

The Monthly Salute

Volume 1 Issue 10

December 2012



"CARRY ON SANTA, IT'S CHRISTMAS DAY, ALL IS SECURE."

Remember Those Deployed!



US MILITARY GAMERS
It's about the gamer next to you!

US MILITARY GAMERS

US MILITARY GAMERS PREPARES FOR FIRST EVER "BEST OF" AWARDS

For the first time in the three year existence of USMG, awards will be bestowed upon the favorite games of the community members. The awards will be known as "USMG's Best of 2012", and as-yet-to-be named award will be given to the winners of several different categories.

Additionally, the voting will be open to the public at large. The polls will be posted within the coming days on the main page of USMilitaryGamers.com. This will be an excellent opportunity for anyone interested in learning more about USMG to visit our site and have a look around.

For the titles that do win in their selected categories, their respective developers and publishers will be notified of their selection.

Here is a look at some of the categories that will be voted upon:

- **Best Single-Player Campaign**
- **Best Multiplayer or Co-Op**
- **Best PS3 Exclusive Title**
- **Best Xbox Exclusive Title**
- **Best PC Exclusive Title**
- **Best DLC/Expansion Pack**
- **Best Military-based Game**
- **Best Hero/Heroine**
- **Best Villain/Villainess**
- **Sleeper of the Year**
- **Best Sports/Racing Game**
- **USMG Game of the Year**

Be sure to keep an eye out on our front page and through our social media links for updates and announcements regarding the voting!





BLACK OPS II CLAN OPS GET UNDERWAY

After launching to much fanfare last month, Call of Duty: Black Ops II is now hosting another run of Clan Ops. USMG is fully involved in this edition of the competition.

During Modern Warfare 3's Clan Ops, USMG achieved the prestigious Level 50 rank, thanks to dedicated members who were willing to give up a lot of their own personal time to work together and meet the challenge.

Members can keep track of upcoming Clan Ops announcements in the Game Chatz section of the USMilitaryGamers.com forums.



FORGET DESMOND —GIVE ME CONNOR!

Commentary by Dahlia Bellona

I do realize that Assassins Creed 3 was not the only release that was highly anticipated. But, AC3 does happen to be up for Spike VGA's Game of the Year this year. So, since the community had only just discussed about the game, I'll go ahead, as a freak for the Assassins, give a review of my own about this Game of the Year Nominee.

Everyone knows, this game had been worked on for the past three years; since the release of Assassins Creed 2, while a smaller team had worked on AC: Brotherhood and AC: Revelations as filler games (hence, why they have such a short amount of campaign game play). They had introduced a new system, AnvilNext, which enabled the AI to produce seasonal changes, to give the environment a more realistic feel, down to the occasional thunderstorm. However, the weather

was not just for decoration. Although rather cool to look at in a game, things such as a thick blanket of snow, would affect not only Connor (the protagonist), but also any enemies as well, by hindering their speed.

Connor Kenway, also known to his people as Ratonhnhaké:ton, (it honestly is not as hard to pronounce as it looks), is introduced to us in Assassins Creed 3, as an ancestor of Desmond, who takes us through the major parts of Colonial America during Pre-Revolutionary, Revolutionary, and Post Revolutionary eras. It sounds like a lot, and it is. You go through 30 years of Connor's life. Ubisoft had worked close alongside with Mohawk advisors, to ensure there was no disrespect towards their culture being portrayed in such a popular game. Instead of hearing Italian accented English, we hear some of the beautiful language of the Mohawk nation when Connor interacts with his people.

One thing that was different in this game compared to the other Assassins Creed titles, you play the first four sequences as Connor's father, Haytham Kenway. No worries, everyone, I will not reveal spoilers. But, throughout the story of AC3, you are slammed with plot twists everywhere you turn. The motto of Assassins Creed, (Nothing is true, everything is permitted), really hits home with this game. But you get to know the father of Connor, and a little of his mother as well; which can give the player a bit of a conflict if you're into character backgrounds.

Although you see a lot of George Washington in the commercials, interacting with Connor in one way or another, you almost feel as though he would be another "Machiavelli". I honestly got that idea as well—thinking I would play as Connor, the Assassin, doing contracts throughout the story for the big G.W.

But, you only meet George Washington a few times, and if you do know some history on him, you see how he is exactly involved in Connor's story with yet again, another plot twist. Famous historical figures appear in the campaign, such as William Johnson, John Pitcairn, Benjamin Franklin, Edward "Bulldog" Braddock, Charles Lee, and my personal favorite of appearances, Israel "Old Put" Putnam. You also go through famous battles that had taken place in the Revolutionary War, such as Bunker Hill, the shady Battle of Monmouth, and the battle with the "Shot Heard Round the World", the Battles of Lexington and Concord. You also participate in pre-revolutionary acts such as the infamous Boston Tea Party, (No worries, they are not dressed as Mohawks, in fact the only Mohawk present was Connor himself), the Midnight Ride with a very annoying Paul Revere (Yes, I said it, and don't deny it if you'd played!!), and bear witness to the atrocity of the Boston Massacre and the awe inspiring signing of the Declaration of Independence. So yeah, as a history lover, especially for the colonial era, and a Native American admirer, this game was like a dream come true for me. I almost licked my T.V.

The combat system is a little easier to handle; you no longer have to do that annoying aim and lock, and you don't accidentally kill civilians, therefore getting yourself into crap you had no intention of getting yourself into. (Was I the only one who accidentally killed the annoying begging women because I pushed the wrong button? Thank goodness they took that out; or I would have killed some children on accident in this game instead!) Free-run is easier as well, safely leaping through trees, rock climbing, and of course, building climbing.

One thing that kept a lot of players interested was the way to make an income. Although the account ledger book was a little confusing at first, it gets addicting once you get the hang of it, because you can craft items that are usable for yourself, or able to trade. Which forces you to build your homestead by completing homestead missions (the higher level the craftsman, the more profit from their crafts). There are chances your convoys can come under attack, so you are going to have to fast travel through the map to get to them in time. Which also adds a bit of that assassin fighting fun to it.

Another that was introduced into Assassins Creed was Naval Warfare. Connor is the Captain of the Aquila, a ship used within the Colonial Brotherhood. You'll recognize the voice actor of the First Mate, Robert Faulkner. Watch some Pirates of the Caribbean, and you'll probably get it real quick! It's a shame he doesn't say, "Aye, Sea Turtles!" But it is a whole new way of fighting within the game, especially when Naval Warfare was done a lot during that time, not only just for the war, but also for trade routes as well. You command the ship, calling out cannon fire, and securing other ships. It's awesome. It does make up for no Den Defense missions, which was one thing I did love about Revelations.

Now, returning is recruiting Assassins for the Brotherhood, sending them on missions, leveling them up, but no customization, and no Assassin robes for them either. You do not have factions in this game; instead there are "Guilds", with challenges you must meet before becoming noticed, and more challenges, before actually earning the emblem in your collection.

The game will come with glitches and some crashes, but it was made with a brand new system, and Ubisoft has been working to fix these glitches. So you can't blame them, honestly. I do understand, glitches and crashes are frustrating, but it'll take some time for the patches to release to fix all the glitches happening. It's an epic game, with a ton to explore, as well as a ton to do between sequences in the campaign, which will give you hours of game play. The actual environment of the game is beautiful. And I can never get over just how well written these characters are. Connor Kenway's story had me entranced, and I wanted to know what happened next with him.

One thing the game has been criticized for, (maybe marketing wasn't thinking when they made announcement trailers, or even the posters for the game), was that it was an America vs. Britain game. Let me get this straight for you who think this: No. It is not an America vs. Britain game. It takes place during the Revolutionary War, and the birth of a country. Like Connor, you as the player will learn quickly, and harshly, that there is evil and good on both sides—while some innocents with no one to defend them are caught in the middle.

Oh yeah; What about Desmond??

After getting so worked up in Connor's story while playing, I said, "To hell with Desmond! Give me some more Connor!"

But in reality, if I tell you about Desmond, that'll reveal spoilers, now won't it? So no; I won't do that. I suggest you play the epic game if you would like to know about Desmond and his fate, along with enjoying the awesomeness of Connor Kenway.

Assassins Creed 3 gets my vote for Game of the Year at the VGA's this year; most definitely!

Now I'm going to lick my TV.

HOLIDAY MAIL FOR HEROES

Sending holiday cards this year? Don't forget our brothers and sisters-in-arms who could use a lift this holiday. **Remember Holiday Mail for Heroes.** This program distributes Holiday cards to service members not only in the hospitals but also abroad.

Holiday Mail for Heroes

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Capital Heights, MD
20791-5456**

NOVEMBER'S MEMBER OF THE MONTH IS

...

At press time, there was a tie between Dahlia Bellona and Toby2533. Although rules stipulate a tie-breaker vote be conducted to resolve a winner, Toby unselfishly conceded the win to Dahlia.

On that note, Dahlia was recognized as USMG's Member of the Month for November 2012, based in large part to her work producing and hosting the USMG Radio show and her contributions to this newsletter. Congratulations to her. And a huge pat on the back and salute to Toby for displaying excellence in being a community member!

Because of the publication deadline, an interview with Dahlia will appear in next month's edition of The Monthly Salute.

WELCOME ABOARD TO OUR NEWEST MEMBERS

The following joined the USMG in November. Let's make 'em welcome!

- Creed85
 - GermanZ20
 - SicariusProdigy
 - Bonesaw
 - MadBiologist
 - IEDdaBOMB
-

HAPPY BIRTHDAY IN DECEMBER TO...

- GriffinSentinel
- KaNtSt0PMeH
- ROMAD21

- IEDdaBOMB
- Bull3tBait

AND FINALLY...THE USMG CHRISTMAS CARD!

We here at USMG want to wish you and yours a safe and happy holiday season. No matter what holiday(s) you celebrate, be sure to remember those who put themselves in harms way to make us safe!

And now, some pics of some of the USMG family in the first USMG Christmas Card:



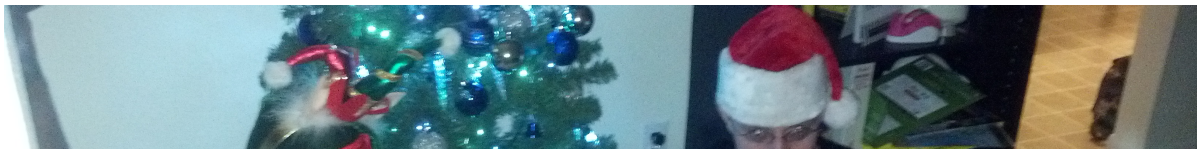
Whit3C3ll with Jonathan



MaximusR3



SGT Tut (a.k.a. Toby) and his "zombie dog"



Red Fox Hunter and SailorsGirl199



Bull3tBait and Klaws, along with Tillie, Jeremy, and Thomas



Smoke



SteelHavok



River Rat and Mad Biologist

COVER DESIGN CREDIT

- MK-82_1_EACH

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