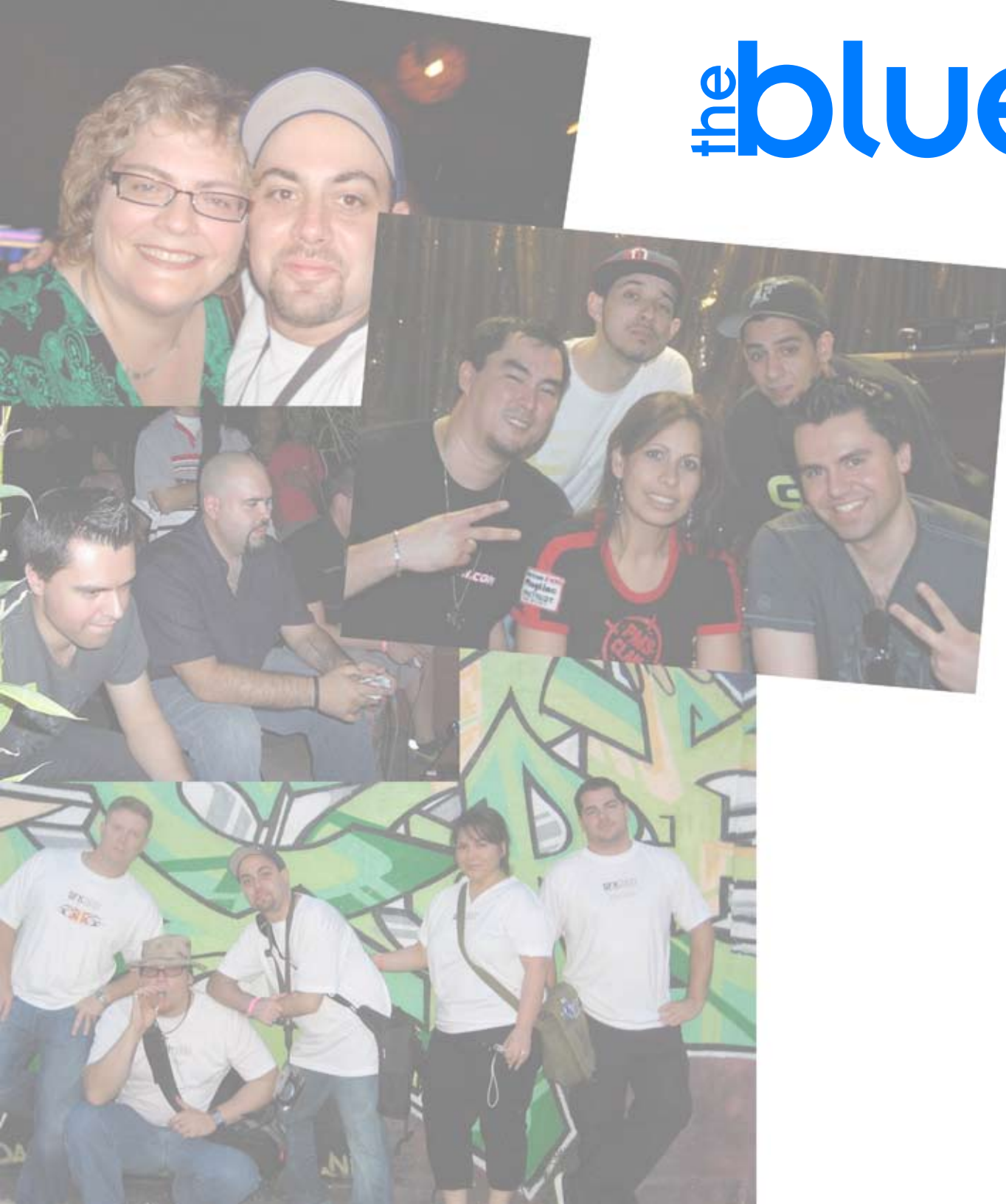


# the blueskittle

GAMING. CULTURE. COMMUNITY.



**Psyche of a  
Quitter**

**Gaming Fetish...  
When Gaming  
Wasn't Cool**

**PAR-TAY!  
Gamertag Radio's  
Community Vib3s  
Event**

**Podcast Feature:  
GAYGAYMER.NET**

**ISSUE NINE**

# CREDITS

Executive Director Ooopy [Elaine Beemer]  
Creative Director ichigo sage [Andrea Avellan]

## Editors

Executive Editor kiki kat [Kiki Lewis]  
Editor fatherwags [Richard Wagner]  
Editor Mulderesque [Cynthia Pitts]  
Editor Surplus Talent [Tim Jones]

## Production

Production Director Ooopy [Elaine Beemer]  
Production Assistant kiki kat [Kiki Lewis]

## Public Relations

PR Director kilaMOMjaro [Nori Grismore]  
PR Assistant Decoy987 [Ryan Aguilar]

## Graphics

Art Director ichigo sage [Andrea Avellan]

## Technical

Technical Director TTL Tornado [Scott Brower]

## Contributors

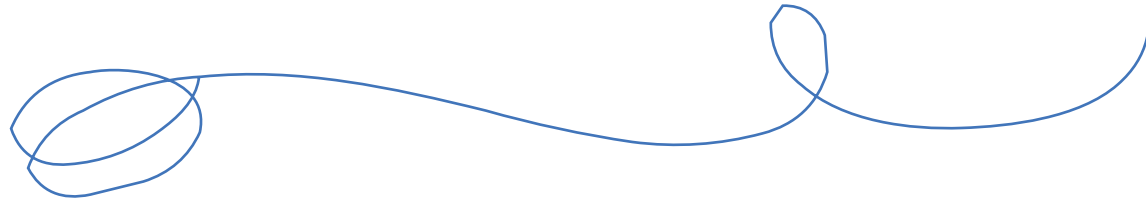
Writer cityztarz [Bryan Ballart]

## Founders

Ooopy [Elaine Beemer]  
ichigo sage [Andrea Avellan]

## CONTENT

- 02 Credits & Index
- 03 Letter From Ooopy
- 04 Becoming a Quitter
- 07 I was Gaming when Gaming wasn't cool
- 10 Podcast Feature: GayGamer.net
- 17 Gamer Profile: ChipGM
- 21 City on the Streets



Winter blahs—it seems that time of year when many people have them. So many people seem to lack motivation to accomplish things that are usually easy to do. I started looking around, and it seems that everyone gets excited for spring to finally get here, and with spring comes new games. I wonder why gaming companies don't release new games in February... Can you imagine gamers' excitement if *Rainbow Six Vegas 2* was released in February instead of in March? So while we wait for interesting games to arrive, we spend our days plodding through workday after workday, now, thanks to the clock change, with seemingly earlier mornings. On the flip side, the longer afternoons pay off.

When I think about what has helped me through the winter blues this year, I have to say it's the friends I have on Xbox Live, and those I work with on *The Blue Skittle* and *Gaming4Others*. Every night I find myself drawn to my Xbox 360 looking to join the guys from my KRA clan for an evening of laughter and fun. It doesn't matter what kind of day I've had—I know they will accept me as I am, boost my spirits, and take great pleasure in shooting me. What makes Live such a joy to me is knowing that when I login, I have a steady group of people to game with, who care about me and treat me with respect, and who will deal with any disrespect that comes our way in “match making” rooms. Though I game with mostly males, I see that being a female doesn't matter; I am a gamer to them. They treat me the same as they treat each other. They respect my opinion and they look out for me. It's when I step outside of those rooms I see a change, but is it really about being female, or is it just a part of being a gamer? Sure, I may get

the lines “you're fat and ugly,” and a litany of other derogatory comments that sometimes target my gender, but I hear the guys getting insulted too from the very same obnoxious sources. That's why I'm not convinced that such rudeness is related to gender (some just take it that way). I think it has more to do with a general lack of respect for self and others. Mind you, I know the difference between shit talking and disrespect. When some stranger starts in about my game play in the lobby, my guys from KRA and the FU5 clan tell them to “stop whining and complaining about her game play.” My favorite lines of defense are, “Firstly, she's still alive and you're dead. Secondly, she's got more kills than some other guys on your team so harp on them before her. And thirdly, this is a game—we're here to have fun—it's not about finding fault with how others play.”

That is the bottom line. Most of us that game aren't being paid to game; we're there to have fun and enjoy the game at hand. So next time you go into a room with someone disrespecting others don't waste your breath arguing—instead, take advantage of the wonderful ability to mute selected players, and enjoy the game to the fullest.

In closing, I'd like to give a shout out my KRA guys... I won't use Horhay's words to wrap this up—I'm sending much love and respect to every one of you for making my winter blahs less blue.

With Love,  
Ooopy



---

**BECOMING A**  
QUITTER

*i'm a Quitter!!*



In recent days I have found that whenever I put *Call of Duty 4: Modern Warfare (CoD4)* into my Xbox 360, I immediately have an overwhelming desire to take it back out.

You see, I don't really like *CoD4*. Firstly, I don't know the maps. When I re-spawn (which happens with unfortunate frequency), I inevitably run into the one location on the map where every enemy has a clear line of sight, which means that I re-spawn. Again.

Secondly, I suck at the game. I don't just suck a little bit, either. I challenge the gravitational fields of black holes with how much I suck. Just the other night, in a game of Domination, I finished the game with a 1 to 17 kill-to-death ratio. And I'm pretty sure that one kill was assisted.

So why do I own and play *CoD4* if I don't like it? One reason is that it's one of the few games my friends are playing online, and gaming with friends is generally a fun way to pass an evening.

The other reason, though, is that I have a really difficult time quitting games.

Don't confuse me with one of those people who is compelled to finish everything he starts with a level of perfection that borders on proof of the divine. I'm not one of those people; I don't complete or finish every game I buy. The problem is that despite this truth, I believe I'm going to finish every game I buy.

When I started *Splinter Cell: Double Agent (SC:DA)* last year, I had every intention of finishing the game. I looked at the Achievement list and figured that most of them were reasonably attainable, so when I started playing I tried to complete the game;

Even as I was playing *BioShock* I still had every intention of going back and completing *SC:DA*. Eventually the truth did sink in, and I traded it to pay for *Halo 3*, which was still a tough choice for me to make.

completionism is a lingering compulsion stemming from my days as a single gamer with only one console and sporadic game releases. The first few missions were fine, and all objectives were completed, but at the expense of any joy or enjoyment. In trying not to alert guards I was replaying the same segments of the game numerous times, which caused me to become increasingly frustrated (I blame it on poor A.I. and level design). At a certain point I came to hate playing that game.

This didn't occur to me until much later; when *BioShock* came out I started playing that game instead. Even as I was playing *BioShock* I still had every intention of going back and completing *SC:DA*. Eventually the truth did sink in, and I traded it to pay for *Halo 3*, which was still a tough choice for me to make. I had to acknowledge that I didn't want to play *SC:DA* and that I was only playing it because I paid for it and thought I should (I blame my parents and the financial values they instilled in me).

My denial about being a quitter is painful because I feel like I should be playing games I don't enjoy, and because it costs me money. I usually can't bring myself to admit I'm not going to finish a game until I haven't played it in

months. With *SC:DA*, I bought it the day it was released for sixty-five dollars and then traded it in for five dollars. I lost sixty dollars on a game I spent a couple of enjoyable hours playing, and maybe four frustrating hours grinding through. A better rate of hourly entertainment is provided by Uwe Boll movies.

I am, then, a reluctant quitter. I can admit that. The problem is that my existence would be so much more fulfilling if I was an enthusiastic quitter.

Acknowledging this psychological crisis and the existential dilemma it suggests, I do what most people do: I start a Google search.

Once I filter through all of the articles and sites about how to quit smoking, I come across a few articles that seem to offer some hope. In one, Gregory Miller and Carsten Wrosch<sup>1</sup>, two psychologists<sup>2</sup> (I feel somewhat reassured by that fact), reinforce my belief that I should be an enthusiastic quitter. By conducting some vaguely described research, they found that people who persevere in the face of unrealistic challenges have more stress and more incidences of health problems than people who give up. This implies that I should quit games because that will make me healthier.

However, as Carlin Flora (1991) notes in “Adieu to All That,”<sup>3</sup> quitting too quickly may mean that you quit before you can enjoy or appreciate the experience of success. If I quit I will eliminate health problems, but if I quit I won’t enjoy the peer approval and prestige of becoming a Brigadier General in *CoD4*. I don’t find that particularly reassuring or conclusive.

Flora (1991) did paraphrase some helpful advice from “Barry Lebetkin, a clinical psychologist”: Visualize the life you will have after you make your decision. My life without *CoD4* would involve much more *Mass*

*Effect*, a lot less interaction with other people, a lot more fun, and considerably less frustration. Most of those seem pretty decent, so I should probably sell my copy of *CoD4*. This solution comes just in time because what I have perceived as my psychological health seems to be increasingly suspect. It’s at about this point the articles begin to make suggestions about how I should accept my emotional soup, reflect on my needs for validation, and consider whether my inability to quit a videogame is due to pathological laziness, fear of intimacy, or not liking to wander “in the desert.”

So I sit here before you, proud to call myself a quitter. I’ve quit *CoD4* cold turkey, and am trading it in while it’s still worth something (I paid sixty-three dollars; current trade-in value is forty-one dollars). I may miss out on an amazing climax to the story (although I’m pretty sure the good guys will win) and some exciting shootouts (spawn closets guarantee nothing if not excitement), but I’m sure that I’ll be more satisfied with *Mass Effect* and the money I’ll save on *Burnout: Paradise*. Luckily, I love role-playing games and I’ve never had much of a problem quitting racing games (as my 10 Achievement Points for *Project Gotham Racing 3* will attest).

Empowered by my decision and the new insight into my psyche, I feel like a sudden weight has lifted, just like some of those psychologists predicted. Now I wonder if they can help with my procrastination problem.

<sup>1</sup>Herbert, W. (2007) Who says quitters never win? [Newsweek](#).

<sup>2</sup>Writers of these kinds of self-help articles seem quite obsessed with vague references to their interviewees’ professions, which I’m beginning to find vaguely disconcerting.

<sup>3</sup>Flora, C. (1991) Adieu to all that. [Psychology Today](#).



I was gaming when gaming wasn't cool.

When I was a kid, the families that were buying the latest and greatest gadgets, such as portable TV's, video cassette recorders (VCR's for the young'uns), and all the other technological wonders of the time, owned an Atari 2600. This wasn't because we were all gamers; this was just another technical device for a family to own. We didn't gather around it on family nights to play Pong, and there weren't fights over whose turn was next. Being the youngest child and the only sibling not a teenager, I basically had it all to myself. The Atari was admired, played a bit, and then set on the TV cabinet with the other devices. To spend hours playing a game was unheard of—the popular opinion seemed to be that spending too much time playing videogames was unhealthy. Gaming was a private activity that was not commonly discussed in polite company, or anywhere for that matter. The last time I remember seeing that console was when it was in my parents' attic gathering dust.

Years later, as a teenager, I hung around the arcade because my older male cousin was there. He would smoke, and I would bum smokes in an attempt to raise my cool factor. I would play games as well; it was hard for any kid to resist the noises and flashing lights. I loved playing most of them, but since I was a female invading a male's world, no one was particularly impressed. "The difference is that at the arcade, you didn't have the anonymity that you do with online games," says TheDangerdoll from [gamergirlsradio.com](http://gamergirlsradio.com). No one really gave females in an arcade a second glance, unlike the fascination with female gamers that would happen in later years.

When I was in my early twenties I discovered shareware games for my computer and would furtively play *Doom* for hours on end, but only if I was home alone. When we got a Sega Genesis, games were only played late at night because it was important to take care of every other responsibility before playing with that “kids” toy. And even then it wasn’t talked about. I didn’t know anyone who was willing to have hours of discussions about videogames. When I would mention playing games on it, my family would just smile and roll their eyes. They weren’t surprised; I always liked to do things against the norm, and gaming certainly wasn’t considered a normal adult hobby.

It wasn’t until I hit my mid-twenties and the internet was publicly popular that I discovered on-line, text-based role-playing games and public forums where people would actually spend time talking about them. It was during that period when I really felt how un-cool it was to be a gamer. Computer gamers appeared to be the lowest of the low. Anyone who spent hours sitting in front of a computer playing a game must not have a life and the gaming geek was often personified in gaming parodies.


Little did I know how dramatically the internet would impact the coolness factor of a gamer. I don’t think anyone who was born before 1990, ever imagined that people would actually make a living playing videogames. The possibility of gamers being sponsored (paid to play) by a company—especially a non-gaming one—in exchange for advertising on websites and podcasts about gaming, was almost inconceivable. “I am actually surprised that advertisers are now going after smaller independent podcasts,” states Parris Lilly, host of the UncleGamer podcast. “I think it shows that the independent podcasts have an important voice as well.”



The idea that there would be countless podcasts on which people expressed their views about gaming for hours on end and that many, many people would tune in each week to listen was also inconceivable. Never did I think there would be specific programs aimed at honoring people involved in the gaming community for playing videogames, like the awards given out for the Microsoft MVP (Most Valuable Professional) program. “The MVP Award recognizes exceptional community leaders worldwide who actively share their high quality, real world expertise with others,” explains Tyler Welch, MVP Lead. “As the independent voice of the world’s users, MVP’s are one of Microsoft’s more valued relationships.” Tyler also explained that MVP’s span more than 90 Microsoft technologies, including Xbox and Games for Windows.

With all of this recognition, acceptance and opportunity for gamers today, I find that there are people I game with who could actually give up their day jobs and jump into the gaming community as a full-time job, and some of them already have. These aren’t just the programmers and developers of videogames; these are people who are paid to attend videogame and promotional events, and to interact with the gaming community.

When taken in light of where gaming started, the comparison between gamers then and now presents an incredible contrast



Maybe it's just because as I am getting older and my circle of friends is aging, but it does seem like the main players in the gaming world are getting older.

as our demographic continuously evolves. This is most evident at crowded gaming conferences attended by an impressive diversity of gamers in terms of age and socio-economic background. Recently, while attending CES I was speaking to an older gentleman who was manning a display of Nintendo trademarked products. I asked him if he was a gamer and he fervently denied it, claiming he was too old to play videogames. But after further discussion (and prodding from me) I found out that he owns a Nintendo Wii, which he claimed was for his grandkids' enjoyment, but also admitted that he likes *Wii Sports* and is looking forward to *Wii Fit*. After even further discussion (and more nosy questions from me) I found that he owns a Nintendo DS that he plays on a regular basis, and has previously owned other consoles.

"I think that gaming online and online communities changed things. It's almost in the category of sports! Just as some people get very involved with their favorite sports team, gamers become very involved with their favorite gaming teams and it becomes even more competitive when online gaming is introduced" explains kilam0mjaro, who games competitively with The PraetoriaGuard. "With online gaming you can reach out to the whole world to either play or compare your skill. Because of that, more adults are playing, and videogames are becoming more mainstream; I guess the bottom line is that more adults are involved in gaming so that makes it more acceptable."

Maybe it's just because as I am getting older and my circle of friends is aging, but it does seem like the main players in the gaming world are getting older. The uber-geek in his parent's basement is now the sexy fireman you bump into at Starbucks, who hands you a business card promoting his gaming website. The dorky chick running amok in the boys-only world of LAN-gaming group IRQ's, is now the married mom of two, picking and choosing from among millions of gamers who will be featured on her gaming podcast. It's not even surprising to see a dad and his daughter having a heated discussion about a certain level in *Halo 3*, to overhear co-workers discussing the pros and cons of PlayStation 3 versus the Xbox 360 or even seeing your grandparents 'duking' it out with Nintendo's *Wii Sports* boxing.

Who knew that this lifelong, hidden, and often looked down on fetish of mine would actually be cool? I certainly didn't think so when I first picked up that Atari 2600 controller, but as I look back on my experiences with gaming, I guess I always realized there was that 'certain something' that kept pulling me in. Maybe it was the fun-factor; maybe it was the idea of indulging in a fantasy life that I could change on a whim; maybe it was the social element; or maybe it was just my competitive spirit that kept me playing games, I don't really know. But I do know this: I was gaming when gaming wasn't cool.

# PODCAST

FEATURE

GAYGAMER.NET



## Tell me a bit about yourself and your podcast

My name is Flynn De Marco and I am the Editor in Chief of [GayGamer.net](http://GayGamer.net). I basically started GayGamer to create a safe place for LGBT gamers to come and talk about game things without putting up with the homophobia that seems so rampant on other game sites and forums. The thing about games is, everyone plays them differently. They see them from their own points of view, so naturally I would say that gay players perhaps have a different stance on some things in games than their heterosexual counterparts. The site got popular pretty quickly and we decided that maybe it was time for a podcast.

## How do you put each show together?

My co-editor David and I record the whole thing over Skype. He is in New York City and I am in San Francisco so this is the easiest way for us to do it. We generally look through our archives and come up with what we think are the most interesting stories from the week and then talk about them. We also answer reader mail which is one of my favorite parts of the show. Afterward, I edit it all together using Garage Band and add in pictures and chapters. We offer the cast both in M4A and MP3 formats.

## What highlights have you had since the show started?

Wow. Well the show is so insular since it is just me and David, but I really loved recapping the Tokyo Game Show and E3 for our listeners. I also particularly like the episode where we related all of our pictures for our end of the year game awards. It was

fun just to go down a list and talk a little about each game.

## Any future plans for the show?

I definitely want to have more guests on. People from other sites and people from within the game industry. We had Colette on from Tomopop and it was such a good time. David and I work so well together that I think it's easy for us to just talk for an hour by ourselves because we are both such big mouths. I have spoken to some other people and they are all very excited to come on with us.

## What are some of your favorite podcasts?

Well as I said before, the E3 and TGS recaps were a lot of fun. Another of my favorites was the one that one of our writers, Toots, and I did while we were on the road cross country. We broadcast from our Super 8 motel room and talked about some of the crazy stuff we saw along the way. I think one of the things people enjoy about our show is that we are serious about what we do and yet we do it all with a sense of humor. We also tend to talk about things other than games. It breaks things up a little bit and is enjoyable for our listeners.

# THE OTHER ME

It's difficult to group the average gamer into a common stereotype, since gamers are so diverse. Today's gamer may be the mother of five standing in line in front of you at the grocery store or the swimmer up at 6 a.m. each morning for practice. For some people, gaming takes on a life of its own, separate from any day-to-day activities people find themselves involved with, while others have made a career out of gaming. But one thing gamers have in common, besides their love of games, is that they have a wide variety of interests and hobbies. Videogames aren't what made them who they are; they are just an important part of their already full lives.

Welcome to "The Other Me." Each month we will take a look at some of the more interesting hobbies and activities people find themselves doing when they aren't gaming. This would include things such as flying airplanes, playing paintball, volunteer work, collecting coins or even amassing the largest matchbook collection ever. So if you have a hobby or interest you want to share, send an email to [kiki@theblueskittle.com](mailto:kiki@theblueskittle.com) and tell me all about it.



Ooopy introduced me to this month's profile. I don't know where she digs up all these peeps, but she finds some pretty cool ones!

Chip was born and raised in New England and has spent most of his life around farmers and livestock. This is most likely the reason he likes animals so much (I am not even going there with the livestock jokes!). He has been married for approximately four years and he and his wife have a boy that will be two years old soon and another one on the way, this one a girl.

Besides gaming, he loves to hop on his motorcycle and take long rides down a nice country road to relax.

Words or phrases used only when making candles

*Wicking*  
**Melt pool** **Burn rates** **Votive**

## The story of "The Candle Maker"



I started making candles as a hobby at the beginning about five years ago. I was sick of buying candles that did not have any scent to them. The ones that did, you had to pay a arm and a leg for, and I thought that was crazy. So I figured I would give it a try and make my own. I look back now when I started and say to myself "what was I thinking?" I do things so differently now since I now know what to do.

I started off making them as presents for friends and family for holidays and birthdays, but it wasn't long until people started to ask me to make specific scents for them. Next thing I knew, friends of friends started contacting me asking how they could buy candles from me. It was then that I decided I should go into the business of selling them.

I knew that I wanted to donate part of the proceeds to charity when I started the business, so I selected St. Jude Children's Hospital as that charity. I never imagined that my business would double every year, but it has. It just goes to show that when you make a very strong candle, people take notice. I would put my candles up against any other one out there. I make one of the strongest candles anyone can buy. I hear it all the time from all my customers and new ones that try my candles and Tarts also.

## Career Options



Not really sure, I guess that will be up to the public. If it keeps up the way it has been, then I could see myself doing it full-time in a few years.

Best time of day to make candles

***I make most of my candles at night when everyone is sleeping.***

## Time Commitment



Depends on what time of year it is. Valentines day just went by and I was spending about four to six hours a day doing it. During the fall season and Christmas time, I spend about 20 hours a week making candles, if not more.

# JOKE

Mrs. O'Donovan was walking down O'Connell Street in Dublin, and coming in the opposite direction was Father O'Rafferty.

*"Hello,"* said the Father, *"And hows Mrs. O'Donovan, didn't I marry you and your husband about two years ago?"*

*"Yes you did , Father."*

*"And are there any little ones yet?"*

*"No, not yet, Father."* she said

*"Well now, I'm going to Rome next week, and I'll light a candle for you."*

*"Why thank you, Father. How kind of you to think of us."* And away she went.

A few years later they met again.

*"Well hello, Mrs. O'Donovan,"* said the Father, *"how are you?"*

*"Oh, very well,"* she said.

*"And tell me,"* he said, *"have you any little ones yet?"*

*"Oh yes, Father. I've had three sets of twins, and four singles--ten in all."*

*"Now isn't that wonderful,"* he said. *"and how is your lovely husband?"*

*"Oh,"* she said, *"he's over in Rome to blow that bloody candle out!"*

## Injuries or Hobby Hazards

Nope. I have spilled wax before but not on myself. Lets keep those fingers crossed...



Three words to describe candle making:

**Great smelling workshop**

## Most exciting candle making moment

Not really sure, I guess that will be up to the public. If it keeps up the way it has been. Then I could see myself doing it full time in a few years.

## Gaming Preferences

I love my Xbox 360 and would not trade it for anything (that is until the next gen systems comes out that is). I play mostly FPS games but I do like the brain games and a good RPG.

## Real life, gaming and hobby interact/overlap

Depends on what time of year it is. Valentines day just went by and I was spending about 4 -6 hrs a day doing it. During the fall season and Christmas time I spend about 20hrs a week making candles at a minimum if not more.

## Thoughts while candle making

Just trying to keep up can be a hassle sometimes. It is usually only myself making them on most occasions. I do listen to music when I am making candles so you could catch me singing out loud when I am working.

## Community Associations

Lately my free time consists of making candles. If I do have any spare time I do love playing games with my friends online. My gaming online has changed so much since I joined [TAG](#) and [AGE](#). I could not see playing games any other way now. You got to love it when You can play with other people like yourself and not hear the constant whining or bad language you get from the MP rooms we all have been in.

# CITY ON THE STREETS

City on the Streets is when I, Cityztarz, travel far and wide to bring you some of the coolest Web sites around. This issue I'm taking it to a new level. February 23rd was the [Gamertag Radio \(GTR\) Community Vib3s](#) event, in celebration of their third year anniversary. So instead of just listing interesting Web sites, I've decided to fill you in some on some of the people I met at this awesome event. This issue you can say I really did take it to the streets!

GamertagRadio.com Staff (Godfree, baked ant, THM Peterocc, JVB, CyberAthlete, Feelz Good)

The GTR Community Vib3s could not be possible without the guys we all know and love from Gamertagradio.com. Gamertag Radio is an online radio show dedicated to uniting online gamers within Microsoft's Xbox Live Community. Every week a new podcast informs us of what is happening in the online gaming community. GTR reviews the latest game releases, downloadable content, and discusses upcoming games and accessories. They also try to feature gamers that contribute to the gaming community. I did not have the honor of meeting everyone from GTR, but of the ones I met, all were easy-going and friendly people. One thing is for sure—GTR knows how to have a good time! The Blue Skittle forum [has links to various picture sources](#), and you can also listen to GTR's coverage of the event in their [Episode # 135 – Live from Community Vib3s \(GTR 3rd year anniversary party\)](#).



**Pallidian [Ross] and Lady J is here [Julie]**  
**Xbox Meetup**

Probably one of the sweetest couples I have met in a very long time, Ross and Julie of The South Florida Xbox 360 Meetup Group, welcomed me with open arms. They are the type of people that you just want to be around to absorb their good vibes. We spoke for a while about gaming, and some off topic stuff. They showed up with their group of friends who were some of the funniest and craziest people you could ever meet. The South Florida Xbox 360 Meetup Group throws private LAN parties at Gamebreakers in Davie, FL the first Saturday of every month at 12pm, and if you're over 21 and live in the South Florida area it's a great way to meet fun Xbox Live gamers!. Currently, Ross and Julie are building their own site to move off of the Meetup.com site—just visit [www.xbox.metup.com/171](http://www.xbox.metup.com/171) for updates.



**PMS Harlequin [Alicia]**

[www.pmsclan.com](http://www.pmsclan.com)

Alicia was the first person I met. When I first met this very soft spoken, sweet woman, she was wearing a regular tee shirt and I thought she was just another fan of the event—boy was I wrong—Alicia is a member of the PMS clan! (The PMS clan is the first, largest, and one of the most competitive all-female clans online.) Later, as I was walking around, taking pictures, and mingling with my people, I noticed something different about Alicia. She was wearing one of the most noticeable red and black clan jerseys around; the PMS clan jersey. She went from a soft spoken lady, to a Rock Band drum smashing, Halo 3 owning bad ass! She is a great person, and seeing her transformation let me know that the GTR Community Vib3s event was going to be full of surprises.



**THM Peterocc [Peter]**  
[www.teamhitman.com](http://www.teamhitman.com) + GTR

Peter is a member of the Team Hitman (THM) clan and a staff member at Gamertag Radio. “Team Hitman, or THM, was the brainchild of Green Wolf back in the days of SoComm on the PS2.”<sup>1</sup> Team Hitman is also a competitive team on Major League Gaming ([www.mlgpro.com](http://www.mlgpro.com)). Peter and I first met at the Halo 3 launch at our local Best Buy, and have since seen each other at other gaming events. Reunited at GTR’s Community Vib3s, we very quickly took some time catching up because he was busy hosting the event; running around all over the place, and hanging out with his clan. When Peter isn’t gaming with THM he is working hard at GTR so you can get all of your Xbox community news and reviews.

<sup>1</sup> Quoted from [http://www.teamhitman.com/about\\_us.php](http://www.teamhitman.com/about_us.php)

# GAMERFASHION



1



3



2

1. I Heart My Gamer; \$17.95;
2. Noob, I am your Father; \$14.95;
3. Level 1 Human Baby Creeper; \$14.95