SID MEIER'S

CIVILIZATION VI

RISE & FALL

SYSTEM REQUIREMENTS

MINIMUM
OS: Windows 7 64bit / 8.1 64bit / 10 64bit
Processor: Intel Core i3 2.5 Ghz or AMD Phenom II 2.6 Ghz or greater
Memory: 4 GB RAM
Hard Drive: 13 GB or more
Video Card: 1 GB DirectX 11 Video Card (AMD 5570 or Nvidia 450)

RECOMMENDED
OS: Windows 7 64bit / 8.1 64bit / 10 64bit
Processor: Fourth generation Intel Core i5 2.5 Ghz or AMD FX8350 4.0 Ghz or greater
Memory: 8 GB RAM
Hard Drive: 13 GB or more
Video Card: 2 GB DirectX 11 Video Card (AMD 7970 or Nvidia 770 or greater)

OTHER REQUIREMENTS
Initial installation requires one-time internet connection for Steam authentication; software installations required (included with the game) include Steam Client, Microsoft Visual C++ 2012 and 2015 Runtime Libraries, and Microsoft DirectX.
The Intel HD 5500 (and earlier generations of this IGP) doesn't meet the minimum system requirements for Civilization VI: Rise and Fall.

Requires Sid Meier's Civilization VI to play.

OVERVIEW

The *Civilization VI: Rise and Fall* expansion brings new choices, strategies, and challenges for players as they guide a civilization through the ages. The expansion introduces new Ages, Loyalty, and Governors systems, expands existing Diplomacy and Government systems, and adds eight new civilizations, nine new leaders, a variety of new units, districts, wonders, buildings, and more. Can you lead your people into a Golden Age of prosperity? Or will your empire face the challenges of a Dark Age?

GREAT AGES

As your civilization ebbs and flows, and you reach milestone Historic Moments, you will move towards 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.

There are four types of ages that can occur through the eras. When the game moves into a new era it checks how much era score your civilization has gained and determines which type of age your civilization is placed in. The four types of ages are; Normal Age, Dark Age, Golden Age, and Heroic Age:

- **Normal Age:** This is the baseline age in the game. The Dedication that is selected at the beginning of the age gives you a slight boost in generating Era Score.

- **Dark Age:** Dark Ages cause reduced Loyalty in your cities. They also allow for the selection of Dedications, which can be used to lift the civilization out of the Dark Age, and the ability to equip Dark Age Policies.

- **Golden Age:** This age brings bonuses to the era through Dedications and increased Loyalty in the civilization's cities, making it harder to lose cities to outside influence and easier to spread your own.

- **Heroic Age:** A Heroic Age is a better form of Golden Age. This age marks that a Civilization moved from a Dark Age to a Golden Age in one swoop. This age also allows for the selection of multiple Dedications which give major bonuses to the civilization.

DEDICATIONS

Dedications are bonuses that can be selected at the being of an era. These bonuses change depending on the type of age that the civilization is in. For Dark Ages and Normal Ages, the Dedications help gain Era Score to boost the civilization into a higher Age in the next era. In Golden Ages or Heroic Ages, the Dedications give great boons to the civilization. The dedications are:

BODYGUARD OF LIES

• **Golden/Heroic Age –** Spies take no time to establish presence in an enemy (any) city. Time to complete all offensive missions reduced.

• **Normal/Dark Age –** Bonus Era Score for each successful offensive spy operation.

EXODUS OF THE EVANGELISTS

• **Golden/Heroic Age –** Increased Movement for all Gurus, Missionaries, Apostles, and Inquisitors. Additionally, newly trained ones get bonus charges. Additional Great Prophet points per turn.

• **Normal/Dark Age –** Gain additional Era Score each time you convert a city to your founded Religion for the first time.

FREE INQUIRY

• **Golden/Heroic Age –** Replaces Commercial Hub and Harbor adjacency bonus as Science. Earn more Science from Tech Boosts.

• **Normal/Dark Age –** Extra Era Score is granted each time you trigger a Eureka. Additional Era Score for constructing a building that provides Science as a base yield.

HEARTBEAT OF STEAM

• **Golden Age/Heroic –** Increased Production toward Industrial era and later wonders. Campus district's Science adjacency bonus provides Production as well.

• **Normal/Dark Age –** Bonus Era score for each Industrial or later building constructed.

HIC SUNT DRACONES

• **Golden Age/Heroic –** Additional Movement for Naval Units, and increased population for cities founded on non-home continent. Increased Loyalty per turn for cities on non-home continent.

- **Normal/Dark Age** – Gain extra Era Score each time you discover a new Continent or Natural Wonder. Increased Era Score each time you kill a non-Barbarian naval unit.

MONUMENTALITY

- **Golden Age/Heroic** – Increased Movement for all builders. Can purchase civilian units with Faith.

- **Normal/Dark Age** – Additional Era Score each time you construct a new District.

PEN, BRUSH, AND VOICE

- **Golden Age/Heroic** – Additional Culture for each Specialty district. Earn additional Culture from Civic Boosts.

- **Normal/Dark Age** – Gain Era Score each time you trigger an Inspiration. Additional Era Score for constructing a building with a Great Work Slot.

REFORM THE COINAGE

- **Golden/Heroic Age** – Your Trade Routes cannot be pillaged. International Trade Routes get additional Gold per specialty district at the destination.

- **Normal/Dark Age** – Bonus Era Score each time you successfully complete a Trade Route.

SKY AND STARS

- **Golden/Heroic Age** – Unlocks the Eurekas for Advanced Flight, Nuclear Fission, and Rocketry if in Atomic Era. If in the Information Era the Eurekas for Satellites, Robotics, Nuclear Fusion, and Nanotechnology are unlocked. Increased XP earned for all Air Units.

- **Normal/Dark Age** – Bonus Era Score for each Aerodrome building constructed. Bonus score for each Great Person Earned.

TO ARMS!

- **Golden/Heroic Age** – Unlock a special Casus Belli which, after Denouncing the target, gives less warmonger penalties than formal war. Increased Production towards military units.

- **Normal/Dark Age** – Bonus era score for each defeated non-barbarian unit.

WISH YOU WERE HERE

- **Golden/Heroic Age** – Cities with Governors receive more Tourism from World Wonders. Additional Tourism to all National Parks.

- **Normal/Dark Age** – Bonus Era score for each Artifact extracted.

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.

- Historic Moments are actions that a civilization takes that are heroic or major in some way. These moments help a civilization achieve a Golden Age, or avoid a Dark one, throughout the eras.

- Some examples of Historic Moments are; Founding a Religion, Circumnavigating the Globe, Launching a satellite, and many more.

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. But one civilization's loss can be your gain as you inspire Loyalty among cities throughout the map and further expand your borders.

- Loyalty is the measure of how much your city's citizens want to stay as part of your empire and is gauged from 0 to 100. If the cities' loyalty drops to zero it will revolt, and the city will be lost, switching allegiance to a free city that can go to another empire. Even before the counter reaches 0 the city will face lower yields from resources.

- Loyalty can be gained through many ways, including keeping your cities' Happiness up or installing Governors, and receives bonuses in your Capital. Certain Cultural Alliances with neighboring Civilizations can also prevent high Loyalty from their cities negatively impacting your cities in close proximity.

- Loyalty can be lost due to Unhappiness from your citizens (due to factors such as lacking Amenities) or from nearby cities from other Civilizations having higher Loyalty.

GOVERNORS

Recruit, appoint, and upgrade powerful characters with unique specialization bonuses and promotion trees to customize your cities and reinforce Loyalty.

- Each Governor gives a different set of bonuses to the city it is assigned to. Throughout the game Civilizations can earn more Governor Titles, which can be spent on new Governors or existing Governors upgrades.

- The different Governors can be moved around to different cities whenever needed. Their Loyalty bonus is applied immediately, but it takes a few turns for their other bonuses to be applied.

- Beware of enemy spies that can neutralize Governors for several turns. Governors also help with their city's Loyalty. A city with a Governor has increased Loyalty to the civilization and is harder to flip.

GOVERNORS:

AMANI – The Diplomat – Messenger

- **Ability** – Can be assigned to a City-State, where she acts as additional envoys.

- **Promotions** – Emissary, Prestige, Affluence, Promoter, Puppeteer

LIANG – The Surveyor – Guildmaster

- **Ability** – All builders trained in city get additional build charges.

- **Promotions** – Infrastructure, Aquaculture, Zoning Commissioner, Amusement, Parks and recreation

MAGNUS – The Steward – Groundbreaker

- **Ability** – Increased yields from plot harvests and feature removals in city.

- **Promotions** – Surplus Logistics, Provision, Industrialist, Black Marketeer, Vertical Integration

MOKSHA – The Cardinal – Bishop

- **Ability** – Religious pressure to adjacent cities is stronger from this city.

- **Promotions** – Grand Inquisitor, Divine Architect, Laying on of Hands, Citadel of God, Patron Saint

PINGALA – The Educator – Librarian

- **Ability** – Increase in Science and Culture generated by the city.

- **Promotions** – Connoisseur, Researcher, Grants, Arms Race Proponent, Space Initiative

REYNA – The Financier – Land Acquisition

• **Ability** – Acquire new tiles in city faster.

• **Promotions** – Harbormaster, Foreign Exchange, Tax Collector, Contractor, Curator

VICTOR – The Castellan – Redoubt

• **Ability** – Increases city garrison Combat Strength.

• **Promotions** – Garrison Commander, Defense Logistics, Security Expert, Embrasure, Air Defense Initiative

NEW LEADERS AND CIVILIZATIONS

Nine new 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.

LEADERS/CIVILIZATIONS - ABILITIES

CHANDRAGUPTA – INDIA

• **Leader Ability – Arthashastra** - Can declare a War of Territorial Expansion after gaining the Military Training Civic. Increased Movement and Combat Strength for the initial turns after declaring a War of Territorial Expansion.

GENGHIS KHAN – MONGOLIA

• **Leader Ability – Mongol Horde –** All Cavalry class units have increased Combat Strength and chance to capture defeated enemy Cavalry class units.

• **Civilization Ability – Örtöö –** Starting a Trade Route immediately creates a Trading Post in the destination city. Receive an extra level of Diplomatic Visibility for possessing a Trading Post in any city of a civilization. All Mongolian units gain increased Combat Strength for each level of Diplomatic Visibility on their opponent.

LAUTARO – MAPUCHE

• **Leader Ability – Swift Hawk –** If a Mapuche Unit defeats an enemy unit within the borders of the enemy city, that city loses Loyalty.

• **Civilization Ability – Toqui –** All units trained in the cities with an established Governor gain more experience in combat. Increased Combat Strength against civilizations that are in a Golden Age.

POUNDMAKER – CREE

- **Leader Ability – Favorable Terms –** All Alliance types provide Shared Visibility. Trade Routes grant Poundmaker increased Food in the sending city per Camp or Pasture in the receiving city. Trade Routes grant Poundmaker increased Gold in the receiving city per Camp or Pasture in the receiving city.

- **Civilization Ability – Nihithaw -** Trade route capacity and a free Trader with the Pottery Technology. Unclaimed tiles close to a Cree city come under Cree control when a Trader first moves into them.

ROBERT THE BRUCE – SCOTLAND

- **Leader Ability – Bannockburn -** Can declare a War of Liberation after gaining the Defensive Tactics Civic. Increased Production and Movement for the initial turns after declaring a War of Liberation.

- **Civilization Ability – Scottish Enlightenment –** Happy cities receive additional Science and Production, generate more Great Scientist points per campus, and increased Great Engineer points per Industrial Zone. Ecstatic cities receive double these amounts.

SEONDEOK – KOREA

- **Leader Ability – Hwarang -** Increased Culture and Science in all cities with an established Governor.

- **Civilization Ability – Three Kingdoms -** Mines receive more Science if there is an adjacent Seowon district. Farms receive increased Food if there is an adjacent Seowon district.

SHAKA – ZULU

- **Leader Ability – Amabutho -** May form Corps (Mercenaries Civic) and Armies (Nationalism Civic) earlier. Additional Base Combat Strength to both Corps and Armies.

- **Civilization Ability – Isibongo -** After conquering a city, its Loyalty per turn is stronger while the city is in occupied status.

TAMAR – GEORGIA

- **Leader Ability – Glory of the World, Kingdom and Faith -** Increased Faith for several turns after declaring a Protectorate War. Each Envoy you send to a City-State of your majority Religion counts as multiple Envoys. (Must have a majority Religion.)

- **Civilization Ability – Strength in Unity –** When making a Dedication at the beginning of a Golden Age, receive its Normal Age bonus towards improving Era Score, in addition to its Golden Age.

WILHELMINA – NETHERLANDS

- **Leader Ability – Radio Oranje** - Your Trade Routes to your own cities provide Loyalty per turn for the starting city. Trade Routes to foreign cities or from foreign cities have increased Culture to you.

- **Civilization Ability – Grote Rivieren –** Major adjacency bonus for Campuses, Theater Squares, and Industrial Zones if next to a river. Culture Bomb adjacent tiles when completing a Harbor.

DISTRICTS

COPACABANA – Brazil; replaces Water Park district.

- Increased Amenities.

- Unlocks Water Carnival project which grants an additional Amenity and variety of Great People points once complete.

- Cannot be built in city with a Street Carnival.

- Cannot build on Reef.

IKANDA – Zulu; replaces the Encampment.

- Provides additional Housing.

- Faster Corps and Army creation.

SEOWON – Korea; replaces Campus.

- Increased Science.

- Must be built on Hills.

GOVERNMENT PLAZA – All Civilizations

- Provides increase to the adjacency bonuses being earned by any adjacent district.

- Additional Governor Titles.

WATER PARK – All Civilizations

- Built on Coastal tiles.

- Increases Amenities.

CIVILIZATION VI
RISE & FALL

- Cannot be built in a city with an Entertainment Complex.

- Cannot build on Reef.

BUILDINGS

TSIKHE – Georgia; replaces Renaissance Walls

- Increased Tourism bonus after advancing to the Conservation Civic.

- Provides additional Faith.

- Raises strength of outer defenses to the highest level.

ORDU – Mongolia; replaces Stable

- Grants an ability that gives a Movement boost to Heavy and Light Cavalry trained in the city.

- Increased combat experience for all Cavalry class units trained in city.

ANCESTRAL HALL

- Increases Production toward Settlers.

- New cities receive a free Builder.

- Awards a Governor Title.

AUDIENCE CHAMBER

- Gives an Amenity and Housing in Cities with Governors.

- Decreased City Loyalty without Governors.

- Awards a Governor Title.

FOREIGN MINISTRY

- Levied Units gain increased Combat Strength.

- Levy Military costs less Gold.

- Awards a Governor Title.

GRAND MASTER'S CHAPEL

• Grants ability to buy land units with Faith.

• Pillaging Improvements and Districts provides Faith.

• Awards a Governor Title.

INTELLIGENCE AGENCY

• Increase to Spy capacity.

• Grants additional Spies.

• Spy Operations have a higher chance of success.

• Awards a Governor Title.

NATIONAL HISTORY MUSEUM

• Provides additional slots for any Great Work.

• Awards a Governor Title.

ROYAL SOCIETY

• Builders gain the ability to use all of their charges to provide bonus Production to a District Project.

• Awards a Governor Title.

WAR DEPARTMENT

• When unit kills an enemy unit, that unit heals.

• Awards a Governor Title.

WARLORD'S THRONE

• Capture of enemy City grants bonus Production in all Cities for several turns.

• Awards a Governor Title.

FOOD MARKET

• Increased Food.

• Limit one per city.

SHOPPING MALL

- Increased Tourism.

- Limit one per city.

AQUARIUM

- Bonus Amenity extends to each City Center around the Water Park.

- Bonus does not stack.

- Increased Science to each coastal resource, Shipwreck, and Reef tile in this city.

- Increased Amenities.

AQUATICS CENTER

- Bonus Amenity extends to each City Center around the Water Park.

- Bonus does not stack.

- Increased Tourism for each Wonder built in this city on or adjacent to a Coast tile.

- Increased Amenities.

FERRIS WHEEL
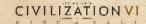
- Increased Tourism.

- Increased Amenity.

UNITS

DE ZEVEN PROVINCIËN – Netherlands – Renaissance Era; replaces Frigate

- Naval Ranged Unit.

- Increased Combat Strength when attacking defensible districts.

DRONE – All Civilizations – Atomic Era

- Support Unit.

- Increased Range to adjacent bombard strength units.

HIGHLANDER – Scotland – Industrial Era; replaces Ranger

• Recon Unit.

• Increased Combat Strength bonus when fighting in Hill/Forest terrain.

HWACHA – Korea – Renaissance Era; replaces Field Cannon

• Ranged Unit.

• High Ranged Attack Strength.

• Cannot move and attack in same turn.

IMPI – Zulu – Medieval Era; replaces Pikeman

• Anti Cavalry.

• Increased Flanking bonus.

• Low cost and maintenance.

• Earns experience faster.

KESHIG – Mongolia – Medieval Era; replaces Field Cannon

• Ranged Unit.

• Can escort moving civilian and Support units at their higher Movement speed.

KHEVSURETI – Georgia – Medieval Era

• Melee Unit.

• Increased Combat Strength bonus when fighting in Hill terrain.

• No Movement penalty in Hill terrain.

MALÓN RAIDER – Mapuche – Renaissance Era

• Light Cavalry Unit.

• Increased Combat Strength bonus if close to friendly territory.

• Pillaging costs 1 Movement.

OKIHTCITAW – Cree – Ancient Era; replaces Scout

• Recon Unit.

• Strong reconnaissance unit.

• Starts with a free promotion.

PIKE AND SHOT – All Civilizations – Late Renaissance Era

• Anti Cavalry Unit.

SPEC OPS – All Civilizations – Atomic Era

• Recon Unit.

• Paradrop ability allows movement from a friendly tile to a location several tiles away.

• Increased Paradrop range if starting in Aerodrome or Airstrip.

• Attacks support units directly without having to eliminate the combat unit first.

SUPPLY CONVOY – All Civilizations – Modern Era

• Support Unit.

• Increases healing for adjacent units.

• Gives units bonus Movement if the move is started adjacent to the Convoy.

IMPROVEMENTS

CHEMAMULL – Mapuche

• Provides Culture equal to a portion of the tile's Appeal.

• Additional Tourism after researching Flight.

• Requires minimum Appeal of Breathtaking.

CITY PARK – Governor unique improvement

• Yields additional Appeal and Culture.

• Increased Amenity if next to water.

• Cannot be adjacent to a City Park.

FISHERY – Governor unique improvement

• Must be placed on Coastal tiles.

• Increases Food.

• Additional Food if adjacent to a sea resource.

GOLF COURSE – Scotland

• Additional Amenity and Gold.

• Increased Culture if adjacent to a City Center district and/or an Entertainment District.

• Additional Tourism and Housing as you advance through the Civics and Technology Tree.

• Cannot be placed on Desert or Desert Hills.

• One per City.

• Tiles with Golf Courses cannot be swapped.

• Additional Appeal.

MEKEWAP – Cree

• Must be placed next to a Bonus or Luxury Resource.

• Provides additional Production and Housing.

• Additional Gold when next to a Luxury resource (such as Diamond).

• Additional Production, Gold, Food and Housing as you advance through the Civics and Technology Tree.

• Cannot be built adjacent to another Mekewap.

POLDER – Netherlands

• Increased Food and Production.

• Additional Food if adjacent to a Polder improvement.

• Additional Production, Gold, and Food as you advance through the Civics and Technology Tree.

• Must be placed on a Coast or Lake Tile adjacent to multiple flat land tiles.

TERRAIN FEATURE

REEF

• Provides Additional Food and Production.

NATURAL WONDERS

DELICATE ARCH

• One tile impassable.

• Provides Faith and Gold to adjacent tiles.

EYE OF THE SAHARA

• Three tile traversable.

• Provides additional Production from each tile.

• After the Atomic Era provides additional Production and Science from each tile.

LAKE RETBA

• Two tile traversable.

• Provides additional Culture, Gold, Production, and Fresh Water per tile.

MATTERHORN

• One tile impassable.

• Provides additional Culture to adjacent tiles.

• Land combat units who move next to the Matterhorn ignore Hills for the rest of the game and gain increased Combat Strength when fighting in Hills.

MOUNT RORAIMA

• Four tile impassable.

• Provides Faith and Science to adjacent tiles.

UBSUNUR HOLLOW

• Four tile traversable.

• Acts as a Marsh.

• Provides Faith, Food, and Production.

ZHANGYE DANXIA

• Three tile impassable.

• Provides Great General and Great Merchant points if you own a part of the wonder.

WONDERS

AMUNDSEN-SCOTT RESEARCH STATION – Atomic Era

• Bonus Science and Production in all cities.

• Increased yield if multiple Snow, or Snow Hill tiles are close to the city and owned by the city.

• Must be built next to a Campus with a Research Lab.

• Must be built on a Snow or Snow Hills Tile.

CASA DE CONTRATACIÓN – Renaissance Era

• Provides Governor Titles.

• All your cities on your non-home continent with a Governor gain additional Production, Faith, and Gold.

• Must be built adjacent to a Government Plaza.

KILWA KISIWANI – Medieval Era

• Bonus Envoys when built.

• When you are the Suzerain of a City-State this city receives a boost to the yield provided by that City-State.

• If you are the Suzerain to multiple City-States of the same type, all of your cities receive a boost to the yield provided by those City-States.

• Must be built on a flat tile adjacent to Coast.

KŌTOKU-IN – Medieval Era

• Additional Faith in the city.

• Provides several Warrior Monks if the city has a majority religion.

• Must be built adjacent to a Holy Site district with a Temple.

ST. BASIL'S CATHEDRAL – Renaissance Era

• Bonus Religious Tourism from this city.

• Additional Food, Production, and Culture from all Tundra tiles in this city.

• Must be built adjacent to a City Center.

STATUE OF LIBERTY – Industrial Era

• Grants Settlers.

• All your cities close by are more loyal.

• Must be built on the Coast, and adjacent to land and a Harbor district.

TAJ MAHAL – Renaissance Era

• Historic Moments grant additional Era score.

• Must be built next to a River.

TEMPLE OF ARTEMIS – Ancient Era

• Camps, Pastures, and Plantations around this wonder provide additional Amenities.

• Must be placed adjacent to a Camp improvement.

RESOURCES

AMBER – Luxury Resource

• Additional Culture.

• Bonus Amenities (provides 4 Amenities, distributed amongst your cities).

OLIVES – Luxury Resource

• Additional Production and Gold.

• Bonus Amenities (provides 4 Amenities, distributed amongst your cities).

TURTLES – Luxury Resource

• Additional Science.

• Bonus Amenities (provides 4 Amenities, distributed amongst your cities).

NEW CASUS BELLI

WAR OF RETRIBUTION

• Requires the target to have broken a promise to you recently.

• Unlocked by Early Empire.

IDEOLOGICAL WAR

• Requires target to be in a different Tier 3 government.

• Unlocked by Ideology.

TO ARMS!

• Requires and is unlocked by Golden Age Dedication To Arms!

ALLIANCE SYSTEM CHANGES

There are five types of Alliances now; Research Alliance, Cultural Alliance, Military Alliance, Religious Alliance, and Economic Alliance. Players can set up multiple Alliances, but can only have one of each type, and can only have one Alliance per Civilization. Alliances now have levels that give different sets of bonuses depending on the type.

RESEARCH ALLIANCE

• Level 1: Trade Routes between allies grant additional Science.

• Level 2: Allies share a Tech Boost every few turns.

• Level 3: Gives bonus Science when studying the same technology as your ally or one that your ally has completed, and while your ally is researching a tech you have completed.

CULTURAL ALLIANCE

- Level 1: Allies do not exert Loyalty pressure on each other, and Trade Routes between allies grant additional Culture.

- Level 2: When your cities have Trade Routes with your ally, gain additional Great Person points in the origin cities based off of the districts in those cities.

- Level 3: You gain a portion of your ally's Tourism and Culture from cities.

MILITARY ALLIANCE

- Level 1: Allies share visibility and gain bonus Combat Strength against civilizations on whom both allies have declared war.

- Level 2: Allies gain bonus Production toward military units when either ally is at war.

- Level 3: Units start with a bonus promotion.

RELIGIOUS ALLIANCE

- Level 1: Ally cities do not exert Religious Pressure on each other, and Trade Routes between allies grant additional Faith.

- Level 2: Allies gain religious Combat Strength against Religions not founded by either ally.

- Level 3: You gain Faith based on the number of your Citizens following you ally's Religion, and the Religious Pressure is increased in cities with no believers of your ally's Religion.

ECONOMIC ALLIANCE

- Level 1: Trade Routes between allies grant additional Gold.

- Level 2: Gain Envoy points based on the number of City-States that are tributary to your ally.

- Level 3: Allies share the Suzerain bonus of all City-States of which they are Suzerain.

EMERGENCY SYSTEM

Emergencies are triggered in response to some serious action by another Civilization.
There are 5 different types of Emergencies that can occur; Military Emergency, City-State Emergency, Religious Emergency, Nuclear Emergency, Betrayal Emergency. Emergency alliances can give a bonus to the participants and will give a bonus to the side that completes the emergency

MILITARY EMERGENCY – A Civilization that is leading in some victory type has just conquered another Civilization's city; must have a city on the same continent as the conquered city to be invited.

CITY-STATE EMERGENCY – A Civilization has captured and is occupying a City-State that another Civilization has at least one envoy in.

RELIGIOUS EMERGENCY – A Civilization has converted the Holy City of another Religion through a Religious Spread action; requires participants to have formed a Religion.

NUCLEAR EMERGENCY – A Civilization has used a nuclear weapon on a city.

BETRAYAL EMERGENCY – A Civilization has declared war on another Civilization, with whom they had a high-level Alliance.

RANDOM AGENDAS

EXPANSIONIST – Will try to include as much territory as possible in their empire and does not like Civilizations that control little territory.

FLIRTATIOUS – Likes Leaders of the opposite gender.

GOSSIP – Likes Civilizations they have visibility on.

CURMUDGEON – Dislikes Leaders of opposite gender.

SYCOPHANT – Reacts positively to Golden Ages.

SYMPATHIZER – Reacts positively to Dark Ages.

ESPIONAGE MISSIONS

NEUTRALIZE GOVERNOR – Must be performed in a city with an established Governor. If successful, the target Governor is removed from play for a number of turns (determined by the Spy's level) and after that time will have to be reestablished in a city.

FABRICATE SCANDAL: Must be performed in a City-State that you are not Suzerain over. If successful, all other players lose a number of Envoys determined by the Spy's level. Also ejects all Diplomat Governors from this City-State.

FOMENT UNREST: May be performed in any city of a major Civilization that is not your friend or ally. If successful there is an instantaneous change in Loyalty in that city.

SPY PROMOTIONS

LICENSE TO KILL – Neutralize Governor as if the Spy is of a higher level.

SMEAR CAMPAIGN – Fabricate Scandal as if the Spy is of a higher level.

COVERT ACTION – Foment Unrest as if the Spy is of a higher level.

DARK AGE POLICIES

New type of wildcard which are only available in Dark Ages and can help lift you out of the darkness. They are powerful, but have a negative impact as well.

COLLECTIVISM

• Bonus Food for farms.

• Additional Housing for all cities.

• Increased Industrial Zone adjacency bonuses.

• Negative Impact - Great People are earned more slowly

ELITE FORCES

• Bonus combat experience for all units.

• Negative Impact - Increased Gold to maintain each military unit.

INQUISITION

• Inquisition with less Apostle charges.

• All religious units have increased Religious Combat Strength in friendly territory.

• Negative Impact - Decreased Science in all cities.

ISOLATIONISM

• Increased Trade route capacity.

• Domestic Trade routes provide additional Food and Production.

• Negative Impact - Cannot train or buy Settlers nor settle new cities.

LETTERS OF MARQUE

• Increased Production to Naval Raiders who gain bonus Movement.

• Bonus yield from plundering Trade routes.

• Negative Impact - Decreased Trade route capacity.

MONASTICISM

• Science increased in cities with a Holy Site.

• Negative Impact - Reduced Culture in all cities.

ROBBER BARONS

• Increased Gold in cities with a Stock Exchange.

• Bonus Production in cities with a Factory.

• Negative Impact - Decreased Amenities in all cities.

ROGUE STATE

• Increased Production towards nuclear program projects and WMDs.

• Negative Impact - No influence towards new Envoys is gained.

TWILIGHT VALOR

• All units have increased Combat Strength while making a melee attack.

• Negative Impact - Cannot heal outside your territory.

CITY-STATES

ANTIOCH

• Replaced Amsterdam.

• Trade City-State.

• **Suzerain Bonus:** Your Trade Routes to foreign cities earn additional Gold for each Luxury resource at the destination.

BABYLON

- Replaced Seoul.

- Scientific City-State.

- **Suzerain Bonus:** Increased Science from each Great Work of Writing, Relic and Artifact.

GREAT PEOPLE

TIMUR – Replaces Genghis Khan - Medieval Era

- Great General

- **Retire (1 Charge):** Grants a promotion level and increased combat experience to a military land unit.

- **Passive Effect:** Increased Combat Strength and movement to Medieval and Renaissance era land units.

FERDINAND MAGELLAN – Renaissance Era

- Great Admiral

- **Retire (1 Charge):** Grants additional Loyalty per turn in city.

- **Passive Effect:** Bonus Combat Strength and Movement to Renaissance and Industrial era naval units.

CREDITS

FIRAXIS GAMES

SID MEIER'S CIVILIZATION VI: RISE AND FALL

TEAM LEADERSHIP
Rise and Fall Expansion Lead Designer
Anton Strenger

Lead Engineer
Ken Grey

Art Director
Jason Johnson

DESIGN TEAM
Franchise Lead Designer
Ed Beach

Rise and Fall Expansion Lead Designer
Anton Strenger

Lead AI Engineer
Andrew Garrett

Designer/Programmers
Matthew Beach
Brian Feldges
David Raabe

PRODUCTION TEAM
Senior Producer
Andrew Frederiksen

Associate Producers
Sarah Darney
Amanda Bonacorso

Additional Production
Amy Pickens, Technical
Animation Group

Writers
Zach Bush

Peter Murray

Additional Writing
Steffen Drees
Angelica Fuchs
Carlton Harrison
Timothy McCracken
Maurice Suckling
Charles Webb
Scott Wittbecker

PROGRAMMING TEAM
Lead Engineer
Ken Grey

Gameplay Engineer
Adam Sherburne

Lead Systems Engineer
Greg Osefo

Systems Engineer
Ian Schmidt

Lead Graphics Engineer
Josh Barczak

Graphics Engineers
Arthur Gould
Kevin Jones
John Kloetzli
Theodore Maselko
Kiran Sudhakara
Marek Vojtko

Lead Database/ Modding Engineer
Shaun Seckman

Lead Interface Engineer
Samuel Batista

Interface Engineer
Tyler Berry

Additional Interface Engineer
Keaton Van Auken,
Ghostpunch

Lead Multiplayer Engineer
Bradley Olson

Lead Tools Engineer
Brian Whitman

ART TEAM
Art Director
Jason Johnson

Lead Interface Designer
David Cory

Interface Artists
Rob Sugama
Nick Paul
Jen Kraft

Lead Animator
Grant Chang

Animators
Rachel Schneider (Anchors)
Aaron Andersen
Lou Ferina
Alex Kim
Greg Marlow
Daniel Perry
David Senita

Technical Animation Group
Dennis Moellers
Brian Evans
John Stewart
Ryan Griffin

Additional Technical Animation
Savannah Myers

Lead Character Artist
Matthew Kean

Lead Unit Modeling
Ryan Jackson

Character and Unit Modelers
Stephanie Gitlin
David Jones
Michael Unkrich
Chris Sulzbach

Lead Environment Artist
Matthew Quickel

Environment Artist
Clark Coots

Structure Modelers
Jerome Atherholt
Clark Coots
Alex Llivicura
Rambo Siu

Lead Visual Effects Artist
Troy Adam

Lead Concept Artist
Kat Berkley

Concept Artists
Sang Han

Michael Tassie
Ryan Andrade
Aaron Whitehead

Motion Graphics Designer
Rob Sugama

AUDIO
Lead Audio Designer
Roland Rizzo

Sound Designer
Dan Costello

Music Composers
Geoff Knorr
Roland Rizzo

Additional Electronics and Arrangements
Phil Boucher

Cinematic Music
Geoff Knorr

Main Menu Score
Main Menu,"Sogno di Volare (The Dream of Flight)"

Composed by Christopher Tin

Lyrics by Leonardo da Vinci, adapted by Chiara Cortez

Performed by Angel City Chorale, Cappella SF and the Macedonian Symphonic Orchestra

Mixed by Jason Schweitzer

Recorded at Abbey Road Studios, Skywalker Sound,

The Bridge and MRTV Studio M1

Recording Engineers:
Andrew Dudman, Leslie Ann Jones, Milton Gutierrez and Giorgi Hristovski

Audio Programmer
Ian Schmidt

Additional Electronics and Arranging
Phill Boucher

Performers
Niccolo Seligmann, Bass Viol, Vielle

Vielle and Bass Viol recorded at Studio A, Peabody Institute, Baltimore, MD

Geoff Knorr, Recording Engineer

Sunglae Park and Atticus Hebson, Assistant Engineers and Pro Tools Operators

Prague FILMharmonic Orchestra
Orchestra conducted by Andy Brick

Rita Cepurcenko, Concertmistress

Kühn Mixed Choir

Marek Vorlícek, Choir Conductor

Martinů Voices

Lukas Vasilek, Martinů Voices Conductor

Pavel Drešer, Accordion

Jan Holzner, Orchestra and Choir Recording Engineer

Vítek Král, Assistant Engineer

Petr Pycha, Orchestra Contractor

Tomáš Kirschner, Orchestra Librarian

Geoff Knorr, Orchestrator

Orchestra and Choir recorded at Smecky Music Studios

Mixed & Mastered by Geoff Knorr

Sandro Friedrich, Scottish tin whistle, Fipple flute, Xiao, Pinkillo, Zampona, Quena, Recorder

Patrick McAvinue, Fiddle

Kevin O'Brien, Highland Pipes

Hayes, Scottish Snare and Tenor Drums

Georgian Singing and Instruments by Trio Kavkasia
Alan Gasser, Tenor

Stuart Gelzer, Bass, Chunir

Carl Linich, Tenor, Panduri, Chonguri

Trio Kavkasia recorded at Pinch Recording, Long Island City, NY
Geoff Knorr, Recording Engineer

E Scott Lindner, Assistant Engineer

Khoomii, Morin Khuur, and Tovshuur by Nature Ganganbaigal of Tengger Cavalry
www.tengger-cavalry.com

Zulu Vocals by
Legato
Lisa Yengeni, Soprano

Luyolo Stungu, tenor

Phiwo Tyatya, tenor

Lwando Lukhukho, tenor

Milani Sixakwe, Bass

Mihlali Tyatya, Solo tenor

Caleb Vaughn-Jones and Regulus Sound Productions, Zulu recording session Producer & Contractor
Simphiwe Funde, Zulu translator & studio assistant

Mogapi Sebe, Drums
Ruth Mackintosh, Director of African Drumbeat

Recorded at the South African Broadcast Corporation Radio Broadcast Facilities Studio, Port Elizabeth, South Africa
Phumlani Maqungu, Recording engineer

Cree singing and drumming by The Poundmaker Singers
Clyde Tootoosis, leader
Cornell Tootoosis
Aaron McGilvery
Greyeagle Cardinal
Gerald Baptiste

Preston Gamble
Benji Weenie
Colin Starblanket
Chris Scribe
Don Nidel
Allan Bonaise
Corey Potts

Poundmaker singers recorded at TV Studio B, University of Saskatchewan, Saskatoon, Saskatchewan
Wayne Giesbrecht, Poundmaker singers Recording Session Engineer

Poundmaker Jackets by Target Marketing
Traditional Korean drumming by the Korean Performing Arts Academy of America
Hyung Joo Cho, Janggu and gayageum
Soon He So, Kkwaenggwari gayageum
Chun Kehe, Jing
Dami Soh, Buk

SIGNAL SPACE
Creative Director
Jose Aguirre

Researcher
Inga Knoth

Audio Editors
Valentino Lercher
Matthew Knutson

Project Manager
Christopher Fox

Voiceover Directors
JB Blanc
Chad Rocco

Dialogue Editors
Transatlantic Audio/
Dante Fazio
Austin Krier
Garrett
Montgomery,
M.P.S.E.
Stephen Selvaggio

Lead Character Foley
provided by Studio
Unknown, LLC

QUALITY ASSURANCE
QA Supervisor
Steffen Drees

QA Lead
Carlton Harrison

Testers
Albert Briggs
Daron Carlock
Michael Kotey
Jen Kraft
Terrence Myers
Kelsey Orem
Emily Walton

Additional Testing
William Battle-
McDonald
Tim McCracken
Britney "Produce"
Myer
Brendan Oakes

Testing Interns
Taylor Andrews
Jalen Gabbidon
Emma Koren
Brad Wolinski

FIRAXISLIVE TEAM
Producer
Clint McCaul

Lead Network Programmer
Adam Sherburne

Senior Network Programmer
Brian Whooley

Dev Ops Engineer
Eric Konzal

FIRAXIS MANAGEMENT
CEO / President
Steve Martin

Creative Director
Sid Meier

Studio Art Director
Arne Schmidt

Director of Software Development
Steve Meyer

Director of Gameplay Development
Barry Caudill

Executive Producer
Kelley Gilmore

Director of Marketing
Lindsay Riehl

Marketing Manager
Sarah Darney

Marketing Artist
Ryan Taylorton

Human Resources Director
Shawn Kohn

Office Manager
Donna Milesky

IT Manager
Josh Scanlan

IT Technician
Matt Baros

David McFall

Special Projects
Susan Meier

Special Thanks
Beth Petrovich

FRANKENSTEIN TEST GROUP
Camikaze
Sam "SamBC"
Barnett-Cormack
David "Browd"
Brown
Gloria "Nolan"
Carson
Sean "Gorbles"
Hickman
Joel "colonelmustard"
Myers
Adam "Pouakai"
Partridge
Daniel "DanQ"
Quick
Rob Riley
Hannah "Codex"
Schofield
Elliot "Ekmek"
Schroeder
Anthony "Ztaesek"
Seekatz
Peter "Maniac"
Steenbeke
Daniels "Solver"
Umanovskis
Stephen
"WarningU2"
Warner
Frithjof Nikolai
Wilborn
Onno "donald23"
Zaal

VENDOR SUPPORT
AMD
Cristian Cutocheras
Josh Salem

NVIDIA
Timofey Cheblokov
Eric Richley
Jaakko Haapasalo

Intel
Chris Seitz
Darrel Palke
Stephen Mccalla
Jon Kennedy

Quixel
Teddy Bergsman
Eric Ramberg

WWise
Martin Dufour
Adrien Lavoie

Valve
Justin York

PRODUCTION BABIES
Annabel
Lily
Lilly

To all of our families and loved ones! Thank you for your patience and support!

Published by 2K

2K is a publishing label of Take-Two Interactive Software, Inc.

2K PUBLISHING
President
David Ismailer

Chief Operating Officer
Phil Dixon

2K PRODUCT DEVELOPMENT
VP, Product Development
John Chowanec

Sr. Director of Product Development
Melissa Miller

Sr. Producer
Garrett Bittner

Associate Producer
Casey Coleman

Production Assistants
John Murphy
Angel Abdelazim

Digital Release Manager
Tom Drake

Digital Release Assistant
Myles Murphy

Sr. Director, Business Development
Tim Holman

2K CREATIVE DEVELOPMENT
VP, Creative Development
Josh Atkins

Design Director
Francois Giuntini

Director of Creative Services
Robert Clarke

Sr. Director, Creative Production
Jack Scalici

Sr. Director of Story and Creative Development
Chad Rocco

Sr. Manager, Creative Production
Josh Orellana

Creative Production Coordinator
William Gale

Creative Production Assistants
Cathy Neeley
Megan Grunenwald-Rohr

Media Producer
Mike Read

Developer Support Team - Lead Artist
Peter Turner

Capture Service Lead
Luke McCarthy

Senior Capture Specialist
Dana Koerlin

Sr. Research Analyst
David Rees

User Research Manager
Francesca Reyes

Lead User Researcher
Gina Smith

Creative Coordinator
Julian O'Neal

Motion Capture Supervisor
David Washburn

Motion Capture Stage Manager
Anthony Tominia

Motion Capture Stage Technicians
Jen Antonio
Emma Castles
Jeremy Schichtel
Alexandra Grant
Christopher Barton

Motion Capture Production Manager
David Voci

Motion Capture Specialists
Ryan Girard
Michelle Hill
Jose Gutierrez
Gil Espanto
Jeremy Wages

Motion Capture Pipeline Engineer
Charles "Auggie" Harris III

Motion Capture Media Supervisor
J. Mateo Baker

Motion Capture Audio Assistant
Andrew Hanson

Motion Capture Junior Animator
Nihal Rashinkar

2K CORE TECH
VP, Technology
Mark James

Operations Manager
Peter Driscoll

Producer
Jason Johnson

Production Assistant
Greg Vargas

Technical Director
Tim Haynes

Online Technical Director
Louis Ewens

Technical Art Director
Jonathan Tilden

Principal Technical Artist
Kris DeMartini

Senior Software Engineer
Mitchell Fisher

Software Engineer
Jason Howard

Junior Software Engineer
Harry Hsiao

Associate Software Engineer
Labhesh Deshpande

2K CORE TECH - ONLINE ENGINEERING
Lead Software Engineer
Adam Lupinacci

Principal Software Engineer
Alberto Covarrubias

Senior Software Engineer
Scott Barrett

Dev Ops Engineer
Tim Lynch

Software Engineers
Sourav Dey
Taylor Owen-Milner

Junior Software Engineers
Alec Brownlie
James Dryden

QA Testers
Mackenzie Hume
Keith Vedol

2K MARKETING
VP, Marketing
Matt Gorman

Director of Marketing
Matt Knoles

Brand Manager
Benji Han

Director of Marketing, North America
Kelly Miller

Marketing Manager
Jonathan Goodwin

Director of Digital Marketing
Adam Krause

VP of Communications, The Americas
Ryan Jones

Sr. Communications Manager
Richie Churchill

CIVILIZATION VI
RISE & FALL

Sr. Community Content Manager
Darren Gladstone

Content Manager
Jason Babler

Social Video Producer
Anthony Snyder

Community and Social Media Manager
David Hinkle

Social Media Manager
Brandon Schug

Creative Director, Marketing
Gabe Abarcar

Sr. Director, Marketing Production
Jackie Truong

Project Manager
Heidi Oas

Marketing Production Manager
Ham Nguyen

Production Designer
Nelson Chao

Sr. Graphic Designer
Christopher Maas

Graphic Designer
Chris Cratty

Director, Video Production
Kenny Crosbie

Associate Video Production Manager
Nick Pylvanainen

Video Editor & Motion Graphics Designers
Michael Regelean
Eric Neff

Video Editors
Dom Hassett
Shane McDonald

Jr. Video Editor/ Capture Specialist
Evan Falco

Web Director
Nate Schaumberg

Sr. Web Designer
Keith Echevarria

Sr. Web Developer
Gryphon Meyers

Web Developer
Charles Park

Web Producer
Tiffany Nelson

Director, Channel Marketing
Anna Nguyen

Channel Marketing Manager
Marc McCurdy

Channel Project Manager
Dustin Choe

Partner Marketing Specialist
Kelsie Lahti

Sr. Director of Events
Lesley Zinn Abarcar

Events Manager
David Iskra

Event Tech Manager
Mario Higareda

Director, Customer Service
Ima Somers

Customer Service Manager
David Eggers

Knowledge Base Coordinator
Mike Thompson

Customer Service Lead
Crystal Pittman

Senior Customer Service Associates
Alicia Nielsen
Ryosuke Kurosawa
Dominic Hurton

Sr. Director, Partnerships & Licensing
Jessica Hopp

Sr. Manager, Partnerships & Licensing
Greg Brownstein

Associate Manager, Partnerships & Licensing
Ashley Landry

2K OPERATIONS

SVP, Senior Counsel
Peter Welch

Counsel
Justyn Sanderford
Aaron Epstein

VP, Publishing Operations
Steve Lux

Director of Operations
Dorian Rehfield

Director of Analytics
Mehmet Turan

Senior Manager, Marketing Analytics
Ramprasad Arunachalam

Sr. Analysts
Tuomo Nikulainen
Kyle Bishop

Licensing & Operations Specialist
Xenia Mul

Sr. Legal Assistant
Nicole Hillenbrand

2K IT

Sr. Director, 2K IT
Rob Roudebush

Technical Director
Russell Mains

Sr. IT Manager
Bob Jones

Sr. Engineering Manager
Jon Heysek

Sr. NOC Manager
Vaclav Dolezal

Online Manager
Scott Darone

Network Engineer
Don Claybrook

Systems Engineers
Joseph Davila
Manish Patel
Petr Fiala
Peter Pribylinc
Radek Trojan

Systems Administrators
Fernando Ramirez
Tareq Abbassi
Scott Alexander
Davis Krieghoff
Joseph Thompson

IT Support Specialist
Christopher Smith

IT Analyst
Michael Caccia

2K QUALITY ASSURANCE

SVP of Quality Assurance & Submissions
Alex Plachowski

QA Director
Scott Sanford

Test Manager
Doug Rothman

Project Lead
Jason Kolesa

Associate Leads
Alexander Coffin
Joshua Vance

Support Leads
Nathan Bell
Timothy Erbil

Senior Testers
Kayla Mager
Brian Reiss
Jake Merryman
Keith Rische
Todd White

Testers
Ian Bennett
Kristian Garcia
Kyle Kraemer
Matthew Finck
Michael Galo
Michelle Foley
Nick Bigler
Sampson Brier
Wenceslao Concina
Wesley Bolin

IT Manager
Chris Jones

2K Las Vegas IT
John Imig
Juan Corral
Cameron Steed
Travis Allen

Special Thanks
Alexandria Belk
Ashley Fountaine
Candice Javellonar
David Barksdale
Dustin Carey
Jeremy Ford

Jeremy Richards
Joe Bettis
Josh Lagerson
Leslie Cullum
Louis Napolitano
Rachel McGrew

2K INTERNATIONAL PUBLISHING

VP Publishing, Operations
Murray Pannell

**Senior Director,
International Marketing
and Communications**
Jon Rooke

**Head of International
Product Marketing**
David Halse

**International
Brand Manager**
Lottie Broomhall

**Jr. International
Brand Manager**
Maria-Pia Raggio

**Head of International
Communications**
Wouter van Vugt

**International Community
& Social Manager**
Melaine Brou

**Head of International
Territory & Export
Marketing**
Warner Guinée

2K INTERNATIONAL PRODUCT DEVELOPMENT

International Producer
Sajjad Majid

2K INTERNATIONAL CREATIVE SERVICES

**Director, Creative Services
and Localisation**
Nathalie Mathews

Lead Project Manager
Emma Lepeut

**Localization Project
Manager**
Alessandro Irranca

Senior Manager, Design
Tom Baker

Graphic Designer
James Quinlan

**External Localization
Teams**
Around the Word
Effective Media GmbH
Synthesis Iberia
Synthesis International srl
QLOC S.A.

Localization tools and
support provided by XLOC
Inc.

**Localization
Special Thanks**
Adam Rycki, Adriano
Dezulian, Aleksandr
Lavrenov, Aleksandr
Skakovsky, Alex Rossetto,
Altieres Rohr, Andrea Della
Calce Maucieri, Annett
Hillebrand, Chiara Caccivio,
Claudia Rampiconi,
Damaris Reinke, Dashima
Zhigzhitova, Elías Pastoriza,
Elsa Platiau, Estrella Del
Campo, Floriana Grasso,
Francesca Tretto, Gabriel
Perez-Ayala, Gaëlle le
Gall, Gema Solís, Jose C.
Cabezas, Katja Kämper,
Kira Nepochatova, Laura
Bellintani, Maciej Polak,
Marek Gałązka, Maria
Lorbach, Marina Rossieva,
Mike Bruhanov, Mike
Kolbasnikov, Monique Paula
Pereira, Nazar Orlov, Pablo
Trenado, Paula Ianelli G.
Luiz, Paulina Golanowska,
Paweł Oleszczuk, Piotr
Goździk, Roman Firsov,
Salvador Tintore, Stefano
Gaburri, Thales Ferreira,
Vladislav Lebedinskiy,
Yuliana Brezhneva

2K INTERNATIONAL TERRITORY MARKETING AND COMMUNICATIONS

Aaron Cooper
Agnès Rosique
Anne Speth
Alison Gram
Belinda Crowe
Ben Seccombe
Carlo Volz
Carlos Villasante
Caroline Rajcom
Charley Grafton-Chuck
Dave Blank
Dennis de Bruin
Diana Freitag
François Bouvard
Gemma Woolnough
Jan Sturm
Jean Paul Hardy
Julien Brossat
Lieke Mandemakers
Margaux Duval
Maria Martinez
Roger Langford
Sandra Mauri
Sandra Melero
Sean Phillips
Simon Turner
Stefan Eder
Yoona Kim
Zaida Gómez

TAKE-TWO INTERNATIONAL OPERATIONS

Anthony Dodd
Nisha Verma
Phil Anderton
Richard Kelly

2K INTERNATIONAL QUALITY ASSURANCE

Localization QA Manager
José Miñana

Mastering Engineer
Wayne Boyce

Mastering Technician
Alan Vincent

Localization QA Senior Lead
Oscar Pereira

Localization QA Project Lead
Jose Olivares

Localization QA Leads
Elmar Schubert
Florian Genthon
Sergio Accettura

Senior Localization QA Technicians
Christopher Funke
Harald Raschen
Manuel Aguayo
Namer Merli
Pablo Menéndez

Localization QA Technicians
Antoine Grelin
Benny Johnson
Clement Mosca
Daniel Im
David Sung
Dimitri Gerard
Dmitry Kuzmin
Ernesto Rodriguez Cruz
Etienne Dumont

Frédéric Créhin
Gian Marco Romano
Javier Vidal
Jean-Luc Brebant
Jorge Abelló García
Julio Calle Arpón
Koso Suzuki
Luca Magni
Luca Rungi
Martin Schücker
Matteo Lanteri
Nicolas Bonin
Noriko Staton
Patricia Ramón
Samuel França
Sarah Dembet
Seon Hee C. Anderson
Stefan Rossi
Stefania L. Monaco
Stefanie Schwamberger
Timothy Cooper
Toni López
Will Vossler
Yury Fesechka

2K ASIA TEAM

Asia General Manager
Jason Wong

Asia Marketing Director
Diana Tan

Asia Sr. Marketing Manager
Daniel Tan

Korea Marketing Manager
Dina Chung

Sr. Product Executive
Rohan Ishwarlal

Product Executive
Wayne Ng

Japan Marketing Assistant
Yukiko Hanzawa

Sr. Localization Manager
Yosuke Yano

Localization Coordinator
Pierre Guijarro

Localization Coordinator
Mao Iwai

External Localization Teams
entalize co., ltd.
GlobalWay Co., Ltd.
Jiali Flourishing Age
Cultural Communication
Co., Ltd.
VGLOC Localization
Studios Co., Ltd.

TAKE-TWO ASIA OPERATIONS
Eileen Chong
Veronica Khuan
Chermine Tan
Takako Davis

TAKE-TWO ASIA BUSINESS DEVELOPMENT
Erik Ford
Syn Chua
Paul Adachi
Hidekatsu Tani
Aiki Kihara
Ken Tilakaratna
Anna Choi
Cynthia Lee

Hyun Jookyoung

2K CHINA QUALITY ASSURANCE
QA Director
Zhang Xi Kun

Localization QA Manager
Du Jing

Civilization VI Localization QA lead
Shigekazu Tsuuchi

Localization QA leads
Chu Jin Dan
Zhu Jian

Localization Senior QA Testers
Qin Qi
Kan Liang
Bai Xue
Tang Shu
Jin Xiong Jie
Hu Meng Meng
Cho Hyunmin

Localization QA Testers
Li Ling Li
Zhao Yu
Wang Ce
Tan Liu Yang
Zhao Jin Yi

Localization Junior QA Testers
Chen Xue Mei
Guo Xi
Jia Kang
Dai Fang Jie
Yang Wen Zheng
Fan Kai

IT Engineers
Zhao Hong Wei
Hu Xiang
Wang Peng

FOX SOUND STUDIOS
Rick Fox
Victoria Fox

SPECIAL THANKS
Strauss Zelnick
Karl Slatoff
Lainie Goldstein
Dan Emerson
Jordan Katz
David Cox
Steve Glickstein
Take-Two Sales Team
Take-Two Digital Sales Team
Take-Two Channel
Marketing Team
Siobhan Boes
Hank Diamond
Alan Lewis
Daniel Einzig
Christopher Fiumano
Pedram Rahbari
Jenn Kolbe
Greg Gibson
Take-Two Legal Team
David Boutry
Juan Chavez
Rajesh Joseph
Gaurav Singh
Alexander Raney
Barry Charleton
Jon Titus
Gail Hamrick
Tony MacNeill
Chris Bigelow
Brooke Grabrian

Katie Nelson
Chris Burton
Christina Vu
Betsy Ross
Pete Anderson
Maria Zamaniego
Nicholas Bublitz
Danielle Williams
Ariel Owens-Barham
Kyra Simon
Ross Graber

**Agencies
(In alphabetical order):**
Access Communications
Ignition Creative
Liquid Advertising

EXTERNAL VENDORS AND CONTRACTORS

Music Composition
Geoff Knorr

**Additional Music
Composition**
Christopher Tin
Timothy Michael Wynn
Phill Boucher

Original Score Recording
FILMharmonic Orchestra
of Prague

**Conductor and
Music Director**
Andy Brick

Cinematic Sound Design
Source Sound, Inc.

**Supervising Sound
Designer & Mix**
Charles Deenen

Sound Designers
Matt Cavanaugh
Brent Burge
Braden Parkes

**Voiceover Cast
Narrator**
Sean Bean

Advisor
Natasha Loring

Chandragupta
Sahil Vaidya

Queen Wilhelmina
Romy Snoeijers

Genghis Khan
Hu A Li Ma

Robert the Bruce
Donald Pine

Shaka
Vuli Mthethwa

Lautaro
Anthony Nahuelhual

Seondeok
Seungwon Lee

Tamar
Ana Makharadze

Poundmaker
John Bearchild

Hojo Tokimune
Yoshi Ando

Pedro II
Renato Belschansky

Tomyris
Alina Irbekov Berezova

Trajan
Gianmarco Ceconi

Frederick Barbarossa
Bert Coll

Peter the Great
Mikhail Danilyuk

Gorgo
Angeliki Dimitrakopoulou

Gilgamesh
Jorge Badillo Galvan

Saladin
Alhan Gharam

Cleopatra
Nirvana Hisham

Qin Shi Huang
Junchao Huang

Mvemba a Nzinga
Mamengi Alfredo Lombisi

Queen Victoria
Lucy Briggs Owen

Catherine de Medici
Lara Valentina Parmiani

Montezuma
Irwin Daayan Rosenthal
Sarli

Gandhi
Pawan Shukla

Hardrada
Atli Rafn Sigurdsson

Pericles
Konstantinos Stelloudis

Theodore Roosevelt
Richard Tatum

Philip II
Anton Carmano Vega

Jadwiga
Julia Jakubowska

John Curtin
Simon Burke

Alexander
Dimitris Papadopoulos

Cyrus
Arian Risbaf

Amanitore
Fatma Abd Elsalam

Gitarja
Dyah Febriani

Jayavarman VII
Heng Sarorn

FRENCH CAST
Narrator
Philippe Catoire

Advisor
Caroline Victoria

GERMAN CAST
Narrator
Achim Barrenstein

Advisor
Karoline Mask von Oppen

ITALIAN CAST
Narrator
Giorgio Bonino

Advisor
Katia Sorrentino

SPANISH CAST
Narrator
Alfonso Laguna

Advisor
Danai Jiménez

POLISH CAST
Narrator
Przemysław Walich

Advisor
Joanna Matuszak

RUSSIAN CAST
Narrator
Andrey Lysenko

Advisor
Alina Milosh

JAPANESE CAST
Narrator
Kenichi Suzumura

Advisor
Nao Toyama

KOREAN CAST
Narrator
Shin Han

Advisor
Yoon Seon Lim

SIMPLIFIED CHINESE CAST
Narrator
Zhang Lei

Advisor
Yang Yi Fang

TRADITIONAL CHINESE CAST
Narrator
Fang Rong Feng

Advisor
Qi Qi

Voiceover Recording Studios
Lime Studios
Dialog Recordist
Tom Paolantonio

Producer
Susie Boyajan

ORCHARD RECORDING STUDIOS, SOMERSET UK
Engineers
Mark Bowyer
James Wilkes
Charlotte Worthy-Jarvis

SIDE UK
Production Manager
Emily Munster

Sound Engineer
Ant Hales

Cinematic Production Services
Plastic Wax Pty Ltd

Creative Leads
Nathan Maddams
Dane Maddams
Tyrone Maddams

Executive Producer
Felix Crenshaw

Production Management
Mick Hammell
Carly Glover
Toby Alderton

Terry Mickaiel
Lead Modeler
Dean Wood

Modelling
Ben Mikhaiel
Josh Shahinian
Alexia Zantides
Vee Ng

Modellers
Dan Horsfall
Josh Davies
Josh Knorr
Tristan Locke
Werner Gradwell
Brett Sinclair

Lead Animator
Wes Adams

Animators and Rigging
Mitch Coote
Damian Paon
Cam Ralph
Tom Janson
Gareth Rhodes
Zarvan Kotwal
Phil Hook
Sina Azad

Lead Lighter
Ben Malter

Lighting and Rendering
Nigel Waddington
Owen Gillman
Ben Shearman

Lead VFX TD
Sidney Cheng

VFX
Steven Cheah
Dave Frodsham
Fernando Flores Gonzales

Lead Compositor
Daniel Loui

Compositors
Jad Haber
Ryan Trippensee
Yoav Dolev

Additional Cinematic Production Services
Section Studios

Production
Justin Yun
Kami Talebi

Concept
Gabriel Yeganyan
Cuba Lee
Brian Kim
Howard Pak
Hyunjae Lee
Lucas Helmintoller
Mohammad Chowdhury

Animation
Cameron Mott
Judson Morgan

Applied Cinematics
Mike O'Rourke
Jason Flynn

3D Art Assets
Gameshastra Solutions
Private Limited

TECH SUPPORT

Visit **HTTP://SUPPORT.2K.COM** for the latest on help and support for *Civilization VI*, including resolutions to common error messages, for information regarding my2K accounts, or to change your my2K profile.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This limited software warranty and license agreement (this "Agreement") may be periodically updated and the current version will be posted at www.take2games.com/eula (the "Website"). Your continued use of the Software after a revised Agreement has been posted constitutes your acceptance of its terms.

THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING, AND OTHER WRITTEN FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS.

THE SOFTWARE IS LICENSED, NOT SOLD. BY OPENING, DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT WITH THE UNITED STATES COMPANY TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR," "WE," "US, OR "OUR"), AS WELL AS THE PRIVACY POLICY LOCATED AT www.take2games.com/privacy AND TERMS OF SERVICE LOCATED AT www.take2games.com/legal.

PLEASE READ THIS AGREEMENT CAREFULLY. IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO OPEN, DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE.

LICENSE

Subject to this Agreement and its terms and conditions, Licensor hereby grants you a nonexclusive, non-transferable, limited, and revocable right and license to use one copy of the Software for your personal, non-commercial use for gameplay on a single Game Platform (e.g. computer, mobile device, or gaming console) as intended by Licensor unless otherwise expressly specified in the Software documentation. Your license rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or the termination of this Agreement (see below).

The Software is licensed, not sold, to you, and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. Licensor retains all right, title, and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by U.S. copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced, altered, modified, or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing, or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the U.S. or their local country. Be advised that U.S. copyright violations are subject to statutory penalties of up to $150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted under this Agreement are reserved by Licensor and, as applicable, its licensors.

LICENSE CONDITIONS

You agree not to, and not to provide guidance or instruction to any other individual or entity on how to:

- commercially exploit the Software;
- distribute, lease, license, sell, rent, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensor or as expressly set forth in this Agreement;
- make a copy of the Software or any part thereof (other than as set forth herein);
- make a copy of the Software available on a network for use or download by multiple users;
- except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time;
- copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently);
- use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate license agreement to make the Software available for commercial use;
- reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part;
- remove or modify any proprietary notices, marks, or labels contained on or within the Software;
- restrict or inhibit any other user from using and enjoying any online features of the Software;
- cheat (including but not limited to utilizing exploits or glitches) or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software;
- violate any terms, policies, licenses, or code of conduct for any online features of the Software; or
- transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which may be amended from time to time.

ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES: Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain un-lockable, downloadable, online, or other special content, services, and/or functions (collectively, "Special Features"). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersede any other term in this Agreement.

TRANSFER OF PRE-RECORDED COPY LICENSE: You may transfer the entire physical copy of pre-recorded Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software or accompanying documentation, and the recipient agrees to the terms of this Agreement. Transfer of the pre-recorded copy license may require you to take specific steps, as set forth in the Software documentation. You may not transfer, sell, lease, license, rent, or convert into convertible virtual currency any Virtual Currency or Virtual Goods except as expressly set forth in this Agreement or with Licensor's prior written consent. Special Features, including content otherwise unavailable without a single-use serial code, are not transferrable to another person under any circumstances, and Special Features may cease functioning if the original installation copy of the Software is deleted or the pre-recorded copy is unavailable to the user. The Software is intended for private use only. NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.

TECHNICAL PROTECTIONS: The Software may include measures to control access to the Software, control access to certain features or content, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. Such measures may include incorporating license management, product activation, and other security technology in the Software and monitoring usage, including, but not limited to, time, date, access, or other controls, counters, serial numbers, and/or other security devices designed to prevent the unauthorized access, use, and copying of the Software, or any portions or components thereof, including any violations of this Agreement. Licensor reserves the right to monitor use of the Software at any time. You may not interfere with such access control measures or attempt to disable or circumvent such security features, and if you do, the Software may not function properly. If the Software permits access to Special Features, only one copy of the Software may access those Special Features at one time. Additional terms and registration may be required to access online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, including downloading updates and patches. Licensor may limit, suspend, or terminate the license granted hereunder and access to the Software, including, but not limited to, any related services and products, on thirty days' notice, or immediately for any reason beyond the Company's reasonable control or if you breach any term of an agreement or policy governing the Software, including this Agreement, Licensor's Privacy Policy and/or Licensor's Terms of Service.

USER CREATED CONTENT: The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshot, car design, character, item, or video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable, and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including, but not limited to, the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive and agree never to assert any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor, and terms above regarding any applicable moral rights, will survive any termination of this Agreement.

INTERNET CONNECTION: The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions.

USER ACCOUNTS: In order to use the Software or a software feature, or for certain features of the Software to operate properly, you may be required to have and maintain a valid and active user account with an online service, such as a third-party gaming platform or social network account ("Third-Party Account"), or an account with Licensor or a Licensor affiliate, as set forth in the Software documentation. If you do not maintain such accounts, then certain features of the Software may not operate or may cease to function properly, either in whole or in part. The Software may also require you to create a Software-specific user account with Licensor or a Licensor affiliate ("User Account") in order to access the Software and its functionality and features. Your User Account log-in may be associated with a Third-Party Account. You are responsible for all use and the security of your User Accounts and any Third-Party Accounts that you use to access and use the Software.

VIRTUAL CURRENCY AND VIRTUAL GOODS

If the Software allows you to purchase and/or earn through play a license to use Virtual Currency and Virtual Goods, the following additional terms and conditions apply.

VIRTUAL CURRENCY & VIRTUAL GOODS : The Software may enable users to (i) use fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VC") and (ii) gain access to (and certain limited rights to use) virtual goods within the Software ("Virtual Goods" or "VG"). Regardless of the terminology used, VC and VG represent a limited license right governed by this Agreement. Subject to the terms of and compliance with this Agreement, Licensor hereby grants you the nonexclusive, non-transferable, non-sublicensable, limited right and license to use VC and VG obtained by you for your personal, non-commercial gameplay exclusively within the Software. Except as otherwise prohibited by applicable law, VC and VG obtained by you are licensed to you, and you hereby acknowledge that no title or ownership in or to VC and VG is being transferred or assigned hereunder. This Agreement should not be construed as a sale of any rights in VC and VG.

VC and VG do not have an equivalent value in real currency and do not act as a substitute for real currency. You acknowledge and agree that Licensor may revise or take action that impacts the perceived value of or purchase price for any VC and/or VG at any time except as prohibited by applicable law. VC and VG do not incur fees for non-use; provided, however, that the license granted hereunder to VC and VG will terminate in accordance with the terms and conditions of this Agreement and the Software documentation, when Licensor ceases providing the Software, or this Agreement is otherwise terminated. Licensor, in its sole discretion, reserves the right to charge fees for the right to access or use VC or VG and/or may distribute VC or VG with or without charge.

EARNING & PURCHASING VIRTUAL CURRENCY & VIRTUAL GOODS: You may have the ability to purchase VC or to earn VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VG upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and/or VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform, participating third-party online store, application store, or other store authorized by Licensor (all referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing documents, including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store. Licensor may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be modified or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store, the amount of purchased VC will be credited to your User Account. The Licensor shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software. Licensor, in its sole discretion, may impose additional limits on the amount of VC you may purchase or use, how you may use VC, and the maximum balance of VC that may be credited to your User Account. You are solely responsible for all VC purchases made through your User Account regardless of whether or not authorized by you.

BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.take2games.com/support.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC or VG, convert them into convertible VC. VC and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value or other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensor nor any other person or entity has any obligation to exchange your VC or VG for anything of value, including, but not limited to, real currency.

NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

NO TRANSFERS: Any transferring, trading, selling, or exchanging of any VC or VG to anyone, other than in game play using the Software as expressly authorized by Licensor ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licensor and is strictly forbidden. Licensor reserves the right, in its sole discretion, to terminate, suspend, or modify your User Account and your VC and VG and terminate this Agreement if you engage in, assist in, or request any Unauthorized Transactions. All users who participate in such activities do so at their own risk and hereby agree to be responsible and liable to Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents for all damages, losses and expenses arising directly or indirectly from such actions. You acknowledge that Licensor may request that the applicable Application Store stop, suspend, terminate, discontinue, or reverse any Unauthorized Transaction, regardless of when such Unauthorized Transaction occurred (or has yet to occur) when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of intervening in any way with the operation of the Software. If we believe or have any reason to suspect that you have engaged in an Unauthorized Transaction, you further agree that Licensor may, in its sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any VC, VG, and other items associated with your User Account.

LOCATION: VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

SOFTWARE STORE TERMS

This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor. Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store.

This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control. You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & USAGE

By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the Software.

For the purposes all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that the Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published. However, due to variations in hardware, software, internet connections, and individual usage, Licensor does not warrant the performance of the Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free; or that the Software will be compatible with third-party software or hardware or that any errors in the Software will be corrected. No oral or written statement or advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, and provided that if you are a resident of an EU member state Licensor warrants that the Software will be fit for purpose and of satisfactory quality, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose, or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

YOUR RESPONSIBILITY TO LICENSOR

To the fullest extent of applicable law, you agree to be responsible and liable to Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents in respect of all damages, losses, and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

TO THE FULLEST EXTENT OF APPLICABLE LAW, LICENSOR SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING, BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, OR LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY, OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. TO THE FULLEST EXTENT OF APPLICABLE LAW, LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) SHALL NOT EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

IF YOU ARE A RESIDENT OF AN EU MEMBER STATE, NOTWITHSTANDING ANYTHING TO THE CONTRARY SET OUT ABOVE, LICENSOR IS RESPONSIBLE FOR LOSS OR DAMAGE YOU SUFFER THAT IS A REASONABLY FORESEEABLE RESULT OF LICENSOR'S BREACH OF THIS AGREEMENT OR ITS NEGLIGENCE, BUT IT IS NOT RESPONSIBLE FOR LOSS OR DAMAGE THAT IS NOT FORESEEABLE.

WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM OUR NETWORK AND OTHER PORTIONS OF THE INTERNET, WIRELESS NETWORKS, OR OTHER THIRD-PARTY NETWORKS. SUCH FLOW DEPENDS IN LARGE PART ON THE PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES PROVIDED OR CONTROLLED BY THIRD PARTIES. AT TIMES, ACTIONS OR INACTIONS OF SUCH THIRD PARTIES MAY IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF. WE CANNOT GUARANTEE THAT SUCH EVENTS WILL NOT OCCUR. TO THE FULLEST EXTENT OF APPLICABLE LAW, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM OR RELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE USE OF THE SOFTWARE AND RELATED SERVICES AND PRODUCTS.

TERMINATION

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the method set forth in the Terms of Service or (ii) destroying and/or deleting any and all copies of all Software in your possession, custody, or control. Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

U.S. GOVERNMENT RESTRICTED RIGHTS

The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication, or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Licensor at the location listed below.

EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

TAXES AND EXPENSES

You shall be responsible and liable to Licensor and any and all of its affiliates, officers, directors, and employees for all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

TERMS OF SERVICE

All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS

If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

GOVERNING LAW

This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. However, if you are a resident of a European Union member state, you will benefit from any mandatory provisions of consumer protection law in the member state in which you are resident, and you can bring legal proceedings in relation to this Agreement in the courts of the member state in which you are resident.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 110 WEST 44TH STREET, NEW YORK, NY 10036.

All other terms and conditions of the EULA apply to your use of the Software.