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In: Edit Share Bladestorm: One Hundred Years of War Developer (s): Omega Force Publisher (s): Koei Release Date: PlayStation 3 Version : August 30, 2007 June 6, 2013 (downloaded) /: November 6, 2007 : November 2, 2007 Xbox 360 Version : October 25, 2007 /: November 6, November 6, 2007 : November Genre: Real-time Game Modes: Single Player Ratings: CERO: ESRB: PEGI: Platform (s): PlayStation 3,Xbox 360 Bladestorm: One Hundred Years of War (ブレードトム-百年戦争-) is a game based on the Hundred Years' War, which saw England's forces face to face against the forces of France. It is one of the few Koei production titles to keep the same track language internationally. The character design was made by Shinobu Tanno. The director was Akihiro Suzuki. Sinithiro Nakamura was the game's sound director, while Jamie Christofferson composed the soundtrack. Most of the orchestral performance was made by Than tran, Adam Clemen and the Prague Symphony Orchestra. Evelyn Christofferson provided lyrics and vocals for the Latin choir used in most music tracks. Additional musical samples were also staged by the East West quantum symphony orchestra and symphony choirs. Kenichi Ogasawara, co-founder of Omega Force, said his next future project would someday be to create Bladestorm for PlayStation Vita. He wants to include online opportunities for Bladestorm fans, feeling that it will fill the missing gap from the original game. Suzuki commented in an interview during 2010 that the developers were interested in adopting a follow-up for this title, which was finally announced in 2014. Gameplay edit source Players take on the role of freelance commander with a group of mercenaries who can choose to align themselves with French or English before each fight. Each conflict has its own mission set, which can range from capturing a base, to defending a base, or capturing a base while defending another. Some battles also have specific tasks that reward more money, items and experience. These queries include acting as a bodyguard, defeating an enemy arch officer, or trying to collect certain items found on the battlefield. The performance of the contract increases the glory, which opens up more complex stages and new events leading to special battles. During combat, players can take command of various units, the basics of which are infantry, cavalry and archers. Throughout the game, more units can be unlocked by collecting special volumes. Infantry units are scattered into many units, including knives, spears, maces, great swords, axes, batons and pole weapons, as well as units that simply fight with their bare hands. The cavalry is dispersed into groups, including the chivalrous units (in fact, wielding poles on horseback), spear cavalry and cavalry units. Archers also fall into subcategories, including short units of onions, longbow units crossbow units. The game also includes some special units like cannoniers, trumpeters, elephant units, and castle siege units. Because the key to victory lies in the leading units effectively, fighting alone is highly discouraged if the dispersal of the unit becomes a necessary tactic. Each side conducts different campaigns in different areas, leading to different paths of history. Lure the base commander out of the hideout and defeat him necessary in order to take over the base. As Bladestorm focuses on capturing territory in each battle, the conflict persists until each base in the area is captured by one side. Bases can range from minor holdings to fortified strongholds that all have their own set of units guarding them. Leaders and soldiers accompany the player, and strongly influence the game on the battlefield. Leaders on each side play a key role in capturing the bases, and should be used to the best of the player. Victory over enemy officers earns not only fame, but also objects or denial. Throughout the storyline, sub-stories also evolve, which are often linked to other known mercenaries who can accompany the player into battle. They can range from trying to out-make another mercenary on the battlefield, or making friends with them. Sometimes they may even appear as enemies depending on which faction the player is currently facing. At the beginning of each battle, each unit is grouped on a different base and has a certain course set for them during the battle. It is the personal job of the player to decide who to help to achieve victory. Allied officers and against them influence the battlefield and have the ability to defend or take over the base. Careful monitoring of the movement of different units and monitoring which bases are under attack will lead to a greater advantage for the player. The gameplay looks pretty similar to Kessen III. It is possible that this title is actually a lot of rumors of Kessen IV, which is reportedly set in medieval times in Europe. Characters edit the source of the Kingdom of England edit the source of the Kingdom of France edit edit source mercenaries edit the source of Achievements edit source Icon Name Unlock Method Xbox Points Cleared story self-evidently. 150 Book of Axes Purchase a book from a chest in battle. 50 Book of Bows Purchase book after creating a new character. 50 Book of Camels Purchase a book from a chest in battle. 50 The Book of Chariots Purchase a book from a chest in battle. 50 Book Clubs Purchase a book from a chest in battle. 50 Book of Elephants Purchase a book from the chest in battle. 50 Book Halberds Purchase a book from the chest in battle. 50 Book Horsebows Purchase a book from a chest in battle. 50 Book of Horses Will Acquire after creating a new character. 50 Book of Knives Purchase a book from a chest in battle. 50 Book Long Spears Acquisition book from the chest in battle. 50 Book of Magic Magic book from the chest in battle. 50 Book of Rapirov Purchase a book from a chest in battle. 50 Spears Book Purchase a book from the chest in battle. 50 Book of Swords Purchase a book after creating a new character. 50 Icon Name Unlock Method Xbox Points Book Explosives Purchase a book describing how to use a firearm. 50 Book of Engineering Purchase a book describing a special style of struggle. 50 Image Song (edited source editing) Performed by Rin (used for Allusia commercials edit Edit source Edit Add a photo to this gallery External links edit source Recommended articles Games Community content available according to CC-BY-SA, unless stated otherwise. Bladestorm: One Hundred Years of War Strategy Guide/Passing/Frequently asked Durandal Questions Successfully Complete the game with France to unlock two-handed sword Durandal (Edge: 99, Point: 99, Blunt: 99, Magic: 99, everything else 0). Excalibur successfully complete the game with England to unlock the one-handed sword Excalibur (Edge: 99, Point: 99, everything else 0). Bonus weapons reach 100% growth on swords, spears and bows to unlock super weapons. Successfully complete the game to have a unique weapon from a dynasty of warriors and samurai warriors series appearing to purchase in-store. These include the sword of Nobunagi, the Halberda Guan Yu, the spear of zhao Yun, the pike Shin Cai, the club Xiahou Yuan, the spear Yukimura Sanada, and the pistol Of Magoichi Saika. Shop discount Collect all twelve gems. You will unlock a short intermission sequence involving the seller, and store prices will now be lowered. Easy Experience In your first contract, you will have a tutorial on how to use swords, horses and bows. When he tells you to use Bowmen, don't take control of them. Instead, use swordsmen to fight groups of people. After fighting for a minute, you should get level. You can do it as long as you would like to better your men, making the start of the game easier. You can switch to riders to also increase their levels. If you have your levels where you want, switch to Bowmen to finish the tutorial. Achievements Perform this achievement to get the appropriate number of Points Gamerscore: Sword Book (50 points): Once you've created your character, be sure to save your game data. Book of Horses (50 points): Once you've created your character, be sure to save your game data. Book bows (50 points): After creating your character, be sure to save your game data. Book knives (50 points): Sometimes there are books in chests dropped during the fight. 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Cleared Story (150 Points): After watching the ending, be sure to save your game data. In addition, there are two secret achievements: Book of Engineering (50 Points): Complete the Avatar War story arc; requires 100% skill of swords, spears and bows, and 70% skill of all other types. Book of Explosives (50): Complete the story of the Christine de Pisan arc. Breaking NewsWay you played this game? We encourage you to read our updated PRIVACY POLICY and COOKIE POLICY. Policy. bladestorm the hundred years war trophy guide

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