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## About This Content

### Total War™ ROME II: Caesar in Gaul

#### Campaign Pack

#### Description:

Caesar in Gaul is a standalone campaign pack for Total War: ROME II covering Julius Caesar's war of expansion against the Gaulish tribes. Players can choose from four playable factions in this conflict: the Gallic Arverni, the Germanic Suebi, the Belgic Nervii and Rome, in a campaign inspired by Caesar's *Commentarii de bello Gallico* (Commentaries on the Gallic war).

Offering a tighter scope in terms of time and geography than Rome II (58-51BC), the Caesar in Gaul Campaign Map is an expanded, more detailed vision of Gaul and the south coast of Britannia.

Compared with ROME II's map of Gaul, Caesar in Gaul contains more regions and provinces, more factions (both playable and non-playable), and a series of famous generals and statesmen from history which the player will employ or fight against depending on their chosen faction.

A war of great profit and glory for Caesar, this conflict made him extremely popular with the people of Rome... though less so with the senators, who saw him gathering power to himself in a series of events that ultimately lead to his ascension to Dictator.

Caesar in Gaul differs from the core ROME II experience in a number of important ways:

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### **New Campaign Map:**

The Caesar in Gaul campaign map is an enhanced, more detailed representation of Gaul, with players able to expand across 18 provinces dotted with resources, new settlements and new provincial capitals.

### **Greater focus on characters:**

Many factions employ great generals and statesmen from history (for example, Rome fields Gaius Julius Caesar himself, Mark Anthony and others). Each of the four playable factions also has a faction leader who acts as the player's avatar during the campaign.

### **24 turns per year:**

As Caesar in Gaul deals with a considerably shorter time-span (58-51BC) than the grand sweep of the ROME II campaign, each turn represents two weeks rather than a year. This means seasons make a return. The gameplay effects of these aren't always predictable however, and may vary from province to province. A late autumn may bring a good harvest for example, but a long, dry summer may damage your food production.

### **Compact, focussed multiplayer campaign:**

For those generals looking for a more rapid MP campaign game, Caesar in Gaul presents a series of interesting options. Due to the geographic scope and the opposing 48 factions, co-op or competitive 2-player campaigns are tighter, more focussed, and less time-consuming than a full Campaign.

### **New mid-game challenge mechanics:**

For those players making it through to the mid-game, there will be new challenges to face as a more suitable replacement for the Civil Wars of ROME II. As a Gallic tribe, you'll feel the mailed fist of Rome respond with heavy intervention forces, and as Rome, you'll see the Gallic tribes rebelling and forming alliances against you.

### **New historical battle:**

Caesar in Gaul adds the Battle of Alesia as a playable historical battle. Alesia marked the turning point of Caesar's Gallic War, and resulted in the capture of Vercingetorix, who was later taken to Rome and executed at Caesar's Triumph.

Set from Caesar's perspective, Alesia tasks the player with maintaining the siege of Vercingetorix's Gallic stronghold. The battle begins with the Roman forces deployed within their own investment fortifications outside the hill-fort. The player must guide the Romans as they weather attacks from both a huge relief army and within the fort itself.

### **New Total War: ROME II full campaign playable factions:**

Alongside the factions playable within the new Campaign, Caesar in Gaul also adds three new playable factions to the main game; they are:

- Nervii (barbarian, Belgic)

The most fierce and powerful of the Belgic tribes, the Nervii are a melting pot of Celtic and Germanic heritage. Their unit roster reflects this mix of cultures, opening up the possibility of creating new, unique army compositions.

- Boii (barbarian, Gallic)

One of the largest of the Gallic tribes, the Boii occupied Cisalpine-Gaul, Pannonia, Bohemia and Transalpine Gaul. Their numbers make them a force to be reckoned with but they are somewhat disconnected from other the Gallic tribes geographically and are directly exposed to the ferocious Germanic clans and the Dacians.

- Galatians (barbarian, Anatolia)

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The Gauls of the East, the Galatians migrated to Asia Minor following the Celtic invasion of the Balkans. They arrived through Thracia at around 270 BC, led by generals Lotarios & Leonnorios. As Celts deep within Hellenic territory and factions hostile towards them, the Galatians offer interesting and challenging new gameplay.

### **New units:**

Alongside their usual unit rosters, the playable factions of Caesar in Gaul (and playable factions in the main ROME II campaign provided by Caesar in Gaul ownership) also gain the following new units:

#### **Boii (ROME II)**

- Sword Followers (sword infantry)

Where a lord commands, the sword is thrust.

- Veteran Spears (spear infantry)

Battle hardens the sinews and the heart, and deafens the ear to the cries of cowards.

#### **Galatians (ROME II)**

- Galatian Legionaries (sword infantry)

The Celts have taught the Romans more than they're prepared to admit, but this is a two-way street.

- Galatian Raiders (javelin and sword cavalry)

Broken enemies know it is better to flee than face riders who will not spare their lives.

#### **Gallic tribes (ROME II and Caesar in Gaul)**

- Chosen Swordsmen (sword infantry)

These men fight with proven bravery and well-honed skill-at-arms.

- Chosen Spearmen (spear infantry)

Chainmail does not chill a warrior's heart, or still his lust for battle.

- Gallic Hunters (stealth bow infantry)

The skills of the hunt, hiding and a sudden strike, are the skills of a warrior.

#### **Nervii (ROME II and Caesar in Gaul)**

- Fierce Swords (sword infantry)

Once he has earned it, a Celt will only be parted from his longsword by death itself.

- Guerilla Swordsmen (stealth sword infantry)

- These swordsmen strike wherever and whenever their enemies least expect.

- Mighty Horse (spear cavalry)

A strong mount and a savage swing make these warriors a fearsome prospect.

- Naked Spears (spear infantry)

Who needs clothes when you have more than your share of courage?

- Gallic Hunters (stealth bow infantry)

The skills of the hunt, hiding and a sudden strike, are the skills of a warrior.

#### **Auxiliaries**

- Auxiliary Gallic Hunters (stealth bow infantry)

The skills of a hunter should be used in the service of Rome.

- Auxiliary Noble Horse(spear cavalry)

A mounted, armoured fist is always useful in a Roman army.

- Auxiliary Naked Swords (sword infantry)

The savage gods of war should be used to Rome's advantage.

- Auxiliary Short Swords (sword infantry)

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Bravery in battle, rather than skill, sometimes gives worth to a man.

### **Mercenaries**

- Mercenary Gallic Hunters (stealth bow infantry)

The hunting of other men often has the greatest of rewards.

- Mercenary Noble Horse (spear cavalry)

Even a nobleman has his price, and will fight for gold.

- Mercenary Naked Swords (sword infantry)

The gods of war will bless mercenaries as long as they fight bravely.

- Mercenary Short Swords (sword infantry)

It is often enough to sell bravery and a taste for glory.

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Title: Total War: ROME II - Caesar in Gaul Campaign Pack

Genre: Strategy

Developer:

CREATIVE ASSEMBLY

Publisher:

SEGA

Franchise:

Total War

Release Date: 17 Dec, 2013

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Minimum

**OS:** XP/ Vista / Windows 7 / Windows 8

**Processor:**2 GHz Intel Dual Core processor / 2.6 GHz Intel Single Core processor

**Memory:**2GB RAM

**Graphics:**512 MB DirectX 9.0c compatible card (shader model 3, vertex texture fetch support).

**DirectX®:**9.0c

**Hard Drive:**35 GB HD space

**Additional:**Screen Resolution - 1024x768

English,German,French,Italian,Russian,Polish,Czech,Turkish





# STATS

APRIL







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Cute and short game. Good story with an heartwrenching ending. The minigames (stealth mini-missions) included in every scene are not bad. Great atmosphere, very good art. The aliens are interesting. There are too many mentions of God\Christ\Church for my own taste (this is several times per scene, and scenes are short; I don't believe in God, but they obviously do, good for them).

Considering the small price and the short time it takes to complete the story (about 2 hours?), I'd definitely advise you to play it: If that intrigues you, just see for yourself, I expect you'll like it. This is a good visual novel in my book (or rather a good "visual short story" in that case).. there is never players but if tere where it probbaly would be fun every time i join a server there is no one playig.

. This is up there as one of the best Point & Click games I've ever played. I'd recommend this even if you're not normally into the genre.. Fun for what it is, pretty sure i got it at like a 75% discount, but i mean buy it if you have infinite money. For what it tries to be, it is good. A unique feature is that ships can move in 3D, which is strangely a rare thing in the space RTS genre. Controls are a bit clunky. Somewhere between Homeworld and FTL.. I played this game as a kid with my dad. It's an old one for sure. It's fun, though! It doesn't have a ton of replay value, but the first time through the game, there are puzzles to solve and achievements to get! It's cute and simple, but can be played with any computer, and it's long-lasting!. Crap game with great potentials but let down by the developers not finish it and run with the money of the poor people who bought the game.. The tale forgotten with the Sage's awakening

10/10

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As of writing this I have 0.8 hrs, and it's good. Some things need fixing, overall good game.

Graphics:

Good graphics, I would have liked 1980x1080 (1080p) resolution though.

Sound:

Good gun sound, music could be better. The asian music would have been better, if it was just asian music. No rock involved if you know what I mean, overall music is good.

Controls:

There good, but needs fixing, and there needs to be button configuration. I want my dodge for example, to be a mouse button at the side. Can't do that, but overall controls are good.

Scenes:

I would have liked more asian theme, there is asian theme. But not enough, I just started so not sure if there is more later.

Translation:

There are grammer and translation mistakes, but nothing that you can't understand.

The tutorial can be increased, what I mean is. For new people they don't know how to change loadout, little things like that. Also the control screen needs fixing, the keys to move are not the right ones. To move press W, S, A, D, but the control screen says something else. other things need fixing. But like I said above, controls are good though.

Overall it's good, get it.

P.S The sexy zombie girls some of them are wearing g-string, thong from what I see, with bra.. Blew up a helicopter with an AWP and killed God.. A rhythm game where the rhythm is off.

Fantastic.. Having played Ravenloft and ToEE alot over the last couple of years I always said to myself these would be great as a computer game and now there is one!!! Plays very simular to the tabletop versions and is just as enjoyable, a few extra little touches ( such as a viewable die on the rolls, a few different characters to choose from, better control over inventory mainly being able to swap items from character to character) would make it all the better. hopefully there will be more to come!. I'm doing good, 111 on the leader boards.. i just wish we could see all of the leaderboard. not just where i am in the menu..

Otherwise this game is pretty sweet. for one of them snake games... I track this game development from start and I need to say that game have amazing concept in terms of industry and surviving.

I really like idea and would love to see how they will finish it.

Game combined smooth gameplay with amazing graphics.

Second thing I like the most ingame is smelting system, its unique and it will be interesting to see the end.

There is still certian bugs in multiplayer that devs need to solve.

But I see really good potential in this game and it can be best survival ever if you gonna listen your community.

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I'm gonna recommend this now and see how things will goin.

. **"Great 'Little Big Planet'-type game for PC. Great physics and destruction that makes it possible to solve the puzzles in more than the intended way!" - Confiding me, 3 years ago.**

**This is beyond the point of circling the drain. The developers had big plans for this, and I sympathize with them that this didn't sell better. Its a passion project that couldn't be made because of lack of funding, but that is still no excuse to completely cut communication with the hopefull community.**

**Dissapointed!. Poor designed, unbalanced, terrible gameplay... this game should not be on Steam.. total oldschool**

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