share in the galaxy's rewards... and its punishments.

Holo-Me is *Elite Dangerous: Horizons'* new Commander creator and editor, allowing players to create a unique face and physical appearance for their in-game avatar. The highly customizable Holo-Me system offers an amazing array of options at launch, making every Commander recognizable with just a glance across your ship's bridge in Multicrew, or in a very close fly-by out in the massively multiplayer galaxy.

*Elite Dangerous* grows for **every** player with today's free 1.8 gameplay update on PC, Mac and Xbox One, offering new sights, experiences and gameplay improvements throughout the galaxy. Starports carved into asteroids make for a new and unexpected stop-off point for commanders exploring planetary rings and asteroid belts; Mega Ships dwarf even the mightiest capital ships, offering one of the galaxy's mightiest man-made spectacles; and updates to the mission system unlock chained missions allowing players to progress through all-new questlines.

And by popular request, *Elite Dangerous'* new Camera Suite gives players total control over a third-person camera for screenshots, film-making and a whole new view on the *Elite Dangerous* galaxy.

For the full changelog, visit the *Elite Dangerous* forums [here](#).

*The Commanders* is available today for all *Elite Dangerous: Horizons* season pass holders at no additional cost. Buy the *Elite Dangerous: Horizons* season pass today for £19.99 (\$29.99, €24.99) on [Steam](#) or [FrontierStore.net](#), or buy *Elite Dangerous* and the *Elite Dangerous: Horizons* season pass together for £39.99 (\$59.99, €49.99) on [Steam](#) or [FrontierStore.net](#).

*Elite Dangerous: Horizons* arrives on PlayStation 4 in Q2 2017 including 2.3 – *The Commanders* at launch.

### **Media Inquiries**

Michael Gapper, PR and Communications Manager  
[mgapper@frontier.co.uk](mailto:mgapper@frontier.co.uk)

For press assets, visit [EliteDangerous.com/Press](http://EliteDangerous.com/Press)

### **About Elite Dangerous**

Take control of your own starship in a cutthroat galaxy. In the year 3300, across the vast expanse of an epic, full-scale recreation of our Milky Way, interstellar rivalries flare as galactic superpowers fight proxy wars. Some may know you as an ally; others will call you a pirate, a bounty hunter, a smuggler, an explorer, an assassin, a hero... Fly alone or with friends, fight for a cause or go it alone; your actions change the galaxy around you in an ever unfolding story.

Start with a small starship and a handful of credits, and do whatever it takes to earn the skill, knowledge, wealth and power to stand among the ranks of the Elite.

### **About Frontier Developments**

Frontier Developments is the studio behind *Elite Dangerous*, *LostWinds* and *Planet Coaster*. Founded in 1994 by games industry veteran David Braben, Frontier develops games using its cutting-edge COBRA technology and is passionate about original gameplay, real community, player-driven narrative and cutting-edge technology.

*Elite Dangerous* is available now for PC and Xbox One, and is coming to PlayStation 4 in Q2 2017. *Planet Coaster* is available now for PC. Other Frontier titles include *RollerCoaster Tycoon 3*, *Thrillville*, *LostWinds*, *Kinectimals*, *Kinect Disneyland Adventures*, *Zoo Tycoon*, *Tales from Deep Space* and *ScreamRide*.