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Sid meier' s civilization v expansion packs

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Bombing with scope invites you to create smart strategies that guarantee victory on the battlefield. DIPLOMACY: Negotiate with some of history's most anointed rulers, each with a well-crafted plan to win. Urban states are a diplomatic battleground on which the world's major powers will fight for supremacy. RELIGION: Cultivate great prophets and create a religion that you can customize and improve. ESPIONAGE: Send your spies to foreign cities to monitor, steal advanced technology from your competitors, or interfere with urban-state alliances. INTERNATIONAL TRADE: Place your cities in the centers of international trade by land and sea and create great wealth and prosperity for your people. MULTIPLAYER: Challenge other players to become the ruler of the world. Included Content: Civilization V (updated base game) Civilization V: Gods and Kings Civilization V: Brave New World Civilization Pack: Babylon (Nebuchadnezzar II) Civilization and Scenario Pack: Polynesia Civilization and Scenario Pack: Denmark - Vikings Civilization and Scenario Pack: Korea Double Civilization and Scenario Pack: Spain and the Inocubary of the Ancient World Scenario Pack Cradle of Civilization - Mediterranean Map cradle of civilization - Asia map Cradle civilization - America map Cradle civilization - Mesopotamia Map Explorer Map Pack Mixed Continents Map Pack Mixed Nations Maps Ingestion new world Deluxe scenario released on 02/07/14 Strategy / Simulation, Expanding/DLC Single-Player & Multiplayer Languages OS macOS 10.12.6 (Sierra) or later processor Intel Core 2 Duo (Dual-Core) CPU Speed 2.2 GHz Memory 4 GB hard drive space 8 GB Video card (Intel) Graphics Card Intel HD 4000 (AMD) Radeon HD 2600 Graphics Card (NVIDIA) GeForce 8800 Graphics Memory (VRam) 256 MB WARNING It is possible that Mac , PC and Linux to become out of sync during updates or patches. During this time, multiplayer will be a discreet experience. OS SteamOS CPU processor Intel Core i3, AMD A10 CPU 2.24 GHz Memory 4 GB Hard Disk Space 10 GB Graphics Card (Intel) Iris Pro Video Card (AMD) Radeon HD 6450 Video Card (NVIDIA) GeForce 640M Video Memory (VRam) 1 GB WARNING It is possible that Mac, PC and Linux may become out of sync during updates or repairs. During this time, multiplayer will be a discreet experience. Get support for this © 1991-2017 Take-Two Interactive Software and its subsidiaries. Sid Meier's Civilization V, Civ, Civilization, 2K Games, Firaxis Games, Take-Two Interactive Software and their logos are all trademarks of Take-Two Interactive Software, Inc. The rating icon is a trademark of the Entertainment Software Association. All rights reserved. Civilization V Developer(s) Firaxis Games Publisher(s) 2K Games (Windows) Aspyr (OS X, Director(s) Jon Shafer Producer(s) Dennis Shirk Lisa Miller Designer(s) Jon Shafer Ed Beach Scott Lewis Programmer(s) Brian Wade Tim Kipp Ed Beach Artist(s) Dorian Newcomb Chris Hickman Brian Busatti Writer(s) Michelle Menard Paul Murphy Composer(s) Michael Curran Geoff Knorries SSeriform(s) Microsoft Windows, OS X,[1] Linux[2] Release Microsoft Windows[3] NA: 21. 2010 EU: 24. 2010 OS X November 23 , 2010 [4] Linux June 10, 2014 Genre(s) Turn-based Strategy , 4X Mode(s) Single-player, multiplayer Sid Meier's Civilization V is a 4X video game in the civilization series developed by Firaxis games. The game was released on Microsoft Windows on September 2010,[3] on OS X on November 23, 2010, and on Linux on June 10, 2014. In Civilization V, the player leads civilization from prehistoric times to the future on a procedurally generated map, trying to achieve one of a number of different conditions of victory through research, exploration, diplomacy, expansion, economic development, government and military conquest. The game is based on a brand new game engine with hexagonal tiles instead of square tiles from previous games in the series. [5] Many elements of Civilization IV and its expansion packs have been removed or altered, such as religion and espionage (although they were reintroduced in its subsequent expansions). The combat system has been overhauled by removing the stacking of military units and allowing cities to defend themselves by firing directly at nearby enemies. [6] In addition, maps contain computer-controlled urban states and non-player characters available for trade, diplomacy, and conquest. The boundaries of civilization also extend one tile at a time, favoring more productive tiles[7] and roads now have maintenance costs, making them much less common. [8] The game contains elements of community, modding and multiplayer. [5] Available for download on Steam. His first expansion pack, Civilization V: Gods & Kings, was released on June 19, 2012, in North America and June 22 internationally. It includes features such as religion, espionage, enhanced naval combat and the fight against AI, as well as nine new civilizations. [9] The second expansion pack, Civilization V: New World was announced on March 15, 2013. It includes features such as international trade routes, world congress, tourism, great works, as well as nine new civilizations, eight other wonders and three ideologies. It was released on July 9, 2013, in North America and the rest of the world three days later. Gameplay player starts the place with one city and one fighter unit shows. Civilization V is a turn-based strategy game where each player represents the leader of a particular nation or ethnic group (civilization) and must manage its growth over thousands of years. The game begins with the establishment of a small settlement and ends after achieving one of the winning conditions - or surviving to the end of the number of game turns, when it is declared the winner of civilization with the highest score, based on several factors such as population, soil, technological progress and cultural development. During their turn, the player must manage units representing civilian and military forces. Civilian units can be directed to find new cities, improve land, and spread religion, while military units can go into battle to take over other civilizations. The player controls production in his cities to produce new units and buildings, manages diplomacy with other civilizations in the game and manages the growth of civilization in the fields of technology, culture, food supply and economy. The player ends the game when the condition of victory is met. The terms of victory include taking over the entire world by force, persuading other civilizations to recognize players as leaders through diplomacy, becoming influential with all civilizations through tourism, winning the space race to build a colony of spacecraft to reach a nearby planet, or being the most powerful civilization in the world after a set number of turns. Civilization V's Artificial Intelligence (AI) is designed to operate civilization on four levels: tactical AI controls individual units; Operational AI oversees the entire war front; strategic AI runs the entire empire; and great strategic AI sets long-term goals and determines how to win the game. The four AI levels complement each other to enable complex and smooth AI behavior that will vary from game to game. [6] Each of the leaders controlled by AI has a unique personality, determined by a combination of tastes on a ten-point scale; however, the values may vary slightly in each game. [6] There are 26 flavors grouped into categories, including growth, expansion, broad strategy, military preferences, exploration, maritime exploration, maritime growth and development preferences. [10] As in previous versions, cities remain a central pillar of Civilization. The city can be based on the desired location by a settler unit, produced in the same way as military units. The city will then grow in population, produce units and buildings; and create research, wealth and culture. [11] The city will also its boundaries one or more tiles at once, which is crucial when claiming territory and resources. The expansion process is automated and directed to the needs of the city, but the tiles can be purchased with gold. [6] [12] Siege warfare has been restructured from previous Civ games. Previous city games have relied solely on manned units for defense, while cities in Civ V are now defending and can attack invading units with a remote attack that extends two tiles outwards. Cities have hit points which, if reduced to zero, will signal city defeat to invasion forces. Surviving an attack allows the city to recover a fraction (approximately 15%) automatically each turn. In addition, each contact unit loses hit points when attacking a city, depending on the unit and strength of the city, which can be increased by the unit's crew or by building defensive structures (e.g. walls). [12] Captured cities can be annexed, demolished or converted into a puppet state, each with different advantages and disadvantages. Puppet states, for example, will provide resources, provide less misfortune, and ensure less increase in the cost of cultural policy, but reduce revenues from science and culture. Also puppet states are directly controlled by AI instead of player. [13] In this iteration of the series, tactical gameplay in combat is supported instead of overwhelming numerical power with the introduction of new gameplay mechanisms. Most importantly, the square grid of the world map has been replaced by a hexagonal grid: a feature inspired by the 1994 Panzer General game, according to lead designer Jon Shafer. [14] In addition, each hexagonal tile can hold only one military unit and one civilian unit or a large person at a time. This accommodation forces armies to spread out over large areas rather than being put on a single tile and move most of the big battles outside the cities, forcing increased realism under siege. Urban attacks are now most effective at encircled city tiles for bypass bonuses. [6] [13] Units can now be more precisely move with increased movement points, easier transport over water (boarding to the point of transport with watercraft), attacks at a distance and replacement of adjacent units. [6] [13] [15] Units in the range and at close range are now more balanced. Remote units can attack units at close range without retribution, but melee units usually destroy units remotely. In an effort to make individual units more valuable to players (compared to previous games in the series), it takes longer to create and gain experience from defeating enemy units. At specified levels, this experience can be redeemed for promotions that provide various bonuses to increase their effectiveness or for substantial healing. On the next exit from previous games, the units are not always destroyed if they are defeated in combat. Instead, units can hire partial damage that can be treated at different speeds on their type, location and promotions earned. However, healthy units can still be completely destroyed in a single encounter if the opposite unit is much stronger. [16] Great Person special forces are still present in the game and provide special bonuses to the civilization that will give birth to them, with each large person named after a historical figure such as Albert Einstein or Leonardo da Vinci. Great people come in several varieties, and those available in the basic game can be consumed to produce one of three effects: start a golden age, build a unique terrain improvement, or make a unique special ability. For example, a large general can create a Citadel (a strong fortress with the ability to deal damage to nearby enemy units) or passively increase the combat power of nearby friendly units. Capturing a great man will destroy him, except for the great prophets in the expansion sets. Many great people are given bonuses associated with the special abilities of civilization. For example, one of Mongolia's special abilities is to increase the movement speed of large generals from 2 to 5 and rename them the Canas. Civilizations can no longer trade in technology as in previous versions of the game, instead civilizations can conduct joint technological enterprises. Two civilizations in peace can create a research agreement that requires an initial investment of gold and provides both civilizations with a certain amount of science if they remain at peace. [17] Prior to the PC version of game 1.0.1.332, civilizations were equipped with unknown technology after a set number of turnovers of uninterrupted peaceful relations. It is possible for civilization to sign a research agreement only for the purpose of obtaining an enemy, to spend money that could be used for other purposes: AI civilizations are programmed to sometimes use this tactic before declaring war. [18] British actor W. Morgan Sheppard provides a narrative about the opening of cinema for the original game and its expansion packs, quotes in the discovery of new technologies and the building of monuments, and the introduction of the player's chosen civilization at the beginning of each new game. [19] City-states City-states, features of the new

series, are smaller civilizations that may be interacting with but are unable to achieve victory. Unlike the great powers, urban states can expand into territory, but they never create new cities (even if they can conquer other cities with military units). In addition to direct conquest, great civilizations have the opportunity to make friends with city states through bribery or services. City-states provide players with bonuses such as resources and units that increase as players advance to new epochs. In the Brave New World expansion, city states provide allied players with additional delegates to the World Congress, which begins in the industrial era. There are three types of city state in the basic game, each with different personalities and bonuses: naval, militaristic. Two more types of urban states (commercial and religious) have been added to the Gods & Kings expansion pack to complement the new game mechanics. Urban states play an important role in diplomacy among larger civilizations, as well as specific requirements and grant rewards. [20] Cultural system In changing the system of cultural beans, Civilization V players have the opportunity to purchase social policy with a culture of art. [21] These social policies are organised into ten separate trees, each containing five separate principles. Before the Brave New World expansion, the player had to fill five of the 10 trees to get a cultural victory. Social policy replaces the Civil Government System of Civilization IV (where players have had to switch from old civil societies to adopt a new one), while social policies in Civilization V are cumulative bonuses. [22] According to Jon Shafer With the politics of the system, we wanted to maintain a sense of mixing and pairing to build a government that was part of Civ IV, but we also wanted to instill a sense of momentum forward. Rather than having to move on from one policy to adopt another, the player builds on policies already unlocked. The thought process we want to promote is What great new effect do I want? rather than feeling like I need to do a detailed analysis to see if switching is a good idea. [22] Victory As in previous games, there are several ways to achieve victory. The player can focus on scientific research and become the first to build and launch a spacecraft and win a space race victory. The player can focus on a diplomatic victory that requires the support of other civilizations and urban states in the United Nations. In the new cultural system of civilization V consisting of social policy trees, the cultural victory before the Brave New World expansion pack included filling five of the ten trees and completing the Utopia project (reminiscent of the ascent of the transcendence secret project in Sid Meier's Alpha Centauri). [13] World domination is an option, but the condition of victory has been simplified compared to previous games in the series. Rather than completely destroy other civilizations, the last player who controls their original capital wins conquest. [23] Since Brave New World, the player must control all original capital letters (including their own) to win by dominating. The player can also win by having the highest score in 2050 AD, or all conditions of victory can be prohibited. You can adjust this and other settings, such as turning off city demolition, on the advanced settings screen when you set up a game. Civilization In the standard retail version of Civilization V. 7 DLC, 18 playable civilizations are available, and another 18 were added by both expansions, leading to a total of 43 civilizations. The player chooses civilization and assumes the role of his leader, important historical figures such as Napoleon Bonaparte. Each leader of civilization has a combination of two unique units, upgrades or buildings. Arabia, for example, has a camel archer, replacing the standard knight's unit, and a bazaar that replaces the market. [24] In addition to two unique units, upgrades, or buildings, there is a unique capability of each civilization. For example, Japan has a Bushido that causes their troops to do maximum damage even if they damaged themselves, and gives 1 culture from each fishing boat and 2 cultures from each atoll. The player is able to communicate with the leaders of other civilizations through the diplomacy screen, accessed by clicking on the city of this civilization, or through the diplomacy button at the top of the screen. For the first time in the series, fully animated leaders are featured who speak their native language. [5] For example, Augustus Caesar speaks in his native Latin, and Montezuma speaks in his native Nahuatl. According to Émile Khordoc, who voiced Augustus Caesar, votes for the leader were recorded in early 2009, approximately a year and a half before the release of the game. [25] The 18 basic game civilizations were: America (led by George Washington), Aztecs (led by Montezuma I), Egypt (led by Ramesses II), England (led by Elizabeth), Germany (led by Bismarck), Greece (led by Alexander), Songhai (led by Askio), Iroquois (led by Hiawath), Ottomans (led by Suleiman), Rome (led by Augustus), France (led by Napoleon), Japan (led by Odo Nobunaga) , China (led by Wu Zetian), Russia (led by Catherine) , India (led by Gandhi), Persia (Darius), Arabia (led by Harun al-Rashid) and Siam (led by Ramkhamhaeng). Genghis Khan of Mongolia was added as a preorder DLC, until October 25, 2010, when it was free. Another six DLCs have been added: Nebuchadnezzar II Babylon, Isabella of Spain, Pachacuti of the Incas, Kamehameha of Polynesia, Harald Blutooth of Denmark, and Sejong of Korea. Firaxis began working on Civilization V sometime in 2007. [26] Initially, the team working on the play consisted of seven artists led by Jon Shafer; this team gradually grew to 56 members. [27] For initial tests of game ideas, the team used the Civilization IV (Gamebryo) game engine, while the new graphics engine was built from the ground up; this new engine, called LORE, came online only 18 months before the release of the game. [27] Teams working on different aspects of the game were placed close together, allowing developers to quickly resolve some of the problems they faced. [27] According to producer Dennis Shirk, switching to a single unit on a tile had a big impact on the game's core systems. This forced developers to create a brand new AI system and caused later game epochs to lose focus. [28] The increased emphasis on new features of the game also meant that developers had to shorten some systems that existed in the previous civilization Developers also lost critical team members and lacked members working on multiplayer aspects. On September 21, 2010, the game was finally released on September 21, 2010. LORE LORE (Low Overhead Rendering Engine) is the name of the graphics engine used by Civilization V (and its successor Civilization: Beyond Earth). There was a presentation of LORE at GDC2011. While Direct3D 11 was still in alpha phase, Firaxis decided to design the rendering engine natively for Direct3D 11 and then map back to Direct3D 9. This approach has formed as such that Civilization V officially supports the proprietary Mantle rendering API, which is stateless, as well as Vulkan and Direct3D 12. Since Vulkan is strongly based on Mantle, it should be relatively easy to include the Vulkan rendering path as well, but firaxis has not made any such announcement. The main addition to the Direct3D 11 API was the mosaic, and Civilization V contains one of the most complex terrain systems ever built. The renderer uses the GPU to ray-trace and smooth shadows. Native OS X ports (November 23, 2010) and Linux (June 10, 2014) use the OpenGL rendering path. November 21, 2012[update] has had versions of Windows and OS X Civilization V since the release of regular fixes that included significant game changes, numerous crash fixes, and other changes. [31] [32] [33] [34] [35] [36] Patch support for OS X has often been delayed, with some fixes released more than a month after their Windows counterparts. [37] [38] [39] Using the source code released[40], the gaming community continues to support the game, from where Firaxis left it with a community patch called Vox Populi. [41] On September 21, 2010, she released the album 2K Games, released on November 21, 2010, os x was released and the Linux/SteamOS version was released on September 10, [44] In conjunction with its release, the state of Maryland, where Meier and Firaxis are based, named September 21, 2010, as The Civilization of Sid Meier on the day, partly due to the success of Meier and for him the continuation of the tradition of developing the talent and creativity of future generations. [45] The special edition of Civilization V was also set for worldwide release on the same day as the standard edition. The package consists of a 176-page artbook, behind-the-scenes DVDs on Firaxis, two-CD games soundtrack selections, and five metal figurines in-game units, as well as the game itself. The game of the year was released on September 27, 2011. This includes all four Cradle of Civilization map packages, as well as some of the new civilizations (Babylon, Spain, Inca, and Polynesia), their scenarios, and the official digital soundtrack. However, explorer map package, and scenario package: Denmark - Vikings, Civila and Scenario Pack - Korea and Wonders of the Ancient World scenario pack are not included. A gold version was released on February 12, 2013. Includes all Cradle of Civilization, Explorer's Map Pack, Wonders of the Ancient World Scenario Pack, all DLC civilizations, and Gods & Kings expansion pack. Complete was released on February 4, 2014. It contains both extensions and all DLC packages. [49] Additional content In addition to the 18 civilizations available in the standard retail version, other civilizations can be downloaded. [50] Babylon under Nabuchoponzzar II was declared a bonus civilization included in the Steam and Direct2Drive Digital Deluxe Editions.[50][52] and later offered for all on October 25, 2010. Mongolia was added under Genghis Khan, as well as a Mongolian themed scenario with a free update. [53] Spain, under Isabella and the Inc Empire, under Pachacuti, as well as a similarly themed scenario were offered as the first Double Civilization and Scenario Pack on December 16, 2010. 3 March 2011 was released Civilist and Scenario Pack: Polynesia and adds the Polynesian Empire under kamehameha I.[55] Civilization and Scenario Pack: Denmark was released on August 3, 2011 was released Civilization and Scenario Pack : Korea with Korean civilization under the leadership of Sejong the Great. On August 11, 2011, Wonders of the Ancient World Scenario Pack was released, adding three new ancient wonders – artemis temple, zeus statue and mausoleum halicarnassus – as well as a script based on the seven wonders of the ancient world. This was the first time new miracles like DLC were added. [57] In addition, several downloadable map packages were offered as a pre-order bonus from various retailers: Steam, Cradle of Civilization: Mesopotamia; Amazon.com, Cradle of Civilization: Asia; Gamestop and Play.com, Cradle of Civilization: Mediterranean; and The Cradle of Civilization: America. All four maps were later available for purchase via Steam. The Explorers Map Pack was released on May 1, 2011, with map types inspired by real places like Amazon and the Bering Strait. In late 2012, developers released the source code for the core game part to support the modding community. [40] [42] Mods can be downloaded through Steam Workshop for both versions. [58] Since July 2013, OS X (Not to Be Confused with Steam Version) has not officially supported mods, although working and moving files from and to certain folders will allow them to do so. [59] Independently developed software known as Giant The robot uses hotseat multiplayer mode in Civilization V to mimic the play-by-email feature that was present in previous civilization series titles. [60] Expansion packages Gods & Kings Main article: Civilization V: Gods & Kings On February 16, 2012, an expansion package called Gods & Kings was announced. It was released on June 19, 2012, in North America, and June 22 in the rest of the world. The extension has added new features to the basic game, such as religion, espionage, three new scenarios, an extended tech tree, several new units, new religious and commercial city states, nine new wonders and nine new playable civilizations: Austria (led by Maria Theresa), Byzantium (led by Theodore), Carthage (led by Dido), Celts (led by Boudicca), Ethiopia (led by Haile Selassie), Huns (led by Attila), Maya (led by Pacal), Netherlands (led by William) and Sweden (led by Gustavo Aphdolt). [9] In addition, Spain (led by Isabella), previously only available as dlc in civilization V, is part of the expansion. [61] Brave New World Main Article: Civilization V: Brave New World On March 15, 2013, an expansion package called Brave New World was announced and released in North America on July 9, 2013 and internationally on July 12. [62] [63] The expansion has added new features to the core game such as International Trade Travel, World Congress, Tourism, Great Works, two new scenarios, eight new wonders, several new units and nine new civilizations: Assyria (led by Ashurbanipal), Brazil (led by Pedro II), Indonesia (led by Gajah Mada), Morocco (led by Ahmad al-Mansura), Poland (led by Casimir), Portugal (led by Maria I), Shoshōn (led by Pocattello), Venice (led by Enrico Dando) and Zulul (led by Shaka). In addition, Ethiopia, previously available in the first expansion pack, is part of the expansion. [64] ReceptionAggregator scoreGameRankings89.17% (49 reviews)[65]Metacritic90/100 (70 reviews)[68]Browse scorePublicationScore1Up.comC[72]Eurogamer8/10[74]G45/5[67]Game Informer9.75/10[75]Game Spot9.0/10[73]GameTrailers9.4/10[66]IGN9.0/10[69]PC Gamer (US)9.9/10 0 [70] Civilization V received critical acclaim when it reached a metacritic score of 90/100 after 70 reviews[68] and 89.17% after 49 reviews in GameRankings. [65] G4TV gave him 5 out of 5, describing it as a fantastic turn-based strategy game. . In many ways... the best representation of the series and certainly the most affordable for new and old players, adding that the diplomatic model is poor and describes AI as quite mediocre. [67] IGN gave the game Excellent 9.0, saying: This is the first civilization for PC that is worth almost every person's time, but also criticize AI for being too aggressive and noting that players who played Civilization IV may lack civic and religious traits. [69] GameSpot praised the game's addictiveness, claiming to be another glitening example of turn-by-bliss that will long before bedtime. [73] Some reviews were less positive, with the most frequent criticism focused on the game's artificial intelligence. 1UP.com says the game contains an AI that can't play the game, and noted that the game has some nice innovations that will make it hard to go back to Civilization IV. But in other ways it's a disappointment that needs a lot more work. [76] Eurogamer gave the game 8/10 despite their criticism that the AI in Civ V is still curiously awful,[77] while GameShark gave the game a B+ while noting that computer opponents are poorly equipped for the military side of things. [78] Legacy Nearly a decade later, Rock, Paper, Shotgun cited Civilization V as one of its 50 best PC games of the decade and noted its impact on future games in the 4X genre, especially for the six-fold formerly square world of Civ and complicating the war by authorizing only one player per tile map. [79] Despite the release of Civilization VI a few years later, they did if the fifth edition probably set a high water mark for the series. [79] Kotaku rated it the best game in the series and explained that ten years after its release, and with a brand new game that followed, Civilization V remains the pinnacle of civilization's experience, the most ideal balance between competing systems and ideas. [80] Lead designer Jon Shafer reflected on the project and acknowledged the criticism of AI games, saying that the player's opponents were completely enslaved by their gaming situation and, as a result, seemed random, and that AI was hovering from one strategy to another without any real coherence behind [his] decisions. [81] Links ^ Aspyr Media publish Civilization Sid Meier® V for Mac. Business wire. October 19, 2010. Archived from the original on July 1, 2010. Acquired July 26, 2011. ^ Introducing Sid Meier's Civilization V for SteamOS. Steam community. 10 June 2014. 10 June 2014. ^ a b c 2K Games Conquers PC with the Release of Sid Meier's Civilization V on September 21, 2010 in North America. 2K games. 11 June 2010. Archived from the original on July 1, 2010. Acquired July 23, 2010. ^ a b Looney, Russ (November 2, 2010). Civilization V Coming to Macs on 23 June 2005 The GameAgent Blog. Archived from the original on 4.11.2013. 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February 20, 2012. ^ and b Civilization V DLL Source Code comes with Fall Patch Fall Patch Civilization V will be mark the release of the source DLL, which allows modders to compile custom DLLs for use in their modes. 2KGreg on forums.civfanatics.com (2012) ^ Wicks, Samuel (April 26, 2016). Wondrous: Civilization in the Community Patch Project. Stone, paper, shotgun. there's another big new version expected, but it's not an official extension. It's the Community Patch Project (CPP, to be named Vox Populi's release), a community-made mod that fixes and improves most game systems in an effort to bring civilization in the best game it possibly can be. ^ a b Klepek, Patrik (26 April 2017). Modders who decided to rework AI in 'Civilization V'. Vice.com. Community Patch was actually built on a different mod. Since 2014, when development began, it has become his own thing, leading to rebranding: Vox Populi. In addition to improving on ai games, Vox Populi improves the balance of the game and corrects the mistakes that remained after Firaxis. [...] we must respect them for not ing us the source code, and that must have some courage ^ Civilization In playable Demo Release Date. civilization5.com. Received August 27, 2010. ^ Linux/SteamOS Announcement, Valve June 10, 2014. September 23, 2015. ^ Remo, Chris (July 29, 2010). Maryland announces September 21 'Civilization Day'. Gamasutra. Received July 29, 2010. ^ Announcement of Civilization by Sid Meier In Special Edition. civilization5.com. Won July 21, 2010. ^ Moby Games: Sid Meier's Civilization V: Game of the Year Edition. ^ Announcement of Sid Meier's Civilization V Special Edition. civilization5.com, February 13, 2013. ^ Moby Games: Civilization V: The Complete Edition. ^ a b Buy Sid Meier's Civilization V Download. Direct2drive. Archived from the original on July 21, 2011. 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