Clash of Clans “Review”

Multiplayer mode enlivens freemium combat strategy game.

After almost 3 years, the most amazing game of Supercell, Clash of Clans, still can’t be kicked out of the top 1 of all iOS and Android application stores. I have been playing this game for about 2 years and hasn’t feel boring at all. Just want to write a small review here today to everyone who hasn’t tried this outstanding game yet.

Clash of Clans: Why is it So Popular?

Mobile games have become very popular as of recent, and that’s because more and more people are focusing on their smart phones and tablets. Having a tablet that can play games at higher resolutions will always be nice, it doesn’t matter what your outlook on the subject is. We have the ability to play quality games on the go, just like the generation before us did with the Gameboy Advanced. Playing games while you’re on the move is a hobby that many people favor, and they actually prefer it over console gaming sometimes. One of the most popular mobile games around right now would be Clash of Clans, which is a game centered around “Clans” and phenomenal battles between villages for disputing resources.

You start off with essentially nothing, you’ve got to raid other players and their villages until you can finally fortify yours properly. It takes a long time, but that’s why the longevity of this game is what it is. There’s a lot of stuffs to do and it’s going to take you a little bit of time to actually go about doing it. You can strengthen your buildings, as well as rank up your Town Hall in order to unlock new features. People of all ages thoroughly enjoy the game, so why wouldn’t you? Kill some time and enjoy Clash of Clans, because everybody else already is. Don’t allow yourself to miss out on something that’s this much fun. All you have to do is growing your village, train your troops and prepare for battle.

Is it hard to play Clash of Clans?

No, it is not hard at all even there are a lot of units (Barbarians, Archers, Goblins, Giants, Minions, Dragons…) and buildings (Archer Towers, Mortars, Cannons, Inferno Towers,…) in game. Actually, that diversity makes the Clash of Clans become very popular today. You can do whatever you please, whether it be strictly attacking other players or just building up your village, there’s nobody telling you what to do! Mixing up your troops, creating your own attack strategies, designing your own base layouts, running and growing your Clan,… and there are plenty of other amazing activities in this game you can do without boring even after years.

There are so many mobile game developers that have tried to do what Clash of Clans accomplished, and so many of them fail to deliver That’s fine though, as Clash of Clans seems like it’s going to be sticking around for quite some time. They’re updating it pretty frequently and they might even make new character additions within the year.

I’ve always appreciated games like these because they give me a lot of enjoyment, and the one thing that Clash of Clans does incredibly well is promoting. It’s hard to go anywhere nowadays without seeing a reference to Clash of Clans, that’s how much of a fad it has become. You might have seen the commercials on TV, but if not it’s essentially a free-to-play game that has you constantly improving upon your village with plenty of amazing units and buildings with different abilities and functions.

On my opinion parents need to know that Clash of Clans is a strategic action game that pits players against both artificial-intelligence characters and real-world opponents. The gamers are supposed to have a guardian agree to the terms, but it's on the honor system. There are frequent battles with explosions and the cries of defeated soldiers, but there is no graphic violence. The game's core component is its multiplayer mode, wherein players can attack the villages of other players (and defend their own), but they don't communicate with each other directly when these attacks occur -- though there is a global and intra-clan chat functionality when players are in their own villages. Fortifying a village and building an army cost money, and the game uses in-app purchases to help players buy in-game currency to upgrade quicker.

Clash of Clans doesn't make any dramatic changes to the strategy formula, but it does make just enough refinements to recapture the genre's addictive elements. Players are on a familiar treadmill, building a base and attacking others, but the introduction of the multiplayer element and the ability to see exactly how your defenses were overcome (battles happen independent of the gameplay you see) let you learn from your mistakes. And, for players who don't want to take part in player-versus-player combat, there's a strong solo campaign.

The game gives players an adequate amount of resources to start, but, to really build a powerhouse, they'll ultimately need to rely on in-app purchases (or be extremely lucky in battles). This free app also has been one of the top-grossing apps, so many users do opt to purchase gems with real money. The AI of your troops is frustrating, though. (They'll be looting a building and be seemingly unaware that they're being fired upon.) Also, the time it takes for buildings and upgrades to be completed can get frustrating. Overall, though, this is a fine choice for strategy fans.

So I would recommend that this game is…………….

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