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Rise of Nations: Extended Edition is a turn-based strategy game developed by Snowblind Studios and published by Kalypto Media. The game is a remake of the 1999 game of the same name, which was originally developed and published by MicroProse. The game features the same gameplay as the original version, but has been re-engineered and expanded upon by the developer, and added new gameplay features and content. The game was released for the PC on August 19, 2014, with a Nintendo Switch version following in October and Xbox One and PlayStation 4 versions released on March 20, 2017. As in the original game, the player assumes the role of a leader of a country, in a struggle against other nations. Unlike the original, gameplay is 3D, and the player has three phases to achieve victory. In the first phase, the player sends out a military unit to attack the enemy, in the second, the player defends his borders, and in the third, the player builds a city, and invades the enemy. Each player has a number of units that may be built, the types of which are dependent upon the country's age. Units gain experience and levels as they defeat enemy units and meet certain goals. As the game advances, each nation has more units to build, gaining access to new units in subsequent periods. During the second phase of gameplay, the player must defend the borders of his nation from attack from the enemy. There are several factors at play, including the number of available units at that phase, the amount of supply the player has available, and how advanced the unit currently is. Defending is optional, but if the player does not do so, then more advanced units may be lost in the process of defending. The third phase is similar to the second in that the player must build a city to either defend it, or invade the enemy. Again, the player has choices of when to build what, what units to build, what age of units to build, and what ages of units to build. To aid in the construction, the player can build buildings that provide bonuses. There is also a large story mode, that takes place in a universe much like the original, where a civilisation has risen to power and domination, and in an attempt to do the same, all the remaining nations are gathering their armies to battle one another. There are forty-eight nations in total, and the original game had sixty-seven. 82157476af

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