

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_1](#)

See Also

- [Turn Based Strategy](#)
- [Strategy Game](#)

[[games_database](#)] [[game_related_terms](#)]

From:

<https://www.mobile-infanterie.de/wiki/> - [mwohlauer.d-n-s.name](#) / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:gaming_theory:real_time_strategy&rev=1648849306

Last update: **2022-04-01-21-41**

