

*Journalism and Mass Communications, College of
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Contest*

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Year

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Call of Duty:

Page design by
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Call of Duty voted best game by me

Sam Bohac

The most anticipated game of the last decade. One of the top-rated first-person shooter games of all time. The greatest game I've ever played. Pokemon? No. Call of Duty: Modern Warfare 2? Yes. Why is it the greatest game I've ever played? Simply because mercing fools with the WA2000 for hours on end never gets old. Never. Not that I'm saying I like everything about CoD 6. I don't. There are several things I don't enjoy about it. Like cheap weapons and noobs who use riot shields. I don't like those things.

First off let me tell you about cheap guns. Mainly, the M240. I despise this weapon with all of my gamer heart and soul. To start with, its magazine is ridiculous. Like a hundred rounds per belt. That's right, it's a belt fed machine gun that you can run around with. Add to that fact that there is minimal recoil and big stopping power and you get a gun that can easily put people down with one or two bullets. It drives me absolutely up the wall. Every time I watch a kill cam and the little noob who took me

down was using the M240, a foul stream of expletives can be heard streaming from my mouth. In short, I despise this weapon. It's cheap, it's lame, and you should all stop using it. Ok? Ok.

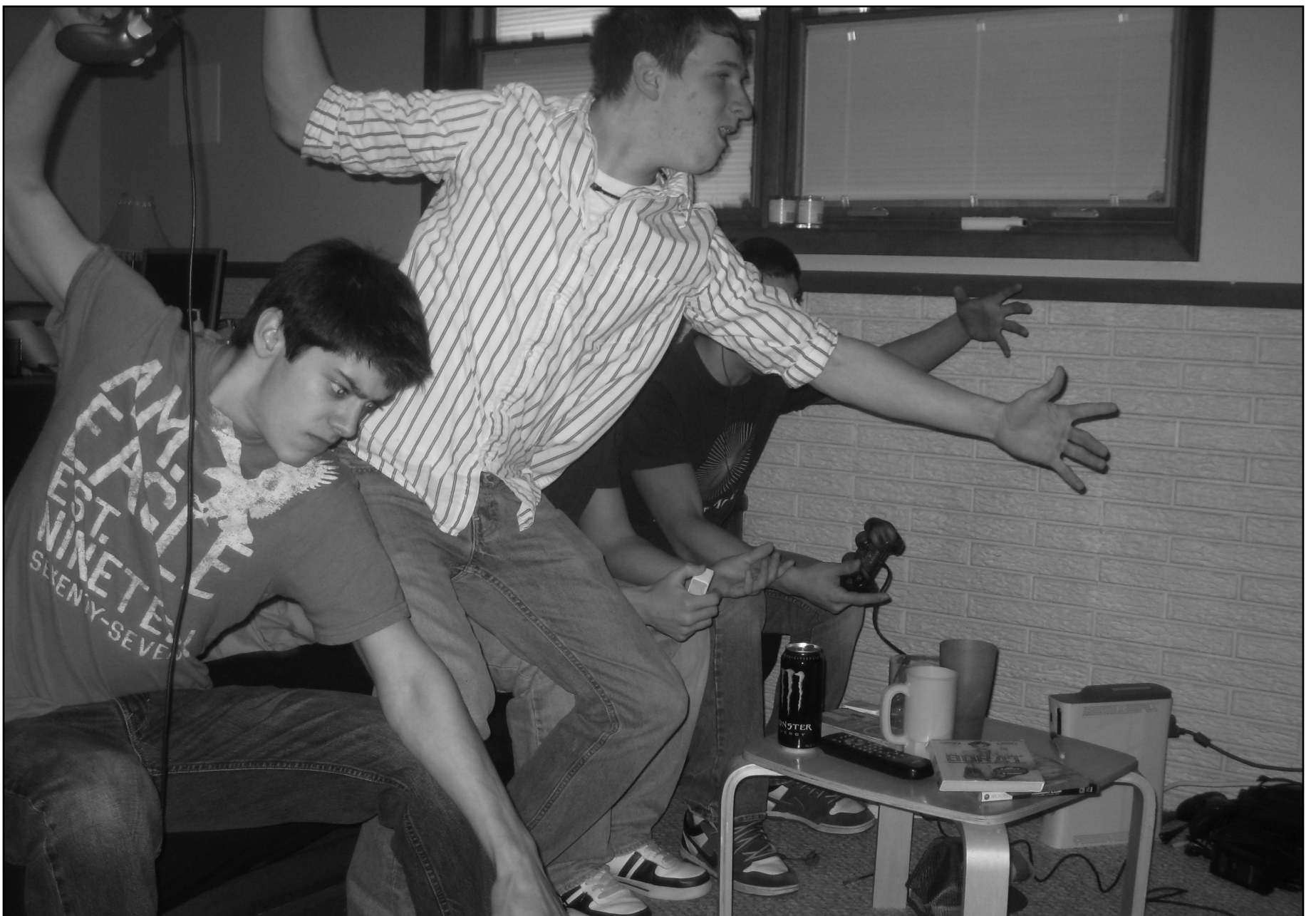
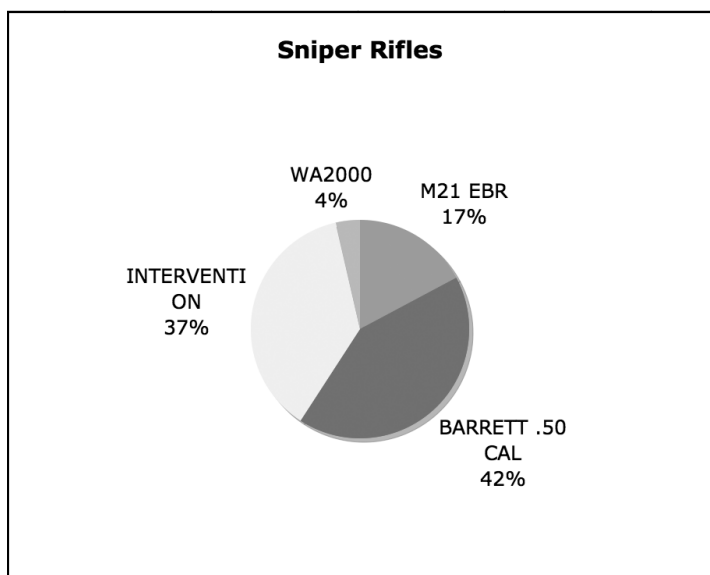
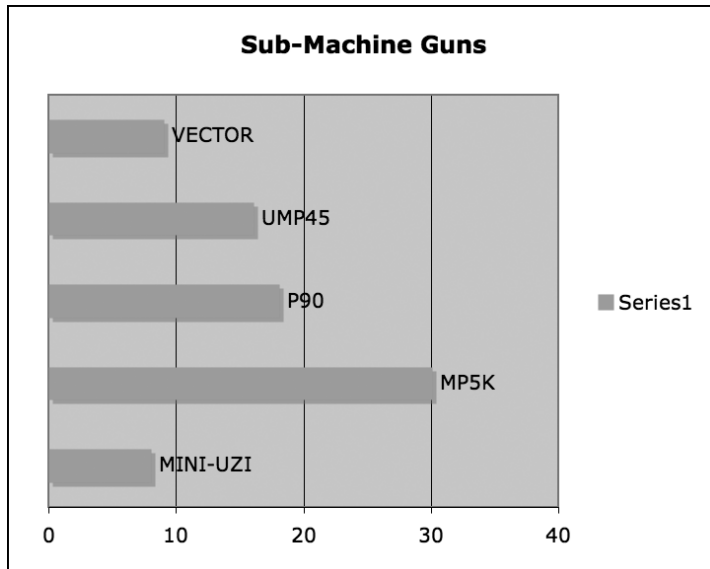
Next on the list of noobness are riot shields. I mean really? A piece of bulletproof plastic? C'mon people, what real use is that? Sure you might think to yourself that with a riot shield out, you're practically invincible and you can just run up on people and bash them in the face. But you would be wrong. Dead wrong. Literally. Riot shields leave you super exposed in a vital spot: your back. What do I do every time I see a guy with a riot shield? I run around behind him and stick a knife in his neck that's what I do. In the game that is. Not real people with real riot shields. That would be bad. Riot shields are useless and take the place of your primary weapon. Why on earth would anyone want to replace a gun with a piece of plastic is utterly beyond me.

At the end of every game you're given up to three accolades, which are awards for being super special at something. Some

of them are pretty cool, such as The Show, which is earned for getting at least ten kills and no deaths, or Supernatural, which is earned for getting a kill to death ratio over ten. Now those would make you feel good about your CoD skills. But some accolades are stupid or downright depressing. Clay Pigeon: Most deaths by shotgun. Lame. Blindsided: Most deaths from behind. Lame. I would be disheartened if I got any of these accolades. Most disheartened indeed!

So far I've had all negative things to say. But now, we come to my very favorite part of the game: sniping. Blowing virtual Spetsnaz away from six hundred yards out is the best way I know of to relieve stress after a long day at school. With a silenced WA2000 with an ACOG scope on my side, there's not a single bad guy I can't bring down. Not a one. Now if I could only get the All Pro title... One shot, two kills. That would be dank.

Call of Duty: Modern Warfare 2. I give it 4.895 Chopper Gunners out of 5.



(From left to right) Devin Davila, Ryan Story, Brady Thompson and Dmitri Davila react to something during a game of Call of Duty: Modern Warfare 2

Sam Bohac

Modern Warfare 2

Modern Warfare 2: classic

Ryan Story

It's without a doubt that the most anticipated video game of all time, Call of Duty Modern Warfare 2, has lived up to its expectations. It's a first person shooter game and the sequel to a previous game of the year, Call of Duty 4 Modern Warfare.

Call of Duty 4 was ridiculously popular to begin with, but the anticipation of Modern Warfare 2 rose with each day going by moving closer and closer to its November 10, 2009 release date.

The day finally came and Modern Warfare 2 instantly became the talk of the school. With similarities to the original Modern Warfare like more modern weapons and equipment, it's essentially the same game except like a thousand times better.

There are new maps and some new weapons. Most of the newer maps are awesome while some of them make me absolutely mulligan. For example, Karachi has to be the worst map in the game. Too many corners and high places in such a small space!

The main reason I hate maps like that is because campers. Small maps like Karachi are a campers dreams come true. I'm sure I'm not the only one. Hasn't everyone been running around a corner

then all of a sudden shot by a fool sitting in the corner. It seems like they just wait for an unsuspecting innocent player to walk by so they can get their cheap easy kill with their Ranger akimbo.

Another camper weapon of choice is the Model 1887. It's arguably the best weapon in the game, and I'm not going to lie, I use them, but it's definitely a love-hate relationship. There is nothing more irritating then when somebody is running around with light-weight, and marathon looking to fire those ridiculously powerful weapons at anything that moves.

Another thing that gets me is when you got somebody in your crosshairs, then BOOM, you get blown up by a M203 grenade launcher a.k.a noob tube. Noob tubes might be the most annoying thing in the game hands down. Especially when players fire noob tubes right where you spawn at the beginning of the game. As if the noob tube alone wasn't cheap enough, some people even like to at danger close to their noob tubes, which makes explosions stronger, and thus adding cheapness to the noob tube.

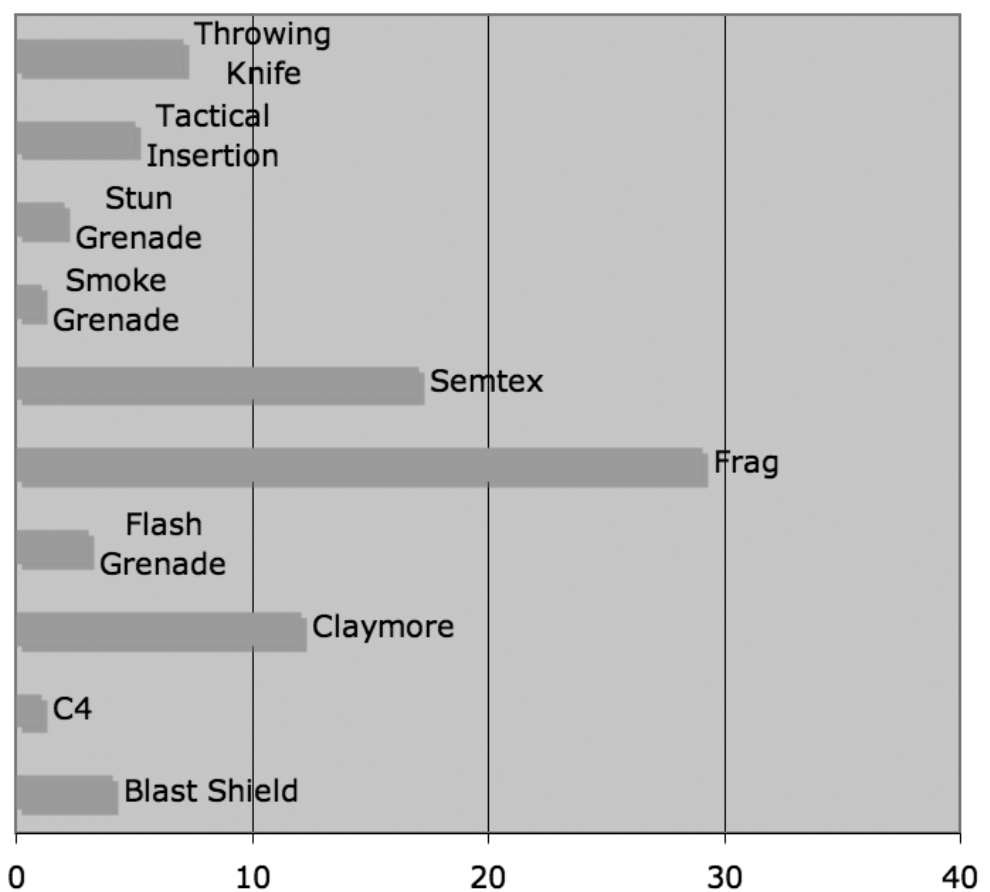
Despite some the cheap features of the game it still tends to be fairly addicting and just plain fun. I give the game 4.9 out of 5.



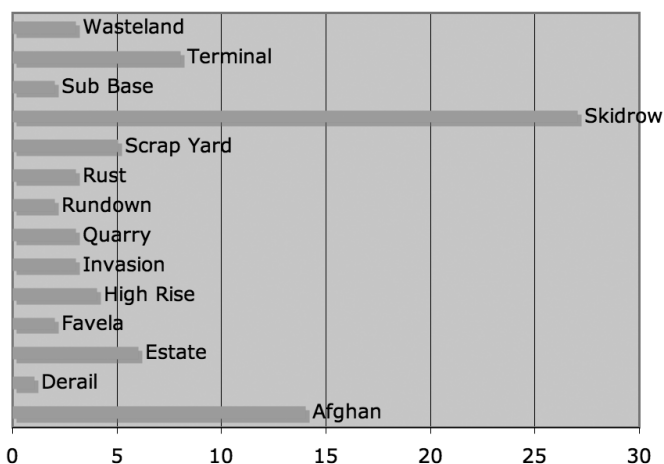
Sam Bohac

Devin Davila, while enjoying a gummy hotdog, is astounded at his brother Dmitri's mad skillz.

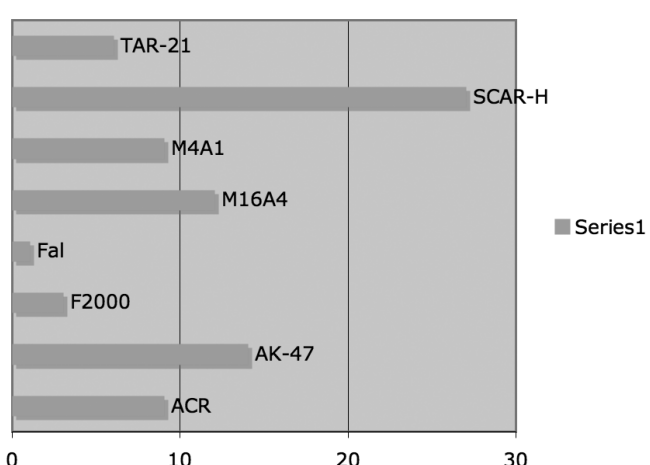
Equipment



Maps



Assault Rifles



Light Machine Guns

