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At the E3 show of 2012, Star Wars 1313 is one of the major spotlights to many palyers. The amazing demo not only gave game players a glimpse of what the next generation of games will look like, but also it has revealed a concerted effort by the entirety of Lucasfilm, including Industrial Light and Magic. We've got five reasons why the Star Wars 1313 will remain popular among the players.

The Original Trilogy

If you've ever seen the only demo which is released at the E3 show for the game, then you might know that 1313 takes place in the beloved, original trilogy era as revealed by the Tie Fighters and the Imperial shuttle. However, even without the amzing demo, the 1313 demo gives a pretty clear indication of the background--the clothing and the ship designs are all very reminiscent of what we've seen in the movies and other media set against the same period.

No Jedi

Let's face it--Jedi will occur at any palce in this game. The spiritual figures of the Star Wars have long been some of its most popular characters, but so many games focus on their struggles, pitting you as one of the iconic Force-wielding characters. Frankly, we're feeling a little exhausted. The same is true of the Star Wars fans .

1313

What is the better way to attract Star Wars admirers back into the bend than absorption the adventure about a lesser-known allotment of the political hub of the Star Wars universe: Coruscant, which as well happens to be a planet-wide city-limits with bags of levels that attempt abysmal below the surface. In fact, 1313 represents a akin abysmal below the surface--a abode area the Force doesn't exist; the Jedi don't inhabit; and alone the a lot of arguable characters reside.

Bounty Hunters

Flamethrowers. Jetpacks. Grappling hooks. Bounty hunters accept admission to some appealing air-conditioned accessories aural the Star Wars universe. Since the focus of 1313 is on the about ambiguous figures, LucasArts wants you to acquaintance every angle of their lives, including the air-conditioned accessories and the agitation that comes forth with them.

Next-Generation Visuals

1313 operates on a heavily modified version of the Unreal 3 engine, the same version that powered the impressive Samaritan demo. The game was really fantastic and shows the great talents of Lucasfilm's Industrial Light and Magic special effects studio. The lighting and character models and their animation all made a good impression on us and will act as a great example of what games should look like when the next generation of consoles arrive.

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