

#5

REALITY CONTACT



PR WORLD CUP

Pussy arsed divers - with rifles



CONTACT!

Don't get shot



COCK CULTURE

Big Guns

LIFE OF A PR DEV: IR-DEV1 RHINO

EDITORIAL

First up

Well here we are again, releasing on time hopefully. We've had a relatively flawless run this month, with almost everything getting in on time and all the stuff working out perfect. Turns out I now own Reality Contact as well as being Editor, which is pretty damn awesome. We've got a great bunch of lads here and we always seem to get the job done one way or another.

That said, we are running very short of staff. Everyone is welcome to help out, and we're always looking to expand. We're pretty well organized and we've got a dedicated team at our disposal, we just need writers to fill the pages, or even just an idea for an article.

Since I now plan on staying on for a good while to come I figure I may as well dig in as editor and do this editorial properly. I saw Herbiie's short stories a while back and couldn't help but wonder if I could do the same. I plan on having a go at a similar style of writing, except focusing solely around the PR universe instead of the Napoleon side of things.

I'm also working at improving my graphic design skills. I've done a few forum signatures for various people and even made the front cover of this very issue of RC, but I always feel I could do better. In an effort to do this, I've taken up drawing. It takes precision, patience and skill, and I love it. It's a great sense of achievement when you finally finish a piece, even if it's crap.

Well that's about it from me this issue, I've got another couple of [R-DEV] articles in the pipeline for future releases, and with PR:Arma 2 being released in the next month it looks like it's going to be a very exciting time in the world of PR. *



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THE PROJECT REALITY WORLD CUP

Competition much?

It might sound awesome, but it wasn't. The World Cup was originally run by Wilkinson, 1 year ago. The world cup back then was a great success. The core idea was to improve relations between the PR communities and unite the different country communities. But most importantly, the goal was to provide good, competitive organized game play, with the idea of the nation fighting for honour and glory.

But where did we go wrong this year? Firstly, I myself have had no experience in either running an online tournament, or working on websites at all. In theory I was a mere rookie and a green idiot. But I wasn't really going to run the World Cup, it was my dear friend Wilkinson. At the beginning, all was well. He had a team going, a website and a good outline of how it was all going to work. The Commanders had signed up, and I think a lot of people were looking forward to a serious yet fun cup.

After some time, I was given a PM from Wilkinson stating he had real life issues that had to be sorted, and I had to appoint someone else to run the WC. Well, I looked and looked, and I thought very hard. But none showed themselves as someone who could run this as efficiently as Wilkinson had. So I put a break on my previous engagements with the PRTA, and agreed to run as head of the World cup. Oh how I regret that decision.

"AT FIRST EVERYTHING WENT WELL."

At first everything was going well. I organized the admin team and recruited a few more people to get things going. The Commanders were extremely annoyed with me I'm sure, as I would have been too shy and uninformative towards the admins. Luckily I got my wife to help me out, and after a short while of learning how V bulletin 4.0 works, I was able to teach my wife how to do it too. She practically made the entire WC forum.

We got the officers into the teams and set up a date, as well as an announcement for the signups to begin. At this point, I had most server matters settled and fairly active admins, as well as a total of 14 teams ready to go. We expected roughly 700 players for this tournament, and I felt ready.

We had prepared by writing protocols on matches and how to deal with pre battle setups, mid battle and post battles proceedings, as well as preparing some basic graphics. A whopping 7 battles per week was going to take place in 5 weeks, or so was the plan at least, and we had everything ready.

When the signups started, and the new people started signing in, we had an enormous growth of members registering on our forum. There was a lot of traffic! We had a lot to do, and after a meeting with all the commanders we set a date for our first battle. With that the pre battle procedures were taken care of, as well as the alignment of what maps were going to be played, as well as who would play who, when etc.

After about 2 weeks of preparing for this, all of us minding our own dealings, I attempt to enforce the rule that all forums must be on the WC site for all teams, otherwise they will be suspended. I then gave a direct threat to the Finnish team, which was quite stupid of me. They resigned shortly afterwards, and I got quite frustrated as I realised that a sentence written from me can have so much power. So I chose to think I was not ready for such an undertaking. Which I wasn't. At this point, the teams are uneven, and there are a mere 13 teams left.

I decide to resign, and give command of the world cup to Fighter. I was given a lot of flak for that decision, and I still do get a lot. Fighter is a tough guy, he's been subjected to a lot of shit before, and yet still wants to help the PR community. So I thought of him as a good lad.

The aftermath of my decision was that fighter did not have the full overview of servers and technical information. So he reluctantly chose to postpone the battles, to much drama and annoyance of course. I also believe fighter was manipulated by many people he knew, and trusted to make decisions towards team EU, making even more drama occur.

Trust me, people did not like team EU. Not only was it's existence in violation of the core element of a world cup, where one is supposed to represent a country, but it had people in it who were from clans that were already engaged in an informal alliance. This is what pissed people off. People had the challenge of creating teams from the ground up mostly, and thus promoting teamwork and cooperation, as well as perhaps unifying the PR community more. They were, in all honesty, shat on by this team.

THE PROJECT REALITY WORLD CUP

Competition much?

Anyway, end of the side note. After my resignation, the unthinkable happened. Suddenly the world cup website along with the PRTA website decided to not work at all. In fact up to that point it had repeatedly been crashing.

I then received notice from Fighter that he was going to take the World cup to Cannonfodder.inc. I protested and asked him to leave, and I felt this to be a big blow to me. I had trusted fighter to lead this project, and I thought the payments of the website were taken care of as well. So with no website and no nothing really I had to reach Wilkinson, as he was the only one with the ability to set this straight, and was currently gone.

After spending 3 days trying to reach him, I decided to contact other people to get web space from. I got lucky, an old friend from the lost 10th community deadsmile helped me! He was generous enough to give free webspace to both the PRTA and the PRWC websites.



Sadly we no longer had the vbulletin 4 license, so we had to buy xenforo for the PRTA website and use the old 3.7 license for the World cup. Cheditor, my wife and myself had to completely redo all the forums and user-groups and reset everything, and Maxboz and Scot were able to make the website look somewhat decent again. At this point a lot of the teams were non-existent, so I had very mixed feelings about continuing. But I grit my teeth and kept going. I didn't want to make it this far, having spent that much time on it, and just give up. I believe a few of the teams felt the same way.

And so we postponed all the battles for at least 1 month, and lost countless teams. We were able to set dates for the first battles to commence, but with the constant resignation of teams and commanders not showing up again, it was a

constant juggling circus.

I can't remember how many times I told Cheditor to do the damn battle setups. Until I did them myself repeatedly. Oh those damn battle setups. When the first battles started, alot of teams didnt fight anyone at all, due to failure to show up, or lack of people attending. After such a long time in this "community" people had started to get pissed at each other, and e-drama was a daily occurrence. People would upload cheesy pictures of each other and in true manliness they would threaten to ban the other from god knows what. Commanders, officers, grunts and admins clashed as the more frustrated teams had to undergo what I can only describe as the underworld of failure. It was chaos.

Ironicly the cup had started out so differently, people made funny threads about food, the shoutbox was actually fun to read and genuinely the spirit was high in the start. But it was a complete opposite of what was happening later on.

More teams resigned out of frustration, fatigue or just by collapsing into themselves. In the end 4 teams remained from this frenzy of chaos and drama, team Balkan, team PHC, team EU and team OCN.

I would like to congratulate them on winning the stubborn award for playing a world cup, OCN even went as far as to rent a server to play battles on, to ensure good pings for both teams. And I would like to congratulate team EU on winning this battered cup. And OCN PHCs and Balkans had great games aswell.

It is with a sad heart I say I am truly sorry for putting the PR community through this, and it will never happen again. If it does, we should just shoot the horse in the head, before it escalates. In my humble oppinion, the words "world cup" in PR will forever be forsaken by this year's efforts. Wilkinson still owns it, but I don't want to do that again, honestly.

So I hope you can all forgive me, and start to look on what we can hope, dream and imagine the future has in store for us. With PR ARMA 2 and the next release of PR surely coming we should give ourselves some space for that.

Until then.

// Wicca out

TANKING

The art of the steel beast!

“Der Motor des Panzers ist ebenso seine Waffe wie die Kanone. (The engine of the Panzer is a weapon just as the main-gun.)” (Heinz Guderian)

My Name is Technoelite. I have been kicking around here for a few years, ever since 0.4/0.5. I have been in many Project Reality Tournaments, and have taught many of the people you know the finer points of Armoured Warfare. I regret have not had as much time to indulge in this passion for PR lately due to my ongoing work. I hope that I will be able to pass this valuable information on to you, so that you can learn, and become a more decent crewman than you are at the moment.

When we talk about tanks, I mean the ones with all the added challenges, for example the anti-tank missile emplacements, and the dreaded Attack Helicopters, which can easily decimate a tank in an instant. These threats can easily be dealt with through communication with the people around you. Lately we tankers have had to use the various support assets around us to stay alive. In a sense it's very easy to keep alive, if you follow three simple ideas: Stop, Scan, Decide. I admit I've made many a bad decision; such is the nature of conflict. Infantry feel the pain when a tank gets destroyed from an obvious enemy but I'll tell you now: the feeling is mutual, especially when you have to wait the allotted spawn time to re-saddle your horse.

In combat your best friends are your senses, if something doesn't feel right just don't do it. With better equipped infantry on the PR battlefield it is more important than ever that you do not lone wolf a tank. What I mean in retrospect is that the beast should hunt with a second tank to effectively provide a much more effective offensive and defensive force. It is recommended in my view with two tanks in formation that one should always scan the front and the second the sides. In my experience, the Gunner is the



most important tool, you may think I am wrong but have always commanded my unit from the gunning position, not just because I was good at it, but could actually see. The driver would provide the direction and height of the enemy, but when it came to actually fighting, I would effectively take control and direct smoke and movement and speed.

“I KNOCKED OUT ALL THREE TANKS FOR A TRACKED ONE OF MINE, IT WASN'T EVEN AN AMBUSH.”

When you are gunning, always aim for the turret ring, the side plating or the rear. It is very easy to judge the elevation of the turret to effectively hit the target. As a rule of thumb, you need to elevate only slightly to hit the target when aiming over 800 meters, but in most cases go with your own judgement, keep a cool head and take your time.

Many a time I have had a driver shouting at me: Techno 3 T-72's front shoot, and they hear nothing down the microphone except right,hold away,smoke reverse and so on. Regarding that engagement I knocked out all three tanks for a tracked one of mine, it wasn't even an ambush.

The tanks in game actually have small differences between them, for example the Challenger 2 can take a hell of a lot more punishment if placed properly than say the Abrams, which for some reason is actually weaker now compared to the MEC's T-72 . I think the Challenger and the Leopard 2 have the best sights, with the T-90 coming a close third due to their ease of use and how easy it is to get a bead on the target.

To the man on the ground the sound of a tank is dread, it has a major psychological effect on the battlefield, even to this day. Some people believe that tanks are a dead art on the battlefield due to the increased threats. How wrong can they be! The steel beast is much like a chopper, when you see one you fear it, when it is yours you start to cheer and you know that battle could turn at any moment. This is why I Love Tanks; they have beauty, soul, and an animalistic nature. *

LIFE OF A PR DEV

[R-DEV] Rhino

Behind every game you play, every clan scrim or tournament match, are a team of dedicated individuals that slaved to make it happen. They are the demigods of PR, the Dev team.

There are currently around 70 developers on the PR team, formally known as Reality Studios. They range from artwork to coding, music composer to mapping. One such mapper is [R-DEV]Rhino.

Rhino originally started mapping for the Terranova mod, an alien vs human mod for BF2 that sadly died. He started playing PR when it was in version 0.2, where they'd be lucky to get half a server full.

He decided to have a go at mapping around March 2006, whilst PR will still in it's mini mod stages, 0.25 to be exact. His first map was based on a real area around the Gulf of Oman, and is called Mutrah, which was developed into Muttrah City Version 1 by Rhino.

Rhino worked hard to get his first map released by 0.3, and he managed it. The map received a lot of positive feedback and was an all round brilliant map. However, with the additions of powerful scopes and other gameplay additions the PR mod actually outgrew the map. So a year on Rhino started work on version 2 of Muttrah city. Rhino worked tirelessly for over a year until August 2008 when it was finally completed and released as part of PR 0.8, where it is still played today. Rhino has also done a few modelling bits, as well as exporting models to BF2 and coding them to behave properly.

Anyone that has tried modding BF2 properly will know that the BFEditor is a true bastard to handle. It was released uncompleted without any decent guides or instructions, and has frequent crashes. Rhino is one of the very few people who can actually cope with this constant source of stress, as he is one of the few who has mastered it. Most of the modelling and mapping tutorials on the forum are actually written by him, and whenever he does crash he almost always knows why.

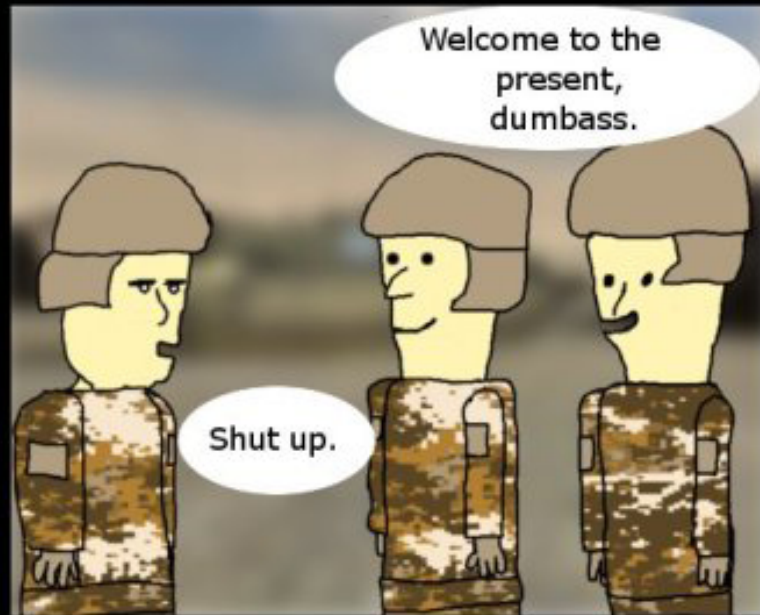
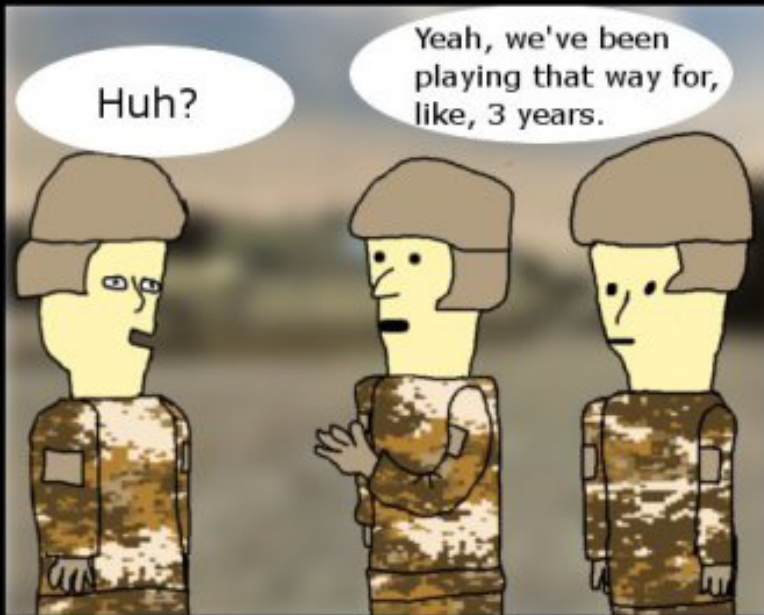
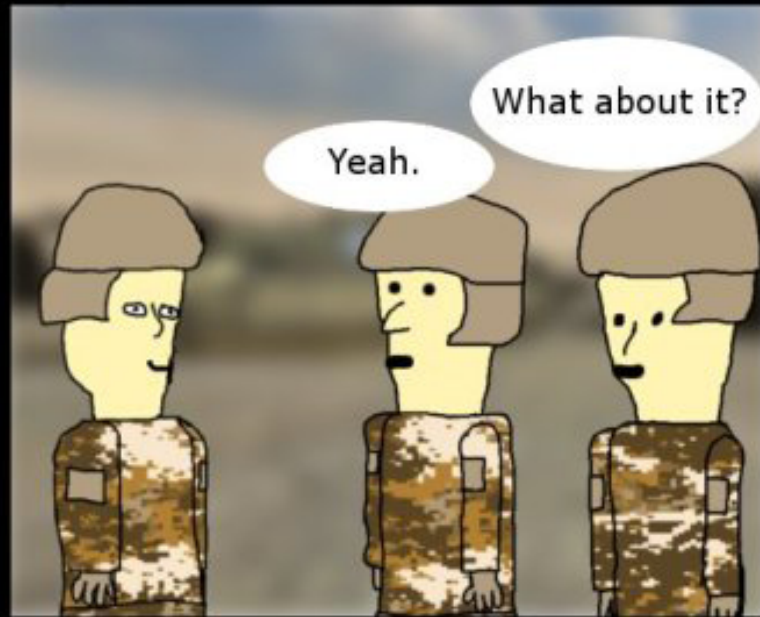
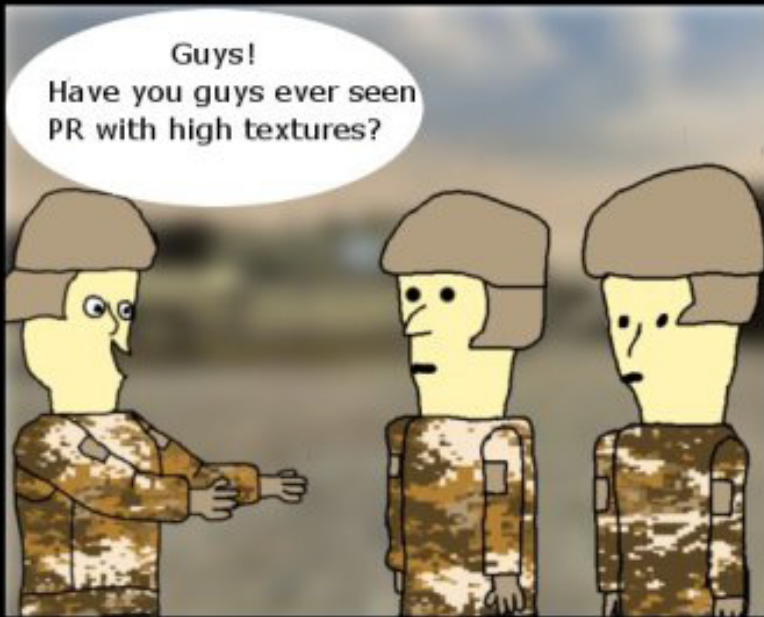
Rhino also has a knack for helping out on the personal side. Often people will ask simple questions and Rhino will very often be the one to help out and answer them. This is because he believes that for every 100 newbies that he answers, one of them might just end up as good as him one day.#



COMIC

Special Edition

Project Reality Comics - Special Edition



What is this I dont even???

PRPC? Is this the name of a new teamwork and gaming oriented community in PR? A new sever perhaps? Does it stand for something cool? No!

It means, Project Reality Penis Culture. Thats right guys, penis! haha!

As I have learned over the years, there is one word that is uttered more than anything, and it isnt F**k, it isnt C**t or any other bad word. Its dick, its penis, its cock, and its hanging between your legs. We are so obsessed with it. I mean, if they arent saying it in english, I'm pretty sure the people over at NEW are yelling it in german!

In my previous profession as a chef apprentice, I usually spent alot of time listening to my chef talk about how he would rape me with a knife if I did something wrong, and alot of things in the kitchen were about cutting off a penis if something wasn't executed properly. Seemingly tedious work broken with extreme pressure and hard work, gets people to think about penises. Atleast in kitchens.

Which makes me wonder, is it in anyway similar in the army? As far as I know the army is basically tedious repetition work, to prepare them for extreme pressure and hard work. Do they express the word there too then? The manly structure of men driven together in these conditions. Does it make them more aware of their penis?

I think it does. When men are placed with men, there are many ways to measure your success or status. By wealth, education, size of house etc but in the professions of the above, there is a certain amount of isolation from the rest of the world when at the job. Therefor, instead of referring to the guidelines society has placed for us, we use our most basic instincts to assume respect and authority. What size is your penis?

In our case, seeing as we PR players, have kill to death ratios, teamwork scores, post counts on the forum and the list goes on. To create status, we are just repeating the primitive tradition of comparing our penises, because if there is a measuring device, there is a comparison. Thats how it works. We fight to win over the enemy, by killing him with sharp long stiff objects, which in a very violent way sprays hot led on them. How is that not in anyway a disturbed way of exerting the male genitalia?

Thus, I come to my conclusion, not only with my experience with the community. But also by considering the facts above, you're all a bunch of dicks.



“HOW IS THAT NOT IN ANYWAY A DISTURBED WAY OF EXERTING THE MALE GENITALIA?”



DO YOU THINK:

You want your writings to be published in reality contact?

You want your screenshots to be featured in this magazine?

You have written some nice after action reports that you want to see in here?

You have written some how to's or even full blown tactical guides?

You can do better than this or just want to help out?

LET US KNOW!

We can always use cool or fresh content for next months issue.

Leave a reply in the thread or contact Wicca

CONTACT!

TAKE COVER!

You hear the wizzing of bullets fly left and right, a huge column of sand shoots up in front of you and around you. The once calm and cool squad walking through the field, turns into an ant farm of frenzy!

The fire makes loud cracks as the sound barrier is broken several times around you. Your squadleader yells aloud in voip, the mumble from downed men screaming for a medic. Your blurred screen makes it hard to figure out where you are, where you are going and what the hell is going on!

So much happens in a firefight. Even if you have been through it before It just never gets old. The feeling of adrenaline rushing through you, which sometimes makes you tort your body weirdly, or even scream. The thoughts going through your head, "SHIIIIIT" replace your focus on where you position yourself, what to say and where to lay down your carefully aimed shots.

The seemingly dull moments in PR are truly worth the almost insane experience of being shot at. It isnt as much a fear of life, as it is a gayish feeling of joy and thrill. It may be wrong to say so considering it's a war game, I think it really is a gayish feeling of joy. Almost like a rollercoaster ride.

The never ending wait for the inevitable. You know its coming, yet you cannot forsee or prepare yourself for it. Cause when shit hits the fan, you get excited.



However, to survive a contact you need to get some basics down, which will save you and your squad from complete annihilation.

Firstly, learn to be effective in your contact reports. I know you want to give a ultra detailed degree and colour report on what you see, and you would love to bring a powerpoint presentation to show your squad, but that just isnt going to happen, although I'd love to do so myself, there isnt time. You have to use your voice, just tell your mates where the enemy is.



Always use general directions instead of numbered bearings. Whenever someone tells me "Contact 250!" I usually do 2 360s before I get my bearings straight. Try to use North South East and West. Makes it so much simpler. I can't remember 360 directions, but I can remember 4!

Tell your mates how many enemy there are, either numerically or whether it's a squad or platoon. I'll give you an example, "Enemy North WEST! 3 guys!" This might mean they are far away or close. Either way, your squad might ask for more info, and it's better to wait for a response from your squadmates, then banter on about how the enemy is doing.

The second basic point to get across is position. Both when moving as well as when you're just standing still. I'm not talking about formations, everyone in the squad has an informal position to cover and a place to be. If you wish to attack or eliminate the enemy quickly you need to have the entire squads weaponry aimed at them, not just the guy in

CONTACT!

TAKE COVER

the front. Therefore spreading out to the left and right is important for firepower. When standing still, take it upon yourself to cover where no-one else is covering. Say a firefight starts, and 3 guys pop up on your corner. You score 3 kills!

The third basic point is aiming or killing. As you all know, PR uses Deviation to imitate bullet drop and sweaty hands. So even if your scope is aimed right at someone, the round might fall far left or right of the target when you shoot. To avoid this, you need to keep your weapon aimed at one point preferably the enemy's head, before you shoot. Now, in a firefight you might find yourself aiming at someone, who was aiming at you first. This usually takes half a second before one of you die, but rest assured: since he was first, you will most likely die. Therefore fall back or run away to cover.

Another good idea is to always bring unscoped weapons. Of course this depends on the mission and map, but usually most firefights happens within 300m, and the unscoped rifles take less time to aim with than scoped ones. Therefore, if you go against someone with a scope, and you aim simultaneously, you will most likely win.

Finally, make sure you know how to use the medic kit properly. If you revive someone and they get killed the instant you revive them, you're a retard and deserve to burn in hell. Learn to understand situations and not just revive like they do in vanilla. If it's covering fire, smoke or just killing the enemy first, only revive when you have a high chance of survival of both you and your patient. And of course, switch kits when you're in a safe location, otherwise you might both get killed by some rushing enemy.

Have fun and don't get shot!

// Wicca out

