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About This Content

Home of Light is the second expansion for X Rebirth, with new regions to explore and challenges to overcome. Along with the 4.0 update, the experience reaches a whole new level where the opportunities to TRADE, FIGHT, BUILD, and THINK have never been bigger.

- **A Larger Universe:** Set a course through the Jump Gates to three whole new systems.
 - **Home of Light:** The fabled system, complete with a massive economy to profit from.
 - **Toride:** The universe has never been as hostile, nor had so much to explore, as in the Toride system. Be aware and be warned!
 - **Cold Star:** A source of resources in massive quantities, combined with dangerous regions and other secrets.
- **Build Warehouse Stations:** Construct specialised warehouse stations to stock up on large amounts of any wares. Set it up as your own trading station or use it as a storage depot. Take control of the market!
- **New game starts:** Jump straight into trading with two capable freighters in the middle of the rich Home of Light system or take on the role of Verge Explorer, with a well-equipped ship and a versatile crew.
- **New missions:** Experience new missions to be found in the new systems, putting you right in the thick of the action and

taking advantage of the new X Rebirth 4.0 Bulletin Board System.

- **More Challenging Enemies:** The ever-threatening Xenon are even stronger than before, and you may also encounter an old and forgotten enemy.

Take on the X Universe with new weapons and missiles, and hunt around for new hidden treasures in X Rebirth's biggest expansion yet!

Title: X Rebirth: Home of Light

Genre: Action, Simulation

Developer:

Egosoft

Publisher:

Egosoft

Release Date: 25 Feb, 2016

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English,German,Italian,Russian,Simplified Chinese,Traditional Chinese,French,Korean







So far the best expansion making an already huge game even bigger. The level of detail of the NPC simulation is quite an achievement. Sectors have all new distinctive looks and different atmospheres which makes exploration exciting. Warehouse is a great addition and many issues in the base game have been fixed with the free update.. Awesome continuation to amazing space sim. X Rebirth is truly reborn now. It took them 3 years to fix all the bugs, but add this expansion and Teladi Outpost, as well as Capital Ship bridge mod - and you are set for weeks of great fun.. It took years but the game is finally really good as of this DLC. All the updates and things went a long way.. Great addition to the game. SETA is lovely as always, and the new systems are really cool. It's also amazing that after 3 years, Egosoft is still supporting and providing more content for X:R, I love it!

My only criticisms about the DLC is that wished that Terracorp had different designs for their ships, and that they made mentions to characters from previous games. It also lacks any sort of personal connection, as Terracorp is just..there. But this type of DLC is definitely a step in the right direction, especially if we ever get a new X game.. I fell in love with the sheer scope of the X games when I happen upon X3. Then Terran Conflict and Albion Prelude came out and it made things even better.

originally X Rebirth was kind of disappointing. you had only one ship that you could pilot (which is still the case). it didn't seem "right".

fast forward, and X rebirth has finally matured into a fun space sand box game. graphics aren't the best (namely the character models) but the game plays well and is a lot of fun. there are many options to start the game, starting as a Merchant, Station Manager, pirate, story mode, free play and so much more.

Give it a shot, watch some recent videos... Look forward to the epicness that will be X4 coming soon! (I hope lol). The base game has recieved numerous free content updates, now it's pretty good on it's own. Add Teladi Outpost and Home of Light and you have a rather huge (and beautiful) space to explore and exploit with a LOT of \u2665\u2665\u2665\u2665\u2665to do. Add mods to it and you have almsot a must buy for anyone who fancies themselves a bit of space (ad)venture. Still, if you're not sure, DEFINITELY wait for a sale, about 10-20 bucks.

Now shut up Betty!. this is a must have dlc for x rebirth

This add makes x rebirth more life-like. really great improvement over the old sectors. Now with this DLC and the 4.0 free update, this game is becoming really great.

This DLC is adding 3 new systemes which almost doubles the amount of systems of the game, and adds fun new stuff like the new weapons and the new Warehouse station that can help you supply your stations.

now with the 4.0 free update egosoft has really improved their game and, from a catastrophic launch they made this one of the best space 4x simulation, they did not let us down.... it's really great to see devs who care about their customers.

Thank you Devs for continuing to work on XR. XR is an immense and enjoyable game. :-)

10V10. This is an insane amount of content for 8 dollars (currently on sale). The 4.0 patch also fixes pretty much everything that was ever wrong with X Rebirth. If it was to release today I'd expect it to get around a 90% positive score.. I'm lost and I have no idea where I am. And I have never had so much fun doing so.

So far, the greatest expansion to X Rebirth. New star systems, new challenges and tougher enemies. And that's only on the surface. There are new stations, ships and missions. Each mission is tougher and full of rewards.

The Toride System is massive and one can easily get lost. But that is not a terrible thing. You can explore for hours, battle Xenon ships, find hidden treasures and capture ships for yourself.

Cold Star, a system just as big as Toride, full of danger. But with danger, comes bigger rewards and resources for your massive empire.

And Finally, Home of Light. Compact, but just as large as the other systems. Full of stations selling massive quantities of materials. Take control of the market and earn big.

I'd highly recommend getting the DLC.. Now with this DLC and the v4.00 update, the game is very enjoyable. Good job, but keep working on the game, there's still much to do and improve.

I love exploring and getting lost in the depths of new and unknown systems and finding strange alien forms.. HoL brings three new systems in the game (vanilla has four). The DLC brings lots of new trade opportunities, but in my opinion the best part of it is exploration.

The world looks amazing.

Vanilla version 4 brings lots of new features and improvements.

The devs also removed lots of easy money - scrap metal is not as abundant, pirate traders are heavily escorted, raid missions do not pay mint (Egosoft, thank you for this).

With Very Hard difficulty and Aim Assist OFF, the game can become rather challenging.

Please pop by and check my LP on YouTube. Season two focuses on HoL DLC.

https://www.youtube.com/playlist?list=PL7vtGdVFUIfYr_1wngPJEIGKeb9kX9cIq

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