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Civilization VI: Rise and Fall * * * This content is hosted on an external platform, which will only display it if you accept targeting cookies. Please enable cookies to view. Manage cookie settings As one of the first things you'll see in the new game, you'll find a shiny red Play Button at the bottom of your screen. Click it and you'll be handed over to a handy map that makes the journey between turns a piece of cake. Civilization VI is about playing a turn-based strategy game in a time before that became a widespread concept. You've got your units, and your land, and the map of the world, and when you win a game you get a shiny achievement and your chest is filled with those delicious red tiles. In a standard turn, you do nothing but you'll be called upon to make an economic choice: how do you want to spend your victory points? Where do you want to build? How many new units do you want to make? Then you make an action, such as constructing a new settlement, or exploring, or just taking your turn, and then you are taken to the map and you can see what happens. From a PC perspective, that's something we've been very much missing for the last generation of consoles. I've lost count of the number of times I've found myself in the PC version of a console game I've just spent an hour playing on the console, wishing I could have more of my experience on a larger, better-looking display, and that's a lot of pressure. This is supposed to be the first console generation to support a PC-like experience, and after spending a few hours with it, it's not bad at all. The PC version of the game is also on the way. Just as with the old PC version, the Xbox Series X version will feature high-resolution and high-dynamic-range graphics, and playbills and trailers will be in 1080p with HDR10+. This means you should be able to get a nicer looking game on a 1080p monitor than on a 4K TV. Taken from the GameSpot preview we played last year, here's a list of everything we've covered in our review: General design - how Civilisation VI's approach to your empire strikes a balance between personality and complexity, and how it's very different to previous games in the series. The new turn-based 82157476af

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