

= Advance Wars : Dual Strike =

Advance Wars : Dual Strike , known in Japan as Famicom Wars DS (??????????DS , Famikon W?zu D? Esu) , is a turn @-@ based tactics video game developed by Intelligent Systems and published by Nintendo for the Nintendo DS handheld game console . It is the third installment in the Advance Wars series (first on DS media) and was released in Japan on June 23 , 2005 , in North America on August 22 , 2005 , in Europe on September 30 , 2005 , and in Australia on March 22 , 2006 . It was released on the European Wii U Virtual Console on March 3 , 2016 . The game is preceded by Advance Wars 2 : Black Hole Rising and Advance Wars and succeeded by Advance Wars : Days of Ruin . Advance Wars is the international title of the Wars video game series , which dates back to the Family Computer game Famicom Wars in 1988 .

The storyline is a continuation of the previous series and is set in the new location of Omega Land . Black Hole has returned under the leadership of a new commander who seeks to give himself eternal life by draining the energy of Omega Land . The Allied Nations struggle to overcome this threat and are eventually joined by several former Black Hole commanding officers in an effort to save the land .

Advance Wars : Dual Strike was well @-@ received , receiving an aggregate score of 90 % and at both Game Rankings and Metacritic . It also won several awards , including " Best Strategy Game for the DS " from IGN in 2005 . It sold more than 35 @,@ 000 copies in its first ten weeks in Japan .

= = Gameplay = =

The player 's objective in Dual Strike is to defeat the enemy army with their own army . Except in some campaign missions with special objectives , there are two ways to defeat an opponent : destroy all of the enemy 's units or capture their headquarters . The battle system is turn @-@ based tactics . Two to four armies , each headed by one or two commanding officers (COs) , take turns building and commanding units on grid @-@ based maps . Every turn , units , which consist of ground , sea and air units , can move across the different types of terrain and attack enemy units or perform other actions , such as submerging a submarine or resupplying friendly units . Many factors can affect the battle , such as fog of war , a phenomenon that prevents players from seeing enemy units other than those in the visual range of their units ; various weather conditions which change the terrain effects of the entire map ; and CO powers .

= = = COs and CO powers = = =

All of the COs from the previous two games in the series , aside from Sturm , return in Dual Strike . In addition , nine new COs make an appearance ; two for Orange Star , one each for Blue Moon , Yellow Comet , and Green Earth , and four for Black Hole , resulting in a total of 27 COs .

The namesake of Dual Strike is the ability to use two COs in a battle to command a single army . By using two COs , the weaknesses of each CO can effectively be covered by switching COs mid @-@ battle . In addition , when using two COs , a new CO power named " Tag Power , " or " Dual Strike , " can be used . It allows players to use both COs ' Super CO powers consecutively in the same turn , and effectively allows the player to have two turns .

Finally , COs in Dual Strike gain experience and can be promoted after each victorious battle in the War Room or Campaign . Higher ranked COs have access to different skills to tune and enhance their fighting styles . Abilities vary in type and benefit ; some improve attack or defense , others increase the benefits of certain units or terrain types , while others affect the player 's money flow . The star ranked skills must be unlocked by completing the Campaign modes . Each CO can use a maximum of four skills at once . Abilities can be changed around as many times as needed , but cannot be changed during a mission .

= = = Dual Front = = =

The DS 's two screens provide new ways of presenting a round of battle in Dual Strike . The bottom screen is where the main battle takes place , while the top screen is used to display the terrain and unit intelligence . However , in some missions , the top screen shows a second front . The second front is a second battle that is waged simultaneously with the battle on the lower screen , which is integral to some missions . The player can change the top screen back to the intel screen and vice versa , and units in the first front can be sent to the second . Units sent to the second front cannot , however , be sent back to the first front .

When battling on two fronts , one CO on each team takes control of one front . The CO on the second front can either be controlled by a computer or by the player . If the battle on the second front ends before the battle on the first front , the winning CO will join their teammate on the first front or other advantages will be given to the victor . Any remaining units on the second front are then added to the victor 's CO power meter .

== New units and properties ==

There are seven new units . Three units operate on land : the Megatank , a Green Earth @-@ developed tank that is the most powerful direct attack unit but has severely limited ammunition for its main cannon and a small movement range ; the Piperunner , an indirect @-@ fire vehicle which can only travel on pipelines or bases , but has a large movement and firing range ; and the Oozium , a gelatinous blob which can only move one space per turn , but it can destroy any enemy it comes into contact with instantly .

There are two new naval units : the " Black Boat " , which can repair and resupply any allied unit next to it , while capable of transporting two infantry / mech units ; and the aircraft carrier , which can house two air units and is armed with surface @-@ to @-@ air missiles . In addition , the cruiser 's missiles are now able to damage all naval units , making it more versatile .

A new air unit , the stealth fighter , has the ability to use stealth and turn invisible to all but adjacent enemy units . Similar to the submarine , the stealth bomber uses more fuel when stealth is activated ; however , it can only be attacked by certain units . The other new air unit is the Black Bomb , which can self @-@ destruct , damaging units around it .

Other new features include the Com Tower , a new property that , when captured , increases the firepower of all allied units . However , it provides no funds and cannot perform repairs . Black Crystals heal Black Hole units surrounding them . The Black Obelisk , which has the approximate look of a Black Cannon , also functions like a Black Crystal . The Rain weather effect now triggers Fog of War . Lastly , a new weather effect called the Sandstorm decreases both visibility and the attack range of all indirect fire units .

== Campaign ==

The 28 missions (including an integrated tutorial and several secret lab missions unlocked by capturing a certain property in another mission) in Campaign mode that make up the game 's storyline are objective @-@ based , with most requiring the player to capture an enemy property . Some missions in Dual Strike 's campaign make use of the Dual Fronts system .

Upon completing a mission , the player is awarded a rank , from C (lowest) to S (highest) . The ranks are based on three categories : Power , Technique , and Speed . Power is determined by the number of enemy units destroyed in one turn , Technique by how many of the player 's units are destroyed , and Speed by how fast the mission is completed . All three categories are rated on a scale from 0 ? 100 , and added together to form a numerical ranking from 0 ? 300 , in addition to the letter ranking . These are converted to points and are added to the player 's overall points , which can be used to purchase War Room and Versus maps and COs . Bonus points can also be earned by destroying certain items , such as Oozium or Black Obelisks in certain missions .

Hard Campaign can be unlocked , which is a more difficult version of the standard campaign . All unlocked COs can be used in Hard Campaign , including those unavailable in Normal Campaign . Three save slots are available for Campaign Mode .

== New modes ==

Several new modes were added to the modes from Black Hole Rising and the original Advance Wars in Dual Strike . In addition to the old War Room , Versus , and Link modes , two new modes , named Survival and Combat , have been added .

The new Survival mode is a nonstop war of attrition . Depending on the mode , players are either given limited money , turns , or time to complete a series of maps . However , victory often can be achieved by reaching preset requirements instead of satisfying the normal victory conditions . The ranking received depends on the amount of the given resource remaining at the end of the maps .

Combat , the other new mode , is an entirely new real @-@ time rendition of the game . While the victory conditions for Combat are identical to any other battle , where the goal is to capture the opponent 's HQ or defeat all enemies , players do not take turns . Instead , players fight in real time , controlling one of four different types of units , Mech , Recon , Tank , and Artillery , at a time with the touchpad . Each has strengths and weaknesses when graded in the four categories of firepower , rate of fire , movement speed , and capture speed , and their respective strengths and weaknesses resemble those of the units in the main game . Players must fight through six levels , each on a different map against a different CO . Units are bought before the first game of each set and must last through all six levels , as extra units cannot be purchased and can only be gained when a factory is captured . Multiplayer for this mode is supported , unlike Survival . Up to eight players on up to four teams can battle . Computer @-@ controlled units , which take on a gray color , may also be added into a match . A demo of Dual Strike , containing the Combat mode , can be sent wirelessly to other DS units .

== Multiplayer ==

Dual Strike fields extensive multiplayer modes that come in two forms : Versus mode and Link mode . In Versus mode , only one DS system is used , and the single DS is passed from player to player . These matches can be set up with any combination of human players and computer @-@ controlled armies . Link mode is the same game as Versus mode gameplay @-@ wise , but each player have a separate console and a copy of Dual Strike . Two to eight people can participate in wireless multiplayer games . Maps created by players by the Map Editor can also be traded wirelessly to other players .

== Plot ==

Dual Strike stars two new characters : Jake , and Rachel , Jake 's advisor . These are the primary protagonists of Dual Strike and members of the Orange Star Army , and are accompanied by several other new protagonists , including Sasha , Grimm , and Javier , members of the Blue Moon , Yellow Comet , and Green Earth Armies respectively .

The Black Hole Army has returned under a new commander , Von Bolt . He is accompanied by his Bolt Guard : Jugger , Koal , and Kindle , along with Hawke and Lash from the original Black Hole Army . Using Lash 's new Black Obelisks , Von Bolt is draining Omega Land of its energy to give him eternal life , and is also starting to use this power to produce a bio @-@ weapon named Oozium 238 , a strange slime @-@ based monster that devours anything in its path . However , Hawke notices the energy draining (which also is turning Omega Land into a desert) and questions its use . After uncovering Von Bolt 's plot , Hawke is betrayed and Von Bolt attempts to swarm Hawke and Lash with Oozium 238 . After the Allied Nations ? COs save Hawke and Lash , the COs , along with Hawke and Lash , begin to turn the tide against the Black Hole Army . Both Hawke and Lash provide valuable intelligence of the Black Hole weaponry and its plans for Omega Land .

With this information , the Allied Nations slowly corner the Black Hole Army , leading to a battle in the middle of the Crimson Sea . After destroying the last Black Obelisk , the Allied Nations proceed to the final battle where they fight Von Bolt and a giant oozium known as the Grand Bolt . After

destroying the Grand Bolt , Hawke (or Jake , based on the player 's decision) destroys Von Bolt 's life support chair , supposedly causing both Hawke and Von Bolt to die in the aftermath . With the Black Obelisks gone , Omega Land begins returning to normal . However , Hawke is revealed to have stolen Von Bolt 's chair and escaped , leaving Von Bolt either dead or barely alive . With the power in Von Bolt 's chair Hawke revives all the land .

= = Development = =

On October 7 , 2004 , Dual Strike was first announced under the title Advance Wars : DS as a first @-@ party DS release in a Nintendo press release and it was to be released in the year following the DS 's release . In March , the Japanese release date was revealed to be June 23 , 2005 , under the title Famicom Wars DS . The American release date was also set to October 9 , 2005 . In May , the game was showcased at the 2005 Electronic Entertainment Expo , when the official title was also announced . The final American release date for Dual Strike was set to August 22 , 2005 and the European release date was set for September 30 , 2005 .

Advance Wars : Dual Strike was developed by Intelligent Systems and published by Nintendo . The executive producer was Satoru Iwata , the CEO of Nintendo . The producer was Tohru Nariho and the game was directed by Makoto Shimojo .

Wireless play was originally planned for the game . However , wireless was not part of the Electronic Entertainment Expo build and Nintendo was therefore unable to demonstrate its capabilities . By the final release build of the game , local wireless , but not Nintendo Wi @-@ Fi , was implemented and supported two to four players in Normal Battle mode , two players in DS Battle , and up to 8 players in Combat mode .

= = Reception = =

Advance Wars : Dual Strike received critical acclaim , gaining an aggregate score of 90 % and at both Game Rankings and Metacritic . 1UP.com commented that the game " is a much greater step forward in the series than its predecessor , Advance Wars : Black Hole Rising " and that the game was greatly enhanced by the addition of a second screen . While the game had drawbacks , including the dialogue , the lack of depth in the Combat mode , and the unbalanced COs , it was also cited as " the standard against which other strategy games , handheld or otherwise , should be judged . "

IGN praised the game for being " a fantastic single player game ... enhanced further with multiplayer focus for single and multiple cart users . " Though IGN thought the game " doesn 't offer anything entirely new or unique , " the game contains " some of the most engrossing turn @-@ based action on the Nintendo DS system . "

In general , the game was generally found to be extremely similar to previous games , which had both drawbacks and benefits . GameSpot commented that the visuals were all felt " recycled " but the game had great depth and addictive regardless . Game Informer considered the game " the first must @-@ have title for the system " while the innovations improved an already solid core gameplay . Similarly , EuroGamer commented that the game correctly ported the game to DS without losing the essence of the GBA game . The " variety and depth " did not cause a loss of the " unique and enjoyable " aspects of the game .

Advance Wars : Dual Strike was the 301st best @-@ selling game of 2005 in Japan , selling around 35 @, @ 000 copies in its first ten weeks .

The game was awarded the Editor 's Choice Award by both IGN and GameSpot . GameSpy also awarded the game " Game of the Month " in August 2005 . It also won Best Strategy Game for the DS and was a runner @-@ up for the Best Strategy Game on any platform in 2005 .