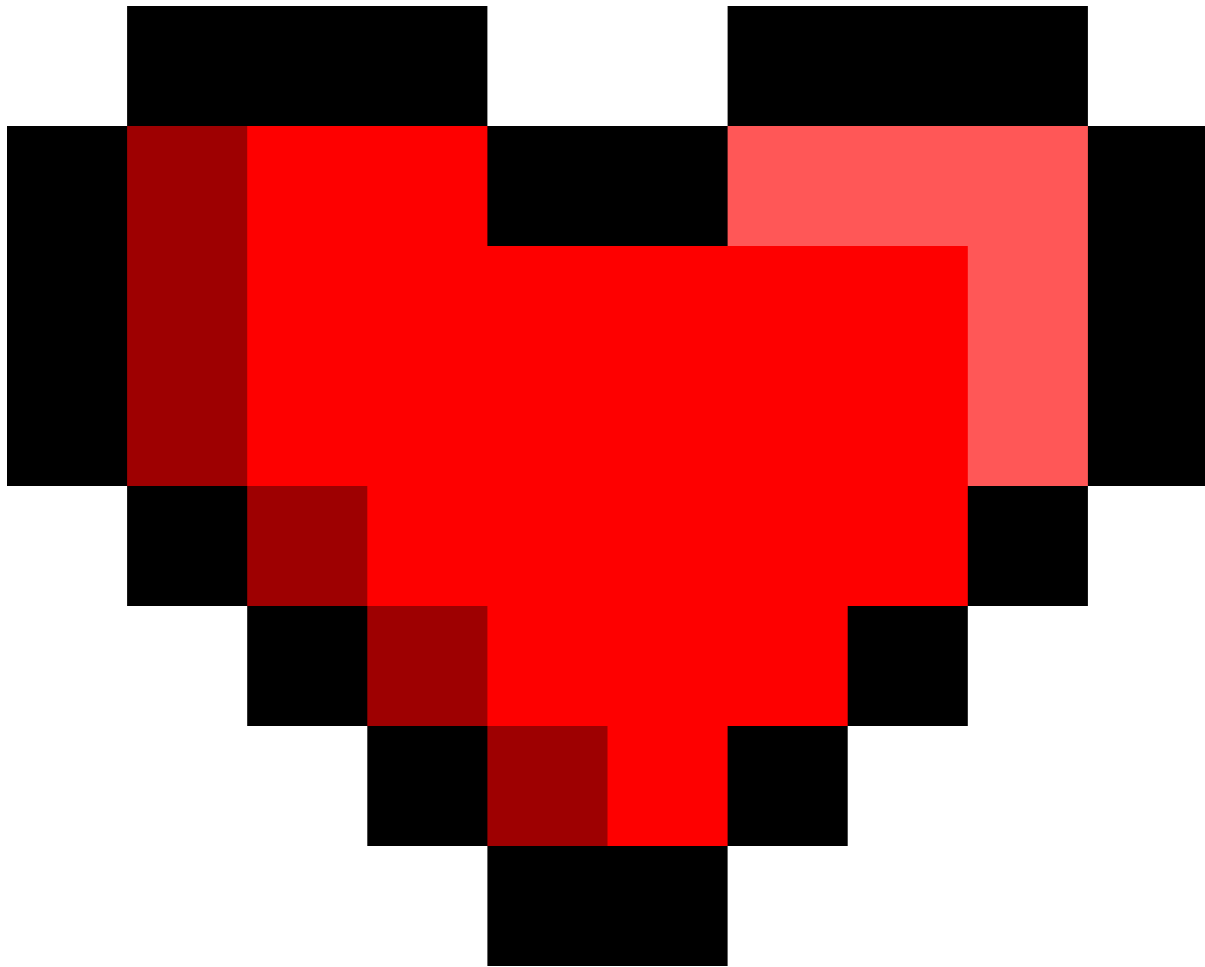


Health & Mana



A YeahDudeGamers Publication

Press Start

Greetings Dudes and Lady Dudes! Welcome to the first issue of Health and Mana magazine! This publication is a labor of love brought to you by the YeahDudeGamers Team as well as various volunteers that work closely with us. We are a group of passionate gamers and creators that are working with one goal in mind: to share our love of video games with you in new and creative ways. Let's face it, video games are awesome, being a gamer is awesome, and getting to share the passion for something like that with others is what really makes the gaming community so much fun.

As you can probably tell, this is our first go at this type of magazine publication. It has been put together using the writing skills of Elated Sacrifice, the design skills of Darktarlightsky, the top ten listing abilities of M. Spider, and the supervision of ProxyFox. As the months go on, we will be working to put more and more of the content that you find awesome into the Health and Mana e-zine publication. We are already working with an artist for the cover design for March as well as getting things a bit more polished. Overall we hope you enjoy our first go and we welcome your feedback. You can find our contact information on the last page of this magazine.

Lastly, it is our goal that this publication remains free in digital format for download on our website or through our social media. It's a labor of love that we all work on because we think videogames are awesome. You can feel free to print it out, share it with friends, or whatever you like (other than selling it for money, because that's just rude). In the event that we decide to look into making a physical publication out of it in the future to sell, the digital will always remain free to the public through our website at yeahdudegamers.com.

Now that we've got all of the introductory stuff out of the way, welcome to the first issue of Health and Mana magazine, we hope you enjoy it!

Sincerely,
The YeahDudeGamers team



Living in the Past

A story of a lost love and the return of an old friend

By: ElatedSacrifice (The Xboxpert)

A gamer always wants to be on top of the mountain of never ending new products that are constantly thrown at them. New systems, new games, new accessories for said systems, new versions of new systems, it's tiring when you look at the big picture. When a gamer gets a new system for example they begin to plan out the next few purchases, which game are they going to get first? Which games are coming out and which ones are the most important because we all know that funds are not as infinite as the stream of technology. It is an amazing feeling to delve into a new world as either a new acquaintance or an old friend ready to explore, ready to fight, ready to race, or ready to just relax sometimes. You want in tandem to both rush through the game and get to the next new adventure as much as you want to take your time and really enjoy the experience. It is a life like no other.

Within the last year I acquired an Xbox One, or an Xbone as I like to refer to it as. My first purchase was the Master Chief Collection, I was so pumped to play an HD remaster of Halo 2. I quickly picked up Assassin's Creed: Unity, and Diablo 3 RoS as well. I made sure to take advantage of a few of the free games online that come along with Games with Gold also. I was so happy that once again I was keeping up the best I could with the advances in the gaming industry. Unfortunately for me, this was a short lived experience.

Within the last few months, due to some unforeseen circumstances my Xbone broke, it took a fall and the top part of the case came off the base. For those of you who do not know, there are seals inside of the Xbone like there was on the 360 on the inside of the case that once they are broken, customer service claims it was tampered with and will not fix the system, well this is the predicament I am currently in. Handful of new games, even some still wrapped in plastic that were recent preorders and no system to play them on. I could write another entire article on how frustrating it is to have a game I have been waiting years to play sitting on a shelf in front of me with no way to play it.

After a couple of weeks of sulking and being angry I decided to start using my 360 for more than just Netflix and DVDs. I have a decent collection of games for it, some of which I had only just started playing before stopping. I reconnected with worlds that I have not completely forgotten but had become dim in my memory. I started really getting into GTA V, which for someone like me seems like a silly game to get into but I really loved the stories in Vice City, and San Andreas. The story in GTA V really hooked me

now that I started to actually play it, before I had only messed around in the game because I knew I had newer games to play. I started very recently playing Borderlands 2 again because a friend of mine had mentioned he also started to replay the game. I had forgotten how much fun a game with so little sense to it can be. Just the sheer ridiculousness of both games. In both GTA and Borderlands the insane (sometimes literally) characters and their actions. In Borderlands the sheer craziness of the guns, I mean in how many other games can you have a shotgun that shoots 3 huge fireballs that explode on contact lighting your enemies on fire?

I had been bummed that my only system was an Xbox 360 for a while before I realized living in the past was not such a bad thing. I had discovered things in Skyrim that I had never done before with any of the many of characters I had created. There were missions in Borderlands that I had missed because I thought they were frivolous but they lead to some great new memories and some good laughs. I had rekindled my love of playing through 16th century Rome as Ezio, and playing through the colonies as Connor. There were games that I had gotten so deep in the story line it hurt when characters were killed, I replayed those games, so I could relish in how well the story was written and how involved I had been. I played the only racing game I owned for the system because sometimes it is fun to not have to worry about a storyline and just play for the sake of playing.

My point is do not forget your older games, cherish them. Each game we play shapes the way we play and what we play even when we do not realize it. Did you recently play a game in a franchise that just was not what you were expecting? Go back and play the ones you loved again, you may find new hope for what you thought was poor before. Each world we jump into leaves a small part of it within each of us when we connect with it. Each game becomes another chapter in our own stories. Each character we learn to love or hate sticks with us. Even if you have the newest systems and the newest games just give yourself a day to go back and enjoy all the games you played before. Every game has replay value if you put that value in the game yourself, do not expect the team behind the game to give it value specifically to you, that is your own adventure to embrace and make yours. Be thankful for all the games you have played and all the games you will play. Stay safe out there friends, and game on.

Top Ten Relationships In Video Games

By: M Spider



10. Dark Souls and Death

Game: *Dark Souls*

Ah Dark Souls how I love to hate you. Dark Souls and Death are like one in the same you can't have one without the other, and for those of you who have never played the game you die and you die a lot and then you die some more. Death is literally around every corner and unless you are cautious and calm it will impale you with whatever shiny implement the next enemy favors. Dark Souls is like a sadistic dominant with a hard on for extreme edge play bordering on abuse. This is the kind of dark shit you find in the darkest dankest corners of human psychology. Never has the concept of Stockholm's syndrome been so appropriate to describe the relationship between this game and the people who play it.



9. Mad Moxxi and everyone

Game: *Borderlands (series)*

Mad Moxxi is a slut. There is no other way to say it, but that doesn't mean her relationships aren't meaningful or hilarious. It seems like she has been with just about every character in the series and only a handful of husbands. Despite her relationships being more akin to a flavor of the day at your local coffee shop Mad Moxxi is a hilarious character who just wants to spread her legs for every Tom, Dick and Harry that walks into her bar. I mean really with so many relationships under her belt at least one of them has to justify her being on this list. Right?



8. Sorey and Mikleo

Game: *Tales of Zestiria*

Sorey and Mikleo are best friends or lovers depending on who you ask. Whether you think of them as friends or lovers doesn't matter, the fact is that these two have been together through thick and thin and nothing can break the bond they share.



7. Riku, Sora and Kairi

Game: Kingdom Hearts (series)

Sora, Riku and Kairi leave it to a mash-up between Disney and Final Fantasy to throw a love triangle into the mix. I mean yea they are just kids but hey even Romeo and Juliet could be considered children. Both Sora and Riku love Kairi in their own way and just like their love their method to try and save her are as different as night and day. During the events of the first game

Sora and Riku fight for Kairi's affection both in playful **COM**petitions and in Hollow Bastion where it is revealed that Sora Had been unknowingly carrying Kairi's heart within his own. Hopefully we will see a happy conclusion to the extremely convoluted and confusing story that is Kingdom Hearts when Kingdom Hearts 3 finally releases.



6. Lan Hikari and Mayl Sakurai

Game: Megaman Battle Network (series)

Lan and Mayl begin the series as friends. It is implied in the first three games that Lan does have a crush on Mayl although it isn't until Megaman Battle Network 4 that we see her start to show her affection. In true video game

oblivious fashion Lan is portrayed as oblivious to Mayl's affection almost to the end. In the credits for Megaman Battle Network 6 it is revealed that Lan and Mayl do end up together and even have a child. Always nice to see characters get a happy ending that gives us a glimpse into their future.



5. Leon and Ada

Game: Resident Evil

Leon and Ada have that kind of relationship that just doesn't ever work out. They always seem to find themselves on the opposite sides of every problem. I don't know about everyone else but personally I would like to think that if they could have met under different circumstances maybe, just maybe they could have been happy together. Alas I fear they will never get that chance as long as whatever scary virus or plague all the kids are raving over is making zombies and other scary abominations for these two to put down.



4. Vincent, Catherine and Katherine

Game: Catherine

Catherine is the kind of fucked up game about love you would expect for a twisted world like ours. The basic premise is your about to get married and scared out of your mind. You love your girlfriend Katherine with a K, but you start to see and do things with Catherine with a C. Yeah this could get really

confusing. At any rate the game lets you choose how to proceed through this relational nightmare with the use of some really thought provoking questions about relationships, love and fidelity. If you have a boy/girlfriend, fiancé, or spouse I would think hard about playing through this game with them.



3. Adell and Rozalin

Game: Disgaea 2

Ah yes, the 'they both hate each other at the beginning and love each other in the end' story. Not much else to say about Adell and Rozalin. Throughout the game they are basically at each other's throats until Adell saves her life at which point she begins to have feelings for him. At the end of the game it is their mutual love that saves the day, assuming you didn't get one of the bad endings anyway.



2. Tidus and Yuna

Game: Final Fantasy X

The dream and the sacrifice. Tidus and Yuna; sometimes love needs to be sad before it can be beautiful. While the game may seem to force these two together, especially with that laughing scene, their doomed from the start. A nature that is revealed as the game progresses and adds a level of depression to their love that makes it feel real. Anyone who has ever been in love has also been in pain. The pain is part of what helps us understand what true love is and just how much we are capable of. The sadness of Tidus and Yuna's doomed relationship lends it a touch of realism that is so lacking in many video game relationships.



1. Jude and Milla

Game: Tales of Xillia

Not unlike Tidus and Yuna, Jude and Milla have that 'doomed before it begins' dynamic. Throughout Tales of Xillia, Jude and Milla become closer and closer, with Milla sacrificing her own existence for Jude and the rest of the group. Milla ends up reincarnating, defies the real Maxwell, and by the end takes her place as the new Maxwell, Lord of spirits. The conclusion sees Jude researching new energy sources while Milla is stuck in the spirit realms watching over everyone on Rieze Maxia and Elympios.



Bonus joke round

Mario and cake

It is no secret that Mario is constantly saving Princess Peach, but what does Mario ever get out of it. Is his reward really just the occasional kiss from the princess? Much more often than that seems to be the promise of cake. So I offer the following hypothesis Mario is in love with cake. Why else would he run the gauntlet in order to save Princess Peach other than to enjoy the delicious cakes he is constantly being enticed with? I certainly wouldn't risk my life just to receive a kiss from a princess. So until some further development for the relationship between Mario and Peach is revealed I urge the readers to think about our pudgy plumber and his love for cake.



Assassin's Creed Syndicate Review

by Elated Sacrifice (The Xboxpert)

caution will contain spoilers

So here we are again in the You-Be-Soft universe and once again under the guise of an assassin. No not the guy with the three green lights on his goggles, the guy who wears a hood.

Basically if I had to do this in one sentence this would be it; Unity in London with the physics of AC1. Now don't get me wrong, I am a huge fan of the whole franchise and I will continue to play them even since the death of Desmond but this game took two steps forward and two or three steps back.

The time setting is fantastic, the industrial revolution. Guns are getting more advanced, locomotives are being used for transportation, the buildings are getting much larger due to the need for industrial expansion, we don't need a whole history lesson here but needless to say it makes for a good setting. Also London is perfect it's not overly large, its thickly settled but that means it's possible to stay on rooftops again unlike in a lot of III and IV. The use of stage coaches is a nice addition but the way they handle seems poorly mashed together, also it is still more fun to run along rooftops despite the speed of the carriages. I honestly am dreading future games where they take place in modern times and it's just guns, cars and bikes to steel, no climbing and phones that hack into everything...wait...

The weapons and gear? Some minor changes but basically nothing has changed. The best new thing is of course the grapple hook but even that has its flaws. If you are not specifically where you need to be to use it it hates you. One or two feet from the building? Bingo! More than that? Nope. Compared to the Arkham series which did the grapple flawlessly it leaves something to be desired. And yes I understand the time period difference, the speed of using it is not the issue, it is the mechanics behind it. I for one am sad they got rid of the phantom blade from Unity. I suppose there is less of a use for it now that guns are in greater use and are much deadlier than one that had to be loaded from the end of the barrel right? I like the fact that although Evie starts with a cane and Jacob with knuckles it is possible to give them whatever weapons you want throughout.

The battle system is clunky, I feel as though they took the system from Unity

and said to themselves "You know what the worst part about AC1 was? the battle system, so let's bring that back!" The whole thing seems slow, and not as responsive as it was before in previous titles. I do like that they got rid of the pause or slow of time during a counter, it makes for more realistic fights but that was the only good thing about the whole debacle.

The running/climbing system is horrible. Again it seems as though they took the engine from Unity and the crappy parts of AC1 and spliced them together. Running down the street and then all of a sudden LIGHT POLE! It's like Jacob and Evie have running ADHD and cannot remember where they are headed. The free run down mechanic, useful, but poorly done in this game. I was still able to jump off of buildings easily in Unity when needing a quick escape and deal with the fall damage, now no matter how much I run holding A, Jacob or Evie will just hesitate on the edge of the roof. The same issue exists in reverse. I am running across rooftops holding RT and I need to hit A to go up a three to four foot wall? Really? Instead it is 2015 and characters are still running into walls like they do not realize they are hitting them. The system has steadily been getting better since the strange addition of the 'hookblade' in AC Revelations but it took a dive here, and not into a cart of hay.

The worst thing about the game is a plague that it caught from Unity and unfortunately has shown up in a few new games in other franchises. Microtransactions. There is no place for these in any game short of those heroin-esque mobile games that are designed to be money pits, even those are a pox upon the human race. This really takes away from the aspect of getting lost in a game. I do not want to be reminded to spend my real hard earned cash while I am thinking about being an assassin in industrial London.

All in all it is a decent game, I enjoyed the gameplay of Unity more, the story of this game more. It leaves me yearning still for the epicness that was the Ezio trilogy, the stories continue to get weaker and weaker, maybe next game things will start to tie together again. Worth picking up if you are a die hard AC fan, is it worth jumping into the series for this game? No it is not.

Multiplayer

Interviewing gamer couples This Month: Jeff and Sarah

WARNING! Views expressed within interview responses are solely those of the individuals giving them and do NOT necessarily represent the views and opinions of YeahDude Gamers or its members. This content has NOT been rated by the ESRB, and, for purposes of authenticity to the source, YeahDude Gamers will not censor subject responses. Reader discretion is advised.

ProxyFox: All around the world, people are passionate about video games. Friendships are forged in the fires of competition or the spirit of fun, but as the gender divide in gaming has come full circle, there are many couples out there that game together. It is the mission of Multiplayer to find these couples and get some insight into how their relationships function. This month, I had the opportunity to sit down with long time friends, Jeff and Sarah to have a chat about how being gamers has effected their love life.

JEFF has been a gamer most of his life. Born in 1987 and picking up his first controller just a few short years into his life, he now spends a great deal of time playing on the couple's PS4 system. He and Sarah have been together for 4 years as of this publication.

SARAH has also been a life-long gamer. Born in 1992 and picking up Sonic the Hedgehog 2 when her mother picked it up just a few years later, she now spends her time sharing the gaming experience with Jeff.

Without any further rambling, welcome to Multiplayer.

Do you play games together co-op or do you go back and forth with single player?

JEFF: I backseat game... especially if she's playing something I've already played. "No dumbass, go right! YOUR OTHER RIGHT!"

SARAH: We don't have a lot of co-op games that we like to play, so either he'll play and I'm the GPS, or the reverse. Both of us are experiencing it, but only one of us is playing. Jeff was playing Assassin's Creed the other day and I was on the computer helping figure out puzzles when needed, so we worked together.

"No, Dumbass, go right! YOUR OTHER RIGHT!"

Between the two of you, which is it more painful to watch play games?

JEFF: That's where the struggle is. That depends on the genre too. Like, if we're playing Fallout or something like that. I'm a collect-everything whore, but I'm not as much of a jew as Sarah is when it comes to collecting things. If you look at our Fallout 3 save games, she has about nine million caps and I have like, ten, and we're at the same progress point, so that's always fun. Her with Dragon Age Inquisition...

SARAH: Yeah, I... ugh... just, when I watch [Jeff] do things that I've already done, if it's Fallout 3 or any game that I've played already that he is playing, I lose my mind because he doesn't do the things I wish he would do, but he backseat games for me SO MUCH and I hate it when I know what I'm doing and he's still like "No, you need to do it like that" and I'm like "no... no I don't"

When you got together, did gaming play a part in that at all? Were there conditions, like "you need to be a gamer or this isn't going to work?"

JEFF: In that aspect, no, but it was always an understanding, like, I play games. When I play games, I don't just play for ten minutes. And I'm not just going to drop everything and be like "HEY, I'm gonna pay attention to you now." But at the same time, she was fine with that and I'm fine with doing the same thing, because we're both adults, and we can both do our own thing while someone else is having fun, whether it be backseat gaming or something else.

SARAH: If I'm playing something, I have no problem touching [Jeff]... not... sexually... this isn't visual so that was weird... but leaning on each other, or cuddling or something. But if he was like "nah, I want attention now" it's like "What?! I'm fucking busy! Alright?! No.. that's not how I work." That's not how he works either.

JEFF: No... no I... I dealt with that in previous relationships, where it was like "if you play video games, I'm not going to be with you any more" and I was like "that's fine... go fuck yourself"

SARAH: I had an ex who once said "You know, we can talk about stuff other than Pokemon" and I was like "I DON'T UNDERSTAND WHAT YOU'RE SAYING"

Do you play horror games together?

SARAH: I would love to!

JEFF: I'm not huge into horror games. I'll play the Resident Evil games, but most of them... I just don't like jump scares. Jump scares give me panic attacks.

SARAH: I FEED off jump scares in horror games.

JEFF: Which is fine, because I don't like to play those games, but I'll watch Markiplier, Pewdiepie, or the Game Grumps or whoever play a horror game, but... nope. Nope nope nope. If I'm playing it, it's a big bucket of nope fish.

Do you consider it “time together” when you’re just hanging about playing video games in the same space, even if you’re not directly interacting with each other?

JEFF: Absolutely! That’s always how it’s been with us. We have active conversations even while one of us is playing. There might be a certain point where I’m like “no, shut up, I’m doing this. Piss off.”

SARAH: I’ve always ALWAYS enjoyed watching other people play games, sometimes more than playing them myself. I don’t think I could ever play Assassin’s Creed, because there’s so much to do, but I love watching [Jeff] play it, and I’m watching him do it so it’s like we’re doing the same thing. We meet in the middle.

How would you compare gaming together to watching movies together? Do you find it to be more interactive than movies?

JEFF: Yeah, when we’re watching a movie together, it’s more “shut up, I’m paying attention to the movie” but when we’re playing a game together we’re more “ok, so what decision do I make” or “help.” We’re more apt to have a conversation about things, even if it’s something unrelated to the game, like “wow, platypuses are really fucking weird...”

If you guys do play co-op games together, is there an argument of who is player one?

BOTH: Nah

JEFF: I’m player one. I think it’s just because I grab the controller first.

SARAH: I always end up with the Mad Catz controller. My whole life I’ve always been player two: Mad Catz controller, bottom of the screen. I’m just used to it now.

JEFF: I think a lot of it is that, if we’re going to play a game together, nine times out of ten, I’m the one to suggest it and I’m already playing the game. So I already have player one and I’m not going to give up my controller because it’s already warm.

Do you think that both of you being gamers helps to strengthen your relationship?

JEFF: It’s definitely been part of the glue that keeps us together, other than, you know, everyday life. Other than the abuse that she throws upon me. It does definitely strengthen us.

SARAH: I mean, we have so much in common anyway, that having that one thing that we both really care about, BEING one of those things in common is awesome. I’ve dated people that didn’t really like any of the stuff I like and it was just like “why am I with you? We don’t like any of the same stuff” but if I want to play a game and we’re hanging out... it was just... gah. And I know [Jeff] has been in those relationships too, where he didn’t have this big part of his life in common with them and it just feels like “why am I wasting my time?”

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