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Soldier front 2 shut down
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First-person ShooterMode (s) Multiplayer Special Forces (named Soldier Front in North America) is an online play for first-person shooter, developed by South Korean game developer Dragonfly. Dragonfly continues to expand the game around the world and plans to enter the Middle East, Indian and Russian markets. The Indonesian version of the game was discontinued in March 2012. Soldier Front is being published by Aeria Games for North American users. In October 2009, a European server was added to this version of the game. The North American version of the game was moved to Aeria Games due to the acquisition of ijji Aeria Games. In January 2016, Aeria Games announced that the Soldier Front would be closed on January 29, 2016. The Special Force gameplay provides several game modes including team battle (landing bombs, escape, object theft, etc.), one battle, team death match, horror mode and more. Most modes consist of a red team and a blue team, with the exception of one fight, and horror mode. The game allows you to a maximum of 16 users to be in the same room playing together. Players have the opportunity to acquire from a number of forces of character, including french GIGN, German GSG 9, Malaysian PASKAL, Marine Corps of the Republic of Korea, Delta Force U.S. Army, Russian Special Forces and Sea. One of them can also rent equipment for speed and armor. There are a number of weapons, including rifles, sniper rifles, machine guns, pistols, shotguns, hand-to-hand combat and grenades. The weapon has durability and must be repaired frequently. Weapons may not be modified like other first-person shooters, but once they are purchased, they are permanent and remain in inventory until they are resold by the player. Players
rank after getting enough points of experience gained after each match, with bonus rewards in certain ranks. Graphic update on July 14, 2009, Dragonfly provided a patch for the Korean version that was completely redesigned by the user interface and reorganized the game elements to celebrate the game's 5th anniversary. Along with this, many old weapon graphics looked outdated and have been updated to a new and graceful look to compete with new games. This patch was applied to all other versions of the game in the following months. Currently, the North American version of the game has 11 modes. Training - Goals are placed everywhere on the map where players can knock them down. This mode is used to practice purpose and strategy. Single Fight - It's free for everyone and the player who reaches the set number of points wins. Team Battle - The Red team must complete the goal, while the blue team must prevent the red team from doing so. Depending on the map, the target may be to bookmark a bomb, escape from a map, or retrieve an object. Clan Battle - Same as Team Battle, with the exception of the red team, there must be all of the same clan, and the same goes for the blue team. Clans can't look each other in the face. This mode is often played in 5 vs. 5. Team Death Match - A team that reaches 100 points first wins the round. Each murder gives 2 points, and special murders will provide extra points. CTC - One player from each team is selected as captain to be given an extra HP, along with an over-sized head. The team to defeat the captain of the opponent wins the round some players are chosen as zombies. The zombies have to kill all the people while people try to stay alive until the term is different. People who are killed early will turn into zombies. The zombies win the round if there are no people alive and people win the round when at least one survives on time. Sniper - Players can only use
sniper rifles and knives on exclusive maps of this mode. The team that kills everyone The team's opponents win the round. With a premium item, there is the option to allow secondary weapons. Fury Mode - The team that reaches the target points first wins the match. Every time a player is killed, their fury meter increases. Once the fury meter is maxed out, the player is given an extra HP in order to take revenge. Horror Mode 2 - Teams switch from zombies and players each round. The team reached by the target points first wins the round. There are additional zombies compared to the horror mode. Pirate Mode - Players to win must get 500 points, and conquer each of the treasures. In Single Battle, Team Battle and Clan Battle, there is the option to allow sniper rifles only, but the host must have a premium item to do so. The sequel to the second iteration of the game, Special Force II, uses Unreal Engine 3 and is currently available in Canada, the United States, China, Europe, Korea, and as of June 2012, Japan. Aeria Games announced in March 2013 that Special Force 2 would be released in the North American market as Soldier Front 2, in August 2015 Aeria Games closed the North American version of the game were transferred to Gameforge, and the game was re-released in North America under the same name as other regions. The European and North American versions of the game belonged to Gameforge until August 20, 2018, when the North American and European versions of the game were closed. S.K.I.L.L. Professional League - Special Force 2 is a professional league that began in 2013. The Special Force II Pro League in Taiwan, which is run by the Taiwan eSports League and airs on Fox Sports
3. The first season began on October 2, 2015. See also ijji Aeria Games and Entertainment External Links Dragonfly Home Links: Joymax and Dragonfly Announce Global Publishing Partnership. Ign. January 31, 2011. Received on December 9, 2011. AERIA GAMES acquires ijji games in combination with investment financing. Aeria Games. January 5, 2016. 5스페셜포스 (in 주년 맛이 대규모 이벤트 실시 language). ajnews.co.kr on July 14, 2009. Received on April 22, 2012. A zombie outbreak leaves millions of undead in ijji.com Twitch-Happy Online front soldier game. Ign. April 22, 2010. Received on January 24, 2012 스페셜포스2서비스 앞두고 인기 후끈 (in Korean). Media IT. July 25, 2011. Received on April 22, 2012. Junior (November 12, 2013). S.K.I.L.L Special Force 2 eSports esl tournament is dated. Invasion OF the PC. Received November 24, Taiwan to host Special Forces 2 Pro League video game tournament. FOCUS TAIWAN. March 25, 2015. Received on October 22, 2015. ^ 電競警幕好壞 和選手表現有關嗎?. United Daily News. October 10, 2015. Received on October 22, 2015. Received from (2004_video_game) oldid'991038243 We are a little late to this, but it looks like Soldier Front 2 from Aeria Games has closed. The closing news was posted on the Aeria Games forums on August 4, 2015. 80% of all Aeria points spent on play within 90 days of closing will be refunded. The publisher encourages users to try Alliance of Valiant Arms as a replacement for the game. Interestingly, the South Korean version of the game called Special Forces 2, publisher or self-publish it. Despite shutting down the game, the original Soldiers Front is still running. It's always sad to see the game go, but given

Soldier Front 2 is a small playerbase, it was no surprise. At this point, RIP Soldier Front 2. On September 4, 2015, Aeria Games shut down the Canadian and American Solider Front 2 servers. Little is known about this closed. In early 2016, Aeria followed the termination of the initial service of the Soldier Front. The reference-editing game carries many names (Soldier Front 2 in North America, S.K.I.L.L. - Special Forces 2 in Asia, with China being the only one calling it another name, Tornado Force). However, the game has been published by several companies. Soldier Front 2 was organized by Aeria Games, SKILL is hosted by GameForge, and Special Forces 2 is hosted by various companies like Asiasoft, CDC Games, and Netmarble Games. The reasons for stopping editing Reasons for termination are not known. One GameSage stated that the lack of adaptation of AeriaGame led to the death of the game (taken from the Juus post). However, the official reasons for the outage are unknown. Soldier Front 1, however, saw a merger between three servers (Latin America, and Philippine servers). This led to hackers and high ping players migrating and causing a generally unenjoyable experience, which eventually became a stop-stop factor. The lack of regional law enforcement at AeriaGame also played a role. Another speculation is that ignoring AeriaGame servers is another reason for disabling the server of both games. Reaction edited by European

players feared that North American players would migrate to SKILL. In an official statement, GameForge imposed a regional ip ban that allows European players to connect to GameForge servers only to prevent Players on North American server servers disappointment in the closure. Down.