

Contract Wars CW

Written by mmoraw

Monday, 13 January 2014 08:31 - Last Updated Monday, 13 January 2014 17:10



Contract Wars (CW) is a Free to play FPS (First Person Shooter) MMO Game featuring, some RPG elements.

Contract Wars (CW) is the first russian multiplayer free2play FPS with a RPG elements developing as the browser-based application for social networks and as a full-fledged downloadable client version.

Player could instantly play CW in his (her) favorite social network without any downloads or installations directly from his browser in a full 3d current-gen environment. For hardcore gamer we'll have more stable, faster and better client version with a full connection to the social network players, even players from other networks around the world.

OFFICIAL SITE

{gallery width=500 height=300 alignment=center slider=boxplus.transition animation=3000}MMO/FPS/Contract-Wars{/gallery}

Weapons – huge set of modern firearms from all over the world, tactical modifications, unique top-notch weapons, not in the mass-production yet, tuned balance and professional animations for each firearms makes very realistic visual experience. Role-playing elements – experience, skill and credit points accumulation, weapons purchase&maintenance, class-based skill trees, career advancing, 60 ranks, missions and contracts, achievements and other awards, character customization.

CW is the world of the near future in which all power decisions are spent by the private military companies (PMC). The advanced weapons and tactics, experienced warriors from whole the world, the most different fighting operations, glory and honor are met among the equal. CW is a whole region of east Europe where interests of two PMC – USEC and BEAR have converged. It's not separate fights, it's a difficult interlacing of political, economic and military interests of two parties. CW is a severe reality of military conflicts – day and night diversionary operations,

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coordinating of airstrikes, support of cargoes, defense of boundaries and fights for strategic areas, all-round use of support measures of the given divisions and the newest weapon systems.

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