Overview

- Turn Based Strategy / Empire Building
- Start at the beginning of time and build a civilization from the ground up
- Attempt to achieve one of 5 victory conditions
  - Domination
  - Cultural
  - Science
  - Diplomacy
  - Time
- Has single and multiplayer game types
The good

- Educational element
  - Critical thinking skills
  - Resource management
  - Diplomacy

- New Features
  - Hexagons
  - City-States
  - Cities get their own defenses
  - Ranged Units
  - No Unit Stacking
The bad

- The AI does not understand how to use its troops
  - The new ranged units get stuck in front of melee units
  - Hard to maneuver units without stacking
- There are VERY dominant strategies
- The diplomatic/trade interfaces are clunky
- Diplomacy has some randomness that removes clarity
- Multiplayer is buggy and not well designed
17 turn game

- https://www.youtube.com/watch?v=jtPnjBkzNA