New 2017 Edition Add-On To PC-Simulation 'Power & Revolution' Challenges You To Make Critical Presidential Decisions

San Francisco, CA, February 15th 2017: Indie game developer and simulation-specialist Eversim is proud to announce the brand new **2017 Edition** Add-On to their popular PC simulator **Power & Revolution**. Thirty days in power and the swift implementation of the new US president's agenda is already proving to be difficult. If you were the president, what would you do?

Game Trailer: https://www.youtube.com/watch?v=db6YDRhBarc

With the **2017 Edition** add-on, you can play as the new president of the United States and try to implement his ambitious and controversial political agenda. New features are included, in addition to updated facts for 2017, such as new conflict maps and scenarios. Main features of the add-on are:

- The US president's Challenge: play as the new Chief Executive of the United States and strive to keep your campaign promises on current issues, such as reducing the tax burden, stimulating the economy or the fight against illegal immigration. Avoid bankrupting the nation and maintain your approval ratings with the end goal of being re-elected for a second term in 2020.

- War in Syria and Iraq 2017: play as one or several warring factions in the new conflict map configuration updated as of 2017, and strive to emerge victorious or put an end to hostilities. Conflict scenarios from the beginning of 2016 will still be playable.

- Gross National Happiness: improve the quality of life for your people by implementing reforms and try to raise your country's global ranking.

- French Election 2017: play as one of the candidates in the French national elections or even the current chief of state and run a campaign, manage your budget, establish your campaign platform, participate in debates and try to get elected (or reelected) to the highest office.

2017 Edition details: http://www.power-and-revolution.com/buy_p17.php

Power & Revolution details: http://www.power-and-revolution.com/presentation.php

Power & Revolution, *Geopolitical Simulator 4*, is a simulation of our current world, recreating its features in-depth and across a number of domains: economic, political, military, social, financial, environmental, energetic, transportation. The game combines management stages of economics, commerce, wargames, construction, espionage, simulation, and political influence and manipulation.

Simulation games produced by Eversim is used by several well-known organizations, including NATO, as a training and teaching tool for politics and diplomacy, as well as for simulating a real-life crisis. Check out this cool video demoing a unique NATO version of the game produced to train future diplomats within a simulation session of a geopolitical crisis.

Journalists interested in further information or PC-review code are welcome to contact GAME PROMOTER™ by sending an email to press@gamepromoter.biz. High quality imagery and assets are available from here (password: press_pass).

Geo-political Simulator project history, and its creators

In development since 2004, Geopolitical Simulator, a.k.a. G.P.S., strives to be ambitious and one of a kind, constantly evolving, with a team of dedicated specialists and developers. Its objective is to offer a simulation of today's world whose comprehensiveness is continuously being improved, notably with data that is regularly updated—and to develop new scenarios that reflect world events and geopolitical upheavals. G.P.S. is a software from the French company Eversim, a company specialized in the development of network simulation games in a persistent world. This company was founded in February 2004 by André and Louis-Marie Rocques the former heads of the independent video game dev studio Silmarils, which launched more than 30 games between 1987 and 2003. Further information available here.