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## Samurai wars

Open the Mac App Store to buy and download apps. --- three words: addictive, fun, and free! ---Join players from around the world in a fast-paced, fun, and colorful war game! Become a general with an army of mini-soldier pigments, armed with paint guns! The objective of this strategy arcade game is clear: conquer other players in the field of colorful explosions of paint! Choose which color you want to join, and this will be your team. Attack the other colors and protect yours! The tactical options of the game are to make epic battles: infantry, mines, tanks, turrets, mercenary recruitment, team upgrades, and alliances with other players in every way to make your strategy unbeatable! Your finger is a weapon of mass destruction! In a row, circle or square: format the ranks with a single tap according to the approaching enemies. LEAD EPIC BATTLES! Destroy dozens of enemies from all sides. Non-stop attacks! BUILD BASE CAMP. Place your mines, tanks, and turrets to gently repel enemy attacks. HIRE LEGENDARY MERCENARIES! Control soldiers with special abilities. They'll be his keys on the battlefield. Move up the world rankings! Win the battles and reach the top of the world rankings. UPGRADE YOUR TROOPS! Win battles, gain experience points and improve strike force and defense by unlocking new technologies. Alliances with other players! Form alliances with other players who protect the same color and destroy enemy colors. FREE TO PLAY! In palpable wars, the size of the wallet does not make a difference in combat. Your brain, on the other hand... On August 20, 2018, 1.7.8. To take down the enemy, you can draw formations and then capture enemy captains with a tap. As you progress, you can unlock tons of upgrades to help protect your base. It's an immersive formula that gets you completely hooked. I really enjoy this game, I've probably found myself downloading and deleting the app around 5 times now, but I just keep coming back. I would like to delete this game due to lack of interest when a little younger. But now that I'm a little older (13) I find myself enjoying this game a lot more and now I'm pretty far away in the game. But... There's a problem. I chose the green color as my faction, I chose this because I wanted to be slightly underdog than I thought people would choose more popular colors like red and blue (also because I chose other colors like red and blue from previous accounts) and I was right green there was no majority. But you know what most people... Pink and purple. Pink and purple keep winning the colorful war week after week, the only medal I've won is the colorful war (other and then coins) in the participation prize! Nothing People's bandwagon onto the Team! I'm not sure the way to fix it, but it's a problem sucking the joy out of the game! Please read this if you wouldn't have this problem I'd be rating it 5 stars. Overall, it's a great concept. The game is very fun. The only problem is that I need a good bit of time to really succeed in the color wars, but it's no big deal and I don't have much of that since I'm really busy, but it's no big deal, it's just a personal problem with the game. The real problem is that I'm not sure I understand the color wars. As a kind of experiment, I haven't played at all in the last two wars. We don't have protection on any of my bases, and they're all level 1. I've lost every single attack on my base. As a matter of fact, I'm pretty good. Second reason for the two color wars I didn't participate in. I don't know how I can still look for a hexagon, even if I didn't attack anyone. And that's where the problem lies. Am I crazy? Did I completely misunderstand the rules of the color war? Or is there really something wrong? Because I don't think I should do it that well if I don't play. The developer, Ankama, did not provide apple with details about its privacy practices and how it manages the data. For more information, see the developer's privacy policy. The developer must provide the privacy information when submitting the next app update. App support privacy policy This article is about video games. For historical Japanese warriors, see Samurai. Not to be confused with the battles of the samurai warrior in question: Usagi Yojimbo. Samurai WarriorsDeveloper(s)Omega ForcePublisher(s)JP: KoeiNA: Electronic Arts[1]EU: Electronic Arts[2]Director(s)Hisashi KoinumaDesigner(s)Kazuhiro EchigoyaSeriesSamurai WarriorsPlatform(s)PlayStation 2, XboxReleasePlayStation 2JP: 2004, 2004PAL: September 24, 2004[4]Genre(s)Hack and SlashMode(s)Single player, multiplayerSamurai Warriors (戦) / S.S. Sengoku Musō, Japan.) is the first title in the series hack and slash video games created by the Koei Omega Force team closely around the Sengoku (Warring States) period in Japanese history and this is a sister series of the Dynasty Warriors series, released on the PlayStation 2 and Xbox in 2004. The port of the game is called Samurai Warriors: State of War has been released on the PlayStation Portable, which includes additional multiplayer features. The sequel, Samurai Warriors 2 2, was released in 2006 for the PlayStation 2 and Xbox 360, and in 2008 for Microsoft Windows. Gameplay This section does not refer to any source. Please help improve this section by providing quotes from trusted sources. Sourceless material can be attacked and removed. (March 2012) (information on how and when to remove this template message) The Samurai Warriors, the player The role of an officer in battle and you must defend hordes of enemy soldiers and defeat the enemy commander. The player has at his disposal a series of combined attacks and mass-clearing special moves known as Musou attacks. The variety of attacks available increases as the player's character wins levels and new weapons. Musou attacks can only be carried out when the character's Musou gauge is full. The Musou metric increases when the character causes and gets hurt. Furthermore, if the character is low in health or possess a special skill, they can use the True Musou attack, a stronger version of the regular Musou attack. Each character can equip up to five items before each battle, which will affect their properties or give them additional abilities. Players can find items that affect their properties in normal battle, by defeating enemy officers or breaking open chests. The objects that give the characters special abilities are given the conditions for fulfilling each battle. Like items, weapons can also be found in battle. Each character has four different types of weapons they find. In addition to the basic attributes, weapons are randomly attached to additional attributes. The value of these bonuses depends on three things: the difficulty level, the stage on which the player is on and the character's ranks in the Recognition skill. In addition to random weapon drops, each character has a unique fifth weapon. Unlike other weapons, the fifth weapons set bonuses and attributes. The fifth weapon is won by meeting the conditions in battles at the level of hard or chaos difficulty. Differences dynasty Warriors series Samurai Warriors include a number of changes dynasty Warriors combat system, most notably the ability to perform free style combined attacks during Musou attack mode, during which the game enters bullet-time; ordinary soldiers move very slowly, but officers are not affected. Other changes include the ability to perform a roll to dodge attacks and divert incoming arrows from the weapon. The character development system has been revised. There is a new ranking system after battles, which depends on five categories: Time in which the battle gained a lot of experience gained missions successfully completed in battle number of enemies defeated while using Musou attack. Total number of enemies killed. Each of these categories is ranked (from lowest to highest: E, D, C, B, A, S) depending on the player's performance, and then the player receives a general rank. The higher the rank and the more difficult the difficulty of the game, the more the player's character properties increase. In addition to the increase in character statistics, skill points are also Skill points are used to buy skills in a skill tree that increases character character The Samurai Warriors are introducing a combat mission system. Each stage has a number of missions that become available depending on which character the player controls and the success or failure of previous missions. Missions include eliminating specific enemy officers, launching sneak attacks on enemy bases, or thwarting the plans of the enemy. Success in these missions can be crucial as a result of many battles, as failure often results in a huge loss of morale to the player's forces. It also specifies the path that will be cut off in the next stage if there is a split path. However, you can choose which route to take once both routes have been opened. Officer training mode Samurai Warriors gives players the opportunity to create new characters through the officer training mode. In this mode, the player creates a new character who trains under the mentor, performing twelve training sessions and one final exam. The player has a variety of tasks available for each workout based on game mode and combat techniques. Each of the different tasks affects the different characteristics of the character. After completing the task, the player is ranked from 100 points, with the acquisition of more points, the attributes of the character increase more. If the character is defeated during training, it automatically fails and you need to spend a workout resting. After 12 test sessions have passed, the character must take the final exam. The player must earn a total of 100 points between the two tests to pass the test. If the player successfully completes the final exam, they will be available in other game modes. Characters in the game a total of 15 characters are based on historical figures during the war time states of Japan, including Daيميō Kenshin Uesugi, Shingen Takeda, and Nobunaga Oda, as well as other notable samurai such as Yukimura Sanada and Ranmaru Mori. In addition to the figures who noted that they fought during the period, the game also made playable with a handful of female characters that do not fight in any battle, such as Oichi and Noh. Only five characters are available from the start; Others can be unlocked by fulfilling special requirements, such as clearing other character story modes. In the English version, the names of the character are written in Western order (first name and then last name), while the official writing of historical names is reversed (family name, first name). Beginner characters Yukimura Sanada Mitsuhide Akechi Kenshin Uesugi Oichi Hanzo Hattori Unlockable characters Keiji Maeda Nobunaga Oda Goemon Ishikawa Okuni Kunoichi Magochi Saika Shingen Takeda Masamune Date Noh Ranmaru Mori Unplayable Characters Ieyasu Tokugawao Lu Bu Nagamasa Azai Only the Xtreme Legends Hashiba Yoshimoto Imagawa Tadakatsu Honda Ina Note: Hideyoshi Hashiba and Yoshimoto Imagawa were unique NPCs in the title game and have made playable Samurai Warriors: Xtreme Legends. Tadakatsu Honda and his daughter Ina were put into playable characters in the same expansion and there were no unique NPCs in the game. In fact, Tadakatsu Honda appeared as a general officer and Ina was not in the game at all. Lu Bu of Dynasty Warriors fame also appears as an unplayable boss of Survival Mode. Officers created from New Officer mode are also placed together on the character selection screen. Music Unlike traditional Chinese music and rock collaborations in the Dynasty Warriors series, Samurai Warriors combines traditional Japanese instrumental techno. The sounds of both samurai warriors and Dynasty Warriors combine in the crossover game, Warriors Orochi. Expansions Samurai Warriors: Xtreme Legends Samurai Warriors: Xtreme LegendsDeveloper (s) Omega ForcePublisher (s) KoeiSeriesSamurai WarriorsPlatform(s)PlayStation PortableReleaseJP: December 8, 2005NA: March 7, 2006EU: March 24, 2006AU: March 30, 2006 Genre(s)Hack and Slash The Port of PlayStation Portable, called Samurai Warriors: State of War, was released in Japan on December 8, 2005 and March 7, 2006 in North America. It has a number of additional multiplayer features. [6] Pachi Slot Sengoku Musou/Sengoku Rush This is a slot-based game in which Yukimura Sanada, Hanzo Hattori and Keiji Maeda are playable characters with their own stories, using samurai warriors character models. Noh, Masamune Date and Hideyoshi Hashiba are included in the usual bosses, while Nobunaga Oda is a special boss. Other characters who are not playable are Kunoichi, Shingen Takeda, Okuni and Goemon Ishikawa. Receive Samurai Warriors Aggregate ScoresAggregatorScorePS2XboxGameRankings73.36% [27]71.38%[28]Metacritic73[10][29]71[10][30]Review scoresPublicationScorePS2XboxEdge5[10][8]N / AEGM7[10][9]NAEurogamern/A7[10][10]Famitsu34[40][11]N/AGame Informer7.5[10][12]7.5[10][13]GamePro[14]N/AGameRevolutionC+[12] 15[15]N/AGameSpot 7.3[10][16]7.3[10][17]GameSpy[18]N/AGameZone8.7[10][19]8.2[10][20]IGN8.5[10][21]7.4[10][22]OPM (US)[23]N/AOXM (US)N/A7.5[10][24]X-PlayN/A[25]Playboy63%[26]N/Samurai Warriors PS2 released one million copies in Japan within a month[31] and reached the Japanese platinum hit, total of 1.06 million. [32] He was awarded the 2004 CESA Game Awards[33] and the 34 out of 40 Famitsu Awards. [11] The game has received mixed reviews from Western critics. GameRankings and Metacritic scored 73% and 73 of the PS2 version100,[27][29] and 71%, as well as 71 out of 100 in the Xbox version. [28] Most critics criticized the game's visual and technical similarities to the Dynasty Warriors series. What earned the most praise was the RPG element added to the game because it differs from its spiritual predecessor by adding higher replay value to players. [21] The Create Character mode received mixed results. Gameplanet noted that it was well implemented, so players could play exactly one character for them,[34] while GameSpot saw the opportunity as a pleasant touch, but rather tiring at the end. [16] Innovations have still been criticized for the genre as a whole, with Eurogamer stating that we are seriously close to getting all fighters out. [10] Xtreme Legends Samurai Warriors: Xtreme Legends Aggregate ScoresAggregatorScoreGameRankings71.89%[35]Metacritic72[100][36]Review scoresPublicationScoreFamitsu34[43]Game Informer6.75[10][38]GameSpot7.2[10][39]GameSpy[40]GameZone7.9[10][41]IGN7.5[10][42]OPM Xtreme Legends was received with an average buy; GameRankings gave him a score of 72%. [35] while Metacritic gave him 72 out of 100. [36] State of War Samurai Warriors: State of WarAggregate scoresAggregatorScoreGameRankings65.27%[44]Metacritic64[100][45]Review scoresPub licenseScoreEurogamer6[10][46]Game Informer7[10][47]GamePro[48]GameSpot6.5[10][49][49] GameSpy[7]GamesRadar+[50]GameZone6.9[10][51]IGN5.8[10][52]OPM (US)[53]X-Play [54] State of War[54] Received a mixed reception as GameRankings gave it 65%, [44] while Metacritic gave it 64 out of 100. [45] Legacy The game has resulted in several sequels to the Samurai Warriors series. As of September 3, 2016, the series had shipped more than 7 million units worldwide. 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Accessed August 8, 2014. ^ //www.gifu-np.co.jp/news/kennai/20160903/201609030904\_27966.shtml External links to Wikiquote quotes related to: Samurai Warriors The official Samurai Warriors Home Page Samurai Warriors of Neoseeker Samurai Warriors of MobyGames Samurai Warriors: Xtreme Legends of MobyGames Samurai Warriors: State of War of MobyGames Sza Samurai Warriors: XL at Koei Samurai Warriors: KATANA (Europe) Geki Sengoku Musou at Gamecity (In Japanese) Sengoku Musou KATANA a Gamecity (Japanese) Sengoku Musou Anime (In Japanese) The

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The developer, Ankama, did not provide apple with details about its privacy practices and how it manages the data. For more information, see the developer's privacy policy. The developer must provide the privacy information when submitting the next app update. App support privacy policy This article is about video games. For historical Japanese warriors, see Samurai. Not to be confused with the battles of the samurai warrior in question: Usagi Yojimbo. Samurai WarriorsDeveloper(s)Omega ForcePublisher(s)JP: KoeiNA: Electronic Arts[1]EU: Electronic Arts[2]Director(s)Hisashi KoinumaDesigner(s)Kazuhiro EchigoyaSeriesSamurai WarriorsPlatform(s)PlayStation 2, XboxReleasePlayStation 2JP: 2004, 2004PAL: September 24, 2004[4]Genre(s)Hack and SlashMode(s)Single player, multiplayerSamurai Warriors (戦) / S.S. 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Missions include eliminating specific enemy officers, launching sneak attacks on enemy bases, or thwarting the plans of the enemy. Success in these missions can be crucial as a result of many battles, as failure often results in a huge loss of morale to the player's forces. It also specifies the path that will be cut off in the next stage if there is a split path. However, you can choose which route to take once both routes have been opened. Officer training mode Samurai Warriors gives players the opportunity to create new characters through the officer training mode. In this mode, the player creates a new character who trains under the mentor, performing twelve training sessions and one final exam. The player has a variety of tasks available for each workout based on game mode and combat techniques. Each of the different tasks affects the different characteristics of the character. After completing the task, the player is ranked from 100 points, with the acquisition of more points, the attributes of the character increase more. If the character is defeated during training, it automatically fails and you need to spend a workout resting. After 12 test sessions have passed, the character must take the final exam. The player must earn a total of 100 points between the two tests to pass the test. If the player successfully completes the final exam, they will be available in other game modes. Characters in the game a total of 15 characters are based on historical figures during the war time states of Japan, including Daيميō Kenshin Uesugi, Shingen Takeda, and Nobunaga Oda, as well as other notable samurai such as Yukimura Sanada and Ranmaru Mori. In addition to the figures who noted that they fought during the period, the game also made playable with a handful of female characters that do not fight in any battle, such as Oichi and Noh. Only five characters are available from the start; Others can be unlocked by fulfilling special requirements, such as clearing other character story modes. In the English version, the names of the character are written in Western order (first name and then last name), while the official writing of historical names is reversed (family name, first name). Beginner characters Yukimura Sanada Mitsuhide Akechi Kenshin Uesugi Oichi Hanzo Hattori Unlockable characters Keiji Maeda Nobunaga Oda Goemon Ishikawa Okuni Kunoichi Magochi Saika Shingen Takeda Masamune Date Noh Ranmaru Mori Unplayable Characters Ieyasu Tokugawao Lu Bu Nagamasa Azai Only the Xtreme Legends Hashiba Yoshimoto Imagawa Tadakatsu Honda Ina Note: Hideyoshi Hashiba and Yoshimoto Imagawa were unique NPCs in the title game and have made playable Samurai Warriors: Xtreme Legends. Tadakatsu Honda and his daughter Ina were put into playable characters in the same expansion and there were no unique NPCs in the game. In fact, Tadakatsu Honda appeared as a general officer and Ina was not in the game at all. Lu Bu of Dynasty Warriors fame also appears as an unplayable boss of Survival Mode. Officers created from New Officer mode are also placed together on the character selection screen. Music Unlike traditional Chinese music and rock collaborations in the Dynasty Warriors series, Samurai Warriors combines traditional Japanese instrumental techno. The sounds of both samurai warriors and Dynasty Warriors combine in the crossover game, Warriors Orochi. Expansions Samurai Warriors: Xtreme Legends Samurai Warriors: Xtreme LegendsDeveloper (s) Omega ForcePublisher (s) KoeiSeriesSamurai WarriorsPlatform(s)PlayStation PortableReleaseJP: December 8, 2005NA: March 7, 2006EU: March 24, 2006AU: March 30, 2006 Genre(s)Hack and Slash The Port of PlayStation Portable, called Samurai Warriors: State of War, was released in Japan on December 8, 2005 and March 7, 2006 in North America. It has a number of additional multiplayer features. [6] Pachi Slot Sengoku Musou/Sengoku Rush This is a slot-based game in which Yukimura Sanada, Hanzo Hattori and Keiji Maeda are playable characters with their own stories, using samurai warriors character models. Noh, Masamune Date and Hideyoshi Hashiba are included in the usual bosses, while Nobunaga Oda is a special boss. Other characters who are not playable are Kunoichi, Shingen Takeda, Okuni and Goemon Ishikawa. Receive Samurai Warriors Aggregate ScoresAggregatorScorePS2XboxGameRankings73.36% [27]71.38%[28]Metacritic73[10][29]71[10][30]Review scoresPublicationScorePS2XboxEdge5[10][8]N / AEGM7[10][9]NAEurogamern/A7[10][10]Famitsu34[40][11]N/AGame Informer7.5[10][12]7.5[10][13]GamePro[14]N/AGameRevolutionC+[12] 15[15]N/AGameSpot 7.3[10][16]7.3[10][17]GameSpy[18]N/AGameZone8.7[10][19]8.2[10][20]IGN8.5[10][21]7.4[10][22]OPM (US)[23]N/AOXM (US)N/A7.5[10][24]X-PlayN/A[25]Playboy63%[26]N/Samurai Warriors PS2 released one million copies in Japan within a month[31] and reached the Japanese platinum hit, total of 1.06 million. [32] He was awarded the 2004 CESA Game Awards[33] and the 34 out of 40 Famitsu Awards. [11] The game has received mixed reviews from Western critics. GameRankings and Metacritic scored 73% and 73 of the PS2 version100,[27][29] and 71%, as well as 71 out of 100 in the Xbox version. [28] Most critics criticized the game's visual and technical similarities to the Dynasty Warriors series. What earned the most praise was the RPG element added to the game because it differs from its spiritual predecessor by adding higher replay value to players. [21] The Create Character mode received mixed results. Gameplanet noted that it was well implemented, so players could play exactly one character for them,[34] while GameSpot saw the opportunity as a pleasant touch, but rather tiring at the end. [16] Innovations have still been criticized for the genre as a whole, with Eurogamer stating that we are seriously close to getting all fighters out. [10] Xtreme Legends Samurai Warriors: Xtreme Legends Aggregate ScoresAggregatorScoreGameRankings71.89%[35]Metacritic72[100][36]Review scoresPublicationScoreFamitsu34[43]Game Informer6.75[10][38]GameSpot7.2[10][39]GameSpy[40]GameZone7.9[10][41]IGN7.5[10][42]OPM Xtreme Legends was received with an average buy; GameRankings gave him a score of 72%. [35] while Metacritic gave him 72 out of 100. [36] State of War Samurai Warriors: State of WarAggregate scoresAggregatorScoreGameRankings65.27%[44]Metacritic64[100][45]Review scoresPub licenseScoreEurogamer6[10][46]Game Informer7[10][47]GamePro[48]GameSpot6.5[10][49][49] GameSpy[7]GamesRadar+[50]GameZone6.9[10][51]IGN5.8[10][52]OPM (US)[53]X-Play [54] State of War[54] Received a mixed reception as GameRankings gave it 65%, [44] while Metacritic gave it 64 out of 100. [45] Legacy The game has resulted in several sequels to the Samurai Warriors series. As of September 3, 2016, the series had shipped more than 7 million units worldwide. 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