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Medieval 2: Total War - SEGA's PR + SCREENS! (56k = BAN) Subscribe

Borys
Banned
(01-20-2006, 06:54 PM)
Quote

**Medieval 2: Total War - SEGA's PR + SCREENS! (56k = BAN)** #1

In case the pics do not work, check them out here:
http://www.worthplaying.com/article.php?sid=31257

**SEGA today announced the 4th installment of the franchise, Medieval II: Total War, taking strategy genre to a whole new level with the most epic and cinematic 3D battles ever seen on PC.**

Medieval 2: Total War is the latest release from the highly acclaimed developer, The Creative Assembly, who SEGA made headline news by acquiring in 2005. The game boasts an impressive array of new graphical and gameplay enhancements, including the capability for a massive 10,000 dynamic characters to be taken into battle at any one time. On top of this, The Creative Assembly have implemented a fully redesigned multiplayer mode that offers a dynamic multi-battle campaign bolstered by an unprecedented level of visceral combat choreography that reflects the brutality of medieval warfare.

"Medieval 2: Total War is the result of 7 years continuous development of the Total War series and has been designed to appeal to all gamers, not just hardcore strategy fans. " commented Mike Simpson, Studio Director at Creative Assembly. "Each game in the series has outshone the previous one and Medieval 2: Total War is no exception."

Set in the most turbulent and bloody era in European history, Medieval 2: Total War will allow gamers to lead their armies across the battlefields of Europe and the Holy Land before discovering the Americas and doing battle with the fearsome Aztecs.

Medieval 2: Total War offers a vastly enhanced terrain model to create new graphically rich environments portraying breathtaking cliff top castles and enhanced settlement features that are unique to each civilisation. Over 200 new units, greater depth in siege warfare, new weaponry and a highly detailed building damage model all combine to make Medieval 2: Total War the best version of the PC's greatest strategy game ever made.

Set in the years 1080-1530 the most turbulent period in European history, the game combines a vast, deep-thinking turn-based strategy campaign with the most cinematic, epic and brutal real-time battles ever seen in the genre.

A vastly enhanced version of the Total War engine vividly portrays the pure bloodlust of Medieval warfare with massive battles of more than 10,000 troops splayed across new graphically rich environments. For the first time in the Total War series each troop is an individual, garbed with the rich heraldic colours and glinting arms and armour of the period.

On the battlefield they'll survey their surroundings for threats and incoming opponents and react accordingly. When engaged they'll string together a series of devastating moves as Medieval 2's new combat animation brings the conflict to life like never before. Total War has never been so ferocious or realistic.

The Medieval 2 grand campaign will hand you the reins of one of an emerging faction as you set about sweeping throughout Europe, conquering all before you. Expand your borders and develop your lands for wealth and prosperity by building cities or swell your army by constructing vast castles to protect your land and keep your rivals quaking with fear.

Use Princesses for diplomatic gain, Priests to spread the influence of your religious beliefs and Merchants to fill your coffers for your war effort. All the time the Pope and the Papal States watch over the Christian world, assessing the strength of your faith and making demands to prove your loyalty. Do you cater to his whims and avoid excommunication or plot his downfall and rig the papal elections to place your own Pope in power?

Medieval 2's campaign game is the richest and most compelling yet and together with the new stunning real-time battles, combines to create the greatest Total War experience ever.

**Key Features Include:**

*** Real-Time Battles On a Massive Scale:** Epic Battles with Enhanced Unit Detail: Thunderous battles on a huge scale with thousands of units on screen. Armies are now made up of meticulously detailed troops built with unique heads, body, weapons and armour with unique animations and poses that gives each individual unit character and depth. Troops and cavalry are decorated with all the heraldic finery and colour of medieval warfare that's gradually muddied and bloodstained through the course of battle.

*** New Unit Abilities:** A legion of more than 250 new and unique units split over 21 factions, each with their own new special abilities that open up a wealth of intuitive battlefield tactics.

*** Advanced Combat System:** Zoom to the frontline and witness the fast, visceral melee combat enhanced by new spectacular battlefield animations. Troops block and parry attack moves and string together deadly combo attacks and finishing moves before scanning the battlefield for their next kill.

*** New Explosive Sieges:** Embark on spectacular siege battles as huge armies and fearsome siege machines rumble into action. Devastating cannon, pummel imposing defences of fully destructible cities and castles before setting them aflame under the night sky.

*** Advanced Lighting and Richer Environments:** A newly enhanced graphics engine brings the battlefield environment to life like never before. The stunningly realistic landscapes feature detailed vegetation with sprawling settlements. Newly detailed dynamic weather effects beat down on new terrain types illuminated by enhanced lighting that captures every glint and spark as arms and armour clash under a gleaming sun.

*** Enhanced Multiplayer Battles:** New multiplayer battle modes will ease the player's passage to the battlefield and keep the online conflict raging.

*** A New All-Conquering Campaign**

*** History in the Making:** A huge campaign spanning from the years 1080-1530, that will take the player beyond the first Crusade up until the dawn of the renaissance. An extended campaign map will allow passage to South and Central America bringing the player into battle with the Aztecs.

*** New Settlement Types:** Build through six levels of settlement ranging from humble villages to vast cities and wooden forts to mighty stone fortress. Develop your faction as a feudal aristocracy using you castles to keep the peasants in check whilst conquering your enemies with your powerful armies. Or build cities to develop a wealthy urban society, and battle your foes with diplomacy, bribery, assassination and armies of mercenaries.

*** A Supporting Cast:** Put an array of ancillary characters to work and smooth your path to global domination. Boost your coffers with Merchants. Grease the cogs of diplomacy with Princesses and manage your faction's path to religious enlightenment with Priests. Charge assassins to wipe out enemy generals and witness their cold-hearted killing first-hand with assassination movie sequences.

*** Embrace Religion:** Will you obey the demands of the Papal States, catering to the whims of the Pope? Or shun his requests and risk facing his fearsome Inquisitors or even excommunication? Make a stand against him and you can infiltrate papal affairs by rigging elections.

*** Global Crusades:** Win favour with the Pope and round up your armies for global crusades at his request. Players can even prompt the Pope to commission crusades as Catholicism wages a spiritual battle against the Muslim, Orthodox and Pagan religions.

**Medieval 2: Total War will be charging its way onto streets in winter 2006.**

*Last edited by Borys; 01-20-2006 at 06:58 PM.*

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**Deg**
Banned
(01-20-2006, 06:56 PM)
Quote

#2

WWWWWWWWWOOOOOOOOOOOOOOOOOOOOOTTTTTTTTTTTTTTT

:D

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**DSN2K**
Member
(01-20-2006, 06:56 PM)
Quote

#3

for some reason I just couldnt get into ROME:TW. :\

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**Deg**
Banned
(01-20-2006, 06:58 PM)
Quote

#4

> Originally Posted by **DSN2K**
> for some reason I just couldnt get into ROME:TW. :\

It was kinda like crack for me.

I'm guessing this is what PCGamer were talking about.

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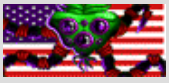
**syllogism**
Member
(01-20-2006, 06:59 PM)
Quote



#5

I beat you by 4 minutes, but I guess image leeching paid off. Anyway, excellent news. I hope the campaign map is similar , yet improved, to Rome: Total war.

*Last edited by syllogism; 01-20-2006 at 07:04 PM.*

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**El_Victor**
Member
(01-20-2006, 07:01 PM)
Quote

#6

Holy fakk

---

**Borys**
Banned

#7

Official site is up:

(01-20-2006, 07:10 PM)
Quote

http://www.totalwar.com/community/medieval2.htm

**elostyle**
Never forget! I'm Dumb!
(01-20-2006, 07:11 PM)
Quote

#8

PC gaming is where next gen is at.

**Temujin**
Member
(01-20-2006, 07:22 PM)
Quote

#9

*Holy* crap.

I'm still addicted to Total War though.

I never picked up the original Medieval (thought it would've been too similar to Shogun). Might still get it, just to compare :) And to complete my Total War collection.

**ElyrionX**
a melancholic piano
a sea-blown wind
(01-20-2006, 07:23 PM)
Quote

#10

What I would have liked to see was a truly epic fantasy strategy game from Creative Assembly...

**Solo**
he got what he thought he wanted, but lost that which was most important
(01-20-2006, 07:24 PM)
Quote

#11

Im not a fan of the genre, so no TW for me. But this is good for PC gaming, so its all good.

**Ranger X**
Kohler: 1, Ranger X: 0

PS: Itoi > Kojima by a good green country mile
(01-20-2006, 07:27 PM)
Quote

#12

Holy shit!!!! niiiiice

[redacted]

**Frankfurter** #13
Member
(01-20-2006, 07:52 PM)
Quote

Fuck yes! I was afraid that SEGA could perhaps abandon PC developments.

Winter 2006 ... damn :D

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**MassiveAttack** #14
Banned
(01-20-2006, 09:20 PM)
Quote

Astonishing that Activision let this one get away.

Sega FTW.

---

**Deg** #15
Banned
(01-20-2006, 10:34 PM)
Quote

This is the best SEGA team.

---

**Acosta** #16
Member
(01-20-2006, 10:37 PM)
Quote

Awesome! I´m really surprised they can keep developing for PC. Kudos for Sega.

---

**aronnov** #17
Banned
(01-20-2006, 10:47 PM)
Quote

This is an instant buy for me.

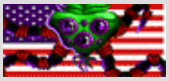
---

**hadareud** #18
The Translator
(01-20-2006, 10:50 PM)
Quote

I'm looking forward to this (if it comes to the 360 or the revolution)

---

**syllogism** #19
Member
(01-20-2006, 10:56 PM)
Quote



> Originally Posted by **hadareud**
> I'm looking forward to this (if it comes to the 360 or the revolution)

Not bloody likely. Also, interview: http://pc.ign.com/articles/682/682437p1.html

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**100Bullets** #20
Member
(01-20-2006, 11:14 PM)
Quote

SWEET!!!!!

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**Deg** #21
Banned
(01-20-2006, 11:35 PM)
Quote

> There will be 21 playable factions for custom battle and multiplayer. England, France, Scotland, Holy Roman Empire, Denmark, Spain, Portugal, Milan, Venice, Papal States, Sicily, Poland, Russia, Hungary, Byzantium, The Turks, Egypt, The Moors, The Mongols, The Tumurids, The Aztecs.

| | |
|---|---|
| | Nice |
| **Ahriman**<br>Member<br>(01-21-2006, 12:29 AM)<br>Quote | #22<br>WOOOOOOOOOOOOOOOHOOOOOOOOOOOOO!!! That's awesome news! AWESOME!<br><br>EDIT: read the whole thread and decided to say something meaningful. Aztecs? As in trying not to be conquered by the Spanish? But the game starts in 1080...unless there are 3 periods, like in Medieval... *visions of superpower Aztec empire stretched across the globe*<br><br>Timurids + Mongols is very nice. But what about Maya, Incas, Hindus, Arabs, China, Korea, and Japan, for a truly **total** war? Given how relatively insignificant factions like Milan and Scotland are in the game, it's strange that e.g. Aztecs would be isolated in the Western hemisphere without any short-term competition...<br><br>It's still going to be unparallelled, though :D<br><br>*Last edited by Ahriman; 01-21-2006 at 12:41 AM.* |
| **xabre**<br>Banned<br>(01-21-2006, 12:51 AM)<br>Quote | #23<br>Wonderful news. I've been wondering what period they'd do next, I was hoping for Napoleonic but another Medieval game is fine with me.<br><br>Nice detail and artistry on the individual units also - |

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