

# STRATEGY GAME STRATEGIES



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## **Foreword**

Strategy games have become one of the most commonly played online games by millions of gamers from various parts of the world. If you are among those who would like to become a better strategy game player, you will surely be interested in learning the best and most effective strategies that will make you a master of these amazing online games. In this book, you can find some of the unknown and yet to be revealed strategies that will help you become the best strategy game player in no time at all.

# ***Strategy Game Strategies***

# Chapter 1

## *Strategy Game Basics*

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### *Synopsis*

Before you start playing the different strategy games that you can find today, it will be best if you first learn what a strategy game really is and what benefits can you get out of playing them. This way, you can make the most of these games and enjoy while you learn at the same time.

## **A Quick Glimpse in the Wonderful World of Strategy Games**

Humans by nature love to strategize. The evolution of the race is primarily because humans strategized and conceptualized things. A particular amount of a well defined and concrete planning is involved, combined with the right action that will lead to the strategy's success. This very kind of logical thinking is also applicable to the world of today's strategy games.

Strategy games are games in which the outcome is being determined based on the choices made by the player. Games of this kind can be won using tactics instead of technical proficiency or force. Checkers and chess are examples of strategy games as well as other kinds of board games. Strategy games are also considered as among the most famous genres of video games which encompass several types.

One type of strategy game is known as RTS or real time strategy game. Some of its most famous versions include Age of Empires, League of Legends and Starcraft, even though there are still hundreds of various games that belong to this genre. Usually, such games involve the need to move one or several characters across the map while using resources and winning certain map locations. The RTS games are commonly played by several types and move quickly.

There is also the so-called TBS or turn based strategy games. These have the same premise as that of RTS. However, instead of the real time occurring action, here, the player will formulate his moves when the game

is on pause before he sees how his actions will pan out. Heroes of Might and Magic, Civilization and Total War are great examples of TBS games.

Most TBS and RTS games are generally classified as war games. Their players engage in battles, guide troops, conquer territories as well as acquire the power of dominating a battlefield. However, not all of the strategy games are really war simulations for there are in fact numerous strategy games that deal with the domestic topics. Most female gamers who are not into playing shooters choose playing these strategy games.

Strategy games are considered as the perfect way of engaging players through the use of game experiences that will urge them to think. Since these games are commonly interactive, these can also serve as an excellent means of forming social engagement among the users, with the strategy games ensuring to keep the players completely engaged, engrossed and away from boredom.

Strategy games require a lot of thinking and planning on the part of their players. But this is where its true beauty lies – using and reinforcing your wit in order to win. Whether you are playing solo or you will be a part of a battle among players from various parts of the world, strategy games are undoubtedly a fun way for honing your skills and strategies.



# Chapter 2

## *About Campaigns*

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### *Synopsis*

Strategy games will never be complete without campaigns which can add more thrill, fun and excitement in each and every game that you play. If you want to have a successful strategy game, it is important that you know everything that there is to know about the different campaigns involved in them. In the world of strategy games, campaigns refer to the continuing set of adventures or storyline that commonly involves similar characters.

## **Campaigns – What Every Strategy Game Player Should Know**

The main purpose of having a continuing storyline is for the introduction of additional game aspect – the development, improvement as well as growth or even the degeneration of its characters. As far as campaigns are concerned, one section can become an act or scene in the overall arc of the story. During inception, campaigns may have a definitive conclusion or lack it in general. By definition, campaigns can span over one play session. Certain game aspects are almost as constant during the entire campaign: the players, the game master, and the setting. It is the game master who is in charge of running the campaign.

### **Campaign Aspects**

The following aspects characterize a campaign:

- The setting or game world – This is where the adventures are taking place. It is a place or world that is unique and exceptional.
- The rules – The rules define the underlying system in the game that is being used. The game master is the one who changes, adds or subtracts from the rules. The game master can also have his own way of interpreting the rules.
- Humor – Is the game going to be comical or silly or is it going to be dark and serious?
- Realism – Is the game attempting to closely portray the actual world or are fantastic and unlikely happenings be its focus?

- Underlying storyline – Will the players become a part of bigger events that take place within the game world? So far, not all of the campaigns carry this kind of storyline but majority have some recurring characters.

Varied amounts of emphasis on any one of the said factors will be able to help in setting the campaign's flavor. Campaigns, including their settings, history and character, are collaboratively made by the game master and the players.

### **Campaigns and Their Types**

A dungeon crawl, kick in the door or hack and slash campaign focuses on finding treasure and slaying monsters. Campaigns of this type are usually episodic.

On the other hand, wargame campaigns focus on political and military activities, which generally involve the affairs of all the fictional states.

Superheroic or four color campaigns have the same flavor as that of comic books, with the players usually give with different tasks.

The focus of detective campaigns are the mysteries that the players should solve or which will unfold during the course of the game. These mysteries can be paranormal or about ordinary crimes.

Most of the variants of the said campaigns are made by the players themselves. These variations in nature are commonly exposed through the addition of a descriptive prefix before the term "campaign." For instance, kiddie campaign has children characters while villain campaign has bad guys as players.

# Chapter 3

## *Learning To Use Tutorials*

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### *Synopsis*

Just like when learning how to use a new gadget, strategy games also have tutorials. You simply cannot play a new game and expect to become a master of it right away. It is through tutorials wherein you will discover and become familiar with everything that there is to know about these games.

There are many people who simply take tutorials for granted. It is true that can become annoying if you have already been playing all games in a series but you have to know that one game is actually really exactly the same as it used to before. There will always be changes, with different things being optimized for the sake of the new generation of gamers.

### **Use Tutorials for the Best Strategy Game Experience**

Tutorials are also for those persons who never touched such a game before in their whole life, which means that the true essence of these tutorials is to teach the players will all the skills needed for completing the challenges that lie ahead.

There are actually several approaches for tutorial implementation, the worst being in a user's manual. Before, these have been considered as helpful to learn the basics of a game but today, these have become less

relevant. As more and more games are being released in the form of digital downloads and console games without any game manual included, game makers really need to resort to teaching players in-game. However, it is still important to note that most games still come with user's manual although these are now in the form of PDF documents which is something that everyone will even bother to read anyway.

The second choice is to have a training ground of some kind wherein you will be able to practice the mechanics of the game in a safe environment.

The third yet probably the best choice is teaching the player with the necessary skills while they play the game itself. Explaining everything during the initial 20 minutes is not necessary and instead, introduce each element to the player one at a time. Having a tutorial tied together with the main storyline will make it seem less like a tutorial, not to mention that it will also be more enjoyable.

Once tutorials are done right, you will never notice or otherwise become thankful for explaining the mechanics of the game.

# Chapter 4

## *Learning About Resources And How To Use Them*

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### *Synopsis*

Resources are an integral aspect of strategy games. Good players of strategy games know when and how to use these resources to their advantage. Resource management, to say the least, can make or break your game. Learning about these resources and the right way of using them can help you to win the game.

## **Using Resources to Your Advantage**

Strategy game players need to plan, manage as well as control the flows of resources inside the game for them to successfully reach the game's goals.

All games in which the resources' use is not just for bookkeeping require the players to do a resource management. Here, they will need to decide how they will be using resources for performing various actions and strive towards achievement of different goals and planning how they can get brand new resources, and judge the resources that can have the most value in the future.

Almost all of the strategy games, which include the real time ones, have a strong component on resource management, with the final goal usually being to overcome opponents through getting the most out of the available resources.

### **The Use of Patterns**

The fundamental building block to instantiate resource management within the game is to have some kind of limited resources that can directly impact the possibilities of attaining the game's goals through using consumers and producers.

For instance, in chess, players initially have 16 pieces, which are considered as non-renewable resources. Using renewable resource as limited resources usually creates games that are more complex, particularly when there are chains on producer-consumer with converters in order to create final resources using the fundamental renewable resources.

## **The Consequences**

The right resource management provides the players with freedom of choice when it comes to using consumers and producers within the game, usually causing gain ownership goals. Strategy games that have resource management commonly involve a long term type of stimulate planning, a strategic thinking which can lead to a cognitive immersion. The games that involve management of complex chains of producer-consumer can make the resource management as a good means for players to develop mastery of the game.



# Chapter 5

## *Learning About Colonies And Objectives*

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### *Synopsis*

Colonies and objectives are integral aspects of strategy games. By learning about them and their roles in your game, you can expect to have a better strategy game experience.

## **Objectives and Colonies Vary for Every Strategy Game**

Strategy game lovers usually find these games very gratifying. These games commonly involve critical thinking and skillful planning so that victory can be achieved. The challenges that are present in these strategy games are logistical, exploratory and tactical. There are even some which have economic challenges. In strategy, terrain is also deemed crucial.

At present, there is a wide variety of strategy games, which each of them having their unique and specific objective. Players are required of positioning characters, commonly on a grid board or hex. The main focus will be on a large quantity of the same units or sometimes colonies. Most of the strategy games that you can find today try to reproduce tactical or historically important battles. Diversions, flanking and cutting the supply lines help in managing combat.

War Games 1983, Tower Defense Games, Proximity, Seasons of War, Battle Gear 2-World Dominion, Warfare:1917 and CC Stealth Wars are only a few of the strategy games which can be played online. The games' battle occurs between groups of units, single combatants or colonies.

Different games can have different numbers of colonies, with every colony having their own unique qualities. There are strategy games that require the players to build several colonies in different continents. These colonies usually have their own set of system and rules that are being followed based on the choice of the player. The colonies can be built from scratch and the player will be the one to turn his simple colony into a thriving one.

However, once the enemy has conquered or destroyed one colony, this will now be removed from the game.

A lot of games have a specific place for brand new colonies to be recharged or constructed. The player of the game will be the one to plan the action sequence against one or several opponents to eliminate or lessen the enemy forces. Through careful planning, victory can be assured and the elements of chance will be added during the process. In most strategy games, players possess a topical and superior view of the world of the game, with the different warfare elements commonly incorporated. Usually, there is a combination of strategic and tactical considerations in the combat. Ability of managing or exploring an economy is also involved at times, with logistics and maps coming in again.

Strategy games will require you to out think your opponent, even in instances when your opponent is just a computer. The level of skill is usually just the same for both sides, with each side having the same available actions and supplies. There is also a notable similarity between the weaknesses and strengths of the two sides.

Direct action inflicted on your opponent is what makes the strategy games even more exciting as well as the planning around conflicts between the players. With their unique objectives and colonies, the really good strategy games can be easily set apart from those ordinary and run of the mill ones. While you have probably never been a part of a war battle in real life, the different strategy games will surely give you at least a small taste of it.

# Chapter 6

## *Objectives And Minions*

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### *Synopsis*

Minions or units are among the most crucial aspects of many strategy games. Minions and conflicts can be considered as the main source of thrill of the games, as these minions are the ones that are giving action to the gameplay. Learn more about minions and their objectives to have a more exciting experience in your next strategy game.

## **The Role of Minions in Strategy Games**

Minions or sometimes more commonly known as units, refer to the singular combatants or groups within a strategy game. Every game has a different type of units or minions that can be used by the players. However, every unit has its own weaknesses and strengths. There are also variations in terms of their speed and movement and how much damage and health they will be able to withstand during the game.

Minions also have varied levels when it comes to the range or strength of their attacks. Even though the minions are commonly used for combat, they can also be used for some other purposes, like scouting and transport.

Minions that cannot move, like the fixed turrets, are usually treated as units. Once a minion has been destroyed, the player will lose the benefit of that specific minion. Majority of the strategy games are allowing the players to construct brand new minions in factories or buildings.

# Chapter 7

## *Combats And Forces*

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### *Synopsis*

Combats and forces are what put the spice and thrill in every strategy game. When you know how to choose the right forces and combats in your game play, you can look forward to triumphant victory. As a continuation of what you learned about minions in the previous chapter, you will further discover here more about the roles that they play in your game.

## **Minions, Combats and Forces**

The player will command the forces by choosing a minion, usually done through clicking a specific one using the mouse. The player will then issue an order from the menu. For advanced players, keyboard shortcuts are deemed important.

Typically, minions can usually move, stop, hold a certain position and attack, even though there are some strategy games which offer orders that are more complex. The minions can even have some specialized abilities, like the ability of being invisible to other minions, commonly balanced with the abilities of detecting otherwise invisible forces.

There are several strategy games that are offering special leader minions that provide bonus to the other minions. Also, minions can have the capacity of sailing or flying over those terrains that are otherwise impassable, or offer transport to other minions. The non-combat abilities of minions commonly include the ability of constructing or repairing other buildings or units.

Even in fantastic or imaginary conflicts, strategy games are trying to reproduce crucial tactical situations throughout history. Different techniques have become crucial parts of the management of combat. Even terrain has become a vital part because the minions can lose or gain advantages depending on the landscape. There are strategy games that also involve other forms of conflict, like espionage and diplomacy. But, warfare remains to be the most common conflict form because designers of games have found it hard to come up with an appealing form of conflict that is not violent.

# Chapter 8

## *Being A Hero In A Strategy Game*

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### *Synopsis*

Just like being heroes in real life, strategy games also have their own heroes. How do you become a hero in a strategy game? Discover the qualities and traits that a good strategy game hero should have.



## **Strategy Game Hero – What It Takes to Be One**

Heroism can be a bit of a funny thing, especially as far as strategy games and other video games are concerned. But what does it take to be a hero in your strategy game? Do you need to have the strength like that of Hercules or do you have to have different abilities, like flying, walking over water and such?

When it comes to strategy games, to be a hero, you do not have to be a knight in shining armor that exudes virtuous goodness or someone with a selfless bastion of hope.

In strategy games, a hero is just someone who happens to be the protagonist. This can mean a motion captured actor, a silent and floating gun or a mere cluster of pixels that brings a character to life.

As the world of gaming continues to evolve, so does the ideas about heroes, growing and developing with each generation for them to become more likable and well developed even though some of their actions can still be seen as equivalent to sociopathy in order mediums.

Over the rather long history of gaming, there have already been thousands of various good guys, protagonists and heroes that many gamers have had the pleasure of playing as, some of which have even taken the spotlight and become the most heroic and memorable game characters that many gamers have played as.

Heroes in strategy games are simply indispensable because even in this modern world, no matter what you do, how old you are or who you are, everyone needs a hero.

# Chapter 9

## *The Best Strategy Games*

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### *Synopsis*

There are now plenty of strategy games that you can choose from and it will all be up to you which out of all the options will you pick. If you are looking for the best of the best strategy games that you can try, here are several choices that you might want to consider.

## **Best Strategy Games to Give You Fun, Thrill and Excitement**

Strategy games, whether real time or turn based, are occupying a unique gaming niche. While not all of these games can give you the thrill of the fight, it does not lack when it comes to giving you that deep satisfaction once you have outsmarted other players.

For the past few years, there are have numerous strategy games that have been introduced and below are just some of those which are considered the best by many gamers all over the world.

### **Starcraft**

A true classic when it comes to real time strategy games, Starcraft was released back in 1998 and is still among the all time most famous releases. This game is largely regarded to be the very game which has revolutionized the gameplay of real time strategy games, not to mention that it does provide a deeply engaging storyline. As of now, there still exists a thriving community of professional Starcraft competitors, especially in Asia, complete with televised events and sponsorships.

### **Civilization IV**

Like the rest of the titles that belong to the series, this is yet another turn based strategy game where the player will have to take the role of being an empire leader who needs to build a single city by scratch, built by one settler during 4000 B.C. As the whole building continues, there will also be an expansion in terms of military training and fortification, infrastructure, study of art and science, religion as well as the rest of the stuff that an

empire should have. In this game, you are going to build numerous wonders around your empire, allowing you to experience the birth of different historical figures that can help in enhancing the different aspects of the cities inside the empire. Just like the rest of turn based strategy games, this can feel a bit slow during the initial few turns yet things can become interesting the moment contact has been made with the neighboring cultures, with potentials for aid, trade, and war arising along the way.

### **Age of Empires III**

An RTS game released back in 2005, Age of Empires III is largely taking place during colonial era, starting from the later part of 1400s up to 1850s. Here, the players will need to develop a colony of Asia, North America, or Europe from initial settlement and turn it into a thriving empire. The colony's development will go through different technological ages but unlike the rest of the games regarding territorial conquest, the game will require the player of destroying the colony of the enemy. More emphasis is put on development of civilian units for collecting resources that will stimulate the economy as well as the development of military for defending against the rival colonies.

One more feature that makes this game unique is its use of "Politician System" wherein the players will need to select from several politicians once they have successfully completed every level that will then grant several bonuses. The level of difficulty is assigned to certain specific colonies in contrast to the more customized strategy that serves as the motivation to continue playing.

## **XCOM: Enemy Unknown**

This strategy game happens to be a worthy successor to Microprose's series of turn based strategy game, regarded to be classics from almost 20 years ago. Revived by Firaxis, the developer of Civilization, another strategy game, the latest XCOM is streamlining all the things that made its successor a bit annoying to play while improving all of the finest qualities in order to give gamers a modern TBS game that is simply like no other.

The success and popularity of the game proves the strength of the turn based strategy games, standing the test of time even it has been declared to be "dead" for millions of times already.

## **Civilization 5**

While this is not the best game out of all the other games in the series, this is undoubtedly the latest and the one with the finest combat, courtesy of the implementation of hexagonal board.

## **Other Strategy Games That You Can Try**

There are still many other strategy games, both real time and turn based, that you might want to try. These include:

- Homeworld
- Supreme Commander
- Sins of Solar Empire
- Dune II
- Command & Conquer: Red Alert

- Warcraft III: Reign of Chaos
- Total Annihilation
- Worms 2
- Sim City 2000
- Sacrifice
- Advance Wars
- Roller Coaster Tycoon 3
- Populous
- Darwinia
- Disgaea: Hour of Darkness
- Desktop Tower Defense
- Europa Universalis II
- Command & Conquer: Generals
- Commandos: Behind Enemy Lines
- World of Goo
- Warcraft III: Defense of the Ancients
- M.U.L.E
- Valkyria Chronicles

- Phantom Dust
- Rise of Nations
- Sid Meier's Pirates
- Jeanne d'Arc
- Full Spectrum Warrior
- Master of Orion
- Overlord
- Puzzle Quest: Challenge of the Warlords
- Myth II: Soulblighter
- Total War: Rome 2
- Total War: Shogun 2
- Company of Heroes 2
- World in Conflict
- Warhammer 40,000: Dawn of War II
- Tom Clancy's Endwar
- Archon: The Light and The Dark
- Empire Earth
- Legacy Online

- Herzog Zwei
- Fire Emblem



# Chapter 10

## *Learning To Separate These Games From Reality*

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### *Synopsis*

While strategy games can be fun and exciting, at the end of the day, it is still important for you to go back to your own world. That is, separating reality from these games is something that you must never forget to do.

## **Putting a Clear Line Between Strategy Games and Reality**

Through the years, there have been different strategy games that were introduced and enjoyed by millions of people from various parts of the world. Whatever your age might be and no matter what country you have originated from, these games managed to become a part of the lives of many people, especially those big fans and lovers of such games.

There are a lot of benefits that can be associated to playing strategy games. For one, these games can help a lot in developing the analytical and strategic skills of their players. Since these games require intent focus, its players are usually inclined to hone their thinking skills, which can be very helpful once they apply these in their day to day activities.

However, at the end of the day, it is still important for you to remember that no matter how fun, exciting, thrilling, and adventurous these games might be, these are still games. No matter how big your empire or colony might be in the game, in real life, you are just an ordinary person who has your own duties and responsibilities that do not happen to include ruling an empire.

There have been a lot of instances when avid gamers have reached the point that they can no longer distinguish their real world from the gaming world, something that can have a negative impact on the quality of their life. There are even cases when things tend to go out of control that gamers become delusional, thinking that the world in their games is the world where they are living in, something that you will definitely not want to happen in your personal case.

While it is true that it is fantastic and amazing to live in the world that you have created in your game, you have to remember that that world exists only in the game and that no matter what you do, you will never be inside that world. You can say that it is a world that is beyond your reach, a world that has been existent for so many centuries ago or a world that will exist after hundreds of centuries from now. And that no matter how hard you try, you simply cannot be a part of that world in the “real sense.”

That is why the best thing that you can do is to just play the game and avoid being overwhelmed by the things that are taking place in the game to the point that you will completely take over the character or hero that you are playing in the game.

After all, strategy games are made to give joy and fun to their players, not something that will stress you out and make you overly affected, especially when you fail in the game.

There is nothing wrong with playing strategy games so long as you know your limits and you know where your boundaries are set. Once you established a clear line between the game and your own reality, you will be assured that you will have the best strategy game experience ever!

## **The Benefits of E-Books**

# The key difference between e-books and printed books is this lack of a physical object.

# For starters, one difference is that an e-book is more portable than a print book.

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helping the environments.  
Keep reading.**

