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About This Game

Tons of Guns - Free Multiplayer Update

The arms race intensifies with this new update that adds two new tech buildings which allow commanders access to six formidable new weapons, and a host of new and varied strategies. The Armoury unlocks Flak guns to clear the skies of enemy projectiles, and EMP rockets to power down enemy tech, both of which can be upgraded to the Shotgun and twin Rocket launcher, respectively. The classic Cannon is now found in the new Munitions Plant, where it is joined by its little brother, the burst-firing 20mm Cannon. The Factory now produces two beam weapons, the classic Plasma Laser and the new Firebeam, great for penetrating fortifications to ignite them from within.

Tons of Guns comes complete with new AI forts bristling with new weapons for players to take on in Skirmish or Multiplayer, and a new Mod Selection feature, which allows several new game types, such as Fast Build, Rapid Fire and Zero Gravity. Also included are Truce mods, which provide a period of varying lengths in which players can build up their forts in peace, before they start blasting each other into oblivion. All this, and the previously released Steam Workshop integration, comes free to Forts owners and increases the fort building possibilities of the game. Enjoy!

Forts is a physics-based RTS where foes design and build custom bases, arm them to the teeth and blast their opponent's creations to rubble.

Build an armoured fort in real-time and arm it to the teeth. Collect resources, develop your tech-tree, unlock advanced weapons

to target your opponent's weak points, and feel the satisfaction as their fort comes crashing down.

Features

- Build forts of any size and shape, as you fight
- Up to 8 players in online multiplayer with co-op and team death match
- Ranked multiplayer matchmaking and leaderboards
- 28 mission single-player campaign
- Challenging skirmish mode
- Unlockable tech-tree
- Various materials and hidden rooms
- 16 unique weapons
- 4 factions
- 12 commander characters with unique game-changing abilities
- Powerful replay system
- Built-in level editor
- Steam Workshop Support
- Designed from the ground up to support mods

Commanders

Commander characters are available in multiplayer and skirmish modes, providing different advantages. Each commander has passive abilities, active throughout the battle, and a powerful dynamic ability which, once charged by damage, can change the tide of battle. Choose the commander to compliment your strategy.



Eagle Eye - Eagle Empire

Passive Abilities

- Laser sights - Snipers are fitted with adjustable laser sights.
- Increased accuracy - Machine Gun and Minigun spread is reduced.
- Bigger magazines - Machine Gun and Miniguns magazines capacity increased

Dynamic Ability

- Explosive bullets - Snipers and Miniguns fire devastating bursts of explosive shells.



Architect - Dragon Army

Passive Abilities

- Cheap materials - Fort building materials have a reduced cost.
- Higher storage capacity - Batteries and Metal Stores enjoy increased capacity.

Dynamic Ability

- 4x build speed - Weapons, devices and structures build at 400% normal rate.



Armourdillo - Iron Bear Alliance

Passive Abilities

- Cheap Armour - Armour and Doors are less expensive to build.
- Quick open Doors - Doors open and shut at twice normal rate.

Dynamic Ability

- Rapid Repair - Weapons, devices and structures are repaired at an increased rate, and for half normal cost.

About EarthWork Games

EarthWork Games is an independent game developer based in Brisbane, Australia. With over fifty five years of game development experience between us, we are eager to create games that we enjoy playing, and enjoy making.

Title: Forts
Genre: Action, Strategy
Developer:
EarthWork Games
Publisher:
EarthWork Games
Release Date: 19 Apr, 2017

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English,French,German,Russian,Italian,Japanese,Korean,Polish,Portuguese,Simplified Chinese,Turkish,Hungarian







Somebody needs to explain to the devs that 'campaign' and 'challenge mode' are supposed to be two separate game elements.

When I play a game's campaign mode, I expect story and a gradual ramping up of difficulty that lets me learn the game and develop my own approach to things. That is not what you get with the Forts campaign. Even on easy the campaign requires you to complete skill challenges in each map to earn enough points to progress. Not quick enough? Don't have perfect aim? Don't quite know a game mechanic fully yet? You'll be forced to replay the same campaign levels over and over again until you hit enough skill challenges to progress. Maybe that's fine for completionists or highly competitive gamers, but historically a game's campaign mode is supposed to be a mode that's geared more towards casual gamers and those who mostly just wanna go at their own pace.

If your focus is multiplayer or unlocking achievements then Forts' campaign is probably right up your alley. If your focus is on an enjoyable single-player experience you will walk away frustrated and weary of this game.. Decent fun, sometimes the host is salty and messes up a lobby but it's usually fine.

. This game is poorly designed and optimised.

I'm running this game on a game that can comfortably run Grand Theft Auto V on "high" and I'm getting around 10 to 15 frames per second. Additionally, the taskbar can be seen even when the settings state that the game is "full screen" and I've restarted multiple times.

Are you using my computer for crypto-mining or something?

Horrific game.. Rate this game

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