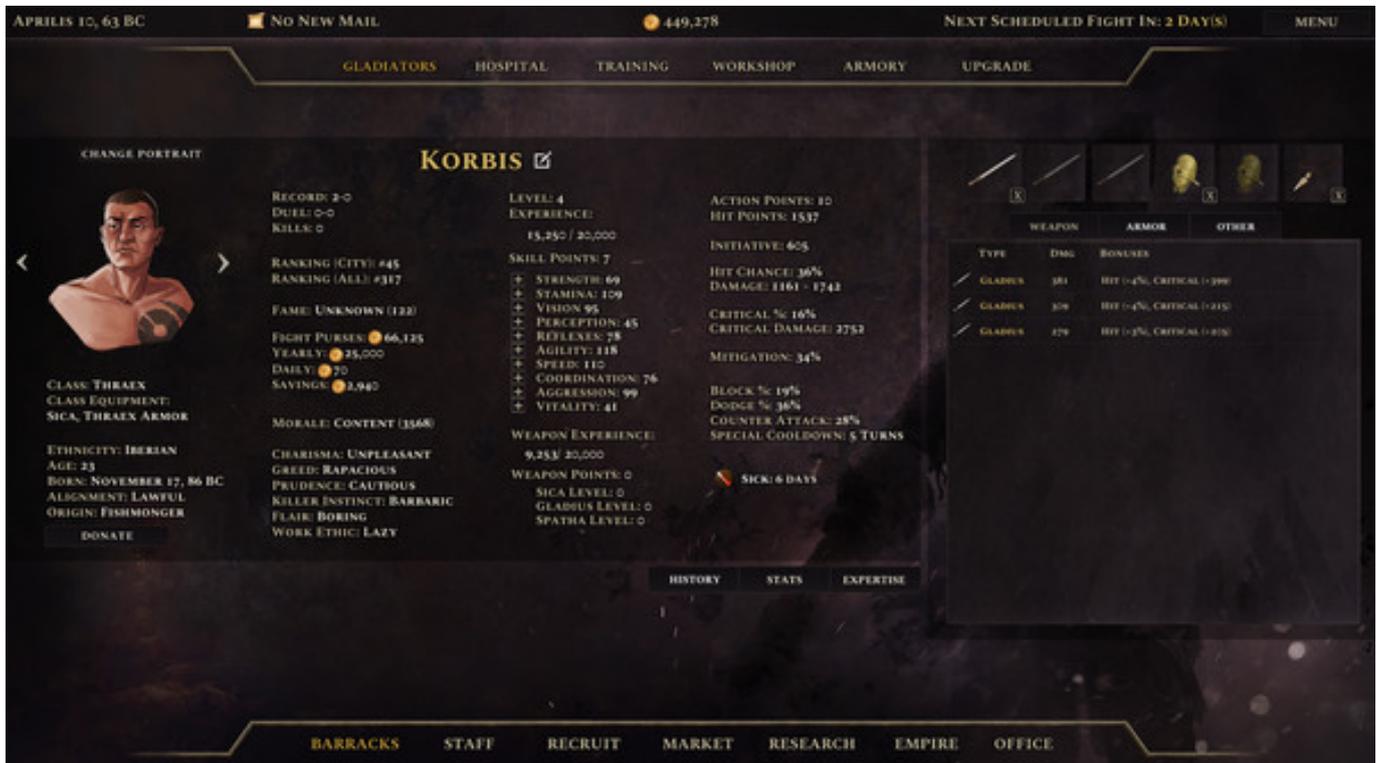


Age Of Gladiators II: Rome Free Download [pack]



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In the game, players take control of a Roman general to build an empire in North Africa, Asia Minor, Greece, and Mesopotamia. Gameplay is based around building up new cities, collecting taxes, and ruling in the provinces. Gameplay is paced around a time limit of just one month, with a free run of three months to avoid spoilers. This means that players will have only a short amount of time to build up their Empire to be the best Roman general and all-around friend to the emperor. The game is being developed by American studio The Astronauts and will be published by Nordic Games. We sat down with Johan Oigarden and Linus Ahlgren, the two designers, to talk about how this upcoming game is so different from its predecessor and how this game is a true return of the gladiator genre to consoles. Download the new Digitally Downloaded interview with Johan Oigarden and Linus Ahlgren for a chance to win a copy of the game! Out now on PC, Mac, Linux, Xbox One, PS4, and Nintendo Switch

DIGITALLY DIVIDED: How did you guys get involved with Age of Gladiators II? LINUS AHLGREN: In early 2017, Erik, the CEO of AGG, and I met through our various development studios. We were both in charge of development at some of the same studios and we had worked together on a number of AAA titles. When he approached me with the idea to do Age of

Gladiators II, I knew immediately that it would be something we could have a lot of fun working on together. JOHAN
OIGARDEN: We initially met through our company, The Astronauts, which we co-founded in 2016. Before this, we had been
doing some smaller projects together. We met Erik and he told us about this big idea to create a new age of gladiator game for
consoles, and we immediately got excited about it. It was an opportunity we wanted to take on as a challenge. The other thing
that was cool about the Age of Gladiators project was that we already had experience with both gladiator games and strategy
games, so we had that base to build on. DIGITALLY DIVIDED: What were some of the other reasons you were drawn to this
game? AHLGREN: I had a friend that had played Age of Empires who told 82157476af

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