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### About This Game



**Front Wars** is a turn-based strategy game. Revive the great battles of the second world war in a tense campaign, or challenge a friend online.

The two armies take turns building and commanding units on a grid-based map. The objective is to defeat the enemy army.

There are two ways to defeat an opponent: destroy every one of the opponent's units on the map or capture the opponent's headquarters. The terrain on a map affects unit range of movements and the defense attributes of units stationed in that terrain. Capturing cities and enemy buildings will give the player new fundings at the beginning of each turn, with which the player can create a variety of new units (soldiers, tanks, planes, ships...) to gain power over his opponent.

### **Features:**

- 2 Single Player Campaigns
- 41 Missions
- 18 different Units : Soldiers, Tanks, Planes, Ships...
- 3 difficulty levels
- Turn-based multiplayer

### **Work in progress:**

- Map Editor
- Map Sharing system

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Title: Front Wars  
Genre: Indie, Strategy  
Developer:  
Homemade Games  
Publisher:  
Homemade Games  
Release Date: 17 Aug, 2015

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English,French,Italian,German,Dutch,Greek,Japanese,Portuguese,Russian,Simplified Chinese,Traditional Chinese







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I have been looking for A PC clone of Advance Wars (from Nintendo GBA) for a long time.

This is an admirable attempt at just that.

It is really rough around the edges.

The tutorial cannot be completed because after you learn to attack, when you try to End Turn, it goes nowhere. But if you know Advance Wars, you can get the gist of it.

The Map Editor (Beta) works pretty well. I was able to save my newly-created map but could not figure out how to name it.

If you are looking for a polished AW clone, this will disappoint you.

But it has a lot of potential. If the developer continues to improve it (start by fixing the tutorial!) I'll be hooked.

This is the type of game I will want all the DLC stuff for (except soundtracks; never understand why people like those- first thing I do is figure out how to shut the music off) if DLC is forthcoming.

If the developer continues to polish this game, smooth out the rough spots, he'll have a customer out of me for sure for subsequent versions. Really: this is the kind of game that a developer could just continue to crank out new versions, Map Packs, etc., and I will just keep buying them.

I am impressed. I just spent about an hour & a half playing it & enjoyed it, thoroughly.. Fun game. Reminds me of games like Nectaris and that nintendo game. I hate the music though. Annoying so I just turn it off.. The Game is buggy

I know we all want a game like this like a reamaster to something we loved long ago but it lack the contents the action

It's not a bad game but it's not up to be a good one either. Game crashed first time I ran it. Second time it worked until I turned off the animations and music, then for some reason, it changed to (I think) french language. Then the screen went black except explosions. I had to alt-tab and close window to quit.

I have a good system, win 7 and all the other games I have run fine.. This game is really just an Advance Wars clone, and that's great!

The mechanics are pretty much 1:1 the same and the units are also the same as in the classic AW. People who have played AW will immediately be able to play the game without problems.

The game is fairly low-priced and rather small and while I have to admit that the WWII setting and style is lacking the charm of AW it's still quite superb for 5 bucks.

My only complaint is pretty much only that the menu is a bit tricky and lacking a few features that I would love to have (dear DEVs please add a "Back/Return"-button in to the menus).. Good game simple advanced form of "Risk"-type strategy. Hitting first gives advantage etc so encourages aggressive play right from start.

To Devs if they still working on this.

AI needs work charges an artillery unit towards 3 heavy tanks..... bad plan.

AI units don't seem to want to take neutral cities for their own benefit.

I suppose good AI is hard to do but if the AI was better I would be happier as I have no friends.

Unit skill advancement be good Veteran units in war are what wins them.

Terrain defense bonus be good not sure if that is in game.

There probably endless things that could make the game better but the simplicity of the game is good as it stands and I'm sure you know all this already any way.. Buggy, un-polished but fun.

Very much an Advance Wars clone without any form of story, no commanding units and nearly zero polishing. Despite this it is an Advance Wars clone so it's a lot of fun! There is literally no story whatsoever and often the menus are clunky/ glitchy

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(between each map it takes you back to the main menu and you have to click campaign again). The lack of commanders means no banter and less tactical nuance but overall I had fun and it is dirt cheap when on sale.. Crashes constantly on my Mac.. If you used to spend the night playing strategy game on your phone like 8 or 9 years ago , this game is the same thing , you can just play it and think about the next move and enjoy your time its simple , thats why its fun. This is a cheap clone of advanced wars. If that is what you want, like I did, I think you will be very satisfied. I've played about 8 missions so far and am loving the game play, there is literally no story or any explanation other than showing up on the battlefield and destroying everyone, and thats okay, because I never played advanced wars for the story. If you can get this game for under 3\$ or you have extra money and want something to mess about with for a few hours and love advanced wars this will scatch your itch. Most importantly it lets me set a menu option to skip combat animations :D and can be played fairly quickly, the computer takes about 10-20 seconds for a turn so nothing too bad like codename STEAM.

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It's nothing like Advance Wars, Fire Emblem or even Famicom Wars.

It has barely any content.

Only two factions with few units, even Advance Wars on Gameboy Advance had more than that.

Graphics looks like a mobile game, honestly, I prefer GBA/NDS graphics than this crap.

Guns are the same on both side which proves how lazy is the developer.

Conclusion: Not worth it, not even on sale, just go play Advance Wars, Fire Emblem or Famicom Wars instead, they are all great games, this one is not, even if you are new to this and have not played Advance Wars, Fire Emblem or Famicom Wars before which means, even if you do not compare this game to those, it's still bad, the price is too high for so little the game has, It's the perfect example of what not to do, a crappy mobile port, mobile games are seriously cancer.

I'd love to see an Advance Wars game exclusive for the PC which means a great gem, graphics that consoles wouldn't be able to handle (okay but seriously I don't really care about the graphics, so forget that one), giant maps size that would be really big, it would be infinite when it would come to the map editor and the modding of course, you want Star Wars in your game? Then go for it.

But in all honestly, I know that it will never happen but I would be willing to have Advance Wars - Dual Strike and Advance Wars - Day of Ruins on the PC, as long as they would be working, I'd be good with that despise being console ports, they were great.

2V10 (without comparing it to Advance Wars, Fire Emblem and/or Famicom Wars).

0V10 (for comparing it to Advance Wars, Fire Emblem and/or Famicom Wars).

This game is not and will never be like Advance Wars, Fire Emblem or Famicom Wars will still be.

Note: I don't know what it says "product received for free" I paid for this and I would not want to play this game even if it was free, asked for a refund.. If you liked Advance Wars this is the game for you although it certainly doesn't match the polish of AW it's the best we've got right now. Honestly it doesn't need to be anything more than that to get my money. Really fun game in the AW style that runs on any system. Pretty cool, but give a MP40 for the Germans, or "i will find you and i will find you". So, Front Wars is bad. Really bad. I was looking for an Advance Wars clone for a while now, apparently there isn't one modern game like AW that is even close to it's fun, but I had some hope for Front Wars. The screenshots looked decent enough, the topic was contained, it looked all in all like a cheap clone. But that would do. That alone would do. But of course, burned by the garbage pile of bad AW clones People were rightfully cautious and despise my burning hope so was I.

So it didn't came a such a big disappointment when I started up the game and was confronted with a pile of

### 1. The Options are bare

**The options are pretty terrible. The game is made with Unity, so you can at least configure the resolution and wither you want the game windowed or fullscreen when starting the game. But ingame you can basically just turn four options things on and off. Battle Animations, Sea Animations, Musik and Sounds. You don't have the empowerment to decide how loud music or sounds should be, either you have them or you don't. But that's the least of your worries, since you actually don't want to hear the sounds.**

### 2. The Sounds are terrible

**This is the first thing that sticks out. The sound design is the worst. The dev obviously didn't had anyone to make him sounds, so he just stuck a webcam with mic up his and recorded for a day in the hope to get some sounds that resemble war. You're better of disabling the sound and make your own with your mouth. Heck, get your child, get a random child, put it next to the monitor and let it make the sounds.**

### 3. The Animation is lazy/barely there

**Everything's flat and lifeless. Units stand still and are pushed over the field like made of paper. There is a bit of**

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animations when units engage in battle, but that too is very stale and cheap. Attacks don't feel powerful, destroying an unit does not feel satisfying.

#### 4. The AI is just plain bad

Unforgivable in a AW clone. One could argue against the AI in AW, but this is just terrible. I attacked a tank on a street with a tank of my own from grass. Since the street offers no cover the enemy took a fair amount of damage. In AW the AI would either move the tank away, back where it could be repaired or get into a better position or move on grass itself and counterattack. This AI just counterattacked my tank from the street, given that it was hurt more than my own, taking even more damage. I destroyed it then with the next move. At other points the AI just aggressively tries to hurt you, like a knight with no arms. I saw the AI attacking an artillery with a normal infantry footsoldier instead of using him against my footsoldier, making next to no damage. In another instance the computer just decided to attack one of my almost full soldier's with a 1 hp soldier, making no damage and blowing up itself. Even the Volkssturm that defended Berlin in it's last hours would be like: "dude, this is dumb".

#### 5. The overall design is terrible

The game does not just look like a horrible tablet game port, it's worse than that. Werther the look appeal to you initially or not, the menus are ugly and unintuitive to read. The lovely simplicity of AW does not work on a higher resolution and with these graphics. It's just look like free assets taken from the Unity store.

#### 6. Uninspired Setting

We have too many World War 2 games, even the shooters recognized that. Some manage to keep it interesting with gameplay and some special history flavour. Not this game though. The premise seems to be "World War 2 something something". No unique units or no generals. A huge step down from the lighthearted fantasy war world of any AW. It was never a smart or story heavy game, but it had a soul.

#### 7. "Campaign"

What the game is calling "campaign" is actually just a string of skirmishes without much context. There is no introduction text, no dialogs, no events. You get the name of the mission and then start a map with preset units and buildings. You are just supposed to either know the battle or handwave it as some random battle. Something something World War 2, violence, war, boom, excitement.

#### 8. No CO's

This was something I thought I didn't need, but after the experience of Front Wars I totally do. The different abilities and unit skills of the CO's gave the armies nuances and added another layer of tactics. Here the enemy just have the same units as you, it really doesn't matter if you take Axis or Allies. Heck, you can just imagine that you are playing the dwarfs of Westvirginia in their deadly vendetta against the polish order of pancakes.

#### 9. ESC quites the game instantly

This is relatively minor and yet very annoying: the ESC-key closes the game without confirmation and wherever you are. This is especially horrifying because I am used to close game menus with that key. I keep hitting it instinctively and it's irritating that the game has not quit button. You are supposed to just hit ESC.

#### 10. It's bloody unpolished

You thought I am down to nitpicking. But I am not. You're reading the title right. It's not ordinarily unpolished, not a bit unpolished, it's bloody unpolished. When I surrendered the skirmish game, the computer played an additional turn until the game finally realized that the game was lost and then threw me out to the multiplayer lobby, despite me playing a singleplayer skirmish map. At some point I destroyed an enemy tank, but since I had it selected before the fight it's movement indicator was still visible and didn't vanish until I clicked on another enemy unit. At one point I took a peek into the tutorial and was annoyed out of it when it was lagging, not letting me move the unit it told me to move for ten seconds.

And those are just the terrible things I encountered in 20 minutes. 20 Minutes! I didn't try the multiplayer, I didn't use the map editor, I didn't finish a mission. The Old Ones know what unholy terrors of bugs and terrible design are waiting in the deep, ready to snatch a player's sanity within a blink. I see no worth in playing anymore, the game is not getting less buggy and better designed the more I play.

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**Don't buy this game. It's unpolished, bad designed, weak, it's by no stretch the Advance Wars clone you were waiting for. Get down on your knees and bow three times to Tokyo and ask Nintendo silently for another Advance Wars. No earthly force seem to be able to even emulate the concept.**

**. The Good? Its basically a Advance Wars Clone.**

**The Bad? It's not polished, the UI sucks and it doesnt have the charm of Advance Wars.**

**Basically, Its like hearing a bad cover of one of your favorite songs.. yup i agree exacty like AW, a game that i spent countless hours playing hours playing in my childhood but on the nintendo ds and not gameboy, but they need to add the option to speed up time as in AW when the enemy is having there turn, and the sound effects are a bit iffy at times.. looks like advance war. This game is a bit like CHESS, but in WWII Camo.**

**Simple turn based actions, but complex strategy required to succeed at times.**

**Easy to drop & stop, do Real World things... and then return to complete your mission.**

**More campaigns desired.**

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