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Warriors Orochi 1  
screenshot

## [Warriors Orochi 2 Announced, Coming Sooner than Expected](#)

### *Strange decision to release sequel surprises us*

I agree that sequels should naturally follow successful releases, such as the Warriors Orochi title launched by Koei in March... but the developers should at least allow us to finish the first game before releasing the next one! That's why I consider both a surprise and kind-of frustrating thing the announcement made by Koei: Warriors Orochi 2 comes to Xbox 360 and PS2 consoles in September 2008! It is indeed a platform-related thing (the Xbox and PS2 version will be one year old when the sequel emerges but still...)The most important aspect, though, is the fact that we're going to get a sequel. And, what's even funnier, Microsoft hasn't even approved the concept, which could mean that Koei did not start working on the sequel long ago (even though the game has already been released in Japan). Which further means that we'll probably get a kind of expansion to the original game, with even more playable characters (if something like that is possible) and long-lasting battles. That might be enough, though. Probably one of the reasons that convinced Koei to launch the sequel is the fact that [the original release](#) has already sold 1.5 million units worldwide. This means that, at least in theory, by the time Warriors Orochi 2 gets released, the first title should still be selling well. Koei surely has a plan - it will probably launch the PC and PSP versions six months later, as it did with the first title. As expected, the details about Warriors Orochi 2 are pretty scarce. Naturally, the story begins after the events in the first game, following storylines for Wu, Wei, and Shu - but no actual details are given. A strange addition to the game, having in mind that it is one of those titles that barely require skills, luck or anything, is the introduction of the Versus mode and even Tag Team battles. It would be really fun to play a Versus match in Warriors Orochi, that's true. But only once. The rest will be the same Orochi game: button smashing, chaos and hundreds of combos.