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مجموعه دلتا

Windows macOS SteamOS + Linux 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 Recommended: OS *: Windows 7 / Vista / XP Processor: 2nd Generation Intel Core i5 processor (or greater), or AMD equivalent Memory: 2GB RAM (XP), 4GB RAM (Vista / Windows7) Graphics: AMD Radeon HD 5000 and 6000 series graphics card or equivalent DirectX 11 compatible card DirectX®: DirectX 9.0c Hard Drive: 32GB free hard disk space Screen Resolution: 1280x1024 minimum * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. OS: macOS 10.14.5Processor: 1.1 GHz Intel Core M or greaterHard Disk Space: 24GBGraphics: NVIDIA GeForce GT 640M 512MB, AMD Radeon R9 M290, Intel HD Graphics 4000Hard Disk Space: 24GBAdditional Notes: The game is officially supported on the following Macs. To check your Mac model and when it was released, select About This Mac from the Apple menu on your menu bar.* All 13" MacBook Pros released since Mid 2012* All 15" MacBook Pros released since Mid 2012* All 12" MacBooks released since Early 2016* All MacBook Airs since Mid 2012* All Mac minis released since Late 2012* All 21.5" iMacs released since Late 2012* All 27" iMac Pros released since Late 2017* All Mac Pros released since Late 2013Players using a version of OS X before 10.14.5 can access a compatible version of the game via the Beta tab in the game's properties window. Select the "Mac Retail 1.4 - macOS 10.14.4 or older only" branch for a version that is compatible with 10.9.5 up to 10.14.5. Minimum OS: Steam OS or Ubuntu 16.04Processor: 2GHzMemory: 4GB RAMGraphics: 1GBHard Drive: 26GB HD spaceOther Requirements: Nvidia 600 series+, AMD 6000 series+, Intel Iris Pro. Driver Details: Nvidia cards Require driver version 375.26 or better. AMD and Intel cards require MESA version 17.0.4Additional Notes: The system requirements represent the specifications that have been officially tested. Other modern drivers and distributions are expected to work but are not officially supported.Multiplayer Notes: Multiplayer is compatible between Linux versions only Recommended:OS: Steam OS or Ubuntu 16.04 (64 bit required)Processor: 3GHzMemory: 4GB RAMGraphics: 2GBHard Drive: 26GB HD spaceOther Requirements: Nvidia 700 series+, AMD R7 series+ Driver Details: Nvidia cards Require driver version 375.26 or better. AMD and Intel cards require MESA version 17.0.4Additional Notes: The system requirements represent the specifications that have been officially tested. 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You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. HuluWith the series being an adaptation of a book, Shogun has managed to become a hit that put a very closed-off ending to its first season. Will there be more? "Shogun" took the world of television by storm. Released just a couple of weeks ago, the new FX series set in 17th-century feudal Japan depicted a turbulent civil war era, a dramatic love triangle, and plenty of action, intrigue, and drama. The show immediately captured the attention of audiences all over the world, quickly becoming recognized as one of the 10 best series in TV history.So the obvious question became: will it have a second season? As the show is adapted from the book of the same title, and the showrunners plan for it to become something like Game of Thrones, or split the story in multiple phases?The short answer is a very definitive no. From the moment it was announced, Shogun has been marketed as a "limited series" for a reason, as all of the content in the source material has been used to make a full show from the start. Doing more would require the showrunners to go beyond what the classic novel by James Clavel presented, which would go against the context presented throughout its story.In an interview with The Hollywood Reporter, Shogun co-creator and producer Justin Mark confirmed as such with the following statement: "We took the story to the end of the book and put a period at the end of that sentence. We love how the book ends; it was one of the reasons why we both knew we wanted to do it — and we ended in exactly that place."Marks compared the situation with building "a whole factory, and it just pops out 10 cars and closes up shop." According to the producer, the team behind the show wrote a 900-page design document for making the show, which is almost as large as the book they're based on, which included ways the correct ways of depicting feudal Japan, which he hopes can be used by another production eventually.Shogun is currently streaming on Hulu in the US, and on Disney+ in certain territories around the world. Total War: Shogun 2 - Latest Contents 01:29 00:59 01:51 01:53 05:42 03:22 03:07 03:09 16:04 01:53 02:11 06:30 Ad Skip to content James RussellJamie Ferguson Richard BroadhurstCharlie Dell Mike BruntonDion LayKate Watson Microsoft WindowsmacOSLinux Turn-based strategy, real-time tactics Microsoft Windows15 March 2011macOS31 July 2014Linux23 May 2017 Single-player, multiplayer EnglishFrenchItalianGermanSpanishCzechPolishRussian Total War: Shogun 2 is a strategy computer game developed by The Creative Assembly and published by Sega. In it the game returns to the 16th century Japan setting of Shogun: Total War. The game was released on March 15, 2011. A demo was released one week beforehand. Setting[] Shogun 2 is set in the Sengoku jidai, "the Warring States Period" (16th-century feudal Japan), in the aftermath of the Onin War. The country is fractured into rival clans led by local warlords, each fighting for control. The player takes on the role of one of these warlords, with the goal of dominating other factions and claiming his role over Japan. The base game features a total of nine playable factions, each with a unique starting position and different political and military strengths. There are also many non-playable factions in the game. Moving away from the European setting of other Total War games, and returning to the setting in the first Total War title the developers are making significant changes to core gameplay elements of Shogun 2. For example, to reflect the characteristics of East Asian warfare, the game's AI is designed on the principles of Sun Tzu's The Art of War. Compared to Empire which spanned the entire globe, the new installment is set to focus on the islands of Japan and on a reduced number of unit types. Gameplay[] Shogun 2 has a combination of real-time strategy and turn-based strategy gameplay, a staple of the Total War series. The player plays the role of both the clan leader and general, alternating between the "campaign", where the player manages his land and armies turn by turn, and the "battles", where the player takes control of the army on the battlefield in real-time. In the "campaign", the player oversees the development of settlements, military production, economic growth, and technological advancement. The armies and units are organized and moved around the stylized campaign map by the player to carry out battles with other factions. In addition to fighting, the player is able to engage in diplomacy, political manoeuvring, and special agents to gain the upper hand. In Shogun 2, leaders and generals are given more personality and depth in gameplay, in an RPG-like fashion. Generals and agents are to be portrayed as "larger-than-life" heroes with unique characteristics and powerful abilities. The player is able to improve and unlock skills, traits and special abilities for the characters as they gain experience. The player can also engage in family politics within the clan, to keep its members loyal. The "battles" of Shogun 2 involve large-scale skirmishes between armies that meet on the campaign map, taking place on land or on water. The game engine can reportedly support up to 56,000 soldiers in a single battle. The developers paid particular attention to re-designing the naval and siege battles appropriate to the new setting. In contrast to European castles and forts, the castles in feudal Japan had multiple tiers, and thus the siege battles in the game are put less focus on wall defenses but more on courtyard brawls and tactical maneuvering. Players fight naval battles with unique Japanese ships resembling "floating castles", and take into consideration melees on ships, arrow fire, coastal terrain, and many factors. Shogun 2 features multiplayer battles as well as multiplayer campaigns that may involve more than 2 players. In a multiplayer campaign, players can be grouped into different clans, so that for each clan, one player assumes the role of clan leader and others take command of armies. The clan leaders have the ability to direct other players and assign rewards based on loyalty and performance, introducing clan politics into multiplayer. As a player's army invades an enemy territory or is attacked by enemy armies, the online matchmaker finds a suitable opponent and initiates a multiplayer battle. When a player defeats enemy armies and conquers territories, the player gains points and other bonuses for the clan. In addition, an achievement system is designed to provide adhering players with unique abilities and cosmetic upgrades. Factions[] Total War: Shogun 2 - All Main Campaign Clan Intros - Briefings Every clan intro/briefing from Shogun 2's main campaign Minor Factions[] Amako, Anegakoji, Asai, Asano, Ashikaga, Asina, Bessho, Buddhist Rebels, Christian Rebels, Hatakeyama, Hatano, Honma, Hosokawa, Imagawa, Ishida, Ito, Jinling, Kikawa, Kiso, Kitabatake, Kobayakawa, Kuroda, Kuroda, Matsuda, Miyoshi, Mogami, Murakami, Ogiyayama, Otake, Rebels, Sagara, Saito, Sakai, Satake, Satomi, Shoni, Sogo, Takaoka, Toyotomi, Tetsusai, Ukita, Urakami, Utsunomiya, Wako Pirates, Yamana, Yamanouchi The game includes 65 provinces, several trade nodes and 14 naval regions. Features[] As a sequel to the Total War games, Shogun 2 has a number of new features: Sieges - A revamp to the siege system means that now the attacker, for every level of castle upgrade (Now up to level 5), must attack levels of a city. Seasons - Battles now have all 4 of the seasons: Spring, Summer, Autumn and Winter, each with their respective weather patterns. Heroes and Battlefield Duels - Hero units are now even better, rather than being mere icons and knight figures Heroes can now engage in 1 v 1 duels with other Daisho. Battlefield Monuments - Battlefield now have special monuments; shrines and temples now have an active effect on Morale and strength of some related Units. Unit Upgrades - With the number of available units consolidated Shogun 2 allows factions to upgrade and customize units the way they wish, customization does not only affect gameplay but also affect the aesthetic appearance of your units. Upgrade Trees - The old 'tech' system has been replaced with a new one. Your clan may learn the arts of Chi and Bushido, Enlightenment and Warrior Arts. Royal Family - Family and Monarchs make a return. In this game, clans can split apart and engage in civil war, dealings with your own family members is now just as important as your dealings with other clans. Drop In - Players have the option to play drop in campaigns. Players can 'drop in' and fight real time battles, in place of the AI, against you. Difficulty and AI - Shogun 2 has introduced a whole new difficulty level for the hardcore gamer. AI is all spears Graphics and Drivers - Shogun 2 is an independent and completely new coding system, this improves graphics and memory but also introduces a whole world of mod capabilities. Retail versions[] Shogun 2 is scheduled to be released in three different editions: the "Standard Edition" with just the game, a "Limited Edition" that includes a unique playable faction (the Hattori Clan), an additional historical battle scenario "Nagashino", a complete set of armor for the player's online avatar and a starting bank of experience points to spend on their online character. The "Grand Master's Edition" includes the Limited Edition content as well as a replica bamboo box containing a Shogun 2 art book, a Shogun 2 themed Chess set and a detailed figurine of Takeda Shingen. DLCs and Expansions[] Gallery[] Videos[] External links[] Windows macOS SteamOS + Linux Minimum: OS *: Windows 7 / Vista / XP Processor: 2 GHz Intel Dual Core processor / 2.6 GHz Intel Single Core processor, or AMD equivel (with SSE2) Memory: 1GB RAM (XP), 2GB RAM (Vista / Windows7) GB RAM Graphics:256 MB DirectX 9.0c compatible card (shader model 3) DirectX®:9.0c Hard Drive:32 GB HD space Additional:Requires base game to play. Recommended:OS *:Windows 7 / Vista / XP Processor:2nd Generation Intel Core i5 processor (or greater), or AMD equivalent Memory:2GB RAM (XP), 4GB RAM (Vista / Windows7) MB RAM Graphics:AMD Radeon HD 5000 and 6000 series graphics card or equivalent DirectX 11 compatible card DirectX®:9.0c Hard Drive:32 GB HD space Additional:Requires base game to play. * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. OS: macOS 10.14.5Processor: 1.1 GHz Intel Core M or greaterHard Disk Space: 24GBGraphics: NVIDIA GeForce GT 640M 512MB, AMD Radeon R9 M290, Intel HD Graphics 4000Hard Disk Space: 24GBAdditional Notes: The game is officially supported on the following Macs. 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Other modern drivers and distributions are expected to work but are not officially supported.Multiplayer Notes: Multiplayer is compatible between Linux versions only To move between items, use your keyboard's up or down arrows. 2011 video gameTotal War: Shogun 2Developer(s)Creative AssemblyPublisher(s)SegaDirector(s)Mike SimpsonProducer(s)Ross MantonDesigner(s)James RussellJamie FergusonProgrammer(s)Richard BroadhurstCharlie DellArtist(s)Kevin McDowellJoss AdleyWriter(s)Mike BruntonDion LayKate WatsonComposer(s)Jeff van DyckSeriesTotal WarPlatform(s)Microsoft WindowsmacOSLinuxReleaseMicrosoft Windows15 March 2011macOS31 July 2014Linux23 May 2017Genre(s)Turn-based strategy, real-time tacticsMode(s)Single-player, multiplayer Total War: Shogun 2 is a strategy video game developed by Creative Assembly and published by Sega in 2011. It is the seventh mainline entry in the Total War series and returns to the setting of the first Total War game, Shogun: Total War, after a series of games set mainly in Europe and the Middle East. As with the original game, Shogun 2 is set in 16th-century feudal Japan, during a period known as the Sengoku Jidai (Warring States period), where the ruling Ashikaga shogunate has lost its authority over the regional warlords (daimyō) and their clans, who now fight amongst themselves for power: The player takes on the management of one of these clans, with the goal of defeating rival clans and ultimately establishing their rule over Japan as the new Shogun. The standard edition of the game features a total of eight factions (plus a ninth faction for the tutorial), each with a unique starting position and different political and military strengths. The limited edition includes an exclusive ninja clan, the Hattori, and a DLC that unlocks a tenary clan, the Ikko-Ikki. [1][2] The game moves away from the European setting of previous Total War games and returns to the first setting in the Total War series, but making significant changes to core game play elements of Shogun 2. Compared to Empire which spanned almost the entire globe, the new installment focusses only on the islands of Japan (excluding Hokkaido) and on a reduced number of unit types.[1] Shogun 2 received critical praise from reviewers, including for its simplification and refinement of the series by returning to its roots. A standalone expansion, Total War: Shogun 2: Fall of the Samurai, which depicts the 19th-century Boshin War, was released in 2012. The campaign mode features a map of Japan with different provinces, agents, and armies indicated by figures. Shogun 2's blend of turn-based strategy and real-time tactics gameplay is a staple of the Total War series.[3] The player plays the role of both the clan leader and general, alternating between the campaign, where the player manages land and armies turn by turn, and the battles, where the player takes control of the army on the battlefield in real-time.[4] In the campaign, the player needs to oversee the development of settlements, military production, economic growth, and technological advancement respectively. The armies and units are organised and moved around the stylised campaign map by the player to carry out battles with other factions. In addition to fighting, the player is able to engage in diplomacy, political manoeuvring and the use of special agents to gain the upper hand. Ninja and geisha are also present in the game as assassins and spies.[4] The game's unit roster includes both peasant soldiers known as ashigaru as well as samurai warriors: ashigaru are basic infantry which are easily recruitable and cheaper to field than samurai, while samurai require specific province buildings to recruit but are more effective in combat and assume specialised roles in battle, such as cavalry. Other land units the player may field include siege units such as mangonels and European-made cannons, and a few establishing their rule over Japan as the new Shogun. The standard edition of the game features a total of eight factions (plus a ninth faction for the tutorial), each with a unique starting position and different political and military strengths. The limited edition includes an exclusive ninja clan, the Hattori, and a DLC that unlocks a tenary clan, the Ikko-Ikki. [1][2] The game moves away from the European setting of previous Total War games and specializes in Buddhism, allowing them to recruit better monks and warrior monks as well as generating more income from trading. There are also three factions available as downloadable content (the Hattori faction came complimentary with preorders of the game, however): The Hattori are the leading family in Iga Province and recruit specialised ninja and warrior ninja with more expertise. The Ikko-Ikki clan are a "family" of religious rebels that control Echizen Province and Kaga Province, and recruit rōnin and superior warrior monks. The Ōtomo clan control Bungo Province and Buzen Province, they start under the Catholic faith and can recruit superior firearm units, as well as Portuguese Elite Infantry known as terços. Shogun 2 added the ability to unlock traits and special abilities for generals and agents as they gain experience. A ninja skill tree is seen in this screenshot. In Total War: Shogun 2, leaders and generals are given personality and depth in gameplay, with high emphasis on role-playing. Generals and agents are portrayed as "larger-than-life" heroes with unique characteristics and powerful abilities. The player is able to improve and unlock traits and special abilities for the characters as they gain experience. However, the player may also be inclined to engage in family politics within the clan to keep its members loyal.[4] A group of Date yari ashigaru fighting a group of Shimazu samurai in the game's real time battle mode The battles of Shogun 2 involve large-scale engagements between armies that meet on the campaign map and can take place on land or on water. The developers proclaim they are paying particular attention to re-designing the naval and siege battles appropriate to the new setting. In contrast to European castles and forts, the castles in feudal Japan had multiple tiers, and thus the siege battles in the game put less focus on wall defenses but more on courtyard brawls and tactical maneuvering. Also, the players will fight naval battles with unique Japanese ships resembling "floating castles", and take into consideration melees on ships, arrow fire, coastal terrain, and other factors.[2] Like the recent installments, Empire and Napoleon: Total War, the weather and climatic conditions have an effect on battles. For example, fog greatly reduces visibility, while heavy rain diminishes the effectiveness of missile troops, such as archers or gunners, thus requiring the players to adapt their strategies. Also, as in Napoleon, armies standing on enemy provinces during winter season or fleets far from the coast suffer attrition. Unique to Shogun 2 is a feature known as Realm Divide, in which one by one, all computer-controlled surviving clans declare war on the player (or players in coop-campaign mode) and ally with each other, though the player's allies tend to do so later. Realm Divide is triggered either when the player captures the Shogunate capital of Kyoto and holds it for four turns—thereby becoming the new Shogun—or alternatively, if the player raises their clan's fame to the maximum level through conquering Provinces and winning battles. Shogun 2 features multiplayer battles with up to 8 players as well as multiplayer campaigns involving competitive or cooperative play with 2 players.[7] In a multiplayer campaign, players can be grouped into different clans, so that for each clan, one player assumes the role of clan leader and others take command of armies. The clan leader has the ability to direct other players and assign rewards based on loyalty and performance, introducing clan politics into multiplayer. As a player's army invades an enemy territory or is attacked by enemy armies, the online matchmaker finds a suitable opponent and initiates a multiplayer battle. When a player defeats enemy armies and conquers territories, the player will gain points and other bonuses for the clan. In addition, an achievement system is designed to provide adhering players with unique abilities and cosmetic upgrades.[8] Total War: Shogun 2 launch event in Kyiv A demo became available on Steam on 22 February 2011. [9] The demo covers the campaign tutorial, the historical Battle of Sekigahara and the full game encyclopedia. Shogun 2 was released in four different editions. The "Standard Edition" contains just the game, while the "Limited Edition" additionally makes playable a unique faction with special talents (the Hattori Clan), an additional historical battle scenario "Nagashino", a complete set of armour for the player's online avatar and a starting bank of experience points to spend on their online character. The "Collector's Edition" includes the "Limited Edition" content as well as a replica bamboo box containing a Shogun 2 art book and a detailed figurine of Takeda Shingen. The "Grand Master's Edition" consists of the "Collector's Edition", as well as a bamboo Shogun 2 themed chess set, currently exclusive to select stores in the UK and Australia.[10][11] Players who pre-ordered at GameStop (online or in-store) unlocked and can take part in the historic Battle of Kawagoe. Set in 1545, the Battle of Kawagoe saw the Later Hōjō clan launch a successful night time counter-attack against the besieging Uesugi clan, eschewing heavy armour in favour of speed and stealth.[12] Those who pre-ordered at Best Buy (online or in-store only) will unlock 1,000 Kocho, the currency used in Total War: Shogun 2. Player's campaigns will begin with 1,000 Kocho, allowing them to purchase new buildings, train new units and upgrade their towns.[12] As a special pre-order bonus, Steam announced the "Shogun Pack" for Team Fortress 2. This was given to players who purchased Total War: Shogun 2 before its release date. The pack consists of eight feudal Japan-themed items, including a sashimono, katana, kunai and gunbai. These items do not affect Shogun 2 in any way and can only be used in Team Fortress 2.[13] Steam also released the Total War Collection on 10 March 2012. This consisted of Empire: Total War, Medieval II: Total War, Rome: Total War, and Napoleon: Total War. It also included Total War: Shogun 2 which could be preloaded on 14 March. "The Ikko-Ikki Clan Pack" (released on 26 May 2011) adds the "warrior monk" clan to Shogun 2 and a wide variety of brand-new content for use across the different game modes of Shogun 2.[14] It is new clan for use in single or multiplayer Campaign modes and Custom and Multiplayer Battles. There are 8 new unit-variants specific to the Ikko-Ikki clan: new technology tree, new Province. The Shimazu clan inhabit Satsuma Province and can recruit superior katana-armed samurai, their generals are also more loyal to their clan. The Takeda clan preside over Kai Province and recruit superior cavalry. The Tokugawa clan inhabit Mikawa Province initially as a vassal of the Imagawa clan and rely on diplomatic relations and the recruitment of better warrior ninja and metsuke. The Uesugi clan control Echigo Province and specialize in Buddhism, allowing them to recruit better monks and warrior monks as well as generating more income from trading. There are also three factions available as downloadable content (the Hattori faction came complimentary with preorders of the game, however): The Hattori are the leading family in Iga Province and recruit specialised ninja and warrior ninja with more expertise. The Ikko-Ikki clan are a "family" of religious rebels that control Echizen Province and Kaga Province, and recruit rōnin and superior warrior monks. The Ōtomo clan control Bungo Province and Buzen Province, they start under the Catholic faith and can recruit superior firearm units, as well as Portuguese Elite Infantry known as terços. Shogun 2 added the ability to unlock traits and special abilities for generals and agents as they gain experience. A ninja skill tree is seen in this screenshot. 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