

BattleRush is a "unique and interesting" strategy game released on July 11th, 2016. In this game, the player will take control of a commander who commands an army. The player can move their army around the battlefield to engage in combat with an enemy force. Players can buy or upgrade troops and equipment like swords and shields to help increase their military might and defeat their opponents. As players defeat enemies, they will earn gold that can be used to purchase troops with increased abilities; these troops include knights with lances for cavalry, archers with bows for ranged attacks, as well as monks who heal friendly units like soldiers or mages. The commander can also use spells to affect their troops, such as a shield that increases defense stats or a magical gale that can deal damage to enemies over time. The player must keep an eye on the number of troops they have as well as their commander's health as they work through the campaign. The campaign is an "interesting story," according to IndieDB's review, which keeps players engaged in the game. BattleRush is a "fun and addictive" strategy game created by a team called "Lilith Games," according to AppCrawl. The game only has a few reviews so far, but they are very good. BattleRush is available on iOS and Android. It can be downloaded for free on the iTunes App Store and the Google Play Store. More information about this app can be found on BattleRush's official website. ARTICLE END (C) 2017 Indie Database, All Rights Reserved. See indieDB's copyright notice here. I'd like to express my sincere gratitude towards this site for granting permission to host my content, which was originally published here: <http://www.indiedb.com/games/battlerush>. ^ If you liked this post, please consider clicking the "Like" button below, which will help me spread the word; it would also be greatly appreciated if you subscribe to this blog by entering your e-mail address in the upper-right corner of this page. ^ Follow me on Twitter @Farlander1991 ^ Join my Redfit conversation! ^ See you... in the next Indie DB article! ^ \_ ^ (C) Doron ' Farlander1991 ' Pinter, 2017. All rights reserved. No part of this publication may be reproduced or transmitted in any form without the prior permission of the author. All images are the property of their respective copyright owners. Doron ' Farlander1991 ' Pinter is a certified gamer and indie game developer whose career in gaming began in 1994. Inspired by titles like Megaman X and Street Fighter 2, he is a fan of old-school fighters and platformers, and enjoys playing video games, competing in tournaments, and immersing himself in the creative process. ^ \_ ^ (C) Doron ' Farlander1991 ' Pinter, 2017. All rights reserved. No part of this publication may be reproduced or transmitted in any form without the prior permission of the author. All images are the property of their respective copyright owners.

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