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War and peace civil war game tips

Keep up with buzzfeed's daily newsletter! The American Civil War, a conflict of considerable scale, fought on home soil. 60% of the battles were fought in Virginia. Communities, parks and museums, primarily east and south, continue to offer live stories, lectures, and tours noting this era in history. Here are some examples: 1.Gettysburg. Gettysburg, VA. Visit what is perhaps best known as the Civil War battlefields, where many believe the outcome of war is determined. Free Ranger guided tours are available in different areas of the park. You and your kids will enjoy driving tours in major areas including Little Round Top, Culp's Hill and Pickett's Charge. This well-known scene is Abraham Lincoln's famous title marking the victory and creation of a new nation. Contact: 866-889-1243, www.nps.gov/gett; www.gettysburgfoundation.org. 2.American Civil War Center in historic Tredegar. Richmond, VA. Located on eight acres of the James River in downtown Richmond, it is the first museum to tell the war story of African-American, Confederate and Union terms. Through its multifaceted educational programs, including the signature exhibition, The Cause of Freedom, the organization seeks to tell the whole story of the conflict that continues to shape the country. The National Historic Landmark, the Tredegar ironworks site, was the primary arms manufacturer of the Confederacy. Contact: 804-780-1865; www.tredegar.org. 3.Antietam National Battlefield. Sharpsburg, MD. What is considered the bloodiest one-day battle in American history, more than 23,000 soldiers were killed, wounded or missing by Antietam.Join the park ranger in a battlefield talk and learn that the twelve-hour conflict ended with the Confederate Army's first invasion of the North and resulted in President Lincoln's first move in the Emancipation Proclamation. Here he was, in the Maryland cornfields, where the first Texas infantry lost 82 percent of its soldiers, the highest Confederate loss rate in a single battle. Children can earn a junior ranger badge and take part in a treasure hunt for the tour. Contact: 301-432-5124; www.nps.gov/anti/ 4.Manassas National Battlefield Park. Manassas, VA. Start your visit to the picturesque park in the visitor's center, where you will learn about the two great battles that occurred here nearly a year apart starting in the summer of 1861.Stop at the museum to see the Civil War equipment and weapons. Enjoy self-guided walking trails, scenic views, and then take in the park's 45-minute orientation film Manassas: End of Innocence. Kids can get junior ranger badges. Contact: 703-361-1339; 5th Texas Civil War Museum. Fort Worth TX. Meet the 90,000 Texans who served in the Army in battles Gettysburg and beyond. Check out the civil and military artifacts of the era, including the Confederate flag collection and Victorian clothing. The film Our Homes, our rights, detailing texas participation, can be seen every half hour. Children under the age of seven can res res juerd it free of charge. Contact: 817-246-2323; Source: The Texas Historical Commission publishes a pamphlet that notes the wounds of the Civil War. It can be downloaded free www.thc.state.tx.us Resource: www.civilwartraveler.com; www.CivilWar.org;www.CivilWarTrails.org. This content was created and maintained by a third party and imported to this site to help users enter their email addresses. You may find more information about this and similar content piano.io: failCLSecho is not that many teams!!!!!! pausegoto ready:goclsset /a enemy=%random%if %army% lss %enemy% (goto loss)else if %army% gtr %enemy% (goto winto win)else if %army% equ %enemy% (goto tie):winecho congrats you won!!! echo az ellenséges csapat volt %enemy% troopsecho nyertél \$ 30000echo veszteséget %army% csapatok howeverset / a csapatok = %csapatok%% enemy%set / a money =%pénz +%pénz +30000set /ammn=%army%+%ammn%pausegoto menü: lossecho elvesztette a csatát elvesztette %army% csapatok és \$ 1000echo az ellenséges csapat %enemy% set / %csapatok%army% set /a money=%money-20000 set /ammn=%army%+%amm% set /a monn=%monn%+20000 pause goto menu:paycls echo önnek %troops% echo hány szeretne vásárolni echo A) 1000 (\$ 500) echo B) 5000(\$ 1000) echo C) 10000 (\$1500) set /p choice= if '%choice%' == 'a' goto 1000 if '%choice%' == 'A' goto 1000 if '%choice%' == 'b' goto 5000 if '%choice%' == 'B' goto 5000 if '%choice' == 'b' goto 5000 if '%choice' == 'B' goto 5000 if '%choice%' == 'c' goto" 10000 ha %choice%' == 'C' goto 10000:1000cls echo 1000 katonát szerzett az \$500 set /a troops=%troops%+troops%+1000 set /a money=%money-500 set /a monn=%monn%+500 pause goto menu:5000CLS echo you gained 5000 katona ára \$ 1000 set / a csapatok = %csapatok +%+5000 set / money = %money-1000 set / a monn = %monn%+1000 pause goto menu: 10000CLS echo won \$1000 00 teams priced at \$1500 set / teams = %teams +%+10000 set / a money =%money-1500 set /a monn=%monn%+1500 break goto menu The poster for this cult movie classic calls, it's 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. there is a quick breakdown of information about what's new on store shelves, helping you win the ongoing war on the Chronicles is a high-style turn-based strategy game from Playstation 3.The classic strategy game -- whether you're talking about chess, risk, or axis & allies -- usually goes something like this: Two crazy geniuses stand-stroke for a couple of hours, pondering Each... 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 revitaled Soviet republic. Thanks to defense programs, the threat of nuclear war has been eliminated, so we've returned to basics in the field. Unlike traditional real-time strategy games, there are no resources for sweat. Just get 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 Yawker, 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 it quickly commands with the speed of sound. Lesson learned: Speak slowly and and It's stirring up 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. Revere 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 ol' 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. Still, without someone to walk the plank or engaging in swashbuckling sword fights, what kind of pirate can this game be? Many. Try to achieve each level goal before each racer pirates. In the single-player game, you're up against us. 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 releasing waves of troops from the Me? I've always been a big fan of the Command and Conquer series - I just can't decide which one I wanted more: fast and Game or mega-cheesoid full-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&A; 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. Details.

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