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Contents

Announcements

p.1

Affiliate news

p.2

Member news

p.3

Forum reads

p.3

Advice tutorial

p.4

Odds and ends

p.6



Announcements

Welcome and thank you for reading our first edition of United Recon, Krazed Alloys Community newsletter. Before anything is said, let us first explain why the newsletter is named UR. Reconnaissance, defined as "an inspection or exploration of an area, especially one made to gather military information," tastefully suits our needs in that CS is very much a game involving tactics, while our community is in and of itself an exploration in the working. The strength of our community lies not with one person, but instead is very much based on a joint effort. As a result, we are experimenting with a series of newsletters, now known as United Recon.

Welcome!

HLs Community

We are now familiar with a neighboring community, namely Half Life Stats, abbreviated HLs community. You can visit their website and forums at www.hlscommunity.com- you will find that the general atmosphere should not be too different from us at Krazed Alloys. Jonik and Tatsun founded HLs with another server contribution from Antamania. Together, the community has 7 servers between the three of them, all of which are based in Texas.

Writes Tatsun of HLs:

"HLs was established in the latter part of June 2003. We are about 6 months in the making. We started out with a single 14 man Dust server, and quickly grew, far surpassing the capacity of a single server. HLs now runs a dedicated box, hosting 6 servers, including a VIP server for HLs members only. HLs is a Counter-strike gaming community open to anyone who is willing to support it."

New Faces in our Community

Everyone please give a warm welcome to Cody, our newest 'active' community member. Cody has had an active presence in our forums and has shown a great willingness to support our cause and ideals. More information is on Cody, given that we have in our current edition an excerpt of his hobbies, pastimes, and interests.

Screenshot of the month

Nap Time!!!!



Affiliate News

It is much to my regret that we announce the closure of our first two affiliates, Team remix community and clan Fatal Guns. Please see below details for more information, as well as a brief note of what their respective groups have accomplished.

Team remix Community, much to our regret, has shutdown. The community and former clan founder, Simon (Sydecutz), will now be pursuing life as a soon-to-be husband. In closing, our affiliation with Team remix community has been our longest standing alliance among all of our current affiliates, and we were, and still are, happy to have them as a part of our community. We at Krazed Alloys completely understand the reasons for the collapse of TrC, and we wish Simon and the rest of TrC the best of luck in whatever may come their way in the future. Simon will still be frequenting our forums and we know that he won't become a stranger, so everyone please feel free to say hello and treat him in a respectful and mature manner, as you have always done in the past.

Fatal Guns is now officially disbanded as its leaders have moved on in some form or another. K4rpm4n has moved on to BF 1942 and still has plans to make it big in the gaming world. We wish him the best of luck in this matter. Former FG members are as always welcome to make themselves home here in Krazed Alloys. On a brighter note, Scar-Face has become a part of Krazed Alloys staff and we are happy to have him aboard! Regardless, good luck to everyone else and we hope that you do find a place where you can be happy.

P228 is gaining a lot of support from within their clan due to the recent recruitment of many individuals including kjo, leviathan, and ho chi minh. Gzagenius and Rikimaru who are familiar with each other in real life jointly lead the clan. If you are looking for a non-competitive west based clan, this would be the one for you. Their public forums reside in Krazed Alloys however members are given special access to their members only forum which is linked directly off their website. While the clan does not participate in leagues, they are open to a friendly scrim for anyone who posts a request in their forums. As of now, the clan will be a lot more selective in its recruiting process.

Project Mayhem has been doing some extensive practicing with various clans that include Zero Tolerance and {P228}. The clan recently picked up a few new recruits including DeeperSubstance, Carnage, and Cataclysm. Congratulations are in order to everyone who was recently inducted! ~PM~ will be going into leagues once its members decide to do so. The clan is led by ~PM~Mayhem.

Our affiliation through club members at clan **Zero Tolerance** brings us to our next topic. Recently other ZT members have been showing their face in our forums and server and we are happy to have them as a part of our community! Zero Tolerance is also fully grouped with clan Redemption, which is led by Exodus alias -[cR]-Sylic. Both clans have been going strong as of late and their support is thickening.

Member News

With the opening of community awards came two members of the month. Krazed Alloys is please to announce =]ZT[=Pathfinder as our member for the month in December 03 as well as HeadShot for the month of January 04. Both individuals have shown an active presence in our forums and fully understand and uphold the rules of our community. Thank you both for your support.

In "offline" news, events mentioned in the forums include the birthday of =]ZT[=Shaolin's son Grasshopper who recently celebrated his ninth birthday! At the time of the release of this newsletter, this may be "old news." Regardless, we hope that it was a day filled with excitement and happiness.

Pathfinder has also begun welding classes, which translates into reduced time here in our community. While we will miss Pathfinder's presence we know that he won't be a complete stranger to us and we wish him all the best in his future studies. Lastly, Sydecutz popped the big question, and the future bride-to-be accepted! We are very thrilled to hear this welcomed news and we look forward to hearing about the "big day."

Good Forum Reads

Talking with Girls:

<http://www.krazedalloys.com/forum/viewtopic.php?t=887>

Favorite Song? Band/Artist:

<http://www.krazedalloys.com/forum/viewtopic.php?t=302>

Krazed Alloys Original Name:

<http://www.krazedalloys.com/forum/viewtopic.php?t=746>

Community Members of the Month:

<http://www.krazedalloys.com/forum/viewtopic.php?t=503>

Krazed Alloys Club Public Server and Its Rules:

<http://www.krazedalloys.com/forum/viewtopic.php?t=23>

Server Updates:

<http://www.krazedalloys.com/forum/viewtopic.php?t=898>

Advice and Tutorials

Basic Tips for DeDust2

Submitted by Rikimaru

Today we will talk about basic tips for De_dust2. One major thing I like to do on this map as a CT (we'll talk about CT first) is have a couple guys rush middle with flash bangs and toss them at long A, thus blinding anyone who can't reach the doors quick enough. This forces the remaining T's to continue to go long A (where hopefully the rest of your team is waiting) or try to come back and kill the rushers. For teams that use team speak in scrims this also will help because the rushers will be able to confirm which bombsite the T's are headed to. Normally if it's quiet then they went B and if you take fire they went A. Some say splitting your forces is a bad idea and sometimes it is but I normally have 2-rush middle and the rest head for the bombsite they indicate. One major flaw in this plan is if the rushers die and the T's go middle it can catch the CT team off guard so you'll need good communication to avoid such a surprise. The two rushers should flank the bombsite that the T team went to take the tunnels into B or take long A, that way the T team will have to watch their backs making it slightly easier for the other CT's.

I don't have as much to say as T but I have some things I like to do. First of all most teams as CT will look up middle with an awp to see which way the T team is going so we normally smoke that hole they look through so they don't know right away what site we are going for. When we go long A we always make sure we have at least one or two snipers and the rest have weapons decent at ranged combat. With snipers in that pit and someone watching the double doors for flankers the Ts have a good advantage at long A. When we go short A we nade middle with flashes and HE and use some smg and some rifles, which is a good balance incase there's some camping short A. We also tend to plant the bomb on this tiny ridge behind the green boxes at the site. Often times CTs will over jump in an effort to hurry to the bomb causing it to go off without trouble. Now for B we have a very simple plan. We flash the tunnels before we enter and watch the right side for CTs, then we flash and HE the site and then plant. We then have one-man camp in the back where all those boxes are stacked so he can tell us when anyone is coming tunnel. We normally have someone outside the double doors to warn us of attack from that side. As I said these tips are pretty basic seeing as my clan hasn't been around long enough to really develop awesome plans or anything but hopefully these are some help to anyone who hasn't had much time to think out anything for the map.

Riki 's Personal Weapon Analysis

Normally I'll be doing weapons most people don't use. Today I will be discussing the use of the P90. This weapon is highly underrated since it shoots much like an mp5 and holds more ammo than an mp5. So I recommend it for that Terrorist or CT who cant afford their rifle but doesn't like the mp5 ammo load. It does ok damage and scores. For nice headshots its major drawback is sometimes it takes like 6-8 hits to kill but its rate of fire makes it so that if you hit 6 in a row they'll be dead before they know what hit them. Also on a minor side note this weapon shares ammo with the 5-7. So basically if you need a nice close quarters weapon the P90 is at least worth a try.

Stars

★★★ Out of ★★★★★

Battlefield: Vietnam

Submitted by Crash



Well from what I've been able to dig up this looks like it will be a great game. As far improvements over battlefield 1942 there is a lot they have added, which includes a flag timer so you know how long it will take to capture the flag (if you have teammate in the flag zone with you it will go faster). Another improvement is a 3D map so there is one more way to help you try to find teammates on the 2D map when you're in the hills. As for weapons there are 30 to 40 new weapons they have added in mortars and anti-personnel mines. Almost all of the new weapons are mobile so there's a lot more room for tactics and there are more then 20 vehicles in it as well. As for graphical improvements they also completely rewrote the rendering engine to be able to support all the features that are expected in today's line of games. They have also added new multiplayer modes. They are summarized below:

Conquest Mode - This is the same as what's in Battlefield 1942.

It's the same one everyone loves from Battlefield 1942 so I have nothing to say about it.

Expanded Conquest Mode - We expanded the conquest idea by implementing a mode called evolution. This is where a map begins as it would normally, but at the end of the battle the map's alternate loads up. The scores, the team, and the player from the previous map are added to the new map and play resumes. Basically a team must ensure a close battle in one map if they hope to win the second. If you get blown away in the first map you'll have a hard hill to climb in order to win the

second. I myself like the *Expanded Conquest Mode* for the fact that if one team just wanted to go and be lame and camp the whole map they will be at a bad spot the next map around.



Custom Combat - In this mode the server can set what armies will fight in the selected map, what vehicles will appear and what weapons will be included or excluded from battle. This means that a server can run all maps with the US Army fighting the US Special Forces and they can all be limited to only using their assault rifles if the server wishes it. This is a great option for clans who want to ensure that they have the same setup on each map. Well this could have its ups and downs I think this may not be a good thing for public servers but it would help out some clans, say if a clan wanted to have a five on five match only.

Odds and Ends

Clan Makes Team Mouse

Submitted by Etnies

Yes, you read right, a Counter-strike clan has just released their own custom mouse. Team mTw, or Mortal Teamwork, made this mouse for their clan similar to the way that professional sports teams have custom pads, helmets, and other equipment. This mouse is a Microsoft IntelliMouse Explorer 4.0 with a cool looking red and white graphic with a Counter-strike guy in the middle. You can order it for 41.95 Euros, **but** there are only 500 in stock ready to be ordered off of mTw's [site](#). If you want a custom mouse pad along with it, it'll cost you 58.95 Euros.



Interview Article: A Closer Look at Cody

Tell us a little bit about yourself? As you all know, I'm CODY and 23 years old 😊. It doesn't take much to make me laugh and I tend to snooze a lot. I reside around San Gabriel Valley in California. I was a former student at a community college and transferred to a different one. Somehow you cannot get an ownage degree in college. As a result, I've taken some time off from school and promoted my part-time job to a full-time job. It's great to have money in your wallet after you pay bills.

What do you do in your spare time? There are numerous hobbies that I pursue in my spare time. The most pertinent one is CSing. Can't live w/o CS. In rare occasions, I visit the loco cyber cafe with a few associates and share a couple of frags. GOT CS?

Then every payday, I treat myself and upgrade my comp. Gosh, I never knew it could be addictive. I mainly purchase my items at FRY's Electronics and 75% of the time I go back and return it. That's my favorite store because I can use the product for 15-45 days and return it with no hassle. That gives me an advantage of which product I want to keep. I went through 4 video cards before I decided to stick with this one. I've also made a friend in the Return Dept that plays CS as well 😊.

On a blue moon, I go out with friends. I mostly stay at home after work and turn down social gatherings. I also have other hobbies. I like to drink (Cape Cod is my fav), collect panther/dragon posters and supe up my '92 Honda Prelude.

Cape Cod

*1oz. Vodka.
Cranberry Juice
Lime Wedge*

In a Highball or bucket glass with
ice add vodka.
Fill with cranberry juice.
Squeeze Lime and drop in the
glass.

What was the last movie you saw? What are your favorite TV shows? I can honestly say the latest movie I saw was X2 on DVD. I would give it thumbs down because I'm waiting until they make "Counter-Strike the Movie." They've made movies from video games like Street Fighter, X-men, Spiderman, Final Fantasy and so on. But why not Counter-Strike?

I love "The Simpsons." I'm still watching it ever since my childhood years. I get some of my lines from them and it comes out at times when I'm with my friends.

Were you ever in a CS clan? I was never in a clan. My friends and I like to be clanless and play for fun. We were all involved in school and work and weren't serious about CS.

How did you find out about Krazed Alloys? Do you like what you see? Of course you know the answer to that one Lawrence 😊. I replied to one of Lawrence's post in a different forum for an admin position and he introduced myself to the KA community. Like I've mentioned to robotics before, this is a one of a kind community. Mature peeps and positive attitudes here. That's why I like scoping it out periodically.

Do you have any suggestions or comments? Comments: It's great that you have supporters and clan affiliates on krazedalloys.com. Looks like you have all the bases covered and I certainly wouldn't change a thing.

Suggestions:

It'll be great if we have a collage of the KA community pics. As soon as I get my digital camera back from my friend, I'll post a pix of me 😊 "Fire In The Hole" 😊 -Meanwhile, can someone make a poll of me because I don't know how. Like guess what nationality I am?

Golden Globe Winners

Submitted by Etnies

Well, Sunday evening was this year's Golden Globe Awards. It was an eventful night with plenty of surprises and big winners, such as **The Lord of the Rings: Return of the King**, which took home four awards including Best Dramatic Picture of the year. A couple of other big winners included **Lost in Translation** and **Cold Mountain**. In television, the series **Angels in America** took home five awards and **The Office** took home two. Here is the full list for those who are interested.



Gimli: "I never thought I'd be dying side by side next to an elf"

Legolas: "How about dying side by side next to a friend?"

Gimli: "Ahh, I can do that"

Movies

Picture, drama: "The Lord of the Rings: The Return of the King."

Actress, drama: Charlize Theron, "Monster."

Actor, drama: Sean Penn, "Mystic River."

Picture, musical or comedy: "Lost in Translation."

Actress, musical or comedy: Diane Keaton, "Something's Gotta Give."

Actor, musical or comedy: Bill Murray, "Lost in Translation."

Foreign language: "Osama," Afghanistan.

Supporting actress: Renee Zellweger, "Cold Mountain."

Supporting actor: Tim Robbins, "Mystic River."

Director: Peter Jackson, "The Lord of the Rings: The Return of the King."

Screenplay: Sofia Coppola, "Lost in Translation."

Original score: Howard Shore, "The Lord of the Rings: The Return of the King."

Original song: "Into the West" from "The Lord of the Rings: The Return of the King," by Howard Shore, Fran Walsh and Annie Lennox..

TV

Drama series: "24," Fox.

Actress, drama: Frances Conroy, "Six Feet Under."

Actor, drama: Anthony LaPaglia, "Without a Trace."

Musical or comedy series: "The Office," BBC America.

Actress, musical or comedy series: Sarah Jessica Parker, "Sex and the City."

Actor, musical or comedy series: Ricky Gervais, "The Office."

Miniseries or movie made for television: "Angels in America," HBO.

Actress, miniseries or movie made for television: Meryl Streep, "Angels in America."

Actor, miniseries or movie made for television: Al Pacino, "Angels in America."

Supporting actress, series, miniseries or movie made for television: Mary - Louise Parker, "Angels in America."

Supporting actor, series, miniseries or movie made for television: Jeffrey Wright, "Angels in America."

Images and screenshots given to us by various members of our community. Other images can be found at respective publishers websites listed below:

Lordoftherings.net (LOTR Two Towers Promo)

Eagames.com (Battlefield Vietnam)