Continue



New Brompton F.C. History ========== The 1905-06 season saw New Brompton F.C. compete in the Southern League Division One, but they struggled to find form, failing to score in six of their first eight league games and sitting near the bottom of the table by midseason. However, the team showed glimpses of improvement, winning three of their first seven matches in the new year. Nevertheless, they were unable to build on this momentum, recording only one goal in eight of their final nine league games. The season ultimately ended with New Brompton finishing 17th out of 18 teams in the division. In addition to their league efforts, the team also participated in the FA Cup, reaching the second round before being eliminated. The team's performance was not without notable achievements. Bill Marriott proved himself to be a key player, scoring four goals in the Southern League and one in the FA Cup. On the other hand, Joe Walton made the most appearances for the club, playing in 36 of their 37 games throughout the season. The highest attendance recorded at Priestfield Road was a notable 5,500 spectators for a match against Portsmouth on January 27th, 1906. The history of the world's deadliest conflicts and peace agreements is a complex one, marked by both violence and diplomacy. In this article, we will explore some of the most significant events in human history that showcase the power of negotiation and the devastating consequences of conflict. # 1901: The Philosophy of Soft Power During Theodore Roosevelt's visit to the Minnesota State Fair, he coined the phrase "speak softly and carry a big stick." This philosophy emphasized the importance of negotiating peacefully while maintaining a strong military presence. Roosevelt's approach was marked by his ability to balance diplomacy with assertiveness, setting a precedent for future leaders. # 1957: Diplomacy in Australia Ngô Đình Diệm's official visit to Australia marked an important milestone in diplomatic relations between the two countries. As the first foreign leader from South Vietnam to visit Australia, Diệm's trip helped strengthen ties between their nations and paved the way for increased cooperation. # 2011: The Chilean Air Force Tragedy A devastating air crash in the Pacific Ocean claimed the lives of all 21 people on board a Chilean Air Force aircraft. The tragedy highlighted the risks faced by military personnel and underscored the importance of safety protocols. # September 2, 1945: The Instrument of Surrender The Japanese Instrument of Surrender marked the formal end of World War II, as signed on behalf of Emperor Hirohito and General Yoshijirō Umezu. This historic agreement was also witnessed by representatives from Allied nations, including the United States, China, the United Kingdom, and others. # The Power of Wikipedia Wikipedia is a testament to human collaboration and knowledge-sharing. With over 1,000,000 articles in English alone, it serves as a valuable resource for people worldwide. Its vast array of Wikipedias available in multiple languages highlights the project's commitment to inclusivity and accessibility. The story of Wikipedia's development showcases the power of community-driven efforts and volunteerism. From its inception by Jimmy Wales to its current status as a global phenomenon, Wikipedia continues to evolve, driven by the dedication of its user base.The Israeli Air Force conducted targeted strikes against several Houthi ministers in Bayt Bows, Sanaa, Yemen on August 28, 2025, killing the prime minister and other top officials. The attack was codenamed Operation Lucky Drop and marked a escalation in the conflict between Israel and the Houthis. The Houthis had been launching missiles and drones at Israel and international shipping in the Red Sea since Hamas's October 7 attacks on Israel in 2023, which led to the Gaza war. In response, a United States-led coalition launched an aerial bombing campaign against the Houthis, which ended following a ceasefire deal between the US and the Houthis in May 2025. The strikes in Sanaa were part of a larger wave of Israeli airstrikes in the city earlier that week, which killed 10 people and injured 102 others. The targets included an oil terminal, a power plant, and a military base near the presidential palace. The Houthis had also fired a cluster bomb at Israel for the first time. According to Israeli intelligence, the Houthi leadership gathered near Sanaa to listen to their leader's televised speech on August 28. This information was shared in real-time with Israeli defense minister and IDF chief of staff, allowing them to target the site. The operation was monitored by top officials, including Prime Minister Benjamin Netanyahu. The attack resulted in the deaths of at least three Houthi officials, including Prime Minister Ahmed al-Rahawi, Defense Minister Mohamed al-Atifi, and Chief of Staff Muhammad Abd al-Karim al-Ghamari. The strikes also damaged several sites in Sanaa and its surrounding governorates. The conflict between Israel and the Houthis has been ongoing since July 2024, with Israel launching airstrikes on Yemen in response to a deadly Houthi attack in Tel Aviv. The strikes have continued intermittently, targeting Houthi military sites and leaders.IDF launches targeted strike on Houthi rebel leaders in Yemen, killing top officials including prime minister ========== The Israeli military has launched a targeted strike on Houthi rebel leaders in Yemen's capital Sanaa, killing the prime minister and several high-ranking officials.Houthi rebel officials claim Israeli airstrike killed their prime minister in Yemen's capital, Sanaa. ========== The Syrian Civil War and other global conflicts are intertwined with several notable events, including the alleged Iran assassination plot and the Victoria Affair. These incidents highlight the complexities of international politics and the ongoing struggles for power and control. In 2011, a reported Iranian assassination plot was uncovered, sparking concerns about regional instability and the involvement of external actors. Meanwhile, the Bid Kaneh explosion occurred in the same year, highlighting the dangers of terrorism and its far-reaching consequences. The following years saw a series of attacks on Israeli diplomats and bombings in Bangkok and Burgas, demonstrating the escalating nature of global conflicts. The 2012 Gaza War and AMIA bombing further underscored the devastating impact of violence on civilians and infrastructure. In January 2013, a Rift Dimashq airstrike took place, emphasizing the ongoing tensions in the region. This event is linked to the Israeli attacks on Yemen, which occurred on August 28, 2025. The video game XCOM 2, released in 2016, takes players on a turn-based tactics adventure as they battle against an alien invasion. The game's developers, Firaxis Games, aimed to create a more narrative-driven experience than its predecessor, XCOM: Enemy Unknown. XCOM 2 features procedural generation of maps and mod support, allowing for endless gameplay possibilities. The game's aesthetic was inspired by sci-fi movies like Elysium and Oblivion, creating an immersive and engaging atmosphere. Upon release, XCOM 2 received critical acclaim for its new concealment system, procedural generation, and difficulty levels. However, it faced criticism regarding poor performance at launch. The game's expansion, XCOM 2: War of the Chosen, was released in 2017 and later ported to various platforms. The player takes on the role of commander of the XCOM military organization, fighting against an alien occupation of Earth. The game's turn-based tactics gameplay requires players to issue commands to a squad of human soldiers, eliminating aliens and completing objectives within time limits. Maps are procedurally generated, offering diverse terrain and buildings in each playthrough. The game features four difficulty settings, including the "Ironman" mode, which provides an added layer of challenge for experienced players.The game's design makes it difficult for players to recover from poor decisions, as their save file is overwritten with each action. However, players have the ability to create campaigns, customize enemy types, and share these through Steam Workshop. XCOM 2 is set in 2035, twenty years after events in XCOM: Enemy Unknown and Enemy Within, its expansion pack. The alien threat proved too much for XCOM to handle, as the council nations betrayed them shortly after invasion began. Most of the XCOM members submitted to alien rule, while a few like Central Officer Bradford continued to resist. Earth is now controlled by the aliens through the ADVENT Administration, which has improved public opinion by spreading that the aliens came in peace and were aggressed upon by humans. The player takes on the role of Commander, who had been placed in stasis for strategic thinking via a brain implant. After rescue, XCOM steals an elerium core from an alien convoy to power the Avenger, their mobile base. The Commander is aided by Dr. Richard Tygan and Lily Shen, who assume positions left vacant by missing scientists. The game begins with Bradford leading a raid on ADVENT buildings to rescue the Commander, who had been captured and put in stasis. Bradford brings the Commander to XCOM's headquarters, where they meet scientists Tygan and Shen. Tygan reveals that while in stasis, ADVENT used their brain to gain data and conquer Earth. The Spokesman, a former XCOM Council member, contacts the Commander to unite resistance groups and discover the truth about ADVENT's Avatar Project. The project is an attempt to escape physical degeneration of the Elders' bodies by processing humans into biological material for new avatars. ADVENT accelerates the project after realizing they would die from their condition. They try to process all humans under the guise of curing diseases, but the Spokesman sacrifices himself to warn XCOM about this plan. XCOM hacks ADVENT's global network and transmits proof of their crimes, causing a global revolution against the alien occupation. The Commander takes psionic control of an avatar and raids the Elders' headquarters, destroying all avatars and triggering its destruction.The creative director Jake Solomon returned to work on XCOM 2, a game that had a shorter development time compared to its predecessor Enemy Unknown. The team inspected player feedback from the 2012 reboot, which was considered a reboot for the series and often compared to the original games in the 1990s. ========== Solomon described XCOM 2's development as a more liberating experience than making the previous game because the team had an existing audience already. However, they drew on elements from the original games, such as procedural generation and gameplay unpredictability, to create the game. The creative process was "gameplay driven", and the setting was introduced after Firaxis changed character classes and added stealth elements. ========== The team found that the new setting was thematically suitable for the squad-based gameplay and allowed them to create new alien designs and reset research options. In comparison to Enemy Unknown, more backstory was written for XCOM 2 to make players feel attached to the narrative. Environment storytelling played a crucial role in the game, with signs indicating ADVENT's takeover in some maps and remnants of human civilizations in others. ========== Solomon stated that the team intentionally went with a guerrilla theme, feeling it was the "opposite direction" of Enemy Unknown's formula. Instead of witnessing XCOM falling apart, players were tasked to rebuild the alliance as they progressed through the campaign. The gameplay was initially designed to be forgiving but was revised after play-testers noted it being too simple. ========== The team attempted to maintain the game's difficulty and added elements like unpredictability and randomness. For example, when attempting to shoot an enemy, the user interface displayed the chance of a successful hit. The team realized players might become emotionally invested in the experience, so they adjusted the statistic calculation to match the player's psychological feeling about that number. ========== To encourage players to play more offensively, the team added loot drops, time-sensitive objectives, and "concealment", allowing recruits to ambush aliens. Players could achieve variability through strategic gameplay, such as determining when and where to move the mobile headquarters or researching areas first. The strategic aspects of the game made players consider consequences of their actions. ========== The concept of procedurally-generated levels was scrapped due to concerns about its being disadvantageous and buggy. Instead, Firaxis introduced a system called "the plot and parcel system" to alleviate workload. The game's producer, Garth DeAngelis, described this approach as crucial for the game's success. XCOM 2's procedural generation has introduced a new layer of complexity to the game. The random placement of objects, holes, and side-missions adds to the game's replayability. ========== The designers drew inspiration from films like They Live, Elysium, Oblivion and Blade Runner. The weapons were designed with science fiction elements such as Dust: An Elysian Tail in mind. ========== The XCOM 2 enemy design was influenced by classic XCOM foes such as the Sectoids and Snake Men. However, players cannot play as aliens in single-player mode, as this would hinder emotional connection. ========== Character customizations are more extensive than Enemy Unknown's version. Players can develop connections with characters, making their deaths feel impactful. ========== XCOM 2 was originally slated for a November 2015 release but its release date was delayed to February 5, 2016, to refine the game. A prequel novel titled XCOM 2: Resurrection was written by Gregory Keyes and released on November 10, 2015.The game's modding support was significantly increased by DeAngelis and Solomon, who regretted the lack of mods in Enemy Unknown. They released the Unreal Development Kit, allowing players to create their own content. This move was seen as a "win-win" for both players and the company, increasing the game's longevity. The modding community took advantage of this feature, with the Long War mod being particularly popular. Firaxis partnered with Pavonis Interactive to develop three day-one mods for the game. However, the multiplayer and challenge mode for the Windows version would be discontinued on March 28, 2022. The game received "generally favorable" reviews from critics, according to Metacritic. Reviewers praised the new enemies, soldier classes, and concealment system, which added new strategies and gameplay options. The procedural generation system was also widely praised for boosting replay value and extending longevity. However, some reviewers felt that the Dark Events were passive and indirect, and that the alien menace was rarely felt. The game's management aspect was praised for adding a sense of urgency and tension to every decision. Reviewers enjoyed the strategic aspect of the game, but felt that the Avatar Project made them question every decision they had made. Character customization was also widely praised for allowing players to become "a commander in their own right."The developers made significant changes to make each soldier's death impactful and memorable.[86] The game's difficulty was met with mixed reactions. Rowen stated that timed missions were not excessively difficult but noted its "merciless" nature may deter some players. He also mentioned that early missions were "unfairly challenging" and frustrating for players.[77] McGee enjoyed the challenge, saying timed challenges and other unpredictable elements kept tensions high, ensuring an engaging experience throughout subsequent playthroughs. Stanton and Stapleton praised the game's artificial intelligence, which utilized every tactical advantage to put pressure on players.[84] Stanton said this led to players being more responsive and created a forward momentum that Enemy Unknown lacked.[87] Bratt commended timed missions for encouraging aggressive gameplay and risk-taking. Mahardy noted the difficulty was "adequate" and mentioned some encounters were beyond challenging with enemies occasionally disregarding established gameplay rules.[80] The game faced numerous technical issues at launch, including software bugs. Some critics, including Rowen and Ryckert,[83][77] stated these bugs ruined the experience. A performance patch was later released. XCOM 2 sold over 500,000 digital copies on Steam within its first week of release, surpassing the sales of the original game, which was released simultaneously on multiple platforms.[90] Publisher 2K Games reported a successful launch contributing to better-than-expected financial results for the fiscal year 2016.[91]Resistance is Futile: A Look at XCOM 2's Future ========== XCOM 2 has a glorious, alien future. The game was released in November 2015 for PC and was developed by Firaxis Games. In the game, players take on the role of a resistance fighter against an alien invasion. The aliens have taken over Earth and humanity is on the brink of extinction. Players must build and maintain their base, recruit soldiers, and fight against the alien forces to reclaim their planet. XCOM 2 has received critical acclaim for its engaging gameplay, rich storyline, and improved graphics compared to its predecessor. The game's developer, Firaxis Games, has also received praise for its efforts to improve upon the original XCOM formula. One of the key features of XCOM 2 is its ability to make players care about their soldiers. This is achieved through a number of mechanics, including character customization and the option to name your soldiers. XCOM 2 also features a complex storyline with multiple factions vying for power. Players must navigate this complex web of politics and make difficult choices that impact the game's outcome. In addition to its engaging gameplay and rich storyline, XCOM 2 also features improved graphics and sound design compared to its predecessor. The game's soundtrack is particularly noteworthy, featuring a blend of electronic and rock music that complements the game's sci-fi atmosphere. Overall, XCOM 2 has a glorious, alien future that is both thrilling and thought-provoking. With its engaging gameplay, rich storyline, and improved graphics, it is a must-play for fans of the genre.The XCOM 2 Escapists is not mentioned in provided article. ========== The XCOM 2 game was developed by Firaxis Games and released on June 5, 2016 for PC. It is the sequel to the original XCOM: Enemy Unknown.XCOM 2 Collection now available on Android with all DLC included. ========== The XCOM 2 saga is now available on your iPhone or iPad. XCOM 2's Exciting Modding Potential has been discussed by Dan Stapleton of IGN. You can play The Long War 2 mod from day one, which is a must-play reinvention of XCOM 2. ========== XCOM 2 Collection for Switch now available, complete with all DLC.2K is an American video game publisher based in Novato, California. The company was founded as a subsidiary of Take-Two Interactive in January 2005 through the 2K Games and 2K Sports sub-labels. The nascent label incorporated several development studios owned by Take-Two, including Visual Concepts and Kush Games, which had been acquired the day before. Originally based in New York City, 2K moved to Novato in 2007. A third label, 2K Play, was added in September 2007. BioShock (since 2007) Borderlands (since 2009) Civilization (since 2005) Mafia (since 2010) X-COM (since 2012) NBA 2K (since 2005) PGA Tour 2K (since 2018) WWE 2K (since 2013) Top Spin (2005–2011, since 2024) College Hoops 2K (2005–2007) College Hoops 2K6 College Hoops 2K7 College Hoops 2K8 MLB 2K (2005–2013) NHL 2K (2005–2014) ========== BioShock franchise and other games have been released by 2K since the year 2007. Borderlands started in 2009, while Civilization began in 2005. The company's portfolio also includes Mafia, X-COM, NBA 2K, PGA Tour 2K, WWE 2K, Top Spin, College Hoops 2K, MLB 2K, and NHL 2K, with most of them starting from the year 2005. ========== ========== Take Two acquirs license from its parent company2K is an American video game publisher based in Novato, California. The company was founded as a subsidiary of Take-Two Interactive in January 2005 through the 2K Games and 2K Sports sub-labels. The nascent label incorporated several development studios owned by Take-Two, including Visual Concepts and Kush Games, which had been acquired the day before. The social impact program of 2K Foundations has been a significant force for change in the world of basketball and beyond. Since its inception, numerous NBA and WNBA stars have collaborated with the organization to refurbish over 50 basketball courts at community centers across six continents. This remarkable initiative spans multiple continents, with notable locations including 2K Chengdu in China, 2K Madrid in Spain, and 2K Sports Lab in Vancouver, Canada. Other prominent hubs include 2K Valencia, 2K Vegas, and 31st Union in the United States. In addition to its community development programs, 2K Foundations has a diverse portfolio of gaming studios and labels, including Cat Daddy Games, Cloud Chamber, Firaxis Games, Gearbox Software, and Hangar 13. These organizations have produced numerous successful titles across various genres, including sports games like NBA 2K and PGA Tour 2K. However, the organization's recent foray into proprietary game launchers has been met with criticism from fans and critics alike. Initially released in 2022, the launcher was designed to enhance the gaming experience but ultimately caused issues with compatibility on Linux platforms. In response to feedback, 2K began phasing out the launcher, removing it from Civilization VI and assuring that it would not be used in future titles. On November 18, 2024, the company officially withdrew the launcher from all games on Steam and Epic Games' storefronts.BioShock was created by 2K Games after a decision to create a different game. The game's success can be attributed to its unique setting and gameplay mechanics. ========== The original BioShock game was released in 2007, developed by 2K Boston. However, it is believed that the game was initially going to be part of an entirely different project called "Project Ten Ten." In this article, we will explore how a terrible decision created MLB 2K but also led to the creation of BioShock. In 2005, Take-Two Interactive announced its plans for 2K Games, which included the development of a new sports game. However, the company was struggling financially and needed a successful title to turn things around. A terrible decision was made by the company's executives, which led to the cancellation of several projects, including MLB 2K. The project that was left to be completed was Project Ten Ten, but it was clear that this game would not meet expectations. After the cancellation of Project Ten Ten, 2K Games decided to focus on developing a new intellectual property-based game. The game's development team used the knowledge and skills gained from the cancelled projects to create BioShock. The success of BioShock can be attributed to its unique setting, which is based on a dystopian underwater city called Rapture. The game's gameplay mechanics were also praised for their depth and complexity.Take-Two Now Officially Owns Gearbox Entertainment As Acquisition Closesshutdown of several studios, including Mass Media and Venom Games ========== 2K's "quality of life" change for BioShock is that Linux users can't play it anymore, and the 2K Launcher on Steam has been shut down, with plans to remove the launcher from all future games. Games that have partnered with 2K include NBA 2K, which is a series of basketball games, Army Men, and Jade Empire. The Elder Scrolls IV: Oblivion and Star Trek Online are also mentioned. Other companies linked to 2K include Codemasters, Gathering of Developers, and Rockstar Games. The list includes various game titles such as Civilization IV, Half-Life: Decay, and Brothers in Arms: Road to Hill 30. It also references Gearbox Software's games and TalonSoft's titles. Grand Theft Auto is another series mentioned. Other notable links are to Irrational Games' BioShock and Ken Levine's work on the game. Rockstar Leeds, Rockstar Toronto, and Rockstar San Diego are all linked to 2K. ESPN College Hoops 2K5 and Aliens: Colonial Marines are also referenced in the list of games that have partnered with 2K.