
Tank Brawl Free Download



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About This Game



The perfect game to play local co-op with your friends and partners with classic top-down game play and simple yet dynamic controls. It come with eye-candy 3D graphic modernization of the classic Battle City with tons of added features to give it more depth and visual appeal. With Level Editor & Custom Maps option, game play is designed to entertain casual gamers and challenge hardcore serious gamers at the same time!

SUPER FUN 2 PLAYER CO-OP



The camera view were carefully designed to offer the best local co-op experience possible. Two players will share the same screen (i.e no split screen) with intelligently positioned camera so that both players will have the best possible view all the time.

DESTRUCTIBLE ENVIRONMENT



Hills and crate boxes are all destructible, so you have to decide if you will destroy them to clear a firing path or keep them there as your hiding place.

RPG – Tank upgrades and deep tactical elements



We design a simple but deep RPG system where players are rewarded a certain number of points for upgrading your tank. You can spend points to upgrade the tank's damage power, movement speed, bullet speed, life count or the point earning rate which effect how many points you earn after each battle. The last two upgrades requires you to think tactically to decide whether to invest in point earning rate so his tank very powerful later in the game or spending points now to get pass current levels.

POWER-UPS



There are many interesting power-ups hidden under boxes, enemy tanks or just laying on the ground. These include Pet Tanks, Picked-up Bombs, Size Increase, Slow Motion Time, Immortal Shield, Base Shield.

23 LEVELS & 5 THEMES



There are 23 levels, and these divided into 5 themes areas each with its own feeling and mood:

- High attitude mountain
- Desert
- Underground crystal mining
- Sea high way
- Lush jungle
- Enemy industrial City

There are 2 types of level: small ones fit entire in your viewing screen, so that camera is fixed and doesn't move, this resembles the classic Battle City game play. There are also larger levels in which game camera following your tank as he moves, this resembles more of an adventure shooting type of game play. These 2 types of levels are intersecting each other so you don't get bored of one type.

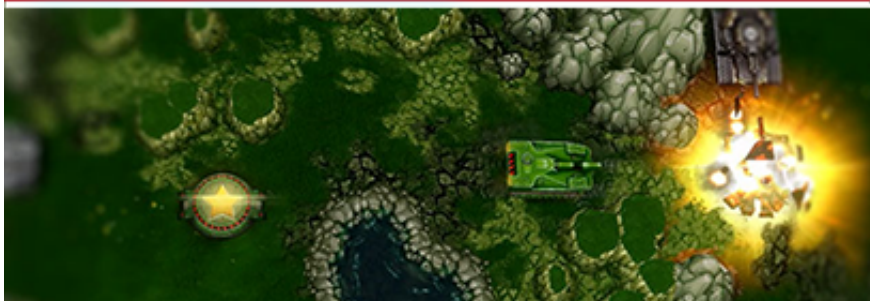
As you progress through levels they are gradually introduced to more powerful enemies and more power-ups.

LEVEL EDITORS & CUSTOM MAPS



Flexible Level Editor & Upload your custom map to play and challenge community to conquer your map !

EASY CONTROL



Control is very simple to immediately hook you into action without going through boring tutorials. Controls just include four directional buttons (up, down, left, right) and a single fire button. Your tank movement is restricted to horizontal and vertical and no diagonal movement is allowed. This allows easy and precise control of the tank which is mandatory for fast pace, fun game-play.

SURVIVAL MODE



Along the main campaign we also have survival mode where you compete to beat the record scores of surviving endless waves of enemies.

HD - EYE CANDY GRAPHIC



A great emphasis is placed on making great visual as we want this to be a HD experience of the classic game play. We concentrated our best effort on the firing and enemy tank explosion animations as we think these are the two most satisfying actions that the you experiences. When firing, tank's gun recoils, air shock wave and nozzle fire created. Enemies recoil and exploding when hit. After exploding, tank burning bodies remains. Also the tank movement is also treated well with tank acceleration and braking animation. When moving, tank body goes up and down relative to its treads, this make it looks realistic as tanks move through bumpy terrains. Tanks leave dust, smoke and tread mark on ground behind.

For more info, please visit :

www.tankbrawl.com

Title: Tank Brawl
Genre: Action, Casual, Indie, RPG
Developer:
Phung Games
Publisher:
Phung Games
Release Date: 20 Apr, 2016

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Minimum:

OS: Windows XP SP3

Processor: 2.0+ GHz processor

Memory: 2 GB RAM

Graphics: A graphics card with shader model 3.0 support and 512 MB Memory

DirectX: Version 9.0

Storage: 1 GB available space

English





PROGRESS



LEVEL 6 The Pantanal Swamp

Points available: 5

★ YOUR BEST TIME:

00:00:02.60

Area: Meadow

ENEMY: 17

BOSS: None

BRIEF:

Enemy boss noticed your intrusion and sent out Turtle tanks. Although they have single hp but they are fast and so as their bullets. You can activate your pet tank by going into them.



Cobra



Rhesicoros



Turtle

LEVEL 6 LEADERBOARD

1	Minh. CBDG -	41.93
2	thangphungdinh	61.56
3	Gringemob	97.80



Terrible cheaply made game. Controls are only 4 directional and the hit boxes range from super tight to how the hell did that explosion hit me. First boss fight has the boss aimed and shooting at you so unless you dodge the split second you enter through the gate you'll die or take a hit. Upgrades are super basic and don't show on the tank.. while this is a very simple game, I have found it to be alot of fun!! I really hope they make a sequel. Really fun, simple "HD Remake" of Battle City. Delivers what it promised. You can do worse or \$5!. Fun shooter; good diversity in the enemy tanks.

A tad short on the single-player campaign but it's not expensive either.

Would buy again.. This game seems really poorly optimised. I can play WoT on High graphics HD no problems, but can't play this pos without it lagging and skipping all over the place.

There is no excuse for a game with 90s graphics chugging and stuttering on a modern gpu.. This game is nothing like Battle City - the game it's supposedly based on. This is just a generic tank shooter. It doesn't even have the power ups from the original or the fun level designs. Instead you get to upgrade your tank stats by 1 after every fight, amazing.

Also I have a feeling these other reviews which are praising it are made by the developers or their friends, they don't seem genuine or don't make much sense because this game is absolutely nothing like the original, Battle City

Do not waste your money on this if you think this is like Battle City. good game lots of fun

. I really wanted this game to be a remake of Tunneler.exe. C'Mon, the green and red tanks?

It is not the same. It employs some of the same mechanics but what it's really missing is that huge map where you and the other player are trying to find each other and then destroy each other. Here the maps aren't really large enough to allow for that. Here the mechanic has to do with tanks as disposable baddies, which works well to its own advantage. The game does have a solid amount of content and seems fair at \$4.

That said, it is a nice, well-made game. I don't regret buying it, even if I probably won't play it much.

If it had a mode where we were randomly spawned on a large map, that'd be something I'd play a lot.

Awesome game! I really enjoyed it a lot! So far I've beaten the campaign and I must say it's quite a challenge! I find some of the bosses pretty tricky to beat but I like their design! The graphics are pretty decent! It's like you guys took the original Battle City and ramp up the graphics, music, and gameplay up to 11! I also love the upgrades and those pick ups! There's a lot of variety with each new level and the customization is really cool! I recommend this game to those who love those classic games like Battle City and Tank Force! I'm currently doing survival and see how far I can get! I'm also looking forward to the customizable level editor! That would be so cool! It would be like the classic Battle City! This game took something I like and brought something new! So it's like nostalgia but also a fresh new take on it! I am severely dissapointed in this game. It seems like a pretty good shooter at first but then you realize you can only move and fire up, down, left, and right. Which is so limiting. Then there are the levels where you are limited in movement and the boss tanks tend to constantly fire in the direction where you can't come out. This game may have been good way back in the late 90's but not today, then again maybe even not then because of the limits in controls and movement.

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