

SID MEIER'S CIVILIZATION WARLORDS

Product Release Date

July 2006

Overview

About the Sid Meier's Civilization series:

One of the most successful and award-winning gaming franchises in the history of the industry, the Sid Meier's Civilization series has quite a story to tell:

The Game: Civilization is a turn-based strategy game covering all of human history, in which players have the chance of a lifetime to build the most powerful empire on earth and become ruler of the world.

Sid Meier: Legendary game designer Sid Meier, (known as “The Father of Computer Gaming”) put computer gaming on the map with several groundbreaking titles in the 1980s, and created his magnum opus, *Civilization*, in 1991, which for 15 years has been recognized by gamers, enthusiast press and consumer press (including Time Magazine) as the greatest PC strategy game ever made.

Huge Sales: The Sid Meier's Civilization series has sold over 7 million copies world-wide, and has one of the biggest and most active fan communities of any game around.

Totally Addictive: With Sid's famous “just one more turn” style of gameplay, players have been known to play for days on end...often times losing their jobs, wife, kids, friends, pets...all in pursuit of world domination! And if you don't believe us, checkout www.civanon.com on the web...some people just can't stop playing.

Civilization IV: The latest version has taken this legendary series and made it even better, and was recognized as “the Greatest PC Strategy Game of 2005”. Civilization IV was built from scratch on a new 3D engine and takes the series to new heights with the most robust multiplayer design ever offered in a Civ title. Firaxis also made this game completely moddable, delivering an incredible set of modding tools along with the game's SDK (Software Developer's Kit), so fans around the world can become even more deeply involved with this series.



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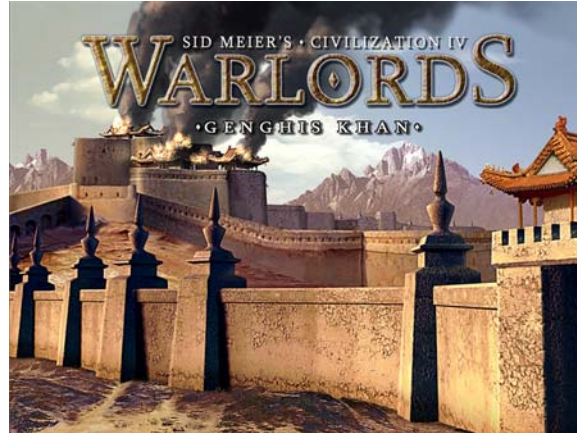
About Sid Meier's Civilization IV: Warlords:

Sid Meier's Civilization IV: Warlords is the first expansion pack for the award-winning game that has become an instant world-wide hit. Paying homage to some of history's greatest military leaders, the expansion will deliver eight unique and interesting scenarios, giving players the chance to change the course of history with the help of their new powerful "warlord" unit. Civ IV: Warlords will include new civilizations, leaders, units, and wonders that will offer even more fun and exciting ways for players to expand their civilization's power as they strive for world domination.

Features

- **Warlords:** A new great person type called the Warlord.
- **Vassal States:** Conquer an enemy and subjugate them to your rule.
- **Game Scenarios:** The expansion will deliver eight scenarios.
- **New Civilizations:** The pack will provide 6 new civilizations and associated unique units.
- **Civilization Leaders:** Ten new leaders will be provided. The list will include leaders for the new civilizations as well as additional leaders for existing civilizations.
- **Leader Traits:** Three new leader traits.
- **New Wonders:** There will be three new wonders.
- **Unique Buildings:** Each civilization will have a new unique building as well as their unique unit.
- **New Units, Resources, and Improvements:** Many new items will be presented throughout the scenarios.
- **Core Game Tweaks and Additions:** Expanded features and gameplay tweaks will be made to the core game.
- **Post-Release Bug Fixes and Game Upgrades:** The pack will contain all of the bug fixes and game additions (pit boss, etc.) released for *Sid Meier's Civilization IV*.





Scenario List

- **Chinese Unification** (450 BC): Take control of one of Ancient China's kingdoms in an attempt to unify the country by either the pen or the sword.
- **Peloponnesian Wars** (430 BC): Mighty Athens and Sparta struggle for dominance of Greece and surrounding territories.
- **Alexander's Conquests** (330 BC): Alexander attempts to conquer the world to the south and east of Greece, taking on the Persians, Egyptians, and Indians.
- **Rise of Rome** (300 BC): Battle as Rome, Carthage, Greece, Gaul, or Egypt for control of the Mediterranean.
- **Vikings** (800 AD): Become ruler of the Vikings and send your men out on numerous raids against Europe. Victory is decided by how much loot can be acquired.
- **Genghis Khan** (1206 AD): Relive the conquests of one of history's greatest military leaders and capture – or if you must, destroy – all of Asia.
- **Omens**: Spread your religion or suffer the wrath of the four horsemen.
- **Barbarian Horde!**: Wipe civilization from the planet!

