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E3: Epic, US Army Develop Games as Recruitment Tool

Posted by [michael](#) on Thursday May 23, @08:55AM

from the army-of-one dept.

[securitas](#) writes "[Reuters](#) and [AP](#) tell us that [Epic Games](#) and the [US Army](#)

have announced the [America's Army](#) series of games, jointly developed by the [Department of Defense](#) and Epic. The first two-part game in the five-year project includes an RPG called [Soldier](#) and a first-person shooter called [Operations](#). The game will be free of charge and available for download in July or August, with 1.2 million CDs simultaneously released, attached to gaming magazines. Does this remind anyone else of the war-room scene from [Toys](#) or [Ender's Game](#)?" Future installments will include Sim Mess Duty, Sim Standing Guard in the Rain, Sim Blister, and Sim Invading Iraq to Keep Approval Ratings High.



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I just hope the games kick ass... (Score:3, Funny)
by neo on Thursday May 23, @09:00AM ([#3571653](#))
([User #4625 Info](#) | <http://slashdot.org/>)

and I also hope that Microsoft doesn't start complaining about how the Military is now in competition with their games. How is Microsoft supposed to make money on military games if the US Military is giving games away for free?

On a serious note, I'd only have a problem with this if it didn't show what military life was really like. For example, I hope their sims version shows you the excitement of cleaning bathrooms and that you can level up in rock painting. Both of these skills are extremely important to the US Military.

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Jun 29

- [Re:I just hope the games kick ass...](#) by reaper20 (Score:3) Thursday May 23, @09:02AM
- [Re:I just hope the games kick ass...](#) by peddrenth (Score:1) Thursday May 23, @09:22AM
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[science](#)

May 23

(8 recent)

Missing the point yet again (Score:2, Insightful)by Wind_Walker on Thursday May 23, @09:00AM ([#3571654](#))[\(User #83965 Info | http://slashdot.org/ | Last Journal: Sunday January 20, @02:58PM\)](#)

Blah blah blah Army blah blah games blah blah brainwash the youth of America... God, get over yourself.

[yro](#)

May 22

(8 recent)

Speaking as a hardcore gamer myself, I could care less about who makes a game. I couldn't care less about how it's distributed. I couldn't care less about how it's "brainwashing people" or how it's "like Toys!". It all comes down to one thing: Is the game fun? From what [Penny Arcade](#) [penny-arcade.com] tells me, it is going to be fun. That's all I care about.

This is what separates the average geek crowd from the true gamers among us. The average geeks don't understand what it really means to be a hardcore gamer. All they care about is how many polys a model has, how good it looks, or how the breasts are modeled ("She kicks high"). Hell, I'm 23 and I'll be playing Mario, Zelda, and dozens of other "kiddie" games the day they're released, and I don't care.

This is why I hate mainstream media coverage of games. Leave it to the professionals, please.

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- [Re:Missing the point yet again](#) by gotak (Score:1) Thursday May 23, @09:49AM
 - [Re:Missing the point yet again](#) by CSnrd (Score:1) Thursday May 23, @09:54AM
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 - [NES Games rock](#) by Wind_Walker (Score:2) Thursday May 23, @10:45AM
 - [1 reply](#) beneath your current threshold.
- [Waiting for the alternate](#) by LittleGuy (Score:2) Thursday May 23, @10:18AM
- [Re:Missing the point yet again](#) by nege (Score:1) Thursday May 23, @10:25AM
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Hey, if you want realism who would know better? (Score:2)by [Shivetya](#) (chris_holko@genpt.com) on Thursday May 23, @09:00AM ([#3571658](#))[\(User #243324 Info | http://slashdot.org/\)](#)

At least in their games we won't have powerups popping up... or my favorite first person shooter gaffe - shooting people only to have them fall forward or straight down. Of course this could backfire as well, people might not want to join the Army after seeing that its not all that different from a real job.

It is also possible that they may run afoul of Congress, after all all that violence has got to be bad. Figure some Congressional Democrats will scream about it and the anti-2nd Amendment crowd will be there soon.

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- [Re:Hey, if you want realism who would know better?](#) by henben (Score:2) Thursday May 23, @09:53AM
- [Re:Hey, if you want realism who would know better?](#) by bofkentucky (Score:2) Thursday May 23, @10:16AM
 - [Re:Hey, if you want realism who would know better?](#) by FreakerSFX (Score:1) Thursday May 23, @12:12PM

- [1 reply](#) beneath your current threshold.

Army of One (Score:4, Funny)

by [Imperator](#) ([slashdot2@o\[shenker.net\]](mailto:slashdot2@o[shenker.net]) ['mer' in gap]) on Thursday May 23, @09:01AM ([#3571661](#))
([User #17614 Info](#) | <http://omershenker.net/>)

See, I don't get this whole "Army of One" business. If I were to join the army, I wouldn't want to be fighting alone. I'm not delusional: I know I can't defeat enemies Rambo-style. No, I'd want to be part of a "Big-Ass Army of Many Ass-Kicking Soldiers, Tanks, and Other Military Equipment". Apparently I have to sign up with some other country to get this.

[[Reply to This](#) | [Parent](#)]

- [Re:Army of One](#) by mobets (Score:2) Thursday May 23, @09:07AM

Re:Army of One (Score:5, Insightful)

by Martin Blank on Thursday May 23, @09:10AM ([#3571725](#))
([User #154261 Info](#) | Last Journal: [Monday April 15, @01:13PM](#))

It's an attempt to stamp out the perception of a soldier being a mindless automaton, a concept well overdue. I know a number of military people, and aside from being generally more disciplined and more respectful, they're not all that different. Once they get into other, more elite units like the Rangers, Airborne, Special Forces, etc, they *have* to be able to think for themselves, particularly because their missions require flexibility and since command may well fall on them in an emergency.

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- [Re:Army of One](#) by st0rmshad0w (Score:2) Thursday May 23, @09:30AM
 - [Re:Army of One](#) by Peyna (Score:2) Thursday May 23, @09:37AM
 - [Re:Army of One](#) by heliocentric (Score:1) Thursday May 23, @10:43AM
 - [Re:Army of One](#) by big_cat79 (Score:1) Thursday May 23, @09:39AM
 - [Re:Army of One](#) by monkeydo (Score:1) Thursday May 23, @10:42AM
 - [Re:Army of One](#) by st0rmshad0w (Score:1) Thursday May 23, @10:44AM
 - [Re:Army of One](#) by GMontag (Score:3) Thursday May 23, @09:55AM
- [Re:USMC](#) by ctimes2 (Score:1) Thursday May 23, @11:49AM
- [1 reply](#) beneath your current threshold.

Re:Army of One (Score:5, Funny)

by Rolker on Thursday May 23, @09:13AM ([#3571746](#))
([User #24927 Info](#))

Join Canada'a army! Then you will be part of an "Army of about Eight"

[[Reply to This](#) | [Parent](#)]

Re:Army of One (Score:4, Funny)

by Pentagon13 on Thursday May 23, @09:44AM ([#3571976](#))
([User #166309 Info](#))

thats "Army of **aboot** Eight"...

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- [Re:Army of One](#) by alman (Score:1) Thursday May 23, @09:47AM
- [Re:Army of One](#) by Anonymous DWord (Score:2) Thursday May 23, @09:54AM
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 - [Re:War! Never been so much fun](#) by platypus (Score:2) Thursday May 23, @10:56AM
 - [Re:War! Never been so much fun](#) by SpaceJunkie (Score:1) Thursday May 23, @12:11PM
- [Re:Army of One](#) by Skirwan (Score:2) Thursday May 23, @09:36AM
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- [Re:Army of One](#) by Anonymous Coward (Score:1) Thursday May 23, @09:51AM
- [Re:Army of One](#) by NeoSkandranon (Score:1) Thursday May 23, @10:51AM
- [Re:Army of One](#) by TheCabal (Score:1) Thursday May 23, @11:45AM
- **3 replies beneath your current threshold.**

Don't Foget This One... (Score:3, Insightful)

by [Livn4Golf](#) (Livn4Golf@natportman.com) on Thursday May 23, @09:02AM ([#3571669](#))
 (User #83604 Info | <http://www.ehsports.com/>)

Future installments will include Sim Mess Duty, Sim Standing Guard in the Rain, Sim Blister, and Sim Invading Iraq to Keep Approval Ratings High.

Don't forget the final game in the series: "Risking Their Lives to Protect Your Right to Make Stupid Jokes."

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- [Re:Don't Foget This One...](#) by Zeddicus_Z (Score:1) Thursday May 23, @09:04AM
 - Re:Don't Foget This One...** (Score:4, Insightful)
 - by cipez on Thursday May 23, @09:21AM ([#3571808](#))
 (User #148000 Info | <http://apocalypotech.com/> | Last Journal: [Wednesday April 24, @05:02PM](#))
 - Um, wasn't he making fun of the **game**? I didn't see anything in there ridiculing the actual armed forces . . . Unless you consider programming video games equivalent to "Risking Their Lives." I don't.
 - [[Reply to This](#) | [Parent](#)]
- [Re:Don't Foget This One...](#) by Graspee_Leemoor (Score:2) Thursday May 23, @09:49AM
 - Re:Don't Foget This One...** (Score:5, Insightful)
 - by cipez on Thursday May 23, @10:01AM ([#3572122](#))
 (User #148000 Info | <http://apocalypotech.com/> | Last Journal: [Wednesday April 24, @05:02PM](#))
 - (sigh, responding to trolls...)*

No, he wasn't making fun of the game, he was using joke game titles to belittle the work done by the army.

Well, that's your opinion and you're entitled to it, of course, but I disagree. Anyone who joins into a branch of the military expecting to be all action and intrigue and excitement is going to be disappointed, if what my friends in the service have told me is true. Sure, there certainly is some more "glamorous" things that happen, but unless I'm mistaken, you can also expect a hell of a lot of boredom. Again, if you feel that he was belittling the armed services, that's your prerogative, but it's also my right to disagree with you. I didn't find anything at all insulting in the jokes, and I stand by that opinion.

As to your dig at moderation, does that mean that you have absolute control over what other people consider insightful, or interesting? If I find a post

labeled as **opinion** or **commentary**?

I realize that michael may think that all slashdotters agree with his bias, whatever it may be, but I assure you there are many who do not.

In other words, michael, keep your opinions to yourself if you want to pass this off as a news site!

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- [Re:Is this news or editorial?](#) by GS11_Pus (Score:1) Thursday May 23, @09:14AM
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- [Re:Is this news or editorial?](#) by kramer (Score:3) Thursday May 23, @09:34AM
 - [Re:Is this news or editorial?](#) by ichimunki (Score:1) Thursday May 23, @10:25AM
 - [Re:Is this news or editorial?](#) by kramer (Score:1) Thursday May 23, @11:12AM
 - **1 reply** beneath your current threshold.
 - **1 reply** beneath your current threshold.
- [Re:Is this news or editorial?](#) by mosch (Score:2) Thursday May 23, @10:53AM
- **3 replies** beneath your current threshold.

PK's (Score:2)

by [Sarin](#) (msnbill@microsoft.com) on Thursday May 23, @09:05AM ([#3571683](#))
([User #112173](#) [Info](#) | <http://scriptkiddies.com/> | Last Journal: [Sunday March 03, @09:22PM](#))

so basicly this says: uncle sam wants PK's

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and the source ? (Score:1, Offtopic)

by [johnjones](#) (johnjones@postmaster.co.uk) on Thursday May 23, @09:06AM ([#3571694](#))
([User #14274](#) [Info](#) | <http://www.john-jones.org.uk/>)

this is U.S. taxpayers money where's the source ?

(my yank mate is always on about how U.S. guv gives stuff away that has been payed by the tax payers)

plus is there a linux version ?

PS2 ?

Xbox ?

playstation?

if they gave the source away

regards

john 'brit so what do I know' jones

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- [Re:and the source ?](#) by DesScorp (Score:1) Thursday May 23, @10:31AM
 - **1 reply** beneath your current threshold.
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Government-subsidized violent games? (Score:1)

by panaceaa on Thursday May 23, @09:06AM ([#3571695](#))
([User #205396](#) [Info](#) | <http://slashdot.org/>)

It will be interesting to see how violent these games are. With the recurring [parental backlash](#) [slashdot.org] against violent video games after high-school shootings and other events, will those same people start complaining about the government creating these games? This issue gets increasingly complex considering the Army is partially trying to recruit high school students under 18.

Given this situation, I suspect these games would primarily be based on military strategy with an emphasis on non-violent missions.

[[Reply to This](#) | [Parent](#)]

- [Re:Government-subsidized violent games?](#) by Erasmus Darwin (Score:2) Thursday May 23, @09:48AM

Ender's Game! (Score:1, Informative)

by [K'tohg](#) (devin@MENCKENrিতarget.com minus author) on Thursday May 23, @09:07AM ([#3571699](#))
(User #115837 [Info](#) | <http://trিতarget.com/>)

This is great! Another fan of Ender's Game. I find them so rare and scattered. I try to convince Ender's Game and Ender's Shadow are the best books ever. But many people just stare at me blankly a few have even smacked me. Sad.

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- [Re:Ender's Game!](#) by jck9626 (Score:1) Thursday May 23, @09:50AM
- [Should have seen this coming...](#) by NoMoreNicksLeft (Score:2) Thursday May 23, @09:55AM
- [4 replies](#) beneath your current threshold.

friendly fire (Score:2, Funny)

by Bassthang on Thursday May 23, @09:07AM ([#3571702](#))
(User #78064 [Info](#) | <http://www.phuq.co.uk/>)

Accidentally shooting your allies in "Operations" will gain you extra points. (The versions of the game in non-US NATO countries will not have this feature).

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- [Re:friendly fire](#) by fraggleyid (Score:1) Thursday May 23, @09:11AM
 - [Re:friendly fire](#) by fraggleyid (Score:1) Thursday May 23, @09:57AM
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and the difference is? (Score:1)

by [PiGuy](#) (ctk314@yahooGIRAFFE.com minus herbivore) on Thursday May 23, @09:07AM ([#3571705](#))
(User #531424 [Info](#) | <http://slashdot.org/>)

How could such a game be terribly different from another other first person shooter, especially those that were specifically designed to simulate an army experience (minus the bathroom duty, etc.). I'm guessing the sole difference is that you'd see army advertisements everywhere, and the music would be bad. And I'm sure the won't have boot camp instructors yelling their heads off, etc., but rather the classic "shaking-jaw-scrolling-text-so-slow-can't-speed-it-up-but-can-skip-it-with-a-keypress" mission briefs...

"Hey, did you know that these violent games that you love to shoot people in are based on real life? In the next level, there are no extra lives - join the Army!"

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- [Re:and the difference is?](#) by DarkZero (Score:2) Thursday May 23, @10:10AM

The real thing? (Score:1)

by derelict_hmx12 on Thursday May 23, @09:07AM ([#3571707](#))
(User #580249 [Info](#))

Why play a sim when you can go down to your local recruiting office and sign up to take part in the real thing?

Derelict

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- [Re:The real thing?](#) by Martin Blank (Score:2) Thursday May 23, @09:17AM
- [1 reply](#) beneath your current threshold.

Maybe they should have an army guild on Everquest (Score:1)

by Aliks on Thursday May 23, @09:07AM ([#3571711](#))

([User #530618](#) [Info](#))

It makes me wonder whether there are already army recruiters out there on Everquest looking for tech savvy youth. You can certainly tell who is a good soldier and who is not after a serious dragon raid! In fact some of the the guild leaders on Everquest remind me of the stereotype army sergeant barking out orders to keep the troops in line. Maybe this is where they go the idea from.

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Why? (Score:1)

by BoBaBrain on Thursday May 23, @09:08AM ([#3571714](#))

([User #215786](#) [Info](#))

I don't get it. Why put so much time and effort into developing an advert. Is it really going to attract more people into the army? Are they really going to use for training? Surely a poster campain and some paintball would do the trick.

What's the catch? Why do the army want this softwear installed on our machines?

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- [Re:Why?](#) by SimplyCosmic (Score:2) Thursday May 23, @09:31AM
- [Re:Why?](#) by BoBaBrain (Score:1) Thursday May 23, @09:32AM
- [2 replies](#) beneath your current threshold.

at last! (Score:1)

by [Jucius Maximus](#) ([j13moh@netDEBIANscape.net](#) minus distro) on Thursday May 23, @09:11AM ([#3571729](#))

([User #229128](#) [Info](#) | <http://slashdot.org/> | Last Journal: [Sunday April 28, @11:30PM](#))

This should be interesting.

I know many people who are frustrated with these games where you have to take hundreds of hits before you are taken down. [The rare exception is Delta Force.] In real life, a single well placed bullet will end a soldier.

It is very hard to find realistic games like this and I suspect the 'realistic fun' of it will be a joy for people who are tired of not being killed by a rocket to the chest.

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- [Re:at last!](#) by platypus (Score:2) Thursday May 23, @09:21AM
- [Re:at last!](#) by citanon (Score:1) Thursday May 23, @09:47AM
- [realism ! = a good game](#) by GePS (Score:1) Thursday May 23, @11:19AM
- [1 reply](#) beneath your current threshold.

eek, that would discourage me.. (Score:1)

by [pstreck](#) ([pstreck&agmc,org](#)) on Thursday May 23, @09:12AM ([#3571743](#))

([User #558593](#) [Info](#) | <http://captnscooby.org/>)

hrrmm, i can picture the comercial now "Amazing explosive Apache action!".. followed by a stinger blowing up your helicopter. makes me want to run out and get shot, err be in the army..

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global thermonuclear war! (Score:1)

by peter303 on Thursday May 23, @09:13AM ([#3571751](#))

([User #12292 Info](#))

"Do you want to play a game"? asks a classified war computer to Matthew Broedrick in the 1980s classic "War Games". Matt thinks hes hacked into a nifty new game site, when really it is an important defence computer. Things dont change much in 20 years.

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- [Re:global thermonuclear war!](#) by spagma (Score:1) Thursday May 23, @09:18AM
 - [Re:global thermonuclear war!](#) by Domasi (Score:1) Thursday May 23, @09:33AM
- [Re:global thermonuclear war!](#) by damien_kane (Score:1) Thursday May 23, @09:37AM
 - [Re:global thermonuclear war!](#) by jonnythan (Score:2) Thursday May 23, @09:56AM
 - [Re:global thermonuclear war!](#) by damien_kane (Score:1) Thursday May 23, @10:53AM
- [Re:Reference quipping at it best...](#) by peter303 (Score:2) Thursday May 23, @11:23AM
- **1 reply beneath your current threshold.**

Realism or Power Fantasy? (Score:1)

by yndrd on Thursday May 23, @09:16AM ([#3571773](#))

([User #529288 Info](#))

It'll be interesting to see what the developers decide to use as a means to encourage people to join the military:

- Realism, in which I'm shot in the leg and die of infection in a swamp a thousand miles from home.
- Power Fantasy, in which I single-handedly defeat legions of nasties.

I'm not sure the realistic approach would be an effective recruitment tool. I don't remember people lining up to enlist after watching Saving Private Ryan: "Come! Join us! You too can wobble in shock holding your own severed leg."

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Navy games? (Score:4, Funny)

by pjdepasq on Thursday May 23, @09:17AM ([#3571776](#))

([User #214609 Info](#) | <http://csgrad.cs.vt.edu/~pjdepasq>)

Gee, I hope if the Navy does something like this, there will be SimTailHook.... now that's one I'd like to play!

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- [Re:Navy games?](#) by bofkentucky (Score:1) Thursday May 23, @10:24AM
- [Re:Navy games?](#) by DesScorp (Score:1) Thursday May 23, @10:49AM
- **1 reply beneath your current threshold.**

The Last Starfighter (Score:1)

by johndou1 on Thursday May 23, @09:18AM ([#3571790](#))

([User #471942 Info](#))

Doesn't anyone remember the movie:The Last Starfighter?

The aliens used video games on earth to train and recruit pilots for the war they were in.

The Army will be watching to see who plays well and be giving them a visit.

<http://us.imdb.com/Title?0087597>

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I have seen this (Score:5, Informative)

by [Lumpy](#) ([dont_type_this.timgray@lambdanet.com](#)) on Thursday May 23, @09:20AM ([#3571801](#))
([User #12016 Info](#) | <http://www.lambdanet.com/>)

It is based on the Unreal engine, and it is awesome. nothing like your regular FPS.. it has the reality dial turned way up... if you get hit once you are dead, or bleeding to death no mega health, no railgun's, no ammo everywhere, just your handy GI issued weapons. From the demo I watched and played, FPS fans will hate it. and several of the "kids" though it sucked, it requires thinking, skill, and for the player to be clever... very unlike FPS games where most of the players just run around hopping firing at everything that moves... camping is a requirement and only the stupid players do anything other than camping (stupid players=dead players)

so basically, if you're the type of FPS player that gets' wildly mad at campers, you will hate it.

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- [Re:I have seen this](#) by pubjames (Score:2) Thursday May 23, @09:52AM
 - [Re:I have seen this](#) by ZaMoose (Score:2) Thursday May 23, @09:57AM

Re:I have seen this (Score:4, Insightful)

by FortKnox on Thursday May 23, @09:57AM ([#3572077](#))
([User #169099 Info](#) | <http://www.marotti.com/> | Last Journal: [Thursday May 23, @11:46AM](#))

I thought the fundamental rule of game design is to balance *Realism* with *Fun*. Ask any famous game designer about it. Sometimes you gotta reach out away from the real to make the game flow well, or to balance out what you can do.

Lets look at some popular games:

CounterStrike: Most people would say this is as "real" as it gets, when you die, your gone. But you can get hit in the leg, stamper for a second, then are back running full speed again. You can get shot in the arm, but still fire back. This game has a lot of realism, but it still balances it out with a 'fun factor.'

Age Of Empires: The designers of AoE always talk about how stuff like Catapults had to be changed. Originally, you needed someone to fire and move them, but it lead to too many problems, so they just made them self useable, and movable. Upon doing this, they felt the game flowed better, and the testers had more fun with the game.

I could go on, but I think "true realism" isn't what the gaming community wants. Games are a time when you can do stuff you normally wouldn't do...

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- [Re:I have seen this](#) by jea6 (Score:2) Thursday May 23, @10:01AM
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 - [Where Fun = Ease = Limited Challenge ???](#) by JohnDenver (Score:2) Thursday May 23, @11:08AM
 - [Real? Get Real, get shot in the arm and...](#) by Shivetya (Score:2) Thursday May 23, @11:15AM
 - [Re:Real? Get Real, get shot in the arm and...](#) by FortKnox (Score:1) Thursday May 23, @11:24AM
 - [Re:I have seen this](#) by SimplyCosmic (Score:2) Thursday May 23, @11:19AM
- [Re:I have seen this](#) by ocbwilg (Score:2) Thursday May 23, @10:02AM

- [Re:I have seen this](#) by aTMsA (Score:1) Thursday May 23, @10:37AM
 - [I reply beneath your current threshold.](#)
- [Re:I have seen this](#) by grazzy (Score:1) Thursday May 23, @11:01AM
- [Re:I have seen this](#) by cruelworld (Score:2) Thursday May 23, @11:22AM
- [Re:I have seen this](#) by DamnYouAmALion (Score:1) Thursday May 23, @11:33AM
- [Re:I have seen this](#) by WildBeast (Score:2) Thursday May 23, @11:40AM
- [It will not suck at all](#) by kko (Score:1) Thursday May 23, @12:07PM

Speaking from experience... (Score:3, Insightful)

by Art_XIV on Thursday May 23, @09:22AM ([#3571816](#))

([User #249990 Info](#))

I don't seem to recall there being any "Save often, Reload when you are Killed" workaround during my time in the Army.

Nor were power-ups of any sort available, unless you count caffiene.

It was certainly real-time, though much of the real-time was spent waiting.

[[Reply to This](#) | [Parent](#)]

- [Re:Speaking from experience...](#) by TheCabal (Score:1) Thursday May 23, @09:32AM

The Last Starfighter (Score:1)

by hamoi on Thursday May 23, @09:22AM ([#3571817](#))

([User #140685 Info](#))

Didnt the good guys use something similar in the last starfighter? Will a recruiting officer show up at my house if I get a certain high score? :)

[[Reply to This](#) | [Parent](#)]

other possible Sims: (Score:2)

by blankmange on Thursday May 23, @09:23AM ([#3571823](#))

([User #571591 Info](#))

As a vet, I don't make light of our nation's armed services, their dedication, or their mission. I did, however, find it amusing to think about other possible sims to show true military life:

Sim KP, Sim Boot Camp, Sim Freeze-Your-Ass-Off-While-Marching, etc...

God Bless our sons and daughters in harm's way!

[[Reply to This](#) | [Parent](#)]

Mission #1 (Score:1, Flamebait)

by Hard_Code on Thursday May 23, @09:23AM ([#3571828](#))

([User #49548 Info](#))

Objectives:

- * Depart from airbase and patrol no-fly zone.
- * Follow waypoints to Canadian "training" area.
- * Drop bombs
- * Shit, I mean DON'T DROP BOMBS!

[[Reply to This](#) | [Parent](#)]

Funny? (Score:4, Insightful)

by SPYvSPY on Thursday May 23, @10:00AM ([#3572106](#))

([User #166790 Info](#) | <http://slashdot.org/>)

It's frightening that people think this is funny. Not only are you pissing all over the dead Canadians' graves, but you're also taking a high moral ground that I doubt you can defend. When's the last time you did anything perfectly? Poster and mods: Get some perspective.

[[Reply to This](#) | [Parent](#)]

- [Re:Funny?](#) by Rupert (Score:2) Thursday May 23, @10:10AM
 - [Re:Funny?](#) by fwr (Score:2) Thursday May 23, @11:10AM
 - [Re:Funny?](#) by Rupert (Score:2) Thursday May 23, @11:20AM
- [Re:Funny?](#) by kubrick (Score:2) Thursday May 23, @10:35AM
- [Re:Mission #1](#) by liquidsin (Score:2) Thursday May 23, @10:26AM
 - **1 reply** beneath your current threshold.

What about these? (Score:2)

by telstar on Thursday May 23, @09:24AM ([#3571837](#))

([User #236404](#) [Info](#))

Sim Friendly Fire

Sim Don't Ask Don't Tell

or everybody's cult favorite...

Sim Sargent Pile

[[Reply to This](#) | [Parent](#)]

- [Re:What about these?](#) by Stephen Williams (Score:1) Thursday May 23, @09:31AM

Way to go (Score:2, Insightful)

by TheCabal on Thursday May 23, @09:25AM ([#3571846](#))

([User #215908](#) [Info](#))

Future installments will include Sim Mess Duty, Sim Standing Guard in the Rain, Sim Blister, and Sim Invading Iraq to Keep Approval Ratings High.

Nice way to belittle the work and sacrifices that I and millions of other people throughout the world have given in protecting YOUR rights. Yes, guard and mess duty sucks, but it's a part of military life. So does PT, first call at zero-dark-thirty, inspections, shining boots, cleaning weapons, endless makework, etc.. but it's all a necessary part of military life in order to keep discipline.

As for "Sim Invading Iraq to Keep Approval Ratings High", that's an issue with the leadership, not the men and women who go when given the order. It's easy to criticize and ridicule from the safety of one's Aeron office chair. It's another thing entirely to raise your hand and swear to protect and defend the Constitution of the United States. Don't knock it until you've tried it.

[[Reply to This](#) | [Parent](#)]

- [Re:Way to go](#) by dipfan (Score:1) Thursday May 23, @09:47AM
 - [Re:Way to go](#) by TheCabal (Score:1) Thursday May 23, @09:57AM
 - **2 replies** beneath your current threshold.
 - **1 reply** beneath your current threshold.
- [Re:Way to go](#) by plumby (Score:1) Thursday May 23, @09:48AM
 - [Re:Way to go](#) by TheCabal (Score:1) Thursday May 23, @09:54AM
 - [Re:Way to go](#) by plumby (Score:2) Thursday May 23, @10:06AM
 - [Re:Way to go](#) by TheCabal (Score:1) Thursday May 23, @10:15AM
 - [Re:Way to go](#) by rixkix (Score:1) Thursday May 23, @10:26AM

- [Re:Way to go](#) by plumby (Score:1) Thursday May 23, @10:45AM
 - [Re:Way to go](#) by TheCabal (Score:1) Thursday May 23, @11:14AM
- [Re:Way to go](#) by jtdubs (Score:2) Thursday May 23, @09:49AM
 - [Re:Way to go](#) by TheCabal (Score:1) Thursday May 23, @09:59AM
 - [Re:Way to go](#) by Zen Mastuh (Score:2) Thursday May 23, @10:31AM
 - [Re:Way to go](#) by fwr (Score:2) Thursday May 23, @10:10AM
- [Re:Way to go](#) by freuddot (Score:1) Thursday May 23, @09:50AM
 - [Re:Speaking as a solider](#) by Mant (Score:1) Thursday May 23, @10:45AM
 - **1 reply** beneath your current threshold.
- [Re:Way to go](#) by kubalaa (Score:1) Thursday May 23, @09:50AM
- [Seriously, though...](#) by SPYvSPY (Score:2) Thursday May 23, @09:58AM
- [Re:Way to go](#) by Deosyne (Score:1) Thursday May 23, @10:05AM
- [Re:Way to go](#) by ocbwilg (Score:2) Thursday May 23, @10:12AM
 - **1 reply** beneath your current threshold.
- [Re:Way to go](#) by SerpicoWasTaken (Score:1) Thursday May 23, @10:15AM
- [first call at zero-dark-thirty](#) by wiredog (Score:2) Thursday May 23, @10:18AM
 - [Re:first call at zero-dark-thirty](#) by sgtrock (Score:1) Thursday May 23, @10:28AM
- [Re:Way to go](#) by DarkZero (Score:2) Thursday May 23, @10:28AM
- [Re:Way to go](#) by kubrick (Score:1) Thursday May 23, @10:38AM
- [Oh please](#) by amacbride (Score:1) Thursday May 23, @10:41AM
- **2 replies** beneath your current threshold.

This is going to suck (Score:1)

by [dipfan](#) (dipfan.yahoo@com) on Thursday May 23, @09:27AM ([#3571851](#))
([User #192591](#) [Info](#) | <http://www.voiceoftheturtle.org/>)

Unlike similar combat games, the primary goal of "America's Army" is not killing a massive number of enemies, but instead completing tasks and setting career goals.

"Will there be guys tearing off arms and using them for clubs? No. Because the Army would never do that."

They just lost their target audience - if I can't use somebody's arm as a club, I ain't interested. Career goals? Fsk that.

[[Reply to This](#) | [Parent](#)]

Is it just me or.... (Score:1)

by Domasi on Thursday May 23, @09:28AM ([#3571858](#))
([User #318366](#) [Info](#) | <http://www.domasi.com/>)

All the information they requested sounds like they are trying to increase their database of new recruit possibilities...

You liked the game.. how would you like to kill real people, son?

Be all you can be, until dinner-time :)

[[Reply to This](#) | [Parent](#)]

video meets reality (Score:1)

by Mr Tigerpants on Thursday May 23, @09:28AM ([#3571861](#))
([User #578400](#) [Info](#))

If they're really bringing in video game stuff, I wanna join the Army and use them there "Stinky Hands" from Dakitana or that crossbow that shoots TNT-loaded chickens from Redneck Rampage. Never mind Crusader, here comes a divisions of camouflaged soldiers waving Stinky Hands and chickens over the

horizon.....

[[Reply to This](#) | [Parent](#)]

Approval Ratings High? (Score:1)

by AgentGray on Thursday May 23, @09:28AM ([#3571865](#))
([User #200299](#) [Info](#) | <http://slashdot.org/>)

...Sim Invading Iraq to Keep Approval Ratings High.

Comments like this is just plain stupid...Plus, I don't believe it's going to happen. The current administration is using "other means necessary" to stop any type of terrorist activity there. I don't think terrorism has a statute of limitations.

I wonder how much is already going on that we don't know about, and I wonder how that can affect approval ratings? Of course, the only approval rating I'm concerned about is *mine*.

[[Reply to This](#) | [Parent](#)]

- [Re:Approval Ratings High?](#) by ocbwilg (Score:2) Thursday May 23, @10:15AM
 - [Re:Approval Ratings High?](#) by fwr (Score:2) Thursday May 23, @11:17AM
 - [Re:Approval Ratings High?](#) by TheCabal (Score:1) Thursday May 23, @11:27AM
 - [2 replies](#) beneath your current threshold.

Another film (Score:1)

by [stephenbooth](#) (stephenbooth@bigfoot.com) on Thursday May 23, @09:29AM ([#3571867](#))
([User #172227](#) [Info](#) | <http://www.abooth.demon.co.uk>)

Does this remind anyone else of the war-room scene from Toys or Ender's Game?"

More so of "The Last Starfighter". Given the increasing prevalence of online capabilities in games machines and in-box data storage (Microsoft reckon that they have enough space on the internal HDD of the X-Box to store every detail of every game a gamer will play in the entire life of the machine) how long before a really good high score results in a vist from the feds?

Stephen

[[Reply to This](#) | [Parent](#)]

Please Explain..... (Score:4, Insightful)

by rabbits77 on Thursday May 23, @09:29AM ([#3571872](#))
([User #453747](#) [Info](#))

what /. has against military service? In many countries the average /. reader's military service is *mandatory*. Also, as a US citizen myself,I volunteered and served in the U.S. Navy and cannot complain one bit about the experience. Was it harder than sitting on my ass playing Mortal Kombat(which was new at the time >:)? Yes it was. Did it help me pay for college and make me a better person? You bet your ass it did. Maybe I don't come from as privileged a background as the rest if you but military service helped me out substantially. I guess it is just fashionable to spend your late teens and twenties doing drugs and being a bored, sullen, and directionless loser nowadays.

[[Reply to This](#) | [Parent](#)]

- [You speak a very eloquent truth.](#) by gaudior (Score:2) Thursday May 23, @09:52AM
 - [Re:You speak a very eloquent truth.](#) by Anonymous Coward (Score:1) Thursday May 23, @10:04AM
 - [Re:You speak a very eloquent truth.](#) by fwr (Score:2) Thursday May 23, @10:16AM
 - [1 reply](#) beneath your current threshold.

- [Re:You speak a very eloquent truth.](#) by radish (Score:3) Thursday May 23, @10:29AM
 - [Re:You speak a very eloquent truth.](#) by Anarchofascist (Score:2) Thursday May 23, @11:35AM
 - [Re:Really?](#) by radish (Score:2) Thursday May 23, @11:53AM
 - [1 reply beneath your current threshold.](#)
- [Re:You speak a very eloquent truth.](#) by DarkZero (Score:3) Thursday May 23, @10:33AM
- [Re:Please Explain.....](#) by Rupert (Score:2) Thursday May 23, @10:14AM
- [Re:Please Explain.....](#) by jamie (Score:2) Thursday May 23, @10:15AM
 - [Re:Please Explain.....](#) by fwr (Score:2) Thursday May 23, @10:35AM

Re:Please Explain..... (Score:4, Funny)

by [Sebbo](#) (sebboNO@SPAMsebbo.org) on Thursday May 23, @10:37AM ([#3572390](#))
(User #28048 Info | <http://sebbo.org/> | Last Journal: [Saturday October 06, @10:08PM](#))

Hey, I manage to be bored, sullen, and directionless *without* drugs, I'll have you know!

[[Reply to This](#) | [Parent](#)]

- [Re:Please Explain.....](#) by kubrick (Score:2) Thursday May 23, @10:40AM
- [Re:Please Explain.....](#) by mikael_j (Score:1) Thursday May 23, @10:58AM
- [Re:Please Explain.....](#) by Quixadhal (Score:1) Thursday May 23, @11:50AM

Finally! (Score:1)

by [rmohr02](#) (mohr,42&osu.edu) on Thursday May 23, @09:29AM ([#3571878](#))
(User #208447 Info | <http://www.calcware.org/> | Last Journal: [Saturday March 16, @12:16AM](#))

Now when my parents complain about me playing video games I can truthfully say that it's the army's fault.

[[Reply to This](#) | [Parent](#)]

More liberal bullshit (Score:1)

by artemis67 on Thursday May 23, @09:30AM ([#3571881](#))
(User #93453 Info | <http://slashdot.org/>)

Sim Invading Iraq to Keep Approval Ratings High

No president has ever been reelected to office following a war.

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- [Re:More liberal bullshit](#) by teamhasnoi (Score:2) Thursday May 23, @09:35AM
- [Re:More liberal bullshit](#) by ocbwilg (Score:2) Thursday May 23, @10:21AM
 - [1 reply beneath your current threshold.](#)
- [Re:More liberal bullshit](#) by Kheldarstl (Score:1) Thursday May 23, @12:12PM
- [1 reply beneath your current threshold.](#)

"Sim Invading Iraq to Keep Approval Ratings High" (Score:1, Troll)

by PHAEDRU5 on Thursday May 23, @09:30AM ([#3571885](#))
(User #213667 Info)

Sick little puppy, aren't you?

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- [Re:"Sim Invading Iraq to Keep Approval Ratings Hig](#) by tobe (Score:1) Thursday May 23, @09:35AM
 - [Re:"Sim Invading Iraq to Keep Approval Ratings Hig](#) by PHAEDRU5 (Score:2) Thursday May 23, @09:53AM

EULA (Score:2, Funny)

by [ThaReetLad](#) (Thomas...Mason@@@renishaw...com) on Thursday May 23, @09:33AM ([#3571911](#))
(User #538112 Info)

Just make sure you read the small print to make sure you haven't accidentally signed up for a 4 year tour of duty in the middle east.

[[Reply to This](#) | [Parent](#)]

- [That's not as far fetched as you think..](#) by Large Green Mallard (Score:1) Thursday May 23, @10:09AM

Iraq (Score:5, Insightful)

by Anonymous Coward on Thursday May 23, @09:34AM ([#3571914](#))

1) Saddam Husain has used weapons of mass destruction(WMDs) such as nerve gas against Iraqi kurdish civilians.

2) He ejected U.N. inspectors who were making sure he complied with the peace terms stating he wouldn't continue to develop WMDs including the Iraqi nuclear program.

3) He has launched strikes on civilian populations in Israel during the Gulf War even though Israel was not part of the military coalition. He did this in the hopes invoking an Israeli response which would gain him the support of other Arab nations.

Now because you obviously didn't know this or understand the implications I will state it slowly:

If allowed to develop a nuke, he's likely to use it against a civilian target. Possibly in a pre-emptive strike.

Where is it going to happen? Who knows. Will it be trucked in or on top of a missile? Not sure. A strike against him is necessary to make sure that this doesn't happen.

Sidenote: Informative opposing opinions != Troll, a point often lost on the moderators of this "news source".

[[Reply to This](#) | [Parent](#)]

- [Re:Iraq](#) by Rupert (Score:2) Thursday May 23, @10:21AM
 - [Re:Iraq](#) by fwr (Score:2) Thursday May 23, @10:43AM
 - [Re:Iraq](#) by rixkix (Score:1) Thursday May 23, @10:48AM
 - [Re:Iraq](#) by Rupert (Score:2) Thursday May 23, @11:17AM
- [Re:Iraq](#) by Tom (Score:1) Thursday May 23, @11:09AM
 - [Re:Iraq](#) by MattXVI (Score:1) Thursday May 23, @11:26AM
 - [Re:Iraq](#) by n3m6 (Score:1) Thursday May 23, @11:49AM
 - **2 replies beneath your current threshold.**
- [Re:Iraq](#) by WildBeast (Score:2) Thursday May 23, @11:29AM
- [Re:Iraq](#) by Ralph Wiggam (Score:2) Thursday May 23, @12:11PM
- [Re:Iraq](#) by ryepup (Score:1) Thursday May 23, @11:04AM
- **3 replies beneath your current threshold.**

Sim Army (Score:2)

by pubjames on Thursday May 23, @09:35AM ([#3571926](#))

([User #468013 Info](#))

So is Sim Army going to contain:

- 1) Running around and around for hours.
- 2) Getting bored playing cards.
- 3) Spending hours cleaning your kit.
- 4) Getting shouted at and humiliated by someone you hate.
- 5) Sitting on your bunk, waiting.
- 6) Cleaning your kit again.
- 7) Going in to town on Saturday night and getting completely drunk and throwing up
- 8) Letching at women and the desperate machismo of oversexed young men who don't know how to

- communicate with the opposite sex.
 9) Institutionalized racism and sexism.
 10) Cleaning your kit again.
 12) Unquestioningly following dumb orders.
 13) Being a guinepig for experimental drugs with horrible side effects.

<sarcasm>

Or is it going to be all fast action shooting and strategic planning, just like real life in the army?

</sarcasm>

[[Reply to This](#) | [Parent](#)]

Entertainment (Score:1)

by [Massacrifice](#) (massacrifice@ritual-genocide.com) on Thursday May 23, @09:37AM ([#3571933](#))
 (User #249974 [Info](#))

It was only a matter of time before this happened. The US military has been using the entertainment industry for so long, now that games are bigger than movies, they have to follow suit. That's where the kids are, and they need fresh meat to grind.

[[Reply to This](#) | [Parent](#)]

Think about it (Score:1)

by [Dalaram](#) (kisanderNO@SPAMsyr.edu) on Thursday May 23, @09:37AM ([#3571934](#))
 (User #447015 [Info](#) | <http://slashdot.org/>)

You seem to misunderstand the point of the game. Think about how many army commercials you have seen. The army is starting to get smart as to what my generation is looking for in the military. They are playing music we listen to in the commercials. They are creating products directly to us. As a marketing strategy, this is brilliant. The best way to get people interested in your company/product is to cater to the subscriber/consumer

[[Reply to This](#) | [Parent](#)]

- [Re:Think about it](#) by DarkZero (Score:2) Thursday May 23, @10:36AM

America's Army is by the MOVES Institute (Score:4, Informative)

by Professor on Thursday May 23, @09:38AM ([#3571942](#))
 (User #83241 [Info](#) | <http://www.movesinstitute.org/~zyda>)

The America's Army videogame suite, Operations and Soldiers, were built completely by the MOVES Institute, not by Epic Games. We licensed the Epic Games engine for Operations. For more information on the games and imagery from E3, see <http://movesinstitute.org>

Michael Zyda

[[Reply to This](#) | [Parent](#)]

The army really has too much money... (Score:1)

by miklernout on Thursday May 23, @09:39AM ([#3571946](#))
 (User #444473 [Info](#))

They state, keeping a straight face, that when they recruit 300 youngsters with this campaign it will be successful.

Small calculation: 7.5 million \$ for a result of 300: that's 25.000 \$ a head !!

They should hire me as a HR consultant: i would do it like the in the old times, cheap and efficient: pick up

drunks in bars and make them sign in exchange for not getting kicked to death... :-)

[[Reply to This](#) | [Parent](#)]

Sure to succeed (Score:5, Insightful)

by [sg3000](#) (([moc.ibtta](#)) ([ta](#)) ([atpugs](#))) on Thursday May 23, @09:39AM ([#3571947](#))
([User #87992 Info](#) | <http://slashdot.org/>)

This idea to use games to convince impressionable kids to join the army is a good one.

Looking around, all the people of my generation have one of a few careers:

- * Alien-attacker, particularly where you have three bases to hide behind
- * Ever-hungry giant mouth eating never-ending supply of pellets
- * Race car driver on tracks with a lot of popup
- * Professional princess rescuer, particularly when you can jump on a lot of mushrooms
- * Cubical worker

That last one is the least suprising. I remember as a kid, me and my friends would never stop playing "Cubical Worker!" It was the most popular game in America at the time, which is why everyone seems to have grown up to do it for a living.

> The Army expects by September to spent about \$7.5 million on the program

Whew! I'm glad we're spending \$7.5 million on this project. With this new Republican leadership manning the purse strings, we've got so much money, I was worried there was no way we'd be able to spend it all. This is a great example of how to get rid of it.

What was that? A [\\$100 billion dollar deficit](#) [salon.com]?

Wait... which party was for big government and likes to waste money?

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- [Re:Sure to succeed](#) by Storm Damage (Score:2) Thursday May 23, @09:59AM
 - [1 reply beneath your current threshold.](#)
- [Re:Sure to succeed](#) by brad3378 (Score:1) Thursday May 23, @12:02PM

Your Tax Money At Work!! (Score:2)

by FortKnox on Thursday May 23, @09:41AM ([#3571958](#))
([User #169099 Info](#) | <http://www.marotti.com/> | Last Journal: [Thursday May 23, @11:46AM](#))

First, I originally heard that the only way Epic is tied to this game is by selling the Unreal Engine to the US Military.

Second, the US Army needs to take a lesson from my father, when he taught me this when I was 16. When you budget your money, you get out a piece of paper and make two columns. Mark the first "NEEDS", the other "WANTS."

Where do you think the game will go?

Also, how can they dare compete in an industry where tried-by-fire veteran game designers can fail miserably (ie - Diakatana)??

Mark this one down as the year's dumbest use of money... (Don't get me wrong, I'm a big gamer, I just think the US Military could use the money elsewhere).

[[Reply to This](#) | [Parent](#)]

- [Re:Your Tax Money At Work!!](#) by John Allsup (Score:1) Thursday May 23, @10:28AM
- [Re:Your Tax Money At Work!!](#) by fwr (Score:2) Thursday May 23, @10:50AM

"Sim Invading Iraq to Keep Approval Ratings High" (Score:1)

by deanj on Thursday May 23, @09:43AM ([#3571968](#))

([User #519759 Info](#))

"Sim Invading Iraq to Keep Approval Ratings High"

Ah, no. That should be:

"Sim Invading Iraq So The Psychopath Doesn't Eventually Build Nuclear Weapons"

dork.

[[Reply to This](#) | [Parent](#)]

- [Re:"Sim Invading Iraq to Keep Approval Ratings Hig](#) by Forkenhoppen (Score:1) Thursday May 23, @11:24AM
- [1 reply](#) beneath your current threshold.

Yvan Eth Nioj (Score:5, Funny)

by bluestar on Thursday May 23, @09:44AM ([#3571975](#))

([User #17362 Info](#) | <http://slashdot.org/>)

What's next? Some new boy band singing "Yvan Eht Nioj?"

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- [Re:Yvan Eth Nioj --explained](#) by CHUD-Wretch (Score:1) Thursday May 23, @10:55AM
- [1 reply](#) beneath your current threshold.

Army Game (Score:2, Interesting)

by chobee on Thursday May 23, @09:45AM ([#3571980](#))

([User #555901 Info](#))

We take a lot for granted you know. We all sit here and bitch (myself included) about how our rights are being chipped away. How I don't have a right to copy CD's and share music blah blah blah. What sometimes we forget is what rights we do have. Like the right not to join the army if we want. Other countries have a mandatory service for everybody. The freedoms we have must be guarded both intellectually and physically. Slashdot is a great forum for philosophical debates but how much good are a bunch of bitching geeks when push comes to shove. Yeah yeah yeah the pen is mightier than the sword but sometimes you have not choice but to physically protect what you have. The army advertising for volunteers by giving away a game is a great alternative to mandatory enlistment.

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- [21 replies](#) beneath your current threshold.

(1) | [2](#) (Slashdot Overload: CommentLimit 50)

mixed emotions: Watching a bus-load of lawyers plunge off a cliff. With five empty seats.

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