

Sid Meier's Civilization® VI: Gathering Storm Now Available

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Largest expansion ever for beloved strategy series includes an active world ecosystem filled with new environmental challenges, as well as the new World Congress

NEW YORK--(BUSINESS WIRE)--Feb. 14, 2019-- [2K](#) and [Firaxis Games](#) today announced that *Sid Meier's Civilization® VI: Gathering Storm*, the second expansion pack for the critically acclaimed and award-winning *Sid Meier's Civilization® VI*, is now available for Windows PC.

Civilization VI: Gathering Storm presents players with an active planet that generates new and dynamic challenges for the *Civilization* series, with new features and systems including Environmental Effects, new Engineering Projects and Consumable Resources for players to experience a living world full of danger and opportunity. The expansion, the largest ever created for the beloved strategy series, introduces the Diplomatic Victory and the World Congress – a new way to win the game in a forum where leaders vote on global policies. Technologies and Civics now extend into the near future, opening possibilities not yet seen by the existing world. In addition, there are eight new civilizations and nine new leaders, as well as many new units, buildings, improvements, wonders and more.

“Firaxis continues raising the bar with *Sid Meier's Civilization VI: Gathering Storm* in developing the largest and most feature-rich expansion to date for the franchise,” said Melissa Bell, SVP and Head of Global Marketing at 2K. “The development team exceeded our expectations by delivering a unique expansion with a living world of climate challenges for players to experience *Civilization* in ways never before possible.”

“In *Sid Meier's Civilization VI: Gathering Storm*, the world around the player is more alive than ever before,” said Ed Beach, Franchise Lead Designer at Firaxis Games. “We’re excited to offer new ways for fans to discover fresh experiences playing Civ, and this expansion epitomizes that sense of exploration. The choices players make will influence the world ecosystem and could impact the future of every civilization on the map.”

Key features for *Sid Meier's Civilization VI: Gathering Storm* include:

- **ENVIRONMENTAL EFFECTS:** Volcanoes, storms (blizzards, sand storms, tornadoes and hurricanes), climate change, floods, droughts and geothermal fissures bring the world to life in a brand-new way;
- **POWER AND CONSUMABLE RESOURCES:** Strategic resources like coal and oil, as well as renewable energy sources like wind and geothermal energy, play an additional role and are now consumed in power plants to generate electricity for cities;
- **ENGINEERING PROJECTS:** Players can now shape the worlds around their empires to overcome unfavorable land conditions by adding improvements like canals, dams, tunnels and railroads;
- **WORLD CONGRESS:** For the first time in *Civilization VI*, players can make their voices heard among the other leaders of the world in their quests to achieve the new Diplomatic Victory;
- **21st CENTURY TECHNOLOGIES AND CIVICS:** A New 9th Era is added to the Technology and Civics trees, introducing a new age of technology;
- **NEW LEADERS AND CIVS:** Nine new leaders from eight new civilizations bring unique bonuses and gameplay, as well as a total of nine unique units, four unique buildings, three unique improvements, two unique districts and one unique governor;
- **NEW SCENARIOS:** Two new scenarios are included in the *Gathering Storm* expansion. **The Black Death** provides players with the challenge of leading their civs through The Great Plague that devastated Europe, while **War Machine** is a multiplayer experience pitting one player as Germany to execute a bold plan of invading France, while the French defender strives to repel the invasion;
- **MORE NEW CONTENT:** *Gathering Storm* includes seven new world wonders, seven natural wonders, 15 new improvements, nine new buildings, five new districts, two new city sets, nine new techs and 10 new civics;

- **NEW UNITS:** *Gathering Storm* introduces 18 new units, including the return of the near-unstoppable **Giant Death Robot**, as well as **The Rock Band**, a special kind of Atomic Era unit that generates huge boosts of Tourism;
- **IMPROVED GAMEPLAY SYSTEMS:** The Espionage system is enhanced with new options, while the Culture and Science Victories are updated, new Historic Moments are added and additional improvements were made to other existing systems.

Developed by Firaxis Games, *Sid Meier's Civilization VI: Gathering Storm* is available for Windows PC and coming shortly thereafter for Mac and Linux from Aspyr Media. *Sid Meier's Civilization VI* is rated E10+ for Everyone 10 and up by the ESRB and is available now for Windows PC and Nintendo Switch™. *Sid Meier's Civilization VI* is also available for iPhone, iPad, Mac and Linux from Aspyr Media.

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

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

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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 wholly-owned labels Rockstar Games and 2K, as well as its Private Division label and Social Point, a leading developer of mobile games. 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 Visual Concepts, Firaxis Games, Hangar 13, Cat Daddy Games and newly formed, to-be-named studio in Silicon Valley. 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™ and Battleborn®; the popular WWE® 2K franchise and NBA® 2K, the highest rated* annual sports title of this console generation.

*According to 2008 - 2019 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.

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