

## Sid Meier's Civilization® VI: Rise and Fall Available February 8, 2018

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*Deepest Civilization experience to date adds new leaders, civilizations, units, wonders and all-new game systems.*

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NEW YORK--(BUSINESS WIRE)--Nov. 28, 2017-- [2K](#) and [Firaxis Games](#) announced today that *Sid Meier's Civilization® VI: Rise and Fall*, the expansion pack for the critically acclaimed and award-winning strategy title, will be available for Windows PC on February 8, 2018.

This press release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20171128005177/en/>



(Graphic: Business Wire)

*Civilization VI: Rise and Fall* brings new choices, strategies, and challenges for players as they guide a civilization through the ages. The expansion introduces new Great Ages, a new city loyalty system, and Governors while expanding existing Diplomacy and Government systems; and adds nine new leaders and eight new civilizations, a variety of new units, districts, wonders, buildings, and more. Players can now lead their empire into a Golden Age of prosperity or emerge

triumphantly from a Dark Age into a memorable Heroic Age.

“*Sid Meier's Civilization* is 2K's longest running franchise and we're thrilled to reveal this exciting and dynamic expansion for fans to experience *Civilization VI* in all new ways,” said Matt Gorman, VP of Marketing at 2K. “The *Civilization VI: Rise and Fall* expansion comes after a year of content and updates to *Civilization VI*, and marks the perfect time for both veterans and newcomers to take one more turn at building their empire.”

“With the new Great Ages system in *Sid Meier's Civilization VI: Rise and Fall*, players can experience the ebb and flow of building empires amidst the challenges of history, either to lasting greatness or the dust of antiquity,” added Anton Strenger, Lead Designer at Firaxis Games. “With this expansion's new features, players will be both challenged and rewarded in ways never seen before in the 26 years of the *Civilization* franchise.”

Key features for *Sid Meier's Civilization VI: Rise and Fall* include:

- **GREAT AGES:** As your civilization ebbs and flows, and you reach milestone Historic Moments, you will experience Dark Ages or Golden Ages, each providing specific challenges or bonuses based on your actions in-game. Rise triumphantly from a Dark Age, and your next Golden Age will be even stronger – a Heroic Age.
- **LOYALTY:** Cities now have individual Loyalty to your leadership – let it fall too low, and face the consequences of low yields, revolts, and the potential to lose your city to another civilization, or its own independence. But one civilization's loss can be your gain as you inspire Loyalty among cities throughout the map and further expand your borders.
- **GOVERNORS:** Recruit, appoint, and upgrade powerful characters with unique specialization bonuses and promotion trees to customize your cities, and reinforce Loyalty.
- **ENHANCED ALLIANCES:** An enhanced alliances system allows players to form different types of alliances and build bonuses over time.

- **EMERGENCIES:** When a civilization grows too powerful, other civilizations can join a pact against the threatening civilization and earn rewards, or penalties, when the Emergency ends.
- **TIMELINE:** Review your civilization's history at any time with the new Timeline feature, a visual journey through the Historic Moments that you encountered on your path to victory.
- **NEW LEADERS AND CIVS:** Nine leaders and eight new civilizations are introduced. Each brings unique bonuses and gameplay, as well as a total of eight unique units, two unique buildings, four unique improvements, and two unique districts.
- **NEW GLOBAL CONTENT:** Eight new world wonders, seven natural wonders, four new units, two new tile improvements, two new districts, fourteen new buildings, and three new resources have been added.
- **IMPROVED GAMEPLAY SYSTEMS:** The Government system has been enhanced with new Policies and additional improvements have been made to existing systems.

Developed by Firaxis Games, *Sid Meier's Civilization® VI* is rated E10+ for Everyone 10 and up by the ESRB, and is available now on Windows PC. *Sid Meier's Civilization® VI: Rise and Fall* will be available on February 8, 2018 for Windows PC.

For more information on *Sid Meier's Civilization® VI*, visit [www.civilization.com](http://www.civilization.com), become a fan on [Facebook](https://www.facebook.com/civilization), follow *Civilization* on [Twitter](https://twitter.com/civilization) and [Instagram](https://www.instagram.com/civilization) and subscribe on [YouTube](https://www.youtube.com/civilization).

Firaxis Games is a 2K studio. 2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO).

### **About Take-Two Interactive Software**

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, publisher and marketer of interactive entertainment for consumers around the globe. The Company develops and publishes products principally through its two wholly-owned labels Rockstar Games and 2K. Our products are designed for console systems and personal computers, including smartphones and tablets, and are delivered through physical retail, digital download, online platforms and cloud streaming services. The Company's common stock is publicly traded on NASDAQ under the symbol TTWO. For more corporate and product information please visit our website at <http://www.take2games.com>.

### **About 2K**

Founded in 2005, 2K develops and publishes interactive entertainment globally for console systems, handheld gaming systems and personal computers, including smartphones and tablets, which are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today's most popular gaming genres, including shooters, action, role-playing, strategy, sports, casual, and family entertainment. The 2K label has some of the most talented development studios in the world today, including Firaxis Games, Visual Concepts, Hangar 13, Cat Daddy Games and 2K China. 2K's stable of high quality titles includes the critically acclaimed BioShock®, Borderlands™, Mafia, and XCOM® franchises, the beloved Sid Meier's Civilization series, Evolve™, Battleborn®, the popular WWE 2K franchise and NBA 2K, the highest rated\* annual sports title of this console generation.

*\*According to 2008 - 2017 Metacritic.com*

### **About Firaxis Games**

Firaxis Games™ is one of the world's premier game development studios, and home of legendary designer Sid Meier. Firaxis has developed some of the most successful and award-winning PC and video games on the market today, including the award-winning Sid Meier's Civilization® series, featuring the recently released Sid Meier's Civilization VI, for Windows PC, Sid Meier's Civilization: Beyond Earth™ for Windows PC, the expansion pack Sid Meier's Civilization: Beyond Earth – Rising Tide for Windows PC, Sid Meier's Civilization V for Windows PC, as well as the critically acclaimed expansion packs, Sid Meier's Civilization V: Brave New World and Sid Meier's Civilization V: Gods and Kings for Windows PC. Firaxis also released the 2012 Game of the Year award-winning XCOM®: Enemy Unknown for

Windows PC, the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system, and Apple iOS, along with the critically acclaimed expansion pack XCOM: Enemy Within for Windows PC, the Xbox 360 video game and entertainment system from Microsoft, PlayStation3 computer entertainment system, and Apple iOS. Firaxis Games is owned by Take-Two Interactive Software, Inc., and is part of its 2K publishing label. For more information about Firaxis and its games can be found at [www.firaxis.com](http://www.firaxis.com).

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Source: Take-Two Interactive

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