

# GAMING WORLD



## Letter From the Editor

This magazine is about video games. I chose this because I play them a lot. I play video games on the weekends. I like the "killing" games because they are awesome. There are more missions than then other games.

While making this magazine I enjoyed writing about the video games. I liked that other people wrote pages for me. I am proud of how my magazine finished.

During this project I struggled with typing, but Mrs. Koenecke helped me. I also struggled with meeting deadlines. Also not focusing was a struggle for me.

The Halo article is the one I liked the most. It was well written and had good pictures.

# Halo Reach



In Halo Reach the time of this was before the first Halo

but was one of the late games made. But basically in this game you are a new Spartan and is part of Noble Team and your job is to defeat the covenant and save Reach. Once the covenant first invaded Reach ONI basically the command of the UNSC(United Nations Space Command) order all the Spartans to go and fight and try to save Reach but since the Covenant had more forces they overran the Spartans and defeated them one by one. All Spartans were eliminated except for Spartan 117 John A.K.A Master Chief. They shipped Master Chief on the Pillar of Autumn before the covenant can stop them. Every Spartan fought till they were at their end of their energy they never gave up and they never ever thought they were going to lose. They tried as hard as they can for as long as they can. In the first mission of Halo Reach the UNSC sent Noble Team to investigate a death. That is when they figured out that the Covenant was on Reach. That is why they called for all the Spartans so they won't lose reach. Noble team had six members. Noble one was Carter the Leader. Noble two was Kat the second in command. Noble three was Jun the Sharpshooter. Noble four was Emile the Close Quarters Combat Specialist. Noble five was Jorge the Heavy Weapons Specialist. And you were Noble Six the Rookie. In Reach you go on missions you didn't see in Halo, Halo 2, Halo 3, and Halo 3 ODST. Halo Reach was the last Halo Bungie made. Bungie left the production and the rights to 343 Industries which made Halo 4. In this campaign you end up flying ships fighting in space driving warthogs and encountering the worst covenant vehicle of all you will not be happy to see it and it may also be the death of a Noble Team member. ONI is in trouble you go to their swordbase about 3 times in the campaign and you see

Dr. Halsey and rescue her. You may have to carry an A.I. and deliver it to the Pillar of Autumn and keep it safe or it can be the death of the UNSC. Spartans were invented and invested by Dr. Halsey. She started to make Spartans to first fight the insurrectionists not to fight the covenant but when the covenant came they prevailed and maybe they can save Reach. Halo Reach has a stunning campaign that all Halo fans will enjoy and can be a huge success for 343 and Bungie and hopefully give them ideas for Halo 4 and keep some stuff or get rid of them but lets hope they continue Halo.

By Elijah Gutierrez

## 2+ Column Short Story

**Halo's** population has all of a sudden risen through the roof cause of its great genre because the campaign is one of the most favorite game types, because it all has a huge story line of the chief because he is like the only Spartan left in the universe but in the most resent halo master chief finds a crashed ship and it has a lot of marines and other people on it training new Spartans.

Spartans are super soldiers that have shields that can recharge and they very strong.

So that there are new and more soldiers on the battlefield so that they can help hold back the covenant so that they don't eliminate every human on the ship otherwise there would be no other Spartans left at all.

But the whole storyline is except for three games that are not based off of master chiefs life of executing the covenant and also in halo 4 a new enemy is introduced and they are called the forerunners and they are a powerful enemy that can teleport around and have very deadly weapons that would disintegrate in to a whole bunch a evaporated cells and in the first halo the elites and every covenant hated the humans and it was a huge war between them and it went on forever until the third halo they became allies for a while so then they would take out the brutes and the other enemy's cause they were going to get rid of the elites for good then they teamed up and toke the brutes and the others and toke their rightful places back.

There is also another enemy called the flood they are basically zombies but they can take over ships and also control ships and take over other life forms and transform them in to flood that are like zombies but they can pick up weapons.

Flood is a major enemy and is also a major part of halo because otherwise there would be no other enemy besides the covenant.

**And then in halo 4 there is only forerunners and covenant. But otherwise I think that the halo series is really fun series and have a great campaign.**

**Zach Wahlfeld**

I have always loved sports both real and video game versions. My favorite sport game to play is Madden 25 on Xbox. I don't really care which team so I select the random mode. I end up versing the computer; however, if I had Xbox Live I would play choose to play my friends. I like team with great running backs because I run more than I pass. I love it when the computer lets me be the greats because Barry Sanders is the bomb!

Another game I really enjoy is Dogs Rights .and you are the dog and it is a lot of fun to play and another game i like is madden 13 it is like madden 25 but it is a lot of fun to play and it is awesome game to play.

The next big project from Bungie, the creators of Halo, is a "shared-world variety of solo, cooperative and competitive missions as guardians of the last city on Earth. Players can choose between three classes -- Titan, Hunter or Warlock -- and collect weapons and gear marks the first full year of new releases for video game consoles PlayStation 4 and Xbox One.

Although both devices will play host to several highly-anticipated titles, there's still some life in other platforms such as Nintendo's Wii U and even predecessors including the PS3 and Xbox OK.

So E3 2013 has just finished and it's been a good one for next gen consoles. Personally I think sonny one but I'm not here to start a console war. My Question is what is it with all these new games, they are all multiplayer focused or co-op and it's starting to annoy me. Souls, Max Payne 3 all will or already do have amazing story to them.

I think game publishers like Rock star Games, Naughty dog and quantic dreams or whatever their name is are a dying breed and so are gamers like me who just appreciate a good story in a game. Gt5 is one of the best games in the video game but at e3 2013 they all had the fancy as name social integration attached to them don't get me wrong games like the crew and the division looked good but seriously I spend enough time around real people

during the day so when I come home I don't want to be playing multiplayer with them when I get home at little multiplayer is alright but not all the time. does anyone know of any games that are coming to next gen consoles that are not multiplayer focused other than gta or watch dogs even though watch dogs has a strong enough multiplayer element to it

# Call of Duty: Ghosts

This is a story about two brothers named Hesh and Logan. They are 16 and 18 years old and living happy lives. A US satellite called Odin was attacked by the Federation of South America. Odin was filled with large kinetic rods. Odin exploded and got caught in the earth's atmosphere getting sucked in by earth's gravity. Odin came crashing down on the US. The devastation was possibly worse than nukes. The nation we loved was nearly destroyed. Within a blink the US became a weak country. The Federation attacked the US focusing their invasion in the south. The Federation captured civilians and executed them.

The US created a unit called *GHOST* to defend the US. Their main skill was stealth. Hesh and Logan wanted to defend their country and applied for *GHOST*. Also their father was an ex-marine and they wanted to follow in his footsteps.

The Federation had two major bases: one in Phoenix, Arizona and one in Montgomery, Alabama. The US wanted to block the roads and highways from Dodge City, Kansas to Edinburg, Texas. Blocking the roads would cause supplies to stop getting from base to base.

Their first mission was to clear out and take over Dodge City, Kansas. From Dodge City they took highway 50 to highway 35, putting a soldier every 20 yards. By the time they reached Oklahoma City they were running out of soldiers. They called in air support to deliver soldiers. They finally reached San Antonio where they found a mega base.

Thick steel walls with barb wire on top surrounded the entire base. They waited for a cargo shipment to arrive. The gates opened and the ghosts slipped in. The ghosts took over the base and found nukes. They threatened the Federation, to leave or be blown



	up. The Federation gave up and went home.
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Soldiers stand by their enemy, Ghosts haunt them.

**By Luke Petrasko**

**The Brothers in Arm's series of video games for the X-BOX platform really interested me and the story line drew me in.**

**There are three games in the series for X-box. Road to Hill 30, Earned in Blood, and Hell's Highway. The setting for the story line is Europe during World War II. It closely follows the paratroopers of the 101<sup>st</sup> Airborne Division during this extremely important and dangerous campaign of stopping the Nazi invasion and takeover of Europe.**

**The first game in the series, Road to Hill 30 opens with the paratroopers dropping into Normandy behind enemy lines. Being the first in the series, this is when the cast of characters are slowly introduced. This game is considered a first person shooter, and you start the game as character Sgt. Matt Baker. You must find your squad, which is scattered across the countryside after the mass parachute drop. After finding most of your squad while fighting Nazi's off in the process, you must lead your squad to its first mission.**

**The game play I think is really cool, because you get to command 3-man AI Squads throughout the battlefield. As you start to get to know the cast of characters, this is when you really start to get drawn into the very interesting storyline. There are many cut-scenes that help explain the goings on and help introduce the cast.**

**The final two games in the series follow the advancement of our "band of brothers" through Europe, kicking Nazi tail as they go. Even though you do lose some main characters in the first game,**

**Once you get into the second and third game in the series, you are really attached to these soldiers. It is kind of sad to see certain characters get killed off.**

**I really enjoyed this series. The only negative point I really have is the lack of save points. You could realistically spend an hour trying to get through a level and die and have to do it all over again. It did however provide many hours of game play for this middle age gamer. I'm certain my boys would have finished the games in half the time**

**That I did, but I don't let them play it. So in my mind I am awesome at this game, and no one is better! Ha ha!**

**Review by Erick Wahlfeld**

There are many types of video games out there. Lets start with some basic ones like Halo 4, Minecraft, Call of Duty Black ops 2, Call of Duty, MW3, Madden 25 and lots more. Lets tell you about what some of the games are about. First Halo 4: Halo 4 is about this guy who is a soldier in the future and there ship was attacked by the covenant. He wakes up from a deep sleep and the ship is going to crash into a planet filled with the covenant.

You have to fight through them and complete missions and go to checkpoints throughout the way. You have a hologram person named Cortana and she tells you which way to go. But further in the game she starts to break down and corrupt. Second Minecraft: Minecraft is a game made out of blocks. And you are a person named Steve. You have to make shelter and weapons and fight mobs. There is day and night. At night monsters come out and if they see you they will try to kill you and make you lose all your stuff. The types of mobs are zombies, skeletons, spiders, creepers, and endermen.

The types of animals are cows, pigs, sheep, and wolves. There are NPC's which are non playable characters. They live in villages spread across the world. Third Call of Duty Black ops 2: Its a game where you play as a navy seal and kill enemies and save hostages. There are three different ways to play one is campaign the second is multiplayer and third is zombies. Campaign is where you do missions and kill enemy forces.

You can shoot down enemy helicopters with missile launchers and can send bomb strikes and more. Multiplayer is where you can fight each other or you can have enemy bots and kill them. You can set a score and time limit. You have to play the campaign first to play multiplayer. Third is zombies. zombies is where you are in a map and zombies try to kill you.

you get points when you kill zombies. You can buy better weapons to fight off the zombies . There are rounds and every round gets harder as you go on. You can pack a punch your weapons which make them stronger and faster. there is a mystery box somewhere around the map. The mystery box gives you random weapons. But when you are waiting for the weapon zombies still can kill you. You can play with your friends and see how long you can survive.