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## [Great Invasions](#)

*350 AD. The Barbarians are at the gates of the Roman empire.*

In these dark ages, nations will rise and fall along with new religions, peoples migrations and permanent onslaughts from hundreds of cruel invaders. A clever mix of strategy and action, **[GREAT INVASIONS](#)** plunges you back into Europe of the Dark Ages, a time in history where hundreds of nations and barbarian tribes rush to assault the civilized world, from AD 350 (arrival of the Huns) to AD 1066 (conquest of England by the Normans). In this multiplayer game, each participant will have the option and the heavy task to lead up to 10 different states simultaneously. Players will bid on new people to take their control and launch migrations, invasions and wars, from the reign of Attila's Huns - the infamous "Scourge of God" - to the time of the bloody Vikings raids; all the while trying to forestall the decadence and fall of their other most advanced and civilized states. The game also covers the spread of Christianity, as well as the birth and lightning expansion of Islam. Original and varied, this strategic quest is played in real time. YOU must demonstrate your leadership and visionary qualities to bring your people to the dawn of the Middle Ages. 350-632 : time of the initial barbarian onslaught on the decadent Roman empire, from the arrival of Huns till the birth of Islam, and including the Byzantine revival and re-conquest of lost lands under Justinian. 632-843 : while the barbarian threat recedes in the West, the Muslim warriors burst out of the Arabian deserts. This is the age of Jihad, where the strength of Islam leads the Arabs to the almost complete conquest of the civilized world. 843-1066 : the last stage is that of the last wave of invasions, and particularly the Vikings attacks (culminating with the Battle of Hastings in 1066). That is also the time when Charlemagne's **[empire](#)** crumbles and the rise of feudalism, signalling the entry of Western Europe into the Middle Ages. GREAT INVASIONS is historically accurate to politics, economy, diplomacy, religion and art of war of that turbulent era. An original game system: in addition to the usual border conflicts, you will have to deal with populations migrations and religious heresies, as well as the almost inevitable collapse of some realms due to nomadic hordes, Viking raids or even natural aging, a nation bidding system, to allow players re-writing History over a different course, either in historically balanced or a more "free-for-all" mode. The large game map is a faithful recreation of Europe in the Dark Ages, from Ireland to the Arabian peninsula, including many zoom levels and 4 different display modes. A multiplayer mode: strive in hectic missions with up to 4 players in local network (LAN) or via the Internet.