
Mushroom Wars Ativador Download [full Version]



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About This Game

Description

PLEASE WELCOME FREE MULTPLAYER UPDATE!

You are to become a General of the Mushroom Army. As a fearless commander and skillful strategist, your role is to battle opposing tribes, capture and hold settlements, defensive towers, and armories, to increase the size of your Mushroom forces and conquer the battlefield!

Mushroom Wars, originally released for PlayStation 3, was named one of PSN's top 25 games and became critically acclaimed all around the world. The intuitive controls merge seamlessly with its challenging gameplay, providing a unique introduction to the real-time strategy genre. While easy to pick-up for beginners, Mushroom Wars features enough gameplay depth and strategy to inspire the most experienced players.

This friendly-looking RTS can scratch your strategy itch!

Key Features

Complete a fascinating Campaign, jump into Skirmish mode to play single battles against up to three computer-controlled opponents, or challenge other players in Multiplayer battles!

- Varying multiplayer modes: king of the hill, domination, capture
- Up to four players and 4000 units in a battle simultaneously
- Maximum action in five-minute matches
- Strategic resource management: Mushroom hordes perform both as fighting units and an important consumable resource for upgrades.
- Skill-based gameplay with fair competition

Title: Mushroom Wars
Genre: Action, Indie, Strategy
Developer:
Zillion Whales, Creat Studios
Publisher:
Zillion Whales
Release Date: 7 Apr, 2016

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English,Russian,French,German,Turkish

HELP

REWARDS

GAME PARAMETERS

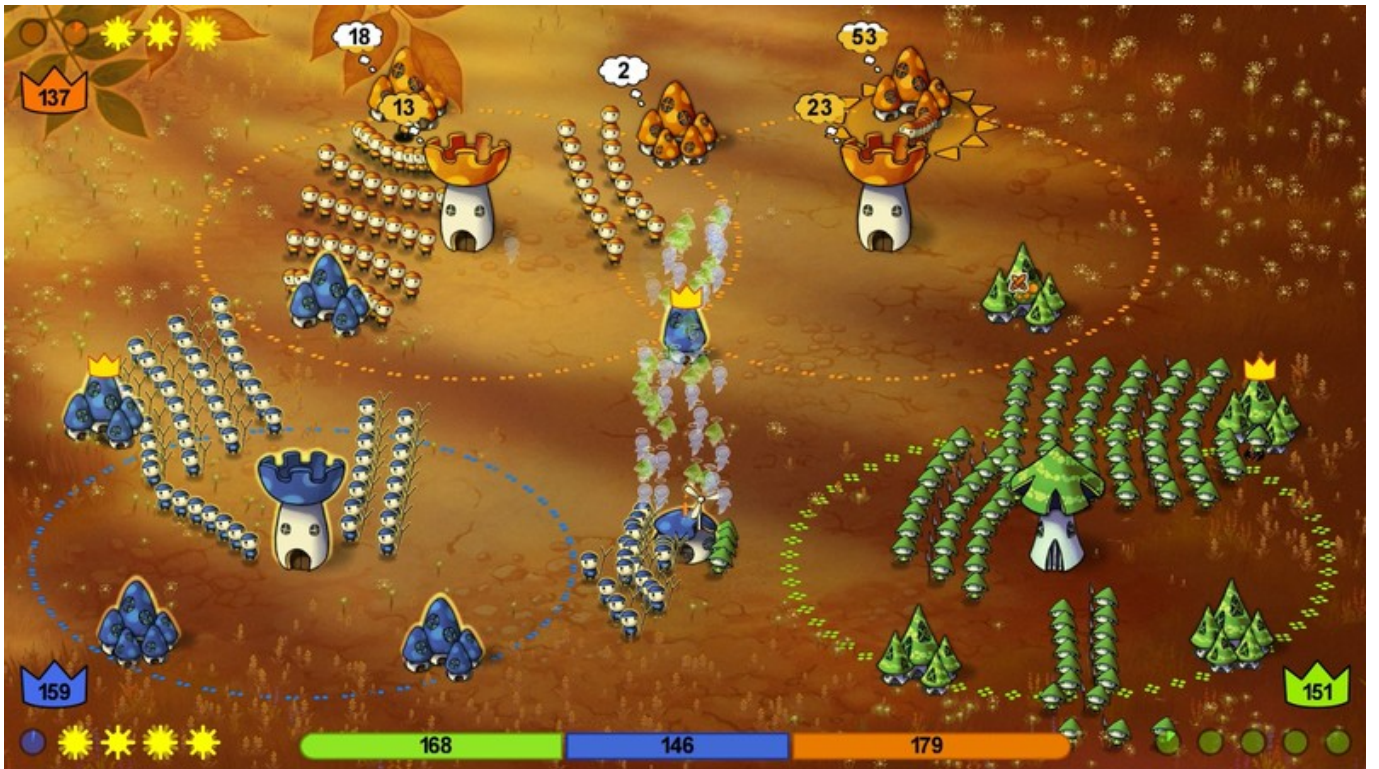
HOW TO PLAY

CREDITS



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It's very simple, what I think of this game?

Relaxing, Very Addictive, Enjoyable, Fun, Entertaining, Freaking Awesome, Intense Action, Great War Strategies, Good Multiplayer.

It does not have any voice acting that's the only down side of this otherwise all is good.

I do recommend it to all, Rating it 8/10 good game to relax too.

Watch my gameplay to see how everything works:

<https://www.youtube.com/watch?v=Aq9H6rWAYds>

. Edit^3 : ONLINE MULTIPLAYER AND CONTROLLER SUPPORT ADDED. even though "how to play" instructions for controllers are missing right now. but if you know which buttons to press. it is a blast to play it with controller (see below for hints).

--Edit: If you are trying the game to decide if asking for refund in the first two hours. DON'T judge the game only by the first campaign levels!!!

--Most features and mechanics gets introduced later in the campaign. The morale system is introduced at level 11, forges at level 14, the possibility to transform buildings only at level 17.

--IF you want to judge the game fast take a look at the "how to play" section where mechanics are well explained and, maybe, try them immediatly in a skirmish map (even tho campaign does a better job by introducing them step by step. just maybe you'll need more than 2 hours...)

--In my experience. I've NEVER found any game similar to this that has the same strategic depth (from Galcon to Euforia to any other free flash game on the net or android and apple stores). that in comparison always felt boring to me.

This game is a pearl.

Easy to get in, but a lot of strategy and fast-thinking involved at high levels.

How it works: is a simple, fast paced RTS game with 2D cartoonish graphics. All happen in a single screen, where 2 to 4 factions fight over the control of all buildings (conquest mode) or key buildings (king of the hill and domination modes).

A match last an average of 3 minutes. but may be virtually infinite (i had 30 minutes long matches).

Controller commands: (Xbox \ PS)

left stick: select building

RB/R1 (hold) + left stick: select target

B, A, X, Y (circle, X, square, triangle): send 25%-50%-75%-100% mushrooms

LB/L1 (hold): open upgrade panel

When in upgrade panel:

AVX: upgrade building

X/Square: transform into house

Y/Triangle: transform into forge

BV/Circle: transform into tower

Double tap AVX: upgrade building. (same as LB/L1 (hold) + AVX). Starting with genre - it's a strategy. But not a complicated one with tons of different units, races, technologies, heroes, incomprehensible mechanics and overcomplicated UI. On a contrary, this game was designed to be focused only on one thing - quick battles for key points, and because of that, developers actually could made those mechanics deeper, more elaborate and even realistic.. to some extent.

So, pros:

1. Game has good tutorial, which explains basically everything you need to know step by step.
2. Total amount of mechanics not overwhelming, so you can understand them fast. What takes time is mastering them.
3. AI is not stupid. Sure, after some training you'll learn it's weak points and it'll get easier. And I'm sure at some point in time we'll look back and say "anything before year 2025 was so stupid", but as of now, it's good.
4. Graphics, Music, UI - all made well, you can't really say that anything is out of place.
5. Difficulty - game has some interesting challenges, it's not "just win somehow", you actually have to do some interesting things and win in specific ways to get rewards.

Cons:

1. Some levels and challenges made in a weird way, where they shouldn't really be difficult, but they are because of game mechanics, like if you need to finish lvl fast or finish it without losing much army.. and because of the way it counted, you'll need to spend some time just guessing the way you should do it.
2. There is no strategic pause in singleplayer. I mean, I get it - in multiplayer it's not possible to play with several ppl with it, and you have to play your best there. But isn't singleplayer supposed to be kinda "training", and anyway, you can always press "Esc" instead of non-existing strategic pause button, it's just a lot less comfortable.
3. Not so many people on multiplayer. Tbh, I don't even care about that. Singleplayer is good enough. But if you like Multiplayer you either have to really look for people on forums and such, or buy game with friends, otherwise I'm pretty sure you won't have many players to play with.
4. Original price is a bit too high imo. Best to take it while there is some discount.

So, to conclude this - game is interesting, makes you become better at what it requires you to do, altho sometimes it requires odd things. It's not a game, where you'll spend your next half a year, trying to master it, no, it'll last a week or two, maybe a month if you really enjoy it. But it's fun while it lasts, and so I definitely recommend it.. A Real Time Strategy game between mediocre and bad: it is tagged as Tower Defense, but isn't. Graphics are decent, but consist in quite simple cartoons, specially the backgrounds, maybe cause the product is orientated to children and multiplayer. Runs fine and rarely crashed.

The mechanics is based on the old strategic games of the 90's, where the infamous "rush" tactic (send all troops at once to attack one objective or send them in waves to saturate and confuse) was all and the IA rules: it never waste time, ever knows where and when player do something, his strong and weak points. For these well known reasons the singleplayer mode at hard difficulty demands tons of frustration tolerance and perseverance for learning from the IA conduct shapes and retry each map again, to find those steps or pathways to win that developers planned: naturally, only 2% players can finish campaign and complete all skirmish maps with this mode. Normal mode is not much easy, and only 11% can beat it.

There are only 3 kinds of buildings: a house to produce units, a forge to enhance their power and a towers for harass enemies pass through at range; only houses and tower are upgradables 3 times each, ones for generate more troops and the others to cause more damage. Upgrades cost units, but all losses regenerates at homes.

There aren't different types of units, and not have skills, life points or equipment: combat depends on strenght of numbers, the acumulative advantage by build defender, and forges dominated. There are 3 kind of missions: occupy a specific build by certain time, just take it, or take all enemy buildings. In one way or another, many missions are timed, evil in hard mode.

Tactic is not balanced: is much better and profitable the defense of houses than attack builds in terms of casualties, because troops movements can't be canceled after give a deployment order, units are stronger when fight inside a building, and they only fight in or outside builds, but never in open space. Scenarios degenerates in a flood of troops by everywhere or dead times waiting somebody do something, that will be a mistake very probably.

To finish the campaign of 24 maps and the same number of skirmish maps in all modes with 87% of achievements takes about 54 hours for adults, maybe common kids can't do it or need much more time. Only recommended for multiplayer or fans of old RTS games, for singleplayer must be considered rather as a Puzzle Game. To buy in bundles or with a discount.. It's the same as on mobile but your paying 36.99 for it! Also because the PvP update was released so late after launch it's got no online players: waited 10mins for a match and nothing.. The gameplay of Mushroom Wars is pretty simple. You command an army of mushroom warriors who are housed in mushroom structures. You can command 25%, 50%, 75%, or all mushrooms of a selected structure to attack or move to another structure. Although simplistic, this can get really interesting when dealing with a large number of villages and a variety of structures.

The devs said they were inspired by a game called Galcon, and games like Modern Conflict and Planets Under Attack took a lot of inspiration from Mushroom Wars. So if you are familiar with those other games, you might have a decent grasp of how Mushroom Wars plays.

The campaign is 30 levels (with a few being simple tutorial missions), and compete against enemy AI who sometimes have a tactical advantage from the start. Initially I was annoyed by this, but since the AI is nowhere near the competence of another human player, I found that the difficulty was actually pretty fair. This actually led to some of the later levels almost feeling like a puzzle to me, forcing me to decide which enemy structures to take out first in order to not get overwhelmed by the AI's larger numbers. Overall it's a decent campaign, although a little short.

Other than the campaign there are skirmish and multiplayer modes. Skirmish is what it sounds like, you're given a selection of symmetrical maps where you can compete against AI. I can't say anything about the multiplayer unfortunately, as it is not available at launch. This may be a deal breaker for some considering the short campaign, and that's understandable. However, the devs have promised that multiplayer will be available for free in a future update. I'll update my review then.

The PC Port itself works fine. There aren't many graphical options beyond resolution and vsync, but that's all that's necessary for a game like this.

Overall, Mushroom Wars is a fun little indie game with surprising depth despite its simplicity. I would say that it's worth \$10, especially when it receives its multiplayer update.. I had it on ps3 back in the day and loved it then, that being the case I didn't immediately like that there was no controller support but I actually got used to the computer controls quickly and it's just as fun as before.

Straight-forward, fast-paced (even chaotic) little puzzle V action game. I hesitate to call this strategy game. Basically you conquer mushrooms, which then produce mushroom men and allow you to conquer more mushrooms. Every map is pretty much the same: Conquer more mushrooms and produce more mushroom men than your opponent. There are some maps with other type of goals, but even then it typically boils down to numbers.

Wouldn't pay 10 euros for it, but if you get it cheaper might be ok buy to kill few hours of time.. It's good, but i cannot recommend it.

reasons:

-Developers work at the rate of Nexon. Their main motive is money, with as little work as possible.

-Map size is fixed

-No custom maps

-No map size variety

-No players online

-Morale System is broken and you can become up to 2.5 times stronger than your opponent (wtf?)

225% defence, 25% more attack damage, 50percent more movement speed at 5 stars. So just let your opponent attack and gain your defence stack to win.

-It is one of the easiest campaigns for an RTS game because of broken morale

-The morality system is broken, as defending is the ONLY way to win. Essentially whoever gets the most bases at the start will be the winner if they know how morale works. It is easy to win a game with 100 units, against 300 if you defend and the opponent disregards morale. You'll learn this in their campaign on hard difficulty how OP morale is.

The game is fixed around this broken Morale system. A lot of things will have to change, and at the rate these developers work, it's never going to get accomplished. That is why they are making a second game which is going to be a cash grab and have the same broken morale.

I've got over 50 hours on the phone version and all pro's play the exact same which is not what RTS games are about.

The use of forges become obsolete against Morale and unit production, since those without morale want forges, but also units. There is no compromise.

I can write a blog on this, but that would be more work than it took to make this game.

Conclude:

I would recommend this game, as I still enjoy it on the phone exploiting morality, but after paying for this I know I won't spend another cent towards these cash grabbers. Bad developers in charge of a good idea for a game.. I first played this game on PS3, and I throughly enjoyed it. I love how you can select a whole group to attack the enemy instead of attacking from individual locations. I can't wait for multiplayer, I had all my friends get this game so we could play! If you're a beginner, I reccomend easy campaign, especially if you're completely new to the game. Just a heads up! Good luck and have fun!. Not all that strategic or thoughtful, but fairly entertaining. I might reccomend this to someone new to RTS games. Kind of fun, not bad. Simple game.. This game is a godsend that is like honey and bacon and Steak and fuzzy blankets.

Seriously though, this game is a lovely RTS with cute artwork and a demon that stares into your eyes and steals your soul slowly as you become obsessed, shut off from the outside world in your chair, clicking and clacking away, and demolishing enemies one by one, destroying their lives as the game has done to you.

I like it 10V10

-DDB. I bought this game years ago on PS3 and I loved it, it's a very beautiful game, enjoyable and fun with cute art. incomplete game we can't play custom match what is that about 6 month now they said soon, \u2665\u2665\u2665\u2665 off. and they're about to release the 2 \u2665\u2665\u2665\u2665 that. first finish our game before. great game if it doesn't work launch it while holding shift to change the resolution

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