

Punic Wars 2 Improvement List

This is a list of some of the more significant changes in Punic Wars 2 as compared to the original program.

Version 2 also includes all of the previous code updates, graphics, and utilities.

- Introduction of a new 2D view using black silhouette figurine icons on unit counters instead of NATO symbology giving the whole game a more realistic feeling of the period.
- Introduction of background music inspired by ancient history (composed by Tyler Cunningham).
- Six armies available with the option for any one combination of armies to combat any other combination. The scenarios are not confined to playing Rome Versus Barbarians.
- Improved chariot warfare - chariots can now pass through infantry that are not in a solid Line formation.
- Scenarios now allow for gradual changeover from the earlier Roman phalanx formation with long spears to the legionary manipular system with swords and heavy javelins.
- Improved AI play. When the AI is the Roman player, it is more aggressive.
- New Menu Option to place Unit Information Boxes on the far left hand side of the screen. The default is to locate these boxes on the far right of the screen.