

Garena Free Fire - Free Fire OB51 Version

Free Fire is a survival shooting game that always occupies a high position in the App Store and Google Play Store application rankings. The reason Free Fire always occupies a high position in the rankings is because the game has a light configuration, suitable for many smartphones even if they have low configuration.

Update Free Fire OB50 version

The OB50 update brings a breath of fresh air with a *Naruto Shippuden* collaboration, balance changes, and many improvements to the gameplay experience. Here's a detailed story of what's been added and adjusted.



Collaboration with Naruto Shippuden

Survival: Moon Eye

A new area, Moon Eye, appeared on Military Island, dyeing the space red and containing high-grade items.

1. This area has special visual effects, featuring many ninjutsu and ninja tools.
2. When the Moon Eye ends, a Moon Hearing Eye drops in the middle, carrying a high-level item.
3. Moon Eye appears on all maps.

Akatsuki Memento

The Relic appears after the Moon Eye ends, granting a special ability when all three stages are occupied.

1. The skill owner's location will be revealed on the minimap.
2. Relics are present on every map.
3. Skills include:
 1. Van Tuong Thien Dan: Increases shield, creates a force field that pulls enemies back and deals damage to Glue Bombs.
 2. Paper Dance: Deploy a random explosive spell near an enemy, which self-detonates.
 3. Explosive Clay: Summons a large, controllable bird that explodes, dealing damage and stunning.
 4. Amaterasu: Creates a black fire screen that destroys Glue Bombs, dealing damage regardless of obstacles.
 5. Water Release: Shark Jaw: Passive summons a shark that bites the enemy on hit.
 6. Spell: Possession: Draw a circle that reflects damage and saves yourself when taken down within the circle.

Akatsuki vs. Konoha

Players choose sides by interacting with the Akatsuki or Konoha icons.

1. Destroying opposing faction enemies will have special effects.
2. The icon appears on every map.

The Village of Konoha is destroyed.

The Hidden Leaf Village on Military Island is destroyed by Akatsuki, leaving behind ruins containing ninjutsu and items.

1. Explore the ruins from Dibo Tian Xing.
2. Only on Military Island.

Other adjustments

1. The Impure Earth Reincarnation themed *Resurrection Pillar* returns.

Death Battle: New Ninjutsu

Ninja techniques and ninja tools appear in the Death Battle and Upgrade Hearing shops.

1. Hearing God Tree appears in rounds 3, 4, 5.
2. Upgrade Points are converted to Crimson Points, accumulate 2 points to activate Crimson, bringing powerful effects.
3. Scarlet Moon can be activated on all Deathmatch maps.

Ninjutsu & Items

1. Sharingan: Copies the active skill of the nearest enemy.
2. Summon Katsuyu: Heals and saves allies in the area.
3. Izanagi Revive: Save yourself and heal when you are defeated.

4. Sand Shield: Increases shield and shield regeneration speed.
5. Explosive Clay Bird: Summons a clay bird that can be controlled and detonated.
6. Paper God Magic: Explosive spell automatically attacks nearby enemies.
7. Shadow Shackle: Restrains enemies, reducing movement speed.
8. Shuriken Beam: Throw 3 close range shuriken.
9. Jiraiya's Telescope: Used to find literary inspiration.

Survival

Adjusting the Glue Bomb

To balance, the maximum number of Glue Bombs is reduced, the glue generation speed is increased, and you get more Glue Bombs early in the game:

Grant	Maximum Glue Bomb	Creation time	Leveling up experience	Glue Bomb on start/respawn	Keo Bomb after destruction
1	4	100s ? 70s	0	1 ? 2	1 ? 2
2	5	90s ? 60s	300 ? 500	1 ? 2	2
3	6	80s ? 50s	700 ? 1000	1 ? 2	3 ? 2
4	7	60s ? 40s	1100 ? 1500	1 ? 3	4 ? 2
5	10 ? 7	50s ? 30s	1500 ? 2500	1 ? 3	4 ? 2

Optimized parachute

1. Players fall straighter, making it easier to land accurately.
2. The camera angle can be adjusted while parachuting to observe the landing point.

Other adjustments

1. Activate the Tech Mushroom by crashing your car into it.
2. Vending Machine:
 1. Wanted Coins Discount: 400 ? 200 FF Coins.
 2. Weapons: MAG-7 (100 coins), MP40 (200 coins), AC80 (200 coins).
 3. Skill Cards: Unlimited Oscar (1200 coins, limit 1/person), Unlimited Dimitri (1200 coins, limit 3/match).
3. Wanted Coin:
 1. Reduced enemy scanning distance: 100m ? 20m.
 2. Reward: Randomly receive M4A1-III, MP5-III, M1014-III; remove armor accessories; increase rate of receiving Lv. 3 Helmet/Armor/Backpack (33% ? 50%); Grenade Launcher 100%.
4. Abandon Technology Workshop.
5. Item Adjustment: Decreased in Clock Tower, Observatory, Heaven's Gate; increased in Pine Village, Power Plant, Residential Area, area near Heaven's Gate.
6. Corrosive Grenade Limit: 3 ? 2, reduced spawn rate by 50%.
7. Added Ice Dragon Pomegranate, limit 1.
8. Mini turret: Range 30m ? 60m, damage 20 ? 50, rate of fire 2 rounds/s ? 1 round/s.
9. Super First Aid Kit Limit: Unlimited ? 4.
10. Solo Respawn Time:

1. Dawn Island: 145s ? 420s.
 2. Century Island: 145s ? 390s.
 3. Other maps: 145s ? 385s.
11. Resurrection Pillar:
1. Cooldown reduced: 300s ? 180s.
 2. Close after the 2nd safe zone instead of the 3rd.
 3. Speed ??occupied: 1 person (25s), 2 people (20s ? 12s), 3 people (16s ? 8s).
12. Time to occupy the Audience:
1. 1 person: 45s.
 2. 2 people: 33s ? 27s.
 3. 3 people: 27s ? 19s.
 4. 4 people: 19s ? 15s.



Figure

New character: Rin

Hayato's younger sister, a cold-hearted ninja of the Yagami clan.

1. Skill - Kunai Storm: Summons 1 kunai every 8s (max 3), attacks enemies or Glue Bomb, dealing up to 12 damage, increasing with distance.

Adjust character balance

1. Nairi (Immortal Glue): Restores 160 durability/s to Glue Bomb and 10 HP/s ? 5 HP/s to allies within 5m, effect duration 2s ? 1.5s.
2. Kairos (Armor Break): Attack Stance consumes 10 EP/s ? 20 EP/s.
3. Sonia (Quantum Shield): Gain 50 HP ? 1 HP after 0.4s of invulnerability, 180s cooldown.
4. Santino (Personality Shift): Limited to 2 position changes, each time 3 seconds apart; does not shift if height difference is over 10m.
5. Laura (Super Sniper): Increased aiming accuracy: 50% ? 60%.

6. Alvaro (Fission Bomb): Explosive weapon damage 20% ? 25%.

Other adjustments

1. Optimized skill path display for Ryden, Ignis, Oscar (according to slope angle); A124 displays path and explosion range when holding skill button.

Weapons and Balance



1. M60, M249: Add accessory slots for barrel and stock.
2. AC80: Fire rate +5%, damage +20%, damage increased when hitting consecutively -20%.
3. AN94: Accuracy +10%.
4. M1917: Damage -10%.
5. FGL-24: Armor damage -50%.
6. M590: Minimum damage +15%, reload speed -20%.
7. PP19: Accuracy +10%.
8. VSK94: Remove aim assist, range +10%.
9. M82B: Glue Bomb penetration damage -15%.

Other adjustments

1. Death War Store:
 1. M1873: 400 ? 500 coins.
 2. AN94, G36, Kingfisher: 1100 ? 1000 coins.
 3. VSS: 1400 ? 1500 coins.
2. Death Battle Upgrade Hearing: Appears in Residential Area, Rim Nam Village (Military Island), Cherry Village (Dawn Island).
3. Added Supply Station to Dawn Island (Deathmatch).
4. Training Island:
 1. Added skill cooldown and firing sensitivity settings.
 2. Adds Glue Generator (2 initial Glue Bombs, 1 Glue Bomb every 10s, max 2).
 3. Remove some fences.
5. Improved enemy location pinning after being taken down.
6. Reduces waiting time when getting up from lying down.

7. Increased thermal scope clarity.
8. Improved match and player information interface.

System

The Ultimate Battle

New Solo ranked mode, opens in the evening.

1. Solo Matchmaking, hide information in the match.
2. Get points based on skills.
3. Deathmatch Shop according to Esports settings.
4. Show MVP from round 2.
5. Unlock exclusive animations and actions; display Peak Score in profile and lobby.

HUD interface

1. HUD settings go to Settings > In-Game.
2. HUD share code does not expire.
3. Additional buttons can be hidden (quick response, action, lie down).
4. Adjust the position of the button to get on the car, hold the grenade.

Share match results

1. The special share page displays kills, damage, saves, healing, and highlights.

Collaborative system

1. View collaboration content (*Naruto Shippuden* Chapter 1, 2) in the Collaboration System.
2. Owned items are highlighted and have effects when collected enough.

Other adjustments

1. Add photo album to profile.
2. Add Quick Equip button.
3. Notice of Fraud in the Corps.
4. Optimized QR code scanning.
5. Added achievements for Craftland and modes.
6. Use Diamonds to buy Gun Upgrade Cards.
7. Transformation in the lobby.
8. Improved Gift Shop.
9. Equip the Big Reward immediately after spinning.
10. New items are placed first in the Inventory.
11. Refresh backpack model Lv. 3.
12. Add keywords for skills and equipment.
13. Supports 3D lobby and Max image settings.

14. Describes the mechanism when clicking on a player-created room.
15. Added financial settings in Create Deathmatch Room.

Craftland

Craftland Member

1. Purchase a membership card to unlock exclusive content.
2. Creators can create content for members and get rewarded (in some regions only).

Created with AI

1. Create 3D objects with text (English supported).
2. Create a racing map by drawing a track.

Optimize Resource Store

1. Fix internal block reference error.
2. Allows liking shared resources.
3. Achievement for people who get more likes.

Other

1. Block editor supports creating and managing custom events.
2. Add autosave feature with custom frequency.

The OB50 update is a journey filled with ninjutsu, improvements, and epic battles, ready for players to explore.

Free Fire gameplay video

What is Free Fire?

Free Fire is a survival shooting game that always occupies a high position in the App Store and Google Play Store application rankings. The reason Free Fire always occupies a high position in the rankings is because the game has a light configuration, suitable for many smartphones even if they have low configuration.



Players and opponents will land in an area and will collect items as soon as they set foot in that area. In addition, you can choose to play alone or in teams of 2 and 4 people. When you land on the island, you start looting weapons, ammunition, accessories, recovery items, armor and use vehicles to move into the circle. Destroy any enemies you see.



The game is fast-paced, with only 50 players per level, so each round usually lasts only 10-15 minutes. So people can play at many times of the day.

Game modes and maps in Free Fire

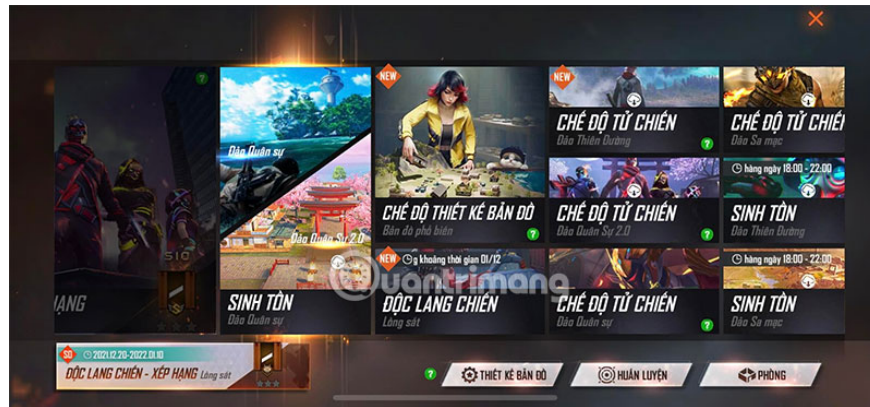
FF game mode

Currently Free Fire has popular game modes such as:

1. **Ranked Mode:** In this mode, you will start from Bronze rank and gradually climb from Silver, Gold, Platinum, Diamond and finally Legend. In the ranked match, there will be two modes: Survival and Deathmatch.
2. **Survival Mode:** This is the default game mode, you and 49 other players will survive on an island. What you need to do is collect weapons, recovery items, support equipment, run around. Destroy any enemy you see to become the last survivor.
3. **Deathmatch Mode:** In this mode, players will not have to parachute to the map like in Survival mode and will not loot like in Survival mode, but will buy items before joining the battle. There will be 2 teams with 4 members fighting each other in BO7 format and the team that wins 4 rounds first will win the final

victory.

4. **Map Design:** This is a mode that allows players to design their own map and share it with the community so everyone can play. You will not be limited in terms of range, resources, weapons.
5. **Wolf Battle:** One-on-one mode, fight each other in a small warehouse called Iron Cage. Similar to Deathmatch mode, you will also be able to buy weapons before entering the match.



Free Fire Map

Currently there are maps such as Military Island, Military Island 2.0, Paradise Island and Desert Island. In addition, the Map Design mode has created many maps with the rich imagination of gamers. And we also have the Iron Cage map for the Lone Wolf War mode.







Comparing the two maps Military Island and Military Island 2.0, there are quite a few differences as some locations have been removed. The Heaven's Gate area which used to be just a hill has now become a mountain.

The Coconut Island area has been changed to a Japanese-style Cherry Blossom Garden. In addition, the Rim Nam Village area has been removed, and new locations will be added: the Hydroelectric Dam, the Academy, and the Fisherman's Creek. As you can see above, the image between the two Military Island maps.

Free Fire Graphics



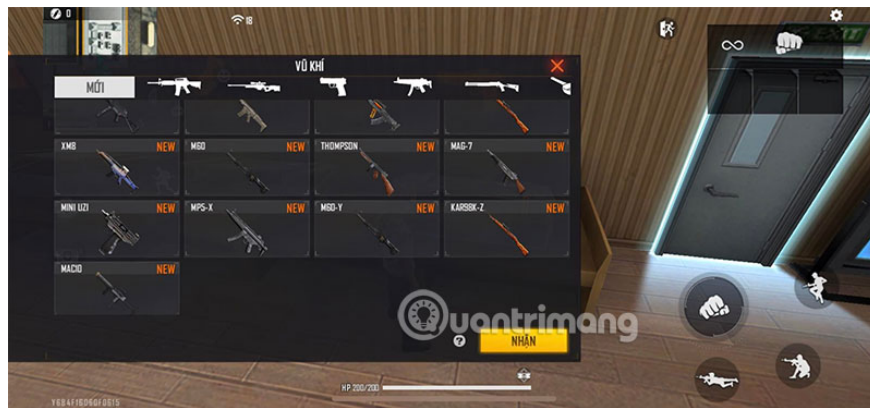


As mentioned above, Free Fire's graphics are considered the lightest among other survival shooting games on mobile. And even low-configuration smartphones can still experience Free Fire at medium configuration.

Unlike the configuration of Free Fire Max , your smartphone only needs 2GB RAM, 2GB memory with Android 4.1 operating system or higher. With iOS, you will need iOS 9.0 operating system and the configuration requirements of iPhone 6s or higher to be able to smoothly experience Free Fire at medium configuration.

Although the graphics are not as sharp and vivid as on Free Fire Max and PUBG Mobile. But if the configuration is at maximum, Free Fire still makes a good impression on players. Even for the most demanding players.

Weapons in Free Fire



Up to now, there have been a series of weapons updated in Free Fire. From main weapons to secondary weapons, melee and a series of other support items. Maximum support for the diverse gameplay of each gamer in the game.



Players can carry up to 3 weapons and can combine many different types of weapons. For example, Shotguns are beneficial for close-range combat, DMR and Sniper are for long-range assassination, Rifles are suitable for medium distances and are suitable for any target.

In-game events



Free Fire regularly holds events for gamers even when there are no real-life events. Events are held to make it easier for players to get characters or gun skins or to offer conditional discounts to gamers.

For events related to real-life holidays, game publishers will organize larger in-game events. For example, Christmas will have a series of events taking place for nearly a month so that gamers can "earn more".

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