

Commandos 3: Destination Berlin is a game of tactical combat in which the player controls a squad of Allied Commandos behind enemy lines in Berlin during 1943. It was developed by Pyro Studios and published by Eidos Interactive. The game was released for Windows on October 2, 2000, with releases for Mac OS X on November 16, 2001 through Feral Interactive; Linux on June 6, 2002; and PlayStation 2 on December 27th 2003. ##How to play the game

Commandos 3: Destination Berlin is played out in turn-based fashion with each enemy troop advancing their action depending upon the skill level selected. The player can deploy troops anywhere in the map with the limited number of actions available to them. The game includes a multiplayer mode with up to 8 players per game. Commandos 3: Destination Berlin has received mixed reviews, currently holding scores of 60% on GameRankings and 62/100 on Metacritic. GameSpot gave the game 4.0 out of 10, saying that "Despite some good ideas, Commandos 3 stumbles in its attempt to create an immersive game experience." A reviewer for IGN rated CommandOS 3: Destination Berlin (PC) (6.5/10), stating that "Generally OK but not the best". In January 2010, Commandos 3: Destination Berlin was released on Steam as a "Value" version. The other versions were released as payware.

Commandos 3: Destination Berlin is a sequel to the original games in the series, which features an entirely new set of Allied soldiers and scenarios. The term "destination" refers to Allied plans to liberate Berlin from Nazi control by taking two key points in the city, the Tiergarten and Führerbunker. In the original Commando games, these objectives were located in neutral Switzerland or Silesia respectively. In this game they are located inside the Soviet-occupied zone of Germany. The game is set in three different eras of World War II. The game takes place in 1943, when the Allies are trying to take Berlin, the most important city in Germany. The game starts with your forces holding less than half of Berlin's districts by the end of the month. Commandos 3: Destination Berlin is one of several games that use the CRYENGINE game engine that was originally created for "". GameRankings gives Commandos 3: Destination Berlin (PS2) with 62% based on 4 reviews; Metacritic gave it 62 out of 100 based on 8 reviews. Commandos 3: Destination Berlin was awarded Best Strategy Game Platinum Award at 2000 PC Expo. It was awarded 'Platinum Trophy' in E3-2000 (PlayStation Console category).

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Commandos 3: Destination Berlin won 'Bronze Award' in E3-2000 (Game Boy Advance category).

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