

## **An immense strategic empire**

Creative Assembly is one of the most respected studios of the world of video games, something that transcends and goes far beyond the particular genre that have become famous. In order to gain a foothold on Olympus developers need to stop seal, and the British team has managed to cultivate a strategy [RS Gold](#) game amazing quality since the launch of the first Total War back in the distant year 2000. Is the best of this long saga of success? Probably few will differ in that it is the third: Original Rome. With that, the studio was able to lay the foundations of the series for the future of a final so he allowed to live since then, nearly 10 years later, with a franchise just has incorporated some elements with dropper on a general observed almost no changes.

Growing the franchise the team has addressed various widely different times, which have added much color to the cool giant historical wars of mankind that have been addressed, but also played some sequels like Medieval or Shogun, fueling fans hoping to regain the glorious Roman Empire for the brand. In the summer of 2012 was officially the big news, and since then the last few months have been an uncontested race to get to know new and counting the days for the disposal of long-awaited return. The impressive / decadent yoke of his legions, and the fascinating Europe and North Africa at the time they fit like a glove with the gaming experience Total War.

With the final game in our hands and feelings are as positive as expected, although it is true that we expected more news. The continuity aspect of Shogun II made sense from the standpoint of corporate by an annual releases of the series, but between it and Rome II two years time: more room to bet on "transfer" in nature playable. Apart from some conservative [FIFA 14 Coins](#) component, which obviously does not make the game less fun, talk about a more direct title than its predecessors, one that offers fewer intermediate steps in the strategic part in shaping our troops or to manage our land, and encouraging us to more quickly get to the part that really gloats: the battles. This second raid in ancient Rome saga is, as the reader may assume, less revolutionary than the original, but remains among the impressive quality releases the strategy genre has been providing in recent times.

### **Potestas Imperium Est**

If anything characterized the Total War is always providing fans almost endless hours of entertainment. This feature many different factions and campaigns, all with an amazing replay component, in addition to historical battles with powerful multiplayer. Rome II, within this framework, it could not be an exception, and is loaded with an unusual amount of content that exponentially multiplies what we saw in the original. So much depth all that brings with it the game that is actually recommended to overcome complete the three situations presented the program as a prologue, some of them even are a mini - campaign. This introduction can be long, and even has a cumbersome point, however as we say it is very useful since we will become familiar

with some of the new [buying gw2 gold](#) implementations without risk of subsequently lose shifts in off-line mode, in the difficulties higher is not going to forgive losing a round without maximizing all we can do.

In fact, as the veterans already know, the game is divided into two halves. All you have to do with the management and movement of troops across the continent takes place from the general map divides his experience in turns, while the battles themselves or dispute can be simulated in real time. This IP has achieved since almost time immemorial offer two types of game so different that enable accommodate two very different profiles of players, who can enjoy either suffer without they dislike, but more fun as it provides if we have a palate generous enough to combine both. If something has gotten Total War in general, and once more Rome II in particular, is a formidable balance between the two thus making the progression in his monumental campaigns strategic corner where we decided to all destinations of our empire and where, the same time, we also have the tactical component to be each and every one of our generals on the battlefield.

#### Total War: Rome II

Rome is a great faction to play the campaign, but... Why not choose alien civilizations ?

To begin, and once the optional introduction, the program presents the opportunity to decide between factions endless portrays. If the first part only output allowed us to choose between the three great Roman families, and kept eight additional civilizations when we finished the first [Cheap FIFA 13 Ultimate Team Coins](#) game, the sequel not saved any ace in the hole and opens his monumental deck of peoples from the zero. There, specifically eight cultures, each in turn divided into several factions. Thus, for example in Rome are the classics Cornelios, the Julii and Junius, while among the Successors find Macedonians and Egyptians.

As expected the differences go far beyond aesthetics, and each village has its own idiosyncrasies, his victory conditions, its geographical conditions, in addition to its own particular advantages and even their special agents. To take the case to the Romans have more standard: spies, dignitaries and champions, while the Bretons change the first by explorers, although the difference did not go far beyond nomenclature and the cosmetic. The title itself, beyond allowing us to set the difficulty level, and warns us in the description of each of the sides the initial challenge level has, since it is not the same as with the Roman Empire and has practically the Italian peninsula in full, you do it with a Suevos than just dominate the small town of Lupfurdum and output that are already dangerous and belligerent surrounded by Germanic peoples.

From there, and depending on our context, starts opening all the great and generous combination of possibilities presents a Total War. It will be interesting to start letting our style be guided precisely by the circumstances that surround us, let alone a

hypothetical bloodlust or preference for one or the other people, and focus on what's best for our people. This can be explained in Rome II diplomatic moves that the historical logic has even supported, as initial agreements between Rome and Carthage or between any other pair of factions can find common interests. So the program works on so many levels that go far beyond the military and also affect political relations, management of civil and growth of our cities. Below we detail :

#### Total War : Rome II PC

The shift map is where we spend more time. Should take into account a myriad of details, but Creative Assembly has softened this time some parts.

#### In Time of Peace.

The map of the new Total War turns away from the most basic aspect that had in the past and, although it is based in a very schematic, offers the most detailed " game boards " that the series has been on the table so far. Not only begins cities that now at a glance from the outside we provide much more information than before on its size, condition and even facilities, but also gives us a lot of data on the land we walk with just the mouse pointer above. In fact this has advanced so much that we now see an animation careful how we order the buildings stand, and also give us all the clues about their status with icons floating like a [Cheap Fut 14 Coins](#) hammer in case you are in the construction phase or a sinister skull high above it if the location in question is being plagued by hunger. The idea of Rome II is to avoid us go through endless windows for data, providing much more information on the home screen thanks to a higher exposure of popups and interactive emergence boxes.

This line of accessibility has to do with many other decisions made by Creative Assembly to facilitate easier control. For example now the cities are grouped into four provinces, and although we can define in detail what armies erect each or what how to make them grow with the different constructions, almost everything else is held together. To give some cases is done to know the details of its economy or cultural level, to check and manage public order and even taxes: whole districts may exempt from various cities of pay in case your situation is critical and are on the verge of revolt. Also debuting edicts also allow us to make regulations that will give us certain advantages in case it has the entire region, condition for publication.