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Can you play age of empires 2 online

Risk has all the trappings of a phenomenal board game: It's cheap, engrossing, and has the uncanny ability to ruin lifelong friendships in one night. Risk was originally released in the '50s, which makes it ancient when compared with today's modern game design. The iconic title has undergone several official redesigns in that time, including one designed specifically for video games, Risk: Factions. The first thing one might notice about this game is that, unlike many of the other entries on this list, it looks professional. Officially licensed by Hasbro and published by Electronic Arts, Factions has production values that make free browser incarnations of Risk look like student projects. The game's solid frame rate and cute art style — embodied in the game's five colorful factions — make it one of the more attractive versions available, but the gameplay changes are where it really stands out. In addition to classic Risk mode, Factions provides an updated version of the game where, in addition to the typical routine of invading countries and rolling dice, players can complete objectives such as capturing an enemy capital or conquering an entire continent in one turn. Doing so will provide bonuses to the player, which in turn gives the game more strategic diversity. Other gameplay additions include different types of terrain, such as volcanoes, which can greatly impact the flow of the game. Factions doesn't reinvent the wheel, though, and many of the classic game's weaknesses are still present. Cruel campaigns can grind to a halt due to unlucky dice rolls, frustrating even the best strategist. But the changes still make for more dynamic campaigns, ushering Risk into the modern age of game design. Steam Conquer Club was one of the first online strategy games to tackle the world of Risk, and it holds true to its founding principles. The free-to-play game features almost everything you know and love about the Parker Brothers original, just without the official title. The game doesn't require any additional software — aside from your favorite browser — and touts a robust, active community that frequently hosts online tournaments and hosts one of the most rip-roaring forums on the Web. The interface could definitely use a bit of a facelift, but the wide selection of maps and the sheer number of diehard members have kept the game alive and well long after the site's launch. Conquer Club Like Conquer Club, Dominating Twelve features stunning maps and gameplay that help make it shine among the rest of our picks. The interface and gameplay are sleek, with more than 30 maps to choose from, but games take some time to fill up given the rather small community of users. Once signed up, players can choose from a classic deathmatch scenario or Capitals, a game in which your opponent only needs to capture your capital in order to capture all of your territories and automatically win the game. The game is free to play, regularly updated, and provides a premium option should you decide you want unlimited active games, private messaging, vacation periods, or a slew of other features not included with a standard account. Dominating 12 Although it's not Risk per se, Land Grab is another browser-based strategy game that shares many similarities to Risk without any association whatsoever, legally speaking. After creating a free account, players can participate in up to four game at once as they battle for ultimate world domination on more than 60 user-created maps. The interface and maps are decent — not outstanding, but what can you expect when players create the content? Nevertheless, some of the maps are standouts and show a good deal of promise. Land Grab ranks among the best Risk-like games given the fully-fledged customization options, strong base community, and excellent replay value. LandGrab Cartographers rejoice! Major Command boasts some of the most stunning Risk-esque gameplay currently available online. The interface and map design are simply gorgeous, whether you are confined to a single battlefield in Africa or operating on a global scale, and the ability to choose between Casual and Real Time game modes adds a level depth that's hard to find elsewhere. Like Risk, players are randomly assigned a region and given deployable troops in an effort to conquer the entire map or reach the mission objective. The game is free to play, routinely updated, and features a lively community that can never seem to get enough of Major Command. Try joining a clan, entering a tournament, or opting for the premium version if you really want to get down and dirty. With more than 200 public maps, War Gear is one of the most extensive and customizable options when it comes to playing Risk-like alternatives. The site allows players to schedule their games on their own time — whether you want to take turns over a period of several days or mere hours — and features a vast wealth of user-created content. Launched in 2009, the site maintains a strong, loyal following years later and is still constantly growing and evolving. Warlight is a Risk alternative that is actually worth it, both on- and offline. The game features an admirable A.L., a decent collection of maps, competitive ladders, and compelling gameplay that works in the same vein as the rest of the picks on our list. Some of the maps are massive (3,000 territories) and players can choose the pace at which the game plays out if they want more fast-paced gameplay than is traditionally offered. The site is also frequently updated, with new features rolling out regularly, and boasts one of the more flexible game engines out there. While we welcome the greater customization the engine offers, the varying gameplay mechanics and modes can be a bit much for the novice gamer, taking considerable time to get up to speed. The active community is also fairly small and forum posts remain sparse at times. Age of Empires is one of the most groundbreaking series of real-time strategy games for the PC. Here is a complete list of the Age of Empires major releases and expansion packs from the original Age of Empires released in 1997 to Age of Empires Online released in 2011. Rumors have swirled around about the future of the series for years and have been up in the air since Age of Empires Online was shut down in July 2014. Age of Empires: Castle Siege for mobile was released in 2015 bringing hope that the series will be revived, but Microsoft has been quiet and any plans for a new offering for the PC. Age of Empires Screenshot. © Microsoft Games Release Date: Oct 15, 1997Developer: Ensemble StudiosPublisher: Microsoft Game StudiosGenre: Real Time StrategyTheme: HistoricalRating: T for TeenGame Modes: Single player, multiplayerAge of Empires is the first game that was released in the Age of Empires series all the way back in 1997. Players control a civilization from a hunter-gatherer community as it develops into an Iron Age civilization. Age of Empires contains 12 civilizations, technology tree, units and buildings that are all used to expand and grow your civilization. The game includes a single-player campaign as well as multiplayer skirmishes. A demo for Age of Empires is available for players to try out a few missions from the single-player campaign. Age of Empires The Rise of Rome. © Microsoft Release Date: Oct 31, 1998Developer: Ensemble StudiosPublisher: Microsoft Game StudiosGenre: Real Time StrategyTheme: HistoricalRating: T for TeenGame Modes: Single player, multiplayerAge of Empires: The Rise of Rome was the first and only expansion for Age of Empires and features four new civilizations, new technologies, Roman architectural designs for buildings and new larger maps. The new civilizations included in Age of Empires The Rise of Rome are the Carthaginians, Macedonians, and Palmyrans. In addition to the new features listed above, Rise of Rome includes many gameplay tweaks in the unit selection, damage balance and expanding the population limit above 50. A demo for Rise of Rome is available for download and gives players an opportunity to play a mission from the single-player campaign. Age of Empires II: The Age of Kings. © Microsoft Release Date: Sep 30, 1999Developer: Ensemble StudiosPublisher: Microsoft Game StudiosGenre: Real Time StrategyTheme: HistoricalRating: T for TeenGame Modes: Single player, multiplayerAge of Empires II: The Age of Kings is the second full release in the Age of Empires series as it moves the timeline forward from where Age of Empires left off, taking your civilization from the Dark Age into the Imperial Age. Like Age of Empires, it features four pages you'll develop through, multiple civilizations, technology trees, and much more. Age of Empires II: The Age of Kings features five single-player campaigns, 13 civilizations, and multiplayer skirmish support. Age of Kings also includes a campaign/scenario editor that allows players to customize missions, battles, objectives and victory conditions. An HD Edition of Age of Empires II: Age of Kings is available on Steam and contains all single-player campaigns and multiplayer modes with support for high-resolution monitors. The Age of Empires II Demo provides a free gameplay of a mission from the single-player campaign. Age of Empires II: The Conquerors. © Microsoft Release Date: Aug 24, 2000Developer: Ensemble StudiosPublisher: Microsoft Game StudiosGenre: Real Time StrategyTheme: HistoricalRating: T for TeenGame Modes: Single player, multiplayerAge of Empires II: The Conquerors is the expansion to Age of Empires II: The Age of Kings and adds five new civilizations, new campaigns, units, and technology trees. It also features enhancements to gameplay, new game modes, and new maps. The new civilizations included are the Aztecs, the Huns, Koreans, Mayans, and Spanish. The new game modes featured in The Conquerors include Defend the Wonder, King of the Hill, and Wonder Race. Steam has brought new life to Age of Empires II with the release of the HD version of Age of Empires II and the Conquerors expansion pack. It contains updated graphics resolutions and full multiplayer capability and support. Like other games in the series, a demo for The Conquerors was released offering free gameplay from one of the single-player missions. Age of Empires III Screenshot. © Microsoft Release Date: Oct 18, 2005Developer: Ensemble StudiosPublisher: Microsoft Game StudiosGenre: Real Time StrategyTheme: HistoricalRating: T for TeenGame Modes: Single player, multiplayerAge of Empires III once again moved the historical series forward in time. This time, the game has five ages players will develop their civilizations through, starting with the Discovery Age through to the Imperial Age. While the overall gameplay of resource collecting and management remains unchanged, Age of Empires III introduces some new gameplay mechanics to the series such as the Home City. This Home City is a persistent support mechanism for your real-time civilization by allowing you to send shipments of resources, units, or other bonuses that can be customized based on experience and leveling that is earned. This experience/level is carried over from one game to the next. Age of Empires III for Steam is available with both expansion packs, single-player campaigns, and multiplayer modes. Age of Empires III: The Warchiefs. © Microsoft Release Date: Oct 17, 2006Developer: Ensemble StudiosPublisher: Microsoft Game StudiosGenre: Real Time StrategyTheme: HistoricalRating: T for TeenGame Modes: Single player, multiplayerAge of Empires III: The WarChiefs is the first expansion that was released for Age of Empires III. The expansion includes three new playable civilizations, the Aztecs, Iroquois, and Sioux, and four new minor tribes for a total of 16. In addition to the new civilizations, The WarChiefs also includes new maps and three new units to all European civilizations: cavalry artillery, petards, and spies. The demo for The Warchiefs offers players the chance to try out the game prior to purchasing it. Age of Empires III: The Asian Dynasties. © Microsoft Release Date: Oct 23, 2007Developer: Big Huge Games, Ensemble StudiosPublisher: Microsoft Game StudiosGenre: Real Time StrategyTheme: HistoricalRating: T for TeenGame Modes: Single player, multiplayerThe second and final expansion to Age of Empires III is Asian Dynasties. It includes three new Asian civilizations, China, India, and Japan each of which has unique technology trees, units, and buildings. They also include a new Export resource which allows them to hire foreign troops and research technologies of a foreign ally. Age of Empires III and all of its expansions are available via Steam with full multiplayer support. A demo was also released for players to try out a portion of the single-player campaign. Age of Empires Online. © Age of Empires Release Date: Aug 16, 2011Developer: Gas Powered Games, Robot EntertainmentPublisher: Microsoft StudiosGenre: Real Time StrategyTheme: HistoricalRating: E10+Game Modes: MultiplayerAge of Empires Online was the first Age of Empires game that doesn't follow the timeline of the previous three games in the series. Set in the times of ancient Greece and Egypt, it features many of the same general gameplay mechanics of the previous titles as well as a persistent city. The game follows the free to play model, which allows a player to play the general game for free while offering premium content for purchase. The game featured playable civilizations such as the Greeks, Egyptians, Celts and more. It was officially shut down on July 1, 2014. Thanks for letting us know! Tell us why! You'll be amazed by how much your baby's smarts, coordination, and confidence develops with each passing month. Let the games begin! Credit: Adam Weiss For little kids, playing is everything – fun, yes, but also vital for their growth. It's how they explore the world and learn to do stuff: crawl, talk, walk, build, sing, draw, and make friends. Have you noticed that the toys that seem to capture your baby's attention over and over again are often the most basic ones, like wooden blocks and balls? "Parents today seem to feel it's necessary to buy expensive 'learning' toys with a thousand bells and whistles, even though there's no scientific evidence that they boost IQ," says Hillary Hettinger Steiner, PhD, an educational psychologist at the University of Georgia, in Athens. "Classic toys are more versatile because they don't ask for a specific response from a child like electronic ones do -- a kid can play with them in whatever way he pleases. Toys like this grow with your child." What can you expect your child to do with these toy-chest favorites as he develops from a baby to a full-blown toddler? We polled the experts on playtime milestones.6 Months: Your baby will stare intently at the ball. He will also enjoy grasping and feeling it, so go for one with interesting textures like nubs or tags.12 Months: He can sit on the floor and roll the ball back and forth with you. He might even be able to throw it, although without much aim or purpose.18 Months: Welcome to the Little Little Little League! Your mini Mantle is a more adept -- and forceful -- overhand thrower and enjoys flinging the ball to you.2 Years: He's refined his pitch and now starts to kick and dribble a ball with his feet. Thanks to their low center of gravity, toddlers are naturals at basic soccer play.3 Years: Finally, your sports guy is able to catch a large ball. Some toddlers might be able to kick a ball toward a defined goal.Safety TipThose super-bouncy rubber balls are a hoot -- but not for young kids who might pop 'em into their mouth. Any ball small enough to fit through a toilet-paper roll poses a choking hazard.Flash FactBy 18 months, your child will be able to recognize a ball in the real world and in a book, pointing to it and maybe even saying "ball!"Related Feature: Advertisement Advertisement Credit: Adam Weiss 6 Months: Babies love gnawing on blocks, but they may also swat at or even hold one.12 Months: He discovers he can make noise by banging two blocks together. He'll also have a blast knocking over any architectural masterpiece you construct.18 Months: Let the stacking begin! Your toddler can balance two or three blocks on top of each other.2 Years: His structures are taller, and his coordination is better. He can competently stack four to seven blocks. He can also sort blocks into piles by color and may even pretend that a block is something else, like a car or a boat.3 Years: More building fun -- your little one now creates structures that resemble real-world landmarks such as forts, bridges, and tunnels.Safety TipThe best wooden blocks are made of hard wood like maple or beech, so they won't chip, dent, or splinter. But make sure you supervise your child's block play so he doesn't wield them like weapons.Flash FactResearch shows that children spend more time exploring objects and focusing on complex tasks when playing with a parent than when playing alone -- so grab a block. Mom!Related Feature: Credit: Adam Weiss 6 Months: Babies are too young to play with crayons.12 Months: Your toddler can hold a large crayon with her pincer grip and do willy-nilly scribbling.18 Months: When she sees you drawing, she'll imitate you.2 Years: Your child takes pleasure in sitting down with a pad of paper to doodle on her own.3 Years: Her artistic talents begin to take off! She can copy a circle, a cross, and a square and draw a "person" with one or more body parts. By 3, she knows three or four colors and may have started copying capital letters.Safety TipBuy crayons from a big-name brand to ensure that they're made solely from nontoxic ingredients like paraffin.Flash FactOccupational therapists suggest breaking crayons in half to encourage young children to learn how to properly hold a pencil later on.Related Feature: Advertisement Credit: Adam Weiss 6 Months: It's all about exploring texture right now, so your baby fondles and chews his plush buddies.12 Months: Your toddler carries his special lovey around and cuddles with it. By this age, some children get very attached to their stuffed friend and may want it by their side come bedtime.18 Months: He'll moo, oink, quack, and make various animal sounds in reference to the toy.2 Years: Your preschooler may engage in basic pretend play, like taking Doggy for a walk or feeding Teddy.3 Years: Your child begins creating unique, fanciful worlds in which Teddy becomes a dinosaur and Owl collects the ingredients for "gravel soup."Safety TipTeddy bears and their ilk can carry dust mites and other allergens that could trigger breathing difficulties or skin irritation. To avoid problems, wash Mr. Fluffy regularly.Flash FactSome kids lose interest in stuffed animals by age 2, preferring toys that don't just sit there but move.Related Feature: Credit: Adam Weiss 6 Months: Babies enjoy transferring puzzle pieces from one hand to the other and mouthing them like a cracker.12 Months: At this age, kids have fun turning the puzzle board over to dump the pieces all over the floor. They can also use their pincer grip to take pieces out by pulling up on the knobs.18 Months: With your assistance, a toddler can put large puzzle pieces into their corresponding spots.2 Years: Your little one will complete basic puzzles -- the type in which you put vegetable- or animal-shaped pieces into the appropriate holes. She can also put together a simple three-piece puzzle.3 Years: Her problem-solving skills improve, so she's more involved with puzzles and can put together a basic picture of up to eight interlocking pieces.Safety TipRegularly check that the pegs on pieces are securely fastened, as they pose a choking hazard if they come off. Make sure that the puzzles themselves are nontoxic.Flash FactSome kids could happily spend an entire afternoon piecing together puzzles, whereas others find it about as stimulating as the phone book. This has nothing to do with intelligence but depends on temperament and energy level. It's a good reminder to let your kid play with what interests him.Related Feature: Credit: Adam Weiss 6 Months: If you have a toy drum around, your baby will have fun patting it, albeit without much sense of purpose.12 Months: He'll begin banging on anything remotely percussive -- a drum, a xylophone, or pots and pans.18 Months: Your toddler likes to clap along to music, but don't expect him to have a refined sense of rhythm. He'll also get a kick out of hitting together rhythm sticks or shaking a tambourine.2 Years: Tinkle the piano keys, strum air guitar, or beat a drum -- your little bandmate can imitate you more precisely as you play different instruments.3 Years: If your child is musically inclined, he'll enjoy blowing into rudimentary wind instruments such as a whistle or harmonica.Safety TipMake sure any instrument you purchase is coated in nontoxic paint -- chances are your little Mozart might experiment by using his mouth, even on a drum or piano.Flash FactResearch suggests that early piano lessons are connected to refined spatial skills, which are key for math and geometry.Sources: Linda Acredolo, PhD, coauthor of Baby Minds; Lawrence Cohen, PhD, author of Playful Parenting; Tanya Remer Altmann, MD, spokesperson for the American Academy of Pediatrics and editor of The Wonder Years; Lee Sanders, MD, associate professor of pediatrics, University of Miami Leonard M. Miller School of Medicine; Hillary Hettinger Steiner, PhD, educational psychologist at the University of Georgia's College of Education.Copyright © 2007. Used with permission from the December 2007 issue of Parents magazine.Related Feature: Advertisement Advertisement

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