“WARSAW RISING – CITY OF HEROES”

On 23 August, during the GAMESCOM gaming fair in Cologne, Germany, the Institute of National Remembrance's New Technology Division presented a new version of the game “WARSAW” – “WARSAW RISING – CITY OF HEROES.” The plot of the project begins on 1 August 1944; the player's task is to play the role of the commander of a unit of heroes fighting against the overwhelming German forces during the Warsaw Uprising.As the player moves through the city streets, they complete tasks assigned by the command. When encountering an enemy force, the action shifts to the battlefield and the player gives orders to individual squad members. The aim of the game is to defeat all opponents. After each mission, activities focus on a hideout, where equipment is distributed and the wounded are treated. This is also where you can learn historical information about the Uprising.

Aby zobaczyć odtwrzać włącz JavaScript

The aim in the game is to ensure the survival of as many unit members as possible until the last day of the Uprising. As time goes on, the situation for the heroes becomes increasingly difficult, the German units become more numerous and better equipped, and the player bases his strategy on the battle-tested Insurgents, who gain new experience and equipment. The game cannot be won, but the winner is any hero who manages to survive until the last day of fighting.

“WARSAW RISING” is a tactical game with RPG elements based on a timeless, comic book style emphasising the horror of the events of 1944. The entire project has been designed with care for histerical fidelity, which enriches its educational value. The smallest details, from the design of costumes, uniforms, equipment items, weapons and vehicles to the missions, historical events and voice-overs of the performing characters in their native languages are consistent with the historical originals. Warsaw's landscape changes with the passing of time, and the game reflects the degree of destruction of the city in the subsequent phases of fighting. The game begins on 1 August and continues until the end of the Uprising 63 days later. Each day, the player is informed of the events that took place during that time in the form of calendar pages.

In the new, expanded primarily in terms of education, version of the project, the player has a chance to get acquainted with missions based on actual events from the Warsaw Uprising. In addition, as part of the game, there are photographs of characters, archival documents and posters directly related to the Uprising. The game has also been supplemented with a full calendar presenting key events day by day.

The game is available free of charge on the STEAM account of the Institute of National Remembrance.



Warsaw Rising ENG Full HD

And soon we will present another gaming project of the Institute of National Remembrance, this time presenting the fate of Polish pilots from World War II.



WARSAW RISING – CITY OF HEROES15



WARSAW RISING – CITY OF HEROES14



WARSAW RISING – CITY OF HEROES13



WARSAW RISING – CITY OF HEROES12



WARSAW RISING – CITY OF HEROES11



WARSAW RISING – CITY OF HEROES10



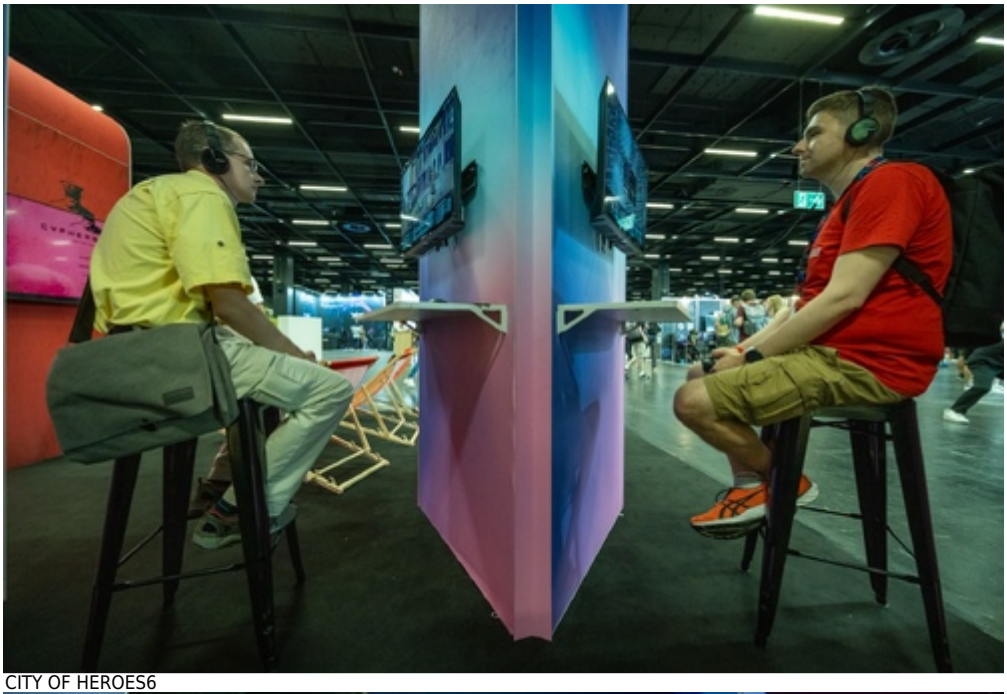
WARSAW RISING – CITY OF HEROES9



WARSAW RISING – CITY OF HEROES8



WARSAW RISING – CITY OF HEROES7



WARSAW RISING – CITY OF HEROES6



WARSAW RISING – CITY OF HEROES5



WARSAW RISING – CITY OF HEROES4



WARSAW RISING – CITY OF HEROES3



WARSAW RISING – CITY OF HEROES2



WARSAW RISING – CITY OF HEROES1

Previous Page

Next Page