

Total War

Written by Teclo Flow

Saturday, 07 November 2009 22:27 - Last Updated Friday, 11 December 2009 00:13



What does Total War mean? It's a new combat system, or better we can say it's a battle system made by Tokuno Wind. Why do we call it a "battle system"? Because what we're doing is something never done before, we're not only making a new combat system, but we're integrating all major combat systems most used into one large system. What we're expecting to see in the next future are people with DCS2, CSI, CCS, Spellfire, GLM and GOR weapons fighting together, grouped in organized clans or alliance of clans, in the "Total War" to get control of keeps and ancient relics, in many different scenarios or in the large total War main scenario.

We're entering public beta on Saturday, November 21th. We still haven't set a dead line for the final release, but in our plans we're going to release the system until the end of the year, possibly right before Christmas.

One of the main important feature for Total War is that will come totally FREE, released by our vendors without charging a single coin. Please note we're not planning to produce weapons, so you'll need weapons compatible with supported combat systems to play in Total War, any of them.

The system will be released together with other three very important optional items:

1. Shrine: it's a device for clan management purpose.
2. Keep: you'll be able to set under siege enemy's keep.
3. Relics: relics will give fighting bonus to clan members, once put on the clan's shrine. We still are evaluating how to release relics in the world without creating unbalancing, so nothing is certain yet about this feature.

To apply for beta simply get the combat system for free from one of our vendor, we'll let you know the complete list of vendors location before the beta opening. Please read or post in our forum for questions and answers.

Stay tuned.

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