Real Time Strategy

Concept

This is the most common form of strategy game. Two or more players and/or factions are playing simultaneously, in real time. This adds the element of time pressure to the aspect of mere strategies and tactics. It requires constant attention to the game. As there is no way of undoing things it is also crucial to be able to handle your units and buildings precisely (micro management) and at the right time. This requires a complex handling of the game and the match situation.

Examples

- Starcraft Broodwar
- Starcraft 2
- Rise of Nations
- Ashes of the Singularity: Escalation
- Total Annihilation
- Star Trek: Armada

See Also

- Turn Based Strategy
- Strategy Game

[Games Database] [Game Related Terms]

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