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## Firaxis Shocks Fans with Civilization 7 VR Reveal!

### Description

Firaxis recently unveiled a virtual reality version of the much-anticipated Civilization 7. Titled Sid Meier's Civilization 7 - VR, this marks the franchise's inaugural venture into the realm of VR, set to launch in spring 2025 exclusively for the Meta Quest 3 and 3S.

Publisher 2K Games confirmed that PlaySide Studios, known for their work on virtual experiences like The Walking Dead: Saints & Sinners and Meta Horizon Worlds, is at the helm of the development.

According to the official description, Civilization 7 - VR elevates gameplay to unprecedented heights. Players will engage with a Command Table, offering an eagle-eye view of the detailed map, reminiscent of a lively tabletop game. As players navigate through the ages, they will interact face-to-face with renowned world leaders, witnessing their reactions whether they choose to forge alliances or declare war.

Furthermore, this game supports both immersive VR and mixed reality experiences, enabling players to switch seamlessly between the two modes. In VR, one finds themselves in a lavish museum, gazing at impressive vistas tailored to their chosen leader. The Command Table also adapts to fit the player's physical surroundings, adding a unique touch to the experience.

Despite early access criticisms regarding the user interface and map diversity, Firaxis has acknowledged the feedback and is committed to implementing necessary improvements. Take-Two's CEO, Strauss Zelnick, expressed confidence in the game's long-term reception, suggesting the dedicated fanbase will embrace it more fully with continued play.

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### Vocabulary List:

1. **Inaugural** /ɪˈnɔːɡjʊərəl/ (adjective): Marking the beginning of an institution activity or period.
2. **Anticipated** /ænˈtɪsɪpeɪtɪd/ (adjective): Regarded as probable; expected.
3. **Engage** /ɪnˈgeɪdʒ/ (verb): To participate or become involved in.
4. **Immersive** /ɪˈmɜːrsɪv/ (adjective): Providing a completely engaging experience.
5. **Adapt** /əˈdæpt/ (verb): To adjust or modify to suit new conditions.
6. **Criticisms** /ˈkrɪtɪsɪzəmz/ (noun): Judgments or evaluations of the merits and faults of a work or subject.

### Comprehension Questions

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## Multiple Choice

1. When is the expected launch of Sid Meier's Civilization 7 - VR?
  - Option: Spring 2025
  - Option: Summer 2026
  - Option: Winter 2024
  - Option: Fall 2027
2. Which gaming platform will exclusively support Civilization 7 - VR upon release?
  - Option: Meta Quest 3 and 3S
  - Option: PlayStation 5
  - Option: Xbox Series X
  - Option: Nintendo Switch
3. Who is the developer of Civilization 7 - VR?
  - Option: PlaySide Studios
  - Option: 2K Games
  - Option: Firaxis
  - Option: Meta Quest
4. In what setting do players engage with the Command Table in Civilization 7 - VR?
  - Option: A virtual museum
  - Option: A war room
  - Option: A spaceship
  - Option: An underwater base
5. Which feature of Civilization 7 - VR allows players to interact face-to-face with world leaders?
  - Option: Command Table
  - Option: Eagle-eye view map
  - Option: Mixed reality mode
  - Option: Immersive VR experience
6. What did Take-Two's CEO express confidence in regarding Civilization 7 - VR?
  - Option: Long-term reception
  - Option: Initial sales
  - Option: Feature updates
  - Option: Cross-platform compatibility



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**True-False**

7. Civilization 7 - VR marks the first VR game in the franchise.
8. Firaxis has declined to address early access criticisms of Civilization 7 - VR.
9. Players can seamlessly switch between immersive VR and mixed reality experiences in Civilization 7 - VR.
10. The Command Table in Civilization 7 - VR adjusts to the player's physical surroundings.
11. Civilization 7 - VR will launch on multiple VR platforms simultaneously.
12. Strauss Zelnick is the CEO of PlaySide Studios.

**Gap-Fill**

13. Sid Meier's Civilization 7 - VR is set to launch in spring \_\_\_\_\_, exclusively for the Meta Quest 3 and 3S.
14. Players will interact face-to-face with renowned world leaders while playing Civilization 7 - VR, whether they choose to forge alliances or declare \_\_\_\_\_.
15. In Civilization 7 - VR, the Command Table adapts to fit the player's physical surroundings, adding a unique touch to the \_\_\_\_\_.
16. Despite early access criticisms, Firaxis has acknowledged the feedback and is committed to implementing necessary \_\_\_\_\_.
17. Take-Two's CEO expressed confidence in the long-term \_\_\_\_\_ of Civilization 7 - VR.
18. PlaySide Studios is known for their work on virtual experiences like The Walking Dead: Saints & Sinners and Meta \_\_\_\_\_ Worlds.



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## Answer

**Multiple Choice:** 1. Spring 2025 2. Meta Quest 3 and 3S 3. PlaySide Studios 4. A virtual museum 5. Command Table 6. Long-term reception

**True-False:** 7. True 8. False 9. True 10. True 11. False 12. False

**Gap-Fill:** 13. 2025 14. war 15. experience 16. improvements 17. reception 18. Horizon

## Answer

### CATEGORY

1. Sci/Tech - LEVEL4

### Date Created

2025/02/09

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