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War thunder enduring confrontation

Automotive Fight multiplayer game This article needs additional quotes to check. Please help improve this article by adding quotes to reliable sources. Non-sources of materials can be challenged and removed. Find sources: War of Thunder - News newspaper book scientist JSTOR (April 2020) (Learn, how and when to remove this template message) War Thunder Thunder Art Cover for Playstation 4.Developer (s)Gaijin EntertainmentPublisher (s)Gaijin EntertainmentTencent Game (China)Composer (s) GeorgeYakovAlexAdr Chornizahar AntonovPllatform (s)Microsoft WindowsMacOSLinux 1-PlayStation 4 2012: January 28, 2013. SteamWW: August 15, 2013 PlayStation 4EU: November 29, 2013: June 3, 2014 XApril 17, 2014, LinuxNovember 6, 2014 AndroidJune 2, Official Release 2015, 21, 2016, Xbox OneJune 19, 2018, genre (s)Action, car combat, combat flight simulatorMode (s)Single-player, multiplayer War Thunder is a multiplayer multiplayer video game developed and published by the Moscow video game studio Gainij Entertainment. Announced in 2011, it was first released in November 2012 as an open beta with a worldwide release in January 2013; It was originally released on December 21, 2016. It has a cross-platform format for Microsoft Windows, MacOS, Linux, PlayStation 4, Xbox One and Shield Android TV. Developed as a flying game simulation, it was formerly called World of Planes, but because of its resemblance to Wargaming's World of Warplanes it was changed to its current name in 2012. Geijin initially claimed that after the game was announced, it was an April Fool's joke before confirming its existence in June of that year. Since then, Gaijin has continued its annual tradition of preparing non-traditional events for April Fool's Day. War Thunder has won several awards since its release, winning best simulation game at the Gamescom 2013 Awards, as well as winning best game, best developer, best technology and best sound at the KRI 2013 Awards. The game also holds two Guinness World Records, for having the most aircraft in the flight simulation game and most players online simultaneously on a single flight simulation server. By 2019, War Thunder is one of the most popular games on Steam with over 25,000 simultaneous players. War Thunder gameplay is based on combined battles with weapons in the air, land and sea. According to the creative director of the game Kirill Yudintsev, this is the only game that covers all three of these experiences in one game session. Vehicles range from the interwar and the Spanish Civil War to the war in Iraq and beyond, with a focus on World War II. Players can control aircraft, ground vehicles and ships from different countries, countries, including the United States, Germany, the United Kingdom, Japan and the USSR. The game itself is divided into three main categories: aviation, land and fleet with game modes divided between Arcade, Realistic and Simulator, which offer different styles of combat. In aviation, gameplay is limited to aircraft without helicopters, while ground troops and fleets will include appropriate types of ground vehicles and warships along with aircraft. One player mode is available with a focus on historical settings as well as a cooperative mode against AI ground vehicles and aircraft. Arcade Battles In this mode, the game attracts two teams of players (up to 16 players on each side) with vehicles from different countries of varying combat performance. In the player's team you can see vehicles of the same type in different teams and in different countries. Damage and physics are greatly simplified (for example, in very high-speed dives, planes do not have their wings ripped off and are still controlled, and ground vehicles receive an increase in engine power), but retain some realism (for example, bombers are not as maneuverable as fighter jets). Arcade has mechanics that, while unrealistic, are designed to facilitate a player's experience (for example, planes can recharge the air after they run out of ammunition). There is also an indicator indicating where bombs and projectiles will land, and showing whether the projectiles will penetrate the enemy vehicles or not. All player-controlled vehicles, AI-driven vehicles and ground targets are clearly marked as a friend or foe in this mode. For aircraft, the games are played in any ground strike, where in order to win players must destroy all enemy ground units, shoot down all enemy aircraft, and destroy the enemy airfield and bombing points; Dominance, which consists of capturing neutral or enemy airfields, landing on them for about five seconds, resulting in the enemy team losing points; or Air Domination, which requires players to take full control of the airspace area long enough to capture it. To make aiming easier, a leading marker appears when the enemy aircraft is within range. This shows a prediction of where the enemy plane will be by the time smaller-caliber bullets arrive if the aircraft continues its current trajectory. For ground troops, Domination revolves around capturing three strategic zones on the map, with Conquest featuring only one. In Break, the two teams must grab a number of points in order, while in battle, each team has its own base zone and must prevent it from being captured. Realistic battles, formerly called Historic Battles, this mode for more advanced players, and offers more realistic physics, damage modeling and offers the best rewards while retaining some simplified interface elements and Arcade Battles controls. For The For Most matches in this mode, players are selected only by collaborating countries in each team, allowing you to recreate real-world scenarios such as the Battle of Stalingrad between the Soviet Union and Germany. In Air Realistic Battles, players do not have the opportunity to give an opportunity to give them an opportunity. After the depletion of ammunition or weapons, aircraft must land at their airfield for rearmament, refueling and repair. Enemy aircraft receive range markers and nametags within a certain range, which varies depending on the angle and distance to the aircraft. The number of bombers available to each team is also limited. In Ground Realistic Battles, players get to use more than one vehicle per game using caviar points that are obtained by destroying enemy vehicles and capturing points. These capture points are important for ground units to repair without a combat repair kit or resupply of ammunition. Planes and helicopters can also be used. As in Air Realistic Battles, players do not have access to enemy player markers, penetration indicators, or range indicators (except for a separate rangefinder). The battle simulator, formerly known as Full Real Battles, Simulator Battles is based on realistic battles with further limitations on the user interface and controls; In flight only first-person view in the cockpit and external views of the gunner tower for aircraft is allowed. Tank players are limited to the gunner's sight, the driver's port/cab, and the commander's perspective above the vehicle. In addition, the aircraft can only be played in full real control (no instructor to prevent aircraft derailment and the mouse can only be used to simulate a joystick). Players retain the ability to use flaps, trim and engine (s) in Simulator mode. The Heads Up display is available to display speed, height, header, engine/throttle settings, oil and water temperature, and vehicle damage base. Player tags are not given to enemy units and players, while tags for friendly units and players are only provided if they are at a certain distance from the player. Combined battles do not show markers over enemy or friendly units and players. Therefore, players should pay special attention when dealing with aircraft and tanks that are available for several countries, and vehicles that use roundels as decorations for other countries other than their own through personal vehicle customization. Custom Battles Custom Battles, available for air, land and sea vehicles alike, mode that allows individual players to create battles. The creator of the custom battle can choose a map, game mode, and other settings; They can also set a password to limit who can play. PvE PvE Assault was introduced in patch 1.67. This is an arcade tank or airplane game mode where players try to defend the base base waves of AI attackers. Event events in War Thunder provide custom missions, usually based on one of the three main modes of play, but with alternative settings for authorized vehicles, mission specifics, etc. Examples are recreating historical battles by limiting available vehicles (such as Battle of Britain) traditionally developers prepare non-traditional events for Laughter Day. The 2019 event called Land of Thunder is the highlight for April Fools 2019 at War Thunder, where it takes place in a fictional American town called Green Hills, where players get to play with UFOs. The 2018 event, called Silent Thunder, is based underwater with submarines. In 2017, War Thunder made the Grade IX title the main battle tanks and attack helicopters. In 2016, ahead of the announcement of the Naval Renewal, War Thunder offered playable 18th-century sailing ships fighting in the Caribbean. A year earlier, an inflatable rubber tank appeared in a new game mode called Unrealistic Battles by shooting potatoes and carrots. Other notable examples include the March to Victory, presenting a playable Mehu consisting of tank parts; The Pony Nation presents the world of My Little Pony as the sixth game faction (2013); And Gaijilla is a battle against a giant snail similar to Godzilla (2014). World War Ii mode is a game mode in which squadrons battle in historical conditions from World War II to dominate the world. Each victory or defeat will be reflected on the map. The indestructible confrontation usually takes place as a lasting confrontation event allows unlimited re-spawning value of the player in the currency game and spawning points if spawning a more capable car. instead of having one or more targets, players are constantly given new targets, such as maintaining air superiority in a particular area or destroying enemy reconnaissance aircraft. Unbreakable confrontation is available for aircraft, helicopters and naval vessels, but not for ground vehicles. Currently, aerial simulators of battles are almost entirely in the format of a lasting confrontation. The story of War Thunder at IgroMir 2013War Thunder at Gamescom 2014 Early development and closed beta version of The Development game Under World of Planes began in 2009. Russian company Gaijin Entertainment used its experience with previous combat flight simulators such as Il-2 Sturmovik: Birds of Prey, Apache: Air Assault and Birds of Steel. During the closed beta, the name was changed to War Thunder due to confusion with a similar competitor, World of Warplanes, as well as other reasons such as Gaijin, wanting the game to no longer focus only on aviation. Open and the release of Promotion of War Thunder: Knights of the Sea at Gamescom 2016 Open Beta Began November 1, 2012 (for users from the Russian Federation; global beta launched January 28, 2013) Windows PC with about 200 aircraft and 600,000 players. On May 15, 2014, the first ground troops for Germany and the Soviet Union were deployed to 6 million registered players. Later, American, British and Japanese ground troops were added, with the introduction of the latter marking the release of the game on December 21, 2016, with more than 800 playing cars and 15 million players in total. By 2019, Italy, France, China and Sweden were added as playable factions. At Gamescom 2018, it was announced that helicopters would be added to the game, and the helicopters were fully implemented from the end of 2018. AdmissionsAggregion AssessmentAggregatorSorMetacritical: 81/100-43-PS4: 76/100 10-48-IGN7.2-PC Gamer (US)78/100-AwardsPublicationAwardGamescomBest Simulation Game (2013)Russian Developers ConferenceBest Developer, Developer Best Game, Best Technology, Best Sound Design (2013)Guinness World Records Most Aircraft in Flight Simulation Game (2014) , most online players simultaneously on a single flight simulation server (2014) GameSpot praised it for its variety of aircraft and visual effects, while IGN criticized the user interface for being excessively plentiful and cumbersome as opposed to sparse in-battle. See also the media related to War Thunder on Wikimedia Commons Armored Warfare Birds of Steel World of Tanks World of Warplanes World of Warships References - b War Thunder is now available on Linux!. Warthunder.com. Guyjin Entertainment. 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Well, who's laughing now? That's right: Gaijin signed up today to say that the world of aircraft is update: not to be confused with Wargaming.net just announced the World of Military Aircraft is not, in fact, an April Fool's joke, but a real game about planes and the wonderful world in which they fly. psu.com. PSU. August 27, 2013. Received on March 14, 2020. Winner - War Thunder: Demo PlayStation 4 launch title War Thunder was highly praised at Gamescom 2013 for blasting World War II aerial battles. War Thunder receives KRI!awards. warthunder.com Guyjin Entertainment. May 19, 2013. Received on March 14, 2020. War Thunder wins four prizes for Russia's largest game conference KRI 2013 (Russian Game Developer's Conference)! War Thunder and Gaijin Entertainment

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