

The Mag



Written and Edited by Claybaugh Publishers



All content has been approved by teachers for educational use in this magazine

Readers,

The first thing is thank you for buying my magazine; this magazine had a lot of time put into it. Next this magazine does not really meet my expectations; the things I expected were not even close to what I got. But the things I got were good and even better than good on sometimes. This magazine made me realize that some of the times you get what you get. This magazine has work done on it that I didn't think I would get but some of the things I got exceeded my expectations from the person in questions.

The another thing that I have learned when writing this magazine is that no matter how much you think that you know the truth is that someone different has different opinions and knowledge of their game. You might think you know a lot but then someone comes up and tells you something different. That little information that I got from someone can change your entire idea. The things that you learn in this magazine are something that if you ever play this game you can remember but you can learn things by yourself. This magazine no matter how much you read and analyze this text is nothing like the firsthand experience that you can get for yourself. This magazine is very helpful and very useful but this magazine might be good for you but the experience that you can get by playing by yourself is great.

However much I think I did this magazine for others to make their life easier to make them write about something that some of them are experts. But the real reason I did this was to spite my teachers. The people at school always try to not involve guns in their conversation but the truth is weapons are a part of life that is there it isn't really the most appropriate part but it is the part that is the

most dangerous. All parts of this magazine that you read about keep on talking about video games but the truth of the part that I present is a game but the part of the truth is that guns are real and not part of a game and all parts of this magazine that talk about killing I apologize for in advance.

Video games whether in them you kill are made for one purpose entertainment and the truth that is horrible is that in some of the games we kill for entertainment but the thing is that it involves some other things like certain strategies and certain ways to play. This magazine no matter what the title says is about one thing strategy not the gore and death.

My goals for this magazine were a way for people to involve not in school life in their work. What I think others did was not original and the work that they made for these topics weren't done as nicely as I expected. I felt that the goals I had set were diminished, but I kept on getting more and more articles and some of them were better than I thought they were.

The struggles I experienced in this project were not getting everything done. This week I had gotten more articles than any of the other weeks combined. All of the time I thought my work was done it wasn't. Everything up to that point was nothing all of the real work was yet to come. I spent all of my time in class organizing and I had gotten almost everything done.

Everyone that I had written for was really impressed with my work. The only thing I was really impressed with was how much I got done in a week. People writing for my magazine got more done than I had thought. The one thing I was really impressed that I had thought was outstanding was the ads for my mag. everyone

that did an ad most of them did it not before but after they had everything done and they did it very well. They didn't have to do that for me and do you know what I thought it was some of the best parts of my magazine.

This magazine might not be great to read but it is certainly be good to read if you liked video games. This magazine has more stories to it than it implies all of the articles in this magazine were done fine and well.

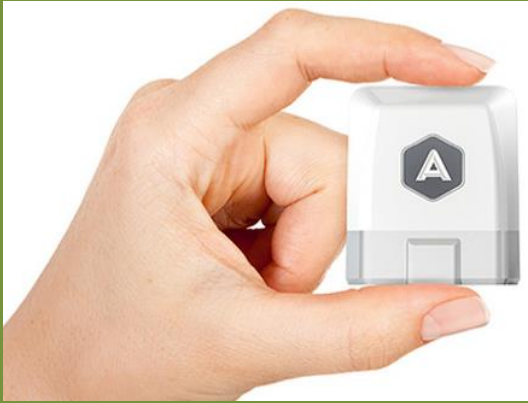
Sincerely,

Payton Claybaugh: The Editor



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Call of Duty Black Ops 2:

Call of Duty: Black Ops II is a 2012 first-person shooter video game, which involves strategy and teamwork. I would recommend this game to anybody who likes first shooters and strategy. The game released at 16,000 stores across the world at midnight of November 13, 2012. Within 24 hours of going on sale, the game had sold over \$500 million. worth of games. It had remained the largest gaming release of all time until September 2013, when announced that Grand Theft Auto V had sold \$800 million on its first day of selling.



Improvements

Some improvements that I think that Call of duty could create for this game is more weapons, better graphics, more guns to pack a punch in zombies, and faster game start up time. Also I think that they could include the game type infected into Black ops 2 because it is incorporated in MW3 and Ghosts. Another improvement that would possibly make the game better is less lag and faster fps.

Disadvantages

Although there are only a few disadvantages to this game a pretty big disadvantage is that the game is pretty realistic but it could have quite a bit more graphics applied to the guns, buildings, and the players/ bots. Another disadvantage to this game is that you have to pay approximately \$15.00 per DLC map pack, which there are four of. (Vengeance, Apocalypse, Revolution, and Uprising) Otherwise that is about the only two big disadvantages for this game.

Strategy

Almost everybody has a different strategy to beating their opponents. But one of my personal favorites is called the Flanks which

involves two to three people if you are playing search and destroy and there are only one or two people left for the round one person shoots so that the people on the opposite team go for the person that is shooting and when the opponents gets to the person shooting the other people that are on the same team as the guy who is shooting they are hiding near the guy shooting they jump out of their hiding spot and shoot the other team and win.

Favorite Guns

Almost everyone has a favorite gun. One of my favorite guns is the MSMC. The Msmc is a small machine gun which is a running around gun made for a quickdraw in and has a fast rate of fire.

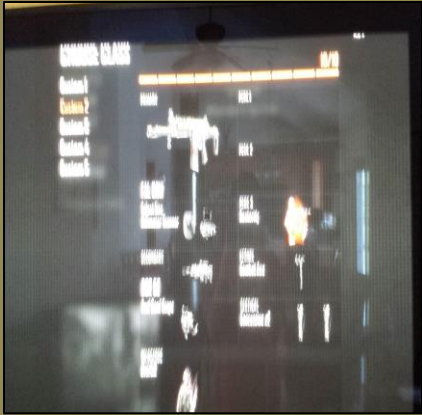
Zombies

The game mode Zombies is also included in Black ops 2. The game is basically killing zombies to get money, and with that money you can buy different weapons and doors to get into other places. You can also find parts laying on the ground or on a table but if you find enough parts you can build different machines, shields, etc.

Overall

Overall this game is a pretty fun very popular game for the gamers out there who enjoy first-shooters and strategy. It has its ups and downs but overall it is a pretty fun game.

My advice for your playing in BO2 my favorite thing to do is multiplayer and



for

multiplayer I feel the best combo is the FAL with Select Fire, FMJ, MMS Scope and a DSR-50 with Ballistics CPU and Fast Mag.

That combo works best on Hijacked because you can go up to

the bedroom or the control room

and snipe or as your running

from where you spawn you can

either see a gazebo or a hot

tub and often times there will

be people

coming through there you can check with your mms scope and if they're in there you

can shoot right through but if there is no one in there my next favorite thing to do is to lay

down on the couch in the gazebo and it



actually works if you're still people will run right past you cause you either look like a dead body or a pillow.

My next piece of advice is to play with friends especially when you're sniping you can be sniping while your friend is watching the entrance trust me it really helps and you will get roughly the same amount of kills. When you play with friends another thing I like to do is go capture an objective and then have your friend watch you while you capture it.

Another thing I like to do with my friends is play game modes where six people are on a team and you have six friends in the lobby and then you can have a team to yourself. When you have a group of friends something you can do is capture a building and then have a few of them stay in a few different entrances so that what you can do is if someone dies then someone else replaces them.

My favorite time with my friends is when they were all in one house and I scared everyone by blowing up my C4 and then they all screamed so they all threw out their equipment out the door. Sadly the explosions and stun grenades alerted the opponents; a little later we all got killed.

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Call of Duty Now and Then

Call of Duty, a game that has been with us since 2003 and has made its way into 2014. The game that started it all is the first Call of Duty titled: "Call of Duty". It is a World War 2 first person shooter that has you playing as a USA Soldier that first starts in Northern France the night before D-day. The game comes with multiplayer mode that includes Team Deathmatch, Search and Destroy, Retrieval and more. Not much difference with Call of Duty 2 and 3 just that the graphics are better but when Call of Duty 4: Modern Warfare was released; it sold over 7 Million Copies worldwide and stated the third bestselling game in 2007.

Developed by Infinity Ward it got almost as high ratings as Halo 3. Since the first 3 Call of Duty games were rated T, Call of Duty 4's graphics skyrocketed past Call of Duty 3's graphics with tougher campaigns and modern weapons, Call of Duty 4's rating on ESRB is M for More intense violence, Elevated blood and gore, and excessive swearing. Moving on to Call of Duty: (5) World at War. This game is set in World War Two but this time it has a much darker feel to it with more suffering soldiers more blood, gore and violence.

Developed by Treyarch they added a new mode to the game that would change Call of Duty forever, Zombies. When zombies were first introduced to Call of Duty it instantly became a worldwide buzz. With only 3 maps, they had you killing hundreds to thousands of Nazi Zombies wave after wave after wave. The waves are counted by rounds each time getting increasingly harder. World at War introduced DLC (Downloadable Content) into Call of Duty where you can download new maps and possibly weapons. Moving on to Call of Duty: Modern Warfare 2. This was another worldwide bestseller selling 4.7 million copies it was the biggest entertainment launch in history.

Developed by Infinity Ward this was another global buzz it even was placed in the Guinness book of world record for bestselling game with better graphics, better campaign, better everything. This Call of Duty was one of the most action packed games of 2009. Moving on to Call of Duty: Black Ops and Black Ops 2. These games were both developed by Treyarch and had similar marketing as Modern Warfare 2. These games brought back Zombies. Black ops takes place in the 1960's during the Cold War as for Black Ops 2 takes place in 2025 with campaigns that go back to the 1980's. Black Ops was released in 2010 as Black Ops 2 was released in 2012. Moving on to Call of Duty: MW3 (Modern Warfare 3).

Developed by Infinity Ward and released in 2011 this was ANOTHER bestseller selling 6.5 million copies with 1.5 million queued at midnight it was the largest retail release in history. It was high in reviews however quite a few gamers found it disappointing due likely to a main character dying in-game.

Now the most recent and next generation game from Infinity Ward, released in 2013 is Call of Duty: Ghosts. It exceeded 1 Billion dollars of copies were sent to retailers sales weren't as high due to the eighth generation transition. With a new side leaning feature and tactical slide and a new game mode Extinction where you fight aliens to achieve an objective. This is a next generation of Call of Duty. Plus it is available for the next generation consoles: PS4 and Xbox One.

Call of Duty: Black Ops

My first experience with the Call of Duty franchise was playing Call of Duty: Black Ops. My cousin had just got it as a Christmas present for his Play Station 3. The first time I played I didn't even know how to move and shoot, because he didn't tell me anything. The second round I knew the controls, but I didn't do any better, even though the other team was a bunch of bots. I never really got the hang of Black Ops because I left the next day. Every time I visited him, I would play first thing when I got there.

This past Christmas, I got an Xbox 360. One of the games that I got for it was Call of Duty: Black Ops 2. I played the Campaign first; I really liked the future missions with Section. I also liked how Woods told the backstory.

After I played the Campaign for a while I started to play the Multiplayer mode. When you first start at Rank 1, the only classes that you can use are the premade ones. Once you get to Rank 4, the Create a Class area unlocks on the pregame Lobby Menu. The higher Rank that you are, more weapons are unlocked and so are score streaks and callings cards and emblem logos. Once you get to Rank 55 or Commander, you can either stay Rank 55 or start over, better known as prestiging.

When everything is reset, you start at square one. But a really cool part



you prestige, reset. You know about it is

everyone will know that you prestiged because the logo next to your rank is different than the regular rank logos.

In Campaign mode, there are missions called "Strike Missions" that can help with the ending of the story. A summed up version of the story is, Woods tells David and Harper about his missions while he was in service. After Woods is done telling his stories, Section and JSOC head to Myanmar to investigate some recent activity in the area. They find out about a Celerium device capable to hack any computer network. They also hear about "Karma" on the Cayman Islands. Section later infiltrates the islands and figure out that "Karma" is a person, her name is Chloe Lynch, the head of the Celerium device project. Menendez had sent mercenaries to capture her to ensure that there were no leaks about the attacks. In the final mission, Section leads an attack on Menendez's base. You can either kill or capture him.

There is also a Zombies mode in the game. The way it works is waves of zombies try to kill you. One wave is one round. As the number of rounds completed goes up, the zombies become harder to kill and more come out. So that forces the player to either buy power ups, new areas or better weapons with the points they acquire for killing zombies and repairing barricades. There are a bunch of maps that you are able to play in Zombies mode; one of the maps is Nuketown 2025 Zombies. Nuketown 2025 is a Multiplayer map.

Call Of Duty



The last of us

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GHOSTS

Ghosts will also have 4 DLC's released and all of the Ghosts Maps will be Xbox 360 and Xbox One exclusives for one month. Here are all the Black Ops 2 multiplayer maps for the Xbox 360, PlayStation 3, Wii U and PC versions. A total of 4 DLC map packs were released throughout 2013 and each of them was an Xbox 360 exclusive for 30 days, just like the previous Call of Duty DLCs. Here are some of the Apocalypse maps.

TAKEOFF

Though marooned in the middle of the Pacific Ocean, this remote launch site is all about the close-quarters combat, combining tight corners with open spaces for combat encounters reminiscent of the multiplayer map "Stadium" from Call of Duty®: Black Ops "First Strike."

DIG

Two archeological dig sites in Afghanistan have unearthed the perfect playground for combatants eager for hectic, unceasing battle, as this re-imagining of the fan-favorite Call of Duty®: World at War map "Courtyard" delivers two major chokepoints, a wide open layout, and raised platforms.

POD

A failed utopian community from the 70's has left stacks of dilapidated residential pods nestled into an abandoned cliff side. Its residents long gone, the modernist compound now hosts frenetic combat as

players must run atop the pods and navigate their multi-tiered interiors for a strategic edge.

ORIGINS

Trey Arch's deepest and most imaginative Zombies experience yet transports players to a Dieselpunk-Themed First World War, where they will encounter the return of the four original characters from the very first Zombies map! Armed with an arsenal that includes Wonder Weapons that harness supernatural powers, a diesel-drone and Mark IV tank, as well a new perk machine and power-ups, our heroes will be challenged to fend off an infestation of undead that has overrun the war-ravaged French countryside, as well as the ruins of a mysterious and ancient location.

THE OTHER DLC'S

There are other DLC map packs the maps include Revolution, Uprising, and Vengeance. These map pack include a zombies map and also some multiplayer maps. The Revolution map includes something that is not common it comes with a multiplayer gun this gun is a smg with rifle range.

ONE THING THAT IS DIFFERENT

One thing that is different is that in BO2 most of the players have their own customized emblem. The emblems are funny and sometimes even works of art. These emblems sometimes even mark what clan you are in.

I am going to tell you a few stories about some of the times I was playing Call of Duty Black Ops 2 with my friends.

Me and my friends had decided to play zombies for a little while. We could only play on town because one person did not have DLC's and Town was better than the other maps. On town there are two mystery box locations. One in the Bar and one in the corner of the map. In town there are 3 doors that you can buy, there is the door to the bank, the door to the bar, and the door to the Top floor. There are different perks that you can get, Juggernaut which makes you tougher and able to survive more damage, Tombstone which if you die you get to keep your guns and your perks, Stamina up which makes you run faster and longer, Speed Cola which enables you to reload and change between weapons faster, Double Tap which for fully auto guns it makes you shoot faster and for semi auto guns it makes you shoot 2 bullets and for sniper rifles and shotguns it makes you shoot more bullets, and the last perk is quick revive which when you go down it lets you go back up. The perks were placed in different locations Juggernaut was placed in the Building, Tombstone was close to the second box location, Stamina up was by the entrance to the bar, Speed cola was in the Bank, Double Tap is right next to the second box location, and quick revive is right next to the box in the Bar.

We were playing for a few rounds and three of us had the ray gun the best gun in the game, two of us had the hammer the second best gun in zombies, and 1 of us had the rpd the third best gun in zombies. We pack a punch our guns and buy perks then the challenge comes. When you play zombies you play rounds each round zombies get stronger and more come. You get points or money to buy doors and get perks. Most of the perks range from 2,000 to 3,000 and the doors cost 750 to 1,000. If you have 5,000 you can pack a punch to upgrade

your gun. Me and the other best kid that was playing had 2 packed a punch guns and all of our perks. The other two had just gotten their ray guns and were surviving off of that. Most of the time I was just shooting zombies from the roof and making sure no zombies snuck up behind me. Sometimes I went down and sometimes my friends revived me. I ended up after that game with 583 kills 3 downs and 6 revives. Everyone else had more than 200 kills below me. I had a good time and they had a good time so really it didn't matter but after that I still had bragging rights.

Another time me and my friends played multiplayer together. We all played in one lobby you can have 6 people on a team maybe 7 depending how the game goes on. So we took up pretty much our entire team. We started playing and eventually we got bored and we just started screwing around. One of us just started killing himself and he killed himself 100 times in one match. One of us actually tried and went 15-11 the other two including me just started shooting random things with our rocket launchers.

The next game we decided to try and we all went about 15-7 and we had more than 80% of the required kills for our team to win. So that is the stories that I am sharing right now. It is the beginning of the tales of the N00b, the fun guys, and the cousin.



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