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Asteroids arcade game strategy

Basketball Arcade Games Beer Pong Tables Electronic Dartboards Foosball Tables Gumball Machines Mini Claw Machines Pool Tables Shuffleboard Tables Shuffleboards The strategy genre is one of the biggest and most diverse in video games, especially on the computer. From 4X Middle Aged epics like Crusader Kings III to small-scale tactics games like Into the Breach, there's something for everyone, no matter if you're 10 minutes or 10 hours. Our list of the 15 best strategy games has it all, from the best real-time strategy games to the best turn-based ones and everything in between. Although most strategy games are only available on the computer, there are some on consoles, too. We mixed into a few options, including Wargroove and Frostpunk, which play particularly well with a controller across a keyboard and mouse. Further reading XCOM 2 XCOM 2 is a game about difficult decisions and tactics. Your alien opponents have already overwhelmed Earth — the game's predecessor, Enemy Unknown, shows it. Now, confined to the Avenger, a massive research and military vessel floating in space, your job as commander is to plan your counterattack. The tough decisions begin on the Avenger, from taking days of operation off to scanning new areas - where the threat of alien interruption is present - to choosing which soldiers need time to rest. On the battlefield, though, is where you'll feel them the most. XCOM's signature permadeath system is present. Maybe you recruit beginners to take the brunt of the alien assault, or maybe you give them time to live and place your best soldiers on the frontlines, run the risk of losing them forever. These decisions determine the course of your XCOM 2 campaign, but the moment-to-moment game is just as interesting. Combat plays out like Chess, with a small army of unique units set on a grid. With the threat of permadeath looming, the stakes are high in XCOM 2. Fortunately, a forgiving saving system allows someone to get in on the fun without the consequences. Read our XCOM 2 review Civilization VI Civilization VI defined the 4X strategy formula that uses games like Endless Legend and Hearts of Iron IV to this day. If there was a unique mechanic or quality of life improvement in one 4X game, it was probably in Civ first. That's because, despite the franchise's decades-long history, every game has pushed to be not only deeper but also more accessible. That's what makes civilization VI so easy to recommend. You don't need a primer to get started. Civ VI walks you through everything from investing in your city to expanding into new territory, all without feeling overwhelming. Despite that, there's a lot of depth, especially when you learn about all the world leaders and what each of them does. Civilization sets the standard for one more inning, and even after nearly 30 years, the franchise is still Strong. Read our Civilization VI review Wargroove Wargroove brings back the simple, strategic game of the Advance Wars series that fans are waiting for for 12 years. It's a straight-up tactics game, nothing more, and that's why we love it. Each level, you will take one of 15 unique commanders into battle, along with a small group of units. From there, it's a matter of capturing outposts, defeating enemy troops, and moving the frontline to the opponent's base. Whichever team loses a commanding lead or their base first. Of course, there are placement bonuses, and each unit specializes in a different angle of attack. The single-player campaign is solid, with just enough story to keep you going. However, the multiplayer will come you back for more. In addition to cross-platform support across Switch, PC, PS4, and Xbox One, Wargroove includes a highly detailed level editor. You can even string along your levels in a campaign, fitting with your own dialogue, cutscenes, and even side quests. There's also puzzle mode, which provides you with a detailed puzzle and asks you to resolve it on a number of turns. Wargroove is the game for tactics fans right now, and any strategy fan will easily get their money's worth for asking price. Read our Wargroove impressions In the offense is the sophomore release of Subset Games, the same studio behind FTL: Faster than light. Like FTL, in the offense is a game about using strategy to get out of situations when your back is up against a wall. It's a tactic game similar to Wargroove, although the scale is much smaller. Fights take place on an eight by eight roster, and you only take three units into battle with you. Despite the extent of the offense, it is one of the most tactical, strategic games available today. This is because of how Subset sets up each encounter. Unlike similar games, in the offense doesn't task you with defeating your opponents. Each level is rather on a twisting timer, and as long as you defend friendly structures for that time, you'll win. It takes the focus off winning and puts it on not losing, and Subset fully uses that difference. In the offense is challenging and rewarding in equal parts, striking a balance that many games try but achieve little. Read us In the Offense review Gears Tactics Even after the successful launch of Gears 5 — we made it a near-perfect score in our review — the Gears of War franchise was in need of a refresh. And that's exactly what Gears Tactics has to offer. It's a spinoff tactics game developed by Splash Damage it's great not because there's not a new Gears game to play, but despite that. The XCOM influence is clear, but Gears Tactics isn't just a relevelenant. Tactics break from the Chess-like game, so you can freely move your characters around the battlefield. This - combined with the execution system, which lets you take down an opponent that is booming for an extra action point - adds a layer of action rarely seen in tactic games. Tactics undeniably feel like an Gears of War game, even if the systems that make the game are completely different. Read us our Tactic review Shadow Tactics: Blades of the Shogun Shadow Tactics is a real-time stealth strategy game similar to Desperados. You control five highly specialized characters appointed by the new Shogun or Japan during the Edo period. Each of these characters plays a different role on the battlefield, from Hayato, a ninja who has access to alternated attacks in the form of shrewd, to Yuki, a child picked up from the street specializing in lazy enemies toward traps. You have to use everyone to make it through a mission in Shadow Tactics. The game is unashamedly difficult. Although everything happens in real time, the pace of Shadow Tactics is much slower, according to which you can take up every situation and adjust your plan accordingly. It's a pure tactics game, one that rewards you for thinking through your plan before executing it and punishing you for haphazardly taking off enemies. Although tough, Shadow Tactics is still accessible to newcomers with a generous savings system. No matter where you are in the game, you can always quickly mark your progress. Battlefleet Gothic: Armada 2 There are a lot of strategy games in the Warhammer 40K universe, but Battlefleet Gothic: Armada 2 is the best. It's an intergalactic real-time strategy game where you take on massive space battle after massive space battle. And they're massive. Battlefleet Gothic: Armada 2 earned its surroundings in the 41st millennium, with screen-filling space battles made up of ships with impossible scale. The spectacle to watch a fight play out in Armada 2 is worth the price of admission alone, but the game goes further. Several attacks, boarding actions and maneuvering tactics keep struggle interesting, if a little overwhelming. Fortunately, you can use Armada 2's excellent auto-attack system, which allows you to set the priority of each of your enemies, as well as target specific systems on their vessels. Age of Wonders: Planetfall The Age of Wonders series has always combined the best elements of other strategy games under a single roof, and Age of Wonders: Planetfall is no different. This is a sci-fi 4X strategy game with core gameplay similar to civilization VI. On a witch-based map, you establish colonies, build out your resources and venture out to meet — or conquer — distant countries. The difference is that Planetfall gives you a roster of character to pay attention to instead of unnamed, faceless soldiers. As your game progresses, your characters will dish up experience and learn new skills, making them even stronger in battle. Speaking of battle, when you need to let the wrong end of your laser gun do the talking, Planetfall zooms into the camera to an XCOM-like tactics battlefield. You can use the experience you get to clothe your army with different benefits and weapons, with enough variety to give the research tree a run for its money. Planetfall balances this with fast 4X mechanics, where you often see payoffs of your actions in a matter of turns, not a of hours. All these elements combine to make Age of Wonders: Planetfall exciting and engaging from the start, all without affecting the depth of similar, slower games. Cities: Skylines The SimCity franchise died a slow death after the launch of 2013's SimCity and the always-online issues that followed. Two years later in 2015, Cities: Skylines released, establishing itself as the de facto city builder, and it remains it to this day. There are a few reasons for that, including the fact that Skylines has no intrusive DRM and that it supports personal content. Above these are cities: Skylines, however, is just a blast to play. Building your infrastructure, zoning businesses and expanding your city are all in a day's work in Cities: Skylines. There's always something to do, and as your city grows, the list gets longer. Traffic congestion will leave your residents and tourists unhappy, and industrial zones cause smell, potentially turning away new citizens. You can also enact laws for your city, some of which deduct more taxes at the expense of citizen-attracted and others doing the opposite. This is the breadth of content in cities: Skylines that keep the game interesting. You start with no more than a few square kilometres, and from there it's up to you to grow that space in a busy metropolis. Frostpunk Frostpunk is Cities: Skylines in hell. It's not actually set in hell or anything, but it certainly feels that way. In Frostpunk, it's not a matter of keeping your citizens happy, but merely alive. You lead a group of London citizens who fled the city after an ice age have frozen the world. Your only hope of survival is a monolithic coal furnace that provides heat to your city, and as the game continues, you will continue to expand your city around that oven. It's a resource management balancing act to get your burgers the heat they need, but Frostpunk is more grim than that. Resources nearby are covered with ice, families are already rationing food and running thin, and your overworked crew members are ready for a break, despite the fact that your city barely hangs on. This is usually the abandoned state of affairs in Frostpunk. It's a dark game that forces you to make decisions that have no positive outcome, if you balance gathering resources with keeping your citizens alive and, hopefully, sane. Like this War of Mines that came before it, developer 11 Bit Studios explores how catastrophic events affect people in Frostpunk. It's a tough experience, with the game often fighting you. Despite that, Frostpunk is enlarged, which often drives you in for hours at a time. DEFCON DEFCON puts you in the middle of the Cold War. However, this is the worst-case scenario of the Cold War when everyone around the world not only has nukes but also has the trigger ready to go. DEFCON Insured from the beginning, if you tick off from Defcon 4 to Defcon 1 and send your military units around the world, knowing that when the nukes start flying, they have them make it home. DEFCON is not a fun game. There are several ways developer Introversion Software strengthens it. Instead of giving you a highly detailed map of the world, you're staying at the same radar scan shown in the screenshot above. You play not as an all-knowing commander, either, but rather a U.S. general buried deep in an underground bunker staring at a screen, making decisions about whether millions will live or die from relative safety. DEFCON isn't a fun game, but it's an enlarged one. It's a game that shows what could have happened during the Cold War, fitting with the psychological warfare that affects very few strategy games on. Anno 1800 Cities: Skylines tackles you with building a modern city while Anno 1800 looks to the past. However, a change in setting brings more than different 3D models. Aspects of industrial revolution-era life are different, and Anno 1800 captures those differences. You have to build farming communities in the early game to keep your citizens fed, trade routes to bring in resources your town doesn't have access to, and production lines to not only build your city's infrastructure but also bring in cash through export. While cities: Skylines deal with electric and water line, Anno 1800 deals in trade routes and ground quality. The Anno franchise has been strong for more than 20 years, and now with new DLC release for Anno 1800, it's the best game in the series. It's a game that never seems to obey time, keep you building and expand your city for hours. Endless Space 2 Amplitude Studios has been continuously improving its 4X design since launching Endless Space in 2012. Since then, French development studio Endless Legend has released — which is also worthy of recommendation on this list — and Endless Space 2. Endless Space 2 is an intergalactic game of resource management, diplomacy, warfare and colonization. Unlike its processor, it comes with a list of highly specialized breeds, each with different characteristics and advantages. Instead of progressing on a witch-based grid, your fleet of ships draws routes between star systems. As you colonize and expand those star systems, your influence grows, but against other nations. Maybe that nation is friendly and decides to ask you kindly to return. Or maybe they're ruthless, building up their army of a system beyond your view. Endless Space 2 plays like a traditional 4X game, with matches often lasting upwards of 10 hours. It's the quality of the systems and how they close in with each other that keeps the game engaging turn after the turn. Crusader Kings III If you haven't had the privilege of playing Paradox's Crusader Kings series yet, Crusaders Kings III is free, and one of the best free-to-play games, on it. Crusaders Kings III is just newer and better. Like the Matches, you lead a medieval dynasty through the Mideons, from the Viking Age to the Fall of Constantinople (just short of 700 years). Although the typical principles of strategy is present — including large-scale combat and diplomacy — Crusader Kings III is a game about extremely powerful and deeply dysfunctional rulers. That's how these rulers connect what enlarges Crusaders Kings III so deeply. Neighboring nations may only lead with the bloodline, arranging marriages within the family to produce new rulers, while others may sit drunk day after day, unconcerned with the state of the world. Like Hearts of Iron IV that we'll get next, Crusader Kings III is strategy on the biggest scale. Unlike similar games, though, Crusaders Kings III can take world events a backseat to the characters that affect them. Hearts of Iron IV Paradox great strategy games put you in the middle of history. From the influence of the European and Asian monarchs of the Middle Ages in Crusader Kings III to cultivating a Renaissance nation in Europa Universalis IV, Paradox has a knack for capturing a moment in history and allowing you to influence that moment. Hearts of Iron IV only hit closer to home. You don't have to look back millennia or even centuries, but just back to 1936, on the cusp of World War II. Hearts of Iron IV are certainly not the only strategy game set during World War II, but it's the biggest. In true Paradox fashion, Hearts of Iron IV have massive scale. Each game starts three years before the real start of the war because you have three years of planning to do. Is your nation going to be the first on the front lines? Or are you going to focus your infrastructure on building up a military

defense? Hearts of Iron IV allow you to choose, allowing you to play within history while also affecting it. Recommendations from editors

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