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As the poster for this cult movie classic asks, is it a game or is it real? Not all war games are like a Michael Bay explosion festival riddled with steroids. I mean, yes, people line up to buy Gears of War 2 as I write this (to learn more about the new Xbox 360 hit, read Matt Peckham's take), but I want to be in charge, not just a growl. I want to take the time to inspect the battlefields and be the general of the seats. Luckily for me, no less than five strategy games, each with a very different shot, have come out in the last few weeks. But it's the same old problem: so many battles, so little time. You need a quick breakdown of information about what's new on store shelves, helping you win the ongoing war on productivity. Valkyria Chronicles is a high-style turn-based strategy game for playstation 3. The classic strategy game, whether you're talking about chess, Risk or Axis & Allies, something like this usually goes: Two crazy chin geniuses for a couple of hours, reflecting every time... Single... Move. Weigh the options carefully, deploy your troops... Blah... Blah.... Blah. And maybe add a little more action to your battles. Valkyria Chronicles by Sega is a high-style version of turn-based strategy for Playstation 3 that you really have to see in action to believe. In an alternate reality version of the World War II era, you'll find pieces of sci-fi steampunk on a pastel-colored battlefield. In fact, it almost looks like you're fighting your way through a landscape of stories, with bullets. This is where it gets interesting: you select the unit you're deploying for the turn, then you walk in the shoes of that solid one. You're running to cover yourself and take photos as a motion timer advances. Or you can save your tactical moves to burn across the battlefield. I'd say Valkyria Chronicles is probably one of the smartest shots of tactical shooting since X-Com, it's definitely one of the most visceral shots I've ever played. The only real drawback is that the enemies you fight are far from Mensa's candidates. On the other hand, I was a little silly about how much fun this game is, so I guess it comes out on a level playing field. Tom Clancy's EndWar is a near-future battalion-scale tactical warfare game that you can optionally fully control with your voice. Everyone talks about how the Wii is so ingenious to have what's equivalent to a remote control to play games, and remotes are something people already know how to use. Yes? How about using only your voice? Tom Clancy's EndWar (for PS3 and Xbox 360) depends on a cool trick: you're shouting orders to your troops. All Clancy games that set the are based on almost futuristic scenarios, and it pits the United States against European allied powers and a revitalized Soviet republic. Thanks to defense programs, the threat of nuclear war has disappeared, so it has returned to basics in the field. Unlike traditional real-time strategy games, there are no resources to sweat. Only in battle and the chief around the troops. For this strategy game to work on a console, your voice does most of the work. Smash a button, bark a commando and release the button, just like a walkie talkie, and the units do exactly what you tell them. I tried to watch the game off guard, talking like a New Yorker slang, a Texan twangy, and.... Okay, I tried my horrible diamond joe quimby (think JFK) impersonation of The Simpsons. At every attempt, he translated my orders into stocks. Crazy stuff. The only time it didn't work was in the heat of battle, as I quickly spat out commands at the speed of sound. Lesson Learned: Speak slowly, and you won't shake the troops. As for the game itself, the battles are big, but not unmanageable. If I have any advice to give, is to keep your troops together and not spread across the map, the AI (artificial intelligence) that manages your forces when you're not around is not a replacement for a good commander. Although the game may be a bit flawed, it still has the first major implementation of the voice command. When perfected, this feature will change the way you play in the future. A cute strategy game, Ninjatown is based on a line of plush toys. But it's still fun. In the outside world, ninjas are mysteries: shadow warriors feared by everyone (except perhaps pirates). At home in Ninjatown (right next to Funkytown), they lead quiet lives, go to work and need an occasional hug. Ninjatown is a cute strategy title based on a line of toys from adorable plush dealers. What you need to know: This game recently crawled on store shelves and provides quiet but deadly fun for the Nintendo DS. In a column a few weeks ago, I talked about Desktop Tower Defense and the whole notion of a defensive strategy game. The way these games work is that you have a fixed amount of time to plan your defense and repair damage. When the timer runs out, enemies invade. Reject the attack. Foam. Rinse. Repeat. Enemies, in this case demons, threaten to run with the quiet burbs. That's where you come in. Like Ol' Master Ninja, you need to plan the counterattack. And use some of your magical ninja powers (blow in the microphone) to take down your enemies. It's not exactly a strategic punishment game, and it's probably one of the least violent there are, which is ironic, I know, considering we're talking about ninjas here. Age of Booty is a fun strategy game with pirates. If we are going to give love to ninjas, pirates need a fair and egalitarian representation. So check out Age of Booty, a fun strategy game for Xbox 360, PS3 and PC. Navigating around a hexagonal map, you're doing the usual: looting towns and villages, ambushing boats that and improve your Flying Dutchman. Still, without having someone walk the board or engage in sword fights, how pirate can this game be? A lot. You're trying to reach the goal of each level before any pirate who competes. In the single player game, you're up there Ai. That's pretty fun, but trying to form alliances with other players in online matches? People can (and probably will) turn against you at any given time. That's frankly sinister, and more fun than 16 men in a dead man's chest. Then, of course, there's the classic real-time strategy game (RTS). Usually, that means scraping dirt from agricultural resources, building factories in a hurry, and unleashing waves of troops on the enemy. Me? I've always been a big fan of the Command and Conquer series, I just can't decide which one I craved the most: fast and furious gameplay or mega-cheesoid full-motion video clips. But hey, that was a different time, wasn't it? Wrong! Red Alert 3 is a real-time strategy game from Electronic Arts. Electronic Arts has been actively reviving the C&C brand, first with Command &

Conquer 3: Kane's Wrath, and now Red Alert 3. Of course, it's a staple for PC, but it's interesting to see how a strategy game is also being (quite successfully) brought to the PS3 and Xbox 360 as well. But let's go to the game itself. The first thing you're going to see here: super cheesy video delivered tongue-in-cheek from a great cast. I'm talking about George Takei, J.K. Simmons, Tim Curry, Jenny McCarthy... you just have to go with me on this one. It also has a wonderfully crazy cast of units you're fighting with, plus standard planes and tanks. I mean, dolphins with mounted sonic disruptors and trained Russian bears? Now, by far, the sickest thing I've ever seen here, and something genuinely new (gasp)—is the ability to use the friends system for the single-player campaign. Alone, you give general orders to your AI buddy. Online, you can make war with a friend. How cool is it in practice, though? Well, I'm enjoying it. Stay tuned because Game On's Matt Peckham plans to dig deeper into the trenches. All right, which of these five titles is right for you? Some of them! Find out how much time you have to save. And be careful out there. See you next time. at ease! Friday's casual columnist and senior PC World writer Darren Gladstone is ented with gadgets, games and strange uses for humdrum technology. In other words, he's a nerd, and he agrees with that. Note: When you buy something after clicking on the links in our items, we may earn a small commission. Read our affiliate link policy for more details. Star Wars: Republic Commando Source: Starwars.com Disney has done a lot of retail business thanks to the new installment of the Star Wars saga, but although it has released one (possibly two) games in conjunction with the film, the studio hasn't talked much about what's next for the interactive side of Star Wars entertainment. That's a especially given the number of fantastic Star Wars sub-franchises that dominated the gaming landscape for so many years. Many of them told stories that filled gaps, or added new universes generations before or after the movies. Some of those things are no longer canon, but many of the game would be greeted with welcoming audiences if they continued, especially given the cliffhangers left by some of the titles. While there's a lot to consider, we choose five favorites that deserve sequels if Disney has a hidden heart anywhere in its many theme parks. Unfortunately, most of them may never be done, but here's one more plea for a few exceptions. 1. Knights of the Old Republic The gigantic and long time of an RPG took us to familiar planets and new thousands of years before Luke flew a death star. Lightsabers abounded, as did Force users and thugs. And the first and second installments were tightly woven, even though he made so many open choices for his character and the fate of the galaxy in both games. Unfortunately, an MMORPG was the answer to our need for an end to the trilogy, one that takes place long after the events we set in motion. Do I meet many of our needs? Sure. But we wanted more of the same, not a new frontier. There's still time to add one last Jedi traitor to the mix and give everyone a chance at redemption. 2. Rogue Squadron The descendant of many years of attempts to bring space dog fights to life, Rogue Squadron was a limited but amazing game. You were coastless, but able to pilot iconic ships through challenging combat and escort scenarios that never felt repetitive. With the sequel you have bigger environments, better graphics and (finally) fights in space. Battlefront took part in the responsibility of making vehicle combat available to the masses, but as a member of the rogues you really had a different experience: one with a story, not just constant multiplayer combat circles. If anything is needed right now, it's a light-saber-free flying game like this to get back to modern technology. 3. Jedi Knight: Jedi Academy The game that pioneered aspects of 3D multiplayer combat and gave us our first real chance to handle a lightsa saber in a video game environment. All the sequels improved the model, adding freedom to the Forces' powers and layers to the complexity of saber combat, without it being unpleasant to play. Especially in large groups, online, with modded maps and combat. The story focused on different individuals, including Kyle Katarn (who may no longer exist in the new canon), but the last chapter left you with a new young Jedi to control. We want the rich story to be again, as well as the complex saber game for combat, the guy who made us feel like we're learning something, not just smashing buttons around some LEGO world. 4. Commando of the Republic The response of the star war, this was the first game to get rid of all those silly main characters and follow an elite squad of clone commandos through the events between episodes II and III. You had control over tactical maneuvers and were responsible for three teammates who could be assigned to cover the fire, to heal you, to provide sniper support, or just to raid a room It was a daring game before its time, and deserved a well-thought-out sequel. We would have liked to see the resolution of his serious cliff hanger where two of the teammates go to the radio in silence, probably moments before the Jedi purge order was carried out. 5. The Force Unleashed This game featured an almost unstoppable force of light and dark energy, and a story line that managed to weave the virgin sections of (what used to) be canon in an entire new and enriching story. And to give you everything, the controls were fun and the gameplay was great. Yes, it was linear, yes, the puzzle jumping from time to time became a little tedious. Yes, the second game was significantly shorter than we wanted it to be. But like many Star Wars properties before it, The Force Unleashed was designed for a trilogy, and not fulfilling that promise would be a disaggre favor to the excellent characters and a set of gameplay mechanics that eventually made being a Force user in a game feel creative and nonlinear. It's a good time to bring them back to production, Disney. Look into your feelings. You know it's true. Truth.

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