

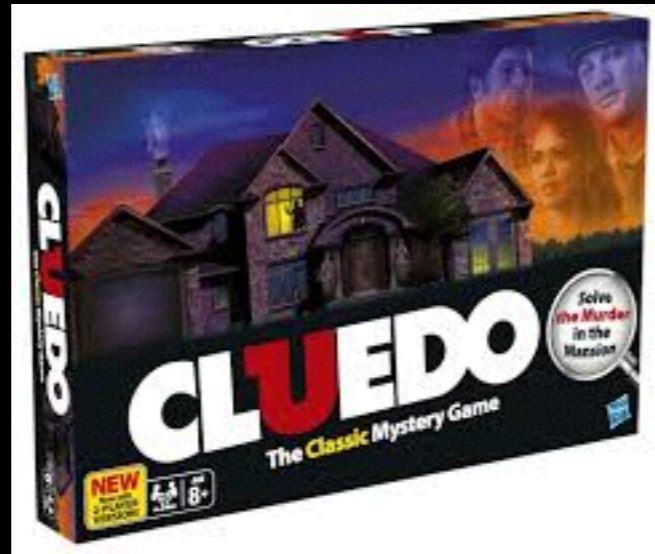
Strategie Spiele

Eingrenzung



8		4	6			7
					4	
1					6	5
5	9		3		7	8
			7			
4	8		2		1	3
5	2					9
	1					
3		9	2			5





Want some food? Come here dearie!



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

Strategie

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

Taktik

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

Unterscheidungskriterien

Abstract



Konkret



Agricola
2-player setup

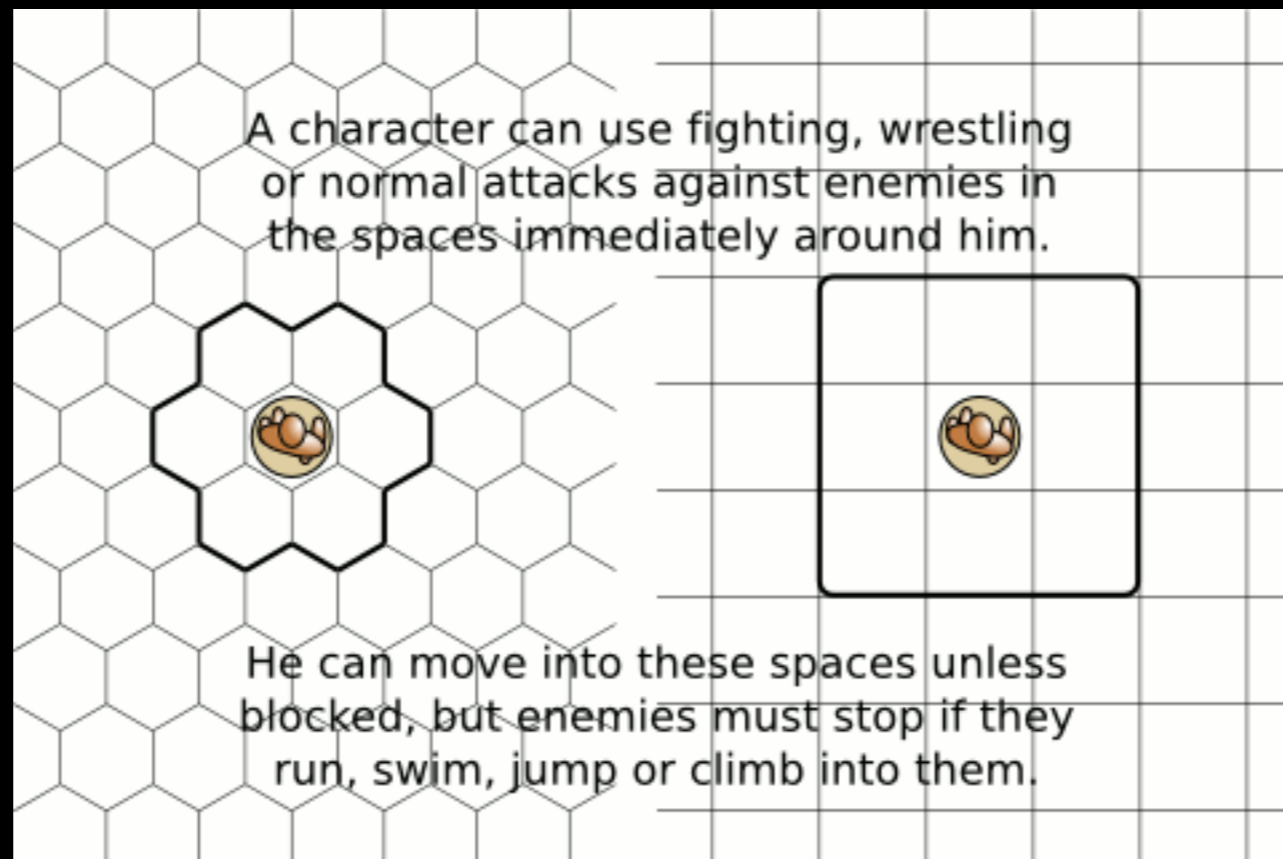
Aufbauspiel



Agricola: All Creatures
Big and Small setup



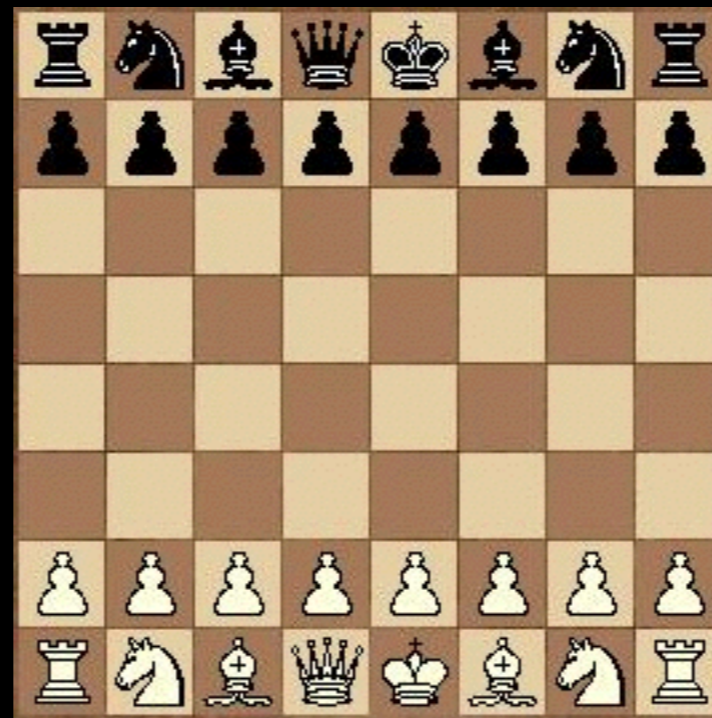
Zone of Control



Konfliktsimulation



Symmetrisch



Asymmetrisch



Informationen



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Skat



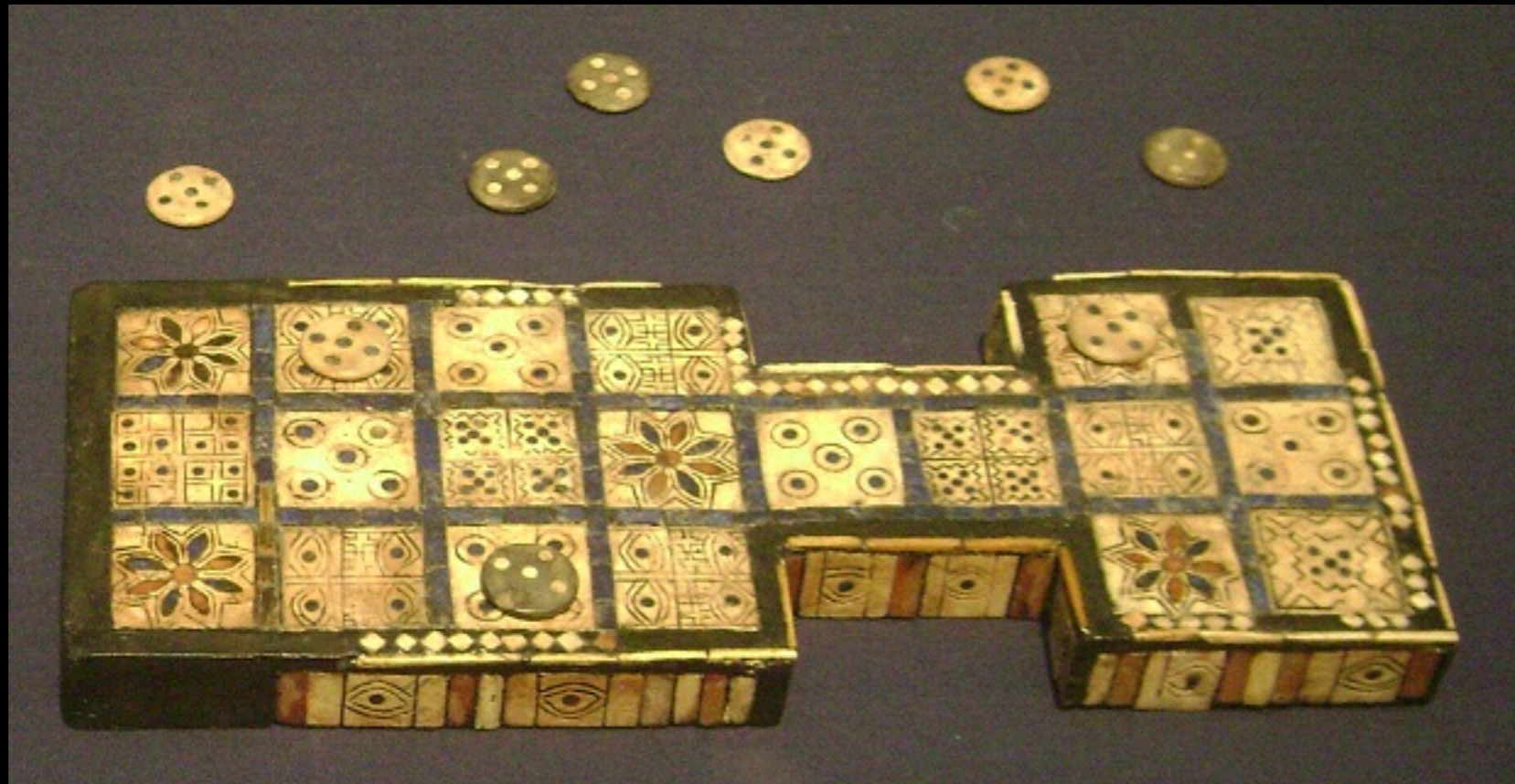
Wahrscheinlichkeiten



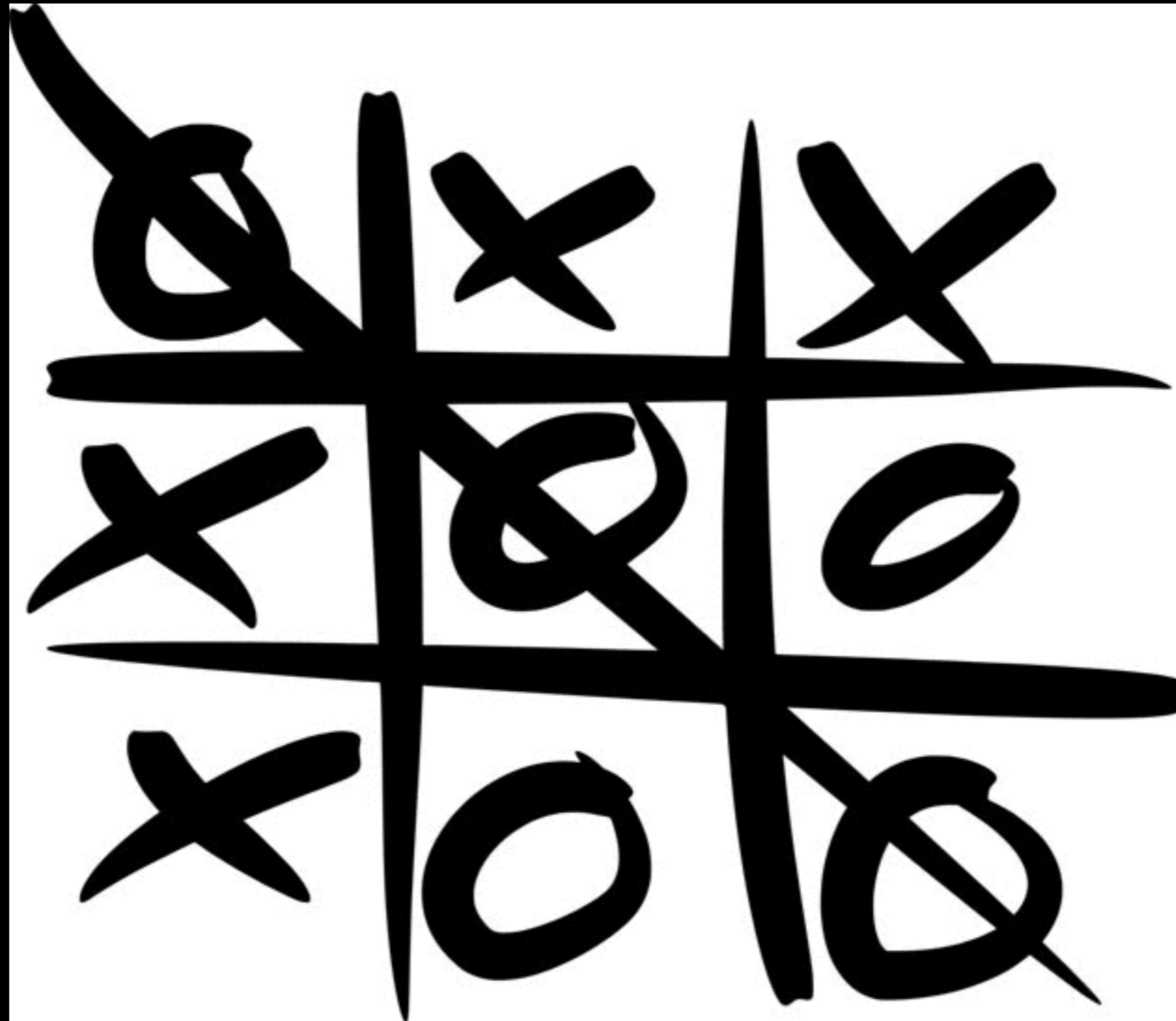
Single Player vs Multiplayer



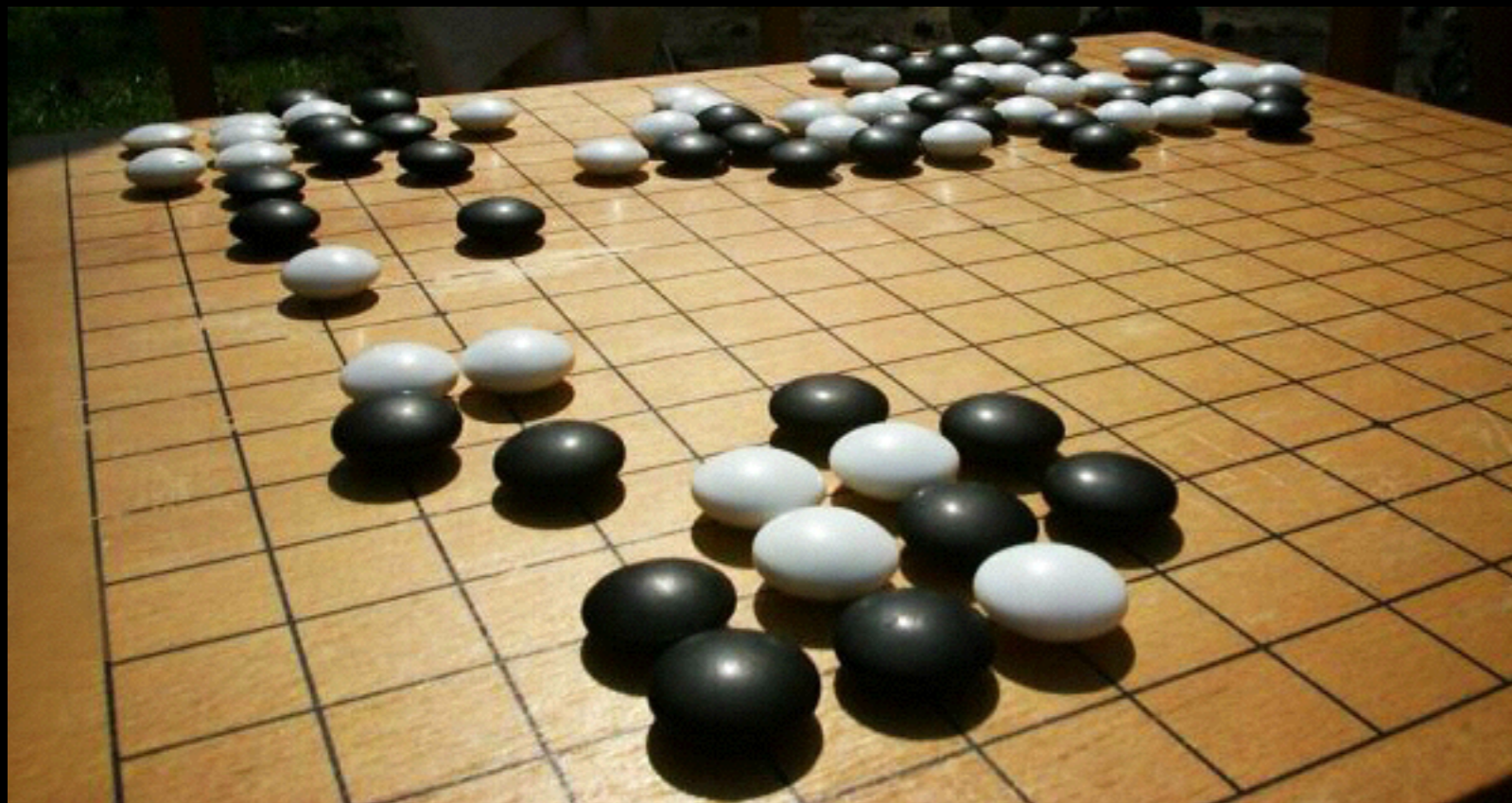
Königliches Spiel von Urs





Tic Tac Toe



Erste Rundenbasierte Brettspiele aus der Antike



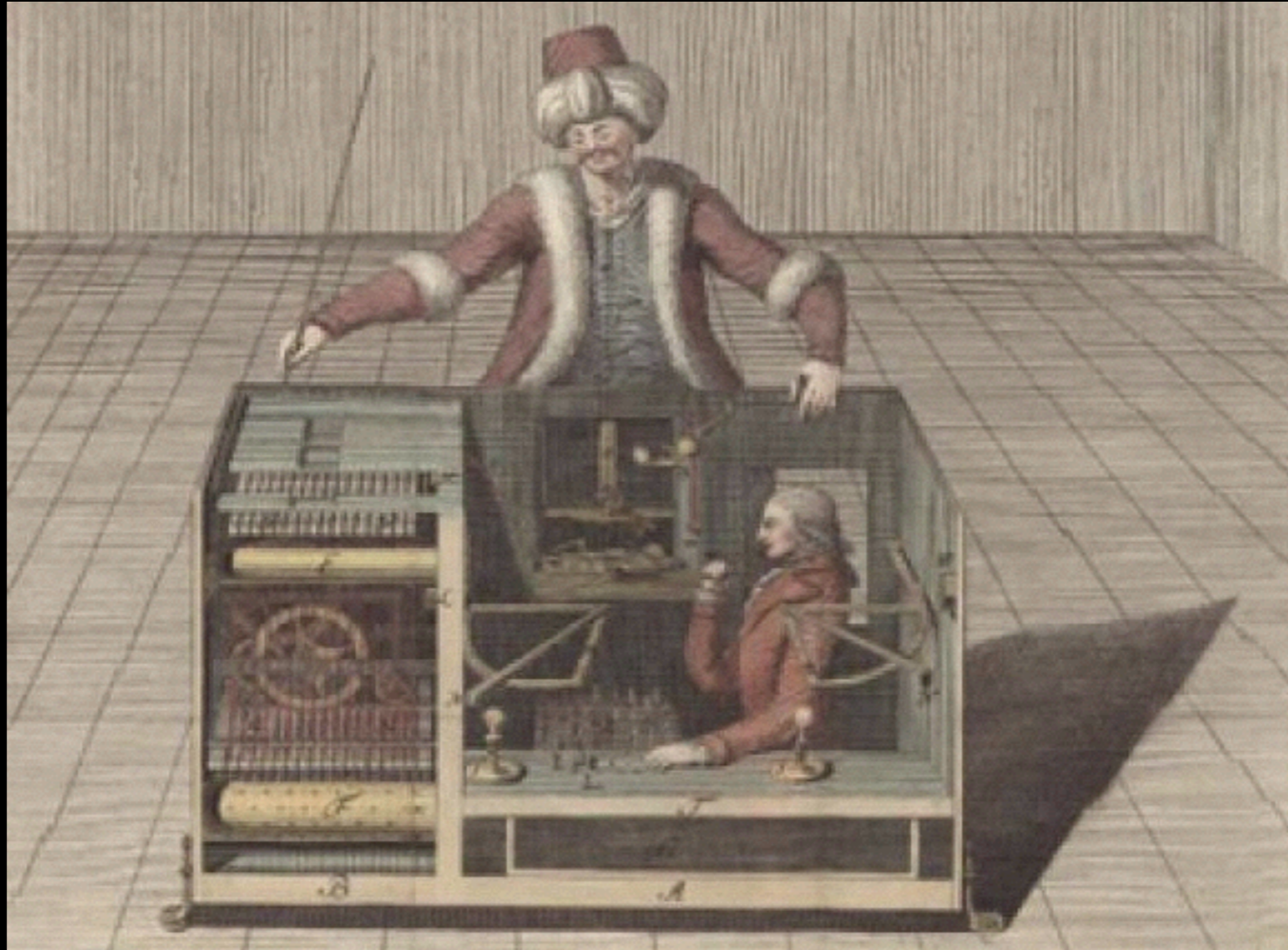


64	121					57	195
82	96	35	30	25	20	15	
91	82	6	5	4	3	2	1
		5	4	3	2		
		8	6	4	2		
81	72	64	36	16	4	6	2
153		49	42	20	23	43	15
289	169					81	25

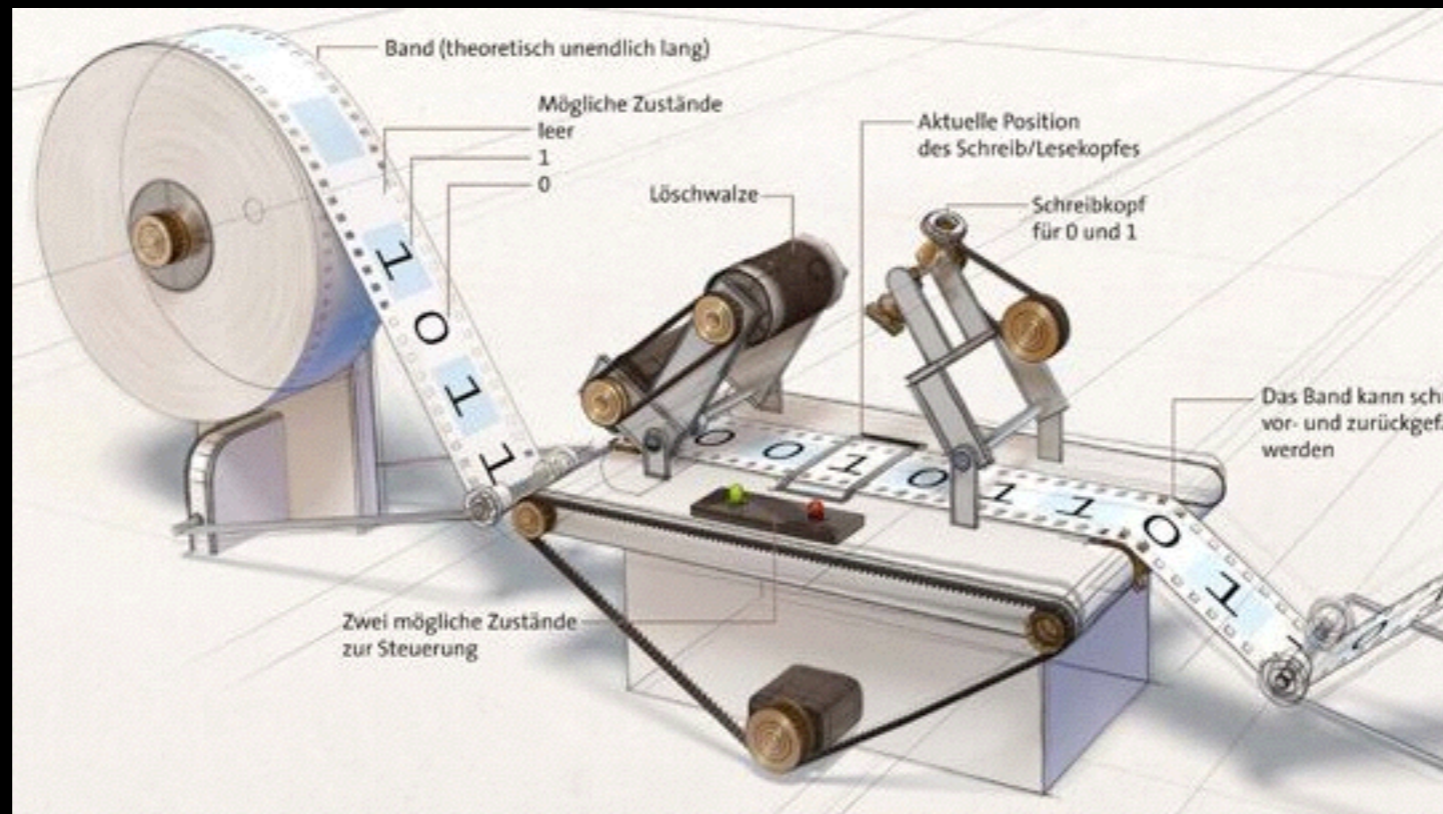
Asymmetrisch





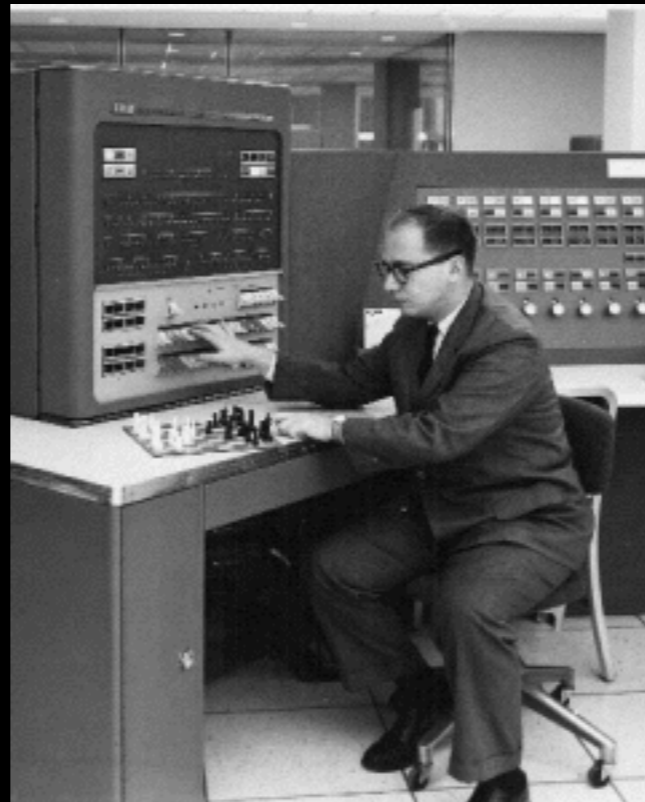






Turochamp 1948

The Bernstein Program (1957)





Hamurabi

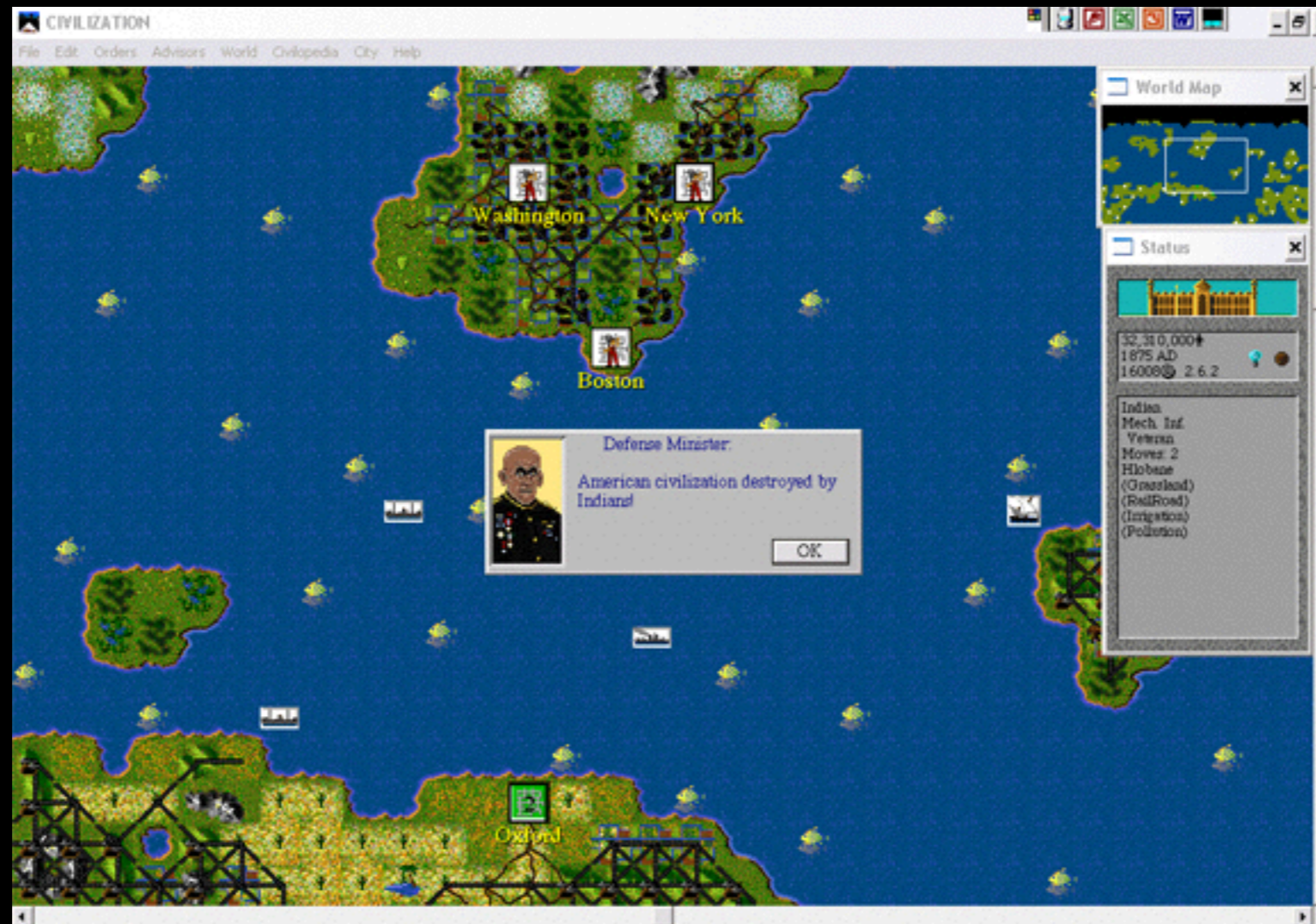
Hamurabi: Großer Herr, hier mein Bericht vom 1. Jahr:

Die Einwohnerzahl:	Unser Kornvorrat (Zentner):	Wir besitzen:
Tod durch die Pest : 16	Die Ratten fraßen: 13	
Tod durch Verhungern : 15	Geerntet : 320	
Es kamen in die Stadt: 0		
Einwohner jetzt : 18	Kornvorrat jetzt : 607	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

GAME MENU **STRREP** **GC: 18.8** **UNIT (+ 8)** **ENCYCLOPEDIA** **TURN**

Back **<<** **>>** 141 178 113 (157)

Produced **Need**

Food:	0	2
Minerals:	0	0
Industry:	4	
Production Points:	16	
Fast Tubes:	2	
Research Points:	0	
EA Employment:		0 / 0
EA Productivity from Population:		100%
Forest state:		Orion Content

Duven IV

REGIONS AND STRUCTURES:

PLANETARY:

REGION 1: Barren

- Repairable Structures
- Industry DEA → In Progress 6 turns

REGION 2: Barren

- Mining DEA → In Progress 10 turns

REGION 3:

- Bioharvest, 54 PP
- Mining, 54 PP
- Industry, 162 PP
- Research, 182 PP
- Government, 108 PP
- Military, 108 PP
- Recreation, 54 PP
- Bioharvest, 54 PP

Selected Item Information

Name: Thriving Ecosystem
Number of this item: 1

Details:
The abundance of flora and fauna on this planet has resulted in a veritable cornucopia effect. Bioharvesting in this region is greatly improved.

PLANETARY INFRASTRUCTURE

ENVIRONMENT

TYPE: Primordial

ECONOMY

REVENUE:
GDP Local
Tax Rates
Tax Income
Trade
Grants

INCOME
EXPENSE

STARTING
ENDING

TECHNOLOGY **FINANCE** **EMPIRE** **PERSONNEL** **FOREIGN OFFICE** **PLANETS** **SHipyARDS** **VICTORY**

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)



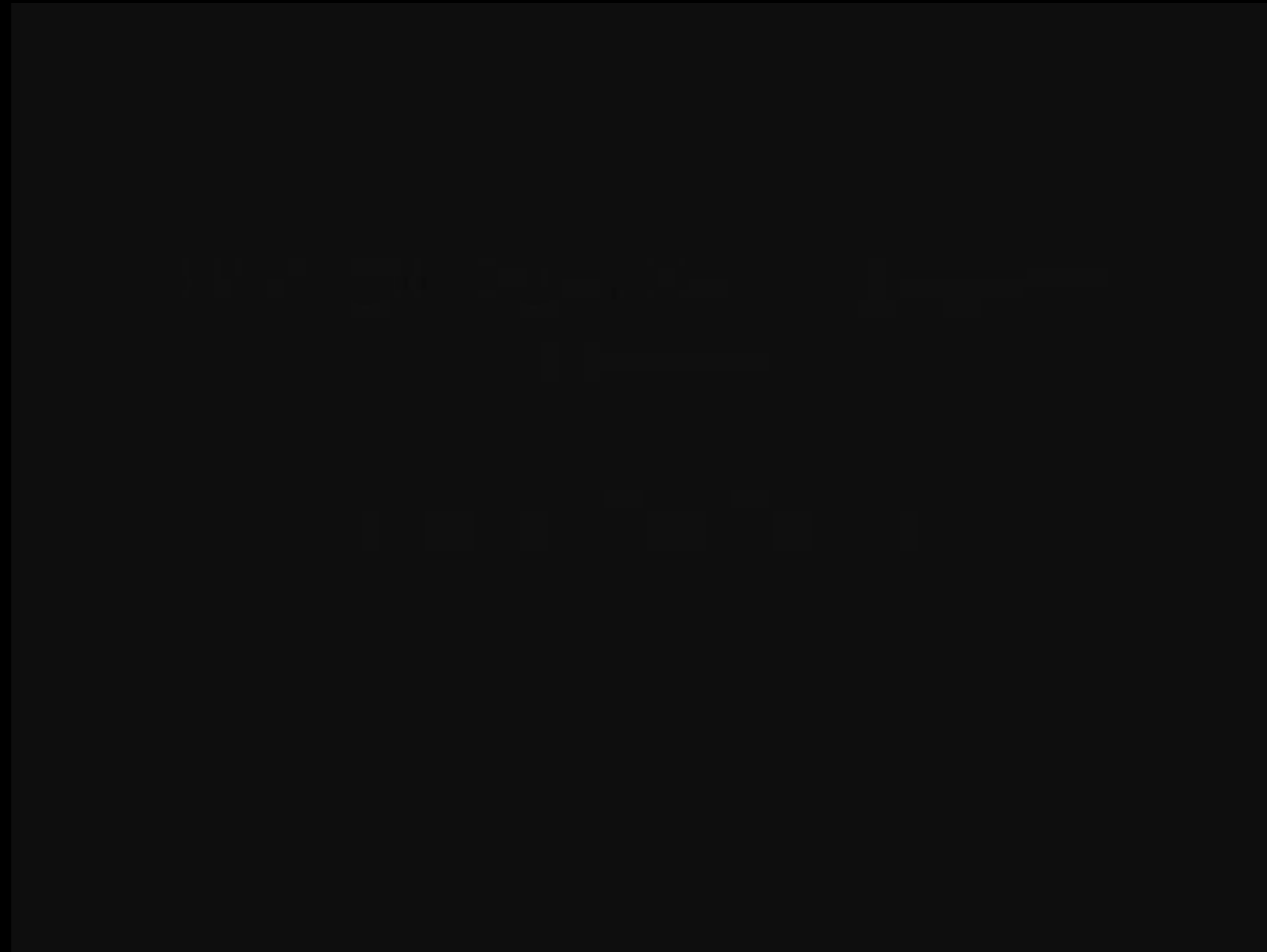
WAR WIND SSI (1996)



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)

The screenshot displays the game interface for 7 Kingdoms. The top panel includes a navigation menu with buttons for Kingdoms, Villages, Economy, Trade, Military, Technology, Espionage, and Ranking. It also shows resource counts: 9505 (+36) and 8781 (-1), the date Mar 17, 1004, and a rank of 14. A MENU button is located on the right. The main game area shows a village named Akita with several buildings and a fort named Persepolis with a flag. A camel with blue packs is visible in the center. The right panel features a map, a Fort icon, a resource bar showing 200/200, a King portrait with the name New Player and Leadership: 100, a grid of eight smaller portraits each with 100 Leadership, and a table of stats: Leadership 100, Combat 100, and Hit Points 200/200. At the bottom of the right panel are three icons representing different actions or units.

Kingdoms	Villages	Economy	Trade
Military	Technology	Espionage	Ranking

9505 (+36)
8781 (-1)

Mar 17, 1004
14

MENU

Akita

Persepolis

Fort

200/200

King
New Player
Leadership: 100

100	100	100	100
100	100	100	100

Leadership	100
Combat	100
Hit Points	200/200

Uprising (1997)



Battlezone (1998)



Commandos(1998)

121

GK

Mechcommander



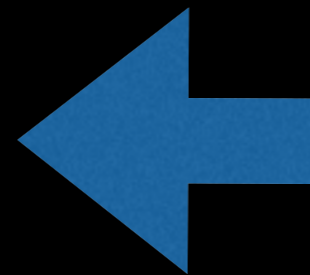
Starcraft (1998)



Rush



Research/Turtling



Expanding



Kholdan

TERRAN
POP 100 MAX

POP 50 BASES 0

PRODUCTION 69

Ship none

Def none

Ind 5.374

Eco CLEAN

Tech 0 RP

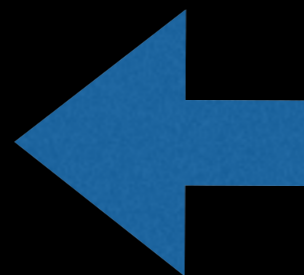
SHIPS

RELOC

TRANS

SCOUT 0

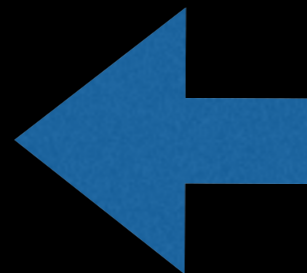
Game Design Fleet Map Races Planets Tech Next Turn



Scouting



Microing



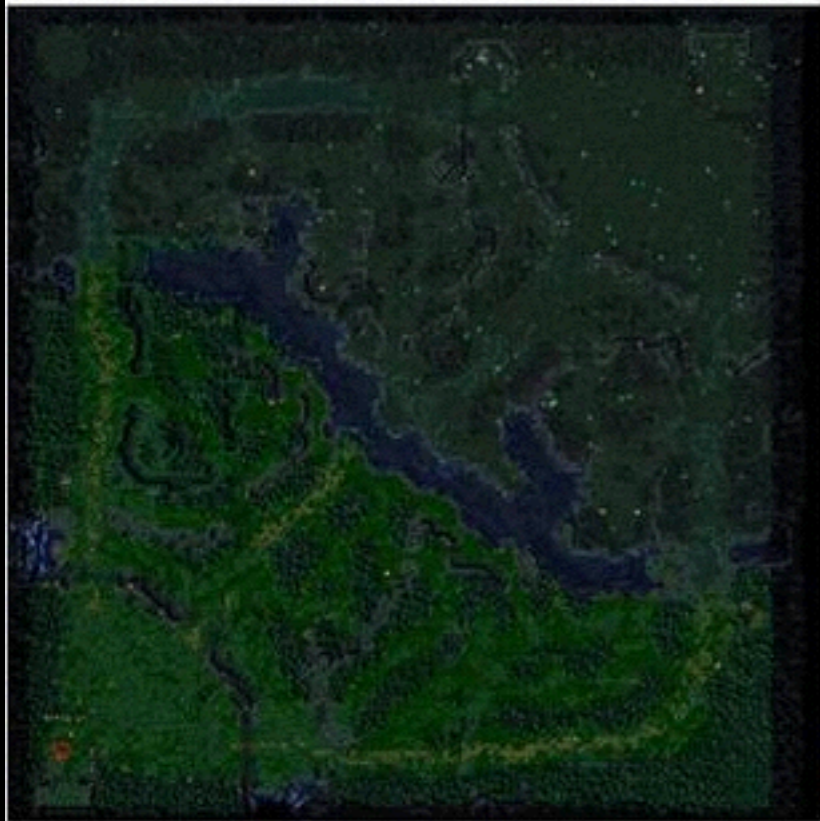
Macroing

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



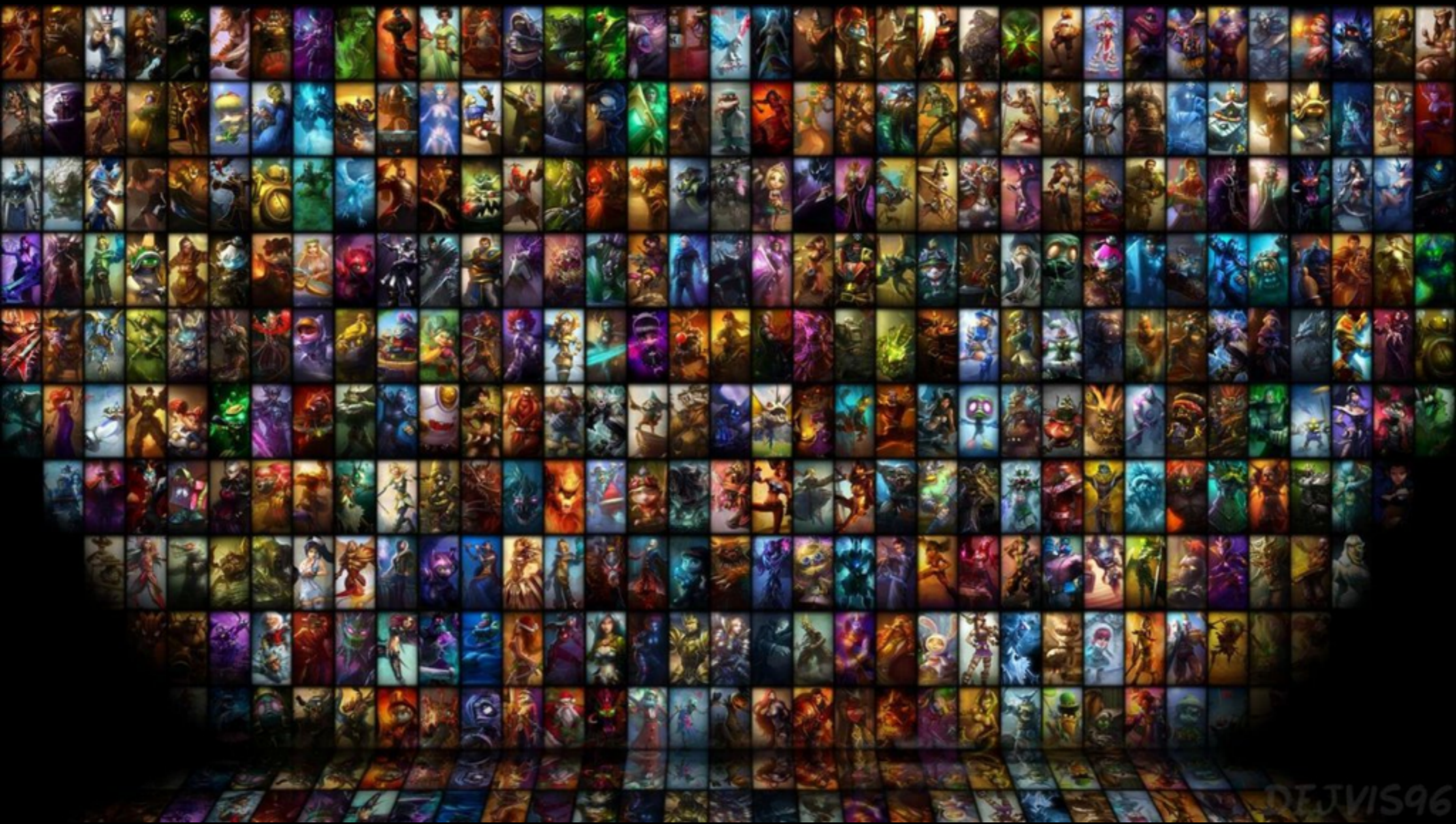
DotA



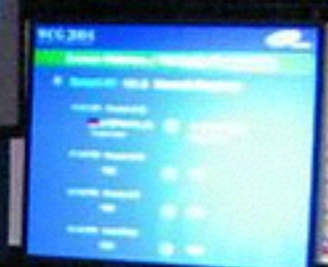
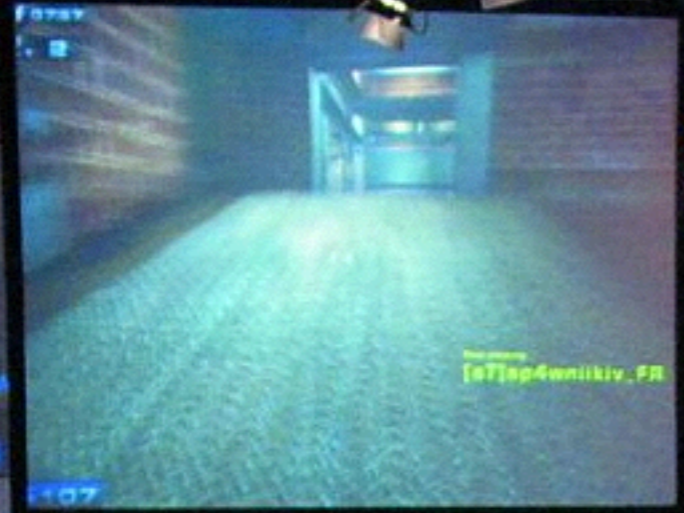
HoN



LoL



DEJVIS96



WCG 2004
WORLD CYBER GAME

SAMSUNG

WCG 2004
WORLD CYBER GAME

WCG 2004



SAMSUNG

SAMSUNG

SAMSUNG

SAMSUNG

SAMSUNG

SEC 218

SEC 216