Total War: SHOGUN 2 Download No Password

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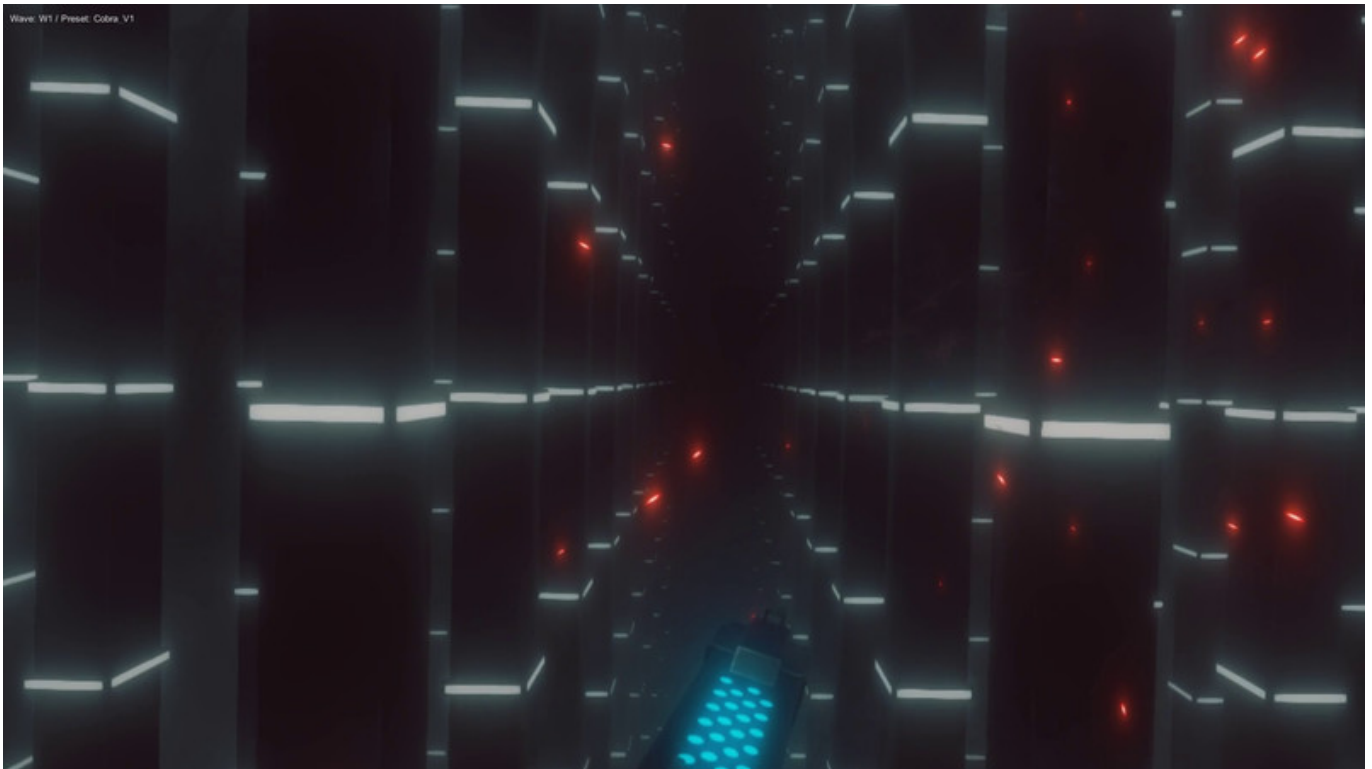
About This Game

MASTER THE ART OF WAR

In the darkest age of Japan, endless war leaves a country divided. It is the middle of the 16th Century in Feudal Japan. The country, once ruled by a unified government, is now split into many warring clans. Ten legendary warlords strive for supremacy as conspiracies and conflicts wither the empire. Only one will rise above all to win the heart of a nation as the new shogun...The others will die by his sword.

Take on the role of one Daimyo, the clan leader, and use military engagements, economics and diplomacy to achieve the ultimate goal: re-unite Japan under his supreme command and become the new Shogun – the undisputed ruler of a pacified nation.

Game Features

Total War: SHOGUN 2 features enhanced full 3D battles via land and sea, which made a name for the series, as well as the tactical campaign map that many refer to as the heart and soul of Total War. Featuring a brand new AI system inspired by the scriptures that influenced Japanese warfare, the millennia old Chinese "Art of War", the Creative Assembly brings the wisdom of Master Sun Tsu to Total War: SHOGUN 2. Analysing this ancient text enabled the Creative Assembly to implement easy to understand yet deep strategical gameplay.

- **CONQUER** the islands of Japan in the 16th century. Lead vast armies of samurai and fleets of giant warships into breathtaking real-time battles.

- **BUILD** your kingdom on the inviting and turn-based campaign map. Wield economic, political, and military power to amass wealth, armies, and influence.

- **SCHEME** according to the "Art of War" by Sun Tzu. Use fire and siege tactics, spies and assassins to adapt to the ever-changing conditions on the battlefield and throughout your kingdom.

- **BATTLE ONLINE** and experience the main campaign in two-player mode. Then join epic online battles with up to 8 players and lead your online army to glory in special campaigns.

New to Total War in SHOGUN 2

- New RPG skills and experience for your Generals and Agents.

- New Multi-stage Sieges - scaling the walls is only the beginning!

- New Hero units inspire your men and carve through the enemy.

- New rotating 3D campaign map.

Title: Total War: SHOGUN 2
Genre: Strategy
Developer:
CREATIVE ASSEMBLY, Feral Interactive (Mac), Feral Interactive (Linux)
Publisher:
SEGA, Feral Interactive (Mac), Feral Interactive (Linux)
Franchise:
Total War
Release Date: 14 Mar, 2011

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Minimum:

OS: Windows 7 / Vista / XP

Processor: 2 GHz Intel Dual Core processor / 2.6 GHz Intel Single Core processor, or AMD equivalent (with SSE2)

Memory: 1GB RAM (XP), 2GB RAM (Vista / Windows7)

Graphics: 256 MB DirectX 9.0c compatible card (shader model 3)

DirectX®: DirectX 9.0c

Hard Drive: 32GB free hard disk space

Screen Resolution: 1024x768 minimum

English,Czech,French,German,Italian,Polish,Russian
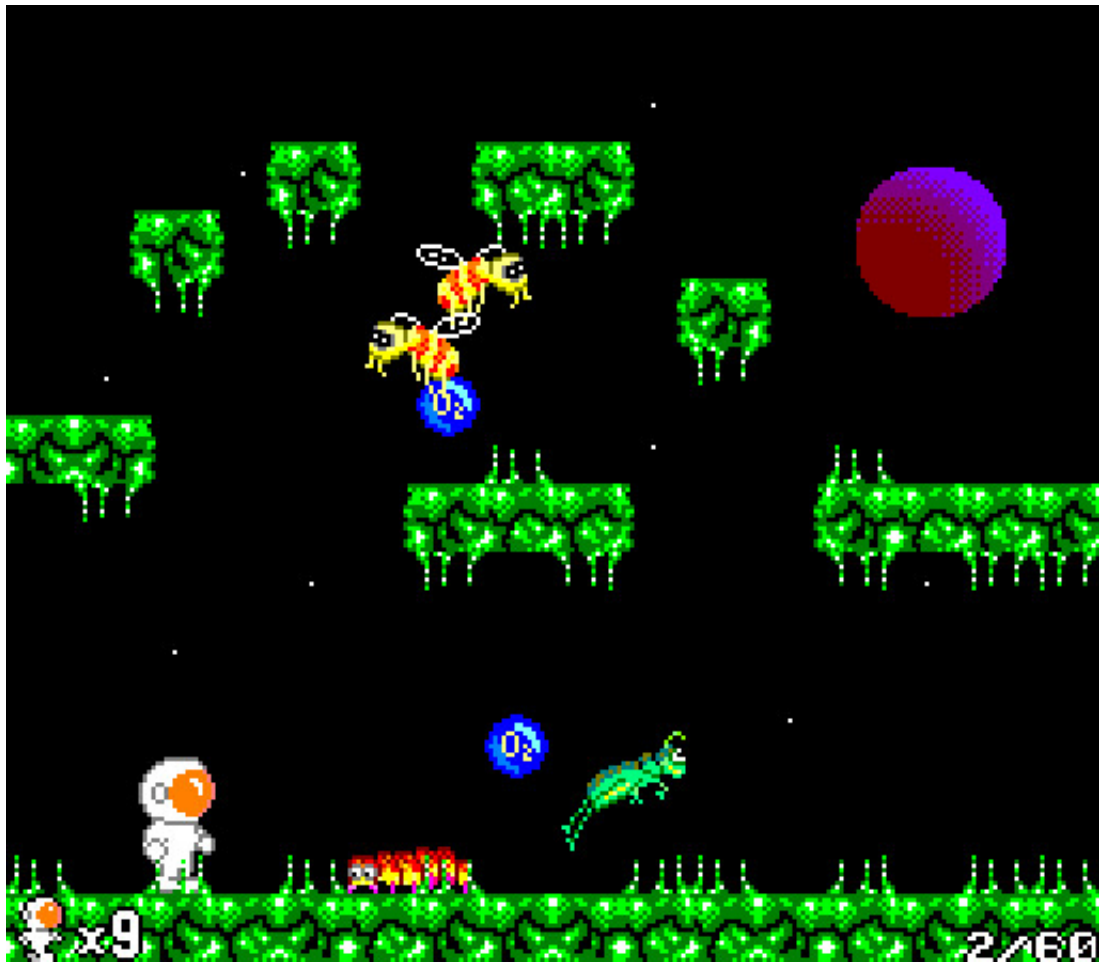
Great game.Hard but rewarding.Fast-paced 2-D goodness. PS:Sequel ASAP!!!!!!!!!!!!!! :) Since you asked me i would like that the sequel would be little more action based and a little more fast-paced action to contribute to it's already fast gameplay.I would like more customization to the weapons and dinosaurs(that means that i would like more weapons and dinosaurs) but that the core gameplay stays the same. PS:Thanks for the awesome game :). This game is... Painfully bad. Like seriously bad. For a solo development game, the character models look like garbage, dialogue does not match the text AT ALL, easy to bug out of the map, UNABLE to save during points in the mission, FORCING you to restart over again and again.... No just no.

Unless this game gets some serious love, avoid it.. only brainless people say this game hard xD. really\u2665\u2665\u2665\u2665\u2665\u2665game. Although most of the negative reviews on this state that the gameflow is rather slow, I had no problem concerning this. The fact that there are nothing written adds depth to the gameplay and makes you feel you're discovering\/identifying the items and enemies you encounter. However, once I will figure out all of them I wonder if the game will have the same appeal. I have been playing roguelikes for more than 10 years and yet to complete any of the traditional ones. With Hieroglyphika, on the other hand I have figgured out about 80% of the items\/enemies and I have won on normal mode only in my 5th run. So I am not sure if it has the replay value of a traditional rogulike. Some extra content, items and ui improvements would be great. But it is still worth its price, especially when it is in discount.. A realistic portrayal of the nightlife of aged japanese salarymen.

This game sucks It would not work with my logitech 3d extrem joy stick or my usb game pad. he only way I could get it to play was using the keyboard and then it would not let me change the key settings.. This game is a masterpiece.
Awesome story and level design, which never makes you bored. each mission, each chapter is different than others. Characters are awesome and well written. And sometimes you will feel emotional.
 10\/10
Would finish over and over again.. The full price is a tad expensive IMO but it was worth it at 75% off.

Graphics are amateurish, same for sounds, music is not great. But it is a fun little game overall with the small challenges and quizzes.. A ton of fun with a really great soundtrack. Cool powerups and great track designs. This is definitely a buy.. Fun game, well done for an indie game. Good graphics and sound, fun to play and quite challenging.Those llamas are driving me craaazy. wheeeeere arrrre uuuuuu marshaaaaaal\ufeffl !. This review was written in English and Russian in purpose to save your money and time.

 \u201cThe fundamental cause of trouble in the world is that the stupid are sure while the intelligent are full of doubt\u201d. Bertrand Arthur William Russell, 3rd Earl Russell

The fundamental cause of trouble of the Chowdertwo\u2019s developer (nicknamed Chowderchu) is that he is absolutely sure he can be a video games developer.

Beyond all doubt that\u2019s far from the truth because this game is REALLY bad.

A little bird told me the developer ignores the fact that an investment in knowledge always pays the best interest. As a result we have this so-called \u201cgame\u201d because the developer spent his mom\u2019s money on this product.

So far I thought that you ought to have talents, skills, imagination to be a video games developer. But it was before I played the first part of this product (Chowderchu)
Chowdertwo is the second part of the game.

Cons

1. Chowdertwo\u2019s controls are shockingly bad in purpose for being \u201chardcore\u201d.
Your main control scheme is A and D to move left\/right, W or Space to jump, Shift to teleport, Tab to use doors and talk, right click to leave some weird bomb thing and then left click is your attack and \u201cbetter\u201d jump.

 The controls are non-configurable .

Your basic jump (off of W\/Space) ability is little weak so you have to draw a line from your character to the spot where you want to jump and he flings in that direction, which sounds easy, but you don't know where you're exactly going and you had to correct your course once you're in the air, but it's so hard to control because your character flies through the air so quick that it's really difficult to process what's going on.

Everyone knows that good entertainment is good and bad one is bad except for the Chowdertwo\u2019s developer.
Is Chowdertwo a hardcore game? No, there\u2019re just awkward controls, for sure.

2. I don't think I've ever played a game in Steam with such terrible graphic and artwork. Oh, wait\u2026 I\u2019ve seen a worse game \u2013 Chowderchu.
The environment is a total clustercuss of indistinguishable assets and the characters themselves might actually make you vomit.
Probably you've seen better character concepts on the average 14 year olds Deviant Art page.

Frankly speaking Chowdertwo\u2019s graphics is better than the Chowderchu\u2019s one.
Don't get me wrong, it's still terrible. But not as utterly awful and eye-damaging as Chowderchu (the first part of this product).
I suppose the developer hired some schoolboys to make graphics less toxic and acid.

3. As for the soundtrack there\u2019s a loud PC-speaker\u2019s noise instead of it. By the way, you can\u2019t lower or turn

off this grating noise so your ears will be literally bleeding.

4. The gameplay could have been worse, e.g. like in Chowderchu but it\u2019s still boring and unfriendly.

I\u2019m not surprised there is no save\/load system or checkpoints but in Chowdertwo you have 100 lives instead of 3 ones in Chowderchu.
The level design is lazy and lame. The enemies and bosses are boring and game relies too much on instant kills everywhere for difficulty instead of clever level design.

5. The in-game\u2019s text is unpolished and made of poopy jokes for schoolboys (indeed, not clever ones).
Many times in the game you see the phrase \u201cCh\u043ewd be with you\u201d.
You know the meaning of Ch\u043ewd written in Urban Dictionary , don\u2019t you?

6. Overall the game is a just an unpolished, buggy example of the terrible platform game that should be labeled "Early Access" at best.
But you can count some false positive reviews. To be honest I don\u2019t know why some people say something like \u201cthis is the best game they've ever played\u201d, unless they've never played any other games or they're acquainted with the developer somehow. This game looks and feels like a pre-alpha build.

7. The developer behaves himself very strange. He likes to write insulting comments and then delete them. It\u2019s seems he is Russian but he thinks that he is American. And he hates the truth for sure, e.g. he banned me from the Chowdertwo\u2019s forum BEFORE this review was written.
I\u2019m sure he\u2019ll flag this review as \u201cAbusive\u201d coz of his hatred for the truth.

Free advice to dev: to be conscious that you are ignorant is a great step to knowledge.

Pros

1. You can delete the game and ask for refund. Seriously there ought to be a tag \u201crefund simulator\u201d for this product in Steam.
Thank Gabe Newell for Steam refund system!

There's nothing fun about this game. It's a platformer with horrible controls and music that drives you insane. I tried to find something nice about this game. But there's nothing.

All in all the game should be an example of the game made down and out so I DO NOT RECOMMEND it for your sanity.
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Feral Interactive Competition:
Feral Interactive are hosting a Fall Of The Samurai competition on Facebook!

For a chance to enter and win a Steam key for either Mac or Windows
and an A1 Total War: SHOGUN 2- Fall Of The Samurai poster, click the link below.

Feral Facebook Page [www.facebook.com]
. **Pre-Purchase Now - Total War: THREE KINGDOMS**:
Total War: THREE KINGDOMS is Now Available for Pre-Purchase on Steam!

Three heroes, sworn to brotherhood in the face of tyranny, rally support for the trials ahead. Scenting opportunity, warlords from China's great families follow suit, forming a fragile coalition in a bid to challenge Dong Zhuo's remorseless rule. Will they triumph against the tyrant, or will personal ambition shatter their already crumbling alliance and drive them to supremacy?