

Battlezone (1998)

Battlezone is a mixture of [first person shooter](#) and [real time strategy](#), not to be confused with the arcade game [Battlezone from 1980](#). It was developed by [Activision](#) (Windows) and [Climax Development](#) (N64). The release by [Activision](#) for the Windows version took place on 11 of March 1998 in Northern America and some time later in 1998 in Europe. For the Nintendo 64 version by [Crave Entertainment](#) the release date was 30 of March 1998. It is based on an engine derived from [Interstate '76](#)'s engine.

The game features a [single-player](#) as well as a [multi-player](#). The player is controlling everything on the battlefield from the first person view, but part of the game are also strong RTS aspects, similar to [Uprising](#).

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