

Expansion for the
**PC GAME of
the YEAR!**

— GameSpot.com, 2003

**STRATEGY GAME
of the YEAR!**

— Game-Revolution.com, 2003

— GameSpy.com, 2003

— TechTV, 2003

RISE OF NATIONS[®]

THRONES & PATRIOTS

EXPANSION—REQUIRES RISE OF NATIONS TO PLAY



A REAL-TIME STRATEGY GAME
FROM BRIAN REYNOLDS





Microsoft Street Date
May 2004

Microsoft Part Number
S50-00001

Estimated Retail Price
\$49.95
reseller prices may vary

UPC
805529769564

Rise of Nations®: Thrones & Patriots - Expansion

The PC GAME of the YEAR: Rise of Nations is now even better with the brand new expansion “Rise of Nations: Thrones & Patriots . The expansion adds a barrage of new features to the original game. Combining the epic scope of traditional turn-based strategy games with the fast-paced action of RTS games, “Rise of Nations: Thrones & Patriots” enables players to explore 6,000 years of history as they amass powerful armies, build prosperous economies and perform acts of diplomacy.

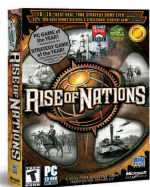
“Rise of Nations: Thrones & Patriots” introduces six new nations, four unique single-player campaigns, more than 20 original units, new wonders and new government types. Unlike other historical RTS games, the “Rise of Nations” franchise allows gamers to quickly play through eight historical epochs of time from the Ancient Age to the Information Age.

Features

- **Six Highly diverse new nations:** Players can lead one of six new nations – Iroquois, Lakota, American, Dutch, Persian, and Indian – in the single player campaigns or on a multiplayer battlefield. Each nation has its own distinctive national powers and special units, such as the Lakota who have no national boundaries, or the Americans whose marines can hide anywhere without the need of a General nearby.
- **Four rich new campaigns:** Four new non-linear, single-player campaigns based on historical epochs will keep players busy as they plan their moves on the strategic outer map and play out the battles in over 130 new scenarios. The new campaigns include Alexander the Great, Napoleon, the New World, and the Cold War.
- **Choose a government type:** As a nation advances through the ages, players can decide between six different government types. From socialism to capitalism, despotism to republic, each government type has a different power that allows players to customize their nations and open up new tactics and strategic possibilities. A unique Patriot unit is available with each government type, bringing a variety of powers to the battlefield.
- **Over 20 new units:** More than 20 new units, which are graphically unique to each new nation, are available for players to command including the massive Persian War Elephants, armed Dutch merchants, unique ships and supply wagons.

Previews, Quotes and Awards

Expansion for the PC GAME of the YEAR



Pick your government: select one of 6 styles of rule that best suits your nation's goals, from monarchy to republic.



Engage in 4 new historical single player campaigns: Alexander the Great, The New World, Napoleon and The Cold War.



Command more than 20 new units: including Massive Persian War Elephants and American Marines.



Lead one of 6 additional nations: American, Dutch, Indian, Iroquois, Lakota and Persian, each with their own unique nation powers.

System Requirements* Expansion Pack: Requires full version of Rise of Nations.

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|--------------------|--|
| Hardware | Multimedia PC with a 500-MHz or higher processor |
| Operating System | Microsoft® Windows® 98, Windows Millennium Edition, Windows 2000 or Windows XP |
| Memory | 128 MB of RAM |
| Hard Disk | 750 MB of available hard-disk space |
| CD-ROM | 16X CD-ROM drive |
| Video Card | 16-MB 3-D card |
| Online/Multiplayer | 56-Kbps modem or better |
| Miscellaneous | Sound card with speakers or headphones |

*System requirements are subject to change

