

War Commander Hints Part 1

What this is and isn't

War Commander is an online multiplayer game developed by Kixeye. The game has over nine thousand concurrently online users as of July 2024. Made in September 2011, the game is still one of Kixeye's biggest hits, receiving regular updates.

You construct buildings and you build an army. Some of that army is used for offense, some for defense. Similarly, some of the buildings are for defending your base and some are for producing your army. There are a lot of different buildings and a lot of different military weapons. My point, there are a lot of ways to assemble your army and your base.

This information is NOT a pathway to greatness. Because the game has so many options, there is no one right way to play the game. My hope is to offer some advice that will help you make informed decisions. The goal is to have fun with realistic expectations.

These hints assume you've started playing the game and are familiar with the operation of the game controls.

About Me

I started playing Kixeye's War Commander game through Facebook in late 2012; the game has been active since late 2011. I stopped playing after a third resource, thorium, was introduced because Kixeye made it too difficult to defeat the thorium bases. I was a level 34 player when I stopped.

After I stopped playing War Commander, I played War Commander Rogue Assault, which is Kixeye's cell phone version of the game. It's a similar, yet a very different game.

I rejoined the War Commander game in 2024 when Kixeye offered to give former Facebook War Commander players some very strong vehicles and 600 gold to rejoin. The offensive weapons were good enough to allow me to get caught up. I am currently at level 50.