

# ***The Fray***

***By Grooze Games***

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In **The Fray**, two warring factions face off on a randomly-generated, highly-customizable battlefield for a vicious, brutal fight for supremacy. There are multiple game modes to choose from, but most involve beating the other team into a bloody pulp. It's a good coffee-break game, something that can be picked up quickly and played anywhere from just for a minute to as long as any player could want. Anyone can play it, and it's easy to learn, but the nuances and strategies are something that must be developed.

At the heart of the game is the battle engine, which features several types of planes and soldiers that automatically seek each other out and deliver lethal payloads of ammo and explosives. Each unit has a unique behavior and will perform to the best of his abilities, functioning automatically. There's lots and lots of options to customize for every aspect of their battle, ranging from visual effects like weather to important effects like land generation and frequency of troop deployment.

The game can be watched automatically in a screensaver-like fashion, or to root for your favorite team, but the real fun is in taking on another human opponent in the Fray's puzzle mode. Each player detonates colored blocks to build up his army's training meters, which can then be emptied to deploy corresponding troops. It's fast and frenetic, focusing as much on pattern-recognition and quick reflexes as sheer luck. Every game lasts only as long as you want it to, so even if you lose, another rematch is always within your grasp. The action is always intense and fiercely competitive.

The Fray features high-quality original art and music scores.

War.

War never changes.

There's no story here, no all-encompassing guide behind the slaughter and bloodshed. No magic reason to justify the sorrow, the suffering, the glory, the shame.

The end of the world came about just as everyone had always predicted. Too many people, not enough resources to go around. Someone had to claim it.

Sure, the technology has changed, the weapons and the tactics are always evolving. And there's constantly a new justification to all of it. The superficial shell of reason surrounding the bloodbaths are changing every day.

But war...

War never changes.

To play this game, first select the options you want in the setup menu that greets you when you begin. They're mostly self-explanatory but detailed information can be found in the in-game help menu (press F1).

Once the options are set up, click "Auto Mode" to watch the computer play itself in a non-interactive demo with the options you selected, or click "Puzzle Mode" for a competitive 2-player experience.

In puzzle mode, you must move your selection cursor over the puzzle on your player's side of the screen and detonate colored blocks of various shapes and colors by pressing your detonate button while selecting the block you wish to detonate. A detonated block will also detonate any neighboring blocks of the same shape or color (or both) so chains can be created.

Detonating blocks fills up their corresponding same-colored training meters above the puzzle. These meters, once filled to a sufficient capacity, can be released by highlighting a block of the same color as the training meter you wish to release and hitting your release button. If the meter was sufficiently filled, it will empty and your base will deploy a soldier of the appropriate type (depending on the color and capacity of the released training meter). If it is not filled enough, it will empty and no soldier will be deployed.

The self-controlled soldiers are the ones by whom the battles are won or lost! Deploy enough soldiers to win the upper-hand and the battle will surely be yours!