

Ubi Soft Entertainment
Keith Sloan
+44 (0) 181 944 9000
+44 (0) 181 944 9300 (Fax)
ksloan@ubisoft.co.uk

FOR IMMEDIATE RELEASE

**RE-VISIT THE GLOBAL BATTLEFIELD IN UBI SOFT'S
SEVEN KINGDOMS II**

LONDON - (September 5th 1999) ECTS – **Seven Kingdoms II** is the long awaited sequel to Trevor Chan's debut game of empire-building and diplomatic intrigue. The vast **Seven Kingdoms** world is full of options and opportunities. A multitude of human cultures jockey for power alongside monsters, gods, and great figures from history.

The first step for the player is to create a kingdom. You'll submit towns, build an economy and watch your people prosper and grow. Of course, if your leadership and planning abilities are not up to the task then things can (and will) go wrong. Catastrophe is only a decision away.

Seven Kingdoms II allows you to completely control and rule your world. Govern your lands with dictatorial eye on the proceedings. Decide upon your diplomatic attitude, collect taxes, form a military that is capable of spreading your empire and even command the might of the divine! **Seven Kingdoms II** encourages you to slay your enemies, the monstrous and bloodthirsty Fryhtans, and unite your rivals under the single banner of your kingdom.

- Designed by Trevor Chan, the acclaimed author of **Capitalism** and **Seven Kingdoms**
- Deep and addictive gameplay, the Trevor Chan's trademark, is again present in this episode.
- Strong RPG features: units gain experience, mighty heroes join the kingdom and powerful artifacts grant your troops many advantages.
- Build a striving economy by extracting multiple resources, transforming them at the factory and trading with your allies.
- Attempt to takeover the Chinese, Romans, Egyptians, Celts or any other race from twelve human nations. Each race has its own villagers, infantry and special military units.
- Seven Fryhtan tribes oppose the humans, such as the massive Grokken who can manifest themselves into fortresses, or the dreaded Espinez.
- Play as the humans and make your lands prosper or choose the Fryhtans and drive the world into slavery.
- Twelve Greater Beings, based on the historical deities of each nation, grant your kingdoms incredible powers and bonuses.
- Spies have a range of devious and cunning ways to assist in your defeat of other kingdoms: get them hired in an enemy army and watch them rise through the ranks to finally betray their employer... with all the troops at their command !

Platform, Pricing , Availability

Seven Kingdoms II will be available September 1999 for PC CD-ROM.

###