

## New scenario and some updates

Written by Teclo Flow

Wednesday, 23 December 2009 19:00 - Last Updated Wednesday, 23 December 2009 19:43

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We've added overnight a new scenario, intended to be an ancient mediterranean sea landscape, where greek, romans, persian theme based clans but not only, can pack up in alliance or fight using the total war battle system. We're planning to add some new scenarios in the next weeks, and we kindly ask you to suggest us what your clan's scenario choice would be if you plan to join Total War.

We've already pack up shrines for final release, and together with them all the clan, alliance, war, scenario system, we're now working on the fine tunings for keeps, and we expect them to be ready for final release after sunday. The battle system itself has been corrected of a few bugs and the damage has been sharpened following players suggestions. We expect to release the battle system, shrines and keeps until the end of the year, we'll keep you updated.

The system will be released under the following condition:

1. Combact system: will be free for anyone, there will be automatic distributor in our shops giving away the full package. You'll never been charged for the combact system, now or in the future, it will always be free of charge.
2. Shrine: they're the backbone of the battle system, allow players to create clans, manage them, create or join new alliance, declare wars, add clans to scenarios ecc... Shrines will be for sell in our shops, and a 14 days demo version will be released for free. 14 days after its first rez the demo shrine will automatically be disabled, then you'll have the choice to buy a shrine or have your clan disbanded in 10 days.
3. Keep: the most interesting feature, it consists in a package with some flags (about 3), a keep control, an inner door and an external gate. You will then have to put those items in your existing structure, a keep or a tower, a castle, as you wish... and enemy clans will be able to damage and destroy gate and door getting keep double clicking the keep control. Once conquered a keep changes its flags to the new controlling clan's flag texture and updates itself to the new owner on scenario map. Keep will be for sell in our shops, no demo version will be released and they work only with Total War combact system, not with DCS2, CSI ecc...

We expect the three items to be a good start for our battle system, and we're already working on some new items to be released in the next months.

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We wish for you a merry merry Christmas.