Silicon Studio

PRESS RELEASE

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Xenko C# game engine to focus on custom plans for enterprises

Tokyo, Japan, March 30, 2018 – Middleware and game development company Silicon Studio Corporation announces that Xenko, the C# game engine, will no longer be available for download purchase from April 1, 2018. Instead, Silicon Studio will offer custom plans for enterprises.

Xenko is a next-generation cross-platform open-source game engine developed in C#. As of March 2018, pricing for Xenko is broken into four tiers:

- Xenko Personal: Free for small studios, personal use, and students
- Xenko Pro: For smaller studios; $75 US per month
- Xenko Pro Plus: For larger studios; $150 US per month
- Xenko Custom: For teams with special projects and requirements

On April 1, 2018 at 11:30 am (Japan time), we will discontinue the Pro and Pro Plus tiers to focus on the Custom tier for enterprises. Customers currently using Pro and Pro Plus can continue to use them until April 1, 2019. After this point, customers not eligible to use Xenko free need to contact us to establish a custom plan. We believe this will maximize customer satisfaction and improve profitability in line with our corporate strategies.

We are also considering releasing the free version of Xenko as an open-source community project. We believe this will contribute to the growth of the games industry, helping developers create games more quickly and freely.

To learn more about Xenko, visit xenko.com.

About Silicon Studio

Silicon Studio is a Japanese game engine and middleware company providing quality rendering, optical effects, and post-effects solutions for game development. Silicon Studio also publishes games across mobile, PC and consoles, and develops games for third parties.

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