

# GALACTIC CIVILIZATIONS III

## HOW WILL YOU RULE YOUR GALAXY?

Humanity has developed faster-than-light travel. Now, the galaxy awaits exploration and colonization...but it isn't empty.

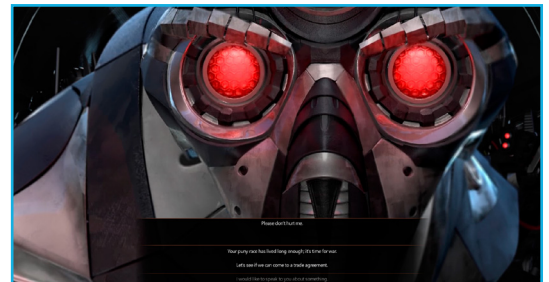
Galactic Civilizations III is the latest addition to the critically acclaimed, best-selling space strategy game series. It is the ultimate sandbox game that asks: What kind of interstellar civilization would you build?

### CORE FEATURES:

- **Never the same game twice:** Play in the ultimate sandbox where each game will have a unique map, unique worlds and new challenges to face.
- **Multiple paths to victory:** Win through military conquest, cultural domination, technological ascension or political alliance.
- **Story-based campaign:** Galactic Civilizations III includes a campaign that brings players up to date on the 20-year story arc behind the rise of humanity in the 23rd century.
- **Massive technology tree:** Research a technology tree with immense breadth and depth. Player choices determine the capabilities of their civilization.
- **Custom ship design:** Players can design their own ships with total control over how they function as well as how they look. Any ship you've ever imagined can be created or downloaded.

### NEW TO GALACTIC CIVILIZATIONS III:

- **Massive scale:** The new, 64-bit, multi-core engine increases the number of possible opponents from 16 to 128 with a similar change to maximum map sizes.
- **Ideology:** Player actions give points towards various ideologies. These ideologies give civilizations unique abilities, planetary improvements and bonuses.
- **Multiplayer:** For the first time, Galactic Civilizations is a multiplayer game with full support for custom civilizations, saved multiplayer games and much more.
- **Unique technology trees:** Players can play not just as the humans but as any civilization each with their own unique technology tree, ships, colony improvements and abilities.
- **Civilization Creator:** To encourage massive gameplay, the game includes a civilization creator that has options for creating new civilizations with their own look, ships, technologies and even options for how the AI will use them.
- **New Battle System:** Players can now design ships and assign them a specific role to play in a fleet. When fleet battles do occur, you can now view the battle in a cinematic style to see how your designs worked in practice.
- **New Colony Manager:** The location of a planetary improvement now matters. Adjacency bonuses and planetary resources make a major impact on what a planet is strong (or weak) at accomplishing.



**Developer:** Stardock Entertainment  
**Platform:** Windows 7/8 (64-bit)  
**Genre:** Turn-Based Strategy  
**Available:** May 14, 2015  
**List Price:** \$49.99  
**Website:** [www.galciv3.com](http://www.galciv3.com)