

= Cannon Fodder 3 =

Cannon Fodder 3 is an action @-@ strategy PC game developed and published ? originally in Russia ? by Game Factory Interactive ( GFI ) , along with developer Burut CT . The game is the second sequel to Cannon Fodder , a commercially and critically successful game released for multiple formats in 1993 . Jon Hare and his company Sensible Software , the developers of Cannon Fodder and its prior sequel , were uninvolved with Cannon Fodder 3 . GFI instead licensed the intellectual property from now @-@ owner Codemasters .

The game is a combination of action and strategy involving a small number of soldiers battling enemy terrorists . The protagonists are heavily outnumbered and easily killed . The player must rely on strategy and heavy secondary weapons to overcome enemies , their vehicles and installations .

Cannon Fodder 3 was released in Russia in December 2011 and ? via download service GamersGate ? Europe and North America on 9 February 2012 , receiving mixed reviews . Reviewers found the game to be enjoyable but limited and repetitive . The graphics and humour received both positive and negative criticism . Critics derided the poor English translations as well as technical problems .

= = Overview = =

Cannon Fodder 3 has a basic premise involving American soldiers battling disparate terrorists who have united with the aim of world domination . Like the earlier games in the series , it features a mix of " old school " action and strategy gameplay viewed from an isometric perspective . The player directs a small squad of soldiers , primarily with the mouse though the keyboard is used to deploy additional weaponry . The control system " is very similar to ? twin @-@ stick ? shooters like Geometry Wars , except here you control just one of the four soldiers while the others fall in line , shooting when the lead does . " Each squad begins with four soldiers . They are fragile ( though , possessing health bars , are somewhat tougher than the protagonists of the originals ) , but increase in status and power should they survive ; the player is provided with a replacement squad should all his platoon die . The player can also split the squad into smaller units should strategy so require . The game has an online cooperative mode for up to four players , though Strategy Informer noted this mode is unpopular . As well as facing large numbers of equally frail enemy infantry , the player must combat vehicles , buildings and turrets which cannot be destroyed with the standard machine guns . For this reason , the player must rely on explosive secondary weapons such as grenades and rockets , which are essential to destroy enemy structures and more powerful units . He can also make use of vehicles ? such as tanks and helicopters ? as well as various power @-@ ups . The game features an extensively destructible environment and several settings , including the moon .

= = Development = =

Cannon Fodder 3 is the third instalment in the Cannon Fodder series , the first two games of which ? Cannon Fodder and Cannon Fodder 2 ? were successful across multiple formats in the 1990s . Those games were created by Sensible Software led by Jon Hare ; Hare later worked on abortive sequels for both the PlayStation 2 and PlayStation Portable , as well as planning a version for smartphones . However , the publisher Codemasters had acquired Sensible Software and its intellectual property . In 2008 Codemasters licensed Russian company Game Factory Interactive ( GFI ) ? which had previously been involved in games such as The Precursors , Boiling Point : Road to Hell and White Gold : War in Paradise ? to develop Cannon Fodder 3 . While English @-@ language media reported on the development in January 2011 , GFI was initially permitted only to release the game in Russia and the Commonwealth of Independent States , with the possibility of a wider European or North American release unclear . GFI , described as an " unknown " , or " little @-@ known " company , published the game in Russia in December 2011 , with both GFI and Burut CT variously reported as developers . Eurogamer then reported that Codemasters had clarified the agreement between itself and GFI : Codemasters had reserved the option to publish the game in the

UK , but ultimately declined . This allowed GFI to distribute the game out with Russia and dispelled the belief that GFI was not authorised to make such a release . The game was released via GamersGate , in Europe and North America , on 9 February 2012 .

GFI 's Oleg Lychaniy stated the developers attempted to retain the most appealing elements of the original Cannon Fodder while attracting new players . GFI also attempted to retain Cannon Fodder 's " antimilitarist message " and was most proud of the new destructible environment . The developers broadened the variety of weapons and vehicles and changed the level structure by adding sub @-@ missions .

= = Reception = =

Richard Cobbet , writing in PC Gamer UK said : " just maybe , this is going too far " , in reference to images of soldiers ' gory corpses cleared from the interface by windscreen wipers . The reviewer expressed bemusement at " Terrorists with robots and plasma guns " antagonists , but reflected ? in reference to Cannon Fodder 2 ? " Still , could be worse . They could be time @-@ travelling aliens again . " He said the " biggest issue " is that a " gung @-@ ho " approach to play is infeasible and that the " precise and tactical " approach faithful to earlier games in the series " turns out to be a very different experience from before . Far less satisfying " . This is due to the " key problem " of the ease with which enemy weapons such as rocket launcher @-@ armed turrets can destroy the player 's soldiers . The player is thus forced " to play with aching , paranoid care , picking away at base defences from as far away as possible , and rubbing up against the save points like a lovely cat finally reunited with its owner . This is not fun . " He also complained about the arbitrary death inflicted by exploding barrels " raining down over the entire screen . " Cobbet summarised that the departure from the original game meant that Cannon Fodder 3 did not evoke nostalgia and was a " poor substitute " for other action or strategy games . On the other hand , he found the game " admittedly nowhere near as frustrating " as the original . He reflected that it " does have a solid crack at updating the action for a new age , and it 's far from as bad as expected " given its obscure development .

Liam Martin of Digital Spy noted that the variety of locations and weather effects added to the distinctiveness of individual levels . He praised the " simple but effective " , " cartoonish " and colorful visual style , the improved detail from the game 's predecessors along with the " light @-@ hearted tone " and " spectacular and bloody " gore effects . He praised the destructible environments but thought the characters too small . He felt use of strategy to be " limited " but the action " enormous amounts of explosive fun " and enjoyed the gratification of destroying enemies and buildings with rifles and tanks . The writer found the game a " little repetitive " with a " tendency to grate " , which he blamed on somewhat tedious level design , a lack of variety in objectives , a poor camera and long loading times . The lack of a tutorial or mini @-@ map proved sometimes confusing . He noted the " welcome " but limited on @-@ line cooperative mode . Martin felt the game was " best played in short bursts " and summarised : " Provided you 're not expecting a game with much depth or that 's oozing innovation , Cannon Fodder 3 proves that virtual war can still be a lot of fun . "

Nathan Cocks of PC PowerPlay complained the need for secondary weapons proves frustrating : " It is not uncommon to run out of the weapons needed for the job , forcing the player to engage in a tedious game of hide and seek as they scour the map in the hopes of finding another cache . " He wrote : " In fact , tedium is a frequent bedfellow in Cannon Fodder 3 " , due to the lack of variety in the gameplay and mission objectives . He felt the player 's vehicles to be of limited effectiveness as is the ability to split the squad . Cocks complained of the game 's " bargain basement production " ruining the tone of the game due to low quality translations and voice acting , as well as numerous bugs causing problems with running the game , crashes , spawning and using vehicles . The reviewer acknowledged the " wonderfully cartoony " graphics , found the gory windscreen wipers " amusing " and wrote " It ? s all over @-@ the @-@ top explosive goodness and contributes a great deal to what little appeal is present . " Cocks summarised : " Cannon Fodder 3 is the ultimate coat @-@ tail rider [ ... ] perhaps there is some nostalgic pleasure to be taken in this but for the most part

, we suggest leaving well enough alone . "

Strategy Informer felt the game had updated and improved upon the original , noting better controls , more forgiving health bars and save points , and more engaging mission goals . The reviewer criticised the poor translations and perceived borderline ethnic stereotypes in the enemy characters . Overall the reviewer was impressed by the game , saying " in the end CF3 far exceeded my expectations " . Metro had some praise for the graphics but complained of a lack of any fun and poor camera , controls and level design . The reviewer called the translated dialogue worse than that of Zero Wing . Greece 's PC Master praised the game as enjoyable and while somewhat repetitive , a successful update of the Cannon Fodder series . Czech website Games.cz criticised the game as a failure , with poor graphics , music , sound effects and immature , unimpressive humour , saying the game would only be worth buying at a lower price .