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Top war battle game guide deutsch

As the poster for this cult movie classic asks, is it a game or is it real? Not every war game is like some steroid-filled Michael Bay explodo-fest. I mean, yes, people queue to buy Gears of War 2 as I write this (to learn more about the latest Xbox 360 hit, read Matt Peckham's take), but I want to command, not just a growl. I want to take the time to survey the battlefields and be the general of the armchair. Lucky for me, no fewer than five strategy games - each with very different take - have come out in recent weeks. But it comes down to the same old problem: So many battles, so little time. You need a quick breakdown of the information on what's new on store shelves - thereby helping you win the war on productivity. Valkyria Chronicles is a high-style turn-based strategy game on Playstation 3.The classic strategy game – whether you're talking chess, risk, or axis & allies – usually goes something like this: Two crazy geniuses stand-stroke for a couple of hours, pondering All... Only... Move. He's carefully considering decisions, he's making troops... Blah... Blah.... Blah. And maybe even add a little action to your battles. Sega Valkyria Chronicles is a great style take on the turn-based strategy of the Playstation 3 that you really need to see the action believe. In an alternate reality take on the World War II era, you'll find bits of sci-fi steampunk plunked on a pastel-colored battlefield. In fact, it almost looks like you're fighting through a storybook landscape... with bullets. Here it will be interesting: You select the unit you install on the turn, and then walk in the soldier's shoes. You run for cover and shoot while the motion timer ticks. Or you can save up the tactical movements that blaze the battlefield. I would say that Valkyria Chronicles is probably one of the smarter take on tactical shoot-outs since X-Com – it's certainly one of the visceral i've ever played. The only real downside is that the enemy you're fighting is a long way from the Mensa candidates. Then again, I'm a bit dumbstruck at how much fun this game is - so I think it doesn't come out on a level playing field. Tom Clancy's EndWar is a game of near-future battalion-sized tactical warfare that optionally controls the entirety of his voice. Everyone is talking about how the Wii is so brilliant for what amounts to a remote control to play games – and remote control is something that people already know how to use. Yes? Why don't you just use your voice? Tom Clancy's EndWar (for PS3 and Xbox 360) hinges on a very good trick: you're shouting out the commands to your teams. All modern-setting Clancy games are based on near-futuristic scenarios, and this is a pits against the US, european allied powers and a revived Soviet republic. Thanks to defense programs, the threat of nuclear war has been eliminated, so we've returned to basics in the field. In traditional real-time strategy games, there are no resources for sweat. Only Into battle and boss around the troops. To make this strategy game work on the console, your voice does most of the work. Mash a button, bark out the command and release the button - like a walkie talkie - and the units do exactly what you tell them to do. I tried to catch the game off-guard, talking like a slang New Yorker, a twangy Texan, and ok, I tried my terrible impersonation of Diamond Joe Quimby (think JFK) in The Simpsons. In every attempt, he turned my orders into action. Crazy stuff. The only time it didn't work was in the heat of battle, when I quickly spit out commands with the speed of sound. Lesson learned: Speak slowly and it will not disrupt the troops. As far as the game itself is concerned, the battles are great, but not unmanageable. If I have any advice, it's to keep your troops together and not spread it on the map -- the AI (artificial intelligence) that handles your forces when you're not here, doesn't replace a good commander. Although the game may be a little flawed, it is still the first major implementation of voice control. When perfect, this feature will change how you play in the future. A cutesy strategy game, Ninjatown is based on a series of plush games. But it's still fun. In the outside world, the ninja mysteries - shadow warriors feared for all (except perhaps pirates). At home, in Ninjatown (just outside Funkytown), they live a quiet life, go to work and need the occasional hug. Ninjatown is a cutesy strategy titled based on a game line of cuddly plush death dealers. What you need to know: This game has recently crept onto store shelves and is quiet - but deadly - fun for the Nintendo DS. In a column a few weeks ago, I talked about Desktop Tower Defense and the whole concept of a defensive strategy game. The course of the game is that you have a set amount of time to plan your defense and repair damage. When the timer runs out, enemies attack. Reverse the attack. Foam. Rinse. Repeat. Enemies - in this case demons - threaten to run amok on quiet burbs. That's where you come in. As an of' Master Ninja, you have to plan a counterattack. And use some magical ninja powers (blow in the microphone) to knock back enemies. It's not exactly a retaliating strategy game, and it's probably one of the least violent out there - which is ironic, I know, considering we're talking ninjas. Age of Booty is a fun little strategy game for pirates. If we want to give love to ninjas, pirates need fair and equal representation. So check out Age of Booty, a fun little strategy game for your Xbox 360, PS3, and PC. Cruising around on a hex-based map, you're doing your usual: looting towns and villages, raiding passing ships, and upgrading your Flying Dutchman. Yet, without someone to walk the plank or engaging in swashbuckling sword fights, what can this game? Many. Try to achieve each level goal before each racer pirates. In the single player game Ai. It's quite fun, but are you trying to form an alliance with other players in online matches? People (and probably will) turn against you at any given time. It's downright ominous... and more fun than 16 people on a dead man's chest. Then, of course, there's the classic real-time strategy (RTS) game. This usually means scraping the dirt to agricultural resources, hastily constructing factories, and unleashing waves of troops on the enemy. Key has always been a big fan of the Command and Conquer series – I just can't decide which one I craved more: a fast and furious game or a mega-cheesoid full of motion video clips. But hey, that was a different era, wasn't it? Bad! Red Alert 3 is a real-time strategy game from Electronic Arts.Electronic Arts has been actively revitalize the C&Amp; Brand C, first command & conquer 3: Kane's Wrath, and now Red Alert 3. Of course, it's a PC staple, but it's interesting to see that a strategy game is being (quite successfully) brought to the PS3 and Xbox 360 as well. But let's get down to the game itself. The first thing you'll see here: Super-cheesy video delivered tongue-in-cheek with a large cast. I'm talking about George Takei, J.K. Simmons, Tim Curry, Jenny McCarthy... Just go with me in this one. It also happens that you have a wonderfully unusual cast of units that you're blazing into battle – in addition to the standard planes and tanks. I mean, dolphins equipped with sonic disruptors and trained Russian bears? Well, by far the sickest thing I've seen here - and something really new (gasp) - is the ability to use the buddy system for the single-player campaign. You go alone, you give general orders to your AI buddy. Online, you can wage war alongside a friend. What kind of king in practice? Well, I'm enjoying it. Stay tuned because Game On's Matt Peckham plans to dig deep into the trenches. All right, so which of the five addresses is right for you? Whichever! Just figure out how much time you'll have to save. And be careful out there. See you later.... Quietly! Casual Friday columnist and PC World senior writer Darren Gladstone geeks out over gadgets, toys, and strange uses of humdrum tech. In other words, he's a nerd... And it doesn't bother him. Note: If you buy something after clicking on the link in our articles, you can earn a small commission. For more details, please refer to our affiliate link guidelines. You won't find a better first-person shooter war game experience than Call of Duty: World at War, the fifth game in the best-selling series. A fan favorite among the Call of Duty franchise, the game takes place in hectic Pacific and Eastern Front theaters in World War 2. Call of Duty: World at War captures the intense battles between the United States, Japan's Empire, the Soviet Union and Nazi Germany. Play as a Marine Raider and Red Army soldier throughout a dynamic single player campaign to re-play the battles such as the Malkin Island Raid and battle stalingrad in gravel detail. The cinema action, combined in combination Environment, a draw for all fans of FPS games, especially games with exciting single player campaigns. The exact use of real-world settings, military technology at the time, unique enemies, and fighting variety delight every war buff. World at War is an immersive PC war game experience that still beats off any contemporary Call of Duty game. Star Wars: Empire At War impressively captures the Star Wars universe in a real-time strategy (RTS) war game that fans of the series will love. Players can choose to control either the Galactic Empire or the Rebel Alliance as epic battles take place across space and earth, while commanding fleets of Stormtroopers, X-Wings and even the Death Star. Set a few years earlier Star Wars: Episode IV - A New Hope. Star Wars: Empire At War gives players three game modes: a story-line based campaign, skirmish mode and galactic conquest. Galactic Conquest features sandbox elements where you take over planets, build defenses and research new technology as you try to take out the enemy leader. Command key heroes and villains like Darth Vader and Obi-Wan Kenobi who have special abilities to swing in each battle. More than 40 memorable ground and space locations can be played, including some unforgettable battlegrounds from films such as Yavin IV, Tatooine and Dagobah. Rome: Total War is an incredibly captivating historical PC war game with a lavish presentation reminiscent of an epic historical film. Everything from large-scale warfare to soundtracks and sound acts makes it outstanding in the Total War series and a favorite among critics. Rome: Total War features gameplay in real-time tactical battles with a turn-based strategy campaign taking place across Europe, North Africa and the Middle East. Up to 10,000 soldiers appear on the screen simultaneously under your control. Each of these legions is categorized into infantry, cavalry, archers and artillery. The army can take on other armies and invade villages with a combat system reminiscent of a complex game of rock, paper, scissors. As we strive to take over the world, you will need diplomats to negotiate trade routes that will help build the economy and spies to scout out cities and armies to get the upper hand in battles. Before Starcraft became the dominant force in RTS games, Command & Conquer was one of the most popular PC war games, showing off its action-packed real-time strategy. Command & Conquer: The First Decade records the best games of the first ten years of the timeless franchise and packs them on a single DVD. Command & Conquer: The First Decade comes with 12 classic games that still last. The compilation includes the first iteration of the series, 1995's Command & Conquer, which extends to the advanced 3D gameplay of Command & Conquer: Generals. The gameplay is simple with a variety of missions that start off a base, gathering resources, and hoarding an army. You use the usual type of RTS combat units - spies, tanks and more - and harness the power of futuristic cyborgs, rocketeers and more. If you have problems with older classics like Tiberian Sun and other games, you will need third-party fixes and tweak some settings in order to enjoy the experience to the fullest. Battlefield 1 is a visually striking, first-person shooter that is the best in phenomenal online multiplayer mode. Players take part in large-scale theatrical battles (featuring up to 64 players at once) that can last up to an hour in a wide open maps destructible environment. Battlefield 1's includes the usual online multiplayer modes like deathmatch and domination, but the real fun comes in chaotic conquest mode. You start with four other players in one squad, selecting one of the four base classes as a doctor or scout, each with its own unique weapon and ability. Once you start securing positions on the map, the action ratchets up to another level. Imagine resuscitation of teammates as explosions engulf you, or riding horses next to tanks in the Sinai Desert as we avoid bullets from the planes above. This is just a taste of the amazing action you'll find in Battlefield 1. Set in an open world, Metal Gear Solid V: The Phantom Pain takes place during Cold War conflicts and features a powerful mix of action adventure and stealth play. It's 1984, and you're in the middle of the Soviet-Afghan war and the Angolan civil war. The stunning plot has the character seeking revenge while rebuilding a mercenary unit in the midst of war. Metal Gear Solid V: The Phantom Pain offers a number of ways to approach missions. You get to choose whether you want to stealth deed enemies with a calming weapon or unleash carnage with an airstrike. Part of the game's charm is the real-life depiction of key Cold War moments during the time, like hearing Soviet soldiers argue about Stanislav Petrov's decision (Lieutenant Colonel who prevented nuclear war) or discussing stinger missiles given to the Mujahideen by the CIA. You can enjoy metal gear solid v: the phantom pain in many ways, from gameplay to rich storytelling expected in the MGS franchise. Although the story is fictional and features several fantastic elements - such as a levitating psychic child soldier and a nuclear armed walking tank - the game has great ideas that resonate with anyone. Throughout the Metal Gear Solid V extensive campaign you will face themes of nuclear proliferation and conflict caused by the difference between language and habits that help make the game a greater than life's feeling. Gary Grigsby's War in the East: The German-Soviet War 1941-1945 is a turn-based strategy PC war game played on an epic scale that simulates the Eastern Front of World War II. The game takes place on a huge map of 25,000 hexes, each representing 10 miles from Berlin to the Gary Grigsby's War in the East: The German-Soviet War 1941-1945 allows you to participate large-scale dramatic campaigns with around 4,000 unique units. The game features relentless realism in historical terrain, weather, logistics and more. Every detail can be the difference between victory and defeat on the front line. The types of leaders selected and their qualities play a huge role in these intense battles. Keep an eye on the props, fatigue, morale and skill of the department to come out on top. Every player who wants unmatched details, scale and strategy with the ability to edit the data and scenarios of the CSV export and import feature falls in love with how much this game has to offer. Offer.

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