

A MAGAZINE FOR GAMERS OVER 25

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**G.R.A.W. REVIEWED
HALO 3 GONE MISSING!**

ALSO

**ARCHIVED EDITORIAL:
THE SOCIETY OF GAMING**

WHY WOULD ANYONE QUIT WORLD OF WARCRAFT?

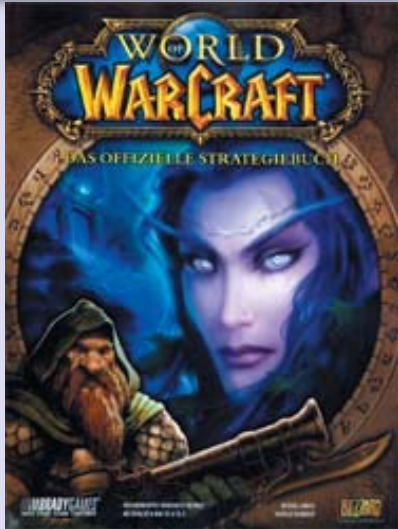
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The Ghost - photo by <http://www.ghostrecon.com>

Design - Lunatikzx

FLASHBACK



Picture of the Month



You may beat us in Quake little timmie, but we're older, wiser oh and by the way...

We have a drivers license

The editor

the editor pwn's ya!

Why does 2old2play need a magazine ?

The answer is simple: because we can. The goal of the 2old2play's Online Magazine is to extend the features found on the 2old2play website (www.2old2play.com) which will include game reviews, site news, interviews, community contributions, and anything else we can think up.

This magazine is a side project of mine that I thought of one night after a flashback of the Major Nelson interview with a person at the Official Xbox Magazine (OXM). I thought to myself "wow, here is a company that has its own console system, its own publishing company, and here they are making a magazine that is in itself... its own. Why can't a website do the same?" We might not have the same marketing power or even funding, but that doesn't mean we cannot work together to keep gamers informed and to cover more than just the Xbox brand of gaming.

I'm hoping to get members of the 2old2play website to contribute their findings and experiences in all avenues of gaming. I want to hear feedback (both good and bad) about the magazine content and design, and most of all I want folks to enjoy it. As a gamer I tend to concentrate mostly on the Xbox 360 and the PC world of games so much of my knowledge will be focused on those areas. I'm hoping the community can send in content for other gaming systems to broaden the depth of the magazine.

I consider all gaming hardware fair game for pushing as content in this magazine. If your playing games on your Macintosh, PSP, GameBoy Advanced, Nintendo 64, or even your cell phone then its good enough to be covered in 2old2lay's Online Magazine.

Lastly, I want to welcome everyone to the first issue and hope that you enjoy what you find and that you'll send us feedback so that each issue can become clearer, more concise and everything you want to see in a gaming mag.

Thanks,

Derrick Schommer (CodeMonkey)

editor@2old2play.com

Letters to the editor

Your answer goes here!

It just would not be a good magazine if there wasn't a reader response area right? Of course! This area is for reader suggestions, complaints, or even correction on inaccurate data. Depending on the amount of submissions some may be retained for future articles but our goal is to get your feedback.

As this is issue #1 there is currently very little feedback given that there has been no historical reference to use. Hopefully issue #2 and beyond will have more feedback from our readers so that we can print them and respond to them.

If you wish to send a letter to the editor please email editor@2old2play with an informative subject and a clear message. If you are writing about a specific article found within the magazine please state which article it is (by title would be best).

If you want to show your appreciation with currency please use the "donate" button found on www.2old2play.com. This magazine is a hobby and none of us are being paid in money to create this (we're being paid in satisfaction for helping the community!)

Thank you.

Derrick Schommer (CodeMonkey)
www.2old2play.com
editor@2old2play.com

Gamer Kid's...



"Brianna has discovered Xbox Live and PGR3, now if she would just face the TV when she's playing..." -CodeMonkey



Kaitlyn is working hard to get Dora to the Purple Planet.-DruishPrincess



Just making sure everything is working properly before daddy starts playing.-DruishPrincess



Start their training young! -ShakesItUp

HALO 360?

According to an article in April's Game Informer magazine, which should be hitting stores this week (subscription folks may have to wait another week or two), Microsoft and Bungie have stated that there will not be a Halo 3 while other interviews with MS folks and Bungie folks alike seem to confirm the story. Bungie employees insist that Halo 3 is not in the works, though they have said that they are working on "future projects."

All of this, along with the title of the article in GI ("Halo 3 Dead"), could cause panic as the story hits the streets. However, the story continues beyond just the denial of Halo 3. What Bungie is said to be working on is internally called, or is presently codenamed (it's not clear which), Forerunner. For Halo fans everywhere the term rings a bell. Also spied by a source of the article was some on-screen action containing the familiar Master Chief. According to the source, the game is using a modified Halo engine and allows for things to take place on a much larger scale.

It seems as though the next game in the Halo universe may not have anything to do with a Halo ring, and the name could reflect such a change. Literally, there may never be a "Halo" 3, as Bungie might not release a product with that name. It's also an interesting marketing move to switch from an incredibly recognizable intellectual property and create a new name and franchise for the next generation sequel. Will Splinter Cell follow suit and simply release "Double Agent" as it's new next-gen premiere?

The actual announcement of Forerunner (if that is the final name) will be left to Bungie and they'll do it when they're ready. It could be something that is pre-

viewed at this year's E3, should they have a trailer or preview available in time. As a Halo fan, the most exciting aspect is the prospect of picking up where Halo 2 left off, with massive battles taking place on Earth. Even the ending of the last campaign makes more sense, if Bungie knew they could make the battle for Earth a more immersive experience on the 360. While nothing is confirmed (as a matter of fact, it's all rumors and speculation at the moment), the size and details from next-gen games like GRAW and CoD2 make most gamers froth at the mouth for the next game set in the Halo universe, regardless of what title it has.



Oh and in case your wondering they state in the article that it is not an April Fools joke.

Agonizing_Gas

Resources for this article:

<http://www.2old2play.com>

<http://www.gameinformer.com>

"Up, Up, Down, Down, Left, Right, Left, Right, B, A — The Konami Code. First used in Gradius, more prominently used in Contra, has later been copied by many other games. It is also the name of a song by The Ataris."

You blogged this!

What video game(s) do you have the fondest memory of? (due to overwhelming response, as many as could fit on two pages were published)

River Raid on the Atari was the shiznit. I still hook



up my 2600 from time to time just for that game. That was my first addiction. Not to mention Pac Man, Donkey Kong, Frogger, Mario Bros. (not Super), Joust, Combat, Space Invaders, Yars Revenge, Night Driver, the list goes on...Contra, Mike Tyson's Punchout, RC ProAm, ExciteBike and Battletoads did it for me on the NES. Plus there were entire weekends devoted to Tecmo Super Bowl, Double Dribble, RBI and Base Wars.

Then came the N64 and Goldeneye. Countless sleepless nights in my friends basement sucking down gallons of Mountain Dew, talking trash and having a good time. Then around 3 or 4 AM, when our red, itchy eyes couldn't take any more, it was off to Denny's for a Grand Slam and to watch the goth kids fight over smokes.

I could go on and on about memories at the arcade playing 1942, Star Wars, Tron, Mortal Kombat or NBA Jam; or the hours spent playing Doom or other computer games; but the console was where my defining game moments came. So for me, Atari defined me as a gamer, NES provided the "golden years" of console gaming and Goldeneye on the N64 supplied some of the best memories.

ShakesItUp, Beaverton, OR

The one to rule them all ... Secret of mana.
Lunatikzx, Quebec

I'm with Shakes when it comes to River Raid, me and my dad used to play that together for hours. Other hour wasters: Dam busters on the C Pet, Hard Ball on the c64, and Eye of the Beholder on the Amiga. There have been tones of games in the mean time, but those are my fondest memories from my youth.

Bodaget, Burlington, Ontario, CA

I never had a video game system growing up :(so I don't have the same fond memories of console games. My favorite game memory, however, is Betrayal at Krondor, an early PC RPG game that came on like half a million 3.5" floppies. I spent countless hours playing that game (partly because I was living in Africa at the time, and didn't have anything else to do), but mostly because I did everything possible in the game, I didn't have access to the internet (or BBS at the time) or strategy guides, so I had to meticulously explore the whole world in order to unlock everything, and I had a blast doing it. While they look very primitive now, the graphics amazed me at the time, full 3d environments and full motion video.

Anyway, I will always remember that game as probably still the best time I have ever had playing a video game.

Sacrelicious, Fenway Park... in spirit

My first next gen console was a Dreamcast, and RC Revolt was my favorite game to play with the kids.

ScottyATC, Northern Colorado

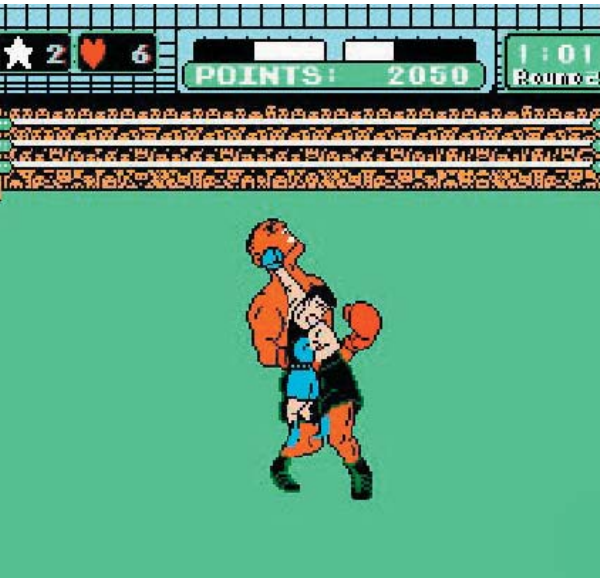
I am with Shakes and Bodaget, River Raid was king for me for the Atari 2600. After that system, I got me a c64. I used to love to play Satan's Hollow and Spy vs. Spy. I also had a Nintendo, Mike Tyson's Punchout was awesome along with Mario Brothers and Zelda.

Cowboy, Fogelsville, PA

I have played just about everything from the Atari on and have a huge list of favorites.

So I will just post a couple titles that others have not posted yet: Snafu - Intellivision, Kid Icarus - NES

KingDrewsky, Deland, FL



Colecovision: Donkey Kong, Zaxxon
Atari 2600: Pitfall, Burgertime, California Games, Kaboom, Pole Position
NES: Zelda, Metroid, Kid Icarus, Rygar, Metal Gear

FadelIntoBlack

River Raid was the best game for the 2600 in my opinion....Other favorites from the NES: Metroid, Ninja Gaiden, Zelda, and Punchout

B75Player

The original Kings Quest, Leisure Suit Larry, and Mike Tysons Punch Out were the be all and end alls for me.
But the Secret of Mana holds a special place in my heart... Did y'all ever play Black Belt on the Sega Master System? Now that was a great game... I've played it for 16 years, and I still can't get past the 5th level... And the music was great.

Rashanii, Sacramento, CA

My fondest memories are of the Atari 2600 and playing combat for HOURS, my dad and I played alot together so thats why I love the Atari so much. Also I was one of the only people to have a Sega Master system and Choplifter ruled my life, that game was the bomb! Also black belt, my hero and rambo first blood part 2 mesmerized me.

THE10TH, Wetumpka, Alabama

Growing up in a small town, I knew of only 2 kids that had an Atari so the only time I played it was when I was at their house. My dad finally sprung for an Oddesey but I was too into sports to play. We finally got a Nintendo and the only game that kept me at the screen was the original Metal Gear.

wareaglebeene1, New Jersey

I'm only 25, so I dont remember the really old stuff. but I had a few that I loved.
Commodor 64: Pitfall, Frogger, Dream house, NES: Super Mario Brothers, Super Mario Brothers 3, Captian Nemo, Paper boy, Jopardy. PC: Duke Nukem, Crystal Caves, Kings quest 1-7, Civ. Once I got older it was all about N64's Golden eye, Zelda Ocrina of Time, and Mario World.

LadyisRed, Aloha OR

Zelda and Mike Tysons punch out. 14 yrs old at the time and just realizing how fast time goes by when you game i would literally spend time in front of the tv when i got home from school to the time I went to bed only to go to the bathroom or eat in between is was the best. I miss being that age I want to go back.

NightShadow97, Northern Indiana

Double Dragon for the Arcade, hands down is the game that made me a gamer. I had played games before with my cousins and stuff, but DD made me want to learn every move and which moves landed the most points.

Corcki, Providence, RI



"When the first mission of Rainbow Six was actually coming together we really started to realize that we might have a hit on our hands, but hadn't really expected the runaway success. To date we have sold through over 700,000 copies worldwide!"

Tom Clancy

PC game review

PC game review

On March 10, 2006 in Bellevue Washington ArenaNet® and NCSoft announced that April 28th was the date for the next installment of Guild Wars® known as "Factions." Contrary to what some may have heard Guild Wars Factions is not a patch or an update to an already existing game, but a completely new development (done by almost an entirely different development group at ArenaNet) which boasts new professions, all new storylines, quests, and a completely new environment. Old characters ("toons") will be able to cross over to the new areas if you own the original Guild Wars game, but the Factions game client is a stand-alone installment that does not require you to have ever played the old Guild Wars release (now being known as the "Prophecies" campaign).



According to the press release:

"Guild Wars Factions takes place on the Asian-inspired continent of Cantha, where new and existing Guild Wars players join an epic quest to defeat an ancient evil and save a war-torn empire. Role-playing and competitive player-versus-player gamers alike will be able to join together in guild alliances to take control of territory and determine the fate of Cantha. New scored challenge missions and strategic competitive missions allow players to test their role-playing prowess and earn the right for their alliance to take control of cities, towns and outposts. Large-scale

alliance battles pit teams from opposing factions against each other in a struggle to conquer new territory and redraw the battle lines across the continent of Cantha. New elite missions allow the most skilled players exclusive access to areas designed to be the ultimate cooperative challenge."

<http://www.guildwars.com>



On Friday March 24th we had the privilege to jump into Guild Wars Factions and give it a try. This was possible because all prior Guild Wars owners and people that pre-ordered Guild Wars Factions were able to play in the "Factions Preview Event" or what ArenaNet was calling the FPE. The event began Friday morning 12:01 a.m. PST and ended at 11:59 p.m PST on Sunday night.

The FPE was not a classic "beta" style gaming experience where one could start at the beginning and play along as the game was intended. This event was unique because ArenaNet decided to start all newly created characters at the maximum level of 20 and give them all the attainable skills in the game. This was unfortunate because there were too many available options at the beginning of the game. An RPG game is best played slower with the ability to gain levels and understand your characters skills and abilities as you grow. I found myself lost with too many skills in unfamiliar territories where knowing your skills will keep you alive (lots of deaths for me).

GW v.s. WOW

Why Guild Wars over World of Warcraft, in 30 seconds...



Guild Wars Factions plays exactly like the original Guild Wars with a few user interface "tweaks." The world map is entirely different and seems extremely small compared to the prior Guild Wars (hopefully this was just a "preview" of the entire map). The two new classes, the assassin and the ritualist, seem to be well designed (graphically) and fit well into the gaming world. The graphic quality looks just like its former counter part and the game mechanics are the same.

Guild Wars Factions seems to be just like guild Wars Prophecies but in a new world, new characters, and brand new quests. Guild Wars lovers should rejoice and those that put down Guild Wars Prophecies should stay away because it's not going to please you anymore then the original.

CODEMONKEY



- Seamless streaming technology: Guild Wars streams all patch information to you while you are playing. You do not have to wait for a weekly patch, and then download a 30 megabyte file while contending with all other users who are downloading it at the same time. At most you may pull twenty seconds worth of updates at initial login and you're ready to go.

- No monthly rates: You pay for the initial software and that is enough money to get ArenaNet to the next release of Guild Wars. World of Warcraft requires you to buy the software and pay monthly. You can put down Guild Wars for three months and regain interest in it and not have wasted \$45.00 in bills.

- Zero Realms: You do not have to pick a realm and hope all your friends are on the same one. Everyone plays the same game at the same time.

- Storyline: Guild Wars has a storyline that you can follow to the end. There is truly an "end" to this game, and it can be beat! World of Warcraft is not intended to be beat because then you can stop paying.

- Everyone can talk: There are no fictitious language barriers built into the game in Guild Wars as there is in World of Warcraft (Alliance cannot talk with Horde).

- Superior Graphics: The graphics of Guild Wars are excellent when compared to the older World of Warcraft graphics. It is like comparing a Porsche Boxter to a 1969 Dodge Charger, both are great but the Porsche is sexier.

- Point and Click: Guild Wars has a simplistic user interface for battling enemies. Put your mouse over them and click the button and your attack begins. World of Warcraft requires you to move (using the keyboard typically with the WASD keys) and select your attack by clicking. Learning how to sneak around with a Rogue in WoW requires more dexterity then the "point and click" method of Guild Wars.

Gamer Profile

Handle: MikeJames

Location: The great state of corn. I mean Iowa...really, it's not that bad.
Age: Almost 32....the same age as the number of grey hairs I have.
Status: Been married for 7 years
Children: One 9 year old daughter that's going on 30....she's more than enough most of the time.
Occupation: Electro-Mechanical Technician/Customer Service Engineer. Probably one of the few gamers that actually gets his/her hands dirty for a living. :-)

Favorite Drink: Alcoholic - Jack Daniels and Coke Non-Alcoholic - Pepsi

Favorite Food: Probably lasagna. I'm not talking that cheap imitation out of the box lasagna, I'm talking the kind that my grandma used to make and taught me how to make.

2old2play member because:

This is a pretty funny question. Why did I, MikeJames, join 2old2play? I would normally just laugh at this question, but only about 100 people would know why I'm laughing. I'm actually one of the founding members of 2old2play. Doodi and Dsmooth do all the programming and behind the scenes stuff, but, it all started a while ago when Halo2 came out. Doodi, Ebola2 and myself all joined together in a matchmaking game. Doodi and Ebola were talking about Ebola's 'engagement' ring and I told him not to do it. From then on, we started talking, I gave Ebola crap, Doodi laughed his ass off and the rest is history. There you have a brief history of the beginnings of 2old2play.com.

Favorite music group:

Wow, kind of have a few. I'd say Van Halen (David Lee Roth Van Halen), Nickleback, Poison, Motley Crue and the list goes on. That's pretty much what would be spinning in my CD player if you stopped over.

Favorite gaming genre:

I'd have to say I REALLY like flight simulators, especially jet simulators (take a hint Microsoft) and FPS's. Only got into those because of Halo and Halo2.

If you could live anywhere in the world, where would it be: Right here in the good ole US of A! I'm gonna have to say almost anywhere in the Midwest.

If you had a million dollars what would you do with it:

Well, I'd first buy a modest home....maybe spend about \$300K on that, including furnishings. (that'll get you a decent home in the midwest as long as you aren't in a big city) I'd then buy a 1969 AMC SC/Rambler. (one of my dream muscle cars) and last but not least, SAFELY invest the rest so I can live off the interest for the rest of my life and never have to work again.

Prediction of the "next gen console wars" winner, Microsoft, Nintendo, or Sony:

I really think Microsoft as long as the games are good. Microsoft has a great platform to work with in the 360. Just imagine what the games will look like in about a year. The original Xbox didn't even reach it's full potential. I'm waiting for the day that you use a webcam, take a 3d image of your face and put it on your character. It'll be like you're REALLY in the game. People will laugh, but, I see Microsoft coming out with such a feature. I may sound like a 'fanboy' but I'm addicted to the online play. I like testing my skills against other real people. 2old2play has really made it fun and I have made quite a few good friends through the site.

If you had to give a younger kid advice about gaming what would it be?

Don't act online any different than you would to a stranger in person. Brag a little if you want, but learn sportsmanship. Say good game even if you own someone, but don't start tossing around names and telling me what you did to my mom because I've probably done it to your mom a few times in high school.



The Interview

An Electronic Q&A "Sitdown" with 2012play's SgtPezzer in Iraq.



So as I understand it, you re-joined the US Marines and left for Iraq, why did you return to the armed forces?

Well, there are actually a few reasons. Probably first and foremost would be that I missed the life, missed the camaraderie. Another big reason is that for 6 years, I served as a Marine. I don't know who first coined the phrase, but I had a Gunny who used to say that "We train for war, but pray that day never comes. Marines that I knew from years ago were working on their second deployment to Iraq and here I was sitting at home on my ass. I figured it was time for me to get into the fight. To me, it doesn't matter if you agree why we came here in the first place; we are here now helping the Iraqi people to live in freedom and help make the world safer. I view being over here as my sacrifice to ensure my family's safety for the future.

I noticed you have a Myspace profile (<http://www.myspace.com/sgtpezzzer>) and you're from Allentown Pennsylvania, a 28 year old guy, but do you have a real name or is "SgtPezzer" what your mom called ya?

My name is Jason Lopez. I've been using that nickname for years. It came about from combining two things. The Sgt part obviously from the military, my rank is sergeant. The Pezzzer part is actually a lot older. When I was about 16, I worked in the kitchen of a restaurant/bar. Some of the bartenders used to call me Pezzzer because of my last night. It kind of stuck. I didn't use it for a while, but came back to it a few years ago. The only question now is, will I keep it or change it when I get promoted to staff sergeant?

What is your favorite band or artist?

That's an easy one. The Tartan Terrors. They are a comedy/music/dance group from Canada. I first heard them at the Pennsylvania Renaissance Faire a few years ago and have been hooked ever since. Considering I am trying to learn how to play bagpipes and the bodhran, I consider them a major influence.

When you just want to chill out and relax, what type of music would you turn on?

As funny as this may sound, bagpipe music is what I'm usually listening to. A lot of the Marines that I'm here with can't stand it, but it just seems to help me relax. Kind of as an oxymoron, I also listen to the pipes when I'm working out.

I noticed from your Myspace profile that you have two sons, a two and a half year old, and a six month old. My kids are similar in age, how is "dual wielding" two kids coming along? Do you find it's much harder to handle?

To be perfectly honest, I've been away from my baby for more than I've seen him. My wife has actually been the one taking care of them. She's doing a pretty good job at it, too. She has some help from her family and friends, but she is proving to be rather tough, herself.

So its obvious that you have some form of Internet access from your station in Iraq, is that common for many of the military units or only those stationed at larger facilities?

From what I've seen, most places out here, except maybe the smaller outposts have internet. It's actually

a pretty vital communications source. It's the easiest way to disseminate the vast amounts of information that need to be passed around. A lot of pains-taking steps are utilized to ensure that it stays secure.

Do you find that the Internet gives you more connection to your family and friends than standard phone lines? Or do you still find yourself aching to phone home a lot?

Having regular access to the net allows me better contact back home. My wife and I email each other regularly, at least a few times a day. I do follow it up with a phone call every few days so we can talk to each other and hear each other's voices, but email is our primary form of communication.

When not in the military, what is your occupation?

I was actually unemployed when I rejoined. Well, I was a stay-at-home dad. My wife and I owned a business. We traveled around to colleges and corporations selling fair trade gift items from third world countries. It was a noble business, but in this world of cheap labor from countries, it's difficult to make a living by it. We sold it to her parents when we decided I should come back into the Marines.

How did you come to be a 2old2play member?

I was tired of getting my ass kicked by kids who would sit and gloat about it. Playing Halo2 was becoming to be a chore. I didn't get a chance to play much and then I would have some little 12 yr old berate me about it. Finally, I saw an article in OXM (Official Xbox Magazine) that mentioned a few gaming communities online. I saw 2old2play and thought that might be a good fit. Playing with people like me, who had to carry on real lives and then tried to play on the side, was appealing. After checking out the website I was hooked. It took me only a couple to days to get into a clan, The Wheezin' Geezers (shameless plug) and the rest, as they say, is history.

So, 2old2play's gamer groups have ponied up to get you guys some gaming equipment, how does that make you feel?

The amount of support I have received is over-whelming. In particular, MikeJames for orchestrating everything. I don't know if there is any way for me to repay the favor. When my Xbox got fried, I posted on the site merely to complain. I never expected anything like this. I was only hoping for some sympathy.

What types/genre's of games do you like?

My taste runs most of the spectrum. From sports games to RPG's and just about everything in between. Simulators, FPS's, strategy games, I do it all.

How many hours a week in Iraq do you get to actually play games or blow off steam?

My schedule runs 12 hours on and 24 hours off. That certainly isn't indicative of most of the service members out here, but as the Operations Chief for my unit, that's what I drew. However, I tend to be a workaholic and wind up spending a lot of extra time in my office dealing with what needs to be done. I would have to say on average, I try to spend a couple hours a day playing games. Honestly, sometimes that time is spent while I'm on duty. I have periods of slow time and I try to get some gaming in if I have nothing else to do.

What do you find yourself doing to pass time besides thinking about electronic gaming? Texas Hold'em?

When not gaming, or working. We've been known to get some sports in. We usually play basketball or volleyball. We have a full court set up right in front of our bunker and we also have portable poles to set up for volleyball. As soon as we find space for it, we're going to get horseshoes going, too. There is also a lot of card playing that goes on around here. Spades and rummy seem to be the favorites, but we have had a game or two of Hold 'Em.

When did you first become a gamer?

That's a tough one. I don't exactly remember, but I guess it all started back when I was 6 or 7 and my parents bought an Atari 2600. That was the good stuff back in the day. Intellivision, ColecoVision...I remember them all too well.

What was the first game that got you "hooked" on gaming?

I guess the games that got it started for me were Frogger and Pitfall. They were my favorites back then. There was also a game that I can't remember the name, but it was similar to Frogger, except you were a chicken trying to cross the road in traffic. It was just a funny game to play. I think the name was Free-way.

What do you think is the most revolutionary console system that "changed the face of gaming" up till now?

I would have to say the Xbox. The PS2 came out first and was a step in the right direction, but the Xbox was the one that went leaps and bounds in the realm of online gaming. I even traded up my PS2 for an Xbox and haven't looked back since. Sony fired the first salvo, but Microsoft hit back more effectively.

What coin-op arcade game did you spend the most coin in?

I spent a lot time playing Super Off Road back when

I was in school. I would have to say that, or the original Star Wars game. It's funny to look back now and see that those were top of the line games back then and to see how far we have come.

Do you also play games on a personal computer or are you strictly a console gamer?

I like to play PC games too. Games such as Civilization, Empire Earth, and Roller Coaster Tycoon. There are others, but those are the main ones. I also have a Nintendo emulator with a couple hundred games. I have spent a lot of time playing with them recently. In fact, they are the easiest to play while I'm on shift. I have my personal laptop out here, so I just whip it out and play.

Do the people you're protecting our country with also share an interest in gaming?

Absolutely. There are a couple Marines who have their PS2's out here, and they are awaiting the game gear that has been donated. There are already plans in the works for sports leagues and tournaments. They are pretty pumped up about it.

I know it's hard to get Xbox 360's around the US, any easier in the desert?

The funny thing is I actually saw a couple when I had my stop off in Kuwait. I wasn't tempted to buy it though. I try to shy away from first runs because there are usually a few bugs yet to be worked out. I haven't seen any since I got to Iraq, but hopefully when I get back home the supply situation will be worked out for me to get on board.

When you return to the States do you plan on 'upgrading' to an Xbox 360?

Yes, without a doubt in my mind, as long as I can find one, I'll be buying it.

Given your military background do you favor military type games? Strategy, FPS, or otherwise?

I have a soft spot for military FPS's. The Ghost Recon and Rainbow Six series I have always enjoyed. There is no game that I have played that truly captures the feeling and tactics of the battlefield, but they're close. Well, paintball actually has it down pretty good.

Does the reflexes you've gained from playing video games help you on the field or in training? Or is it like a whole different feeling?

Physically, I haven't noticed any advantage. But I think my mental reflexes are faster from playing games. Games today are fast paced and you have to be able to react quickly. Especially playing on XBL. You need to be able to assess the battlefield and react to your opponents and allies on the fly. I think that has

definitely helped me.



SgtPezzer continues his time in Iraq serving the duties of his country. I think all the readers and 2old2play forum posters would agree that what he is doing is brave and a job not everyone would be up to performing.

While your sitting back in your chairs at work, in the vehicle, at home, or otherwise please remember that these guys and gals are fighting for our country! I am sure everyone is wishing you and all your comrades the best of luck and a cheerful safe return to the States when your time to leave arrives!

Mario Bros. is a classic arcade game made by Nintendo, released in 1983 as an arcade game and later ported to many home systems. It was a spin-off from the Donkey Kong series, and heavily influenced by Joust. - Wikipedia.org

LoZ: It is widely considered one of the most influential video game franchises ever created. It also claimed the #1 spot on G4's 100 Greatest Games of All Time. As of September 2005, the Legend of Zelda series has sold 47 million units. - Wikipedia.org

Ganon (also known as Ganondorf) is the final boss and primary antagonist of several games in Nintendo's Legend of Zelda series. Although he made numerous appearances in the series, his complete back-story was not revealed until The Legend of Zelda: Ocarina of Time was released for the Nintendo 64 in 1998 - Wikipedia.org

Mega Man starred in a Saturday-morning style cartoon that premiered in 1995. The show was made by animating company Ruby-Spears, which redesigned the characters from the Mega Man video games to varying degrees. The show was cancelled after two seasons. - Wikipedia.org

PRIDE

You think understand the meaning of the word with small victories in life: A big win in the NCAA bracket pool at the office. Perhaps denying yourself that slice of chocolate cake simply because you made a promise not to indulge made you proud. Convincing the highway patrolman not to issue the speeding ticket for a 78 in a 45 asserted your pride as well. Picture that, multiply by 100, and what you're left with is an American soldier.

Messy politics aside, these men and women fight and serve for us, and for our country. Soldiers, airmen and sailors alike are a blessing to the American community. Coincidentally, so too are our own former and current military folk a blessing to our own 2old2play community. When the opportunity arose to give back, our community poured out to them. One friend in need turned out to be a Marine currently serving in Iraq.



Sgt Jason G. Lopez (GameTag: SgtPezzer)
Operations Chief
PRP Det, 1st MLG (FWD)
Al Taqaddam, Iraq
Age: 29
Allentown, PA

After overcoming a small injury obstacle, Sarge was shipped out earlier this year and has been stationed in Iraq since. Being a true gamer (such is the way with 2o2pers), his Xbox made the trip with him around the world. Now electricity standards across the world are not quite "standard" and it seems 240v connection doesn't play well with the Xbox, unless you enjoy the smell of burnt wires and fried circuit boards. Now I've been without an Xbox for a short time late last year, and all I can say is that the experience of

being without one was akin to getting a self-administered root canal. Where my answer was merely a Best Buy trip away, Sarge's remedy wasn't quite so apparent. Seeing as how Best Buys, Circuit Cities and the like are in short supply in the Iraqi desert, he was now left with a fairly elaborate paperweight.



With interweb there will be salvation.

Sarge had kept in touch with the family at home via email and myspace.com, and though he was out of the loop in terms of Xbox Live, he was still able to frequent the forums and message boards with the rest of the "old folk" gamers. The 2o2p community had already been following along with Sarge's blog updates, and news of his console's demise soon reached their watchful eyes. Local site cult celebrity Mike James, who had already been pondering assembling a care package to send on behalf of the site, leapt at the opportunity to help. I asked Mike James a few personal questions about the matter:

Mike, what made you do this? What kind of faith did you have in the community to make this happen?

"Well, I played only once or twice with Sgt. Pezzer a while back. He mentioned something about rejoining the Marines. I thought he was crazy for a minute. Then I said to myself, if I were thinner I'd rejoin the Air Force. I have a lot of respect for someone that is any branch of service. Because of my being prior service and spending some time over in Saudi Arabia, it's really nice getting a package from home that has my name on it.

I really didn't know what to expect from the community. I had the best hopes since everyone that has joined 2old2play.com has been great. Surprisingly, we got more than what I had expected."

Your wife (and her community) was very involved in the donation drive as well. What was her take on the whole situation?

"My wife and her children's clothing site, gymbohaven.com were a much bigger help than I would have thought. My wife has a lot of respect for the military since we met while I was still active duty in the Air Force. Even though my wifes community wasn't able to donate games and xbox's like 2old2play was, the ladies donated \$150.00. That's a lot of money and practically paid for all the shipping."

Is there a message you'd like to send to Sgt Pezzer? To the members?

"I'd first off like to thank Sgt. Pezzer for doing what many wouldn't do. It takes a lot for any person to join the military to defend our great freedoms that we have.

I'd like to thank mytego.com for donating the Xbox skins. They look incredibly good.

And last but not least, thank you to all the members of 2old2play.com and gymbohaven.com for donating the games, systems, accessories and the cash. This is great that so many people can come together and donate so selfishly to this cause. Without the great members of the sites none of this would have been possible."

To call Mike's Sgt Pezzer donation drive a success would be an understatement. Mike James appealed to the members for donations, and the membership answered in force. In under a month, they responded with four Xbox consoles, dozens of games, assorted DVDs, and more.

Now onto the thanks you's:

To the donating members: Simply, thank you. Your generosity here was overwhelming, and your gifts will go a long way in helping out some folks who really just miss a piece of home. The sentiment behind your gifts will not be forgotten, and I'm sure there will be Marines somewhere around the world thanking you in a few weeks.



To the folks at www.mytego.com: Thank you for donating the console skins. As I mentioned before, the decals that you produced are the perfect finishing touch on a really nice sentiment from community to unit. We greatly appreciate your contribution.

To Lunatik-zx: The custom design work you did was on the skins was absolutely perfect. You turned a really nice gift into a very personal one. We appreciate your efforts (and your ability to deal pesky site-mods and their peskier deadlines!)

Lastly and mostly, to **Mr. and Mrs. Mike James:** This thing doesn't happen without you two, period. Spearheading this project was a selfless and genuinely good-hearted act. Thank you for representing the community with that act and for reminding us to think of them before ourselves.

Forget NCAA office pools and chocolate cake. Thank you for stirring up something I didn't think would be possible in an online, old-folk, gaming community.

Pride.

By the way, Happy Belated (3/27) Sarge. Here's too many more. Our thoughts are with you - Good luck and get home safe.

All the photo's can be found here:

<http://www.gymbohaven.com/Sgt.htm>

The *review*



TOM CLANCY'S **G.R.A.W.** GHOST RECON ADVANCED WARFIGHTER

March was the magic month for the huge release of GRAW on the Xbox 360 and my friends list will never be the same. Call of Duty 2 was the best First-Person-Shooter (FPS) for the Xbox 360 until this Third-Person-Shooter (3PS) hit the shelves. Call of Duty 2 and GRAW can be compared in graphics, networkability, and a few other minor features but overall these two games are nothing alike. GRAW will keep you on your toes, stun you with amazing life like graphics, and you might even wet yourself over the destructive explosions.

For those that have yet to find an Xbox 360 or have not yet invested in GRAW let it be known: you are missing out. However you can trust that GRAW and the Xbox 360 will stand the test of time and you can get into the game within a few months if not today. For the rest of the Call of Duty 2 fans, stand by and see if this game should be your next big purchase.

What is GRAW and what can we say GRAW is not? GRAW is a great military strategy game that requires the use of your brain, your command, and your FPS/3PS skills. This game is not a "run and gun" first person meltdown with fast past movements and constant respawns. This game is not Quake 4, nor is it Call of Duty 2 and fits well in a class by itself. The Third-Person-Shooter view may take a bit to get used to for those die hard FPS players, but you'll find you have more viewing perspective and a better chance to catch your enemy before they catch you.

Single Player Campaign

The first thing you will experience is the two levels of difficulty: Regular (pretty tough), and Hard (wicked tough). When playing GRAW on the regular mode of difficulty you will notice that a sniper will kill you in one or two shots (sometimes before you know it). When playing on Hard you pretty much do not want to get hit at all. As with Call of Duty 2 on Veteran level the enemy counts do not change but the enemy does become more accurate with their attempts to drain your lifeblood.

The campaign is well put together and moves fluidly from one area to another following your attempt to protect the Mexican President, the US President, and the Canadian Prime Minister from terrorists while they're visiting in Mexico City. The Ghosts (a Special Forces team... that's you and your little AI friends) have to clean up, keep our politicians safe, and put down any terrorist advances while running through the urban streets of Mexico City.

The single player campaign has save points (or checkpoints) as you're advancing through the game so that you can put the controller down and come back later to continue where you left off. The biggest challenge as compared to many checkpoints in Call of Duty 2 is the distance between one point and the next. Certain areas may be from one building to another while more challenging levels require you to take down a military transport, three terrorists under

the cover of a sandbag wall, one sniper, an advance of six men with automatic rifles, three concealed enemies behind boxes, and four guards. Then you can blow up a military wall or installation and get the "saving..." message.

The game is definitely more difficult on the regular setting than most FPS/3PS-centric games that are out on the Xbox 360 to date, but that does not make it any less fun. Many of the deaths you will experience trying to advance will be due to your lack of checking all possible hiding spots and not utilizing the military units under your command effectively (which might be a tank, apache, small band of brothers, and/or a search drone). The game's difficulty increases when you hit a hot spot of enemy fire and panic. Sending your men into heavy fire is usually a bad move when you have control of an apache helicopter as well, and commanding them all while under the press of high caliber weaponry takes some getting used to.

Single player gives you everything you need to prepare yourself for online play and to have a great time being a gamer in front of the boob tube.

Multi-Player Online

Many of us know the woe's of Call of Duty 2 for online play. Many of us can also say we've played other online FPS's like Quake, Counter Strike, Halo, and of course Unreal Tournament. I believe GRAW offers the most combinations of online playing scenarios on the Xbox 360 "out of the box" without patches, upgrades, or 3rd party intervention. This might be due to the design of the multiplayer game engine (which was built in parallel by a different development group). The online play does not always "play" like the single player campaign mode due to its independent development but it is similar enough that you really do not care. You cannot duck behind walls as you do in the single player, the targeting is slightly different, and the action is much faster. The multiplayer game is just what you want to see in a strategy gaming system: not as slow as Counter Strike, but not so fast that it is like Unreal Tournament either.

The Lobby

The lobby system is like many other lobby systems: Everyone gets together in a room where they can chat, people pick their class of Ghost, the host picks the map and options, everyone sets themselves "ready" and the game begins!

A user in the lobby can choose to play on a team or to be listed as an observer ("Spectator Mode") where

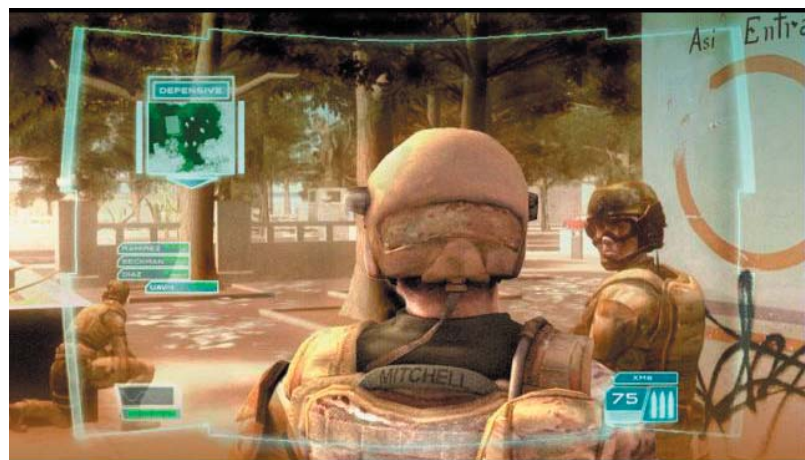
they can watch the action but cannot participate. Unfortunately new users that join a game in progress can hear some of the battle but cannot observe the action. This means that if you join a game that just started you could spend ten minutes just waiting for the game to end while staring at the lobby screen. Waiting is not fun, but waiting while staring at a static screen is simply boring.

PROS:

1. Everyone can talk as a group and prepare for battle, and give input on the map selections and any custom configurations the host is making.
2. You can alter your class directly from the lobby and change it up after each gaming session has ended.
3. You must select the "ready" option to begin so you do not have to worry about grabbing a beer and getting mowed down by gunfire.

CONS:

1. If the lobby host wants to leave, you must tear down the lobby and someone else must take control and re-invite everyone. It would be nice if you could pass the control to another user.
2. The host can customize a game environment before starting but they cannot customize the name of the game (you are stuck with "Custom 1" or whatever).
3. Unlike Halo 2 on the Xbox, when people chat another can easily chat right over them without automatic lowering of the volume for the cross talking player(s). So people must back off using their best judgment.



The Classes

First you choose your class of Ghost: Marksman, Rifleman, Automatic Rifleman, or Grenadier. Although you can choose any of the weapons in multi-player as any of the classes you will receive distinct advantages if you choose a weapon in your specific class. However if you find your team is lacking on a sniper and the other side is swaying the balance with long ranged attacks then one of your rifleman or grenadiers can pickup a scoped weapon and start shooting.

PROS

1. Selecting your class gives you more uniqueness and makes the teams more strategic in nature.
2. Defaults your weapons to something your class is good with.

CONS

1. You cannot change your class ones the game has begun.



The Interface

The game interface and Heads-Up-Display (or HUD) is very similar to what you will see in the single player campaign. In other multi-player games people have gotten used to a few options that cannot be found in GRAW's multiplayer settings such as the ability to see live statistics for each player until the game ends. You also will have to do without a compass and scream your position to your team. You may utilize the waypoint marker, but there seems to be one waypoint marker that can be set (so you might wipe someone else's when setting your own).

Your left-handed buddies will have a disadvantage

as well due to the lack of southpaw controls which come in handy when "pwning" your friends in an online battle.

PROS

1. The interface is so similar to the single player campaign that it requires very little getting used to.
2. The HUD's camera view of your buddies gives you the ability to see how much fire they are under just incase they are a silent gamer type and are not screaming for help as they should be doing.
3. You can customize your Ghost classes "look and feel" before you jump into a lobby and this can help identify certain classes more clearly when people use it consistently (or just make everything seem more unique).

CONS

1. Team red has a definite disadvantage because their player markers are the color of the enemy in the single player campaign. You may find yourself shooting at your buddies rather than the blue team. A slight hesitation can mean your last breath. A different primary color (green for instance) might have proven a better choice.
2. Lack of compass means that you will have to scream your position based on your environment or try setting waypoints (unless another pinned down friendly has already done the same). Screaming "over here beside the truck!" is only useful if there is a single truck on the map.
3. You cannot adjust your control sensitivity for aiming your weapon. Some people like a slower smoother aim while others want touchy sensitivity. You get the stock settings, live with it.

PvP and Co-Op

There is a great multiplayer PvP and Co-Op scenarios that up to sixteen people can participate in. You can all on the same team fighting the terrorist for control of the map, or to complete objectives, or run a multiplayer campaign and gain some number of Xbox 360 achievements. You may also choose a strict Player vs. Player mode where each team must accomplish objectives (capture the flag is a good example), hold a territory for a certain time or kill rate, or all out eliminate everything that moves.

PROS:

1. Playing with friends is always a good time!
2. Playing against friends is a great way to take out aggression on others.
3. Co-Op is a nice mix up from just killing other humans all the time. Let the humans work together for once.

CONS:

1. Playing with people you don't know in a co-op can probably be frustrating.
2. Co-op campaigns must be unlocked by the Host of the game before you can play through them (not really a Con, but a limitation).
3. Lack of Clan/Squad support means that organizing teams will be left to the imagination and noted on a sheet of paper rather than using a 'clan list' or extended friends list.
4. Frequent player drops seem to occur in lobbies containing high volumes of gamers when the host has a slower link. Perhaps a software "max player" solution based on detected bandwidth could prevent this.

Graphics & Sound

It should go without saying but let it be said: This game has surround sound support that is utilized perfectly with graphics that look like your watching an episode of 24 and special effects from a hit action flick.

The environmental sounds will give you the feeling of actually walking a suburban street with gun fire in the distance, dogs yelping, babies crying, and other feelings of "life" in the city. The attention to minor details is simply amazing as you toss a grenade towards a terrorist and the explosion sets off car alarms along the curb. If you find yourself an inaccurate grenade lobbing Ghost then simply roll the grenade under a car and watch the terrorist bodies fly from the impact. Amazing.

Certain key explosions in the game (an unmentioned building for instance which gets bombed by terror-

ist) will throw you back in your seat and make you wonder if you should have used the bathroom before gaming. Overall Quality

This game feels as if it was delayed from launch for quality control and last minute touch ups. You will not feel like it was rushed to market and hacked together to supply the eye candy with content. This game is firm and complete with the largest upset being the lack of clan/squad support for organized multiplayer events. Any complaints or issues can probably be tweaked in future patches but the whole of the game is solid. The only known issue is a lockup that seems to occur from time to time while loading multiplayer scenarios but no games today hit the market without some flaw that escaped testing.

The learning curve for GRAW will be greater for those that are new to FPS style gaming or just have never played a third person (or FPS) perspective game. The campaign training will get you up to speed quickly and the introduction levels are easy enough to get your feet wet and start dropping terrorists like it was your job... oh wait...it is.

Graphics:

A+

Sound:

A+

Game Play:

A

Game Value & Replay:

A

CODEMONKEY

References:

<http://www.ubisoft.com>

<http://www.ghostrecon.com>

Technology news

Origami Pda or Laptop ?

Microsoft attempted to create a new category of mobile PCs with the Ultra-mobile PC (UMPC), a.k.a Origami. Did they succeed? Is buying an UMPC more cost effective than buying a full sized laptop?

Here is how the Samsung Q1 UMPC stacks up to a Dell Inspiron E1705 laptop:

There are three or four Dell laptops that fall into the price range that the UMPC is estimated to cost. I chose the Dell Inspiron E1705, which is one of the more expensive Dell laptops available in the price range. .

	Samsung Q1 UMPC	Dell Inspiron E1705 laptop
Price	Not known right now should be between \$599 and \$999	\$949
Screen size	7 inch touch sensitive screen	17 inch
Screen resolution	800x480	1900x1200
Processor Speed	900Mhz	1.6Ghz w/ 667Mhz FSB
Video Card	915 GMS Internal GFX	Integrated Intel® Graphics Media Accelerator 950
Disk Capacity	40GB	60GB (5400RPM SATA)
Dimensions	9 inches x 5.5 inches x 1 inch	15.5 inches x 11.3 inches x 1.6 inches
Weight	1.7 pounds	7.61 pounds
Battery Life	3.5Hrs Standard Battery Over 1.40 Hrs DVD Playback	About 3 Hrs standard use. About 2 Hrs DVD Playback



By reading the table above, it is clear that Microsoft did create a new category of mobile PC. I don't think Microsoft created a worthy competitor to the laptop. There are different configurations of laptops available for the same price slightly more expensive then the UMPC. This laptop clearly out performs the UMPC. The only item it falls short in is the weight category. The Dell Inspiron laptop weighs more then the UMPC but there are laptops out there that are comparable in weight.

The UMPC's display is fairly small in size and has a resolution that is not even up to the standards of a typically formatted web page. The Intel graphics card in the Dell Inspiron is capable of up to 1900x1200 and supports DirectX 9 and OpenGL for 3D graphics and although it is not the most top end

1900x1200 and supports DirectX 9 and OpenGL for 3D graphics and although it is not the most top end



graphics card on the market Dell allows you to configure it with the ATI Mobility Radeon for an addition cost of \$179.00.

The UMPC's disk capacity is small compared to most portable systems on the market. It's slightly lower than a non-HD TiVo recorder for your television. The Inspiron is not too impressive with its 60GB hard disk but for the cost of the lower end model it is not that bad. The Inspiron can be configured online for a disk capacity of 100GB.

The other big downfall to the UMPC is it runs Windows Tablet edition, which means, currently, there are only three games being developed for the UMPC. The game titles are Bejeweled2, Zuma, and Bookworm. Bejeweled2 and Zuma are puzzle games (also available on the Xbox 360) and Bookworm is a crossword/word jumble game. The Dell Inspiron laptop runs Windows XP Home Edition or Windows Media Center and has a graphics card that is capable of running many different genres of games that are already available at retail outlets. Games do not have to be developed specifically for the Dell Inspiron as they do for the UMPC.

I don't think Microsoft succeeded in making a viable market for the UMPC. I know that if I had \$1,000 to spend I would invest it on a customizable laptop and take the added weight and more features.

CHAOS NATION

References:

Integrated Intel® Graphics Media Accelerator 950 details can be found at:

<http://www.intel.com/products/chipsets/gma950/>

Dell USA:

<http://www.dell.com>

More on UMPC's:

<http://www.microsoft.com/windowsxp/umpc/hardware.msp>

Jargon

Gank:

In gaming, used in relation to Player vs. Player games where a group of 2 or more people gang up and kill another player, especially if they have an unfair advantage over the person being killed, and is an abbreviation for Gang Kill. Popularised by the MMORPG Ultima Online, it is now often used in any situation where the person being killed is at a significant disadvantage to the person killing, as in "That jerk just ganked me!"

MMO:

Massively multiplayer online game (MMOG or MMO) is a type of computer game that enables hundreds or thousands of players to simultaneously interact in a game world that they are connected to via the Internet.

PWNED:

(past tense pwned, pwnd or pwnt) Used by the Internet gaming culture, means to dominate an opponent. In this context, to be pwned can be defined as "to be defeated," with the strong connotation of also having been "made a fool of." It is generally used for "friendly taunting" of a player's in-game enemies, and gently "rubbing in" any victories, no matter how fleeting.

ZOMG:

A derivative of the Internet shorthand term for "Oh My God", OMG. The term is commonly used to express humorously overwrought excitement and as a way of mocking internet slang as a whole. It is most likely representative of pushing the shift key over-zealously and sloppily, thus hitting the "Z" key in the process, as the "Z" resides next to the shift key on most keyboards.

WOOT:

The term "w00t" is a slang interjection used to express happiness or excitement, often expressed via the Internet. For example, the expression has been used in USENET posts, multiplayer computer games (especially first-person shooters), IRC and SILC (chat protocols), instant messages, weblogs, and web forums.

LEET:

(or l337) generally refers to a linguistic phenomenon associated with the underground culture centered around telecommunications, manifested primarily on the Internet. Leet is defined in terms of the corruption or modification of written text. For example, the term "leet" itself is often written "l33t", "1337" or less commonly, i33t. Such corruptions are frequently referred to as "Leetspeak" or "L33t5p34k". The name Leet itself is derived from the word elite (also 31337). Elite has been used in the past to designate a group of users as belonging to a higher social echelon than other users

Being so successful and popular, Spy Hunter was ported to several home video game systems and home computers of the early 1980s era. Versions were developed for DOS, the Nintendo Entertainment System, the Atari 2600, Atari 8-bit family, ZX Spectrum, Commodore 64, and the ColecoVision.

Wikipedia.org

Video News

Video news



Episode 10: "Teh Best Day Ever" has been released on www.purepwnage.com. For those of you unfamiliar with these crazy guys, Pure Pwnage is a video "show" depicting Jeremy as an uber gamer with mad skillz in all games ("ubermicro") and his video recording sidekick Kyle to catch all the action as it unfolds.

These two along with their buddy FPS Doug (obviously the best FPS gamer ever) and Jeremy's World of Warcraft girlfriend continue their string of episodes with "Teh Best Day Ever".



"You think Brad Pitt has to put up with this, no he doesn't..."

...well pfft, obviously I pwn a bit more then Brad Pitt does, don't give him too much credit. I'm just saying though, imagine I was Brad Pitt but also, like, you know, smart and you know, funny, and good at games and stuff."



In this episode Jeremy decides that today's games are all about fancy graphics and contain no real content and competition. Jeremy writes some e-mails to game studios with his ideas for a great game. The game will be called "The only game on the shelf that doesn't lick my balls."

Jeremy and Kyle have moved out of Jeremy's mom's house; she was going to make him pay rent because he never goes to school and won't get a job. He just wants to play games. His new pad is styling with an old PC that cannot play games (his mom wouldn't let him take the PC at home) and about nothing else. Jeremy finds his funds short and thinks perhaps he can use his popularity to make people pay to be his friend, or perhaps sell his hair on Ebay.

FPS Doug makes his appearance with his GameCube and Mario Kart. No parents to bug them they party it up with the Cube.

You've never seen any of these videos? These guys have it together, great sound scores (very funny) with exceptional dialog and camera shots.

If your new to Pure Pwnage hit the website start at Episode 1: The Life Of A Pro Gamer and get caught up with all the action!

You will want to install a DIVX video codec before you start <http://www.divx.com/divx/>.

Resources for this article: <http://www.purepwnage.com/>

Revolution news



This years Game Developer Conference (GDC) was truly revolutionary. Nintendo has revealed a little secret about the power of the Revolution: SEGA Genesis emulation! That means that Nintendo holds the power of both competing game systems from the 1980's and beyond. Both NES and Genesis make a comeback.

This should not be too surprising since Sega threw in the towel in the realm of console development and production. Now since Sega concentrates more on software they're able to keep their presents known with a little nostalgia from our past.

So for those Revolution fans you can plan on downloading and playing classic NES, classic SNES, and SEGA Genesis games. Apparently Nintendo has big plans in the Genesis rollout with over 1,000 titles provided by SEGA. Although the specific titles may not yet be know SETA says it will be a "best of" selection. Perhaps we'll all be playing Altered Beast before we know it!

A forum post from Leigh Stringer on www.gamedev.net quotes SEGA of America as saying:

"SEGA continues to develop innovative ways to showcase its new generation leadership," states Naoya Tsurumi, Chief Executive Officer, SEGA of America, Inc. and SEGA Europe, Ltd. "SEGA's support of the Virtual Console system will introduce more gamers to classic Genesis hits and reinvigorate many of our popular brands."

Also mentioned was yet another cel-shaded (cartoon style) Zelda game known as The Legend of Zelda: Phantom Hourglass to be produced for the Nintendo DS. A short demo was given at the GDC but little is known yet, hopefully we'll know more as the game gets further along.

CODEMONKEY

REFERENCES:

http://www.gamedev.net/community/forums/topic.asp?topic_id=382958

Site News

Site news

2old2type Podcast: Episode 21 ``Back on the Sauce``

Every two weeks these three jokers are back to talk about game news, 2old2play.com site news, debate hot gaming topics, and poke fun at one another every step of the way. What are we talking about? We're talking about 2old2type radio, a podcast for gamers at and over 25 hosted by doodirock, bliznot, and ebola2.

You can obtain these great podcasts on www.2old2play.com for free by clicking "Listen Now", Direct Download, or through iTunes. If you're new to the podcasts you can download episode 1 to episode 21 from iTunes and start filling up your ipods disk capacity (episodes usually run about 60 minutes or so).

In episode 21 the guys discuss the 2old2con Chicago LAN party and its growing success. So far 40 tickets have been sold and that number continues to rise. For those that are still waiting to buy tickets remember that each month the price raises another \$10.00 up until the 2old2con begins. That means this month you'll be paying \$60.00, next month will be \$70.00, and so on. For the price of four months of World of Warcraft you can go to the Chicago LAN and party with over forty people! Now that is massive multiplayer. If you wait two more months it will cost you FIVE months of World of Warcraft. Do you really want to wait?

The latest episode of 2old2type also talks in depth about their feelings on the Playstation 3 and its (yet again) delayed release. They uncover the fact that the PS3 will come with Linux pre-installed and give their thoughts on why Sony is motivated to pull such a move.

If you wish to ask the team a question about gaming on their podcast, leave them a message at **(733) 527-2961** and they will play it "on air" and answer it.



Entertainment
Interviews
Site News
Reviews

2OLD2TYPE

For gamers over 25

Happy Anniversary 2old2play.com

April 1st 2005, a monumental occasion for gamers 25 and over. This was the date that www.2old2play.com opened its doors to the general public to pull in gamers with one thing in common: an interest in adult gaming.

The site was founded by a small set of people: MikeJames, DSmooth, Doodi, Knaab, Ebola, and Bliznot. The member list shows them online and "testing" the site in late March, but the doors did not truly open to the public until April 1st of 2005. If you look at the initial member list you'll see just how fast that list grew. Before the doors opened the site was already home to 34 members!

The reason for the creation of 2old2play was the lack of supported 25 and over web sites. Some hyped a 25+ age limit but let younger people in anyway because they were "cool" and acted mature. It does not take long before the 25+ age limit is washed out to 18+, then 16+, then younger. The 2old2play website is home to 25+ gamers and that's the way it stays. It is sanctuary to mature gamers that want to act like kids again but know when to be serious. It allows each and everyone of us to realize that not all the people on are friends list get online at 2PM and many "go dark" for days because of job and family requirements. We understand real life is full of commitments, meetings, salaries, and contracts. We understand that your wife and kids come before gaming and we will not strike you down for canceling an appointment because of personal reasons. We are adults, but ironically we are NOT too old to play. Happy anniversary!

The 2 old 2 print Team

Chicago, LAN hot Spot capital of the world... for a weekend.

2old2play Presents

AUGUST 4TH - 6TH

2OLD2CON CHICAGO LAN

It's no secret (the huge banner on the home page would be the first clue), but in case you haven't heard, there's this little thing called the 2006 2old2con Chicago LAN Conference coming up in August. Now, this is only the second LAN event put on by 2old2play.com, but judging from the success of the 2005 LAN, you are all in for an amazing time! True, there have been other smaller, successful LANs held by various members of the community, which is absolutely spectacular, but this is the only community-wide LAN sponsored by the 2old2play administration. It is going to be bigger and badder than anything else you've experienced.

As a survivor of the first LAN (also known in some circles as the "experiment"), I can tell you, to a small degree (since this year's will be much bigger), what to expect. Most obviously, get ready to put some faces, like it or not, to those Gamer Tags and usernames you know so well. You may also get a real name or two thrown into the mix, but we all know each other by our virtual handles so names from RL will more than likely be pushed to the wayside. Also, there may be some gaming. Don't get your hopes up, there will probably only be, say, hours upon hours of game-time spread over Friday night and all day Saturday. The games to be played haven't been decided yet (no doubt Halo 2 will make an appearance), but you get to vote, so it's safe to assume that some of the most popular games will be represented. Oh, and the trash-talking? Yeah, it's even better in person, as you only have to stand up and look across the room to hurl your friendly jabs directly in the grimacing face of your pwned opponent. In case you forgot, there was an incident of real-life tea bagging last year that cracked us up so badly that other hotel guests complained about us, but, man oh man, was it worth it! With so many more 2o2peeps in attendance, the chances for a repeat performance are that much greater!

As great as all of this is (and believe you me, it IS great), in my opinion, the best part of the entire weekend is the camaraderie it fosters. Our community is different from others in that we actually get to speak to each other on Xbox Live or other online gaming platforms. Our relationships are able to go a step further than the typical forum community. The LAN simply takes this to the next level, as we are able to physically meet these people that we already kind of know. Last year, those of us that were there on Friday evening all went to dinner together. At dinner we were really able to start getting to know each other a little better and that continued all weekend. By the end of the weekend, you have fostered actual friendships, where perhaps before you were only a name on a screen or a voice online. Last year, the LAN pretty much ended Saturday night, but a group of us sat around after everything was broken down and just talked until one or two in the morning, which was a lot of fun in and of itself.

Now, I wish I could give you a detailed description of what to expect this year, but, alas, I cannot. What I can tell you is this: expect to be blown away. Already, we have surpassed the number of attendees we had last year, and I expect that to at least double, if not triple or quadruple by the time August rolls around. With over 3,000 members, this should be a walk in the park. We will also have much more gaming space than last year, and, in case you haven't heard the podcast (shame on you!), there has even been talk of buying (that's right, buying) the TVs this year! It doesn't get more bad-ass than that people!

So, if you happen to look out your window in the coming months and see dogs and cats frolicking together in peaceful harmony, pay it no mind, for the planets and stars are beginning to align in readiness for this momentous occasion. The '06 2old2con LAN Conference is hurtling towards us like a juggernaut, and it is only mere months away. Will you be ready?

TBOX

Weekend rentals

Xbox Rentals: A game worthy of your weekend

Metal Arms: A Glitch in the System by Sierra Games

You control Glitch, a small underdog robot armed with tough weapons and an attitude to match. Embark on an adventure of action and exploration as you attempt to save your mechanical friends from the reign of terrifying evil robot forces in this new third-person shooter on Playstation, Xbox, and GameCube.

Xbox 360 Compatible: Yes

Price To Play: Ebay auctions selling for \$2.00-\$7.00, or on Amazon.com for under \$10.00.



Single Player Aspect...

Simply put, this game is a fun filled roller coaster of a blast. It is a 3rd Person shooter that was made extremely well with 42 levels of single player goodness. For clarification, I play a lot of FPS such as Halo. The 3rd person aspect of this game was, actually, so well done I really did not mind it one bit. As Glitch, you are a power packed little robot who is on a mission to help save his home planet, Iron Star, from the big bad robot nasty known as General Corrosive and his insanely silly yet undeniably tough robotic army. The voice acting and sounds of this game really pleased me and sometimes had me pausing the game just so I could laugh. The comical way in which enemy robots fight and react really made it stand out even more. There was nothing like the first time I shot an enemy robot's torso off only to watch in amazement as the legs continued to run around in an aimless frenzy! Great stuff indeed!

Your weapons are mostly standard gaming weapons with slightly different skins, although they do get upgraded as the missions progress, which is a nice little addition. No game is complete without rocket launchers and frags and you can bet they are in here. These two are obviously a blast to shoot in any game, but in this case they cause some very fulfilling robotic blasts that essentially turn most any robots into wondrous piles of flying

metal chunks. Another great twist is the Control Tether. This is a **really** cool device that enables Glitch to essentially hack into some enemy robots and take them completely over. This feature is awesome and, as you can imagine, comes in very handy. The variety of weapons is actually pretty nice and some, such as the Ripper, are extremely fun to play around with.

Overall as a single player game, pick this up for the weekend. I personally love having two or three buddies over and we put in single player and take turns completing missions. It is a action-stuffed futuristic frag fest that was sadly overlooked and underrated for a long time. I intended to play this game for 'a few minutes' before writing this review and once again found myself completely drawn into Glitch's world for around five hours. Some of the levels are very hard, but it is intense action and a very rewarding experience to complete this game. There are 4 levels of difficulty, but for the hardcore of the robotic community, if you think you have what it takes, set this game to 'Nuts of Steel'.

Multi Player Aspect...

Well this part is a bit of the downfall due to the unfortunate fact that there is NO live play. It is somewhat forgivable since this game was made and released years ago and live play was not the top priority on developers lists... although it should have been. What you get is local 4-player split screen which does make the weekend fun with friends. There are quite a few multi-player maps, which you 'unlock' by finding hidden secrets during the single player missions. This was a cool little twist that makes re playability a factor. You can expect to find the usual death match mixed in with the seven multi player modes so there is some fun to be had here, but once again I say, "My life for some live Glitch!"

Windup...

Swingin' Ape Studios made a real winner here; the shame being that it has been buried by time and all the newer flavors of the day. Give some love to this classic. It gave me hours of enjoyment as I am sure it will do the same for a lot of you.

Score for purchase 9/10
(when searching for bargain prices)

Score for rental 9.5/10
(This is Rental Gold.)

Brought to you by Smoke, I have to get back to gaming now... Have fun!

XSSMOKE

References:

<http://www.metalarms.com/home.html>

<http://www.sierra.com/>

Editorial

Why would anyone quit World of Warcraft?

I feel slightly embarrassed that I was only able to hit level 45 (with two unique characters) before I laid down my sword. I can understand how this can become a massive addiction for some folks, but I can also understand why others just never make it to level 60 in World of Warcraft (WoW).

I contribute my gaming downfall to a new baby boy that is now five months old, but mostly I must admit that the Xbox 360 has taken most of my interest off of WoW and onto other more varied games with shorter time requirements. There are two "in game" reasons that also helped shorten the lifespan of this MMO: server population and lack of a solid storyline.



The first "in game" reason is simple: I am paying \$15/mo. to play a game, not wait in a login queue in hopes to play. Besides earlier server outages that would put me offline for five or more hours this forty minute login queue each night at 9PM EDT was too rough. I pay for satellite, phone, electricity, gas, and many other monthly charges and I get my service constantly and when I want it. I've never had my power turned off in my house because "too many people where using it." If you cannot scale, this is not my problem, but I will not pay for it to persist.

The second reason was a lack of any formal storyline. The Warcraft franchise has always interested me from an RTS standpoint but as an MMORPG it is fairly weak.

The best part the WoW game environment is the choice in different classes, races, and professions. The world was fairly large at first which was much due to the travel time to get from place to place. I admit I've not seen the entire world at this point, but I can predict the next fifty quests: find something, kill it a hundred times and pray for the drop needed to turn in the quest.

Many of my gaming buddies are hoping for my return to Guild Wars given my waning interest in WoW. Indeed I will probably invest in Guild Wars Factions and play that through just as I did the original Guild Wars. But I do not consider this changing from one MMORPG to another because Guild Wars is not a true MMORPG. Guild Wars is much more "instanced based" where this is only a solution in WoW dungeons, however Guild Wars is more "global" then WoW. Guild Wars is "global" in a sense that all players can chat in the same world without having to pick server realms to play in. In WoW everyone you game with must be on the same server and on the same side (Horde or Alliance) or communication is impossible. Nothing is more annoying then meeting up with a friend who you find is a fellow WoW player to then find out he/she is on realm "Agamaggon" while you're on realm "Perenolde." You both are playing the same game but in all reality you're not playing the same game at all. "Massive Multiplay-



er" doesn't mean, to me, massive subscriber base but only able to game with 10% of them.

So what makes WoW even a viable consideration with other large RPG games like ArenaNet's Guild Wars, and Turbine's soon to be released Dungeons & Dragons Online (DDO)?

The WoW experience from levels one to forty was definitely worth the monthly charge. There are many concepts in WoW that might not be revolutionary but were definitely drawing factors to the game environment. The big interest holding game aspects of WoW involved the Auction House and the primary/secondary profession system. I spent countless hours just making leather armor and selling it on the Auction House to make cash and raise my skills for new armor and items that would be useful to me and my guild.

The most draining aspects of WoW from an adult "responsible" and "busy" gamer standpoint would be the travel times from town to town and the dungeon instances. Moving from one town to another required travel



by zeppelin, boat, flight, or hoofing it. That means I could easily spend twenty minutes going from one far off destination to another. Some nights I had a twenty minute window to play video games so I could sit and watch my Tauren travel from Ogrammir to Faralis by Wyvern or I could race two silver metal cups in Project Gotham Racing 3 on my Xbox 360.

The dungeon instances were long adventures crawling through some of the nastiest scenarios in the game. The enemies tend to drop much higher valued items in a dungeon at the cost of a very long session of gaming. On average a dungeon instance would take three to five consecutive hours of gaming with a party of five adventurers. If one or two had to leave for personal reasons then most of the party had to disband (if they could not find replacements). Many dungeons were left

half finished due to time restrictions. Those dungeons I did defeat usually kept me up until 3AM or later in order to complete all quests for that specific instance. This can be very tiring on the body.

The road to level 60 did not seem like an interesting one. I can now understand why ArenaNet stated that Guild Wars "is not over at level 20" (their current maximum) because once you hit level 60 in WoW most people see only two outlets: Grind for awesome weapons in 30 man dungeon raids or play the few PvP scenarios that exist and bring up your PvP rank. If I have to do either of those things to make the game "fun" then I do consider the game to be finished and time to move on. I do not have the time nor patients to spend three to five hours in a dungeon with a bunch of people I don't know (probably half of which I don't want to ever meet) nor do I want to commit myself to gaining honor ranks in a PvP environment which becomes so competitive for rank that it would take me a year or more to get to the highest ranks possible (and about 4+ hours of dedication each day seven days a week). I have worked in jobs that would be considered less work then this behavior.

So where does this leave me? It leaves me bored with two level 45 "toons" and fifteen dollars less in my RL ("real life") bank account. I played enough to say that I've had fun and experienced an MMO for the first time since Ultima Online. However, I leave with a feeling of "what's next?" It seems that since the birth of the Ultima Online very little progress has been made in changing the flow and design of the MMORPG genre with Guild Wars being the closest thing to a true multiplayer online experience. Will DDO or some other MMO change the face of history or will they be just another time sink?

CODEMONKEY

Mario Paint was used in the earliest Homestar Runner cartoon, as well as the more recent Strong Bad is a Bad Guy cartoon. The fly-swatting game was also regularly contested on the children's game show A*mazing. - Wikipedia.org

1942 is set in the Asian theater of World War II. The goal is to reach Tokyo and destroy the entire Japanese air fleet. The player (dubbed the "Super Ace", it's actually a P-38) pilots a plane, and has to shoot down enemy planes. Besides shooting, the player can also perform a "loop-the-loop" to avoid enemy fire. - Wikipedia.org

Society of gaming

With 25,115 hits on the front page of or very own 2old2play.com and 1,265 of digs from digg.com its hard to refute the power of this article. Pulled out of the dusty archives here is the "The Society of Gaming" by trupundit...

The Society of Gaming

Adult gamers are all the same, right? Ask any non-gamer, and they'll tell you. We're all a bunch of slackers who never grew up. A bunch of overgrown kids who spend their money on games, when there are REAL ways we could be spending our money, like on mini-vans with doors that open by themselves. Of course, gamers don't work very hard to change the perception of non-gamers. We could generally care less about the opinion of someone who thinks Halo, "is about some angel or something." Still, any community tends to define itself in some way, so perhaps it's time the gaming community does the same. Gamers are a diverse group, but most fall into one of six categories. Those are: Hard Core, Devoted, Pretend Hard Core, Casual, Clueless and Worthless.

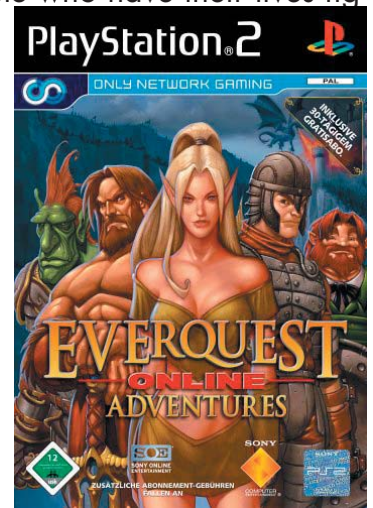


As heartless as this sounds, your average Hard Core gamer is not married. Now, I'm not talking about that rare, lucky gamer who met, dated and married another gamer. That group is too small to warrant classification. No, for most Hard Core gamers, marriage is one of many things that must be sacrificed in pursuit of their true life's passion.

Hard Core gamers know games and gaming the way doctors know the bones of the body, artists know the color palette, and busty blondes know how to avoid traffic tickets. In other words, Hard Core gamers know it all. When they send a correction to a gaming magazine, the magazine prints it. When you tell

them you tried to make an Asteroids-type game in the seventh grade, they tell you it must have been the ninth grade, because Asteroids wasn't out when you were in the seventh grade, and they're RIGHT. They may not be the absolute best player on every game, but, if you pick five games randomly, they'll kick your ass in all five. True Hard Core gamers aren't all that common, but you probably know at least a few. They are generally happy people who have their lives figured out, and are proud of their gaming knowledge and prowess.

While Hard Core gamers have the pulse of the entire industry, Devoted gamers have a singular obsession – The One Game, whichever it may be. I have never been a Hard Core Gamer, but I have definitely been a Devoted one. Most gamers have been, at one time or another. When you spend months, and sometimes years on the same game, generally forsaking all others, you're Devoted. I'm a Devoted Halo II player right now. Some of you may be too. I occasionally play something else, but I always go back to the Master Chief.



Being a Devoted gamer is mostly a good gig, especially if you find a group of other gamers who are devoted to your game too. In that situation, you have people who understand your constant game references, laugh at your game-related jokes, and don't think it's weird at all when you start a sentence with, "I was thinking of a new strategy in the shower this morning." A Devoted gamer may be able to give a Hard Core gamer a tough time in their One Game, but they lack the Hard Core depth.

There is a smaller subset of the Devoted gamer group. A darker subset. The Addict. Addicts place the One Game above, not just other games, but also above most other elements of life itself. For Addicts, daily decisions are pretty easy. Go to a ballgame or Play The Game? Play The Game. Invest time in a life-enriching relationship, or Play The Game? Play The Game. Take a shower or play The Game? You get the idea.

This subset is most often found among devotees of MMORPG's, but you can find them for just about any game. Many times, non-Addicts will call themselves Addicts because they play a particular game a lot. However, most of them play it because they like it, not because they need it. The Addict needs it.

Next on our tour of the gaming society is the Pretend Hard Core gamer, or PHC gamer. PHC gamers do know a thing or two about gaming, but they like to appear as though they know far more than they really do. Although they can fool casual gamers, they're



in trouble when they run into true Hard Core gamers. The PHC gamer is all about appearance. They like being thought of as someone who has an incredible depth of knowledge, but they aren't willing to invest the time to actually acquire that depth. PHC gamers are usually pretty good people, except for the occasional arrogant ones who REALLY try to make you think they know everything about everything.

That brings us to Casual gamers. This group needs very little definition – you know what a Casual gamer is. They like to game, but it's generally one of many hobbies, and is no more important than any of the other ones. Casual gamers tend to play only those games that get good reviews and sell a lot of copies. They're not interested in experimenting with Genre-molding new concepts in gaming – they just want to have fun for an hour or so. Due to this lack of dedication to gaming, you won't see many Casual gamers on games that require large time investments, such as MMORPGs. On the other hand, if you're in a game, and there's a player who isn't all that good, but sure is laughing and having a good time with it, they're probably a Casual gamer. I was a Casual gamer for the first few years of my marriage, back when we were in that Newlywed "let's do just everything together" phase. Now that we're older and have realized it's OK for us to have our own lives within our marriage, I spend much more time gaming, and, as I mentioned earlier, have become a Devoted Halo II player.

That brings us to a brief stop on the Clueless gamer. This is another type you probably don't need defined. Some Clueless gamers buy a lot of games, but they're not very good at any of them, and they give

up on them before they can become good. These are the gamers who do things that puzzle you, make a lot of mistakes and get pretty frustrated by that, but also aren't willing to listen to any suggestions or invest any time to improve. Their general attitude is that if they have to work at a game to be any good at it, then it must not be a very well-designed game. They may be big fans of games like Solitaire.

Finally, we get to the Worthless gamer. These are the gamers who, for a wide-range of reasons, make gaming worse for everyone else. They go by many names: Cheaters, Hackers, De-levelers, Screammers, Punks, Jackasses and our own favorite, Timmies. Entire gaming communities, such as our very own 2old2play, emerged as a reaction to the Worthless gamer. Worthless gamers are a cancer on the gaming world, and millions of dollars and thousands of hours are spent every year by companies to thwart them, gamers to report them, and message board posters to vilify them. They are the one topic the other five gamer types can all agree on, because they are universally despised.

Well, that about wraps it up. Have you figured out which gamer type you are? Do you wish you were some other type? Don't worry, we all secretly wish we were Hard Core gamers, but it just isn't in the cards for most of us. Thankfully, the gaming world is so diverse that, no matter what games you like, and what type of gamer you are, there's a place for you. If you haven't found that place yet, then you've taken a good first step by visiting us here at 2old2play.com. We hope you'll be back, but if not, we hope even more that you find the gaming fun you're looking for with a group of friends you enjoy spending time with. And remember, ultimately, it's just a game (Yes it is, Addicts. Accept it).

TRUPUNDIT

The Archived Editorials are the "greatest hits" editorials from the 2old2play website which have been graciously submitted by 25+ gamers that all share one thing: the love of the game.

Each month we will attempt to pick an older article that some new readers might have missed. These articles will typically have been listed on digg.com, slashdot.org, and other fine establishments (all linking back to us). We take pride in the readers opinions and information and look forward to having our site crash due to flash crowds again soon!

A life in WOW

Fast times at Azeroth High

Welcome to my monthly recap of my life in World of Warcraft (WoW). Each month I plan on sharing with you stories, insights, rants and information on my journey through this epic Massively Multiplayer Online Role-Playing Game (MMORPG). So sit back, grab a cup of Thistle Tea, and enjoy.



Since this is the premier issue I will give you my background with World of Warcraft. I have been playing WoW for about 5 months. I started on Agamaggan (PVP) server as a Troll Hunter. I was looking for nice mature group of people to play with, which seemed very hard to do, and I found the 2old2play site. Just so happens they were on the same server but they were Alliance. So after some long thought I decided to scrap my 25 Troll Hunter and start over as a Night Elf Rogue and join Young Guns II (now Helter Skelter). It has been great and I don't regret starting over at all.

Mount Up!

I finally hit 40. I never thought I would make it to this point. It seemed that I was at 39 for weeks. I guess it didn't help that I was constantly getting ganked in Stranglethorn Vale either. Man the Horde there just suck. I hope that when I hit level 60 I have more to do than gank Horde players that are 20 levels below me. It is sad to hate a virtual being so much, but I hate the Horde so very, very much.

With reaching level 40 you get your mount. I must say it rocks. It only took me about 2 good nights of farming herbs to get the gold. Oh, that blue bow I got out of the chest in Desolace that sold for 50

Gold didn't hurt either. I chose to go with the black saber for my mount since I am a rogue and I need to be stealthy. Man I wish they had a green and yellow saber like Battle Cat from He-Man, now that would be sweet.

Looking Ahead

Patch 1.10 is coming out soon and I am looking forward to a few aspects of it. One of the things that I noticed missing from the day I started was weather effects. They will finally be adding this to about a dozen zones with this patch. While they will be nice to have, I just hope they don't kill the frame rate.

I am also looking forward to the final destination flight paths. I am hoping that means I can fly from Iron Forge to Booty Bay and not have to stop in Stormwind to get there.

And as always all of the jobs are getting tweaked, nothing major for Rogues. Priests are getting changed quite a bit though, so much they get a free talent respect.

As for me, I plan on grinding out as many levels as I can as fast as I can. I need to catch up with my guild mates. I fell behind a few weeks back and haven't been able to catch up. See you all next month!

Character Stats:

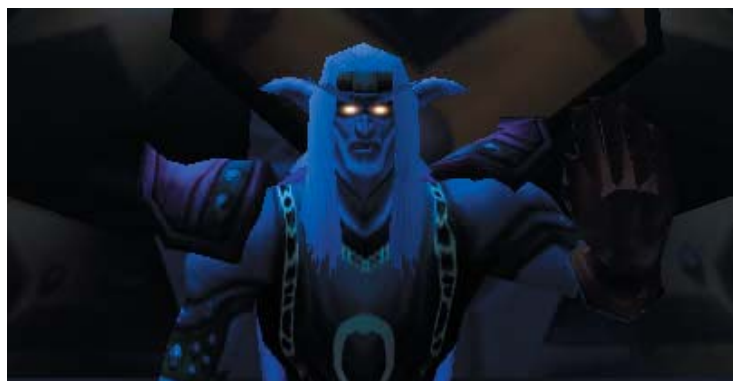
Thunderclese

41 Night Elf Rogue

Guild:Helter Skelter

Sever:Agamaggan

JROD



PC editorial

PC editorial

COUNTER STRIKE IS NOT DEAD

COUNTER STRIKE HAS BEEN AROUND SINCE '99, WILL IT EVER MEET ITS MATCH?

"Counter-Strike (CS) is the common name given to a series of team-based tactical shooter games which originate with Counter-Strike, a total conversion mod of Valve Software's first-person shooter Half-Life. The series also includes Counter-Strike: Condition Zero and Counter-Strike: Source." - wikipedia.org



How is it possible that an FPS like CS is still being played by so many people? The game was born in 1999. Created by Minh Le ("Gooseman") and Jess Cliffe ("Cliffe") CS has sprung to life like a Quake rocket jump. How can 19.5 million legal owners be wrong? CS simply rocks the boat.

In 2002 there were over 30,000 CS servers on the Internet even though Unreal Tournament and Quake had a presence.

"In 2004, GameSpy statistics showed over 85,000 players simultaneously playing Counter-Strike at any point in time and in 2006, steam shows over 200,000 players for Counter-Strike (this includes Counter-Strike: Source, Counter-Strike: Condition Zero and Counter-Strike 1.6); accounting for almost 70 percent of the online FPS audience." - wikipedia.org

Valve, the development studio that created and brought to life Half-Life and Half-Life 2 quickly saw the light and in November of 2000 Counter-Strike 1.0 would be an official mod for Half-Life. This stand-alone game would then sit on store shelves to be

quickly eaten up by consumers.

November 2004 was the date for the Counter-Strike: Source release. This was the standard CS game system with a face lift and a physics engine. The new release was amazing in detail and the level of physics was on top notch. Counter-Strike: Source arrived just after Half-Life 2, which also used the 'source' engine. Both games were hits.

The original CS was ported to the Xbox and used Xbox Live! for online play (with a small single player vs. bots) but it never really went anywhere. This might be due to other popular FPS games or perhaps the graphics just didn't impress the Xbox console crowd. In any case, both CS and CS: Source continue to be played today even with the release of Halo 2, Doom III, Quake 4, G.R.A.W, and Call of Duty 1 & 2.

There isn't a game currently available that can draw away the CS crowd. It's like an addiction to which there is no known cure and until we find one there will be at least one CS server powered up twenty four hours a day.

CODEMONKEY



Tank's Report

The Insider's Preview



Saints Row

Saints Row is a Grand Theft Auto (GTA) clone created by THQ. The concept is exactly the same as GTA. The object of the game is to run around and high jack cars. IGN got to play a little bit of the game and said that the graphics weren't that great, but the game is still in early development. The IGN players did like the explosions.

Read more at
<http://xbox360.ign.com/articles/697/697566p1.html>



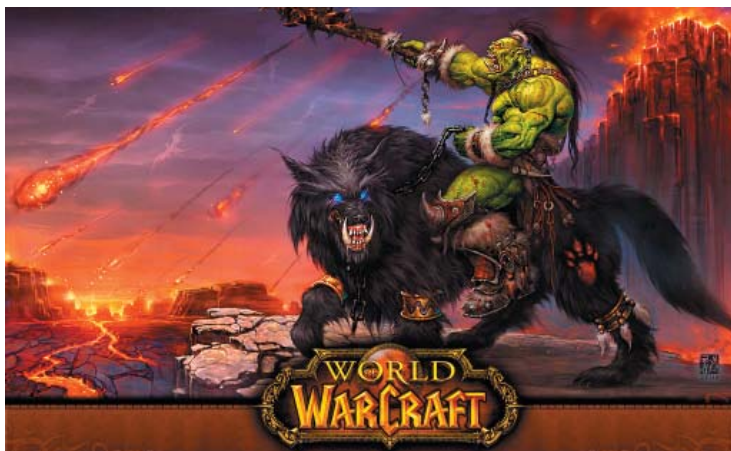
X-Men preview

The X-Men game is coming to the Xbox 360. You are able to play as Wolverine, Nightcrawler, or Iceman. Players are able to use the secret powers of each super hero and gain more powers as the game progresses. The game takes place in the entire X-Men universe and even has the voice of Patrick Stewart. Read more about the X-Men game at
<http://www.ztgamedomain.com/view.php?rid=2095>



TXB Oblivion Review

Oblivion was one of the most hyped games to be released in March. Since there was so much hype about Oblivion, there was a sense of whether the game could live up to the hype. Teamxbox reviewed the game and gave their opinion. On the whole, Teamxbox liked the game. They had some gripes about the movements of the characters and admitted that when you first start the game it is massive and a little intimidating. Once the game progresses it gets more and more interesting and tends to reel you in. If you are still deciding whether to get the game read more of the review at
<http://reviews.teamxbox.com/xbox-360/1142/The-Elder-Scrolls-IV-Oblivion/p1/>



WOW may be coming to the 360 after all

A few months back a Blizzard representative stated that they will not make World of Warcraft (WoW) for the Xbox 360. Since that statement, someone has claimed that Blizzard is indeed working on WoW and there is information about the game in one of the Xbox 360 magazines. The magazine name was not revealed so we will have to wait and see if there is any truth to the rumor. Interesting in finding out more and what other people had to say? Check out
http://www.clubskill.com/Game_News/2984/World%20of%20Warcraft%20heading%20for%20360%20afterall?

Game Review

Oblivion game review



Oblivion, Bethesda's fourth and latest edition of The Elder Scrolls saga, released March 21st to this author's delight. Oblivion is a role playing game, like the previous editions, that is so vast and open that the developer claims it will take over 200 hours of game play to complete everything the game has to offer. This is a conservative estimate. So far I have played for 60 hours and I feel as though I'm no closer to the end of the game than when I began.

While it is true I'm a huge fan of this game, the same can not be said of its genre. I generally despise RPG's. I hated Knights of the Old Republic (KotOR), I can't stand the Zelda games and Final Fantasy makes me feel "like a woman." Oblivion is the only RPG I can say is worth it.

What makes Oblivion different from the previously mentioned games? One thing... it plays like a Massive Multiplayer Online Role Playing Game (MMORPG). You are not led by the hand and forced to complete any one piece of the game. The main story line does not rely upon you completing other quests in order to be strong enough to beat. The joinable factions in the game are not forcing you to complete their quests. NPC's, while computer driven, never say the same thing to you each time you complete something in the game. While their habits are predictable, and can never be properly compared to human interaction over MMORPG's like World of Warcraft (WoW), they are still interesting to watch. They have quirks of personality like infidelity, some pickpocket you and some accuse you of crimes and are paranoid schizophrenics. Oblivion is a world in which you can become completely immersed.

So if this game is so great, why do some people dislike it so, and why would you, the reader, plunk down some hard earned duck-ets to purchase this game? Well, I'll tell you straight off...if you disliked their third edition, Morrowind, then you will feel the same about Oblivion. If you love FPS's because they are fast paced, then chances are you might not want to run out and buy this game. Instead rent it to see if you dig it or not. If you do like it, buy it immediately cause you'll end up spending more in rental fees playing it than you would if you just bought it.

But if you do like RPG's, and are offended at my stance on other games of the genre, why should you listen to a word I say and skim a bit off the kids' college fund and buy this game? Because it is great and I said so. If you need more substantiation than that, read further.

The graphics in Oblivion are unbelievable. You'll find yourself staring up at the stars at night and saying, "Wow!" You can climb the mountain to the north and look at the Imperial City, almost 2 hours of foot travel away. This is by far the best any game developer has utilized the capacities of the 360. The PC version is even better I'm told. Graphically though Oblivion has a few missteps. Third person view is unwieldy, and often gives you the feeling your character is floating on air. This is easily fixed by staying in 1st person view. This problem is minor though, and is incredibly nitpicky on my part. It doesn't detract from the overall wow factor of the game visually.

Customizing your character is probably where this game falls short. They should have mimicked EA's character creation, or at least 2k games who is a partner with Bethesda in this production. In all reality you always look the same because all the sliders affect the other sliders for appearance. There is a reason for this though you'll find at the end of the game, but still, it would be nice not to make myself look so butt ugly in the game.

Character Creation is where this game really shines. I know this is the reason many people will end up playing much more than 200 hours, mainly because they will have to beat the game with every character race, sex, and class. Each race has its upsides, and some are better than other for certain styles of play. Magic users will want Bretons or High elves. Hack

and Slashers will want Nords, Redguards or Orcs. Thieves will want Khajits or Wood Elves. Assassins will want thief types or Dark elves. No one will want to be Argonian. They are the weakest of the weak stat wise. The sexes are different, magic and stealth players will want females generally and fighters will want males. Certain missions are more easily completed by females, but as yet I've not found anything females can do that men can't like in Morrowind.



The Classes are a bit different. Each has its good points and bad. You seem to level up much faster as a fighter class than anything else. Magic users take some time to level up. You can create your own class as well, but remember; only your 7 major abilities allow you to level up and give more than a +1 modifier to your stat improvements. So, it is not wise to put all three abilities that govern one attribute as a major skill. You'll also want to check the plus modifiers each race bestows upon certain skills when making your choice. Overall though, the ability to have countless different options to play is appealing, and will be a large reason this game holds its lasting appeal and replay ability.

Interaction with NPC's is easy to do. Just walk up to them and use the activate button. It will seamlessly give you options to choose while you speak with them. Sometimes these characters don't want to speak with you unless they like you enough. The game gives you two solutions for fixing this problem (really three because your fame rating dictates this as well, but the other two options are more immediate), you can bribe them to an agreeable level, or play one of the mini-games and use your speech craft ability to force them to like you. This game requires a little thought as you have four options in a circle that can be manipulated to elicit a positive outcome. One of these options is the most favorable, or most positive, one is still positive, but not as much as the best option, one is negative, but not incredibly so, and one is extremely negative. Using a basic tic-tac-toe game operation, you must at some point choose all four of these options with a modifier....the problem you face in this is limiting your negative feedback

and maximizing your positive. This can be done by selecting the speech modifiers within the circle when they agree most with whatever outcome you are trying to achieve. It's not as simple as it sounds though, once you select an option, you can never use it again in the same term, and the modifiers appear randomly each time you attempt to play this game. With a little practice though, this game becomes easier though as your ability to do speech craft increases and the game allows you more options when conversing.

Of course you're thinking, "But how does my character fight? Is it the same as Morrowind?" No, it is altogether different. Instead of a die-roll engine the last edition used, this time you'll be able to control every aspect of fighting except the maximum amount of damage inflicted and your speed of attack which is dictated by strength and speed respectively. You can, as you advance in proficiency with your weapons, perform advanced moves such as disarming moves with a blade, paralyzing attacks with blade or blunt weapons which stun your enemies for a short while, and if you're quick enough, allow you to kill them off in short order. I've found these moves to be tough to pull off in first person mode, so when I decide to do one I switch to third person, perform the maneuver and switch back to first immediately after. It takes some getting used to, but it does make you feel as though you are more involved than the previous games. Just be sure to take the weapon you knock out of the opponents hand immediately so he doesn't pick it back up.

If you're not one for the whole fighting thing, and can't get used to it, no fear, magic users and archers are much easier to control, and in my opinion in the later stages of the game, much more powerful. The same spells in the previous games appear in this game as well, and it's quite obvious what you must do to use them. You still have to aim things like fireballs though because you can miss with them, but after awhile you'll get so good that you rarely miss. The same goes with archers, you must aim well with them, but as you progress in proficiency with that weapon, you'll find it no problem to drop an enemy in anywhere between one to fifteen shots depending on the enemy's life total. Just stay away from the bigger guys, and shoot them up close they'll kill you no problem.

Enemies learn as you learn too. As you level up so will they. The exception to this rule being that of animal enemies such as rats, wolves and bears....beware the bears. Everyone else in this game levels up so, like in Morrowind, you don't feel as though you're breezing through missions and the challenge remains. So, you should level up to your maximum

ability. This means waiting to level up until you have maxed out your level up ability to five in at least one category. Otherwise you'll just be falling behind future enemies in future encounters.

Quests are a bit different in Oblivion than its predecessor. In Morrowind there were many caves/dungeons/areas that were related to nothing in the game. They were merely there for you to find and do as you see fit. Oblivion has those as well but not as many because most everything is linked in some way to a quest. The quests themselves are sometimes level related. The Daedric quests are a good example of level restricted questing. You can not complete certain Daedric quests unless you have leveled up enough to either be allowed to even start them, or leveled up enough to fight the creatures these quests ask you to find. While this may frustrate some people, it is an incentive to go gallivanting across the map killing deer, hogs, and bears to up your skill level enough to level up your character.

Speaking of traveling across the map, Oblivion has the ability to "fast travel" from one location to another. This ability is limited to major cities or locations you have already visited. This makes the game go much faster than any of the other Elder Scroll games and has its pluses as well as minuses. On the positive side, people who are solely quest driven will have the ability to just do whatever suits them whenever they feel like it, which is good. In Morrowind it did get a bit tedious covering the same amount of ground over and over again just to do something as mundane as buying health potions for a favorable price. Oblivion makes this easy. On a negative note, fast travel eliminates the ability to explore as much as you would have in the past. People who want to explore will still be able to, it's just harder to know where you have been and where you haven't now.

Maps or map usage isn't the same as it was in Morrowind either. Morrowind's "black out" type of map was something I enjoyed. This let me know where I had been by unblocking that area. Oblivion doesn't even allow me to view the whole map of the province which I don't like. Instead I have to move my cursor around to see where I want to go and the cursor moves slowly and always seem to be where I don't need it at first. On close up views of specific areas my map doesn't contrast where I have been very well. The color of roads on maps is very similar to the color of areas I haven't traveled to yet. For an older fogey like me who has bad eyes this isn't very user friendly.

Barring a few differences factions are similar to Morrowind. The four major factions are still there: Mages, Fighters, Thieves and Dark Brotherhood (assassins). Missing are the various "house" factions Morrowind employed. Bethesda made up for this by giving out tons of side quests that have no relation to main game objectives or faction quests, but it just isn't the same in this author's opinion.

There are many new abilities in Oblivion. Players can buy houses, invest in shops, and ride horses. For the adventurous player they can find the only unicorn in the game and ride it, or kill it and harvest its horn if you so desire. If you kill the unicorn you can tell your daughter you killed it and watch her eyes well up with tears (you sadist).

If there is one main fault for Oblivion, it is in the load times. Going through doors into new areas can take upwards of one minute sometimes if it is the first time you've visited the area. Each subsequent visit is usually around 20 seconds or so. Running around outdoors you'll sometime see the frame rate drop and get a loading message while you freeze in place for 5 seconds. Dungeons and caves don't have these problems because there is less to process for the Xbox 360. Occasionally you will have the game freeze up on you and will be forced to restart your Xbox 360. This is not a problem with your console, it should be fine, it's just that Oblivion is such a huge game it will have that effect from time to time. Morrowind had similar problems on the original Xbox and no one should be surprised Oblivion would be any different.

Overall Oblivion is a must have for RPG fans who happen to own the 360 console or PC. The game play is top notch for RPG's; the environment is huge so you'll get your money's worth in that department.



Graphics are visually stunning. You will, and I mean you will, have your O face on when you get outside, day or night.

The rag doll physics are such that dead things float and roll down hills realistically. Menus are generally easy to read and figure out. There are mini-games like the personality game mentioned before and the security game when you use lock picks, which if that frustrates you, you can auto pick them and however many lock picks you will lose is dependant upon your current skill level. The soundtrack is good and sound effects are in synch with game play which is well done. The voice acting is superb with Jean Luc Picard as the Emperor and the writing is at times laugh out loud funny. My over all ratings are as follows on a 1-10 scale:



Graphics - 10 Really something to behold and the games main selling point

Customization - 7 Leaves a lot to be desired, but you really only notice it when you're creating your character's face the ability to choose class and sex is what keeps this afloat in my opinion.

Gameplay Controls - 8.5 Clunky at first and has a bit of a learning curve, but if you stick with it then it become intuitive.

Writing and NPC dialogue - 10 Funny at the right time and melodramatic when it needs to be as such.

Soundtrack - 8 Is good at first, but doesn't change with your character's mood and sometimes changes to eerie tracks when you're chatting up people in a garden... in the daytime. Can also grate on your nerves if you've heard it enough, or eventually becomes elevator music and you never notice it.

Overall - 9 to 9.5 It has revolutionary graphics and a new method to fighting, but is essentially the same game Bethesda's been putting out since the first installment of the Elder Scrolls. If you loved them, there's no reason for you to read this review, you'll love Oblivion. If you hated them, the same goes, you'll hate it. Overall the load times are distracting, especially outside, but not so much to make me want to stop playing.



This game does not rate a 10 because it does not have lasting appeal like Halo 2. People have been playing Halo 2 for 18 months now; I played Morrowind for 3 or 4 months until I tired of it. I'm guessing the same will be true for Oblivion unless Bethesda has some great new downloadable content on the live marketplace.

FETAL

Final Fantasy II is notable for being one of the first story-intensive RPGs released for a console system, and for being the first game in the series to feature many elements that would later become staples of the franchise, including Chocobos and a character by the name of Cid. – Wikipedia.org

6th Generation of console gaming: Platforms of the sixth generation are the Sega Dreamcast, Nintendo GameCube, Sony PlayStation 2, and Microsoft Xbox. – Wikipedia.org

Although the Dreamcast had a relatively successful release, it failed to gather a foothold in the market against the Sony PlayStation, the Nintendo 64. The PlayStation 2 would then dominate the market until Microsoft and Nintendo entered the sixth generation of video game consoles. – Wikipedia.org

Mobile Gaming on the go

The Audiovox CDM8940 is a solid third generation (3G) "clamshell" style phone that offers a lot for its price. The phone retails at \$320, but you can find it cheaper with rebates and with service plans.

The phone itself features everything you would expect in a cell phone such as speakerphone, ample storage space for file with 65MB of internal shared memory, plus a slot for a mini SD memory card and has a capacity for up to 300 numbers. There is no Bluetooth and infrared connectivity, so if you want to go wireless you are out of luck. Another bad thing about this phone is there is no analog roaming.

The phone features a camera that takes both pictures and video clips. At 1.3 megapixels the quality isn't great, but it gets the job done. Unfortunately the phone-to-PC photo and video is disabled, so you have to e-mail your pictures if you want to store them somewhere other than your phone. Stupid. One small but nice feature of the phone is the sliding lens cover.

Another great feature of the phone is its media player that is only limited by the size of the mini SD memory card you have. However, it is difficult to organize and select your MP3s. Also, the sound is very low.

I had a hard time hearing the music in busy areas.

Overall, it is a quality phone for its price if you can overlook the lack of analog roaming, lack of wireless support and the difficulty of managing media files.



Audiovox CDM8940 Specifications & Features

Feature	Availability
Weight	3.9 oz
Dimensions	3.56H x 1.62W x 0.92D inch-
Technology	CDMA
Games	games
Camera	camera
Color Mode	262,000
Display Type	TFT
Display Resolution	176 x 220
Downloadable Applica-	BREW
Phone book numbers	300
Predictive text input	T9
Custom Ringtones	may not be free
Memory	64 MB
Stand-by Time	200 hours
Talk Time	190
TTY enabled	yes
Voice note	yes
wap	yes
Speakerphone	yes
Music enabled	yes
SMS	yes
Video	yes
DATA	EV-DO
Battery	Lithium
Battery Power	Battery Type 1100 mAh
Calculator	yes
Picture messaging	yes



Mobile Gaming on the go

Civil War: Road to Gettysburg

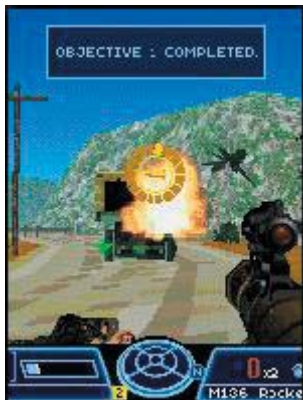
Civil War: Road to Gettysburg is a fun and simple turn-based strategy game that is well suited to anyone looking for a game that's entertaining and easy to play.

In Civil War: Road to Gettysburg, you can choose the side of Union or Confederacy in the American Civil War, and lead your army through a series of battles based on historical events.

To prepare for each battle, you can use your budget to purchase militia, cavalry, cannons, and other units as you deem necessary. Each character has different qualities such as range, power and maneuverability. In order to increase your budget and regain health, you can go after power-ups on the field.

The interface is user-friendly making for a pleasurable gaming experience. The graphics are not spectacular but suitable for the genre. History buffs will appreciate the historical accuracy of the game, too.

Overall, Civil War: Road to Gettysburg is a fun, simple game that is good for gamers who like strategy games but don't want to spend a lot of time with minute details.



Clancy's Ghost Recon: Jungle Storm for the Audiovox CDM8940

Tom Clancy's Ghost Recon: Jungle Storm is a First Person Shooting (FPS) where you lead your squad to fight terrorists and drug trafficking warlords and try to maintain peace and free hostages in a post-Castro Cuba. This game was a refreshing break from normal 2-D games on phones as it went with the series PC and console 3-D roots.

As with the PC and console versions of the game, you can pick your difficulty setting, Recruit, Veteran or Expert. As you lead your squad of Ghosts through four levels of various missions, each with varying degrees of difficulty, and terrain you must achieve specific goals and kill a lot of baddies in the process.

The graphics in Tom Clancy's Ghost Recon: Jungle Storm are impressive and it raises the bar for graphics on mobile phones not specifically designed for gaming.

However, on the downside, the controls are wonky. Even though you can customize the controls, it's still difficult to use the X and Y axis needed for a FPS. Using a phone keypad with the keys so close together often results in misdirected orders and other unintended actions.

While Tom Clancy's Ghost Recon: Jungle Storm definitely has some control issues, it is worth checking out to pwn some terrorists on your lunch break or while you are away from your console.



There is a reason Tetris is "most popular video game ever created," selling more than 60 million copies worldwide... it is simple and extremely addictive.

I remember the old Nintendo commercials when they would show people seeing Tetris everywhere they went after they played the game. This was no joke. Every time I play Tetris I see the shapes everywhere I go and even dream about it.

In case you have just arrived on this planet, this is a quick description of Tetris: Geometric shapes made of four squares (Tetraminos) fall into a well. The player controls these blocks as they fall. When the blocks are neatly arranged into a horizontal row, the row is removed from the well, and points are scored. You get more points more certain achievements, such as getting a "Tetris," four rows at once.

The version for the Audiovox CDM8940 is an almost exact port of the original which is great. In my opinion, the original Tetris was the most fun out of any of the versions, and remains one of the best games of all times, despite being a very simple game with simple graphics in a world of high-resolution videogames.

LIGER 1 17

SOON IN STORES

Title	Platform	Ships On
XBOX360		
2006 FIFA World Cup	xbox 360	04/24/2006
Battlefield 2: Modern Combat.....	xbox 360	04/11/2006
Dynasty Warriors 5: Empires.....	xbox 360	03/28/2006
Far Cry: Instincts Predator	xbox 360	03/28/2006
Final Fantasy XI	xbox 360	04/18/2006
LOTR: Battle for Middle Earth II.....	xbox 360	06/13/2006
Major League Baseball 2K6	xbox 360	04/24/2006
Moto GP 2006	xbox 360	05/01/2006
Rockstar Games Table Tennis	xbox 360	05/22/2006
Rumble Roses XX.....	xbox 360	03/28/2006
Test Drive Unlimited	xbox 360	06/20/2006
TimeShift.....	xbox 360	05/09/2006
Top Spin 2.....	xbox 360	04/03/2006
Tomb Raider	xbox 360	04/11/2006
X-Men: The Official Game	xbox 360	05/09/2006
XB360 Game Screen	xbox 360	05/18/2006
XBOX		
Classified: The Sentinel Crisis.....	xbox	04/11/2006
Commandos: Strike Force.....	xbox	04/04/2006
FIFA World Cup 2006	xbox	04/24/2006
King of Fighters: Neowave XB	xbox	04/11/2006
NBA Ballers: Phenom	xbox	04/05/2006
Major League Baseball 2K6	xbox	04/10/2006
Real World Golf Bundle.....	xbox	04/02/2006
Stacked with Bonus!	xbox	04/11/2006
Teen Titans.....	xbox	04/04/2006
Tomb Raider: Legend.....	xbox	04/11/2006
Madden NFL 07	Game Cube.....	08/01/2006
Major League Baseball 2K6	Game Cube.....	04/24/2006
Odama	Game Cube.....	04/10/2006
Rampage: Total Destruction.....	Game Cube.....	04/24/2006
Teen Titans.....	Game Cube.....	05/01/2006
The Legend of Zelda: Twilight Princess..	Game Cube.....	09/01/2006
Tom Clancy's Splinter Cell Double Agent	Game Cube.....	09/01/2006

SOON IN STORES

NINTENDO DS

Madden NFL Football 2007	Nintendo DS	08/01/2006
Super Mario Brothers	Nintendo DS	05/06/2006
Top Spin 2 DS.....	Nintendo DS	04/03/2006
Brain Age	Nintendo DS	04/16/2006
Big Brain Academy	Nintendo DS	04/16/2006
Lost Magic	Nintendo DS	04/18/2006

PLAYSTATION PORTABLE

Capcom Classics Remixed	PSP	03/22/2006
Final Fantasy: Advent Children UMD.....	PSP	04/24/2006
Field Commander.....	PSP	04/24/2006
Lemmings	PSP	05/01/2006
Madden NFL Football 2007	PSP	08/01/2006
Tomb Raider: Legend.....	PSP	04/11/2006
World Poker Tour.....	PSP	04/17/2006

PC

Atari Racing Collection	PC.....	04/18/2006
AUTO ASSAULT GAME CARD PC	PC.....	04/12/2006
Commandos Strike Force.....	PC.....	04/04/2006
FF XI: The Treasures of Aht Urhgan.....	PC.....	04/18/2006
Half-Life 2 Platinum Collection.....	PC.....	04/24/2006
Half-Life 2: Aftermath	PC.....	04/24/2006
Hearts of Iron II: Doomsday	PC.....	04/04/2006
Heroes of Might & Magic V	PC.....	04/03/2006
Keepsake	PC.....	04/18/2006
Mage Knight: Apocalypse	PC.....	04/04/2006
Origin of the Species: Project G.I.	PC.....	04/11/2006
Stacked with Bonus!	PC.....	04/11/2006
SWAT 4 Gold.....	PC.....	04/04/2006
Team Fortress 2	PC.....	04/15/2006
TC's Splinter Cell: Double Agent	PC.....	04/15/2006
Tomb Raider: Legend.....	PC.....	04/18/2006
World Soccer Winning Eleven 9	PC.....	04/04/2006

PLAYSTATION 2

Atelier Iris 2.....	PS2.....	04/25/2006
Black & White Creatures	PS2.....	05/01/2006
Commandos Strike Force.....	PS2.....	04/04/2006
FFXI: Treasures of Aht Urhgan	PS2.....	04/18/2006
Hitman: Blood Money	PS2.....	05/02/2006

SOON IN STORES

Title	Platform	Ships On
Jaws Unleashed with Bonus!.....	PS2.....	05/01/2006
Major League Baseball 2K6	PS2.....	04/10/2006
Metal Saga PS2	PS2.....	04/11/2006
MotoGP 4	PS2.....	04/04/2006
NBA Ballers: Phenom	PS2.....	04/05/2006
Stacked with Bonus!	PS2.....	04/11/2006
Teen Titans	PS2.....	04/04/2006
Tomb Raider: Legend.....	PS2.....	04/11/2006
Tourist Trophy	PS2.....	04/04/2006
Snocross 2: Featuring Blair Morgan.....	PS2.....	04/18/2006

GAMEBOY ADVANCED

Dragon Ball Advanced Adventure	GBA.....	04/03/2006
Juka and the Monophonic Menace	GBA.....	06/01/2006
The Wild	GBA.....	04/04/2006
TOP SPIN 2 GBA	GBA.....	04/03/2006

MACINTOSH

Black & White 2.....	Macintosh	Q3 of '06
Call of Duty 2.....	Macintosh	Q1 of '06
Civilization IV.....	Macintosh	TBA
Fable: The Lost Chapters.....	Macintosh	Q1 of '06
Heroes of Might & Magic V	Macintosh	TBA
Quake 4	Macintosh	March
The Sims 2: Nightlife	Macintosh	March
Unreal Tournament 2007	Macintosh	TBA
WoW: The Burning Crusade.....	Macintosh	TBA

Coming up next month

INDEPENDANT GAME MAKERS

Workin with less sometimes for more...

Firmware installs for the LinkSys WRT54GS and better gaming

The Legend of "The Legend of Zelda"

Review: Galactic Civilizations II

StarDock and Independent Gaming, why sometimes being Indy is cool...

Gaming news, editorials, and more!

2012 PRINT CREDITS

2old2print Credits

Magazine Design:

Jean-Philippe "Lunatik" Lambert (Handle: Lunatikzx)

Chief Editor

Derrick Schommer (CodeMonkey)

MikeJames Illustation:

Kirk Manley (BATMANKM)

Website: www.studiokm.com (many more great illustrations)

Editors:

J Albert (DoodiRock)

James O'Dea (Fetal)

Jennifer Schommer (ChaosNation)

Aditonal "Press & Writers" comments:

Daniel Plouffe (DanLeCrique)

Website: www.oldmanmafia.com

Articles, Reviews, Interviews, and Content:

Brian Dowd (TaxiSquad27)

Derrick Schommer (CodeMonkey)

James O'Dea (Fetal)

Jarrod Miles (Jrod)

Jeff McCain (XS Smoke)

Jennifer Schommer (ChaosNation)

Kevin (TANK 2old2play)

Lee Heida (AGONIZING GAS)

Mark Grossarth (Liger117)

Mike Serpe (MikeJames)

Paul J Szczublewski (webmonkee) a.k.a Trupundit

Travis Box (tbox)

Special Thanks To:

Jason Lopez (SgtPezzer) for taking the time to answer our questions.

The designer's little comment

Hello boys and girls! This is my section for my little comment about this month magazine. This month was the first attempt at an online magazine issue and I am not satisfied with the overall magazine design. This is going to change with time.

This month I've been amazed with the kindness of the boys and girls at 2old2play.com. We can be proud of what we have done for Sgt. Pezzer and his company in Iraq. We did this out of the kindness of our own hearts and do not expect anything in return. I just hope that if I am ever in need then others will come to my aid as well.

By the way, I did the Xbox designs for the SgtPezzer donations (for those who would ask) not because I want to make a name for myself (it's more of a hobby and passion) but because I think that everyone must be supported when they go off to war regardless of public opinion on the war itself. I am proud of those that can do what I do not have the courage to do.

Mainly I had fun working on the magazine this month but I truly think that all the credit should go to **CODEMONKEY** for his amazing work.

So boys and girls until next mag, keep your stick on the ice