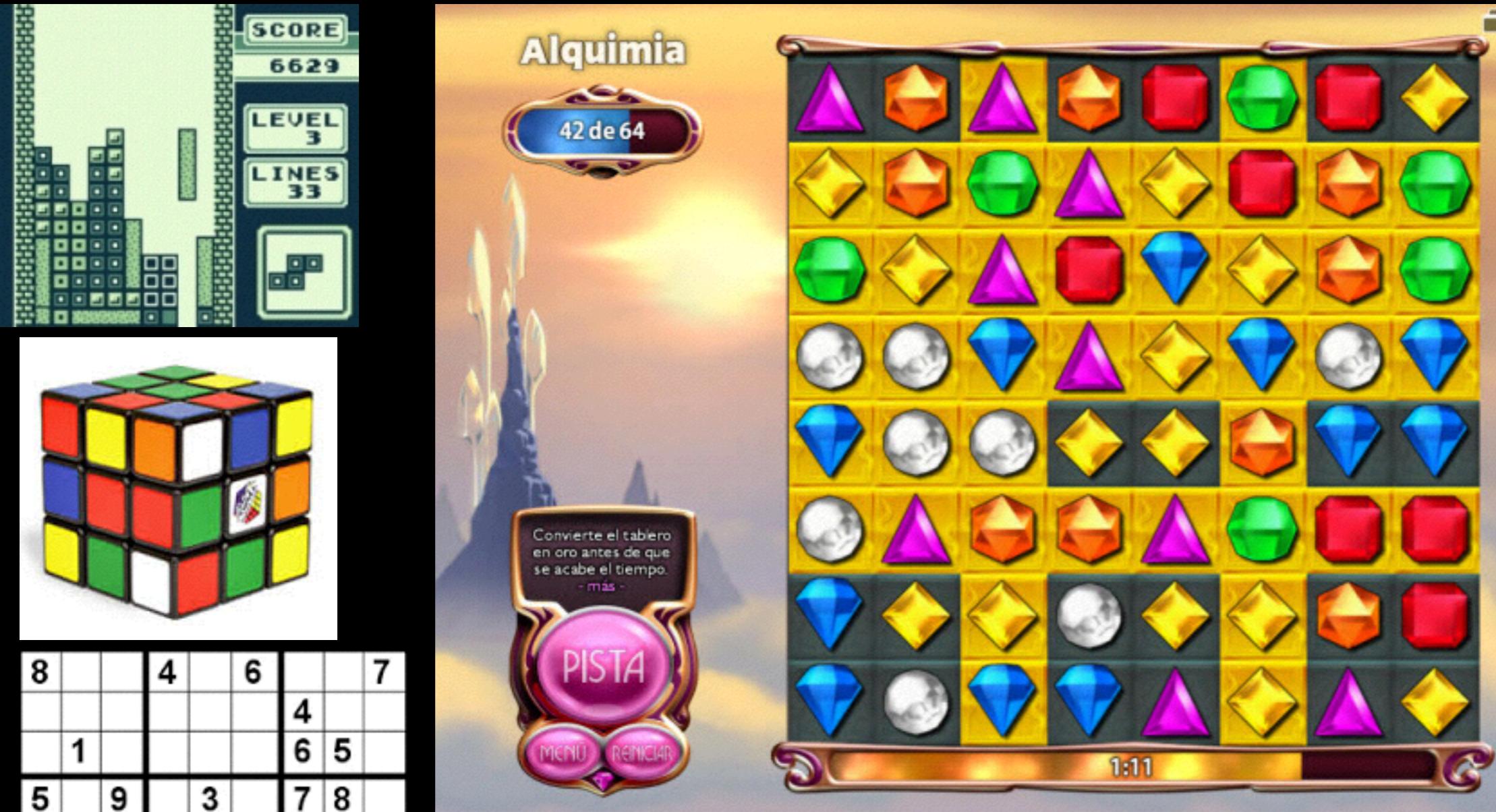
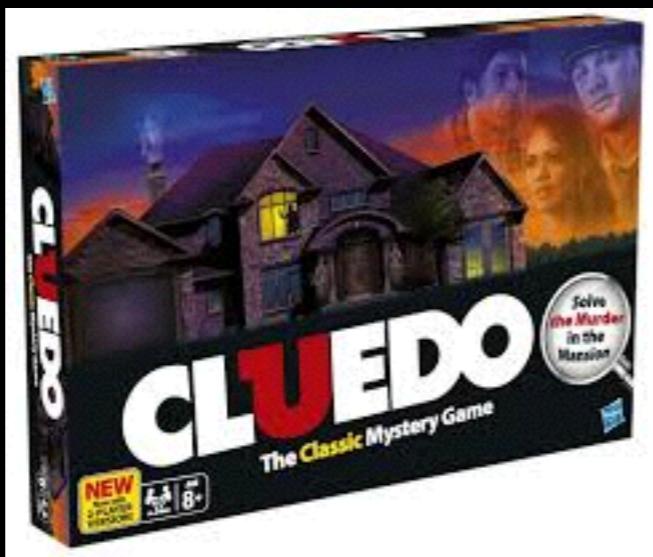


Strategiespiele

Eingrenzung





Walk to
Push Open Walk to Unlock Turn on
Pull Close Pick up New kid Turn off
Give Read What is Use Fix

Strategie

- Strategie (von altgriechisch στρατηγία strategía „Feldherrentum, Feldherrenkunst“ zu στρατηγός stratēgós „Feldherr“; dieses von στρατός stratós „Heer“) bezeichnet

Taktik

- Taktik (von altgriechisch τακτικὴ (τέχνη) ,Kunst, ein Heer in Schlachtordnung zu stellen‘)

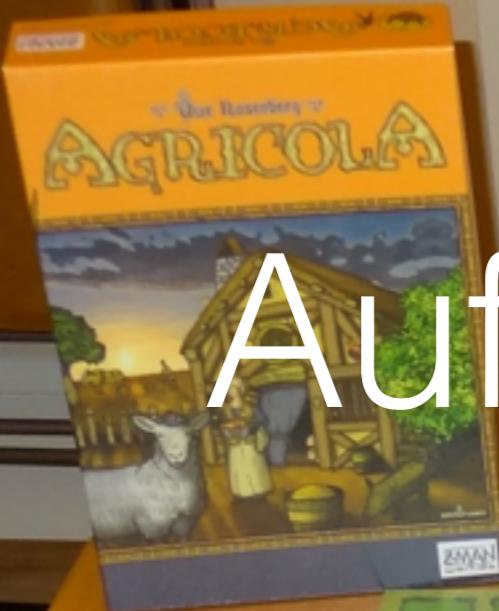
Unterscheidungskriterien

Abstrakt



Konkret





Agricola
2-player setup

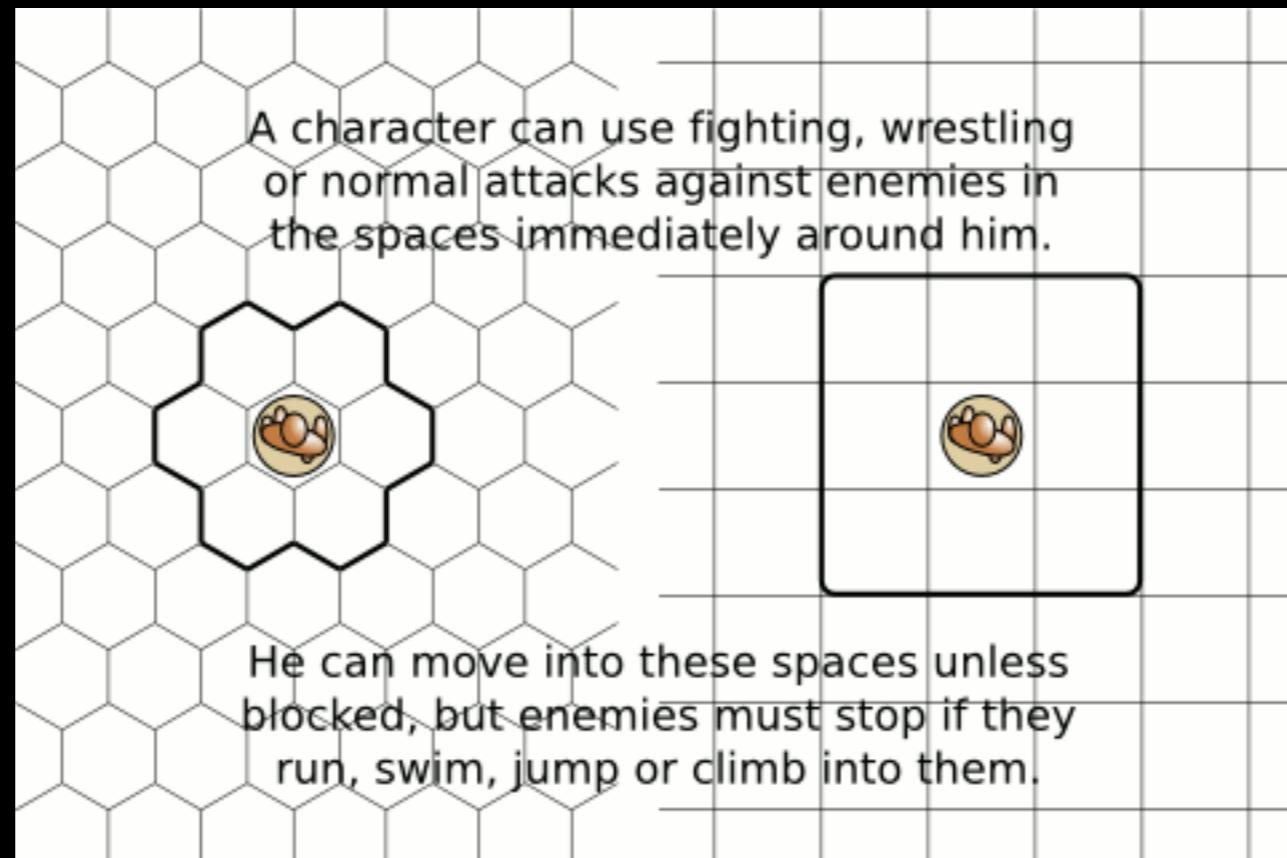
Aufbauspiel



Agricola: All Creatures
Big and Small setup



Zone of Control



Konfliktsimulation



Symmetrisch



Asymmetrisch



Informationen



© Can Stock Photo - csp15794477

Skat



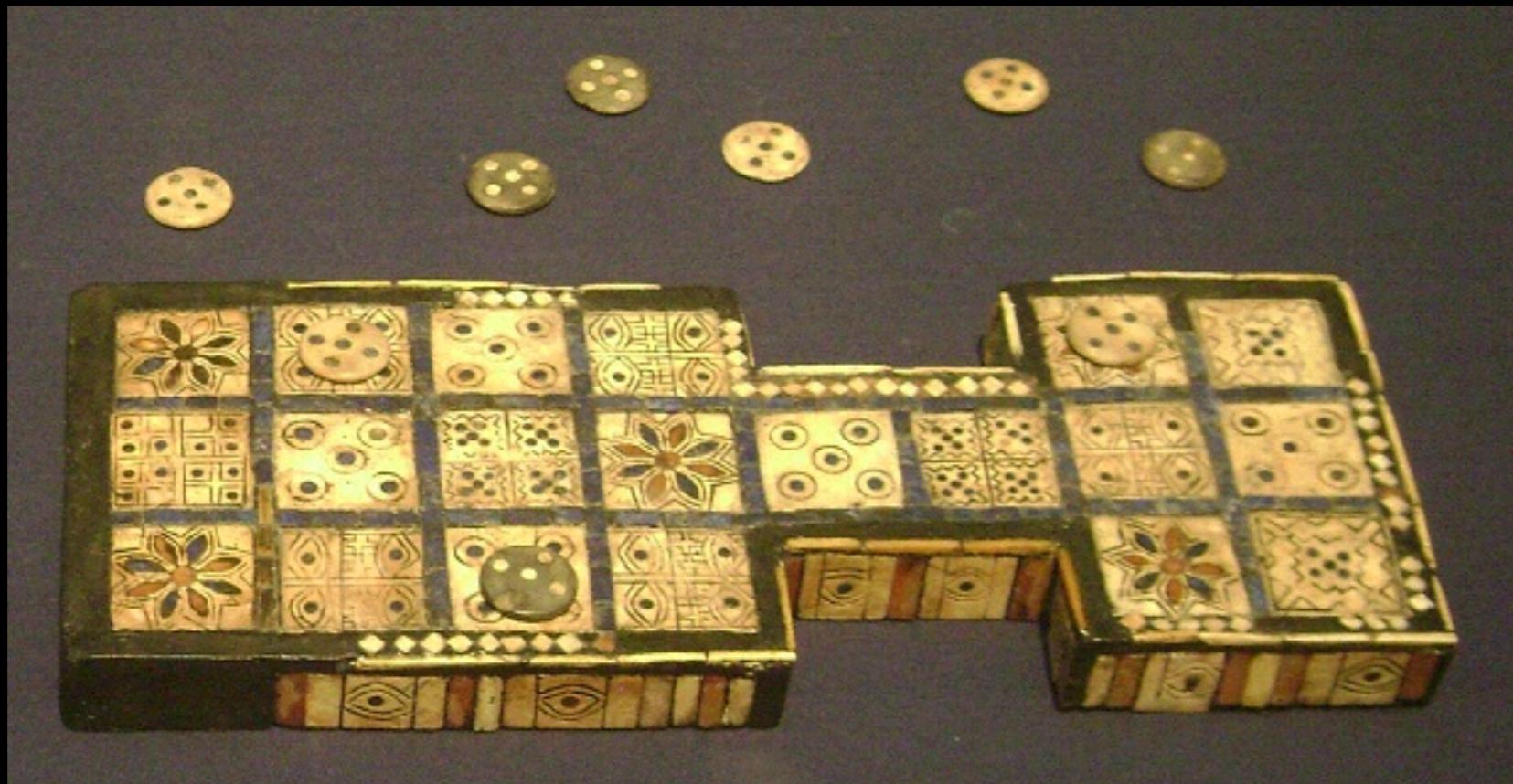
Wahrscheinlichkeiten



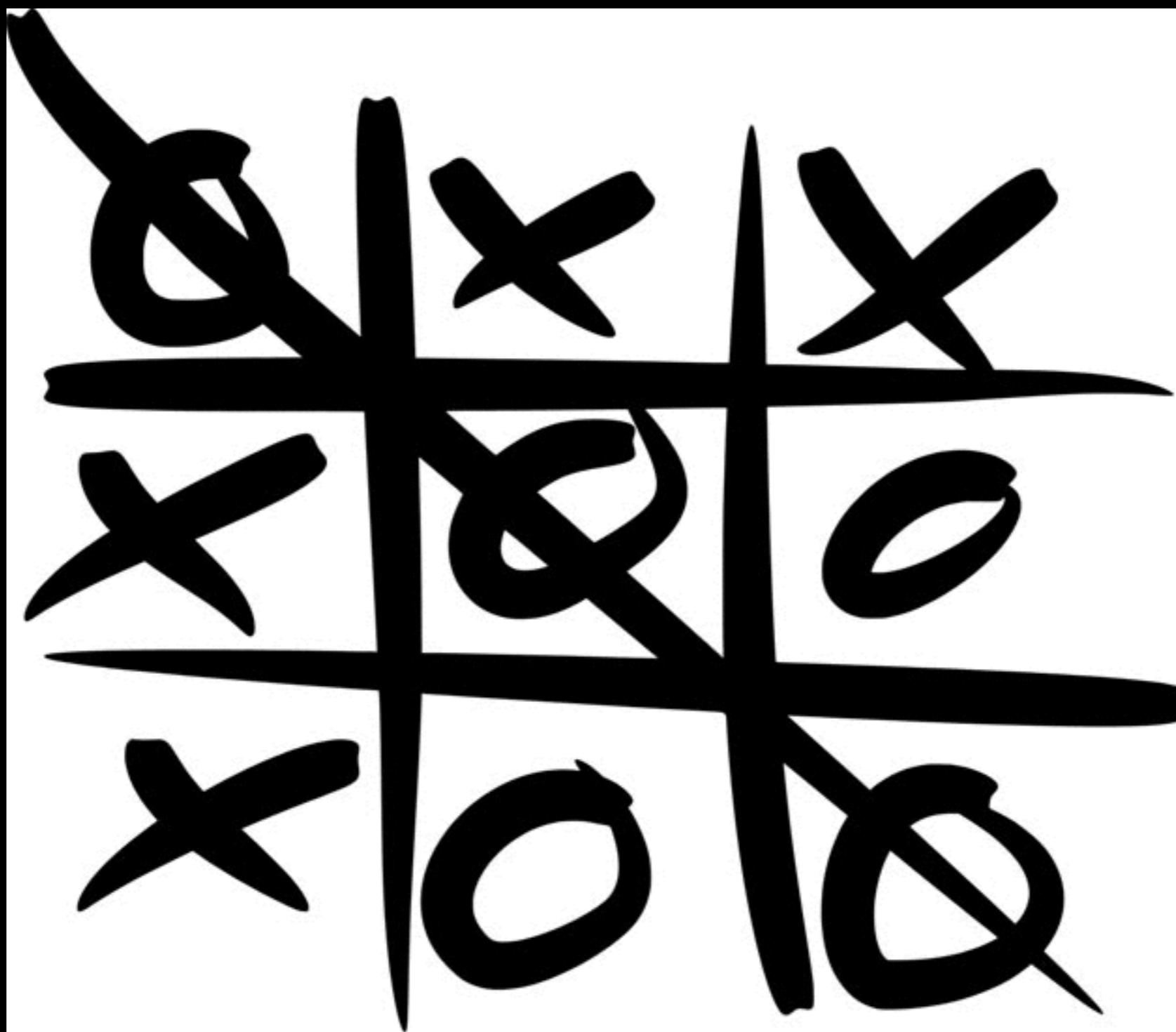
Single Player vs Multiplayer



Königliches Spiel von Urs

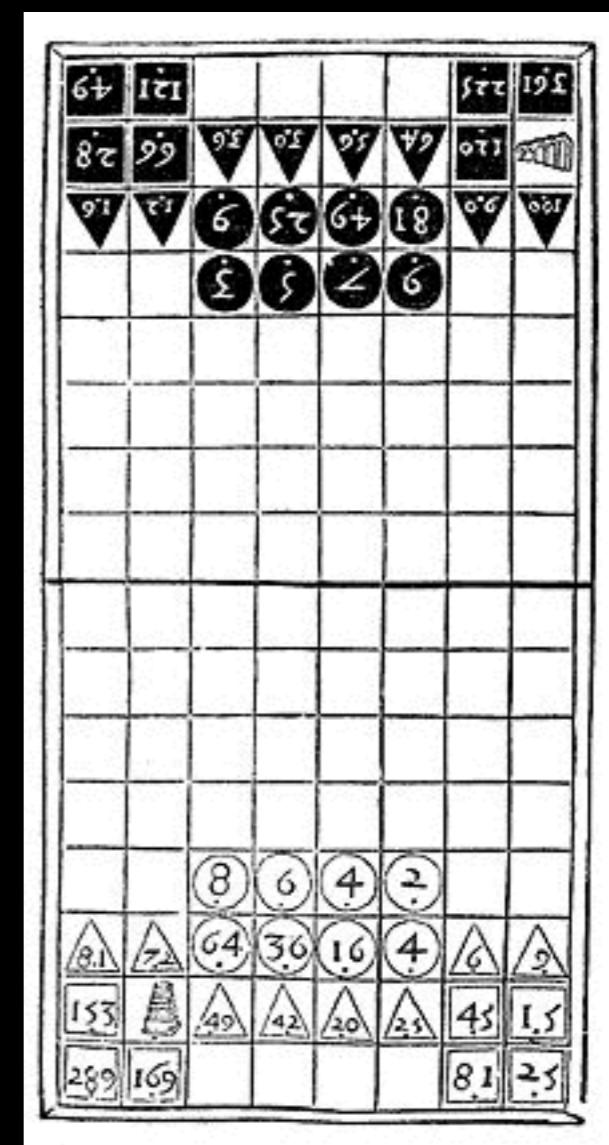


Tic Tac Toe

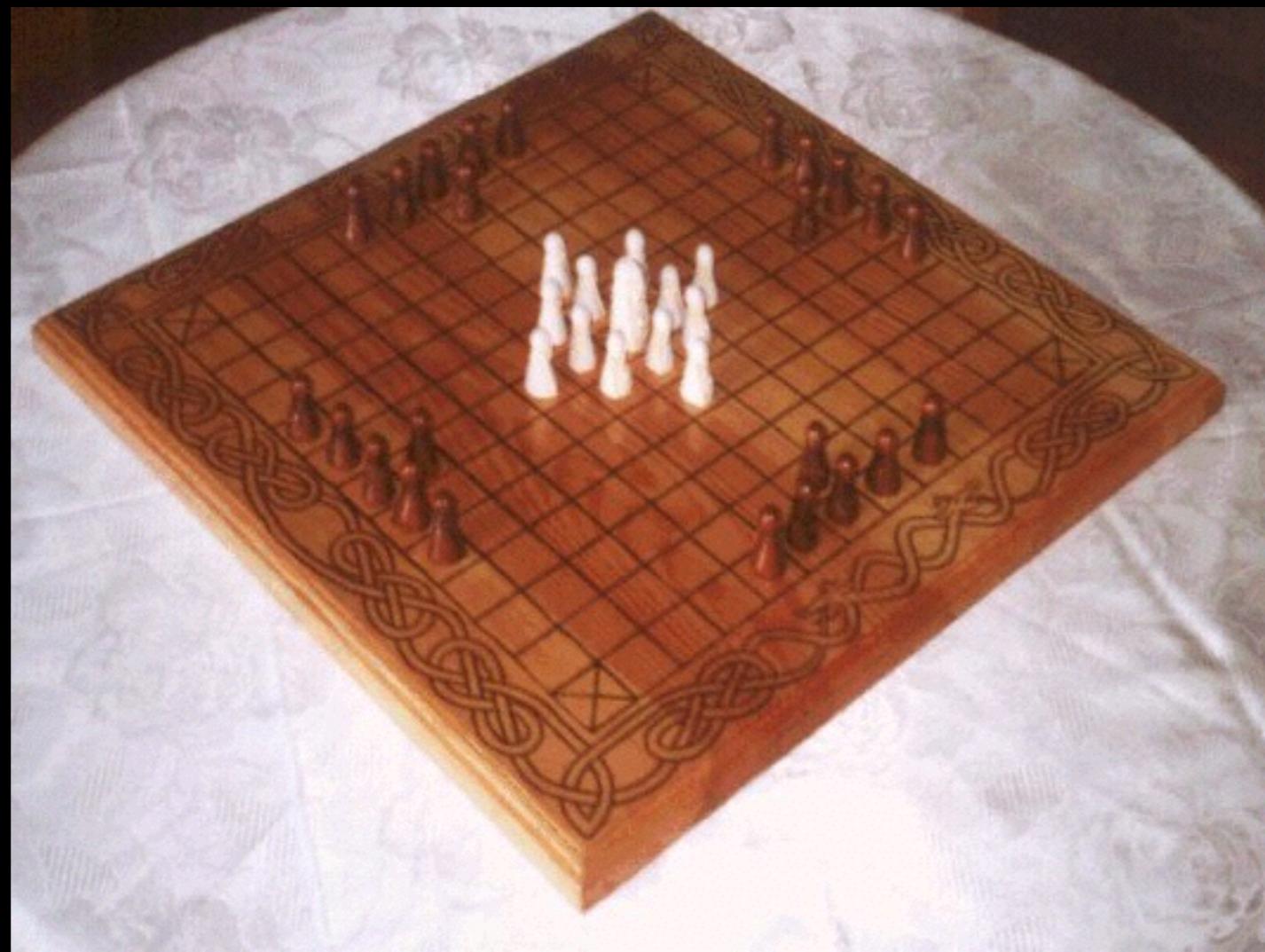


Erste rundenbasierte Brettspiele aus der Antike

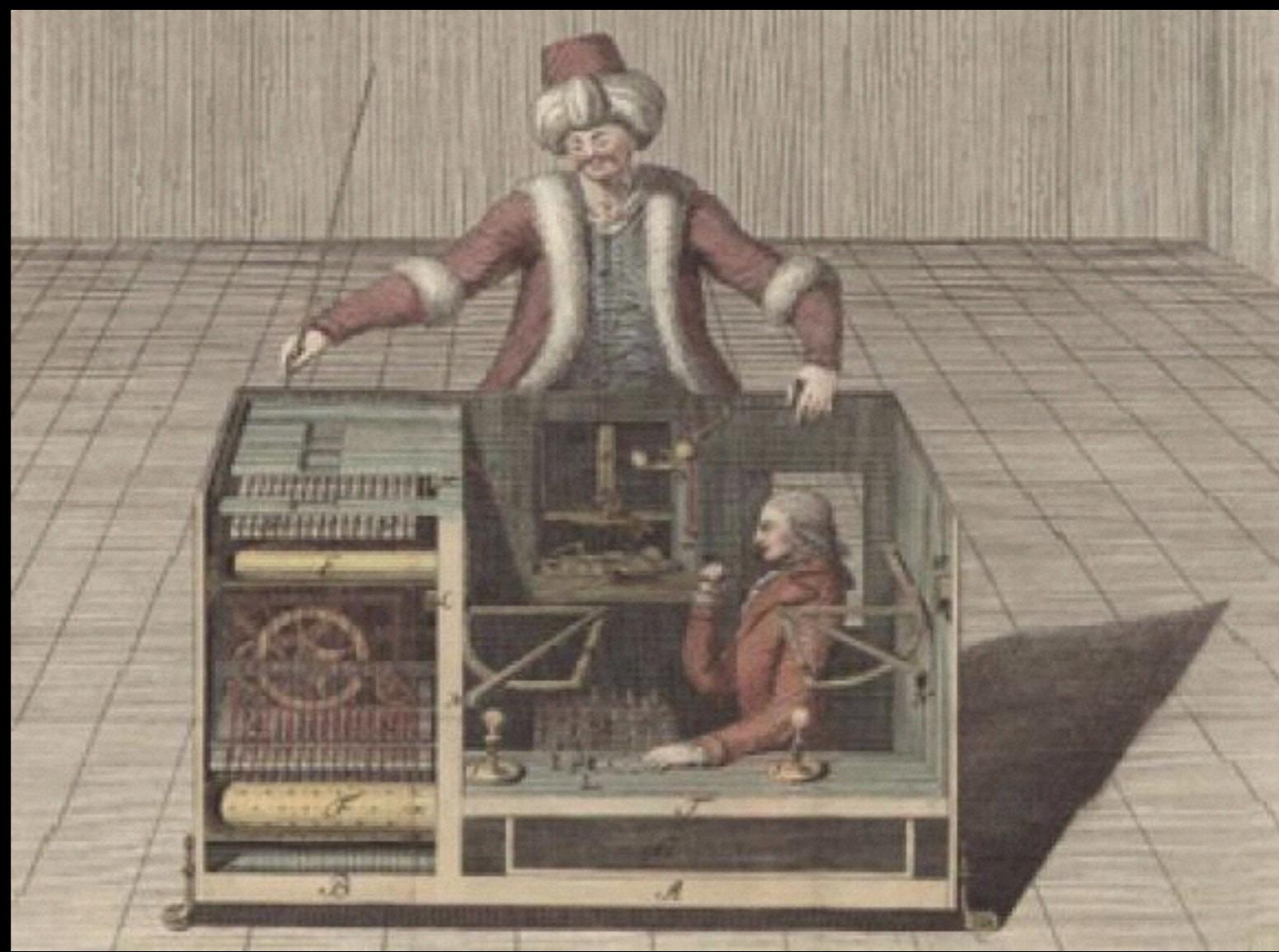




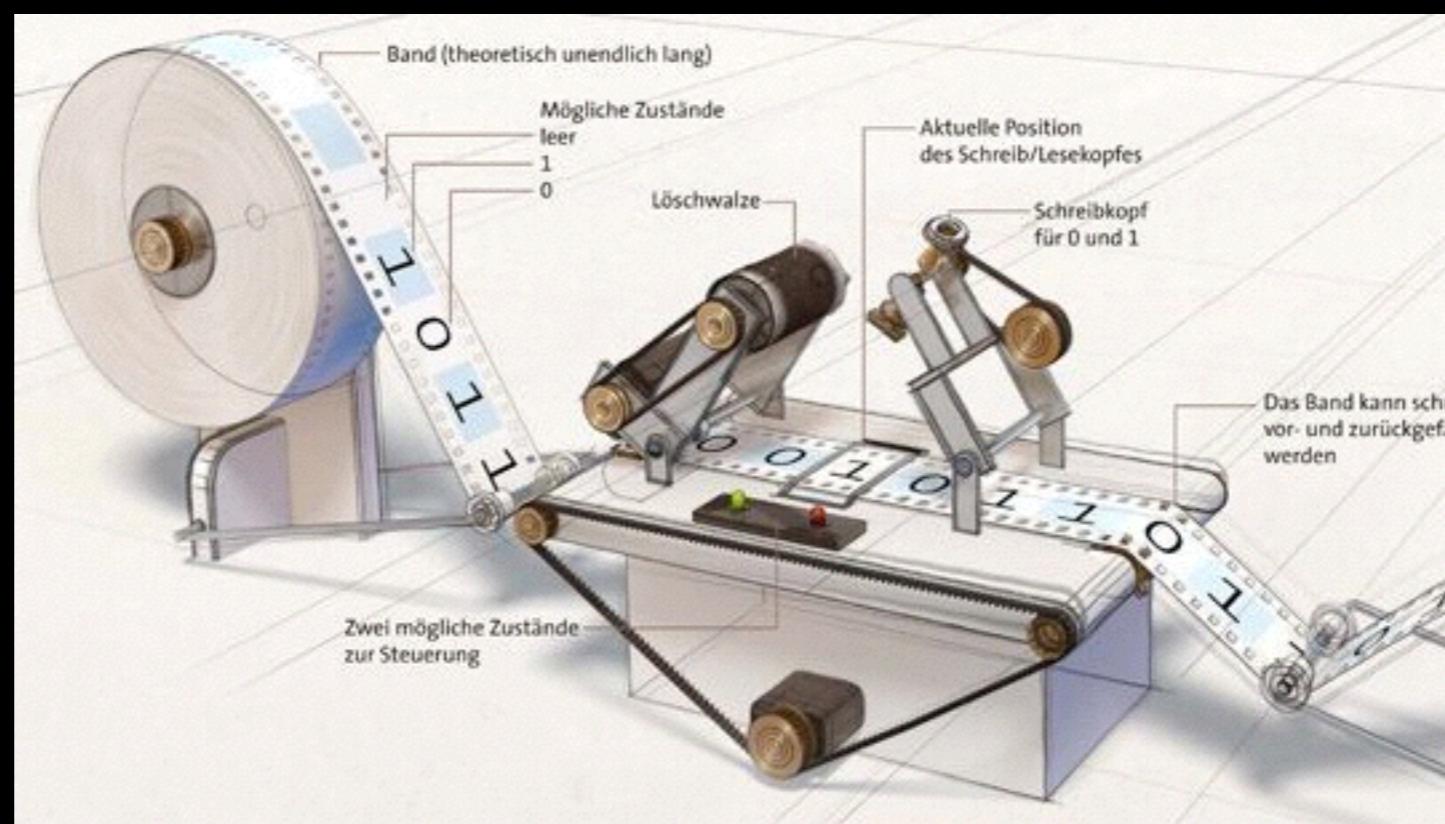
Asymmetrisch





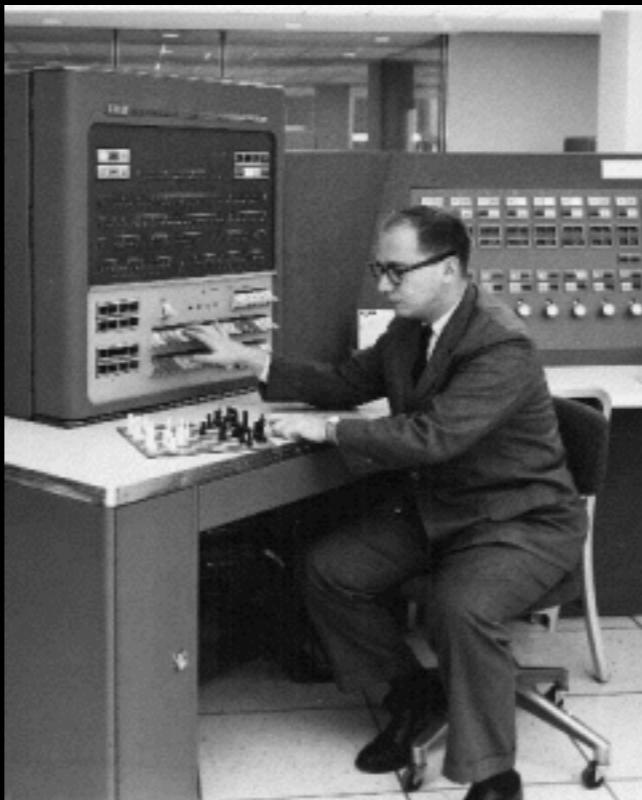






Turochamp 1948

The Bernstein Program (1957)





Hamurabi

Hamurabi: Großer Herr, hier mein Bericht vom 1. Jahr:

Die Einwohnerzahl:

Tod durch die Pest : 16
Tod durch Verhungern : 15
Es kamen in die Stadt: 0
Einwohner jetzt : 18

Unser Kornvorrat (Zentner):

Die Ratten fraßen: 13
Geerntet : 320
Kornvorrat jetzt : 607

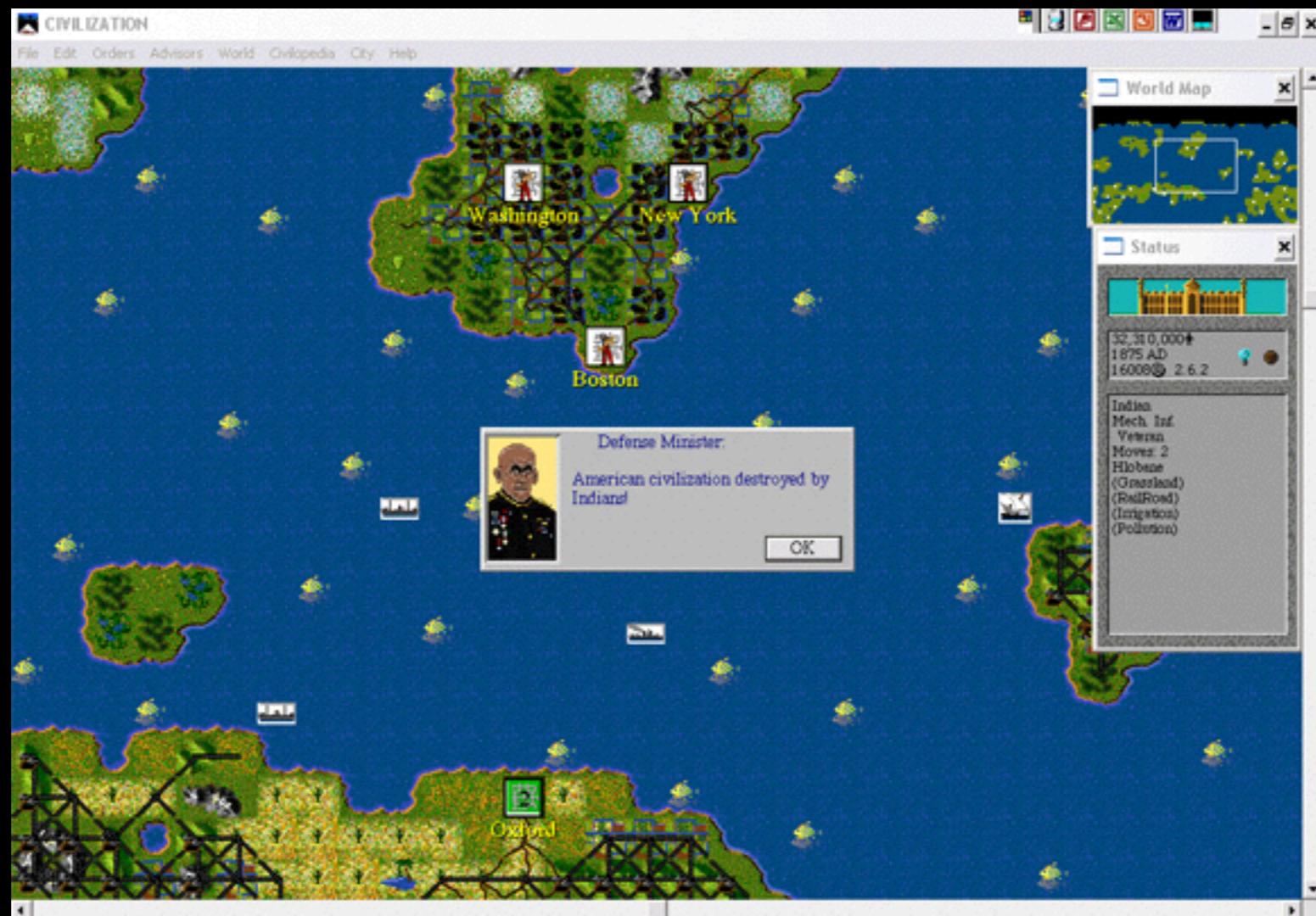
Wir besitzen:

100 Morgen Land

Oh Herr, willst Du weitermachen (J/N) ?_



Civilization 1991



4 X Games

- eXplore
- eXpand
- eXploid
- eXterminate

Master of Orion



Master of Orion 2 (1996)



Master of Orion 3



Alpha Centauri









Space Hulk



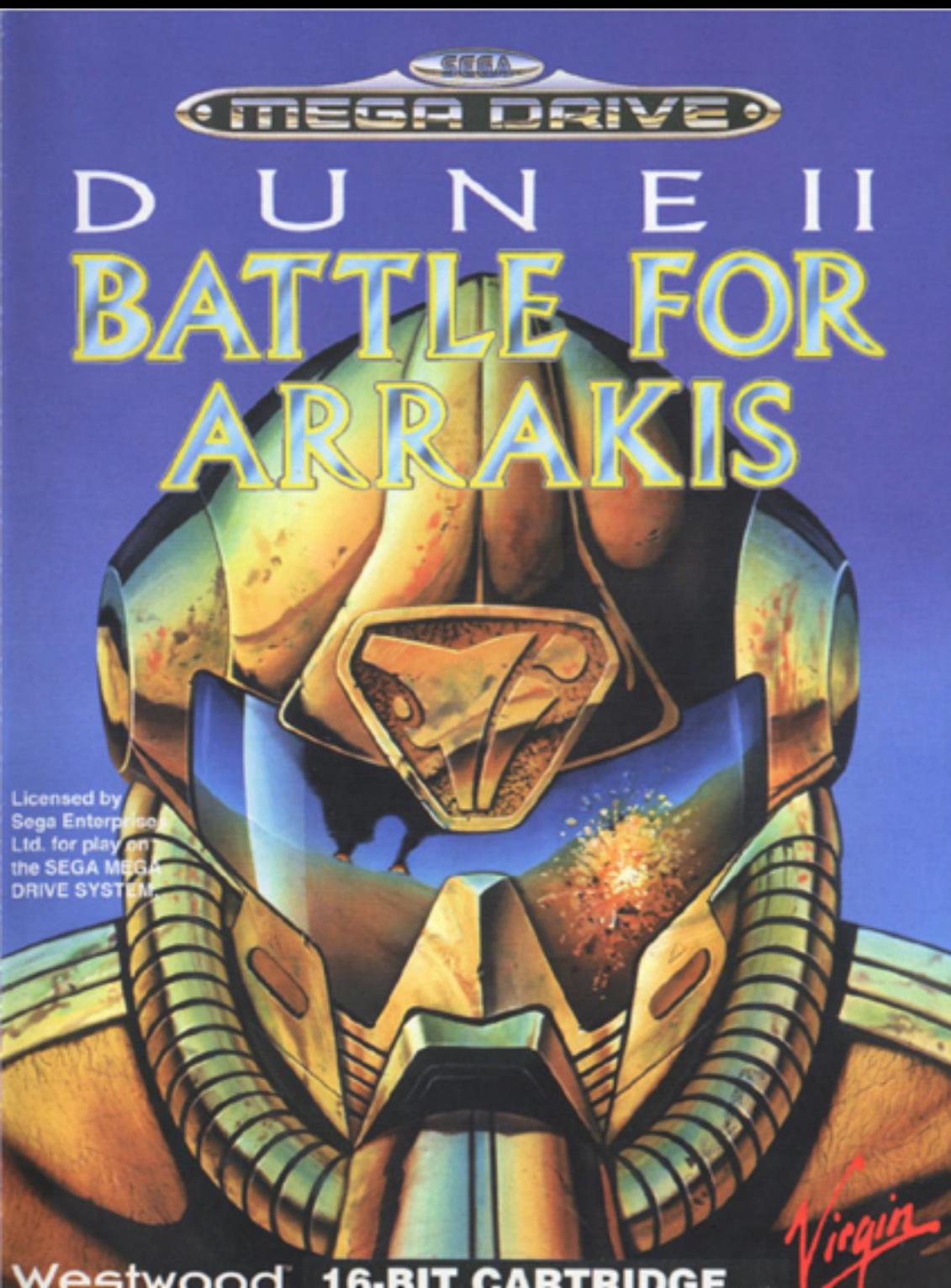
X-Com Enemy Unknown



Continuous Space



Dune 2 (1993)



Warcraft (1994)



Command and Conquer (1995)



Warcraft 2 (1995)



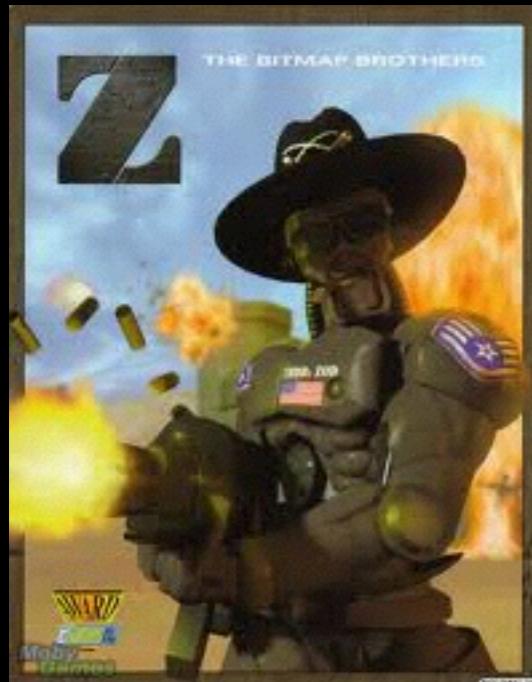
This Means War (1996)



Warhammer: Shadow of the Horned Rat (1996)



Z (1996)



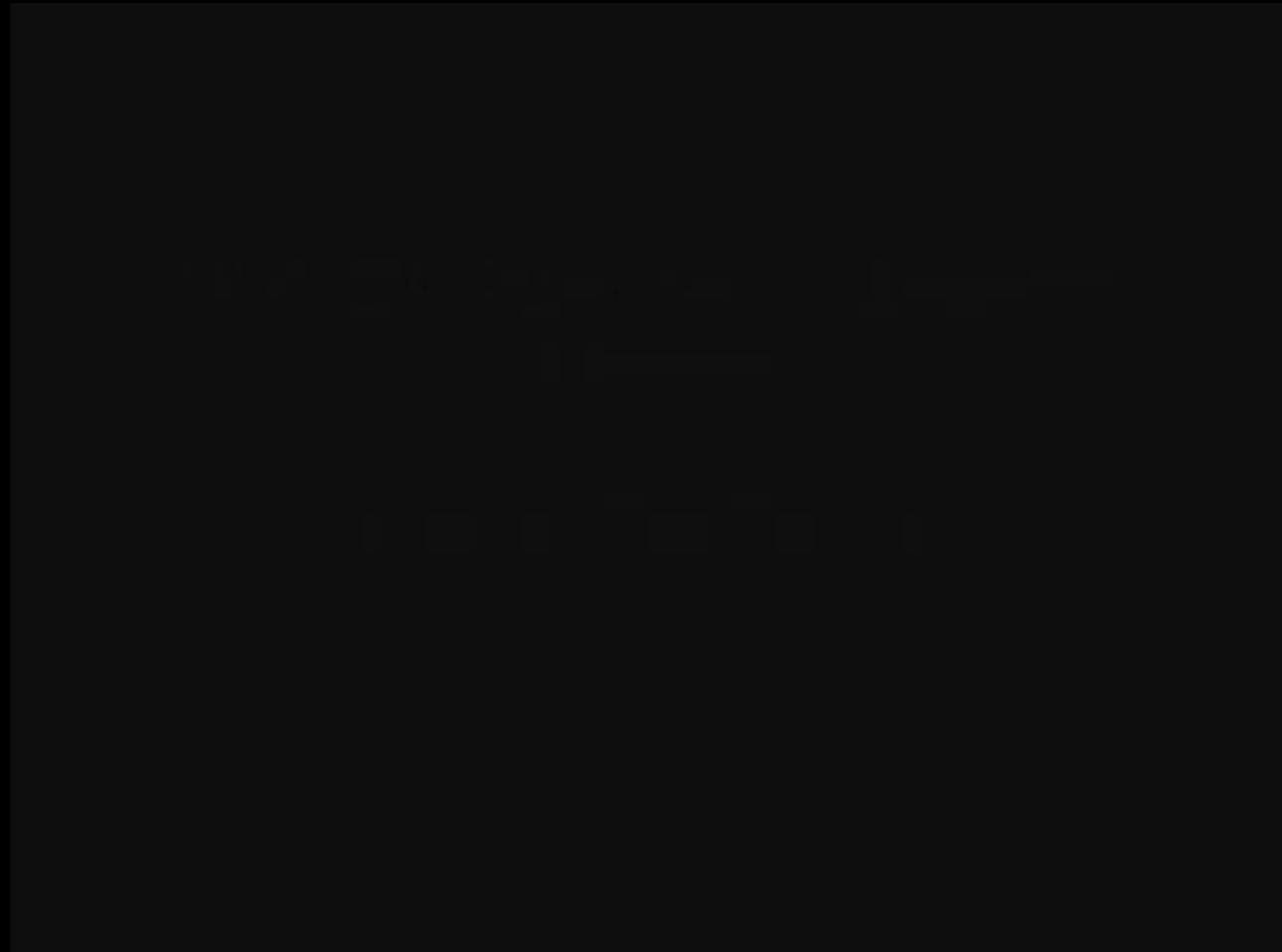
WAR WIND SSI (1996)



C&C2: Alarmstufe Rot (1996)



KKND (1997)



Total Annihilation (1997)



Akte Europa (1997)



Dark Reign (1997)



Myth (1997)



Age of Empires (1997)



7 Kingdoms (1997)



Uprising (1997)



Battlezone (1998)



Commandos(1998)



GK

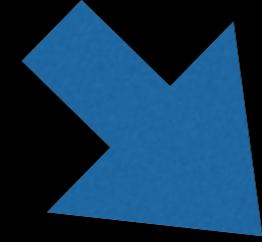
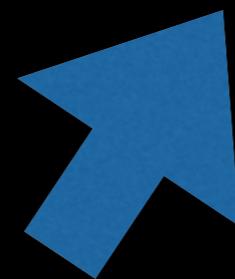
Mechcommander



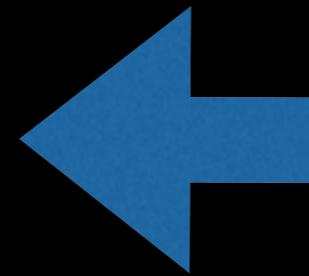
Starcraft (1998)



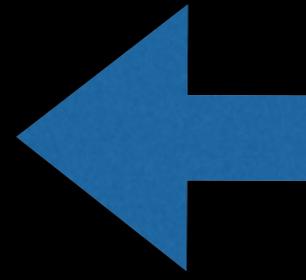
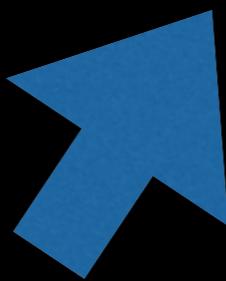
Rush



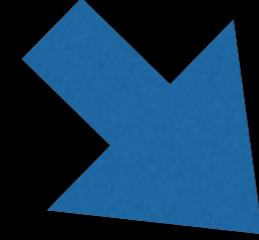
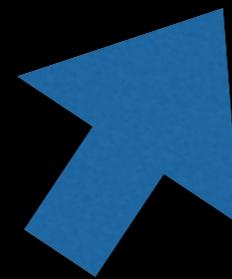
Research/Turtling



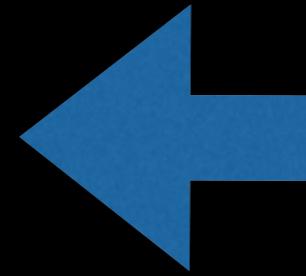
Expanding



Scouting



Microing



Macroing

Timings

- 2:20 – CC First is initially planted (TvZ/TvP)
- 2:42 – 12 Barracks finishes (TvX)
- 3:05 – Gas First Factory starts (TvT)
- 3:10 – First Marine finishes after standard Barracks (TvX)
- 3:15 – First Reaper finishes after 8-8-8 Proxy Reaper (TvZ/TvT)
- 3:20 – First Bunker goes down with Proxy 2rax starts (TvZ)
- 3:35 – First Reaper finishes after standard Barracks (TvX)
- 4:40 – First Proxy Widow Mine finishes (TvP)
- 5:30 – 3rd CC can be started (TvZ)
- 6:10 – Gas First Banshee finishes (TvT)
- 6:20 – 1 Base Widow Mine Drop can hit your base (TvT/TvP)
- 6:30 – Barracks First Banshee finishes (TvT)
- 6:45 – First Hellions after CC First will reach your base (TvT/TvZ)
- 6:45 – First Proxy Thor finishes (TvT)

Moba

MOBA Map Comparison



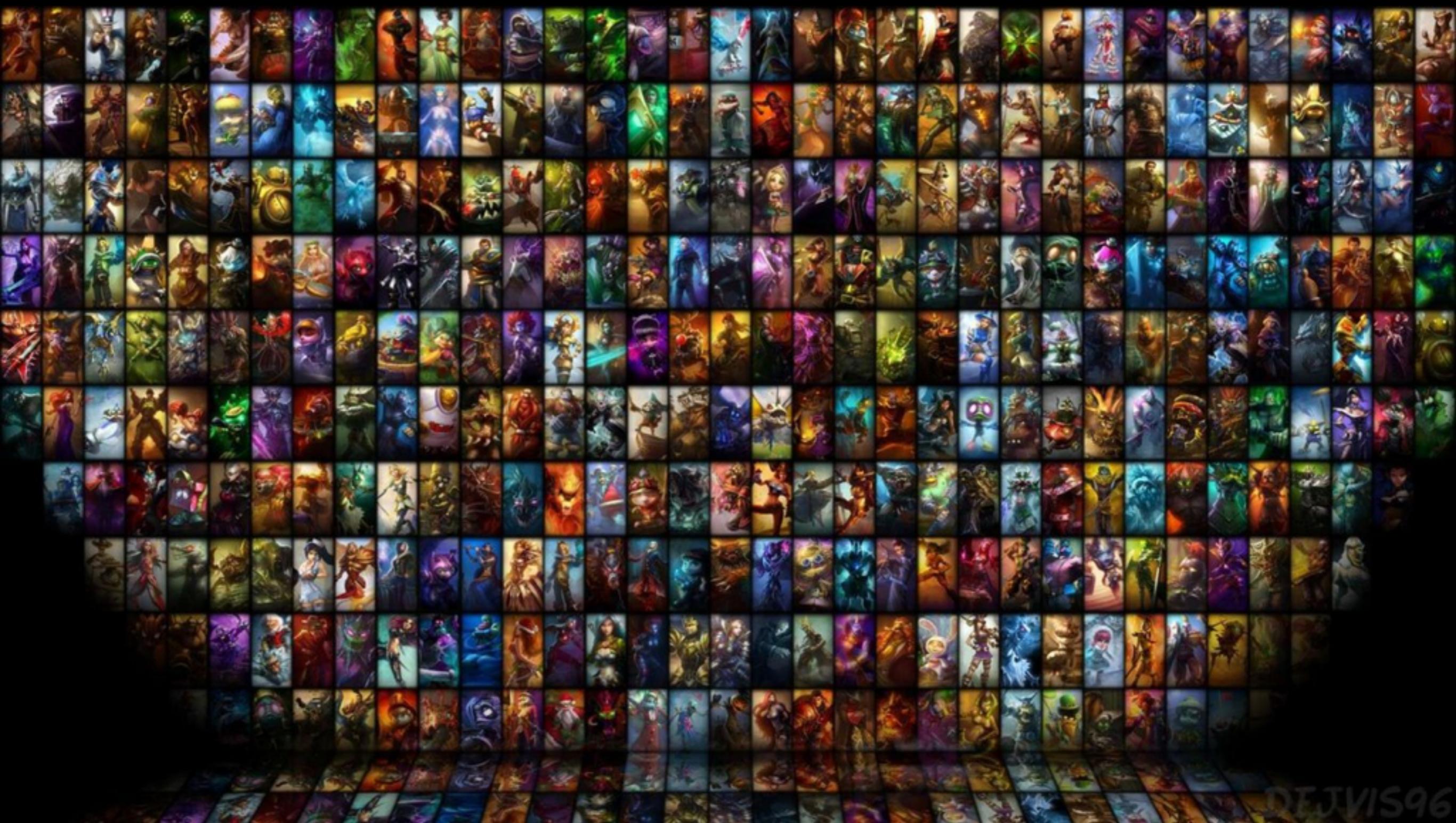
DotA



HoN



LoL



DEJVIS96



WCG 2004

SAMSUNG

WCG 2004

WCG 2004

SAMSUNG

SAMSUNG

SAMSUNG

WCG

SEC.
218

SEC.
216