

**Media Alert**  
1-4-2021



# HUMANKIND™

## Humankind Feature Focus #11 - The Power of Diplomacy

Diplomacy in HUMANKIND™ will allow players to create meaningful stories and relationships in each game with a multi-faceted system including treaties, grievances, alliances, back-stabbing, demands for compensation, cultural influence, and more.

Battles and war will be important in HUMANKIND, our upcoming turn-based historical strategy game, but they will not happen in isolation. After all, open conflict is just a small part of human history. Rivalries and grudges may have played important roles through time, but so have trade, kinship, and alliances.

The latest episode of our Feature Focus series dives into the methods of conflict and cooperation in HUMANKIND: get ready for trade, treaties, territorial disagreements, and even treason!

HUMANKIND's diplomacy system is meant to create interesting stories based on a player's interactions with the map and other opponents. You'll be able to develop a changing relationship with the other empires and find reasons to love or hate them. Angry at that neighbor who forward settled you? Send them a strongly worded letter to demand they hand it over immediately. Backstabbed by your long-term ally? They'll have a hard time maintaining that war.

Tools such as treaties, trade, grievances, and demands will be at your disposal to manipulate and enforce these relationships. All of these and more are detailed in the full-length video which is available here, and our [dev blog available here](#).

So, Will you renounce all grudges to make friends and build a global trade network? Or seize every opportunity to demand compensation and make war? How you approach diplomacy in HUMANKIND is up to you, but we certainly look forward to watching the drama unfold!

For more information about Humankind visit <https://humankind.game>, or follow us on [Facebook](#), [Twitter](#), & [Instagram](#). Learn more about SEGA at <https://sega.co.uk>.

**Direkter Link zum SEGA-Presseserver: [www.sega-press.com](http://www.sega-press.com)**

SEGA Europe Ltd. Gehört zur japanischen SEGA Corporation, einem der weltweit größten Anbieter interaktiver Unterhaltung für den Heim- und Spielhallenbereich. SEGA entwickelt und vertreibt interaktive Unterhaltungs-Software für eine Vielzahl von Plattformen, darunter PC, Handhelds und Spielkonsolen von Nintendo, Microsoft und Sony Computer Entertainment. Weitere Informationen befinden sich auf der Website von SEGA Europe Ltd. unter: [www.sega-europe.com](http://www.sega-europe.com)

### **About Koch Media**

The Koch Media Group is a global developer, publisher and distributor of video games, VR games, gaming hardware and merchandise.

The group's publishing activities, marketing and distribution extend throughout Europe, America, Australia and Asia. Koch Media has more than 25 years of experience in the digital media business and has risen to become a leading global publishing partner. The Koch Media Group runs a multi-label strategy with fully owned publishing units such as Deep Silver, Milestone, Vertigo Games and Ravenscourt which publish games for consoles, PC and VR platforms across all physical and digital channels.

Additionally, as global publishing partner Koch Media has formed long-term multi-national publishing collaborations with numerous game publishers including Bethesda, Capcom, Codemasters, Konami, Koei Tecmo, Sega, Square Enix, Warner Bros and many others. With its parent company in Höfen, Austria, and the Publishing HQ in Munich, Germany, Koch Media owns local publishing companies in Germany, UK, France, Spain, Italy, Sweden, the Netherlands, Austria, Switzerland, Poland, Australia, the United States as well as Japan and Hong Kong.

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.

Part of the Koch Media Group is also Koch Films, a European independent film distributor with business primarily in Germany, Switzerland, Austria and Italy as a cinema, TV, online and Home Entertainment distributor. The Koch Media Group also owns Gaya Entertainment, a leading video game merchandise company in Munich, Germany, and the Quality Assurance Facility in Olomouc, Czech Republic.

Koch Media is an Embracer Group company.