

# Pioner - Survival shooter set in post-apocalyptic Russia

As an MMOFPS game, Pioner - Survival shooter developed by GFA Games Studio from Russia promises to stir up the Game market in the near future.

Pioner is a MMOFPS (Massively Multiplayer Online First-Person Shooter) game developed by GFA Games Studio - a game company from Russia. Currently the Game is completing the final stages of development, ready for release later this year. Very interesting information about this game is that it is inspired by many big names in the shooting game village such as the Metro series and Escape From Tarkov.

After officially being announced at the end of May this year, it immediately attracted great attention to Gamers of the Shooting Survival Game genre. What makes this game so special is that it both evokes a familiar feeling but also has many unique and distinct elements.

The first can be mentioned that gamers can directly adjust the accessories attached to the weapon during battle without having to access the inventory and do not need to be equipped before entering the battle. This is a very familiar mechanism for gamers who have played through the Crysis game series and the online shooter Warface.



Next, this game inherits the typical features of the most specific FPS games, including Rainbow Six Siege. The skill mentioned here is tilting left, tilting right for the purpose of taking advantage of the terrain to hide and shoot back at enemies.

According to the official announcement of the company. Although Pioner is a genre of survival shooter combined with online multiplayer mode, the biggest plus point is that it will break the stereotype of the "slow, picky" game titles of the same genre. . Instead, Pioner is developed in the agile and flexible style of FPS giants like Call of Duty or Counter - Strike.

Finally, the company is developing to optimize two problems at the same time. One is to improve inventory management functions, the other is to streamline Pioner so that new gamers can quickly and easily get used to the gameplay without having to play through the tutorial.

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