



VIDEOGAME

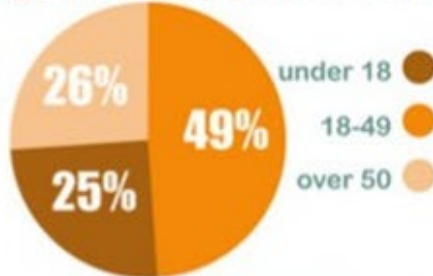
statistics



65%

The percent of US households that play video games

gamer age distribution

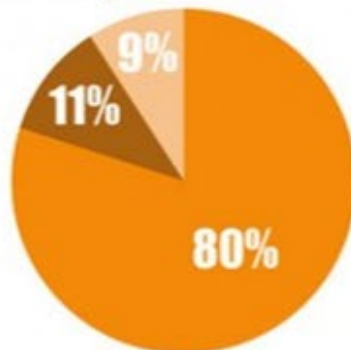


2 out of 5 gamers are **female**

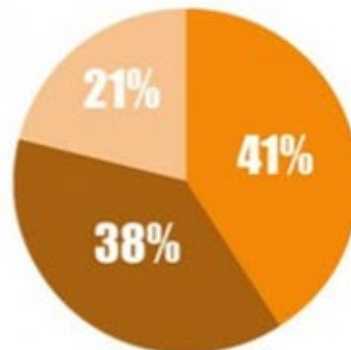
32 YEARS OLD

the age of the average gamer

Primary Console Players:

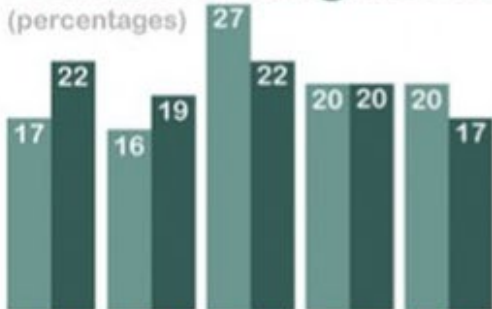


FEMALE



MALE

new gamers vs established gamers



12-17 18-24 25-34 35-44 45-54
 new gamer: less than 2 years playing
 established gamer: more than 2 years playing

18 HOURS



Average time spent PER WEEK by gamers playing video games

TEXT B – Extract on PETA and Pokemon



Much like animals in the real world," read PETA's statement, "Pokémon are treated as unfeeling objects and used for such things as human entertainment and as subjects in experiments." "The amount of time that Pokemon spend stuffed in pokeballs is akin to how elephants are chained up in train carts, waiting to be let out to 'perform' in circuses," PETA wrote on its Web site. "But the difference between real life and this fictional world full of organized animal fighting is that Pokémon games paint rosy pictures of things that are actually horrible."

The Pokémon games are marvellous, and far more nuanced than their exuberant, childish appeal would suggest, but they are also celebrations of the sort of spirit that moved men like Teddy Roosevelt and Ernest Hemingway to see animals as trophies to be collected, or equipment for sadistic sports. Children learning that animals/Pokemon battling to the death is nothing more than glamourized bear baiting or dog fighting.

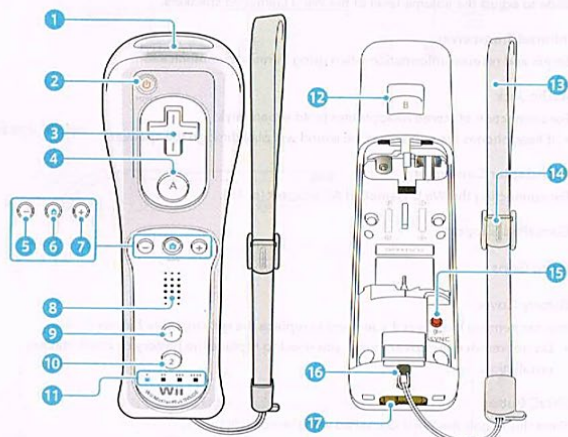


TEXT C – Wii Remote Instructions

Wii Remote™ Plus Controller (optional accessory)

The **Wii Remote Plus Controller** is sold separately. This controller only works with Wii software, as well as Wii U software that supports Wii Remote gameplay (see game packaging for compatibility information). This controller can be used with the Wii Menu feature of your console.

Front and Back View



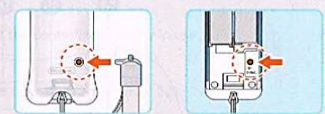
This view shows the battery cover removed.

- 1** Pointer Lens
 - Can also function as a button when pressed.
- 2** POWER Button
 - Press to turn the Wii U console and Wii U GamePad on or off.
- 3** +Control Pad
- 4** A Button
- 5** - Button
- 6** HOME Button
 - Displays the HOME Menu, where you can configure the Wii U GamePad and Wii Remote controllers or view pre-installed electronic manuals. See the Wii U Electronic Manual (E), on the HOME Menu.

- 7** + Button
- 8** Speaker
- 9** 1 Button
- 10** 2 Button
- 11** Player LEDs
 - Indicates the player number assigned to the controller currently in use.
- 12** B Button
- 13** Wii Remote Wrist Strap
- 14** Strap Lock
- 15** SYNC Button
 - Press this to pair (synchronize) the Wii Remote Plus with the console (see illustration below).
- 16** Wrist Strap Attachment
- 17** External Extension Connector
 - Allows connection of external accessories such as the Nunchuk™.
- 18** Wrist Strap Cord

Using the SYNC Button

Some Wii Remote models require you to remove the battery cover to press the SYNC Button.



Recalibrating the Wii Remote Plus

If the cursor on the TV screen moves even if the Wii Remote Plus is not being moved, or moves differently than when the Wii Remote Plus is moved, the remote may need to be recalibrated due to the following:

- Changing batteries in the Wii Remote Plus during gameplay.
- Moving the Wii Remote Plus from a cold environment into a warm environment.

To recalibrate the Wii Remote Plus, place it on a flat horizontal surface with the buttons facing down. Wait for a few seconds and check the operation. Also, review the instruction manual for the game you are playing for more information.

NOTE: This procedure must be done during gameplay.

TEXT D – *Review of Call of Duty: Black Ops 3 by Tim Jones.*

With alternate histories and crazy weapons, Treyarch's Black Ops games have always been Call of Duty's oddballs. After killing mind-wolves with a swarm of nano-bees in the new campaign, I'm happy to say Black Ops 3 not only continues that trend, but smartly embraces its sci-fi oddities more than ever before. But the most remarkable thing about Black Ops 3 isn't its tone; it's the sheer amount of content which, at its best, is some of the greatest I've seen in Call of Duty

With Our Powers Combined...

Killing more robots (and other enemies) is actually quite fun thanks to the new powers, which come in three flavors: blow things up, beat things up, or control your enemies and have them blow things up for you. Each power tree promotes a certain style of play, and you don't earn enough points to level up all three paths unless you choose to sacrifice extra perks, weapon upgrades, and more. Even then, you can usually only use one type per level, so committing to one path is important. Plus, this leaves enough points to beef up your trusty primary weapon, which feels more important than it ever has. The gun you pick will likely stay in your hands for the entire level.

The Good Old Days

I was surprised and disappointed to find that many of the great high-mobility mechanics Treyarch revealed for Black Ops 3's multiplayer, such as firing while performing other actions or wall-running, at first seemed disabled in campaign. On closer inspection, I found them locked away in an odd part of the tech tree. On one hand it's commendable that Treyarch wants to give us the option to ignore the new mobility skills and play a more classic style of Call of Duty – there's even a tech upgrade that allows you pick up any weapon you find, just like the old days. On the other, it would've been better if they weren't so easy to miss that I didn't even get a double-jump for my whole first playthrough.

Octopi vs. Zombies

The new Zombies co-op mode, Shadows of Evil, is the best version of the undead slaying mode in Call of Duty yet. 100% better than anything we have seen before. It has its own progression system, the 1940s urban-style setting is gorgeous, and it's a place where a magician played by none other than Jeff Goldblum says lines like "With each subsequent transformation I grow ever more confident with my tentacles."

It plays much like the Zombies mode has before, with players earning money for repairing barricades, killing enemies, and more, then using it to buy upgrades to survive the next wave. However, thanks to a new persistent XP and perks system, you can customize weapons and abilities before a match begins – you won't likely see everybody running around with the same guns this time. The mode lasts as long as you can hold out, so specializing your characters becomes more important as the difficulty ramps up.

The Verdict

From its four-player co-op campaign to the brand-new powers and a fleshed-out Zombies mode, Black Ops 3 meaningfully pushes the Call of Duty series forward on several fronts. Even where it doesn't innovate, it still meets the high bar Call of Duty fans should expect. Black Ops 3 isn't the best Call of Duty game ever, but it's the biggest and most feature-packed game we've seen out of the series yet. Buy it now. Would you want to miss out on the best instalment in the franchise? A solid 9/10.

TEXT E – PETA on the positive effects of Video Games

nintendogs™

Nintendogs has today been awarded one of the inaugural PETA Europe Proggy Awards*, recognising animal-friendly achievements and progress in commerce and culture. The title, which lets owners train and care for lifelike puppies using the Nintendo DS system's touch screen and microphone, launched on the Nintendo DS handheld console in October 2005 was named Best Animal Friendly Video Game by People for Ethical Treatment of Animals (PETA) Europe in recognition of its animal-friendly achievements. These animals are treated like their real counterparts should be.

PETA Europe's Lauren Bowey says, "Because dogs require a lifetime commitment of love, care and attention, getting a puppy on impulse or giving one as a gift can lead to disaster. But thanks to thoughtful products like Nintendogs, children and adults who love dogs can play with their 'pups' any time they wish with a simple flick of a switch." The game teaches gamers to walk their pets when needed, to show affection to them when they're feeling down and wash them when they're needing a bath.

* PETA's Proggy Awards recognise companies, people, and products for innovative and animal-friendly achievements

