



Review Company of Heroes 2

Relic Entertainment

Company of Heroes 2 is the second installment in the renowned Canadian studio game of Relic Entertainment. It is a war proposal, a strategy in real time, set in the confrontation between the troops of the Soviet Union and the Nazis at the end of the Second World War

World War II is one of the most developed themes in games for consoles and computers. One of the companies specialized in this type of title returns with the second installment of one of the most acclaimed titles in the genre. We refer to Relic Entertainment's Canadian studios and their 2013 release, **Company of Heroes 2**.

Company of Heroes 2 retakes much of the modalities and style of its predecessor and is located at the end of World War II when Nazi troops head to the cold scene of the Soviet Union. All the confrontations, maps, army and setting in general will be established in this historical period. So if you're a fan of history and strategy games, Canadian studios have produced this title for you. It is a great proposal of strategy in real time.

Downloading Company of Heroes 2 is delving into one of the most successful installments when it comes to thinking about attacks by strategies and tactics. During the games we must be well trained to act quickly and efficiently. The faster we attack the easier it will be to win the game. More aggressive players will feel more comfortable than those who take more time to design an advanced.

A good start to acquiring the best preparation before jumping into Company of Heroes 2 multiplayer is to complete single mode. The campaign is approximately 15 hours long and recreates battles from the perspective of a detained Soviet general. From the recollection of memories and flashbacks cruel clashes between the Soviets and the Germans will be recreated. As the missions pass, and historical moments based on real events, the weather and the terrain will strengthen our Russian troops over the German ones led by Adolf Hitler. Interaction with the weather conditions in each territory is a fundamental piece in the game produced by Relic Entertainment.

Like its predecessor, in the new launch we are faced with a challenge of being as strategist as possible. This means that the study by Company of Heroes 2 puts the emphasis, at the time of battles and missions, on the tactic used in each game. Therefore, it will not be a matter of training troops to face each other without sense, but each movement is key when it comes to seeking victory. It is necessary to study the map and know how to occupy the fundamental places where the resources are. These materials will allow us to improve and train more troops.

But the great **advantage of Company of Heroes 2**, like the vast majority of installments of its kind, is multiplayer. The possibility of facing other people makes the title a competitive proposal and very difficult to stop playing. There is a possibility of facing from 1 vs 1 to 4 vs 4 at the same time. Being able to configure every aspect of the battle rules. There is also the possibility to face cooperatively with other users against artificial intelligence.

The graphic and sound section is also something to highlight in this relevant offer among war **games and applications**. Company of Heroes 2 has an immense work in graphic work, which can be seen in the options offered by the camera configuration during battles. The player will be able to approach each soldier and tank to see the graphic details of them. The only requirement that this quality of the title produced by the Canadian study imposes on us is that of having a powerful computer to be able to get the most juice out of the product. However, if some of the settings are modified, it can be installed on less powerful devices.

We are facing a game that is a reference of its genre. Company of Heroes 2 is an idea that excites where you want to

look at it. Whether for her graphic work, the development of machine artificial intelligence, the recreation of the war scene in the cold Soviet Union or the exciting multiplayer, the delivery is one of the essentials for fans of the genre.

Pros	Cons
- Translated in several languages. - Very well done. - Successful scenarios. - Hours of guaranteed entertainment.	- It demands a lot from the computer if it is not configured correctly. - Some problems in the animations. - It can be complicated. - Similar to your previous installment.

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