Stripes GAMER®
IT'S HOW THE MILITARY PLAYS

BIOSHOCK INFINITE

INFINITE LOOP

Irrational Games goes big or goes home with the remarkably ambitious "BioShock Infinite"

The spiritual successor to the highly acclaimed 2007 hit "BioShock," "BioShock Infinite" takes players to 1912 Columbia, a city suspended in the air by giant blimps and hot-air balloons. The city has split into two factions: On the right are The Founders, who transformed Columbia from a symbol of American values to a xenophobic wasteland. On the left is the Vox Populi, a once-peaceful minority that has become a brutal, violent militia.

Playing as former Pinkerton agent Booker DeWitt, you're asked to deal with this raging civil war. It's a far cry from the underwater, Ayn Rand-inspired libertarian dystopia of the original, and one that's also entirely unique in video games.

Of course, the "air city" comes with its own unique brand of gameplay. The many Sky-Lines of "Infinite" can be used by Booker, his enemies, and even the long-imprisoned Elizabeth. Once you grab hold of one, a small circle indicates your landing spot, on either the ground or another Sky-Line. As you ride, you're able to fire weapons at other enemies (on Sky-Lines or otherwise), use Elizabeth's special time-shifting powers to bring them down entirely, and more.

As a mode of transportation it's convenient, but as a combat mechanic it's nothing short of spectacular, allowing the player to flank opponents, reach higher points in the environment and stage fantastic escapes.

"It's a much bigger game in every way imaginable," says Ken Levine, creative director and co-founder of Irrational Games. "['BioShock' titles] have very intimate spaces, but [now] we also have these huge spaces that we can zip through on these Sky-Lines about 80 miles an hour. And that's really daunting, because we're expanding the kind of things we can do in the game to a huge degree."

In addition to this amplified scale, "Infinite" is also, in many ways, a more human experience than its progenitor. For one thing, your relationship with the aforementioned Elizabeth is in many ways the center of the experience; once you help free her from incarceration, she's frequently at your side. And unlike your character in the original "BioShock," Booker DeWitt actually speaks.

"I really think your interactions with Elizabeth are like nothing else you've seen in any other game, in terms of how believable she's going to feel," says Levine. "I think it's a really unique game that doesn't really fit clearly into a category. It's definitely a shooter, but it's got its own unique feel. I think the same is true for the first game—we just sort of expanded the palette."

Achieving characters with enough emotional weight to pull the story along brought its own set of technical challenges.

"Booker and Elizabeth speak with each other, interact with each other in a way that it's very hard to predict exactly how it's going to happen," says Levine. "What if the player starts shooting here? What if the player does this? What if the player does that? We have to be incredibly flexible." As such, Levine has spent an enormous amount of time working with the voice actors to bring things to life. "I write a script and I do a billion types of takes," says Levine. "Well, what if she's across the room versus right up in your ear? That can happen in the game, because we don't know what the player is going to do. We record multiple versions of lines for a motion, for distance, all that stuff."

The same is true for the characters' bodies. Using procedural animation achieves more dynamic, varied ways of interacting with the world around them than the more traditional motion capture can produce. In essence, the machine figures out where the characters are in relation to one another and what they are doing, and then chooses the appropriate vocal response and animation from a huge database of possibilities.

"When she's across the room, [it's] just not upping the volume of her line," says Levine. "That doesn't actually work. People don't just get louder; they change the tone of their voice. We have to do all of that dynamically."

Though on a much larger scale, the combat in "Infinite" also feels consistent with that of the original "BioShock". Expect plenty of dual-wielding: weapons in one hand and powers in the other. Exactly *how* the player chooses to wield these powers, however, not to mention how to gauge the reactions of Columbia's many inhabitants, is far less predictable this time around.

"The second you saw a slicer in 'BioShock,' they'd attack you right away," says Levine of the original "BioShock."

"The Big Daddy and Little Sister were the only characters in the world that didn't do that, and they engendered a lot of interest in the game because you observed them in their native state." Extending that role to everybody in "Infinite" was a huge challenge for the Irrational team.

"Maybe it's hard to set them off," says Levine. "Maybe some guy has his lunch on the table, and you touch that lunch and that's gonna set him off. Maybe he's just kinda crazy. It's much more of that Wild West feeling: You come to a space and you don't know what people are gonna do."

Set against Columbia's civil war between The Founders and the Vox Populi, "Infinite" concerns itself with an important moment in a skewed but still relevant rendi-

Continues on next page ▶

tion of American history. Watching as civil unrest has come to the forefront of American politics with the Tea Party and Occupy Wall Street, it's impossible not to make the connection. But the source of inspiration is not as direct as one might expect.

"We're not a 'ripped from the headlines' company," says Levine. "That's a real fast way to make your stuff irrelevant. However, what's interesting about Occupy Wall Street is that [it's] what we were thinking about these issues two years ago and talked about these issues two years ago—not because we saw the future, but because we're students of history.

"And if you're a student of history, you know that what's happening with Occupy Wall Street is not entirely a new phenomenon," continues Levine.

"You look at the rise of international labor movements, the Teddy Roosevelts. Teddy Roosevelt was quite progressive also in a lot of ways, [but] he was something akin to being a conservative. He didn't really fit into that natural definition, but he definitely saw those impulses abroad 100 years ago, just as there were the same impulses in the world 50 years ago, during the 1960s. These sorts of conflicting viewpoints are starting to tear our country apart. And so we were very much inspired by those things—and frankly not terribly surprised, given the economic environment, that we're seeing similar tensions. Generally those things don't happen when everybody's got their 401K—people are less likely to be out in the streets either protesting on the right or the left."

The attempt is to make something classic, a game that stands the test of time.

"I think to some degree if we were trying to make a game about a modern-day event, it would date us much more than setting it in a historical period, because you're already dated to start with," says Levine. "That's why we won't do 'ripped from the headlines.' I'm not here to beat a political drum—I have no interest in that. It's not because I don't have my own political viewpoints; we'd just rather ask questions than answer them."

Indeed, this same ideology intersects with the Irrational team's approach to making and selling video games.

"In this day and age, in this part of the economic cycle, $60 is a lot of money for everybody right now," says Levine. "We really feel a responsibility to give something to people, [that] *not* only can they not get from any other game, but any other entertainment. So we take that responsibility very seriously."

And based on the spectacular demos we've seen of "BioShock Infinite" thus far, they appear to be making good on that promise.

_Evan Shamoon
for Stripes GAMER

THE SPACE IN THE MIDDLE

Given the recent deluge of high-quality video game releases, we asked Irrational Games' Ken Levine where he sees "BioShock Infinite" sitting on the spectrum.

"I was playing 'Skyrim' the other night, and it's just this overwhelming work of genius, with this incredible scale. The world is just so huge, and there are so many little nooks and crannies you can go to. And then you have 'Call of Duty' on the other hand, that's very much about these giant set-pieces, which they do incredibly well also.

"I think we're really in this very interesting space in the middle, where you have a game where you have a lot of control over your character, and lots of exploration, but you also have a level of presentation, of really interesting narrative moments that are presented in a very high-gloss fashion."

Stripes GAMER

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[PICK ONE!]

( ) Role-playing game
( ) First-person shooter
( ) Third-person action adventure
( ) Party game
( ) Racing game
( ) Platformer
( ) Handheld (oops – we mean "Portable")

Second, tell us why it resembled that type of game and what character you played:

[YOUR ENTRY WILL NOT BE ELIGIBLE FOR A PRIZE IF YOU LEAVE THIS BLANK!]

EXAMPLES:

First: Platformer
Second: Last year was a total platformer. I chased after my new girl like I was Super Mario and she was Princess Peach. We're ready to set a wedding date as soon as I get back from Afghanistan.

First: Role-playing game
Second: 2011 was pure RPG. Most nights I dreamed I was sent to Afghanistan and had to level up every 2 weeks. And every morning I would wake up in Kandahar!

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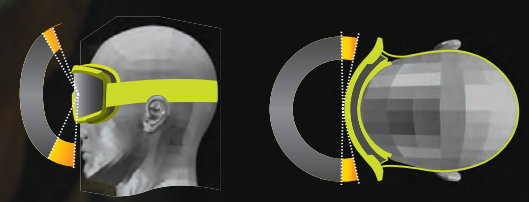

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Unless otherwise indicated, all content is written by Stripes GAMER staff with additional material provided by Stripes GAMER readers.

OUR NEXT ISSUE WILL BE A KNOCKOUT

A SPECIAL ISSUE IS SLATED FOR FEBRUARY 6, 2012 FOR ALL YOU SPORTS FANS:

Stripes MMA

Instead of the usual Stripes GAMER fare (video game previews, reviews by gamers in the military, etc.), this time we bring you the best of MMA from none other than Donovan Craig, the man behind the ground breaking MMA publication *FIGHT!* magazine.

Stars and Stripes has teamed up with Craig and an all-star team of contributors to bring his passion for mixed martial arts to the center arena for our readers.

Typically messier than video fight games (or even shooters), MMA has emerged to dominate the fight scene in the military arena. Find out who's winning — and who to watch for on the "up and coming" list and even learn some of the training secrets of the world's best fighters.

Circle the date on your calendars! Make sure you get your Feb. 6 edition of Stars and Stripes, either in print or online at stripes.com Digital Editions — this is an issue you will not want to miss.

We don't want any fights breaking out over the last copy!

Stuff your gamer's stocking with one of these promising titles

By Brian Bowers
Stars and Stripes

Video game developers know that Americans – at least the men among them – love to find a good game in their Christmas stockings. That's why they hold most of their best releases for this time of year.

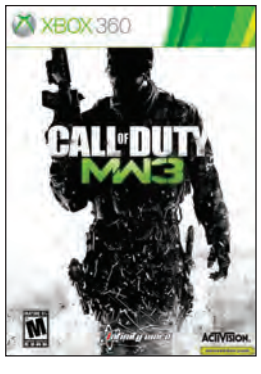
The problem is that the flood of good titles hitting the stores makes it difficult to determine which are the best bets for gifts. Here's a quick list of some of the most promising titles. Perhaps it can help you choose the right game for the gamer in your life.

Assassin's Creed: Revelations — Ezio moves from Rome to Istanbul, Turkey. Expect to climb famous buildings, back-stab countless foes and learn more about the mysteries surrounding the battle between Ezio's Assassins and the evil Templars. From Ubisoft.

Online: http://assassinscreed.ubi.com/revelations/

Batman: Arkham City — The Caped Crusader takes on a slew of supervillains and their henchmen in a criminal enclave carved out of the heart of Gotham City. You get a chance to pull off some new acrobatic moves and to bash a few heads as Cat Woman. It's an excellent follow-up to "Batman: Arkham Asylum." From Warner Bros.

Online: http://community.batmanarkhamcity.com



Call of Duty: Modern Warfare 3 — "COD" is always considered the shooter to beat. Although glimpses of the game have been sparse in the run-up to release, it's certain to be popular with shooter fans. That alone makes it a much for gamers who enjoying battling their friends online. From Activision.

Online: www.callofduty.com/mw3

Elder Scrolls V: Skyrim — Return to the medieval fantasy land of Tamriel, where you can create your own character – human and otherwise – and explore a huge open world filled with all sorts of menacing creatures and unusual people. From Bethesda Softworks.

Online: www.elderscrolls.comskyrim

Gears of War 3 — Marcus Fenix and friends wrap up their quest to defeat the Locust horde. This science-fiction shooter offers an exceptionally good campaign and terrific multiplayer and co-op survival modes. From Microsoft.

Online: http://gearsofwar.xbox.com

The Legend of Zelda: Skyward Sword — What might be the last huge game for the Wii features the return of the elf Link to the fantasy kingdom of Hyrule. It might not look life much compared to its high-resolution competitors, but the story and game play are certain to be good. From Nintendo.

Online: http://legendzelda.net/skyward-sword/

Rage — Take on a host of baddies in a wasteland created by an enormous asteroid strike. Great graphics and fun game play make this one a winner. The game feels a lot like the sci-fi shooter "Borderlands" – only with a better story line. From Bethesda Softworks.

Online: http://rage.com

Uncharted 3: Drake's Deception — Fortune hunter Nathan Drake's seeks the "Atlantis of the Sands." As usual for "Uncharted" games, the game play is fun, the story is engaging and the graphics are terrific. From Sony.

Online: www.naughtydog.com/games/uncharted

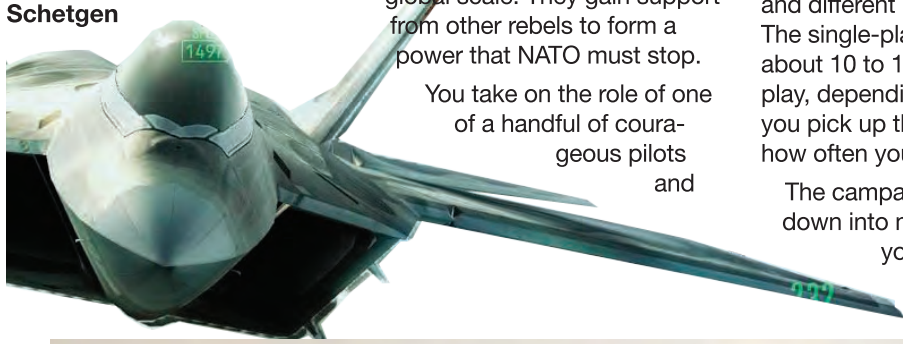
Battlefield 3 — This game delivers the same kind of action that "Battlefield" fans love: multiplayer matches featuring team-based combat on sprawling maps filled with destructible buildings — and plenty of vehicles. The campaign takes players into Iran to fight a terrorist coup and Paris to foil a nuclear plot. It's intense and a lot of fun. From Electronic Arts.

Online: www.battlefield.com/battlefield3

Ace Combat Assault Horizon

Schetgen

"Ace Combat Assault Horizon" is a flying simulation game with tons of explosions and in-your-face, air-to-air dog fights. Set in the not-so-distant future, a group of rebels in possession of tons of aircraft cause chaos and destruction on a global scale. They gain support from other rebels to form a power that NATO must stop.



You take on the role of one of a handful of courageous pilots and their crew on board these NATO aircraft to stop this menace.

Gameplay is offered in several modes: a single-player campaign, free play missions, and different multiplayer modes. The single-player campaign is about 10 to 12 hours of game play, depending on how quickly you pick up the controls and how often you fail missions.

The campaign is broken down into missions where you choose your air platform(s) for the mission and then a secondary weapon, the choice of which will depend on your play style and the mission. Missions are broken down into fighter jet, helicopter, and bomber objectives with some missions having an element of all three.

The game has different sets of control schemes for each platform, which can make getting a handle on the controls a little rocky at the start. There are also a few missions that you are going to get frustrated with; they can be a little tricky and difficult.

Graphic detail on the aircraft's and the explosions is done very well. Each airframe looks and handles differently and each brings it own advantages and disadvantages to the fight. The sound effects of battle enhance the game play while the music score did not seem to add much extra.

If you enjoy flying simulations where you get to blow things up and like multiplayer games over Xbox Live then you should pick up "Ace Combat Assault Horizon."

If you are more into single-player games, this one is not for you. All in all, it's a good single-player campaign for a weekend and a game to play countless hours against others online, honing your flying skills.

_Jacob Schetgen
for Stripes GAMER Panel

Futile?...Not even close

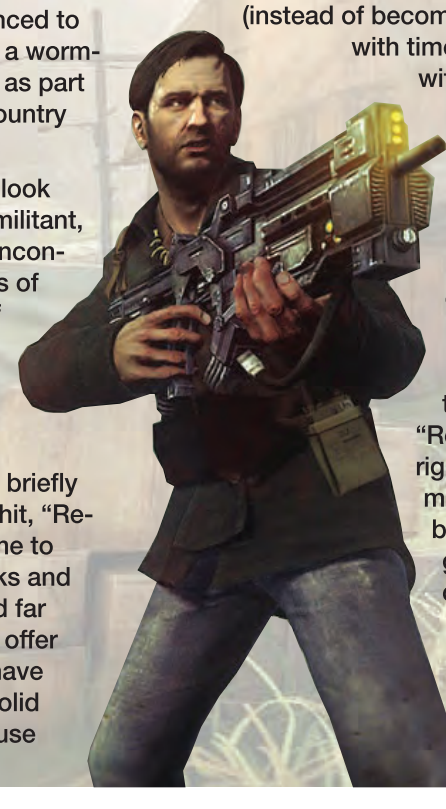
Resistance 3

First out of the gate for Shooter Season 2011 is "Resistance 3"! And if any game can reduce you to a button mashing, panic stricken, near dead protagonist, it's "Resistance 3."

Set in the 1950s during an alien (referred to as Chimera) invasion, you play as Joseph Capelli, dishonorably discharged from the army for killing Lt. Nathan Hale (the hero from "Resistance 2"). While holed up in Oklahoma with his family, Joseph is convinced to travel to New York City to close a wormhole that the Chimera are using as part of the invasion. Let the cross-country adventure begin.

Levels are well designed and look great. Enemies range from the militant, invading Chimera or the feral, uncontrollable Chimera to other bands of humans. And whatever many of them may lack in intelligence is handily made up by sheer numbers and brute force.

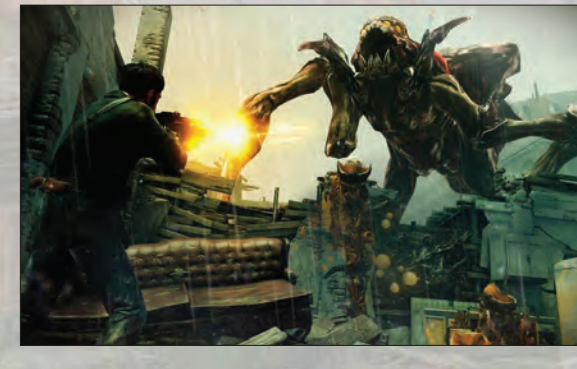
Unlike many recent shooters that only require players to stay briefly behind cover to recover from a hit, "Resistance 3" players actually come to depend on dropped health packs and ammunition that can be few and far between. Cover doesn't always offer protection either; the Chimera have weapons that burrow through solid objects. Players will frequently use up ammo for several weapons in just one engagement. This is great because it adds a level of difficulty and players have to use everything in their inventory just to survive. I found myself on more than one occasion down to fighting waves of feral Chimera with nothing but a hammer, turning and swinging blindly as fast as I could mash the button.



Weapons are imaginative and fun to use (except the hammer), although limited in number. Weapons remain useful throughout the game (instead of becoming increasingly useless with time). Players are never faced with the critical decision to drop one weapon for another; you can carry them all. However, you are limited on how much ammo you can carry and of course there's barely enough.

Overall I thought "Resistance 3" was a great start to Shooter Season 2011. "Resistance 3" offers just the right amount of challenge to make the game fun without becoming repetitive. This game will not disappoint come the holiday season if you are looking for a gamer gift or are looking to spend a gift certificate.

_Jared Roth
for Stripes GAMER Panel



Newsom

Hunted

"Hunted: The Demon's Forge" is a cooperative third person dungeon crawler. You play as either Caddoc, a grizzled human warrior, or E'lara, one of the last elves in the world. The two are always together, you control one and the other is controlled by the game's AI.

What's not to love? I'll start the complaining with the save system. Attempting to start a split screen game to demonstrate co-op play wiped out my campaign mode progress. What's the point of having big hard drives on consoles if developers won't make use of them to save your progress?

Then there is the 'switch characters at the obelisk' mechanism. Personally I prefer to play as Caddoc, but I'd like the opportunity to upgrade E'laras weapon without having to run back to an obelisk and control her directly. Letting you switch control of the characters on the fly would change that. As for combat, the magic system allows you some variation, but often I found fights to be so frenetic they degenerated into bayonetta-style button mashing.

Finally, controlling your teammate is limited to context-specific actions. For example, if you are playing as Caddoc and need to set a sconce on fire to open the door, you first must direct E'lara to set one of her arrows on fire. So you approach a nearby source of flame and press the 'B' button. Once her arrow is aflame, you need to gain line-of-sight to the object you want on fire, and then press the same button so she will fire at the appropriate target. That's all simple enough but since Caddoc has a crossbow, why not just let him set a bolt on fire and handle it himself? (And yes, you can set crossbow bolts on fire without torching the crossbow, I checked Wikipedia.)

Here is what I did like about "Hunted." It has an unexpectedly well-crafted story line. It uses a novel system for advancing the background story, which is another way of saying that ghosts fulfill the role of journals or recording that other games use. In one sense, this game is a refreshing change. It doesn't require you to pick a class or manage an inventory. And instead of inundating you with the choices of an open sandbox world, it gives you comfortable boundaries. Should you buy this game? Well, heed the next Haiku:

Seeking adventure?
Leave "Hunted" for co-op play.
"Skyrim" is waiting.

_Robert Newsom
for Stripes GAMER Panel

Woo

R.A.G.E.

Here is something for those who loved "Borderlands." "Rage" has many similar attributes (with the exception of graphics and story line).

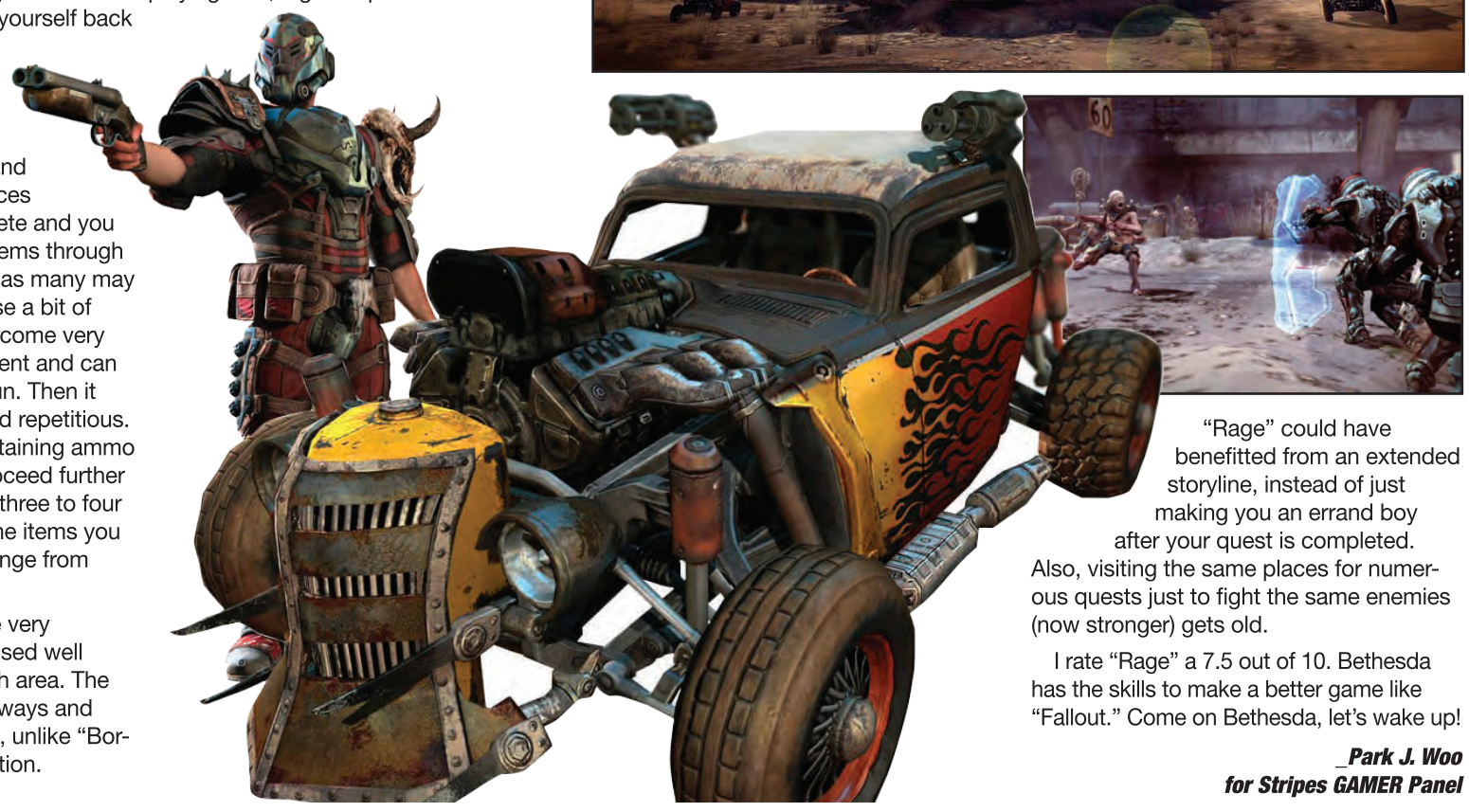
The story line is comparatively unique. You are an astronaut who has been in "cryostasis" for many years. You awake to find earth is now a wasteland and "your kind" are wanted by the local authorities. You decide to help the rebellion; it seems you now have special abilities to do so. When you are shot down, a certain life support system kicks in and you have to engage interactively to bring yourself back from the brink of death.

The game play is good. The player has access to a few vehicles and quite an arsenal to equip the vehicle and him or herself. The vehicle races seem way too easy to complete and you can acquire all your vehicle items through them. It is not as challenging as many may expect; certain areas can pose a bit of difficulty but that can be overcome very quickly. The campaign is decent and can provide numerous hours of fun. Then it seems to get a bit tedious and repetitious. And as in many games, maintaining ammo is crucial and hard as you proceed further into the game. Enemies take three to four times the ammo to kill, and the items you collect from dead enemies range from minimal to none.

The graphics of "Rage" are very clean and crisp, with colors used well to highlight the mood for each area. The surrounding mountains, roadways and bridges are very well detailed, unlike "Borderlands," which used animation.

The controls are fairly simple and laid out well, to mimic shooter games so it poses no problems to shooter fans. I think the idea to incorporate a button function to pick up items from dead enemies was a bad call; sometimes the prompt will not show up until you move around a bit and by that time more enemies will have showed up. A walk-over to pick up items would have sufficed and saved some time.

The co-op feature is good because it allows you to play through with a friend just as in "Borderlands." But same as with playing solo, it gets repetitious fast.



"Rage" could have benefitted from an extended storyline, instead of just making you an errand boy after your quest is completed. Also, visiting the same places for numerous quests just to fight the same enemies (now stronger) gets old.

I rate "Rage" a 7.5 out of 10. Bethesda has the skills to make a better game like "Fallout." Come on Bethesda, let's wake up!

_Park J. Woo
for Stripes GAMER Panel

GAMER's Hot List

WWE '12

Publisher: **THQ** Genre: **Wrestling**
ESRB: **Teen** Release: **Available Now**

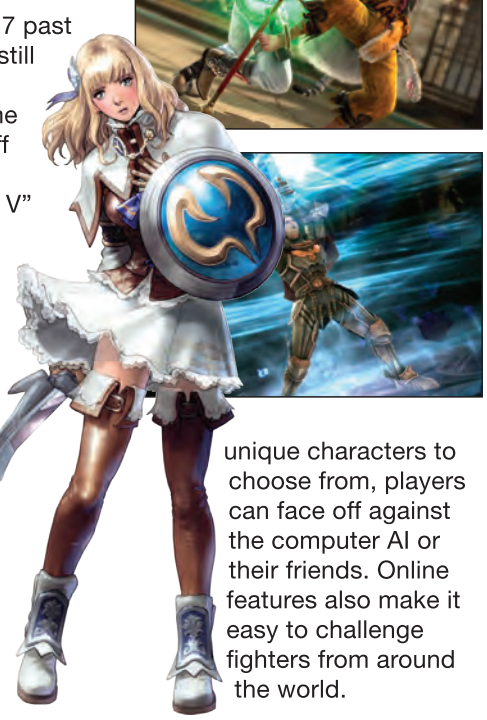
"WWE '12" may have the greatest superstar roster since Nintendo 64's "WCW vs. NWO: World Tour." It comes fully loaded with today's superstars along with a few of the biggest names from the past. (Let's just say there's a lot of face paint.)

The wrestling game experience has truly evolved with "WWE '12." Gameplay has been redefined with improved AI and a new broadcast camera system that makes you feel as though you're on a weekly episode of your favorite WWE show.

In terms of plot: Every wrestling superstar's light begins to dim. It is up to you to rejuvenate that career and superstardom on the "Road to Wrestlemania." The journey today has new and more challenging storylines, full of twists, turns and surprises. Be careful who you trust and always watch your back.

Soul Calibur V

Publisher: **Namco Bandai** Genre: **Fighting**
ESRB: **Pending** Release: **January 31**



In game years, it's 17 past "SoulCalibur IV" (but still 17th century Europe) and high time for some new warriors to set off in search for the Soul Swords. "SoulCalibur V" delivers: New heroes, veterans, and a turn as "guest fighter" by the game world's favorite assassin Ezio Auditore.

The tale of Patroklos, son of Sophitia Alexandra, unfolds with characteristic blood-letting.

In addition to multiple fighting styles and a roster of unique characters to choose from, players can face off against the computer AI or their friends. Online features also make it easy to challenge fighters from around the world.

Voltron: Defender of the Universe

Publisher: **THQ** Genre: **Action**
ESRB: **Everyone 10+** Release: **November 30**

The 1980s anime hero "Voltron" is back.

"Voltron: Defender of the Universe" stylishly mixes classic animation with high definition graphics and audio. The result is high-impact action that delivers single- and multi-player gameplay (up to five players).

Rip up the planet surface or fly in any of the five Lions. Relive your favorite moments, from discovery of the Lions and the first time the Space Explorers form Voltron to battling Zarkon's evil forces. It is up to you to restore justice and galactic peace (from the comfort of home).

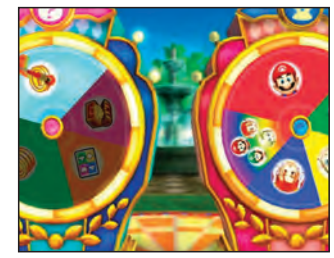
Fortune Street

Publisher: **Nintendo** Genre: **Board**
ESRB: **Pending** Release: **December 5**

Based on "Itadaki Street," the Japanese virtual board game, "Fortune Street" lets you buy shops. Instead of income solely from "shopping fees" (rent), you'll collect symbols you can convert to cash and invest.

You win by growing your money: make investments, play the market, collect shopping fees and build up your stash. With more than 15 game boards, replay value is virtually endless – kind of like Occupy Wall Street but with fewer people and more real estate.

Players can play as a variety of characters from the Mushroom Kingdom, "Dragon Quest" or even as their own little Mii people.



Rocksmith

Publisher: **Ubisoft** Genre: **Music**
ESRB: **Teen** Release: **Available Now**

"Rocksmith: The Complete Real Guitar Kit" rocks with the real deal. Plug any real guitar (with a standard input jack) into the game system (Xbox 360 or PS3) and you can play through a library of music that has depth (and soul).

Players can pick their way through every tune from pop hits to classic rock (such as The Animals, The Black Keys, David Bowie, Interpol, Nirvana and The Rolling Stones). Gameplay automatically adjusts to the player's skill level, whether you're a guitar newcomer or a session musician. The innovative game design makes reading music visually fun and intuitive. Rock on!

We don't call it "Deathmatch" for nothing! Competition can only be described as "fierce," followed by "deadly." And many who voted included a written assessment that was no less passionate. A sampling of the logic follows, camp by camp.

Roy Wells, 21, George H W Bush CVN 77

"The levels for ''Call of Duty'' are pretty diverse and you do not have to travel far to get to your opponents. The customization of your weapons is great also. I believe as a gamer, that you look more for the entertainment than for the realistic capability but you still have to have the aspect of feeling like a hardcore gamer. Sure, with ''Battlefield'' they probably have the more realistic feel to it but how long will it be before that gets old for someone? 'Call of Duty' just brings more to the table and basically never gets old. Don't get me wrong, they both are great games but I will have to say that 'Call of Duty' has the better following than any game could ask for."

Patrick Thomas, 44, Iraq

"Hands down it goes to Team 'Battlefield'. I have been playing the games on the PC for years. The controls, the realism is all there. If you want to command, you have different control sets and the ability to help the squad leaders; you just can't do that in 'Call of Duty'. CoD is a great team and single-player game, but when you factor in the combined arms approach of the BF series... For example, Team leader call for a squad to take a base, calls up a drone to provide situational awareness for the Squad leader, and then calls on a attack aircraft to nail some of the bad guys that the artillery he hit it with missed... 'Call of Duty', while good (my son loves it), when we actually play these games together, we do go on to a 'Battlefield' server (Can't wait for BF 3!)."

Howard Burgin, 29, USA

"'Battlefield' is more realistic when it comes to actual 'Battlefield' environments. Weapons range from guns to tanks and light vehicles to jets and helicopters. 'Call of Duty' is too fast and easy to play, and no team work, which is crucial in actual combat!"

Michael Rasmussen, 33, Germany

"'Battlefield' is much more realistic, and tactically challenging. One needs to actually move like one would in real combat. Online you get matched with individuals near your skill class. Also, the online tech support from Dice is outstanding. 'Call of Duty', on the other hand, is very much for the young, you can just charge in guns blazing and walk out winning. 'Call of Duty' is easier to pick up and play."

Darrell Vance, 33, Iraq

"'Call of Duty' is the go-to game to blow off steam here in Taji, Iraq. It's the most realistic game going out there, graphics and weapons-wise. We love this game!"

Don Bradshaw, 42, USA

"'Call of Duty' is one of the most amazing online play games that I have ever played. I've been playing them from the beginning, and they keep getting better."

Kevin Browning, 25, Germany

"'Battlefield' is a better game. Bigger maps… Just better all around."

Max Lester, 18, Japan

"Team 'Battlefield' has nice explosives and newer weapons. But Team CoD has more killing power. They have kill streaks that they don't have to control, such as Pave Lows, harriers, sentry guns, attack helicopters, and even dogs and overpowered weapons. They have the tactical nuke which will end the battle if earned and the Danger Close "Noob Toobs" with one man army. The pre-patched Model 1887 was one of the best guns in the game, with an incredible range. I believe that the perks in 'Call of Duty' are more enjoyable with more customization than in the 'Battlefield' game. But 'Battlefield' has newer weapons and has control vehicles from trucks, tanks, to helicopters. In general, the weaponry is both fun and more powerful in 'Call of Duty' than in 'Battlefield'. The rangers and model 1887 are a bit too old for a modern game. In the end, if needed, the Ray gun, Wunderwaffe DG-2, Thundergun, Winter's Howl, VR-11, Scavenger, and the Wave Gun/Zap Gun also can pack a punch."