



HUMANKIND™

TOGETHER WE RULE

EXPANSION PACK – FACT SHEET

Embargo Date : September 7th at 4PM CEST / 7AM PDT / 10AM EDT

Unite HUMANKIND™ with the Together We Rule Expansion Pack!

See the world in a new light and manage conflicts differently with new gameplay features focused on diplomacy and espionage.

Gather information via offensive infiltration and secret agents, build embassies to deepen international ties, and lead global relations between all empires via the *Congress of Humankind*. Not to mention 6 brand new *Diplomatic Affinity* cultures to choose from!



A massive free update for HUMANKIND™ will be released simultaneously alongside the expansion pack. It will add new Stealth mechanics, revamp independent peoples, and add new UI options and improvements.



Basic info:

- Release: Fall 2022
- Platforms: Steam, Epic Games Store, Microsoft Store
- Rating: PEGI 12, ESRB Everyone 10+

Main features:

- New feature: Inter-empire Forum: *Congress of Humankind*
- New Currency: *Leverage*
- New Quarter: *Embassy* (unlocking new interactions with other empires)
- New Unit Family: *Agent*
- 6 New Cultures with a New Affinity: *Diplomatic*
- 6 New Wonders
- 15 New Narrative Events (including 4 inter-empire events)

The expansion in details:

Congress of Humankind

Get involved in an inter-empire forum with the *Congress of Humankind*. The congress will allow players to vote and decide on global doctrines and arbitrate international conflicts together.

No matter how big or small the Empire, all have their say in the world order, but the weight of their words will depend on the brand-new *Leverage* currency. Together you will rule the world!

Embassy

This new Quarter will bring your negotiation tactics to a higher level!

Deepen ties and sign agreements beneficial for both your empires, like joint training or research agreements. Or use your *Leverage* currency to force an empire to take specific actions to your benefit, like lowering war support or enforcing demands.

Agents

Use this new unit family to gather *Leverage*! They will also allow you to infiltrate, sabotage and disinform other empires.

There are three units in the *Agent* family:

- The ***Envoy***, or diplomat, will move freely on the map without diplomatic restrictions and collect *Leverage* on other empires. They can also be used to influence Independent People more quickly.

- The ***Spy***, to focus on infiltration, will be able to infiltrate other empires, gain information, exploit a district and steal their resources or even track and follow an army's position on the map.

- The *Spymaster*, an advanced spy, has two additional sabotage actions. They can disrupt a district to disable its functionality temporarily, or they can disorganize an army, giving them an important combat malus.

6 Diplomatic Affinity Cultures

- Era 1 – Sumerians
- Era 2 – Han Chinese
- Era 3 – Bulgarians
- Era 4 – Swiss
- Era 5 – Scots
- Era 6 – Singaporeans

The new *Diplomatic Affinity* allows its cultures to have a more active role in the world's diplomacy. Their Active Ability allows them to demilitarize a territory for 10 turns, while their Passive Ability allows all their units, beyond just agents, to collect Leverage.

This affinity also introduces a new way to gain Fame, *Diplomatic Stars*, earned by collecting leverage during each era.

6 New Wonders

- Monument Valley
- Pamukkale
- Chocolate Hills
- Eldgjá
- Palace of Versailles
- Congress of Humankind Headquarters

What's next for HUMANKIND:

One year after the game's release, we're excited about all the changes we've made so far, but also for what's to come. Here's a quick glance at what's upcoming for the game!

HUMANKIND™

WHAT'S NEXT

IMPROVEMENTS

- STEALTH OVERHAUL
- THIRD PARTY REINFORCEMENTS
- MARITIME GAMEPLAY
- INDEPENDENT PEOPLES
- USER INTERFACE
- ACCESSIBILITY AND QUALITY OF LIFE

NEW CONTENT

- CULTURES
- WONDERS
- GAME SYSTEMS
- NARRATIVE EVENTS
- CHALLENGES
- AND MORE!

Q3 2022

CONTINUOUS COMMUNITY FEEDBACK MONITORING

Q1 2023

CONTENT SUBJECT TO CHANGE