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War of destiny camel games

.failCLSecho you don't have that many soldiers!!!! pausegoto ready:goclsset /a enemy=%random%if %army% lss %enemy% (goto loss)else if %army% gtr %enemy% (goto win)else if %army% equ %enemy% (goto tie).winecho congrats you won!!! echo the enemy team had %enemy% troopsecho you gained \$30000echo you loss %army% troops howeverset /a troops=%troops%-%enemy%set /a money=%money+30000set /a ammn=%army%+%ammn%pausegoto menu:lossecho you lost the battle you lost %army% troops and \$1000echo the enemy team had %enemy% troops set /a troops=%troops%-%army% set /a money=%money%-20000 set /a ammn=%army%+%ammn% set /a monn=%monn%+20000 pause goto menu:paycls echo you have %troops% echo how many would you like to buy 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%' == 'c' goto 10000 if %choice%' == 'C' goto 10000:1000cls echo you gained 1000 troops for the price of \$500 set /a troops=%troops%+1000 set /a money=%money%-500 set /a monn=%monn%+500 pause goto menu:5000CLS echo you gained 5000 soldiers for the price of \$1000 set /a troops=%troops%+5000 set/a money=%money%-1000 set /a monn=%monn%+1000 pause goto menu:10000CLS echo you acquired 1000 0 soldiers for the price of \$1500 set /a troops=%troops%+10000 set /a money=%money%-1500 set /a monn=%monn%+1500 pause goto menu I don't mean self-search, but my friend and I came up with the idea to play last spring. We quickly set general rules and guidelines in the form of a blogger's website, but we couldn't work on it at all because we're both still students. I just remembered about it today (I've been pretty busy this semester) when I released a new 'ible and realized that everyone here on the instructive will be the perfect group to take an interest in the game. Our game is called The Pirate Games (see URL by my username). It's like how the army does war games, except diyers and MAKers play and pretend to be pirates. There's a treasure chest and boats and cannons. How could it have been better? If it wasn't just conceptual at the moment. Feel free to share the URL of the site, start your own pirate game tournaments, or spin-off games. I'm just asking you to connect to the site and share it. Also, let me know what you're all thinking! URL again: 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-riddled Michael Bay explodo-fest. I mean, yes, people are instead of buying Gears of War 2 while I write this (to learn more about the latest Xbox 360 hit, read Matt Peckham's take), but I want to be in command, not just grumbling. I want to take the time to explore the war and be an armchair general. Fortunately for me, no fewer than five strategy games, each with a very different number, have come out in the past few weeks. It all comes down to 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 and allies - usually goes something like this: Two crazy beard-stroke geniuses for a couple of hours, thinking every... One... Move. Weigh your choices carefully, deploy your troops... Blah... Blah... Blah. And maybe add a little more action to your battles. Sega's Valkyria Chronicles is a high-style take on the turn-based strategy for Playstation 3 that you really need to see in action to believe. In an alternate reality in the time of World War II, you find bits of sci-fi steampunk entrenched in a battlefield of pastel colors. In fact, it almost looks like you're fighting your way through the storybook landscape -- with bullets. Here's where it gets interesting: You choose the unit you're deploying for the turn, and then you walk around in the shoes of that tighter one. You run for cover and shoot as the timer ticks. Or you can save your tactical moves to ride through the battlefield. I'd say the Valkyria Chronicles is probably one of the smarter tactical shootings since X-Com. The only real drawback is that the enemies you're fighting are far from Mensi's candidates. On the other hand, I was a bit stupid about how much fun this game is - so I guess it comes out on a level playing field. Tom Clancy's EndWar is a game of close tactical battalion warfare that you can control entirely with your voice. Everyone talks about how the Wii is so ingenious because it has what amounts to a remote control to play games - and remote controls are something people already know how to use. I do? How about you only use your voice? Toma Clancy's EndWar (for PS3 and Xbox 360) depends on one very cool ruse: you're shouting orders to your troops. All of Clancy's games of modern surroundings are based on almost futuristic scenarios, and this one pits the US against European allied powers and a revitalised Soviet republic. Thanks to defense programs, the threat of nuclear war is gone, so it's going back to basics on the ground. Unlike traditional real-time strategy games, there are no resources to sweat. Just get into battle and boss around soldiers. For this strategy game to work on the console, your voice does most of the work. Squash the button, bark the command and release the button - just like a walkie talkie - and the units do exactly what you tell them to do. I tried to catch the game off guard, saying like slengy New Yawker, twangy Texan, and... Okay, I tried my terrible impersonation of Diamond Joe Quimby (think JFK) from The Simpsons. In every attempt, it translated my commands into action. Crazy stuff. The only time it didn't work was, the fervor of the battle as I quickly spit out the commands at the speed of sound. Lesson learned: Speak slowly and you will not shake the troops. As for the game itself, the battles are great, but not unmountable. If I have any advice to give, it is to keep your troops together and not spread all over the map - artificial intelligence (artificial intelligence) that deals with your forces when there is no substitute for a good commander. While the game may be a little flawed, it still has the first major voice command implementation. When perfected, this feature will change the way you play in the future. A cute strategy game, Ninjatown is based on a line of stuffed toys. But it's still fun. In the outside world, ninjas are mysteries - shadow warriors feared by all (except perhaps pirates). At home, in Ninjatown (just off Funkytown), they lead quiet lives, go to work and need the occasional hug. Ninjatown is a cute strategy title based on a line of toy cuddly plush death traders. What you need to know: This game recently crept into store shelves and provides quiet - but deadly - entertainment for the Nintendo DS. In a column a few weeks ago, I talked about Desktop Tower Defense and the whole note of defensive strategy play. The way these games work is that you have a certain amount of time to plan defenses and repair damage. When time runs out, enemies attack. Reshush the attack. Lather. Rinse. Repeat. Enemies-- in this case, demons-- are unaided to escape through silent mugs. That's where you came in. And use some of your magical ninja powers (blow into the microphone) to knock back enemies. It's not exactly a punishing strategy game, and it's probably among the least violent of those out there -- which is ironic, I know, considering we're talking ninjas here. Age of Booty is a fun little strategy game with pirates. If we want to give ninjas love, pirates need fair and equal representation. So check out Age of Booty, a fun little strategy game for Xbox 360, PS3, and PC. Cruising around a hex-based map, you do business as usual: looting towns and villages, attacking ships in ambush and upgrading the flying Dutchman. Still, without someone walking the board or engaging in swashbuckling sword fights, how pirated can this game be? Many. You're trying to achieve the goal of every level before any competing pirate. In a one-player game, you're up against AI. That's fun enough, but are you trying to form alliances with other players in online matches? People can (and probably will) engage against you at any time. It's really more sinister and fun than the 16 people on a dead man's chest. Then, of course, there is the classic real-time strategy (RTS) game. This usually means scraping dirt on agricultural resources, quickly building factories and unleashing waves of troops on the enemy. Me? I've always been a big fan of Command and Conquer - it's just that I can decide which one I craved more: I longed: Fast and Furious game or mega-cheesoid full-motion video clips. But hey, that was a different era, wasn't it? Wrong! Red Alert 3 is a real-time strategy game from Electronic Arts. Electronic Arts actively reviving the C&A;C brand, first with Command & Conquer 3: Kane's Wrath and now Red Alert 3. Of course, it's a PC staple, but it's interesting to see how the strategy game is also (fairly successfully) brought to both ps3 and Xbox 360. But let's move on to the game itself. The first thing you'll see here: A super-cheesy video delivered tongue-in-cheek from a large lineup. I'm talking about George Takei, J.K. Simmons, Tim Curry, Jenny McCarthy... Just come with me on this one. It also happens that they have a beautifully wacky cast of units that you're firing into battle with - except for standard aircraft and tanks. I mean, dolphins with mounted sound disruptors and trained Russian bears? Now, by far the sickest thing I've seen here - and something truly new (breath) - is the ability to use a friend system to campaign for a single player. Going solo, you're placing general orders on your AI cromy. Online, you can wage war along with a friend. How cool is it in practice? Well, I enjoy it. Stay tuned because Game On's Matt Peckham plans to dig deep into the trenches. All right, which of these five titles is right for you? Any one of them! Just figure out how much time you have to spare. And be careful out there. Until next time... at ease! Casual Friday columnist and PC World senior writer Darren Gladstone geeks out over gadgets, games, and strange uses for humdrum tech. In other words, he's a nerd, and he's not good at it. Keep in touch: When you buy something after clicking links in our articles, we can earn a small commission. Read our affiliate link policy for more details. Details.

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