

USMG



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GAMERS

A NOTE FROM THE STAFF

“The Excuse”: We thought this was already published, until **smoke** came across it in the third stall in the Staff Lounge. I guess he was hesitant to open it because it had ‘The Phoenix Project’ stamped on the front page.

“The Reality”: We had a collective headache, ran out of coffee, and much like BF4 we just froze for a long while.

“The Apology”: Sorry..... Really we are....

“Who was responsible”: There is still a Congressional inquiry to determine this. But, here are the names of those who contributed to this edition of the ~~Monthly Salute~~, the *Quarterly Salute*...

- NwG_SnakeEyes
- River_Rat_459
- Whit3C3ll
- KaNtStOPMeH
- BigFreeze99
- All other contributors are identified by the articles submitted.

Sincerely,

The Staff

FOUR YEARS LATER

“People who cannot find time for recreation are obliged sooner or later to find time for illness.”

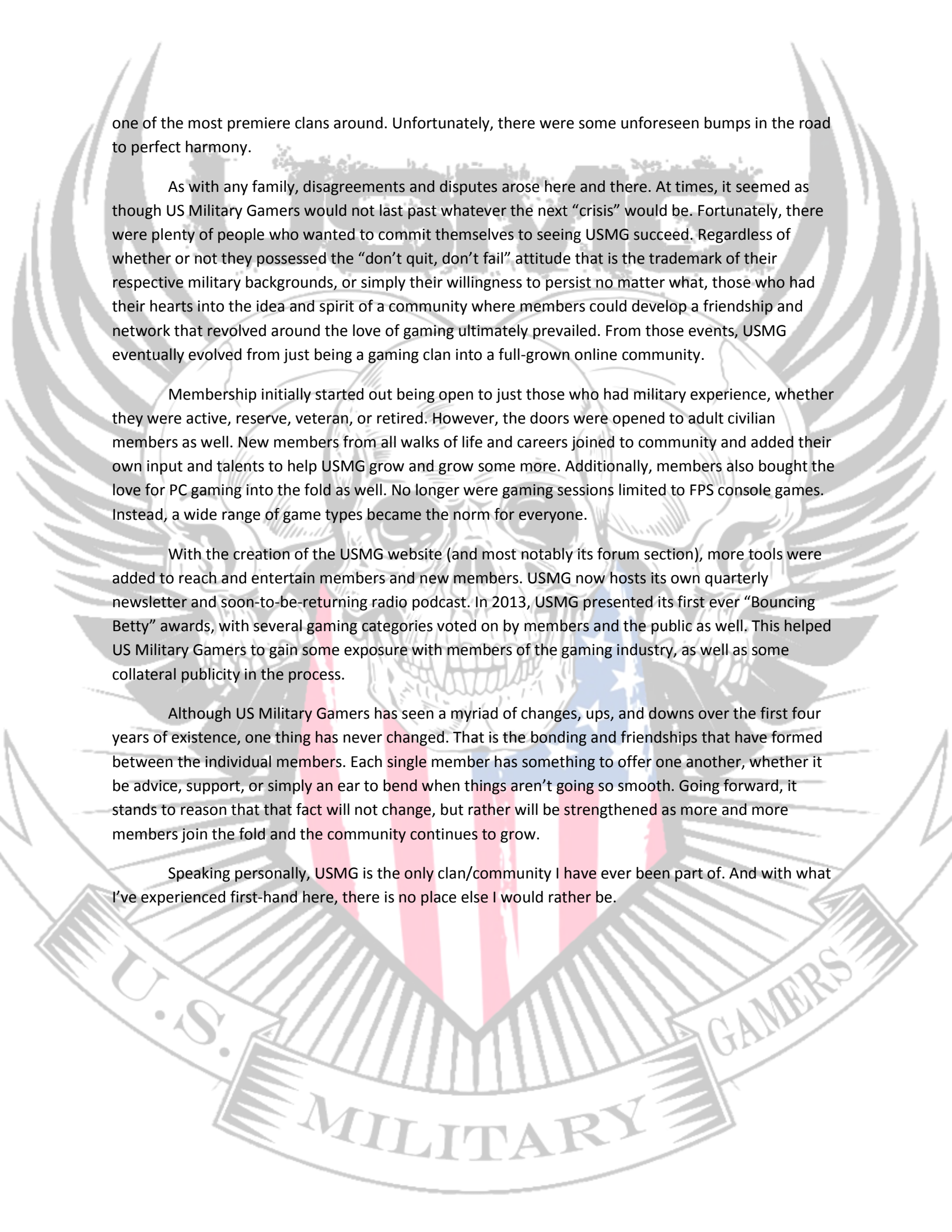
-John Wanamaker

When I first learned of an upstart gaming clan called US Military Gamers back in late July of 2009, I was deep into the multiplayer action of the PlayStation 3 exclusive *Killzone 2*. Honestly, I wasn't as good as many of the people I played with or against, but I knew I had something to offer to any team I was on. I could handle playing the supporting role with the best of them. If my team needed an engineer to build a gun emplacement, I was on it. A medic to snatch a teammate from the jaws of death? I was the guy. But even though I grew in my roles as I progressed, I noticed something was missing. There was no real way for me to relate with the players I met online. Many players I crossed were fly-by-night comrades. Once the matches were over, I usually never met them online again.

The concept of clan play was new to me. Sure, clans had been around for a while. But it just wasn't something I actively pursued. That was until I began to see that clans in *Killzone 2* were very effective when it came to the team concept. That inspired me to begin my search for a clan to call home. I hit the Killzone forums and began searching the recruiting pages. I really didn't see any that caught my attention, so I wound up creating a post offering my services. I noted that I was in the military at the time (Army Reserve), and could appreciate the value of teamwork and effective leadership. Lo and behold, I quickly found a response from individual going by the PSN ID of TheLordOurGod (later known as Pakman3000). He invited me to join his new clan, US Military Gamers. I was the second person to join the roster then. The rest is history.

I've been privileged to be able to witness and document the meteoric rise of USMG in the four years since then. In the first month or so of existence, the then “clan” consisted of just under two dozen players, most of whom were PlayStation players anxiously awaiting the release of *MAG*. Together, we survived the many iterations of *MAG*'s beta, and made it a point to play together as much as possible once the actual title dropped. From there, we branched out to other first-person shooters like *Call of Duty: Modern Warfare 2* and *Operation Flashpoint: Dragon Rising*. We were a small clan and remained so for a while, picking up a few new faces here and there through recruiting efforts on various game forums, including those of as-yet unreleased titles. The USMilitaryGamers.com website was launched in early 2010. Then came the famous *Xbox Magazine* article.

In October 2010, a small article was written about gaming clans, including a brief interview with Pakman3000 about USMG. Suddenly, membership exploded. Xbox 360 members quickly outnumbered the PS3 players. The gaming playlist became more diverse. It seemed as though USMG would become

The background of the page features a large, faded watermark of the US Military Gamers logo. The logo consists of a central skull with wings extending from the sides. Below the skull is a banner with the text "U.S. MILITARY GAMERS".

one of the most premiere clans around. Unfortunately, there were some unforeseen bumps in the road to perfect harmony.

As with any family, disagreements and disputes arose here and there. At times, it seemed as though US Military Gamers would not last past whatever the next “crisis” would be. Fortunately, there were plenty of people who wanted to commit themselves to seeing USMG succeed. Regardless of whether or not they possessed the “don’t quit, don’t fail” attitude that is the trademark of their respective military backgrounds, or simply their willingness to persist no matter what, those who had their hearts into the idea and spirit of a community where members could develop a friendship and network that revolved around the love of gaming ultimately prevailed. From those events, USMG eventually evolved from just being a gaming clan into a full-grown online community.

Membership initially started out being open to just those who had military experience, whether they were active, reserve, veteran, or retired. However, the doors were opened to adult civilian members as well. New members from all walks of life and careers joined to community and added their own input and talents to help USMG grow and grow some more. Additionally, members also brought the love for PC gaming into the fold as well. No longer were gaming sessions limited to FPS console games. Instead, a wide range of game types became the norm for everyone.

With the creation of the USMG website (and most notably its forum section), more tools were added to reach and entertain members and new members. USMG now hosts its own quarterly newsletter and soon-to-be-returning radio podcast. In 2013, USMG presented its first ever “Bouncing Betty” awards, with several gaming categories voted on by members and the public as well. This helped US Military Gamers to gain some exposure with members of the gaming industry, as well as some collateral publicity in the process.

Although US Military Gamers has seen a myriad of changes, ups, and downs over the first four years of existence, one thing has never changed. That is the bonding and friendships that have formed between the individual members. Each single member has something to offer one another, whether it be advice, support, or simply an ear to bend when things aren’t going so smooth. Going forward, it stands to reason that that fact will not change, but rather will be strengthened as more and more members join the fold and the community continues to grow.

Speaking personally, USMG is the only clan/community I have ever been part of. And with what I’ve experienced first-hand here, there is no place else I would rather be.

MEMBER OF THE MONTH



IRONHIDE400

1. **Congratulations on being selected Member of the Month for August 2013. Tell us a little about yourself?** *I wish I had some epic awesome story to tell, but alas I've got nothing special. I'm a farm boy from Springfield, IL. My father was a drill sergeant in the Army, which is where my appreciation for the military originated from. After high school, I attended college briefly before I started working in the printing industry. I've been an electronics service technician for 15yrs now. I also recently started a part time auto detailing business, which is a passion of mine. When I'm not working, I shoot at USPSA competitions, or I'm out fishing. The rest of my time is consumed by the wife and our 4yr old German Shepherd.*
2. **What are some of the things that make you proud to be a member of the USMG family?** *I found USMG through their recruitment thread on the MAG forums, and first gamed with DaCajun. Yes, I've been around for sometime, back when there was only about 15 or so "regulars" on the forums. Having been around for so long, I've seen the evolution of our family and all the great members we've had join. Our motto says more about our family than anything I can say. Our forums are filled with threads*

of members going through highs and lows in their life, and our community always pulls together and has their back. USMG has recently been more proactive with charity organizations, especially Extra Life, and seeing our members go above and beyond the call is beyond awesome!

3. **USMG is a one of a kind gaming community and we do amazing things. You have headed up the team for the Extra-Life campaign the last 2 years, and this year we smashed our goals and expectations. As we continue to grow and make a USMG a household name, what is one thing you would like to see the community do in the future?** I feel USMG is unique in that we put more emphasis on fun and family, than gaming and KDR. Our forums are the heart of USMG. Let's face it, we all have real lives with real priorities and problems, and our forums are easy to access when mobile. Tapping into our forum family structure, and somehow reach out to veterans who desperately need and outlet would be huge for us. I feel there are a lot of vets or active duty soldiers who need help or to vent, but are too proud to ask. Whether it be partnering with a veteran's charity, or creating an event unique to us, USMG could really do some great things for our brothers and sisters out there.

4. **Any additional thoughts or comments?** Our staff has put in a lot of volunteer time to make our community the epic family we are. I'm very grateful for all they do and



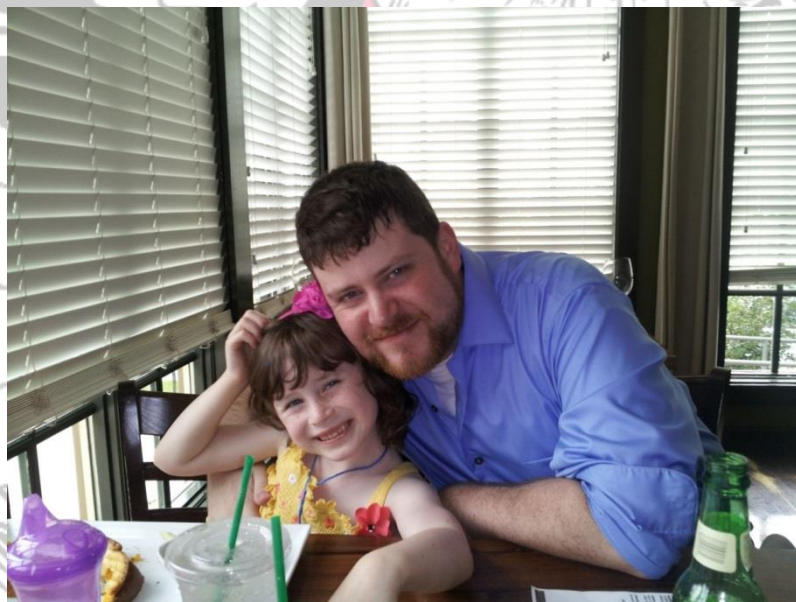
enjoy seeing the new ideas they come up with. For our new members reading this, there's nothing more awesome than to see our recruits join and hit the ground running. Making USMG your home, and engaging in our forums is a greatest way of showing appreciation to our staff for all they've done. Please don't be shy if your new here, post up an intro, and join the epic family of USMG! You'll meet some of the greatest brothers and sisters you never knew you had.

SAVIGER

1. **Congratulations on winning the September 2013 MotM award! Tell us a little about yourself?** I'm a proud parent of two little girls, and love my wife, Valerie with all my heart. I play video games when I can, but Work/Life usually get in the way. I am always looking for ways to better myself, and provide an even better life for my family. I know I can sound a bit pushy, or chauvinistic sometimes. But I am just like a big kid going "Hey look what I did!" being proud of what has been accomplished.

2. **As a plank owner, you have been a member of USMG since the beginning and have seen the growth of this community. What are some of the things that make you proud to be a member?** How much the community has grown and matured. Not to mention longevity. We have had our ruff spots, and a near collapse, but we stayed with it and rebuilt from the ashes.

I love how we are not just a "Gaming Community" anymore. It is a group of friends with a similar background that Laugh, Cry and Support together.



3. **This was your 1st Member of the Month award. Tell us how it feels to be selected by your peers?** I am truly humbled and honored. I didn't even know that I had been nominated, then I got the PM from Bullet with the congrats. I was blown away; I was all smiles for days. I can't say "thank you" enough to the community for it.

4. **USMG is continuing to grow, and you have done a ton of things to help the community. What is one thing you would like to see USMG do in the future to make us better?** Expand into the PC realm more. It's a whole other area, where we can reach out to future members of the community. I know we are working on it, and Battlefield4 will help with that.

5. **Any additional thoughts or comments?** Keep on Keeping on, we are doing great.

Events



XBOX ONE VS PS4: THE CONSOLE SHOWDOWN.



Written By: **Whit3c3ll**

So throughout the time e3 started we all sat back and have had our debates about our favorite systems. Well folks let's put it to a fight!! WHO WILL WIN? WHO WILL BURN? So let's start off with the easy parts Xbox live will still be the usual \$60/month but I feel sorry for all you PS online freeloaders. YES THAT'S RIGHT FOLKS! PS online users will now have to pay to play at the price that is set for the current PlayStation plus price. So if you were saying that you only played on PS3 because you can play online for free I have to say I'm sorry. Now time to move on to some more stuff going on with our favorites. We have the Xbox one it has the Kinect integrated straight into the console itself, it finally has a Blu-ray player, and is going to have a 500GB hard drive. The controller set up is still the same no differences there and no special LCD, LED god know what integrated into it. The PS4 will not have many special integrated things in it like the Kinect for the XB1 but it will still have a Blu-ray player and will also have a 500GB hard drive. Now the controller for the PS4 is kind of cool in its own unique way. Each controller can have a different color to specify what controller is for what player, specify battery life. It also is integrated with the PlayStation camera so if you are playing a game the character in the game can interact with a specific player looking at the player asking questions to that player so if you are playing multiplayer on on console it can help with which character is yours. So I know I went for the basics of the systems but hey let's move on to some of the games each system will have specifically for that system. PS4 has many games coming out with or shortly after the release and they are Infamous second son, Kingdom Hearts 3, Knack, Killzone: shadow fall, and Final Fantasy XIV and that is just to name a few games for you PlayStation fanatics. Now Ladies and gentlemen time for the games for the XBOX One

and they are Below, Crimson Dragon, Dead Rising 3, Forza 5, a current untitled halo game (hmmm wonder which game this could be), and KILLER INSTINCT yup that right folks they are rebooting a classic.

I know I didn't get into the nitty gritty of what each piece of hardware is going to consist of on each system but for you hardware geeks in our family here at USMG I provide you with a pic down below that may fill in some blanks that you may not know.

Microsoft Xbox One vs. Sony PlayStation 4 Spec comparison			
	Xbox 360	Xbox One	PlayStation 4
CPU Cores/Threads	3/6	8/8	8/8
CPU Frequency	3.2GHz	1.6GHz (est)	1.6GHz (est)
CPU μ Arch	IBM PowerPC	AMD Jaguar	AMD Jaguar
Shared L2 Cache	1MB	2 x 2MB	2 x 2MB
GPU Cores		768	1152
Peak Shader Throughput	0.24 TFLOPS	1.23 TFLOPS	1.84 TFLOPS
Embedded Memory	10MB eDRAM	32MB eSRAM	-
Embedded Memory Bandwidth	32GB/s	102GB/s	-
System Memory	512MB 1400MHz GDDR3	8GB 2133MHz DDR3	8GB 5500MHz GDDR5
System Memory Bus	128-bits	256-bits	256-bits
System Memory Bandwidth	22.4 GB/s	68.3 GB/s	176.0 GB/s
Manufacturing Process		28nm	28nm

Now comes to the BIG question WHICH ONE WILL YOU CHOOSE? I will leave you with that thought. Until next time WHIT3C3LL OUT!

Game Reviews



GRAND THEFT AUTO V STEALS OUR SOULS AND PERSONAL LIVES

By **KaNTST0PMeH (Jared)**

Unless you have been living under a box for the last few weeks then you have held witness to one of the greatest game releases in history. Selling over 800 million dollars of GTA goodies in the first day alone it is hard to grasp that games like these do not impact our social lives in a grand way. We as a culture have always dealt with the aspect of video games being too violent and socially unacceptable and Grand Theft Auto is often times credited with that as the focal point of the hate. It is hard not to be blown away by the pop culture effect and the Rockstar™ as a whole.

So let's begin with the game. Something that instantly makes this game unique is the fact that there is not one main character but 3. Each of which have their strengths and weaknesses, abilities and benefits, and of course comedic delivery followed by an utter hatred for each other at times. The story and more so the foundation begins with the first mission where Michael and Trevor are trying to pull off a bank heist with their counterpart Brad. A fairly explosive beginning in the fact that you are instantly in a stand-off with what looks like the complete police force from Alaska. A battle ensues with plenty of officers dying and in the wake of that it seems as though they get away, only to find a sniper waiting for them down a few buildings after they abandon their vehicle. Brad takes a bullet and Michael is soon to follow, Trevor makes a decision and Michael screams at him to leave and save himself... or so you think. From here you start with the character known as Frankin who is an up and coming repo agent for a crooked car salesman. Throughout which the story starts to intertwine between these three off the wall characters. The story is more like a great movie and throughout the family issues, drunk driving, meth lab stand-offs and full on professional jewel heists it's hard not to be entranced by the story. I will happily say it is one of the best single-player games of the year.

On to some of the negatives though. As a culture we demand complete products when they are released, preposterous I know. Rockstar did not deliver in that aspect. It came to the point where they actually delayed the release of their multiplayer universe 2 weeks after the game's initial launch. For most though they were willing to accept such penalty due to the fact that the story offered plenty to do until then. However, it felt as if we were given false promises by the politicians of Rockstar. They promised "Heist" style interactions where we could perform heists with our friends and make the big bucks rather than the continuous missions already in the game. Which I have yet to see personally and I know they are what seems to be dragging their feet with it. There was also some things put in place that they would do to make up for the fact that the online was indeed such an issue and that was to release a stimulus package of funds to each gamer. 500,000\$ bucks to make things right and hopefully get you on your way to pimpin' out your ride or buying that sweet new pad overlooking downtown Los Santos. However, the stimulus package was continuously delayed and has still yet to be released. This is a serious downfall for such an amazing game. You should never promise something along those lines to a group of loyal and faithful gamers and then fail to follow through with it.

All-in-all the experience of Grand Theft Auto is unreal. But the potential for even more was there since the beginning. If they would have delayed this title until the next generation consoles, would it have been better? Would it have been the greatest game ever? It can be argued but it won't be proven. All we can hope for is in the future they use this title as a stepping stone for the next and build upon it. We all know Rockstar's capabilities are unmatched when it comes to telling a great story and depicting a beautiful masterpiece while doing so.

Battlefield 4 preview

Written by: [iamthesgt](#)

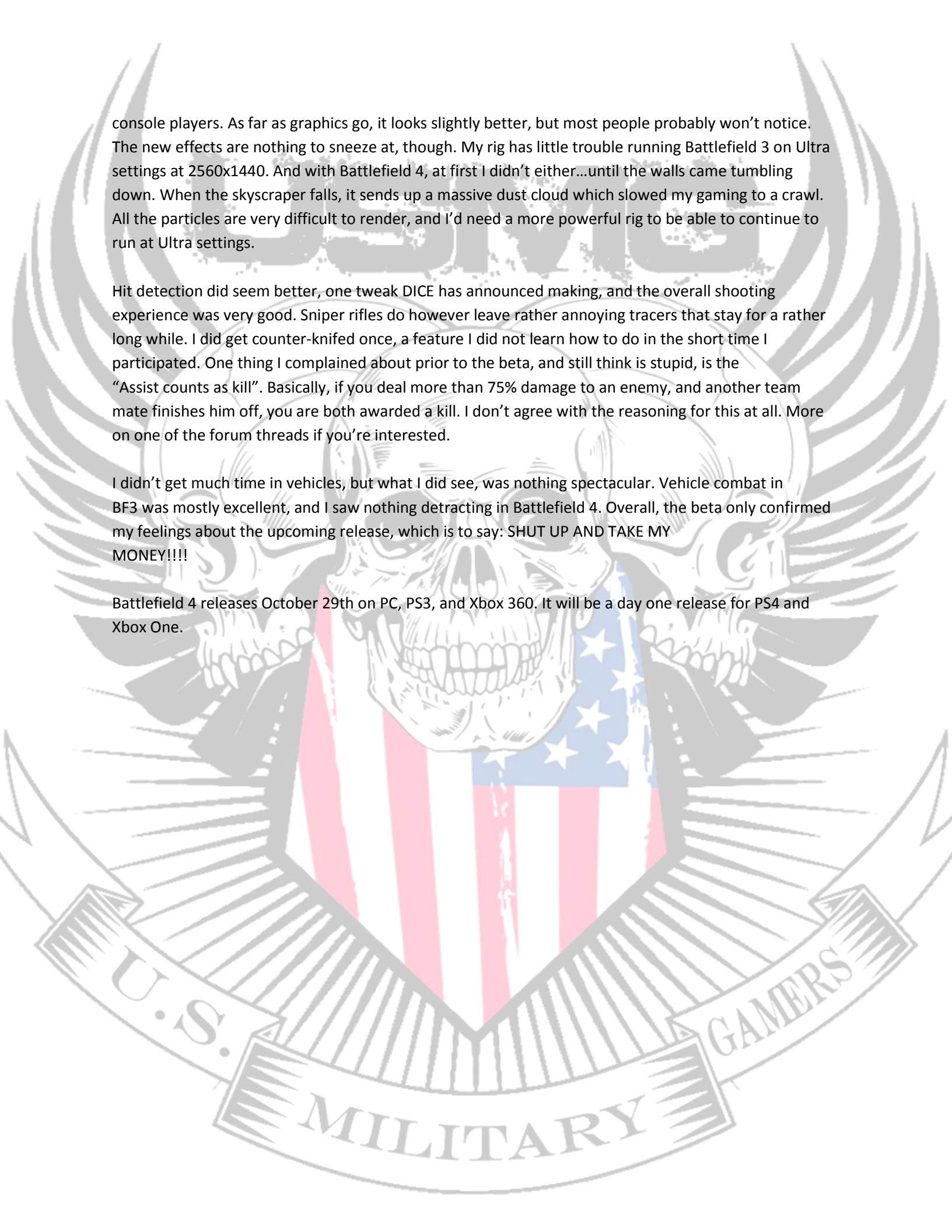
In just a little while, one of the most anticipated games of the year releases. Yes, we're talking about Battlefield 4. It's been two years since the Battlefield franchise was rebooted by the release of Battlefield 3, and it's been two years of capturing flags, arming M-COMs, flying jets, and knocking stuff over with tanks. Now, we're set to do it all over again.

Of course, what good would Battlefield 4 be if it was merely a re-release of Battlefield 3? Rest assured, it is not. In many ways, Battlefield 4 is an iterative release, not a revolutionary one. But in many ways, this is Battlefield 3 as it should have been. Let's explore what's new in the latest epic game from DICE.

- **Levolution:** This newest feature allows entire maps to be changed by players' actions. Topple a skyscraper in Shanghai. Send a derelict ship onto a beach in the Pacific. Flood a city by breaching a levee. Completely altering the feel of a map is something big and exciting, for sure.
 - **The 'little things':** Battlefield 3 for some was a step back in the level of destruction you could inflict. Now, ram a tank through a wall and make your own path through the map. Raise barriers to deny access to a bridge. Close shipping containers, trapping enemies inside. Use working elevators to ascend to new heights.
 - **Class tweaking:** Recon now has offensive gadgets, hearkening back to the days of Bad Company 2. Bullet drop is less overstated, and suppression is less annoying. Squads now have five members.
 - **Commander Mode:** Missing since Battlefield 2, Commander Mode will give a birds-eye view of the battlefield. But no longer with the Commander be a player in the game, he will be solely focused on commanding. And you can do that now with a tablet.
 - **Naval combat:** Instead of just RHIBs, we now have fast attack craft that can really pack a punch. And jet skis. And now, dynamic waves allow you to hide behind a wave for a sneak attack, and be assured the enemy's wave doesn't look different.
 - **Tutorial Mode:** Listening to the fans, DICE will let you enter a map by yourself, try out flying, driving, and shooting guns, prepping you for multiplayer combat.
- Of course, there are more features, but these are the most impressive. Let us know what feature you are looking forward to most.

Recently, the Battlefield 4 open Beta closed. It gave a look into the Siege of Shanghai level for two weeks across PC, 360, and PlayStation consoles. Overall, my reaction is mostly positive towards the experience I had.

It plays much like Battlefield 3 did. So if you're comfortable with BF3, you're not going to have to learn a whole new game. I experienced the beta on PC, so my experience may have been different than the



console players. As far as graphics go, it looks slightly better, but most people probably won't notice. The new effects are nothing to sneeze at, though. My rig has little trouble running Battlefield 3 on Ultra settings at 2560x1440. And with Battlefield 4, at first I didn't either...until the walls came tumbling down. When the skyscraper falls, it sends up a massive dust cloud which slowed my gaming to a crawl. All the particles are very difficult to render, and I'd need a more powerful rig to be able to continue to run at Ultra settings.

Hit detection did seem better, one tweak DICE has announced making, and the overall shooting experience was very good. Sniper rifles do however leave rather annoying tracers that stay for a rather long while. I did get counter-knifed once, a feature I did not learn how to do in the short time I participated. One thing I complained about prior to the beta, and still think is stupid, is the "Assist counts as kill". Basically, if you deal more than 75% damage to an enemy, and another team mate finishes him off, you are both awarded a kill. I don't agree with the reasoning for this at all. More on one of the forum threads if you're interested.

I didn't get much time in vehicles, but what I did see, was nothing spectacular. Vehicle combat in BF3 was mostly excellent, and I saw nothing detracting in Battlefield 4. Overall, the beta only confirmed my feelings about the upcoming release, which is to say: SHUT UP AND TAKE MY MONEY!!!!

Battlefield 4 releases October 29th on PC, PS3, and Xbox 360. It will be a day one release for PS4 and Xbox One.

Member Spotlight ~ Comanche Warrior

After hours of playing 'rock, paper, scissors', three drunk **Green Team** members selected **Comanche Warrior** as the USMG's Spotlitged Member. We immediately put him under the spotlight for 3 fairly simple questions (and it wasn't Name, Rank, and Choice of soap operas).

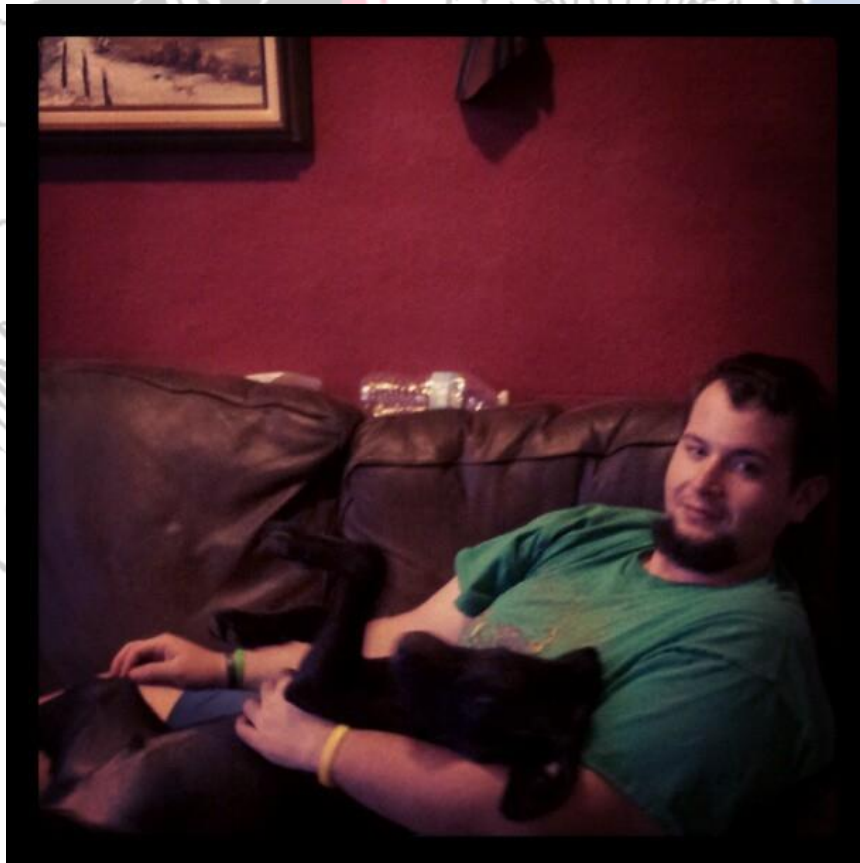
1. Tell us a little about your background (military and civilian)?

"First of all I am honored to be featured in the Monthly Salute this is a huge honor and it's a big shock that I got picked. Ok back to business, about me well hell it depends on who you ask, I am a full time student working towards my PhD in Business Administration. I'm a nerd at heart I read everything and anything, I rather know a little about allot than nothing at all. I played football in high school even though I am disabled; I never missed a game or a day in practice unless I really had a good reason. I played the first half of the opening game my senior year before I had to go and get major reconstructive surgery on my left hip."

2. What are your games of choice right now?

"My games of choice, wow that's a good question, umm Battlefield 3 of course playing with USMG makes it just that much better. Assassins Creed 3 is a really fun game to play, I am really looking forward to the new one that's coming out in a few weeks. Battlefield 4 is going to be a sweet game especially with Commander Mode coming in."

3. What hobbies or activities do you enjoy in your spare time?



"When I have spare time which is rare these days, I like to go trap shooting and target shooting. If I don't get to do that I like to shoot both my crossbow and my recurve {bow}. But most of all I come and hang out with the great guys and gals of USMG on Xbox Live."

Not so Current Event

Written by: **BigFreeze99**

Shutdown: According to Merriam-Webster Dictionary, this means - *the act of stopping the operation or activity of a business, machine, etc., for a period of time or forever*. Fairly simple isn't it?

When the word '**Government**' precedes the word '**shutdown**', the definition takes on so many definitions that placing the words here, the text would dwarf 'War and Peace'. (Besides, I was told I only had three quarters of a page for this article.) So reverting to the mentality of a common citizen, or the typical five year old child, let us ask 'why'?

In search of the answer to 'why', I preformed extensive research of various news sources, on television, radio, in print, and on the internet (sometimes while sober). I asked Friends, Family, strangers, the dog, and the guy in the third stall on the left. To no avail, all the information was agenda driven and bias laden. All my sources pointed to our Government leaders, so I went to the top.

Let me quote what the Commander In Chief said in a portion of a letter to the government employees affect by this Government Shutdown: *"Hopefully, we will resolve this quickly. In the meantime, I want you to know-whether you are a young person who just joined public service because you want to make a difference, or a career employee who has dedicated your life to that pursuit-you and your families remain at the front of my mind. Your agency leaders and I will continue to defend your work at a time when that work has rarely been more important. We will continue to work with your agencies to keep you and your families apprised and informed of what is happening. And I will continue to do everything in my power to get the House of Representatives to allow our Government to reopen as quickly as possible, and make sure you receive the pay that you have earned."*

Even at the top of our country, there is bias and it seems to have trickled down throughout every descending level of the leadership chain. Answering the question of 'why', may be best left to the same answer that we have heard given to that typical 5 year old. "Why... because I said so...." Still without an answer this 'Government Shutdown' has meaning and affects many. With that thought, I turned to the USMG Forums for some answers. The following are candid observations on these effects on some of our members:

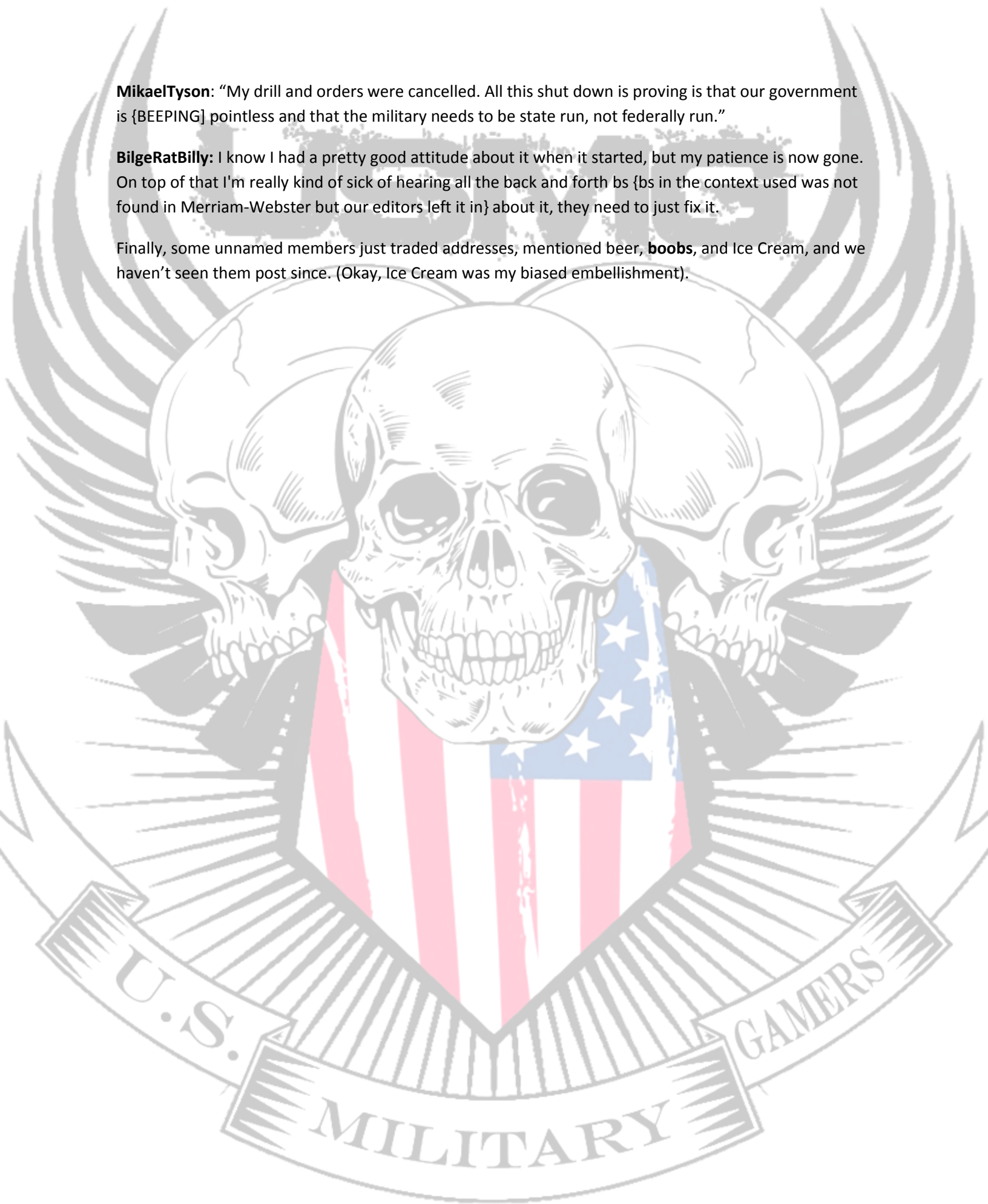
Brian said: "So, guess who handles the fuel point our brigade uses for aircraft? Civilians. Now on furlough because someone decided they weren't mission essential (FACEPALM). We do all of our gunnery on a different island and had to consolidate fuel from trucks across the brigade to ensure the Chinooks could bring everyone back home before we run out. Yay! I hope this means a little more time off for us."

Jgreco138 states: "No work, no drill. Now I have no excuse not to do all the little {CENSORED, remember those 5 year olds...geez} things that need to be done around the house. Hurry up and fix GTA Online before my life gets miserable."

MikaelTyson: “My drill and orders were cancelled. All this shut down is proving is that our government is {BEEPING} pointless and that the military needs to be state run, not federally run.”

BilgeRatBilly: I know I had a pretty good attitude about it when it started, but my patience is now gone. On top of that I'm really kind of sick of hearing all the back and forth bs {bs in the context used was not found in Merriam-Webster but our editors left it in} about it, they need to just fix it.

Finally, some unnamed members just traded addresses, mentioned beer, **boobs**, and Ice Cream, and we haven't seen them post since. (Okay, Ice Cream was my biased embellishment).



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Extra Life

Written by: **John Kennedy (Ironhide)**

What a year for USMG and Extra Life! On behalf of USMG, I'd like to thank all our team members who worked very hard promoting the event! I would also to thank all the awesome people who supported our team through donations and motivation! For those of you who are new to USMG, or away from the forums, Extra Life is a 24hr gaming event that supports the Children's Miracle Network Hospitals. This was our 3rd year participating in the event, and it was by far our greatest year yet! We're currently around \$9200 raised, smashing our \$5k goal into the ground!

Here's a little background on USMG with Extra Life. In October of 2011, our very own RiverRat proposed to the USMG community that we get involved in a gaming event he'd read about. The gaming event supported the Children's Miracle Network Hospitals, and the goal was to get people to sponsor you for 24hrs of gaming. Obviously this appealed to our community on many levels, since not only is our community based on our love of gaming, but we have many families whose lives have been deeply affected by the loving staff at CMNH. Timmy2Tones took the reins and started our very first Extra Life team. Our team for 2011 consisted of 14 players, and we raised \$244. Considering we had less than a month to gather the troops and get organized, we did very well.

With our first Extra Life behind us, we were better prepared and organized for 2012. Once Extra Life opened up team registration, I created our team and we started recruiting and promoting. This time around, we had 16 players, and they worked very hard for donations. We finished our 2012 campaign with \$2325 raised.

This brings us to the epic year of 2013! Early in 2013, Kantstopmeh came to me and asked if I'd be willing to head up the team again. I felt very honored that the staff would ask me to take on the captain's position again, and I jumped at the chance. This year I wanted to try and take it to the next level, so as many of you seen, our social media was lit up with Extra Life promos in hopes to get the word out. Along with hitting social media hard, I started a couple team raffles, and we had many members create donation raffles. All the promotions must have worked, because not only did we raise \$9200, but we had 35 people join the team!

I look forward in seeing what great things we can do for the kids in Extra Life 2014! Many of you have expressed interest in joining us next year, and we'd love to have you join in the fun! Our Extra Life team is open for anyone to join, so please urge your family, friends, and neighbors to join our team next year. A great idea is to get the whole family involved and make

a game night out of it! It doesn't have to be video games, it can be any game. I know we have many members who have their kids gaming with them. In the end, that's what this is all about, helping kids that so desperately need it. Yes we get to game for 24 hrs, which is epic in itself, but we're gaming for kids who are struggling just to survive. I can't begin to tell you how awesome it is to see USMG stand together and fight to raise every dollar we can to help the kids. I'm forever grateful to everyone who has supported Extra Life, and am very proud to call USMG my home.

New members / Birthdays

Happy Birthday

(*Rosy Cheek Award* list)

Many spankings were served up since June and some of you wished it was your Birthday every day.

June: Rickety_Rob; Metalhead Brett; RookieHunter; HAVOK; arMed3PR3ChauN; MikaelTyson.

July: Port66; Warhammer0351; Tyli79; MyrmidonSoldier; clarkness7112100.

August: DOCCUPCAKE; obtainedpilot; aaron503; swce; Stonezulla; Trained2Survive; xnastydaddyx; SSG BETADO; XxSilentxFartxX.

September: MARDIGRA21; shonyx; savingurazz; Mekanikol.

October: WiLdMAN; RitterMarine; sickpuppy79; John Fuse; Two_Tigers; airborne509; Eiaelis; Ironhide400; David_3033.

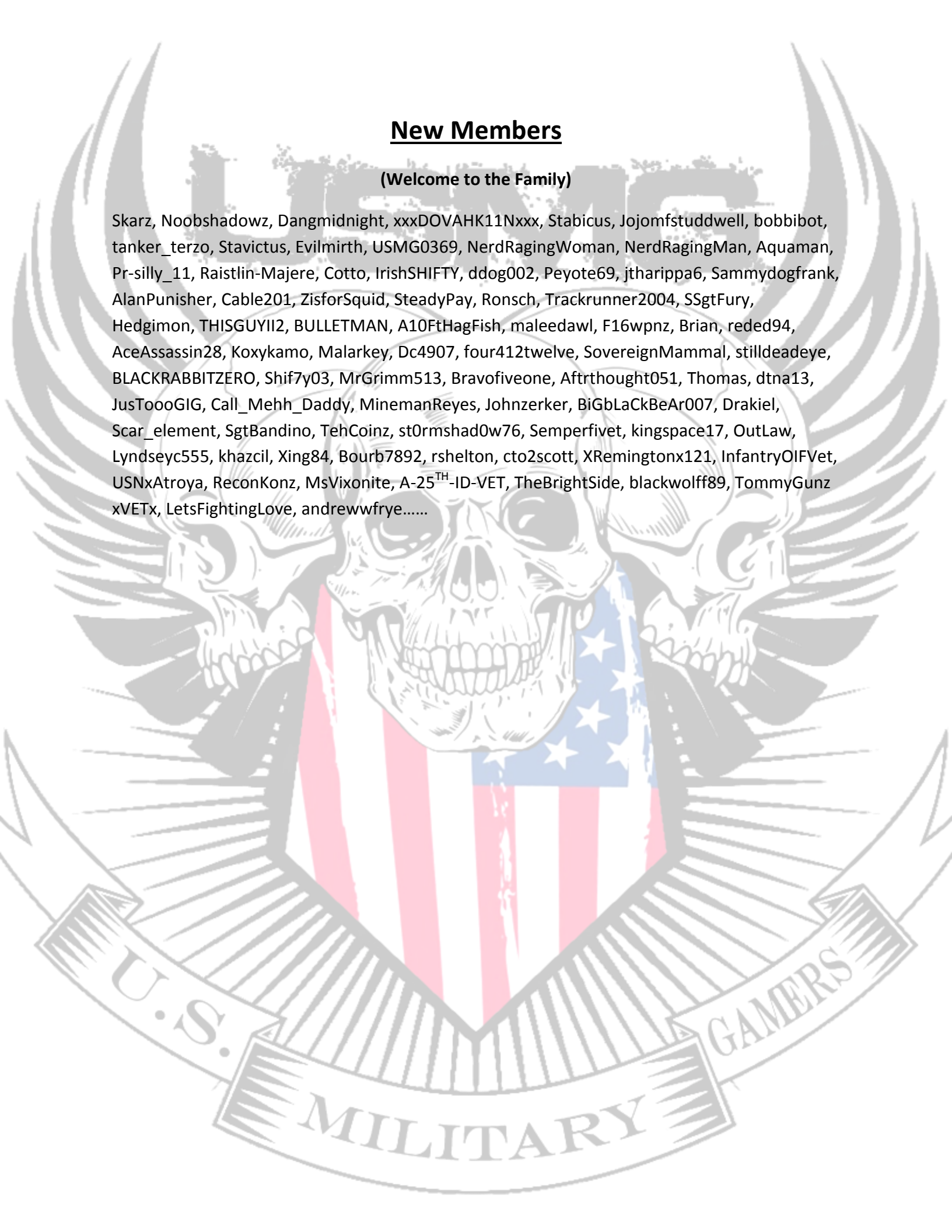
November: BrokenEnvy; NwG_SnakeEyes; diablo.diamante; MuleTheDestroyer; ASignorelli; Specops03SS; jxspyder; RedCon-ONE.

December: GriffinSentinel; BigFreeze99; TommyGunz xVETx; KaNtStOPMeH; ROMAD21; IEDdaBOMB; Bull3Bait.

New Members

(Welcome to the Family)

Skarz, Noobshadowz, Dangmidnight, xxxDOVAHK11Nxxx, Stabicus, Jojomfstuddwell, bobbibot, tanker_terzo, Stavictus, Evilmirth, USMG0369, NerdRagingWoman, NerdRagingMan, Aquaman, Pr-silly_11, Raistlin-Majere, Cotto, IrishSHIFTY, ddog002, Peyote69, jtharippa6, Sammydogfrank, AlanPunisher, Cable201, ZisforSquid, SteadyPay, Ronsch, Trackrunner2004, SSgtFury, Hedgimon, THISGUYII2, BULLETMAN, A10FtHagFish, maleedawl, F16wpnz, Brian, reded94, AceAssassin28, Koxykamo, Malarkey, Dc4907, four412twelve, SovereignMammal, stilldeadeye, BLACKRABBITZERO, Shif7y03, MrGrimm513, Bravofiveone, Aftrthought051, Thomas, dtna13, JusToooGIG, Call_Mehh_Daddy, MinemanReyes, Johnzerker, BiGbLaCkBeAr007, Drakiel, Scar_element, SgtBandino, TehCoinz, st0rmshad0w76, Semperfivet, kingspace17, OutLaw, Lyndseyc555, khazcil, Xing84, Bourb7892, rshelton, cto2scott, XRemingtonx121, InfantryOIFVet, USNxAtroya, ReconKonz, MsVixonite, A-25TH-ID-VET, TheBrightSide, blackwolff89, TommyGunz xVETx, LetsFightingLove, andrewwfrye.....



Newsletter Contest/Cookbook

GAMERS GOTTA EAT!

Selected from: **Corey's Cookbook**

We all have to make time to eat, weather we're tearing it up on the virtual battlefield, slaying dragons, saving Gotham, or smoking the gridiron. In our newest newsletter feature, we'll take recipes submitted by our members and add them here for you to try at home.

If you would like to submit a recipe for inclusion in our next edition, please send it via e-mail to press@usmilitarygamers.com with "Recipe" in the subject line. When possible, please include a picture of the finished dish. All recipes submitted will eventually appear in a forthcoming USMG cookbook.

Now for a little story...

Since I spent my teen years growing up in the 1980s, I was fortunate enough to witness the video gaming boom that came along with that decade. Immortal titles such as Space Invaders, Missile Command, Donkey Kong, Pac-Man, Pole Position, Defender, Joust, and more debuted at a seemingly breakneck pace. And so it came to be that many who were in the same age demographic as myself set out to conquer these games.

Each day was a quest to find a quarter lying on the ground, under the couch cushions, in the laundry, what have you. There was never a reason to keep a quarter for any reason other than to slip into the coin slot of your favorite game at the local arcade. I cannot begin to tell you how many days I held my lunch money versus eating at school, simply because I walked past a small hot dog joint on the way home that had some of my favorite games linking the walls.

When those favorite games transitioned to console version, it became a whole new world. However, there was still the issue of eating properly.

If you go on YouTube and search for *Atari - Asteroids - "Alien Family Issues" (Commercial, 1981)*, you'll get a little bit of an idea of how console games impacted me. My mom always made sure that our family ate well, but when we got our first Atari 2600 it was all she could do to tear me away. I lost weight for sure, and many nights I had to eat my dinner reheated into a near dehydrated state via the microwave.

In those days, I had no responsibilities. With that, I was not the one who had to worry about feeding me...that was supposedly the job of my parents. We didn't have the luxury of pre-made meals available from our local grocery store then. People actually had to cook (or get a gutbomb from one of the fast food joints). And I'll be damned if there is no substitute for a meal you make yourself.

Nowadays, I make sure I take the time to actually make good food and snacks before I dive into the latest multiplayer clan event that USMG might be participating in. With that, I'd like to open up the doors for us to share our best and favorite snacks and meals with one another. So let the feast begin!

Our first entry comes from staff member Mike Fresia (BigFreeze99). Enjoy!

Mike's Drunken Chicken...

Ingredients you will need:

2 tablespoons salt (I like the coarse sea salt)
2 tablespoons paprika (smoked paprika is better)
2 tablespoons cayenne pepper (if you like your food less hot, vary this measurement to 1 tablespoon or none at all)
1 tablespoon ground cumin
2 teaspoons dried oregano (use dry rather than freshcut. Dried oregano adheres to the bird better)
2 teaspoons of black pepper (like my salt I like the coarsecut pepper)
2 teaspoons of garlic powder
2 teaspoons of thyme

----- Mix the above in a bowl or sealable container and set aside. This is your dry rub. If you find you like this mixture for future grill cooking you can increase each measurement and store it (away from humidity for up to 6 months). This is actually good on steak and fish too. -----

You will need:

1 whole chicken (medium size 4-8 lbs) NOT CUT UP.
Oil (Vegetable ... but I prefer Olive oil)
A six pack of beer (5 for the chef and one for the bird. I use Coors because it is a thinner can, however the type is up to you). Leave one beer out to come to room temp.

Prepping:

Fire the Fucking Grill!!!!!! About medium to medium high heat. If you have a cover for the grill great, if not you will need some foil.

Wash your Dirty Bird. Thoroughly wash your chicken, make sure any giblets are removed from inside the bird. Please don't use soap.... Just a clear water wash..... geez.

Lightly pat your bird dry... just enough to remove the excess water.... (Stop patting it too much the neighbors will talk....)

Coat the chicken in your choice of oil... and use the rub to completely coat your bird... make sure you get a coating inside the cavity of the chicken, too.

Take one beer (the one at room temp, the Bird's Brew.)

Set the chicken up on its end, legs down... pour out about a quarter of the can of warm beer... and insert the can into the cavity of the Bird. The chicken should be able to stand on its own now, balanced on the can and its legs.

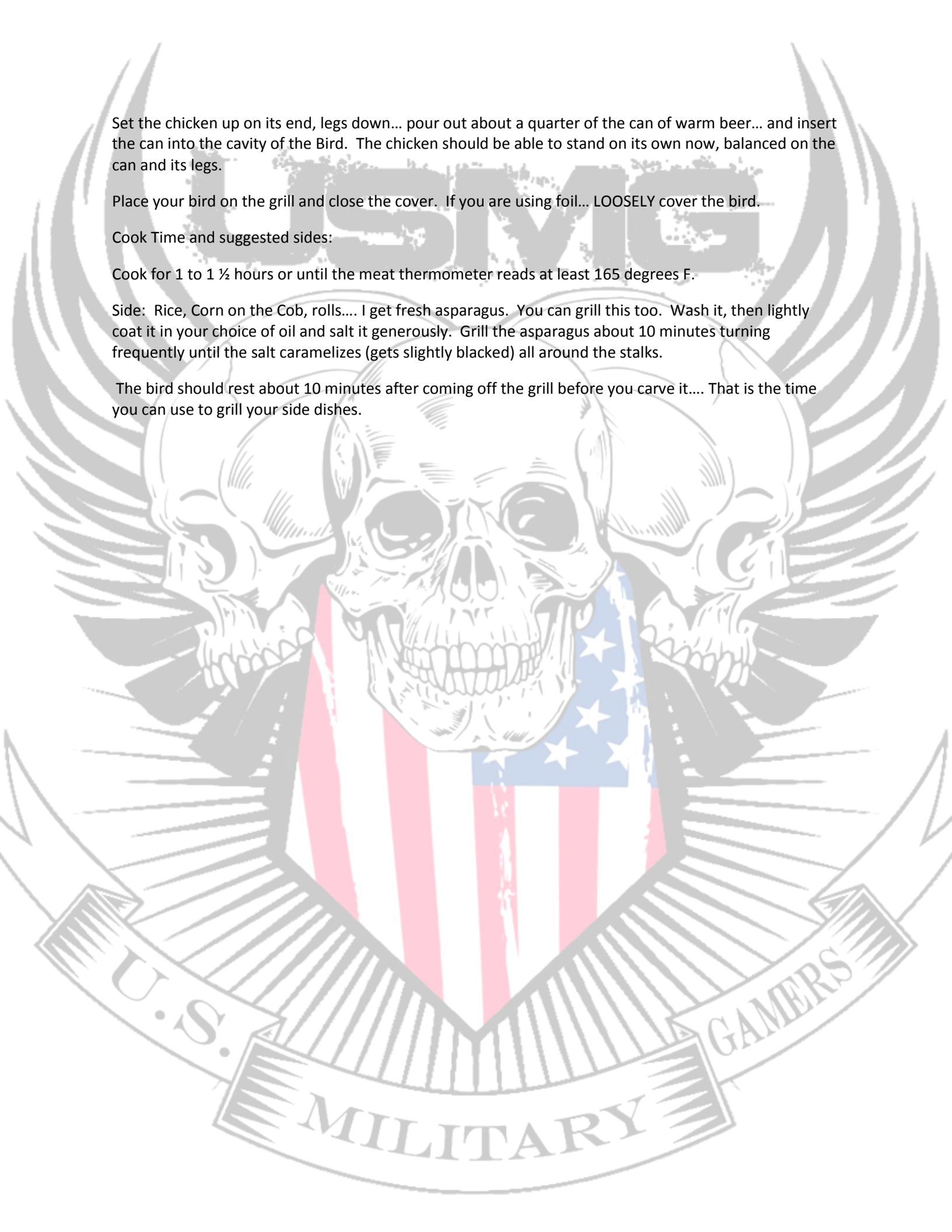
Place your bird on the grill and close the cover. If you are using foil... LOOSELY cover the bird.

Cook Time and suggested sides:

Cook for 1 to 1 ½ hours or until the meat thermometer reads at least 165 degrees F.

Side: Rice, Corn on the Cob, rolls.... I get fresh asparagus. You can grill this too. Wash it, then lightly coat it in your choice of oil and salt it generously. Grill the asparagus about 10 minutes turning frequently until the salt caramelizes (gets slightly blacked) all around the stalks.

The bird should rest about 10 minutes after coming off the grill before you carve it.... That is the time you can use to grill your side dishes.



Closing Credits



- **Next Issue: TBD.** As soon as we drag the bodies out of the room from this issue we will think about getting the next issue started.

Editorial Staff and Contributors

Staff:

NwG_SnakeEyes – (In Charge and Submarine Race Official)

River_Rat_459 – (Few words, Big Statements)

BigFreeze99 – (Along for the Ride)

Whit3C3ll – (Coffee Anyone?)

KaNtSt0pMeH – (No sweat... Yet)

Contributors:

Smoke – He is the boss... nuff said

All hail the lord of graphics: *jgreco*

The Proof Reading Professional (the not so automatic spell-checker): *jxspyder*

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Cheerleaders (and other sage advice): *RogueScot*, *Rickety Rob*, *ssandersjr*

