



# SID MEIER'S CIVILIZATION IV *Colonization*

**Title:** Sid Meier's Civilization IV: Colonization™  
**Publisher:** 2K Games  
**Developer:** Firaxis Games  
**Platform:** Games for Windows®  
**ESRB Rating:** E10+ (Everyone 10 and older)  
**Release Date:** September 24, 2008  
**Web Site:** <http://www.civilization.com>

## Product Overview:

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*Sid Meier's Civilization IV: Colonization*™ is the third offering in the award winning *Civilization IV*® series. A re-imagining of the classic *Colonization* game Sid Meier created in 1994, *Sid Meier's Civilization IV: Colonization* is a total conversion of the *Civilization IV* engine into a game experience in which players will lead a European nation on their quest to colonize and thrive in the New World. Players will be challenged to guide their people from the oppressive motherland, discover a New World, negotiate, trade and fight as they acquire great power and battle for their freedom and independence.

*Sid Meier's Civilization IV: Colonization* does not require the original *Civilization IV* game to play.

## Features:

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- **Classic Game Design Rebuilt for the Modern Era:** Usher forth a new generation of *Sid Meier's Colonization* with gameplay built on the award winning *Civilization IV* engine, providing the beautiful visuals, famously addictive gameplay and endless fun that are synonymous with Sid Meier strategy games.
- **Fight the Homeland and Establish a New Nation:** Play as the English, Spanish, French or the Dutch and journey to a brave new world in search of freedom from your oppressive homeland
- **Improved Diplomacy:** Sustain peace and support your followers as you engage in advanced negotiations with natives, other colonists and the hostile



homeland -- Trade resources, gold and land as you build the foundation for a self sufficient and powerful colony

- **Historical Figures Provide Adaptive Gameplay:** Acquire founding fathers such as John Smith, Patrick Henry and Samuel Adams who will help guide your nation to freedom based on your gameplay style
- **Brand New Interface:** Both *Civilization IV* fans and players new to the series will feel right at home with an interface that Firaxis has built to be accessible and easy to navigate.
- **Multiplayer Offers Endless Replay Value:** Compete with friends from all over the world via the Internet and Play by Email modes or compete locally via the Hotseat and LAN modes, offering endless ways to conquer the New World.
- **Detailed Tutorial Guides Players In Their Conquest: *Civilization IV: Colonization*** will provide an enhanced tutorial that will help both fans of the game and brand new players on their way to ruling the New World.
- **Mods and Community Tools:** Players will have limitless options for modifying the game to suit their needs. Firaxis will ship the game with modding tools including a map editor using XML and Python.

#### Screenshots:

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#### Developer

#### Information:

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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 computer and video games on the market today including; 2005 PC Game of the Year - Sid Meier's Civilization IV®, the expansions Civilization IV: Warlords®, and Civilization IV: Beyond The Sword™, the blockbuster Sid Meier's Civilization® III series, Sid Meier's Pirates!® (PC, Xbox® and PSP®), Sid Meier's SimGolf™ and Sid Meier's Railroads!™. Firaxis legacy titles include the Sid Meier's Civil War Series!™ (Gettysburg!, Antietam!, and South Mountain), and the Sid Meier's Alpha Centauri® series. In 2005, Firaxis Games was acquired by Take-Two Interactive Software, Inc., joining its 2K publishing label. The company will release Sid Meier's Civilization® Revolution™ for console and handheld platforms in summer 2008.

#### For more information, press only:

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