# MEASURING THE SCALE OF HUMANKIND

**Paris, August 9th –** We’ve talked a lot about what can you expect from HUMANKIND™, when it launches next week on 17th August. We’ve called out the 60 different historical cultures you can combine to create a civilization as unique as you are. We did some super quick math and deduced those 60 cultures could yield over 1,000,000 different final combinations… we’re actually still working on the final number. It’s a lot. And we’ve hit you with the near Endless Avatar customization options.

So, you know, it’s big, but we wanted to throw some more numbers at you to show you exactly HOW big.

In HUMANKIND you can expect 129 different units to be seen traversing 10 beautifully detailed biomes. Those biomes will play host to 45 different species of animals roaming the wilderness that you’ll end up populating. Achievements and notable moments in history you reach by doing this will be highlighted by one of 700 unique illustrations.

As you grow your civilization and beeline through the 93 techs on offer, you’ll be treated to a 13 ½ hour soundscape, featuring over 1,300 sound files. This ambient noise will be punctuated by Arnaud Roy’s majestic 280 song, 520 minute soundtrack, performed by 63 individual musicians and 20 choir singers.

Your custom avatar, who will evolve with your civilization, will be able to choose from over 122 tailored costumes as they voice their approval or disapproval from over 10,000 voiced lines in-game. The choices you make in the 150 narrative events will further diversify you and your civilization from your competition, particularly in 10-person multiplayer!

It’s a lot to remember, and there’s a whole load more we haven’t even touched on here or in this handy video entitled, The Scale of HUMANKIND which you can watch via [this link.](https://youtu.be/drsS2CrIidk)

HUMANKIND is [available for pre-order](https://store.humankind.game/) on PC & Stadia. The game will now also be available for Microsoft Xbox Game Pass from August 17th. We can’t wait for you to play and share your experiences with us.

* The Ampliteam

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