

27 January 2009

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Build your own  
Egyptian civilization  
the way you want to

## [Become the Pharaoh That You've Always Dreamed to Be](#) *Raise Your Own Egyptian Civilization*

The designers of Pharaoh have certainly taken a leap forward when it comes to creating yet another strategy game that has an addicting gameplay. It seems that they have managed to take it up a notch and build a new RTS with the same principle, but with a totally redesigned graphical engine and artificial intelligence.

Immortal Cities: Children of the Nile is a new generation real time strategy game that comes with a 3D look and feel. You have the ability to zoom in and out as much as you want and the details of the game will not be lost in the process. If you really want to view what your subjects are doing, you can use the mouse scroll and even take a gander at the apples that a woman is carrying in her basket.

Besides the 3D rendering engine, Immortal Cities is one of the few games that actually use real historical buildings. The title comes with an impressive collection of temples, homes and other civic buildings specific to Ancient Egypt. Even the environmental sounds have a way of taking you back in time because of the carefully chosen soundtrack. Every aspect of the virtual world has been designed to recreate the lost civilization of the Nile and its life style.

The artificial intelligence algorithm of the game seems to have been greatly improved and, as a consequence, your city folks are not just rambling the streets without any purpose, but have their own specific tasks to take care of. You will be surprised to find out that in some moments within the game, you will be asked by your people to build some civic buildings or other temples. This gives the game a realistic twist, at the same time helping you see your city prosper and your people happy.

Children of the Nile can be played from two different perspectives: from the economical and expansionist point of view. If you are not a big fan of building armies and conquering your neighboring provinces through war and combat, then you should choose the economical campaign. This way, you can focus on making your people happy and city prosper and creating trading and commercial routes with other provinces. Each of these two unique perspectives makes the game approachable by a wide range of gamers.

Whatever ruler you decide to be, the fact remains that the Egyptian civilization that you will be creating will be a unique and independent one. Your civilization will continue to grow in size and culture and all that will be left for you to do is sit back and view how it will prosper even without your strict guidance.

*Here are some snapshots of the application in action:*