



Farabel is a turn based strategy game that starts out at the end.

Farabel is a turn-based strategy game where you start at the end of the story; but that's not all. In **Farabel**, the whole gaming experience is turned upside-down. You start your adventure with a hero at maximum power. With each jump into the past, your character is left slightly weakened, as the game become more and more complex. Develop your cleverness, your strategic prowess, and your inventive capabilities in order to survive!

KEY FEATURES

- **Campaign Mode:** Play as Cendor, lord of **Farabel**. Go back in time to save the city in a campaign of 26 epic and challenging battles.
- **Challenge Mode:** Fight a new battle every day, and compete with other players in a new season every month.
- **Classic Mode:** Build your own army by purchasing units and war machines. Destroy your enemy as quickly as possible and with the least amount of casualties to become a hero! This game mode allows you to play through a series of different battles.
- **Defence Mode:** Build your own army by purchasing units. In Defence mode, you take on an endless army which is impossible to beat. Survive for as long as possible and kill as many enemies as you can to become a hero.
- 40 different units
- 18 different spells and abilities

RELEASE DATE

Farabel 1.0 release date: October 14 2016

Farabel 1.1 War Drums update release date: November 30 2016

Farabel 1.2 Challenge update release date: October 8 2018

PLATFORMS

Windows, MacOS X, Linux

CONTACT INFO

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Youtube: <https://www.youtube.com/channel/UCkmHhoT43xy6-ZyJOLArIOQ>

Steam: <http://store.steampowered.com/app/364200>

Itchio: <https://frogames.itch.io/farabel>

Humble: <https://www.humblebundle.com/store/farabel>

COMPANY BIO

Frogames is an independent games dev studio, founded in 2008 and based in Reims, France.

Frogames focuses on producing cartoon games with memorable gaming experiences.

We're Indie Game Developers. Because our skills and ideas are not subject to the pressures of outside financiers, our projects are self-funded, self-published, and limited only by our imagination.