

WAR OF THE ROSES

Publicado por CELTIBERO_LAERTES - 08 Mar 2012 21:36

Echadle un vistazo a este video en HD del juego que paradox entertainment saca este año, el War Of the Roses. Es similar al Mount and Blade (o eso es lo que parece), en lo que a batallas se refiere. También está centrado en el multiplayer:

www.hardgame2.com/www/descarga.html/7053/#

Más info en:

www.paradoxplaza.com/games/war-of-the-roses

A team-based multiplayer melee combat experience, War of The Roses sees players and their band of knights going toe-to-toe with their opponents using authentic and visceral weapons of the time period including broad swords, long bows and battle-axes.

Built on a stunning graphics engine which vividly portrays the fighting from an up-close-and-personal third-person perspective, War of the Roses features both online multiplayer and a single-player campaign. Players will get the chance to lead their warrior through a rich progression system, gaining upgrades and unlocking new content on their path from filthy peasant to unstoppable armored killing machine.

The years of 1455-1485 in England is an extraordinary and underused setting filled with conflict, treachery and bloodshed. In the wake of the “death of chivalry” at Agincourt in 1415 and the introduction of gunpowder, warfare changed; the gloves came off, so to speak. The old and the new clashed on the battlefield while personal vendettas persistently motivated the desire for war.

War of the Roses – ambitions and goals In War of the Roses, Fatshark take what was learned from Lead and Gold and apply it in a medieval setting, using the Bitsquid tech-engine for high quality visuals and performance.

The driving focus of the game is creating a multiplayer game with the same accessibility as the best competitive shooters currently out there, but in a medieval setting with a primary emphasis on melee combat.

The focus of the core gameplay is on the Multiplayer experience, but we will have an engaging and immersive story driven single player campaign designed to prepare and train players for the multiplayer experience. The single player campaign will give the players direct rewards to use in the multiplayer battles.

Features

- * Large-scale Multiplayer Battles
- * Single Player Campaign Mode
- * Extensive Persistence System

Re: WAR OF THE ROSES

Publicado por Celtiberoldibil - 09 Mar 2012 14:36

Es un juego basado en el Warband, pero totalmente actualizado.

Tiene una pinta estupenda, lo que no me convence es la época hehe

Re: WAR OF THE ROSES

Publicado por hugoelmensajero - 09 Mar 2012 15:41

A mi la época lo mismo, no me gusta demasiado, pero gráficamente es muy atractivo, a los que les guste el warband seguramente les encantara ^^

Re: WAR OF THE ROSES

Publicado por CeltiberoEmberrado - 11 Mar 2012 12:26

Ojito que Fatshark no son Taleworlds. Buscad "Lead and Gold" en el Steam y ved los vídeos. No tienen por que estar haciendo algo en la línea del Mount and Blade.
