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[Gears of War 2 Fact Sheet Published](#)

Better graphics, Xbox 360 exclusive and nothing more

With the release date of [Gears of War 2](#) set for this November, it was only a matter of time until new and hot details regarding the sequel to the 4.5 million selling game were released. Honestly, we were expecting a longer break until these details emerged, but we must admit [we are happy](#) that we only had to wait one day to get them. First, we must say that the game is scheduled to be released as an Xbox 360 exclusive and end the "multi-platform, PS3 too" rumors that many people would have loved to come true. Gears of War 2 is an Xbox 360 exclusive, according to Microsoft and developers Epic Games. Regarding the story, the beans have already been spilled: the sequel continues the story of Marcus Fenix and his Delta Squad locked in an increasingly desperate battle against the nightmarish Locust Horde for the survival of humanity. Gears of War 2 is an epic saga of survival, loss, and retribution and it promises to be even better than the first one. Using the already well known Unreal Engine 3, the game promises to become such a good looking one, that all the other games will be compared to it. You know, like Crysis or Assassin's Creed are (and I have no intention to be mean, that's the truth - the Xbox 360 needs a game to compare others with, after all this time). "To our team the original game was just a tease, the appetizer to the 'Gears of War' characters and new style of gameplay. We were so amped to get to the next chapter, and dig deeper into the universe of this franchise," said Cliff Bleszinski, lead designer for Epic Games. "Gears of War 2' is an even bigger, better, and more badass experience than the first game, and we can't wait to get it in the hands of eager gamers this November."