

Media Alert
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HUMANKIND™

HUMANKIND FEATURE FOCUS #10 – ART OF WAR

Battles in Humankind are fought on the game map, with direct tactical control by the players. In our newest video, we dive into the mechanics of battle, and how we're using player feedback to improve the battle experience.

War is an inescapable part of human history. And when you're trying to build an empire, the day may come when you'll want to lead troops into battle yourself, much like Caesar or Napoleon. In HUMANKIND™, our upcoming historical strategy title, you will not only be the ruler and decision maker for your empire, but also be the one to give the battle orders directly. Prepare to master the art of war!

Feature focus #10 "Art of War" dives into some of the basics of Battles in HUMANKIND™. Units are grouped into armies, allowing players to efficiently control many units which then deploy to fight directly on the map. You'll have full control of exactly where each unit is placed, where they move, and what they attack – meaning that you'll be able to take full advantage of the terrain.

That's if you choose to engage of course! An auto-resolve button has been included for those less interested in the details of war. This was just one of many requests we received as feedback during our previous OpenDev gameplay slices, where we invited the community to help us improve the game.

Check out the full video here to learn more about combat, as well as the changes being integrated thanks to community feedback.

We'll see you on the battlefield!

Direkter Link zum SEGA-Presseserver: www.sega-press.com

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About Koch Media

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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.

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