



THIS IS WARDOGS

WARDOGS is a Tactical All Out Warfare FPS that combines grounded infantry gunplay and vehicle combat with building and destruction mechanics in a large-scale 100-player militaristic sandbox.

Each life, you purchase a custom loadout from a wide selection of weapons, gear, utility, and vehicles to help your team win the match. Every teamplay action you perform rewards cash, with cash persisting from match-to-match. From reviving squad mates, transporting team mates to the zone, or even selling items to other players... we don't just encourage teamplay; we reward it with cash.

It's the player's choice how they want to fight, earn and then reinvest their profits.

THE GAME MODE

The game mode – Inspired by 'King of the Hill' – has three teams fight for control of a randomized 2x2km 'Control Zone' within massive 16x16km maps. The team with the most players within the Control Zone earns points – the first team to reach 100 points wins the match. The variables in zone location, loadouts and player strategies mean no match ever plays out the same.

Every Moment in WARDOGS is 100% Player-Driven and tied together with local voice chat to either talk tactics with teammates or troll enemy players. This is not another 'Battle Royale'. This is not another 'Extraction Shooter'. WARDOGS is a new tactical take on the All Out Warfare FPS genre that rewards decision-making, communication and teamwork.

