

Media Alert
25-03-2021



HUMANKIND™

Humankind Delayed to August 17th, 2021

The dev team will be working to perfect Accessibility, Pacing, Balancing, Diplomacy, AI and much more.

When we first announced our upcoming historical strategy title HUMANKIND™, we called it our magnum opus, and we meant every word of that. The response so far has been amazing: the community has been super excited and involved with the development at every step of the way, and we intend to honor their expectations for the game. Here's a few words from our Chief Creative Officer & Studio Head, Romain de Waubert de Genlis about the reasoning behind the delay:

"It's been exciting to see the community get their hands on the game during the last few OpenDev sessions, and to hear all the positive (and constructive!) feedback.

Players have always been at the heart of Amplitude's philosophy and releasing HUMANKIND in August will allow us the extra time to keep working with the community and polishing the game for an amazing day one experience."

The team will be focused on improving areas of work identified by the community during our previous Lucy OpenDev, when players tested out 4 eras and 40 cultures of the game to give us their thoughts. Accessibility, Onboarding, Pacing, Balancing, Diplomacy and AI are just a few of the key areas we'll be concentrating on. For more detailed information, check out our dev blog available [here](#).

To thank everyone for bearing with us on this, we've decided to include some extra free content for pre-purchasers of HUMANKIND™.

Most of all, we'd like to thank our players for their support and patience. We can't wait for you all to see the result!

- The Amplitude Studios Team

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The Koch Media Group owns ten game development studios: Deep Silver Volition (Champaign, IL / USA), Deep Silver Dambuster Studios (Nottingham / UK), Deep Silver Fishlabs (Hamburg / Germany), Warhorse Studios (Prague / Czech Republic), Milestone (Milan / Italy), Voxler (Paris / France), Vertigo Games (Rotterdam / The Netherlands) and Flying Wild Hog (Warsaw, Rzeszów, Cracow / Poland). Additionally, the Koch Media Group collaborates with numerous independent development studios around the world.

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