**“Age of Empires IV”**

**Fact Sheet**

**June 2021**

**Title:** “Age of Empires IV”

**Publisher:** Xbox Game Studios

**Developer:** World’s Edge, Relic Entertainment

**Format:** Windows 10 and Steam

**ESRB Rating:** Teen; USK 12; PEGI TBD; AU/NZ TBD

**Release Date:**  October 28, 2021 

**Price:** $59.99 USD for Standard Edition, $79.99 USD for Digital Deluxe Version (Steam only)

**Xbox Game Pass Availability:** “Age of Empires IV” will be included with Xbox Game Pass for PC and Xbox Game Pass Ultimate at launch.

**Product overview:** The king of real-time strategy (RTS) is back! Age of Empires has returned with its first all new title in 16 years, modernizing the RTS genre for new and returning players eager for the return of an RTS gaming phenomenon.

By using history as a development tool, “Age of Empires IV” brings unparalleled atmosphere to the RTS with stylized visuals, diverse civilizations and authentic music and speech – all which come together to let you celebrate the High Medieval period to Late Renaissance history and cultures.

**Features:** With updated controls, intuitive UI and a fresh approach to campaign putting you as the hero in history, “Age of Empires IV” is the most accessible Age of Empires game yet while taking everything fans love about the franchise to the next level. Notable features include:

* Stunning 4K visual fidelity
* Eight diverse civilizations, including the Mongols and Chinese, along with naval gameplay support
* Four campaigns with thirty-five missions spanning 500 years of history
* Cooperate or spectate with up to seven of your friends in PVP and PVE multiplayer modes
* Best-in-class game and platform services, including a World Editor in early 2022, tutorials and a story mode to help onboard new RTS players

For more information about “Age of Empires IV,” please visit [news.xbox.com](https://news.xbox.com/).

**About World’s Edge**

Xbox Games Studios’ World’s Edge are the stewards of the beloved Age of Empires franchise. Formed in 2019 with a dedication to Age of Empires rich 20+ year history and players both old and new to the series, the studio works with global development partners on the evolution of the franchise through the successful Definitive Editions and the upcoming Age of Empires IV. The team is passionate about history, representation, and PC gaming, with a focus on “games that make you think.”

**About Relic Entertainment**

Relic Entertainment is the award-winning development studio behind critically-acclaimed franchises including Company of Heroes, Age of Empires IV, Warhammer 40:000: Dawn of War, and more. Since its inception in 1997, Relic has produced a rich catalogue of genre-defining real-time strategy titles and continues to innovate today as a SEGA-owned studio. Relic is located in Vancouver, Canada. Learn more at [www.relic.com](https://www.relic.com/).

**About “Age of Empires”**

“Age of Empires” is the critically acclaimed, award-winning Real Time Strategy (RTS) game franchise with a legacy spanning 20 years. Known for its strategic gameplay founded on historical civilizations, the “Age of Empires” series has explored early human civilization all the way up to colonial America, and even includes a game exploring the legendary creatures and lore of ancient civilizations.

**About Microsoft**

Microsoft (Nasdaq “MSFT” @microsoft) is the leading platform and productivity company for the mobile-first, cloud-first world, and its mission is to empower every person and every organization on the planet to achieve more.

**Assets**

Assets for “Age of Empires IV” are available on Xbox Wire: [www.news.xbox.com/media](http://www.news.xbox.com/media)

**For more information, press only:**

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