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## **MEDIEVAL II: TOTAL WAR™ EXPANDS ITS KINGDOM**

*The Total War experience reaches further in to the New World...*

**LONDON & SAN FRANCISCO** (March 30th, 2007) – SEGA® Europe Ltd. and SEGA® of America, Inc. today announced *Medieval II: Total War™ Kingdoms*, the expansion pack for one of 2006's biggest PC **strategy** games, *Medieval II: Total War™*. Due for release on PC in Autumn 2007, *Kingdoms* will offer an unprecedented amount of new content that gives gamers over 75 hours of epic new gameplay.

*Medieval II: Total War™ Kingdoms* will feature 4 brand new campaigns, including an opportunity to more fully explore The New World that was unlocked toward the end of Medieval II. **In the Americas campaign, players will be able to retrace the steps of Hernán Cortés in 1519, as he seeks to explore and conquer The New World. Players can earn the support of Spain and explore the mystery and riches of the New World, or take control of the Aztec or Native American factions and call on the Gods and the bravery of vast armies to see off this new threat.**

Three other campaigns will offer more detailed “magnifying glass” campaigns within Great Britain, Northern Europe and the Holy Land, with many more regions than were originally shown in Medieval II. Featuring 13 new playable factions and over 150 new units, *Kingdoms* will allow players to control thousands of men on a single battlefield and lead them into conflict with new hero characters such as Richard The Lionheart and Saladin, each armed with new, powerful battlefield abilities. In addition, players will use moated forts to garrison vast armies or seize control of key strategic points and explore new technology trees, governed by religion and prestige.

Players can experience a bloody clash between pagans and Christians in the Northern European Teutonic Wars, or take control of one of 5 factions in the Britannia campaign when England faces war on 4 fronts as once conquered lands rise up against them. *Kingdoms* will also include a new expanded Crusades campaign, where players renew their fight for control of the Holy Lands, with new factions, devastating new units (such as the terrifying Greek Flame Thrower), legendary heroes and powerful holy relics.

"With Medieval II: Total War we offered unrivalled scope of warfare, both on and off the field of battle, as you conquered the known world" commented George Fidler, Studio Director, The Creative Assembly Australia, "Now with 'Kingdoms' we're looking to offer unrivalled richness and detail with four completely new campaigns, each offering its own unique features, challenges and flavour of Total War."

*Kingdoms* will also include six new multiplayer scenarios, and 20 new Custom Battle battle maps. Each of the campaigns is also fully compatible with a brand new Hotseat multiplayer mode, making this an essential addition to any Total War fans' collection.

*Medieval II: Total War™ Kingdoms* will be released for PC in autumn 2007. For more information please go to [www.totalwar.com](http://www.totalwar.com) or [www.sega-europe.com](http://www.sega-europe.com). For assets please visit [www.sega-press.com](http://www.sega-press.com).

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