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## Age of war game

As news spread that Iran launched missiles at U.S. military bases in Iraq, many worry that the U.S. may have entered the war. While adults grapple with a compelling message, children, too, could hear about it and feel scared. It is natural to want to protect children from scary things, but parents must be prepared to talk to their children about the war. Parenting expert Dr. Deborah Gilboa says most parents don't have to talk to young children about it unless they ask – or have a family member or friend in the military. It is better to interact with children aged 8 years and older, a parenting expert told TODAY Parents. But if they could hear about it anywhere else you might want to talk about it at any age. She says that parents have to work with some things before they talk to their children. Figure out what you want them to learn. Someone has one message you want to send along with any facts, she said. The reports could be as follows: War is far away, and we are safe. Does Politics really matter in people's lives, and we have to vote, for example. Gilboa says parents should also work with their feelings before talking to their children. You can't be the place where your child handles your emotions, she explained. Talking to your child about a big scary somewhat incomprehensible topic is not the right place to work your emotions. We're sorry, this video is over. Ukrainian plane crashes in Iran; at least 176 aboard are deadJan. 8, 202001:58W also reminds parents that they don't have to have all the answers. Thinking with the problem together, children can learn to navigate in uncertain feelings. It gives them the practice of thinking about big hard things. Gilboa said. She agrees with advice on how to talk to children after the age of war. For younger children, Gilboa recommends providing them with actual information with personal value. It must be short and clear. Reports could be: There's a war far away where there are U.S. soldiers. We're safe, but it's special. If they ask you to follow the question, state the answer simply and reinforce (your value), she said. So when a child asks: Why are they struggling? Parents may say: They are fighting for who should be responsible, but it is far away from here. It is important for parents to calm down their children and to maintain an open dialogue. It's really helpful to tell your child: When you have more feelings come talk to me. Not if, when. When you open the door wider than if, she said. Again, Gilboa encourages parents to keep the message simple and share a lesson on what is important to your family. It might feel in your life or in your child's life that the message is about security or being a patriot, she said. When children surprise parents with questions about war, it's OK if they're not willing to address it. They need to recognize it and then come back to it later. Saying something like I am the right person to ask helps children understand parents is a reliable source. Provide breathing space to decide what the lesson is, she explained. While a child who asks about war can catch parents from security guards, it gives them an advantage: They know what worries their children. You know what the answers they are looking for are, she said. Parents should start by asking that in high school children know about war. They can then address the specific questions of their children. We tend to assume that our children feel a special way and we are wrong at an amazing time, she said. It allows them to start where they are, not where we think they are. Asking questions also allows parents to direct their children to the facts. We can correct any misconceptions, Gilboa said. If parents don't know the answer to something, they should look for it with their children. It offers additional benefits by showing children where to find reliable information and how to think critically about sources. When you watch how they learn, you are part of the process and part of the conversation, she explained. Parents should start by asking their teens what they know about the current war. Parents need to share as much factual information as they can with their values. But then they should ask them how they feel about it and where they get their information. Teenagers want to know what their adults think about it, and they are really affected by it, Gilboa said. But they also affect other people. Parents can help their teenagers think critically about where they get their information and confidence from. For many teenagers, the potential for war means that they may worry about being developed. Gilboa said experts seem to believe that the chance of a forced project is very low, and parents can convince them, indicating that wasn't a project after 9-11, for example. But they might also want to talk to their children about what might happen. Ask your teenager: If there were a project, how would [you] be comfortable serving our country?, she said. This Veteran's Day, we greet military moms and dad. 10, 201700:57 YouTube link for mobileland, zombies, everywhere! In fact, not only are they everywhere, they're also every time. Such is the question facing the world of zombies age, thanks to a huge jerk named Professor Brains. (Don't worry, he gets his.) Enter the hero Barry Steakfries, who quickly gets to what he does best: shooting things. From there you start your epic story of bouncing around different eras in history, shooting zombies. You start off in prehistoric times with a short tutorial, cut a bunch of zombies to meaty pulp, and then go on your way. From there you'll come across zombie cavemen, zombies who had that dumb time travel portal, and zombie T-Rex's, yes, you read it correctly. Control is performed using two virtual joysticks (one left, one right), with left control movement and right control of your weapon. Both respond really well (especially on pills), but if you're like me and tip Thumb too far from the joystick, prepare to get munched on some zombies. The graphics are really good looking (both on the phone and tablet), and although there's no full blown voice running, Barry doesn't have the kind of sputter/grunt out regardless of the new weapon you've picked up. So picking up 1UP sounds like Hehghgstra's life! But he's a Barry Steakfries and that's exactly how I'd expect him to sound (think rocky after he'd gone the distance with Apollo Creed), so it works. The game is fun, if not a little repetitive. It's re-entertaining though, so it never seems to get old or boring. Just when you think you can get complacent, some giant samurai zombie is going to pop out and keep you on your utensil until he is reacquainted in the earth. Do your finger slip slipping from the joystick and watch zombies come barreling down from you from all sides. I'll keep you working (and having fun) and that much is worth it to me. Age Zombies runs in the \$2.99 Android market, but for a game that runs on tablets, just like phones, it's stealing. Keep in mind this game comes to us from the same team that developed Fruit Ninja, so if you're expecting something less than awesome, you may need to meet your standards. Age zombies are fun. And there are zombies in it. Isn't that enough for someone? We've got download links after the break. : failCLSecho you don't have that many troops!!!! pausegoto ready:gocisset /a enemy=%random%if %army%lss %enemy% (goto loss)else if %army% GTR %enemy% (goto win)else if %army%eq %enemy% ( goto tie ): winecho congrats you!!! echo ienaidnieks komanda bija %enemy% troopsecho jums ieguva \$ 30000echo jums zaudējums % armija% karaspēks howeveriset / karaspēks = % karaspēks % -% ienaidnieks% set / nauda = % nauda + 30000set / ammn = % armija% + ammn% pausegoto menu: lossecho esat zaudējis kaujas esat zaudējis % armija% karaspēks un \$ 1000echo ienaidnieka komanda bija % ienaidnieks% karaspēks karaspēks: karaspēks, kas /karaspēks=%karaspēks%-%army% set /a money=%-2000 set /a ammn=%army%+%ammn% set /a monn=%monn%+20000 pause goto menu:paycls you have %troops% echo cik daudz jūs vēlētos iegādāties atbass A) 1000 (\$ 500) echo B) 5000 \$ 1000) echo C) 10000 (\$1500) set /p choice= if %choice% == 'a' goto 1000 if %choice% == 'A' goto 1000 if %choice% == 'b' goto 5000 if %choice% == 'B' goto 5000 if %choice% == 'c' goto10000 if %choice% == 'C' goto 10000:1000cls echo jums ieguva 1000 karaspēku par cenu \$ 500 set / karaspēks = % karaspēks % + 1000 set / naudas = % nauda % -500 set / monn = % monn % + 500 pause goto menu : 5000CL echos echo you get 5000 troops at the price of \$1000 set/troops=%troops%-5000 set/a money=%money%-1000 set/monn=%monn%+1000 break goto menu: 1000CL echo got 10,000 troops at a price of \$10,000 1500 set/troops=%troops%+10,000 kl/money=%money%-1500 kl/l/100 = %monn% + 1500 break goto menu You won't find a better first-person shooter war game experience than Call of Duty: World at War, the fifth game in the best-selling series. Fan favorite among Call of Duty franchises, game takes place Pacific and Eastern Front theaters of World War II. Call of Duty: The post-war world reflects intense battles between the United States, the Japanese Empire, the Soviet Union and Nazi Germany. Play as a Sea Raider and Red Army soldier across a dynamic one-player campaign that re-introduces historic battles such as the Malkin Island Raid and the Battle of Stalingrad in gritty detail. Cinematic action, combined with a hidden environment, is unrendered to any fan of FPS games, especially games with exciting single-player campaigns. The exact use of real-life settings, military technology at the time, unique enemies, and combat breed will delight any war buff. World War II is an immersive PC war game experience that still surpasses any modern Call of Duty game. Star Wars: Empire after the war spectacularly captures the Star Wars universe in a real-time strategy (RTS) war game that fans of the series will love. Players can choose to control either the Galactic Empire or the Rebel Alliance in epic battles taking place across space and earth while commanding a fleet of Stormtroopers, X-Wings and even the Death Star. Set a few years before Star Wars: Episode IV - New Hope, Star Wars: Empire At War gives players three game types: a story-line based campaign, skirmish mode and galactic victory. Galactic conquest features sandbox elements where you take over the planet, build defenses and research new technologies as you try to make an enemy leader. Command the main characters and villains like Darth Vader and Obi-Wan Kenobi, who have special abilities that can swing in any fight. More than 40 memorable earth and space locations are playable, including some memorable battlegrounds from movies like Yavin IV, Tatooine and Dagobah. Rome: Total War is an incredibly immersive historical PC war game with a lavish presentation reminiscent of an epic historical film. Everything from its large-scale war to its sound and voice acting makes it a standout in the Total War series and a favorite among critics. Rome: Total War features a game with a real-time tactical battles march strategic campaign that takes place across Europe, North Africa and the Middle East. Up to 10,000 soldiers can appear on the screen right below your control. These legions are each categorized by infantry, cavalry, archers and artillery. Your army can take on other armies and invade villages in a combat system resembling a complex game of rock, paper, scissors. As you try to take over the world, you will need diplomats to discuss trade routes that help build your economy and spy scout out cities and armies to gain the upper hand in battles. Before Starcraft became the dominant force in RTS games, Command & Conquer was one of the most beloved PC war games around, introducing an action-packed real-time strategy. Command & Conquer: Conquer the first decade takes the best games of the first ten years of timeless franchises and bundles them all on one DVD. Team and team The first decade comes with 12 classic games that still hold up today. The compilation includes the series's first iteration of 1995 Command & Conquer, starting with the evolved 3D game Command & Conquer: Generals. The game is simple with various missions that are starting at the building base, collecting resources, and amassing the army. You use the usual type of RTS combat units – spies, tanks and helicopters – and can use the power of futuristic cyborgs, rocketeers and more. If you have trouble playing older classics like Tiberian Sun and other games, you will need third-party patches and tweak some settings to enjoy the experience in its fullest. Battlefield 1 is a visually amazing, first-person shooter that is at its best in its phenomenal online multiplayer mode. Players partake of large-scale theatrical battles (featuring up to 64 players at once), which can take up to an hour for wide-open maps in a destructible environment. Battlefield 1 includes conventional online multiplayer modes like deathmatch and domination, but real fun comes with its chaotic victory mode. You will start with a squad of four other players, choosing one of your four base classes, such as a medic or scout, each with its own unique weapons and abilities. When you start securing positions across the map, the action ratchets up to another level. Imagine a revival of colleagues while explosions engulf you or riding horses past tanks in the Sinai desert while avoiding spray bullets from planes above. It's just a taste of the amazing action you'll find in Battlefield 1. In the open world, Metal Gear Solid V: Phantom Pain takes place in Cold War conflicts and is a powerful blend of action adventure and stealth game. The year is 1984, and you are in the midst of the Soviet-Afghan War and the Angolan Civil War. An enthralling plot is your character seeking revenge, but restoring mercenary units in the middle of the war. Metal Gear Solid V: Phantom Pain offers many options as you approach missions. You have to choose whether you want secret incapacitation enemies with a tranquilizer gun or unleash the caring by calling an airstrike. Part of the game's charm is its real-life depiction of central Cold War moments at the time, such as overhearing Soviet soldiers arguing about Stanislav Petrov's decision (lieutenant colonel who prevented nuclear war) or discussing stinger missiles given to the Mujahideen by the CIA. You can enjoy Metal Gear Solid V: Phantom Pain in many ways, from a game with the rich story to be expected from the MGS franchise. While the story is fictional and features more fantastic elements – such as levitating a psychic child soldier and a nuclear-armed bipedal tank – the game's big ideas will resonate with anyone. Throughout Metal Gear Solid V's expansive campaign you confront themes of nuclear proliferation and conflict caused by linguistic and customs differences Help give the game a bigger than life feeling. Gary Grigsby's War in the East: The German-Soviet War of 1941-1945 is a landmark-based strategy for pc war game played on an epic scale that simulates World War 2 on the Eastern Front. The game takes place on a giant map of 25,000 hexes, each representing 10 miles, spanning from Berlin to the Ural Mountains. Gary Grigsby's War in the East: The German-Soviet War of 1941-1945 allows you to engage in large-scale dramatic campaigns with about 4,000 separate units. The game features unforgiving realism in its historic terrain, weather, logistics and more. Each detail can be the difference between winning and defeat on the front line. Leaders choose ways and their attributes play a huge role in these intense battles. Keep an eye on your supplies, fatigue, morale and skills in your department to come out on top. Any player who wants unparalleled details, scale and strategy with the ability to edit data and scenarios with CSV export and import feature will fall in love with how much this game has to offer. Offer.

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