

# Entertainment

## Video Game Review:

# Does Treyarch Rise to The 'Call of Duty?'

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Every year Activision releases a new "Call of Duty" to add to its largely popular franchise.

Last year, they released "Call of Duty: Modern Warfare 2" to much success, selling an estimated 4.7 million copies on Day One and earning roughly \$550 million in the first five days. Sales numbers like that set records across the board that many in the video game industry thought wouldn't be broken anytime soon.

Well, those industry types were wrong – very wrong, in fact – as this year's installment to the franchise sold 5.6 million copies on Day One, making "Call of Duty: Black Ops" the largest game launch ever.

"Black Ops" is a great game – visually stunning with a solid campaign and, most importantly, a lot of fun to play.

The player takes on the role of Alex Mason, a soldier who is being questioned about something that he doesn't recall. The campaign is to play out through Alex's memories in order to try and recall the forgotten information.

The storyline is one of the best of the "Call of Duty" series, and is full of twists, mysteries and great characters. The campaign can last from five to seven hours. While it contains a good narrative, the game does slow down and get tangled up around the middle. Players travel throughout the globe carrying out missions. While the story's climax is great, it is pretty predictable and doesn't have the same amount of steam as "Modern Warfare 2." My biggest problem is that the campaign is entirely too linear. At some points in the playing, the game

feels like it's controlling the player, which can take away from the experience.

Alongside a talented cast of actors, you fight through wave after wave of enemies. Gary Oldman reprises his role as Viktor Reznov while Sam Worthington ("Avatar") plays Mason, the protagonist. Ed Harris also performs a great job as an ally and friend.

"Black Ops" has a solid game-play. Treyarch has taken Infinity Ward's game engine that has made "Modern Warfare" so good. Because of this, the game-play has everything good from "Modern Warfare 2," but, unfortunately, there are few problems. For some reason, the aiming doesn't work that great and usually instead of aiming with the gun a player must spray fire in order to hit any enemy within 30 yards. Also, the game can be crazy-hard and, more than once, I just died for no reason at all. The difficulty on "veteran" is a great challenge but can get frustrating.

The best part about "Black Ops" is the multiplayer mode. This is no surprise to any fan of the previous "Call of Duty" titles as Treyarch stuck to its successful formula already laid out by Infinity Ward. Players will level up and unlock a large amount of weapons to buy. So-called kill streaks remain and the newest version is a lot of fun. When a player gets three kills, he or she can use a remote control car that's packed with explosives. There are also a few new modes that are a ton of fun. My personal favorite is "One In The Chamber," a game in which the player only has one bullet in the pistol to kill the enemy. If you miss, you have to use a knife to take out enemies. But if you succeed in a kill, you get another bullet.

While the multiplayer can become addictive, it can be problematic. For starters, the unlock-

ing system is very inconvenient. In previous titles, a player reaches a certain level to unlock weapons for immediate use. In "Black Ops," however, the player first must buy the weapon using earned points that have been unlocked.

My favorite parts of "Black Ops" are the multiple zombie modes. First, there is the standard zombie mode seen in "Call of Duty: World At War." In this mode, a player has to defend an area by building barriers and eliminating zombies. The second mode is the exact same game but with four very special characters. When you beat the game you unlock this second mode and can play as JFK, Fidel Castro, Richard Nixon or Robert McNa-

mara. Each character gives off hilarious banter and makes this mode a ton of fun. The last mode is a secret one that can be found by playing in the main menu area. This mode is a twin stick shooter that is a lot different from the other modes but still provides fun.

Overall, I really like "Black Ops" (I rate it an 8 out of 10). It's a lot of fun but very underwhelming. The campaign is great but it can be frustrating and the game play doesn't feel as sound as past titles. The multiplayer is still the best part about "Call of Duty" and will provide many hours of game play for anyone. I recommend this title to anyone who loves shooters and past "Call of Duty" titles.

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Students will work in a team environment assisting students, facilitating workshops, and helping with outreach to new students.

Minimum 3.0 GPA required and completion of at least 12 credits. This position pays \$8.00/hr for 5-15 hours per week.

Availability: Students must be able to commit to working through the Spring 2011 semester and available every Friday from 12:30-1:30pm for Peer Mentor meetings.

Students must also be able to attend training in January prior to classes starting. Morning or Evening availability a plus!

Please email Hannah Schmitz at [hschmitz@mc3.edu](mailto:hschmitz@mc3.edu) or [peermentors@mc3.edu](mailto:peermentors@mc3.edu) if interested and let us know a little about yourself and why you would make a good Peer Mentor. Please apply by December 8.