

ISSUE #4

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NEED4U

MAGAZINE

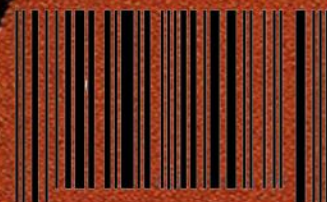
THE
GAMER'S
MANUAL

INTRODUCING
WACK
GPT

TRA'S
THE UNDERDOGS
MOVIE

ALL
HAIL
THE QUEEN!

DIAGNOSTIC



Introduction

Welcome back readers!!! This issue is a very special one we have for you this time as we welcome in Necropolis's first lady!!! And also introducing our brand new magazine within the magazine "The Gamer's Manual'. By gamers for gamers!!! We had soo much fun the last issue teaming up with the streaming community and exploring the world of gaming much deeper I figured we ought to keep the gaming / streaming world close to us here at Necropolis!!! We all love music and damn do we also love to game lol. Well let's get started gang!!!

NECROPOLIS
MAGAZINE



GRAVEYARD MEDIA



NECROPOLIS
TELEVISION

DJ AGITATE



Me:

My TRA brother!!!! First off I just wanna say I really appreciate your time and im excited for this interview broski. You have a very interesting musical background and we're gonna unravel it all for the readers.! I usually like to start off with something simple, where are you from.? And can you tell us alil bit about where you're from.?

DJ Agitate:

Yo brother Juice, lovely to chat to you and i'm excited for this interview.! Yes sir.! I'm originally from Poland where I was born, but I have been in New Zealand for last 16 years. All my life I loved traveling and I spend most of my grown up life doing it. Ended up getting married with Kiwi and now im here raising my 2 amazing children, Maksymilian and Hana. We all live in Wellington, home of the Hobbit and Lord Of The Rings.!

Me:

Oh wow.! I had no clue that was filmed in Wellington.! That's interesting bro. One thing I love about your streams is the live beat making you do. To be honest, I never heard of the term "Junglist" until I met you. All I know is the sounds and patterns you make are just so unique and energetic. Can you tell us alil of history about Drum and Bass and how did you get into that genre.?

DJ Agitate:

Thank you bro, I'm glad that you like it.! Yes I have been a Junglist for over 2 decades now. Drum and Bass and Jungle starting to develop in the 1990's and it all started with Amen Break taken from Amen Brother track by Winston Brothers. It's a combination of old school hardcore, heavy basslines, Dub, reggae music, techno and many more experimental sounds speed up to 174 bpm. In early days producers use processing techniques like time stretching, sampling, and synthesis. Early pioneers of Drum and bass are Goldie, Shy FX, Andy C, Dj Hype, and they used Akai samplers and sequencers on Atari computers to create the tracks. As for the name Junglist, it comes from Jungle music as Drum and Bass was called Jungle at the start. Over a years Jungle and Drum and Bass developed their own unique styles and they are separated genres now. I got introduced to Drum and Bass / Jungle in early 2000's when I was traveling in Europe. I lived in Holland during a summer on the camping site by the North Sea. We used to just chill by the water, play bongos and just having fun. One of my mates heard about Squad party that was close to our town and we all decided to go and see what it's all about. That was a Drum and Bass rave and I was just blown away with the energy and vibes of the music. It was my sound and I fall in love instantly. I started going regularly to raves in Den Haag where there was this insane DJ named Junglefever playing every weekend. I was a big fanboy. Eventually we become friends and after some time I decided I wanna try to DJ as well. Nick (Jungefever) was the guy who showed me how turntables works and how to mix Drum and Bass. I got deep into it from then. After few months of practicing my Dutch friends decided its time for me to play out and they organized a venue where me and few other DJs played. It was 2004 then. I never looked back since then. In 2005 I moved to London where my DJing adventure really went off. I started my own DJ crew called RumbleAndScratch, booking our nights all over London clubs, bars and warehouses. I have DJ'd alongside huge DnN names like Skynet, Vicious Circle, C4C, Dom&RolandC4C, Keaton, Mantra, Conduct, Double O, Jungle Syndicate DJs, Bizzy B, and many more. I got also involved in underground scene and played every weekend Squad partys and Raves all over London. Those times were amazing. In 2010 I moved with my wife to New Zealand and started DropBeatsNotBombsNZ crew, playing regular nights here in Wellington and all over New Zealand. I was a resident DJ in a few clubs in Wellington as well. 4 years ago I took a little break from DJing and at the end of last year I decided to seriously learn to produce Drum and Bass. Ill be coming back to DJing at some point this years, while i'm working on my first album. So next summer should be all about playing at some festivals all over New Zealand.! Agitate is a Junglist currently doing his thing in New Zealand and he is a resident DJ at the Fat Angel in Wellington. He first started in 2004, Holland. Where he had his debut at the first Fix party in Sowieso, Den Haag.

In 2005 he slipped over to London and set up RumbleandScratch, playing out at London raves, clubs and bars. He was closely affiliated with Jungle Syndicate UK's, UnderKonstruction (Italy) and Pokora (Czech Republic). He has been lucky enough to play along side some of the best like Skynet, Vicious Circle, C4C, Dom&RolandC4C, Keaton, Mantra, Conduct, Double O, Jungle Syndicate DJs, Bizzy B and many more. In 2007 he became a moderator for DNBHEAVEN, an internet based Drum and Bass radio station. His main love is Jungle beat and the ragga flavour and is experimenting with these sounds mostly. Although, he has been known to throw down the occasional industrial strength breakcore. His progression is unstoppable, and his enthusiasm unflappable. He set up RumbleAndScratch in Wellington. He is also a part of Ruffage,Gammaventure,Acetate and Poneke hardcore soundsystem. His most recent project is Drop Beats Not Bombs.

Me:

Wow bro.! Such a rich history in Drum n Bass, it's just soo much to learn it's like a whole different world man. I can imagine the feeling of being in that rave for the time man it reminds me of the first time I stepped into Club 923 out here in Philly back in 2008. The vibe in that building alone created so many artists in my city. It's dope you went from seeing the DJing for the first time to eventually being the one DJing and blowing other people's mind with the same sound, that's an amazing feeling.! Do you have a favorite event or party you were DJing at.? Which one was the best night for you.?

DJ Agitate:

Yes, it's an amazing adventure to go from going out to raves and then turn into a DJ and play out for people. Such a different perspective. Oh man, there was so many amazing venues that I played. I guess for me being able to play first time in London at the venues where I saw top Drum n Bass DJ was such a surreal experience. My first big club that I played was Mass at Brixton and then Rhythm Factory. Both iconic venues and everytime I played there it was really exiting and stressful at the same time. As for my fav event I got to say that the nights I was running here in Wellington. We have been running events under DropBeatsNotBombsNz and we usually double the capacity of the venue. Just local DJs and mostly good friends. Crazy nights and a lot of fun. My best night for me got to be New Zealand tour that I did with Skynet (he's one of the first producers that got really famous for his dark Drum n Bass sound). We have done 2 shows in Wellington and Christchurch and I was really stoked that I had a chance to hang out with him and get to know him on a personal level. Really chilled dude down to earth. We had a blast that weekend.

Me:

Man the vibes from those shows had to been legendary.! I wish I could've been out there with you to see it bro lol. What would you say is the most challenging part about DJing at these big clubs and wild parties.?



DJ Agitate:

It was always all about the vibes, u got to remember it was a gold era of DnB, DJs played only vinyl and u needed to have good skills to play out otherwise people would just leave, I have seen that happening. That's interesting question, I always was very natural at the gigs I played. Just get into a crowd, get to know a few people and u just feel like at home. I would never just show up to the gig, play a set and leave. Nah, that's just not me. I guess the most challenging thing would be to stay sober till you play as

the worst thing would be seeing drunk DJ doing dumb shit, you know.? On the other side when I was promoting gigs, thats a whole different story. You have to be on point, make sure door guy not taking your money, security is not being too hard on a door and let everyone in. Looking after DJs and the rest of the crew is not always that easy. I remember this one night in London we hired a warehouse in Hackney / very rough neighborhood. We had 2 security guys that worked for us and at some point this group of dudes just turned up, they would not let them search them up and were really aggressive towards security. They took them outside and when they came back, the security said to me, fuck that bro your on your own. So they just left and those guys came back soon as they were gone. I had no choices as to let them in. For my surprise they were behaving ok. Apart of 2 of them that was watching me all the time when I would collect money from the door. So I figured that I should pass the cash from the door to some of my friends and split it up. This way there was just a few bucks in a box, I also moved the box so they could see that. And they just left when they released that there is no money there. Those couple of hours when they were just watching me and probably trying to figure how they gonna take it from me was really nerve wrecking. Luckily for me they gave up and the rest of the night went super smooth. We paid everyone and had a nice amount left to run another event. I have never came back to that place tho and sticked to clubs after that too.

Me:

Bro that's a nightmare job.! See most party goers don't know the in's and out's of these kind of events. Having a large group of people in one small area can be dangerous depending on the surrounding neighborhood. I have seen it all man from guys sneaking in weapons to full on melee in clubs and independent thrown party / events, that and the money business of it can be tough. How long do you think you can DJ in 1 standing.? Maybe like let's say 3 hours straight.? What's the longest party you ever had to DJ.?

DJ Agitate:

Yes brother.! Being a promoter is really hard work and it's not always paying off. On the other side DJing nowadays is so different then 10 years ago as well. That's a great question. Usually DJ set is an hour max, 2 hours. But I have played at some festivals for over 6 hours. I think my longest sets were when me and my friend Pita were holding a stage at one of New Zealand festivals Twisted Frequency few years ago. We played from 6pm till nearly 6am. That was super fun and we played all vinyl as well. I think we had like 4 crates of records there. As for my longest solo set, it was at Luminare festival also in South Island of New Zealand and it was 5 hours long. With such long sets you can take people on a journey and showcase full potential of the genre you playing.

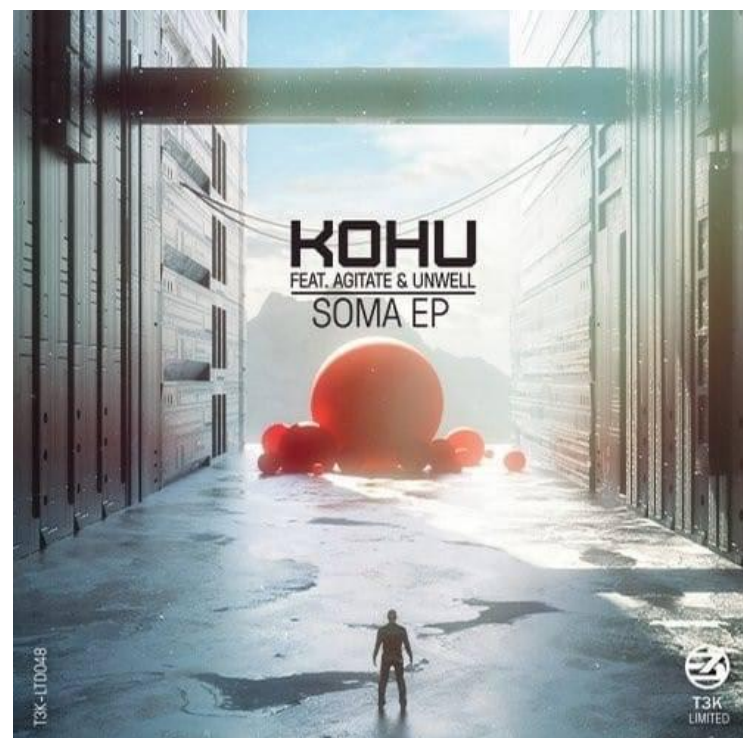
Me:

Broooo a 5 hour set is crazyyy.! That's definitely something only a heavyweight could pull off, what you guys do night in and night out is just amazing, all so that we can party and have a dope time. Most people out there that's dancing just don't see the hard work that goes behind the sound because you guys make it look so easy. But it's hard work and should be appreciated. I noticed lately here and there you been cooking up some new DnB songs on your streams lately and I love when artists broadcast they're their creative process because it's always interesting to see how other artists work. So what do you have planned now these days an album.? Have you dropped a DnB album before in the past.?

DJ Agitate:

For sure, those long sets can seem like a hard work but it's so rewarding and if your able to hold a 5 hour set and have dance floor keep on going you know your doing it right. There is so many DJs nowadays that get they sets ready well ahead of time and losing the dance floor so fast as they don't know how to read the crowd. Forgetting that it's not about fancy gear you have and if you can mix 10 tunes in 5 min, but if u can't feel the vibes your useless. No fancy equipment can save you.

Yes sir, I have been slowly getting back into music production and I'm really enjoying it. In my peak DJing time I was so focused just on record collection, playing out, radio shows, etc that I didn't really have time to get into production. I do have one released under T3K (Uk record label). The tune is called Ruataniwha and it is a colab with my friend Kohu. You can get it on Beatport, listen on Spotify or Youtube. Tune is a part of Kohu Ep Soma. There is 3 more tracks there by Kohu. It's a really nice release and got great OG Techstep DnB Vibes. As per new stuff I don't have anything ready yet. I have few tunes that I'm working on but it's still in progress. I have plans to come back to DJing starting with Festivals around New Zealand next Summer so still got good 8 months to polish few tunes and get a small album ready by then.



Me:

Bro that sounds so exciting.! I can't wait to see some footage of that in the future, those festivals you DJ sounds super litttt. Can't wait for your next album too, your style is dope as hell man. How do you think the D&B scene has changed since the early 90s.?

DJ Agitate:

Thanks brother.! Yes, I'm exited for that too and really curious how it's gonna turn up as I'm learning as I go and I see a lot of progress with each new track I'm producing. Oh man, it's a totally brand new game nowadays. From what it was at the start, DnB has changed so much. It all started with analog gear so they were very

limited. There is no limits now and you can hear it in a lot of DnB tracks. Back in a day it was totally taken by UK. You know, like New York had they HipHop, London used to have DnB. You have now, PopDnB, RockDnB, HalfStep, ElectroDnB, Dancefloor, Ragga, and many more that it's hard to keep up sometimes. And then there are classic styles like Liquid, Techstep, Neurofunk, Minimal, JumpUp, and Jungle. It is also very commercialized so a lot of people trying to break thru as DJs or producers and the bar is really high up. For me personally I love the old school techy vibes but done in a modern way, with new basslines, Fx's and modern drums with classic patterns. So it's a bit of a mix of minimal and techy sound. And i'm mostly just focused on that sound at the moment. Drum and Bass has a huge impact on a dance scene at the moment and you can say that its even bigger than Techno I many countries including New Zealand.

Me:

What was the first DnB track that truly made you stop and listen.? The one that pulled your heart right into the art.

DJ Agitate:

Oh brother, that's a hard one. You making me dig deep into my memory lane with that question. But I got you.! Dieselboy was first DJ that I listened to at home and I got so obsessed with the sound of that mix that I randomly found online. One of the tunes was Dieselboy - The Desent, I think it came out in 2001. I have only found a remix of that tune online . That what was a start of Neurofunk I think, not so dark yet but deep basslines and rolling drums and techno synths. Then there was Bad Company Uk with the album called Shot Down On Safari and tunes like Hornet and Rawhill Cru - Mo' Fire (BC Version) Remix. From then I started going deeper founding artists like Skynet and Staka with their timeless tune Decoy from Clockwork Album. Then I found Keaton and Hive . I think this are the biggest names that had huge influence on my DnB DJing journey. Keaton & Hive - The Plague was always in my record bag and there was no way that I wouldn't drop it in my sets when I was DJing in London. Also there wouldn't be QuarantineTV if not for



one of the best record labels that DnB ever had Quarantine rec and another tune that never left my record bag - Fierce and Cause4Concern - Carrier.! I got to proudly say that I played gigs supporting names like Case4Cncern, Skynet and Keaton. All that amazing music came out in around 2000 to 2003 and made me totally involved in the scene. Best era of DnB.!

Me:

Very interesting past you have brother.! I just have 2 more questions left my brother once again thank you sooo much for your time I've learned so much thru this amazing interview with you. My next question, what's the hardest thing to get right when producing Jungle.?

DJ Agitate:

Hmmm, there is so much to it. Jungle comes from analog era and has this really unique sound that no DAW can really create nowadays. No matter what VST you use you just won't be able to bring those old school Vibes. But Jungle as it was back at the start is doing amazing now and the new school stuff is as same good as the old school stuff. I love any type of it as long the vibes are right. For me personally the hardest thing for producing Jungle or Drum and Bass is having a tune not to be too repetitive and interesting enough for the listener to stick around and want more when it's finished. I'm at this point of the music production that I can have great sounding drums, bass and the Fx's but I found myself stuck at 3/4 of the tune when it's nearly there but just needs this few new sounds to make it sound full. I think it's a point when a lot of producers give up as they feel like they're getting nowhere. But you just got to stick to it and keep on goin. As there will be a point where you will get thru it. I take it 1 percent at the time. And I'm taking my time with finishing tunes as there will be a moment of inspiration that will help me to get those last puzzles together. I gave myself a whole year just to play around with sound, testing how far I can go and then will be a time to take more steps. I think a great way for producers to get up there is to join likeminded community, get a mentorship from established producers. There is a lot of amazing producers nowadays that doing 1v1 mentor classes and they can get you to any level of music production you like as long you willing to put in the work. And i'm 100 percent ready for that.

Me:

For my last question my brother, is there anything you would like to see more or less of in today's world of DnB and DJing.?

DJ Agitate:

Hmm, I would love to see a bit less copy cats in the scene. It feels like at the moment when someone comes up with something new and deferent that gets any traction. Everyone jumps on it an and making exactly same sound. It's also so easy to do that when u got access to samples thru Splice. On the other side it's so easy to create unique sounds as modern plugins giving producers unlimited creativity. I would love to see more new and upcoming DJs doing they homework and learning about the history of the sound and people who got us where we are now. I see a lot of young DJ making amateurs mistakes, starting from not checking if the name they wanna use is already taken to not knowing anyone in the scene and expecting to play gigs just because they learn how to mix. Drum and Bass is and always was about community, we not Rockstars you know. We there for the people, to have good times without phones and egos. I wish that new and upcoming DJs in DnB scene would understand that.

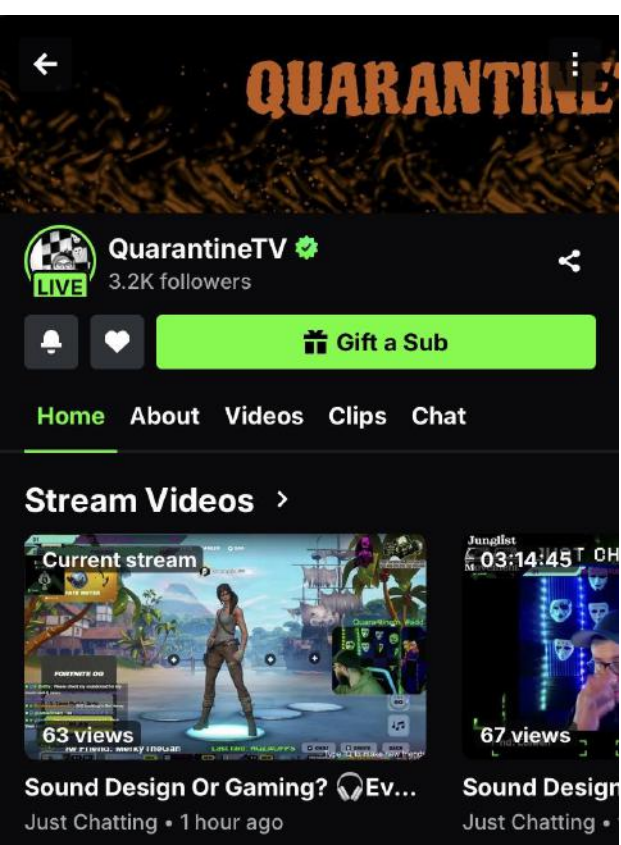
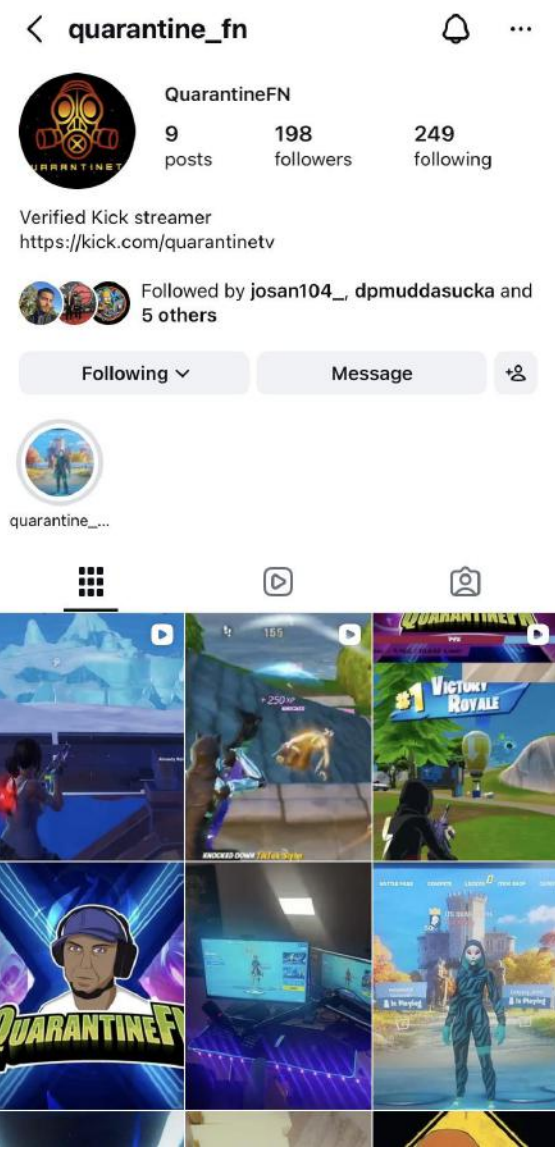
Me:

Absolutely.! This interview was amazing brother I can't wait to see you cook up again on your next live stream.! Your the man bro.! Very interesting history and skillset you have. I really appreciate your time and I wish you a good day broski W interview man.!!!!

DJ Agitate:

Thank you so much for having me bro.!!! I loved that.

Check Out Quarantine TV On Kick & Instagram!!!



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Necropolis TV & Team Rise Above

Presents



THE UNDERDOGS



A film by NECROPOLIS TV directed by NINJAEDGEYT. Coming soon to KICK and YouTube in April 20th, 2026.

This footage was originally aired on KICK via live IRL broadcast stream shot and hosted by NINJAEDGEYT

Produced by GRAVEYARD MEDIA and music soundtrack by CROWS. We give special thanks to GGL and TEAM RISE ABOVE. This 420 come and spark up with THE UNDERDOGS,

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NECROPOLIS
TELEVISION

KICK



GRAVEYARD MEDIA



4 TEAM RISE ABOVE BRDS
LINK UP IN L.A. FOR A
TRIP TO GGL'S SEASON
ZERO EVENT, CREATING
A LEGENDARY NIGHT TO
REMEMBER!

STAY LIVE!
STAY HIGH!



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GRAVEYARD MEDIA



Okay so, I have this friend who literally just found out about the magazine about a few weeks ago. We were chillin in the studio and smoking a blunt when he was telling me that he checked out issue #3. And bro just KEPT on trying to convince me that it would be good as well as easier for me if I use AI (ChatGPT). And anyone who knows me personally knows that I absolutely HATE AI and the use of it in art. Now I don't hate anyone who uses it, I just hate the thought of me using it. Bro was sitting there looking at me like I just fell outta the sky or something lol. He respectfully suggested that I consider getting out of my stubborn ways and think about getting with the times, well, I did.! I agree now.! I mean me personally I love my work but I guess it wouldn't hurt to have an extra pair of hands to help get the job done and I found out a perfect way to use it effectively and more importantly, creative as humanly possible (no pun intened) (maybe just alil). So ladies & gents I bring to you, our latest mag entry WackGPT. Enjoy.! =)



Why AI is harmful to the art and culture of Hip Hop

By WackGPT

AI is rapidly reshaping creative industries, but in Hip Hop—an art form rooted in lived experience, identity, and cultural resistance—its influence raises deeper concerns. At its core, Hip Hop has always been about authenticity. From its origins in the Bronx, it served as a voice for marginalized communities, turning struggle into storytelling. Rappers don't just write lyrics—they document reality, express identity, and build credibility through lived experience. AI, by contrast, generates content by analyzing patterns in existing material. It doesn't live anything. That gap matters. When AI produces verses that mimic the tone or style of real artists, it can feel hollow—technically impressive, but lacking the emotional weight that defines the genre.

There's also the issue of cultural appropriation at scale. Hip Hop has long wrestled with outsiders borrowing from its aesthetics without understanding its roots. AI accelerates this problem. Models trained on vast catalogs of Hip Hop music can reproduce stylistic elements without context, essentially remixing culture without accountability. This risks turning deeply personal and political art into generic, mass-produced content.

Another concern is the erosion of artistic struggle. Hip Hop has always valued the grind—the process of honing skills, battling, failing, and improving. AI shortcuts that journey. If anyone can generate a passable rap verse in seconds, it changes how skill and effort are valued. This could discourage emerging artists who rely on developing their voice through practice and community engagement.

Economic impact plays a role too. Independent artists already face challenges in monetizing their work. AI-generated music can flood platforms with low-cost, high-volume content, making it harder for real artists to stand out or earn revenue. Worse, if AI is trained on existing artists without consent, it raises ethical questions about ownership and compensation.



There's also a risk to cultural memory. Hip Hop isn't just music—it's history, slang, regional identity, and social commentary. When AI flattens these nuances into patterns, it can blur distinctions between eras, regions, and voices. The result is a kind of cultural homogenization where everything sounds vaguely familiar but lacks specificity.

That said, not everyone sees AI as purely harmful. Some artists experiment with it as a creative collaborator, using it to spark ideas or push boundaries. The key difference is control: when artists use AI intentionally, it can be a tool. When AI replaces or imitates artists without context or consent, it becomes a threat.

Ultimately, the tension comes down to what Hip Hop values most. If it's originality, authenticity, and lived experience, then AI poses a serious challenge. Technology has always influenced music, but Hip Hop's cultural roots make it especially vulnerable to being diluted when the human element is removed. The future of Hip Hop will likely involve navigating this balance—embracing innovation without losing the voice and truth that built the culture in the first place.

****1. Authenticity vs. imitation****

Hip-hop has always emphasized **realness**—artists speaking from lived experience. When AI generates verses or mimics voices, it can feel hollow, like it's copying the surface without the story underneath. Think of how artists like Tupac Shakur or Nas built reputations on deeply personal narratives—AI can reproduce their **style**, but not their lived reality.

****2. Cultural appropriation at scale****

Hip-hop was born in Black and Latino communities in places like The Bronx. AI models trained on massive datasets can absorb that culture and reproduce it without understanding or respecting its origins. That raises concerns about exploitation—especially if companies profit while the original communities don't.

****3. Devaluation of skill and craft****

MCing, DJing, beat-making—these are skills honed over years. If AI can generate passable beats or lyrics instantly, it risks lowering the perceived value of that craft. It's similar to debates around ghostwriting, but now automated and scalable.

****4. Voice cloning and identity theft****

AI can mimic artists' voices convincingly. There have already been viral examples mimicking artists like Drake and The Weeknd. That raises ethical and legal issues: who owns a voice? And what happens when fans can't tell what's real?

****5. Commercial over-saturation****

AI can flood the market with endless "good enough" tracks. Hip-hop has always thrived on competition and standout originality. If the space gets crowded with algorithmically generated music, it might make it harder for unique human voices to break through.

****1. Lived experience (not just data patterns)****

Humans write from actual emotions, memories, relationships, and contradictions. When someone writes about heartbreak, it's tied to specific sensory details and personal stakes. AI, on the other hand, recombines patterns from training data—it can simulate emotion, but it doesn't *feel* or prioritize meaning the same way.

****2. Intent and point of view****

A human lyricist usually has something they *want to say*—a message, a confession, a perspective shaped by their identity and moment in time. AI doesn't have intrinsic intent; it generates what is statistically likely to sound meaningful.

****3. Risk-taking and originality****

Great lyrics often break rules—awkward phrasing, unusual metaphors, or culturally specific references. Humans can take creative risks because they have taste, preferences, and a sense of audience. AI tends to average things out unless carefully pushed, which can make its output feel “safe” or generic.

****4. Cultural and emotional context****

Lyrics don't exist in a vacuum—they're tied to movements, subcultures, and moments. A line hits harder when it connects to shared experience. Humans live inside those contexts; AI only approximates them.

****5. Iteration with meaning, not just form****

Both humans and AI revise—but humans revise with *intent*: “this line doesn't feel honest,” or “this metaphor misses the point.” AI revises based on instructions, not internal judgment.





Here's where it goes wrong:

If you ask AI to "write me lyrics," you're outsourcing the hardest part—the creative struggle. That struggle is exactly what builds skill.

AI often gives you polished but generic lines, so if you copy them, your taste doesn't develop—you just inherit its averages.

It doesn't have a personal voice, so it can't push your identity as a writer unless you already bring something to shape.

Think about artists like Kendrick Lamar or Taylor Swift. A big part of what makes them stand out isn't just technical skill—it's that their lyrics feel tied to their experiences and worldview. Even when they collaborate, their voice is still clearly theirs.

There's also a practical reason: writing is how you improve. If you rely on someone—or something—else to do it, you skip the process that builds:

- your ability to turn emotions into language
- your instinct for rhythm and phrasing
- your sense of what feels original vs cliché

-WackGPT

R15E

DPMuddaSucka

WICK



Juice Skywalker 1684'

CROWS
PRESENTS

Cortez Beatz



The Shining

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EXPLICIT LYRICS



GRAVEYARD MEDIA

The haunting begins soon.....

MACH SPEED



Me:

We got my man Speed right here in Necropolis Magazine y'all!!!! Super talented and dope ass photographer.! Making some big movies out there and doing his thing. He is all about his craft and standing on business. Real serious kind of guy but a real dope guy. I couldn't wait to have him here with us y'all. How you doing today Speed.? First question broski, could you tell us where you from.?

Speed:

What's up bro.? I appreciate you for having me be on the platform and interviewing me today. I'm doing pretty good today. I'm originally from Chicago, Illinois, from the south side. That's where I was born and raised, but right now I'm currently in Texas. Mainly in between like Dallas and San Antonio.

Me:

Speed how long have you been doing photography bro.? And how did you get into that field, what made you wanted to get into doing that.?

Speed:

I've been doing photography and shooting film since 2017. So, basically about almost 10 years now since I started my business. Um, I got into it mainly because it was already a part of this big plan that I have had since I was like 14 years old, back when I was making music and back then I played guitars. I self-taught myself how to play guitar when I was 14. And basically I had this idea that I would be making music and then on top of making music I was going to have my own film company and also be able to throw shows and events and promote and stuff like that. So, when I was 14, that was kind of like really what I was thinking about, having multiple businesses but all in some type of way involved with music and entertainment or performing. And then, eventually, once I moved from Chicago and got older, went to school and had more opportunities to actually be able to do some of these things then that's when I eventually executed some of these ideas and ever since then, that's what I've been attacking and making happen in real life.

Me:

What's the most important things or the most vital pieces of equipment that a photographer should always have whenever doing a job no matter what.? How do you go about with the equipment and all that stuff.?

Speed:

I mean, as far as equipment I feel like that's very debatable. I mean, anybody can say a certain piece of equipment is important no matter what in many different situations. Depending on who the person is or what they feel like works for them compared to somebody else. But I'm not really like that. I don't really look at it like you need a specific type of equipment to be successful or to get the job done. As long as you got your camera for the most part, that's the main thing you need but to me, the main three things and tools or equipment that you need is probably more of a mental ability or physical ability that you can do outside of just technology you have or what type of money you invested into your equipment. You need to always be able to adapt and learn your client in any situation and be able to read a room in my opinion because you can have the most expensive equipment possible but at the same time, if you don't know how to work with different people or to adjust with certain things that just happen in the moment or change within the moment at any given time then that can have more of an effect on your work and your reputation and how you even perform as a creator or a photographer, videographer, cinematographer, etcetera. Especially as a director because I mean, sometimes you never know what can pop up and what can happen and your ability to create something from any given situation or what gets thrown at you will help you out a lot more than what specific type of equipment you have to look good or to accomplish something. Anybody can accomplish if they invest that same type of money or even have the ability to obtain that equipment but everybody doesn't have the same type of focus or mentality as a worker and creator. Even the imagination sometimes to do things in a way that nobody else can think of outside of yourself.

Me:

That's interesting bro. That's a hell of a perspective to have. Spoken like a true professional. That's a great answer bro I love that. My next question, what's your favorite job or project that you ever got to work on and why.?



Speed:

I've done so many events and gigs I don't even know what's my favorite anymore, but I do have a few that I definitely got maybe in the top five somewhere. Like I know one will definitely be around the time where I did my very first tour on the road. I was with some of my friends as we're in a punk rock band back then and we rolled around the country in a van like the old school way and traveled and went show to show. Stuff like that and that was one of my very, very, very, very first experiences being able to just go on the road in that type of way back then. And then, the very first Chief Keef show that I went and did then I met Chief Keef and we got to shoot. That definitely changed the game for me and the industry because once I did that show and it went like public, that helped me kind of transfer from more like, the rock industry and into more hip hop stuff as far as like shooting especially because it's like Chicago stuff. So, in Texas. When I started shooting and every time I have a situation I can run into Chicago artists that I fuck with or that was popping when I was growing up. It definitely changed my career a lot back then. And then another time I can remember too is last summer. I went back home to Chicago after maybe like 3, 4 years. I ain't seen my mom or my niece or nephews or nobody for a minute. I stayed in Chicago for like 3 months, as long as I stayed in Chicago since I was like 17, 18 years old. And it gave me a chance to be around family. After so and I got to work and go do a bunch of events in my city and it was the first time I really felt at home like, I found the balance between my personal life and my industry life and being in Chicago and then being in Texas and coming home and being able to work and kind of just do my thing and it's respected to other people that I know even from back in the day or in high school or whatever. People were paying attention, and saw me doing my thing in my city. It's different when you're in Texas doing stuff for other people's cities and represent another artist from the state or whatever. People just see you doing stuff out here versus when you're really from and back home in Chicago. It means a lot more to me at least and so, that's definitely like a few situations and when I went a BET awards all the way back in like twenty 2019. Yeah, that was my first time going to BET awards and it's my first time being able to meet Snoop Dogg. I got to shoot for him and stuff while I was out there and meet a whole lot of other celebrities and stuff that I probably would never have met if I wouldn't have went on that trip to LA back then. So, that's kind of like a few brief moments that I try to describe a little bit but probably hundreds and hundreds and thousands of other stories I have of moments I remember and maybe 1 day I can go more in depth with some of them other than just small details, it just those things definitely did impact my career in some shape or form at those times in those years it just depends how people look at it.

Me:

Speed, what would you say is the most rewarding aspect about doing what you do and going on the type of jobs that you go on.?

Speed:

I say the most rewarding aspect would be having opportunities to do things in my life or create moments that I've been planning for my whole life. Or situations where maybe people might not have believed in me. I didn't even believe in myself at certain points. But just being able to kind of have different goals and different opportunities to really even compete with myself and to use those abilities and opportunities to help out other people that I know or even assist my artist that I manage or you know, just being able to just have fun with people sometimes that I never even knew. I would get those moments to experience. So I think that's what I like the most. I can probably go more in depth about it but really on the positive end, I just enjoy being able to create moments with people regardless on how that happens or why that happens or what leads me into a specific room or through a specific door. It's really all what god puts in front of me and what god gives me the power to do. And I pretty much just show up and get the job done once I'm called upon.

Me:

That's heavy bro.! Would you say doing photography is hard.?

Speed:

Yeah, I mean, I say that doing photography or any type of filming whatsoever where the camera is is hard, it just kind of depends on how you look at it or who you're talking to and what they define as being hard or difficult about it. I feel like with me, it's kind of a situation of not always being satisfied. Like I guess a lot of artists or creators deal with stuff like that. Where you might do something or achieve a goal and it might not be exactly what you are aiming for or wanted to do or have in your plans or whatever. And you can still look back at it later and feel like you could've done better or

there are things that was missing or that you wish that you could've did a little bit differently. It's kind of like that. That's the hardest thing I say is about photography or filming, that feeling of not always being satisfied even when you know you did a good job or even when your client or other people you know might tell you you did a good job or praise you for some of the work that you do. Because sometimes I have people over the years since I've been doing this for a while. They're calling me a goat or a legend, or somebody that's like very important at least in the culture or in the environment that I'm a part of while I've been coming up in the game. I've been working in the industry and sometimes I look at that like as people reminding you that all that hard work or the things that you feel like sometimes you then achieved to where you wanted to be exactly. You still got your point across or you still did good enough to where people recognize the hustle or recognize who you are when they come across you in real life or on social media.

Me:

What would you say is one of the things that you wish you knew beforehand going into shooting or just going into the business of shooting overall.?

Speed:

One of the main things that I wish I knew was that in the business and industry a lot of times things are more popularly based or who you know and who you're connected with versus just your skill set. A lot of times, sometimes it can be about how much money you got or who who's in your pocket or whatever. There's a lot of different things in the industry where I've noticed that it's not always about your actual skill set or what you can actually get done or accomplish even sometimes when it comes to budgets. You have a lot of people that might try and underpay you or offer you things that really aren't stuff that you're interested in while trying to create your art. And there are a lot of distractions in the industry. Where you know you can't always just focus on what other people are doing or where they're at in their career or who they know. Or how much money they got or who they're paying or connected with because it's all distractions, you know.? Like a lot of people worry a lot of different things in the industry and it's easy to pick up on that and see how people move or how they act especially when it comes to dealing with celebrities or higher profile people. Everyone in the industry has their own different egos and people act a certain type of way or go Hollywood sometimes just because they think their work is better than somebody else or they think their equipment is better than somebody else or they think there's something that they do that superior than the next person. So, a lot of times in the industry, even with other cameramen, they don't always help each other out as much as I think or I thought that they would before I got into the industry and I've been around for maybe like 10 years. So, if things were so different it would be an extraordinary change on how people act or how they think in the industry or business. I feel like I would have seen enough different things by now that changed my mind where this is kind of like a dog eat dog sport, or every man for they self type of sport unless you do find the real solid team or family structure somewhere.

Where you can get a lot done and prosper without having to always think you need to be in competition with everybody or look better than everybody else or make more money than everybody else or just look better than people in general. When in this business, a lot of us are supposed to be together and trying to find ways to work and network with each other to make art and to make the industry better but everyone doesn't do that. Everyone doesn't have the same mentality as the next person. So you know, I might not even have the same mentality as other people either but I do know what's real and what's fake and a lot of times people are very fake in the industry. Depending on who you know and who you're connected with, and how much money that you make, or even get paid. You gotta think there's still shooters that do a lot of good work, but they might not get paid as much as the next person. And that's something that people criticize others about, or try to make themselves feel better, compared to somebody else just because of money. Money, money, money, money, money. It's the root of all evil. Especially in this business, especially when it comes to being a photographer or a filmmaker and be in the industry in general because this stuff is very expensive and it's very hard work. So, you know, it's a lot that comes with it.



Me:

Are you into film making at all.? Doing shorts or screenplay, script writing, anything like that.? You know like independent cinema. Are you working on something like that or have you ever worked on something like that broski.?

Speed:

Yeah, definitely. That's actually my main focus right now. There's also a lot of projects I've been kind of secretly preparing to film and investing in and having the production budget for in the background that I haven't really been

telling people about or really wanting people to know that I've been setting up for years and some instances. So like, you know, when they happen, when they pop up, then, people will see them but at the end of the day that's pretty much the route. I'm going for a lot of my ideas on the bigger picture outside of just what I let people see on photography and because even nowadays, I don't even push out as many photos and content as I used to because I make sure that a lot of my content stays more exclusive or is even harder for people just to have access to me like it used to be since I was just running around everywhere and hopping state to state or city to city or anywhere I can go. Networking with people or working with different people and companies or whatever but, I spent so much time building up my company that I have the ability to take all the things that I've learned over the years and apply them in a different way that everybody that knows me probably haven't necessarily thought of to do. So, I just haven't really been letting everybody know my ideas until it's the right time because the people that need to know that, they are already a part of it because 9 times out of 10 times also I'll be the one trying to pay them or put some money in their pocket or open the door for a gig they might not even knew existed just because you know they didn't get that phone call yet but it's a lot of different phone calls all over the country for people I've been working with for years that's are going to go out and when I get to working. Everybody knows how I am. Get the job done regardless and Imma do what I got to do to make all my ideas and plans coming to fruition.

Me:

That's very interesting stuff bro.! I definitely can't wait to see that happen for you bro for sure. I always loved film making. Amazing interview so far bro I really appreciate your time and insight. This is really dope bro. My next question, is there any filmmakers, directors, or photographers that influences you the most.? And if so, who are some of those guys.?

Speed:

Yeah, actually that's a really good question. Umm, it's a lot of photographers and filmmakers that have basically influenced me or I've been paying attention to my whole life or seeing some of their work that had some type of impact on my life or even taught me something that I really needed to see or understand as far as just in life or even learning how to even feel, or take a picture or whatever. I really kind of got like a top five in my head to be honest and the main number one person for sure that always influence me or I've studied and done like reports and papers on growing up when I was in school. It's like Gor Parks. It's 100 percent like number one on my list. Then from there I'll probably be like Spike Lee and John Singleton. And then especially even Robert De Niro because I'm really really big with the Mafia films and stuff like that too. And then I'm always influenced the most from black filmmakers and



photographers too. But that's just famous people or mainstream people that I'm naming and then, you know, like Jordan Peele, he's definitely somebody that's newer in the filmmaking that I enjoy a lot of his work, especially in the horror genre but im mainly just naming black filmmakers that I am really influenced by outside of just Robert De Niro. Robert De Niro is like a wildcard for me because I mean, the mafia films has just been my favorite type of film since I was a kid outside of films that Spike Lee or John Singleton have done. So, it's pretty much who I would really stick to and probably keep in my top 5 for most of my whole life really I think. I don't feel like I would change it that much if we're talking about my favorite filmmakers. Otherwise I have to make a whole top 10 or something like that. Or a top 50 list or something of everybody I really studied or have been influenced by in some way in my life. Hmm, but that can be another story another day.

Me:

Final question, do you have any advice or final words for anyone who is reading this article right now about you and they're thinking about starting their photography career or thinking about being a director. What's the best advice you can give to one that's just starting out on this journey that you're on.?



Speed:

Best advice that I have mainly is to keep making history. That's pretty much like my catchphrase I've had for like the last 10 years is always telling other shooters and creatives and people I meet to just keep making history. Cuz at the end of the day, you have to go out in the world and you have to find your place and find out where you belong and how to even create the real legacy that you want inside the world and I feel like God is always going to lead you and take you exactly where you need to be. I tell people to keep making history, that's kind of like my way to remind them that in their own ways that they're a legend and that they have the capability to create whatever future that they want in any way that they want and that's really what this is about to me especially being the shooter. Being creative is all about using your mind and your gifts and God to show you the proper way to build the real true vision that you see in your mind and in your heart and in your soul every single day.



Me:

Speed once again bro I really appreciate your time mano. W interview bro.!! Thanks for sharing all the information and past experiences with us man. Big love to you Speed.!! I'm here for you bro. I hope you have a good day my guy.!!

Speed:

Mos def.! I appreciate you too bro. I got you foshu.! Keep making history frfr.!





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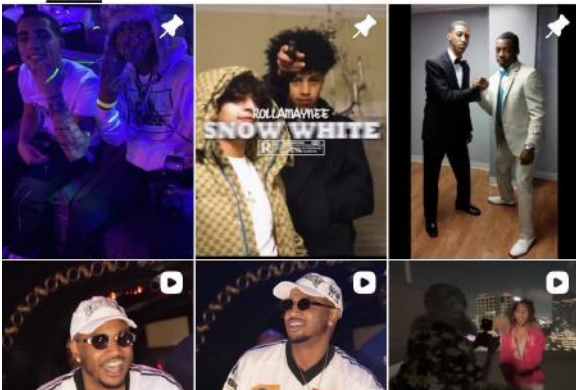
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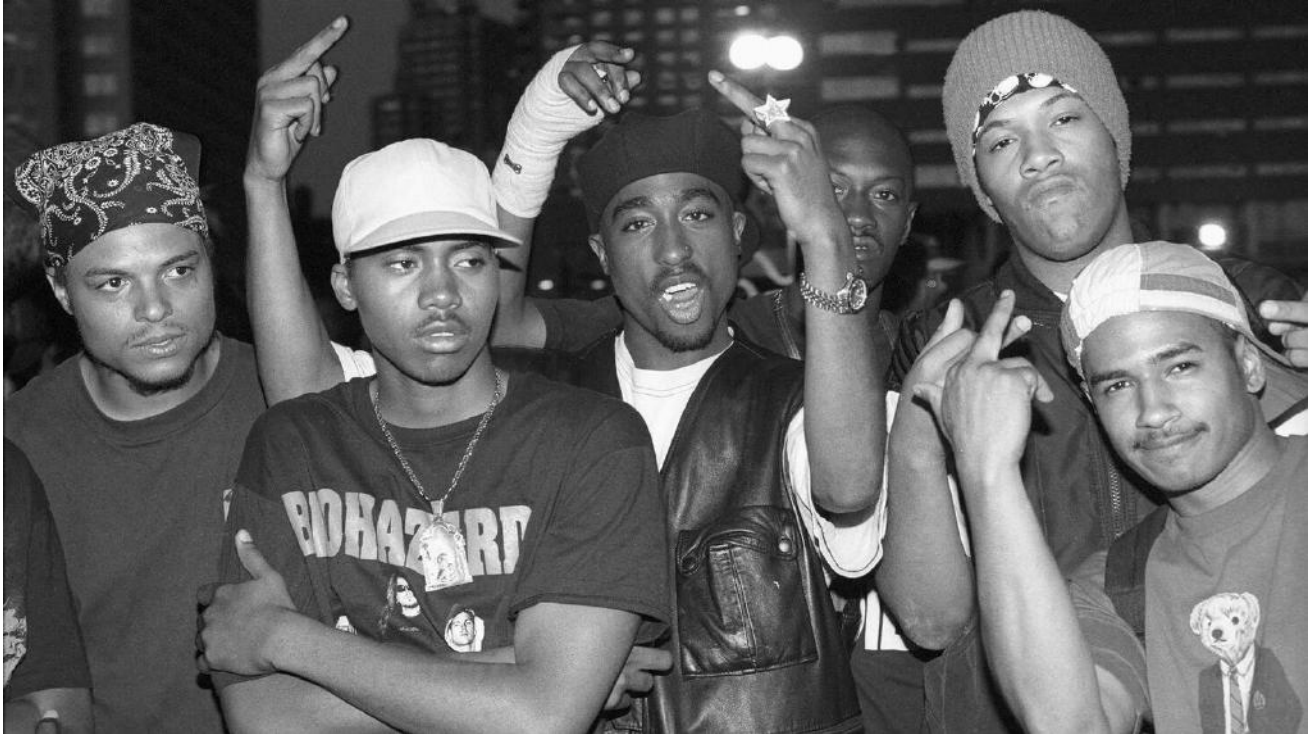
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Why AI music shouldn't be allowed on streaming services, Or any music as a matter of fact

By WackGPT



One of the biggest issues is authorship and ownership. When an AI system generates a song, it's often trained on huge catalogs of existing music, including work by artists like Taylor Swift or Drake. That raises questions about whether AI outputs are unfairly borrowing or imitating styles without consent or compensation. Some artists and labels argue this undermines their rights and livelihoods.

There's also the problem of authenticity. A lot of listeners value music as a human form of expression—something tied to lived experience. If streaming platforms get flooded with AI-generated tracks, it could dilute that connection. Imagine searching for new music and finding thousands of algorithmically generated songs optimized for clicks rather than meaning. That's not illegal, but it could make discovery worse.

Economics is another concern. Platforms like Spotify already pay relatively small amounts per stream. If AI makes it trivial to produce massive volumes of music, it could flood the system and further reduce payouts to human artists. Some bad actors might even game the system by uploading huge quantities of AI tracks to farm royalties.

A more workable approach than a ban would be:

- * Clear labeling of AI-generated or AI-assisted tracks
- * Fair compensation models and stronger copyright protections
- * Systems to prevent impersonation (e.g., fake songs mimicking real artists)
- * Curation tools to avoid overwhelming listeners with low-quality content

-WackGPT



JUST ASK.....

GOLDY



Everyone meet GOLDY.! My guy G here is a hip-hop enthusiast as well as a highly skilled lyricist from Newport News, VA. We talk on Instagram here and there but when we do, we usually talk about rap and man, lol. I noticed GOLDY is pretty much unapologetically blunt and raw with his takes on certain subjects within the culture. I honestly think his perspectives would turn off most casual rap fans and people would most likely disagree with him, but FUCK THAT.! Me personally I appreciate his wisdom. You see the truth is most people don't like to hear things that they don't agree with that's all. But this is HIPHOP!! Not only honesty should be celebrated, it should be taken as the highest form of originality. I love asking G questions about rap because he's just raw lol. Sometimes he literally gives short answers sometimes you get a lot more. But 1 thing for certain he's gonna give it to you straight up no matter what you might feel about it. He will never consider how you feel about something before he speaks his truth lol. And I think Necropolis is the perfect place for our friend GOLDY here, so with that being said.! Here's 10 random questions about HipHop that I asked bro and here's what I got.! Enjoy real life thoughts! (not watered down and politically safe bot comments)

Me:

Yooo Goldyyyyy!!!! Why do you love hip hop so much.?

Goldy:

Damn ima have to type my answer, it's noisy af at work...
Why do I love hip hop?
For its raw authenticity! Storytelling!
The competitive competition!

Me:

What is your favorite album.? Or one of your favorite albums of all time and why.?

Goldy:

Don't really have a favorite album but if I had to pick... "MM3"..... "Mood Muzik 3" by JOE BUDDEN! This album has gotten me through TOUGH TIMES! Also this album I can wholeheartedly relate to! Utterior motives mainly..... Also this album has motivated and developed me to become more of a conscious rapper

Me:

Who is in your Mount Rushmore of rap.?

Goldy:

Joe Budden, Ransom, Conway The Machine, 38 Spesh and Joyner Lucas

Me:

Is rapping hard.?

Goldy:

Yes and no

Me:

How can one improve lyrically as an emcee.?

Goldy:

Read a dictionary... practice writing skills

Me:

Who is your favorite female emcee or some of your favorites.?

Goldy:

Not a fan of the female rappers scene... they all talk about how wet their pussies get and lack substance!
Plus their delivery is the same and the cadences.... BUT if I had to choose, CHE NOIR and RAPSODY! Not really listening to anyone else

Me:

Do you think you have to have exceptional lyrical ability in order to make good music in hip hop.?

Goldy:

No not at all!

Me:

If hip hop was outlawed and illegal one day in the future, somehow the rules of freedom of speech or something went bad, would you still rap.? Even tho being you will be officially considered a criminal / terrorist.?

Goldy:

Yes... I mean look at our president.....
Convicted felon and still able to run a country.....

Me:

Do you think hiphop will last forever and is here to stay as the most popular and dominant genre in music history.?

Goldy:

YES! HIPHOP WE GREW UP OFF, I'm talking you and I, is slightly coming back! I think the youngins will eventually follow and somehow create a newer sound! Based off the blueprint we have followed

Me:

Last question broski.! Genuine raw answers from a honest veteran artist, is there anything you would like to see more or less of this modern day rap game.?

Goldy:

Yes, less beefing! Less egos! More collaborating and getting money!

Me:

You the man G.!! I appreciate your time broski.!!

Goldy:

Already! Appreciate the questions!

Gotta question(s) for *GOLDY*.? Shoot me the question on instagram (grave_yard_media) and I will screenshot it to him and we will answer the very next issue.! Give it a try.! Ask him **ANYTHING**, and see whatcha get.! lol

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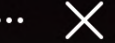
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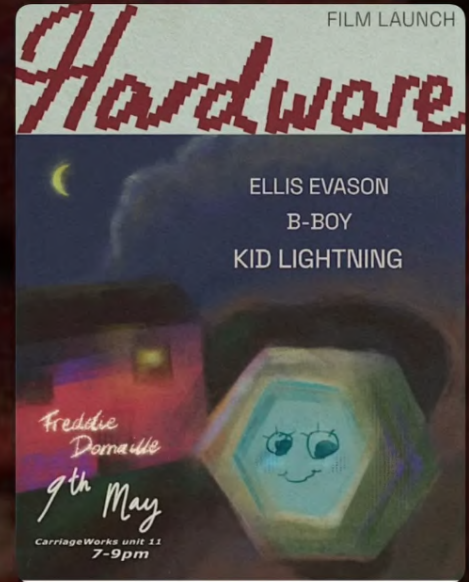


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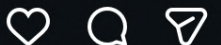
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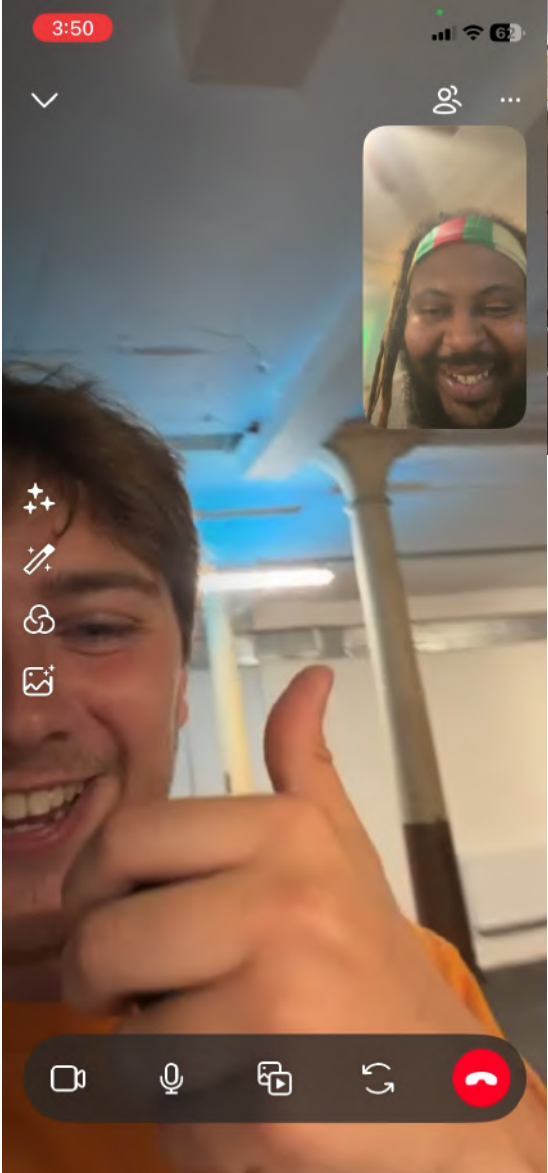
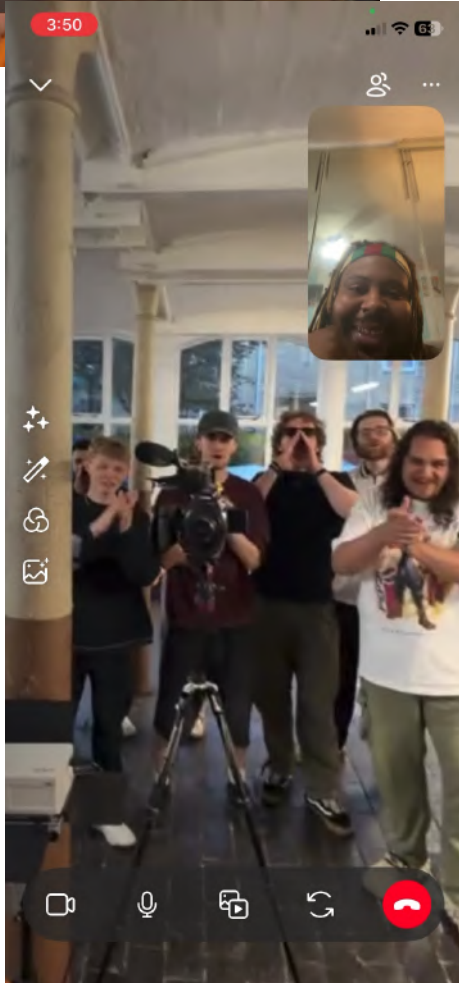
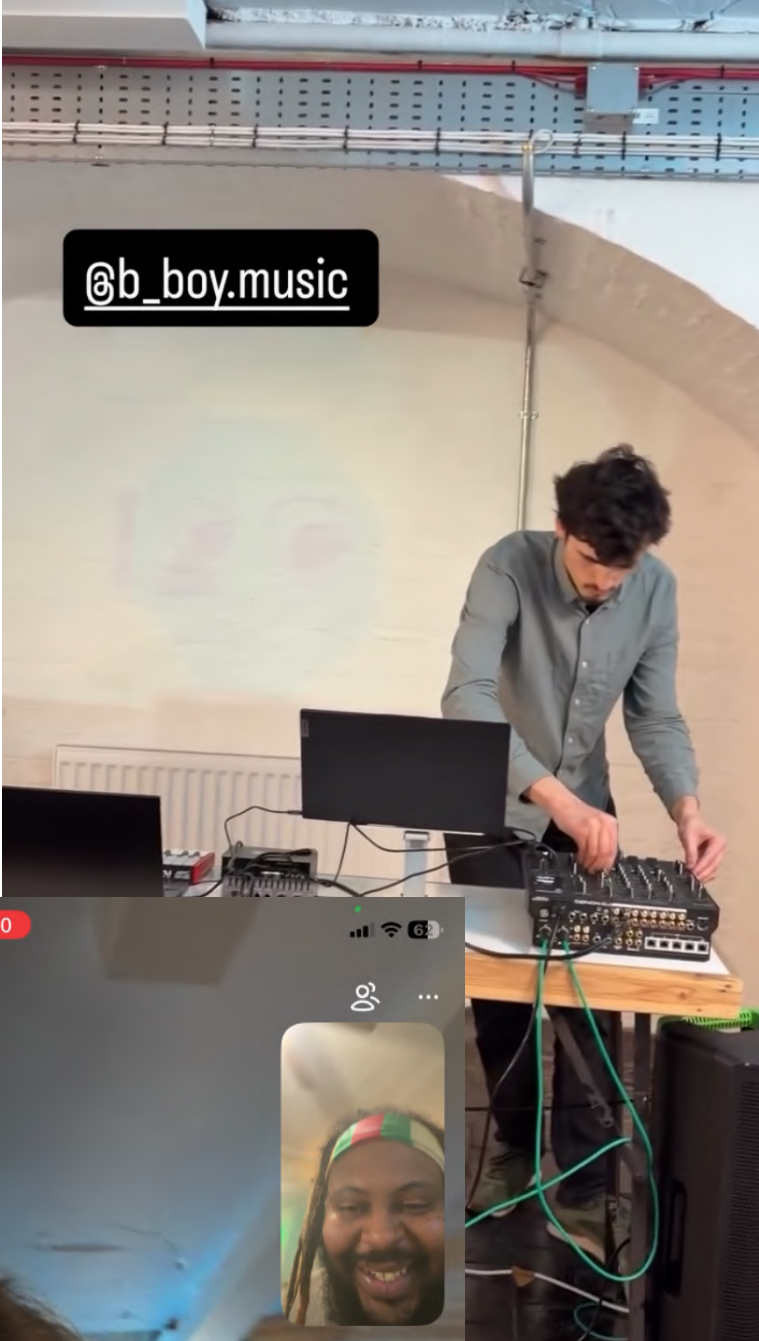


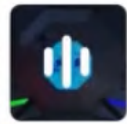
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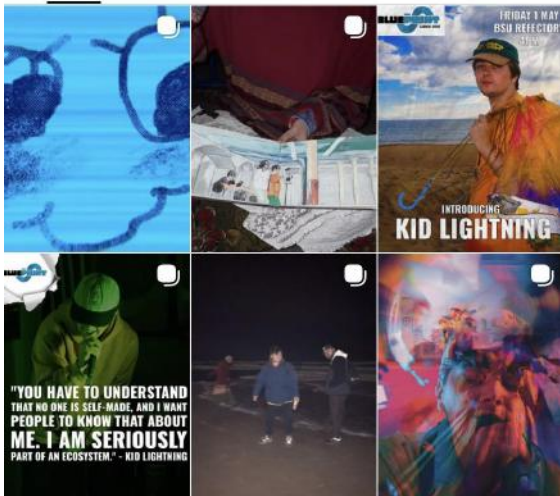
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Music 5



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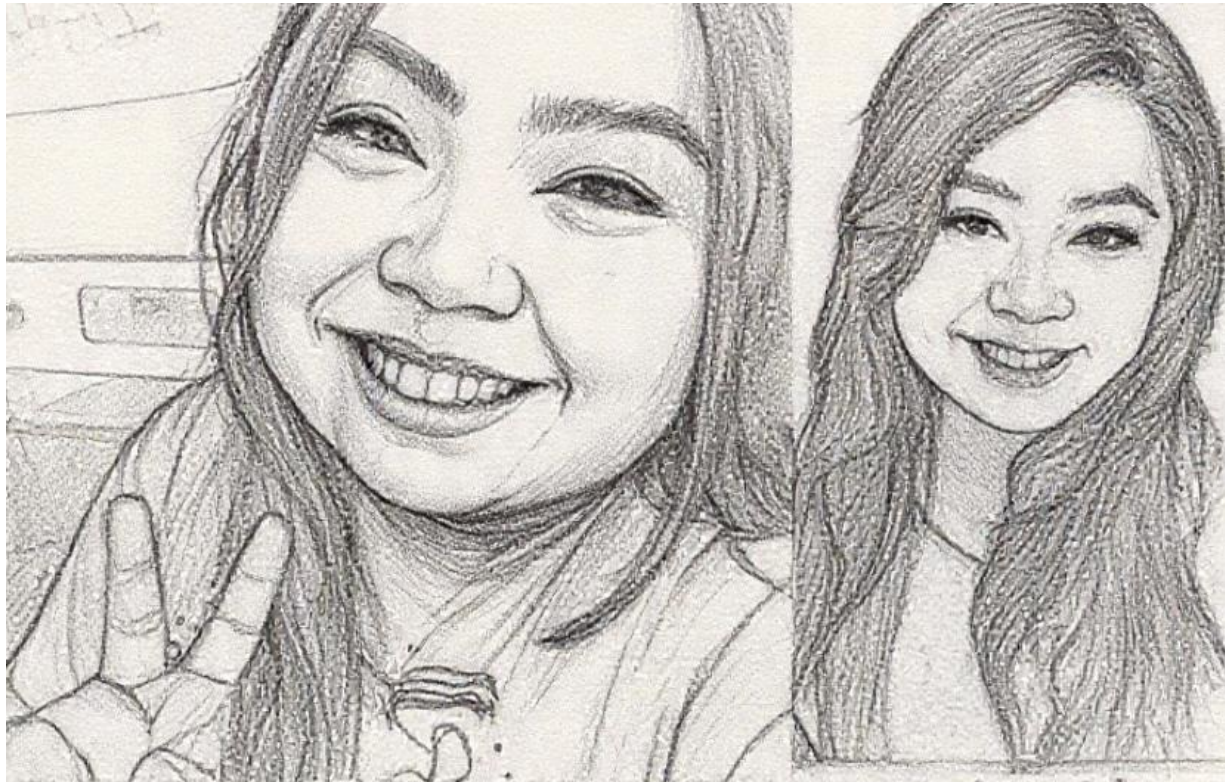
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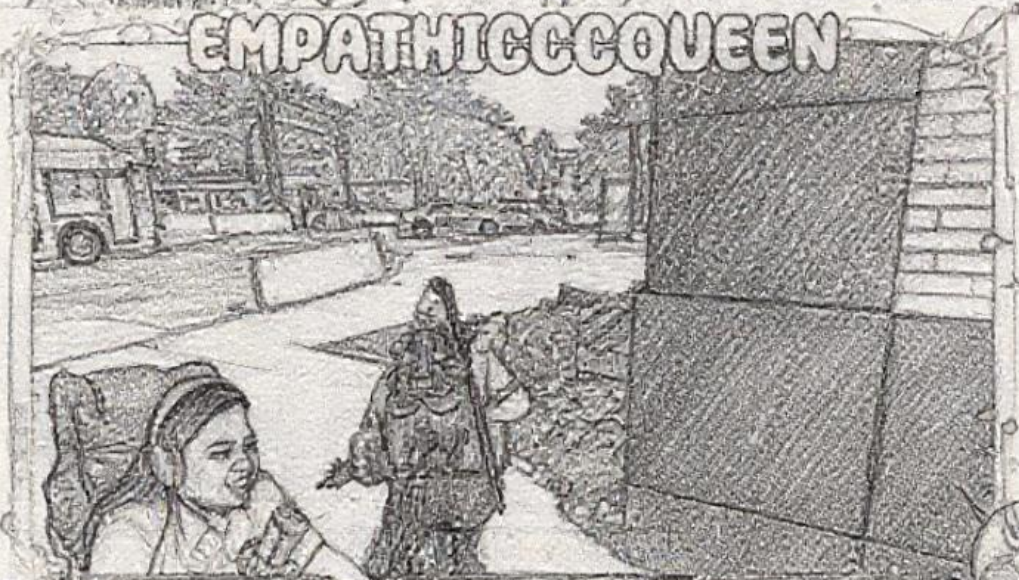


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Me:

We have Empathiccc Queen here today!!! This is a very historic moment ladies and gentlemen. For those who are reading this I am super excited to announce the first lady of Necropolis and our new "The Gamer's Manual" addition.! Queen sets a new record that will most likely NEVER be broken.! Queen, we are very thrilled to have you here. I appreciate you for your time, for the first question, could you tell us where you are from and a little bit about where you are from.?

Queen:

Hey Juice.! Thank you so much for the invite of this interview and this is a very exciting opportunity and also nerve wracking to be featured as your first woman. So, Necropolis magazine this is so awesome.! My name is Empathiccc Queen or some of my friends call me Jenny. I have been streaming since the COVID days but I did start at Twitch. And then took a little break, went to Kick. And now I feel like I am thriving there, especially with the Team Rise Above. Right now I'm in California but I don't think I have a "from" because I have moved everywhere. I started with California, Virginia, Oklahoma, Texas, been to East Coast, West Coast, the Mid Atlantic. So, no permanent. I guess my from is Philippines. I was born and raised in Philippines and then moved to the US once I was fourteen and ever since then I've been in the US.

Me:

Now see that's pretty interesting. We have a true traveler here lol. This is getting interesting already.! You told us you just yeah started streaming since the COVID era which is about 5 years ago. You been doing this for a nice long time. How did you first start getting into the streaming anyway.? What made you want to start doing that.? You know streaming ain't easy at first. These days you gotta be pretty much a technician to know how to work OBS and Stream Labs or whatever.

Queen:

Oh my gosh it's funny that you asked that because at the beginning of COVID everyone was on quarantine and was literally looking for hobbies and things to do and you can't really go outside because that's not an option. So I got into this game called Animal Crossing. It's a very cutesy game on Switch. It was one of the you know, couch cozy games. And I have gotten so obsessed with that game that I learned about Treasure Islands. Basically you get all of the cosmetic stuff in the game but there would be like some certain streamers that would host so you can go to their island and grab free stuff. Now back in the day on Twitch, if you look for that, it is probably very very hard to find or they're just in a long queue. So, the thing is I tried to learn how to mod my own Switch because it's only certain versions of the Switch that you can mod so it could be turned into a Treasure Island. Second thing is I had to watch a lot of YouTube videos and learn a lot of things. And another thing that came in after streaming is of course getting to set up. What are these alerts and all of the commands and of that. So that's one whole thing. And I also don't like having a bland profile. Because the very first thing is when you go inside into a streamer's profile is you go read about them. If I have nothing on there it's basically saying, oh this person's not serious or she's not a people person or something like that. I want to make sure I get to read just a little bit of snippets about the streamer. I also got into graphic designing and I do all my panels. Sometimes I do my own overlays and all of that and the alerts. And then Discord. I was like an alien when it comes to Discord. Discord was a type of software website that I have no idea what I was doing. And it was kind of hard because I just didn't know nothing about it. I've heard of it but I never paid attention to it. It kind of taught me that once I needed to be a streamer, I need to build a community and Discord is where all of the gaming community will gather. I learned how to do this, I built my own server with like different channels in there. I guess a lot of the things that I did was like self thought. I was that bored. But besides streaming I also got into crafting a lot so I make tumblers and other things. I just don't have the time anymore. But those are the things that I really enjoy.

Me:

Wow Covid strikes again.! I swear I have asked a few people that question and it always seems to go back to COVID. About a good 80% of the time it just goes right back to COVID. As far as modern and recent consoles like the Switch, I haven't tried to mess around with modding since the Wii. Nintendo products was just always easy to hack into it seems like. I use to use Bathaxx and other methods like JTagging. Yeah I'm definitely familiar with that and you know, another thing, Queen I don't know if you noticed this. But your username name has its own lure to it on Kick. When you said your name was pronounced "Em-Pathic" Queen I slapped myself on the forehead because I been saying "Em-Pa-Thicc" for months lol. I'm pretty sure you heard this a million times. So you are well aware that literally everyone thinks lol. What do you think about this big misconception.? And how did you even come up with the name in the first place.?

Queen:

I really like this question. I love this question actually. When I first thought about the name Emphaticccc Queen I didn't think about the mispronunciations or anything like that. The most common thing that I hear is Em-Pa-Thetic Queen lol. I guess a lot of people just put their attention to the thiccc part. I get those a lot. But I feel like thats not really too bad. So I will respond to them still. But for the people who are reading this. The Emphaticccc Queen name is actually something that I came up with because my username before was Lizagen23. And a lot of my friends or other people were like how do you even pronounce that.? Like no one knows how to say that. So, I changed my name and it became Emphaticccc Queen because I am an empath. I know some people are a believer, some people are not.

But what that means is when you arrive at a place or you enter a room, you kind of feel around the room if it's like, a little tense. Is it happy.? Is it sad in here.? Whenever you're talking to your friends or someone else says hey how are you.? And then they say hey, I'm alright. A lot of the things that go to that tone on how they said it or just a vibe that you feel that something is going on and would you want to talk about it.? Being the big mental health person that I am. Not only with the streams that I promote mental health but also with my actual day job I am an advocator. Also I been called Queen ever since I started gaming with PlayStation 4. Like December 2016 I believe is when I started with console. So I just didn't want to be like empath queen. I feel like there's something that is missing in between that. So I thought about, you know, thick because it was something that me and my old friends would say. "Oh my gosh, she's extra thick with triple Cs". It was just a joke. But I'm not really thick like that. Um I guess lol. But yeah, so I then put Empathiccc and then Queen. Yeah, that was the lure about the name, thank you for asking. I really love this question.!

Me:

Yeah Queen I think the name is really cool.! The lure around it at times kinda surrounds the mispronunciation. That's how it starts the conversation most times you know what I mean? The name it fits so well and not only the name is a conversation starter. What's funny to me about this whole thing is that you literally changed your name to that to avoid confusion with your previous name only for all of this to ensue lmao that's funny and just dope af.! That's really cool also that you mental health work because Queen, as a streamer I think we both know that it could be mentally daunting. And I think I was talking to our brother our Team Rise Above brother Josan (Josan104) about this at one point. I was telling him that I would like to go live more. It's just that for some reason the hardest thing ever is clicking that start live button. It comes with so much anxiety behind that button when you are trying to show consistency and you don't always feel like streaming for one reason or another. Forcing it just doesn't feels right at times. I don't know what it is. And he agreed, he said he feels it too at times. Do you feel that anxiety as well.? For me I think maybe it's just that we're so used to gaming in the privacy of our own rooms and our own homes, sometimes you don't always feel comfortable with being available to everyone out in the public while your really just trying to game to relax in some moments. But streaming also has a flip side though. Once you start doing it you get really comfortable and some people can't game without that vibe from their audience. Then at that point you feel like you are hosting a show and you just want to do that for hours. But yea, what do you think about that Queen.? Do you feel that kind of anxiety can make streaming feel more like a responsibility rather than a hobby.? You make it look very easy with your outstanding signature calm and confident demeanor.

Queen:

This is actually a very good question. A lot of the times people have anxiety when it comes to clicking that live button. Yes.! It could be like what you said. For me, nowadays I'm not as active as I used to be. It came down to a lot of you know, streaming dramas and all of that. I felt like there was things going on in the streaming world that everyone is in everyone's business. And I feel like that's when you said you're just open to everyone. And so they see what you do. They see how you interact. It's like you're an open book and you don't really know who is reading you. Or they would catch something that you said on stream and flip it around and run with that. Also a lot of people hate by association. There's really a lot of things that you could possibly think of when you go live. But I think the very best thing that I did when all of this was happening is you know, they only know your name. And I feel like the more that you put yourself out there the more that they will get to know you. And whatever other people had painted a picture of you will just be a picture. Because when someone hangs out in your stream they will get to know you. And for me I feel like I stream because I want to connect with my friends that I haven't seen in a while. I want to connect with them and play with them. That is most of the things that I want to do nowadays.



You could be friendly with everyone but you cannot be specifically be friends with everyone if you know what I mean. But I think a lot of the people do get anxiety when it comes to streaming but I feel like once you hit that button, you're already there and it does help if you have friends and of course my partner is usually watching and playing with me. So it's a lot easier than just solo streaming. It takes a lot of that anxiety out. Thank you for thinking that I look so confident and comfortable. Because with each smile that I give I still have so much anxiety behind it lol. But I went to Dream Hack very recently. It was the Dream Hack Atlanta back in October. And I asked someone because I was one of the Jackbox panel on the stage. And I was like, we're up in this stage, I feel like shy, and all of that. Like how do you do with all of this.? And she was like, oh you just kind of have to have that persona. You know.? Me being Jenny and I just gotta let Emphaticcc Queen out. And Jenny can just like set aside. But if Emphaticcc Queen doesn't have enough energy then I can kind of combine both. So I can just like kind of channel those personalities. Like who do I want Emphaticcc Queen to be.? To be confident.? Do I want her to be a shy type type of person.? But there's one thing that I always promote whenever I'm streaming is to always be yourself. So I know it's hard to kind of channel up that confidence. But I'm telling you once you get to know people or they get to know you. All of that just comes natural.



Me:

You know I just had to look up Dream Hack, I never heard of that. And it's pretty interesting. For you to take on a big event like that all chills like the seasoned vet you really are Queen. You got the experience and the charisma. You have to have that heart to show up to a place like this in costume and all. Networking and thriving in these areas isn't easy. It's really hard to tell that you get anxious at all. You're just really good at what you do. And I've seen you do like really long streams before too.! Like 5, and 8 hour real long, grind it out streams you have hosted many many times on Kick. What's the longest stream that you have ever did in one sitting.?

Queen:

Thank you thank you, you are so kind.! It's really such a big opportunity to get invited to Dream Hack and also to be a creator. It was my first one and I've had fun. I dressed up for the Halloween and also met some of my online friends. So that was just an amazing experience for me I would say. And when it comes to long streams I think the longest stream I've ever done, I think about 33 hours.

I think I did take a quick nap but other than that, I was there the whole time. I think I did that when it was my anniversary stream I believe. Or it was one of the streamathons that I did. That was a lot. It's crazy because if you think about it 33 hours. Dang.! Like you didn't really sleep or anything like that. But just have people around you and spending time and also playing a game that you are just so hooked on. Most of the time that when I did my 33 hour stream it was some of my friends were there. And then of course they too have to sleep. So when they went offline I had to play a game that will be very entertaining for me. And that one was Call of Duty Warzone. I can play that all day every day. And it lets me just stay focused because there's no time to fall asleep when you're in the battlefield because once you do, you're either going to get caught in a storm or someone's going to kill you or something like that. So, I have to be alert. When Call of Duty starts to not give me alertness anymore I would switch to another battle Battle Royale Games which is like Fortnite. So that's what I usually do. But yeah a 33 hour stream. If you say no naps probably around 28 hours, but that's the record.



Me:

Playing Call of Duty for 28 hours straight.?!?! Queen that's BOSSSS.! Man, like you could have played anything to past time more easily. I feel like games like Minecraft would be the most passive way to do a super long stream because you're just sitting there just building at your own pace. But going with Call of Duty just goes to show like how much of a real hardcore gamer you really are. You are so dope for that.! I seen you play Warzone before and I know you get busy. It seems to be like this weird stigma that women can't play tough game like that. I think nowadays women has made their mark in gaming especially in pro competition and Esports. There's still some ignorant guys who don't believe a woman like you can and will completely whoop they're ass in a first person shooter. I think women like you completely breaks that stigma when it comes to being skilled. Have you ever like had to prove that to a guy.? Or just having to deal with the doubts that comes with being a woman gamer from the other gamers.?

Queen:

Oh my gosh I am laughing lol. Because, okay. So, I'm not a hardcore gamer. Sometimes you win, sometimes you lose. But

Call of Duty has been a game that I have been playing. And I feel like it's easy because it's something that you doesn't have to I would say, you have to think too much. It's more of just like I will shoot things. Back then before when I started Call of Duty it's more of like I don't know who the enemies are. So I'm just going to shoot whoever. So, I used to play a lot of core before because I do a lot of friendly fires. When I was playing hardcore I was like like, oh, if you're supposed to die, then you're supposed to die but if I shoot you and you're a teammate, you're not supposed to die but there comes a time that I was like, oh my gosh, like, they just take too long to die when you're shooting at the opposite team, and I was just like, okay i'm just going to play some hardcore. I just want them right away. So, there was time yes. It's not only just Call of Duty but I also used to play Destiny where I used to farm raids. They used to call me the raid Queen because every single time I just want to play some raids. I'm not too fond of the PVP area. But I still play PVP there. So if anyone knows me I was like farming raids. And they were like "you're just a girl, you can't possibly know how this game works. You don't know what you're talking about". So it's always been a stigma that once guys hear a girl around, they just don't have the respect. Call of Duty, it's nice. I don't usually like to talk when it comes to playing games because once they hear you're a girl, well, of course, I already have the name Empathiccc Queen. I guess you would just assume that I'm a girl. They would just start being disrespectful and you will hear them on the proximity chat just saying all these kind of mess up things. The best thing to really do is just prove them wrong. Just kind of wipe them out with the whole team and all of that. So, yeah. I do it but I don't consider myself as a very hardcore like gamer when it comes to Call of Duty because there's a lot more people who can just blink at you and they will wipe the whole team. So but yeah. And I might get hate on this. I'm not really a Minecraft person. I wouldn't say I hate it. I just haven't played it and I don't think it's my cup of tea I would say. But I know everyone loves Minecraft. Although I think I started steering away from it because when I was young my brothers played a lot. They were blasting music from YouTube.





And I guess I just got so really annoyed of it so I just don't do Minecraft and also I don't like much of the pixelated games. I'm pretty sure Minecraft is a great game but I'm more of a shooting survival, horror type of gal.

Me:

I can completely understand that. Me personally, I just started getting into it. I kind of always just liked the building aspect of it. The survival part of it is what makes it stressful to me lol. It's like you're playing on a timer. But yeah, as far as you playing Call of Duty though, and shooting games, you are pretty good and I will say this though Queen. A lot of guys get insecure with this video game stuff. I've been humble by women before because not that I don't think that she's good because she's a girl. It's just that, you know, we probably think we're better because we have been playing video games like literally since we were 8 at a competitive level. I've got lit up one time by this girl one time, her name was Nish. And she really brought out the competitive side of me, because she kept killing me and I completely forgot about the game, because I just kept worrying about killing her and making it a 1v1. It costed us the game and she taught me a valuable lesson not to get out of my element. We sent each other a friend request after that game and she's one of the best partners I ever had. I start playing with her like everyday at one point when BO6 was out last year. She made me you know gain a great respect for women gamers also. So, Queen how did you find Team Rise Above and how long have you been a part of Team Rise Above.?

Queen:

Oh my gosh I completely understand!! I have met a lot of amazing people just by playing video games. Some are very crazy scenarios I would say and some not. But my partner, I actually met her through playing Destiny. She was the one that I was playing with. Umm, we were looking for a party before and we met during gaming and doing raids. So that's how we met. And one of my good friends we also met online. I could say that I have more online friends that I really do trust and hold dear to my heart than I have in person. I just feel like I always could be more upfront with my online games. Of course I still love my real life friends. But right now my gamer friends, even though we are like halfway across the country. We are still connecting. But if I move, my real life friends we kind of have a fallout you know because the only thing that is that is like keeping us together is because we see each other at work everyday or we know them because they're like just couple roads away or they're my neighbors. So after if I move somewhere else we kind of have a fallout. So I do cherish my online I would say. And for Team Rise Above, I actually joined last year. I had an interest sometime June. So I started streaming on Kick about when did I start streaming on Kick.? May.? Was it May.? Oh my gosh. I don't even remember. But when I start streaming on Kick, DP was actually always on the front page. And he always had some good views. He is always vibing over there. Listening to music. Playing some games. And that was the type of person that I want to get to know and see what's going on with his team. Cuz I also see a lot of them are doing like, community games. So I was very very curious. It looked like they were a very tight-knit community.

That's what I would say. And I also saw some big brands that we're on his overlay screen. So I was like let me go watch me say hi. Let me get to know what is DP about and the Team Rise Above. Um, they were a very tight-knit, close community, almost family over there. And that's when I got to talking and one day he just asked me if I was interested. And I was like I am actually very interested. Like you know you guys are very forthcoming in here and I really like the environment and how you guys keep everyone close and support one another and that type of thing. So it's been like that ever since. I was so happy that I was able to join Team Rise Above because one of the things that really have caught my attention was to be part of a family. They were very welcoming. The very first day that I joined them they raided me. They welcomed me wholeheartedly. We got into some community games and they were just all so amazing. And because I thought that because Team Rise Above is full of just guys I was just like oh my gosh, I feel like I wouldn't belong. Or they would kind of look down on me. But that was not that was not the case, I felt very welcome. And very loved. And so that's when I asked one of my good very best friends, ItzCupidCuz to join. And now we're both in Team Rise Above.

Me:

Yeah the community nights are funny.! These days I always try to be there even if I don't play. I'm always in the Discords and it's pretty funny at times, it goes on for hours sometimes. The community nights is one of the most unique things about the Team Rise Above camp I will say that. Queen, let me ask you. I noticed a lot of these community nights you guys are playing Amongst Us. Out of all of the TRA members, which one are more likely to get caught screen sniping in a game of Among Us.? Lol

Queen:

Oh this is a good question but honestly for the people that are usually here always, like Ninjaski, Weasel, Josan. I trust them. I trust them not to do that. I just have that trust to people who are usually always there. And so far I feel like they are good to their word. It's probably when we have like our guest, but it was never the case. Like, I feel like it's always fun and games. The only worst thing that had happened. And I wouldn't even like call it worse. Because it was hella funny. I think it was Weasel, he was an imposter. And I think because someone caught him he silenced the dude lol. I don't know which one. And this had happened like a long time ago. He silenced this guy in our Discord so he could not speak. So like even though they saw Weasel to be the person who was an imposter. They just witnessed it. They could have been screaming. Oh my god, oh my god it's Weasel.! But because they were silenced they couldn't say anything but that was so funny lol. I don't remember if it is actually Weasel or it was someone else but I know that happened.

Me:

If you were stranded on the island for 24 hours and you could spawn in any Team Rise Above member in this scenario with you, who would you be marooned with on this island and why.?

Queen:

If I have to be stuck in an island with any Team Rise Above member it would have to be Cupid, because Cupid has been a long time friend of mine and I've known him in real life for many many years and I trust him a lot and I know his survival skills. So when it goes to being stuck an island I would probably choose him. He would not like to be stuck with me but he would be, lol he will be my ultimate choice. Um yeah. I just feel like we've gone through so many so many things we have talked about. Lots of deep secrets. So I trust ItzCupidCuz.

Me:

Alright Queen.! We have made it to the end, this has been a great interview. This has been really fun and interesting. You're a very interesting streamer and person overall Queen. I just got one more question left. What would you consider to be your "dream stream".? What would that look like for for you.? Wether it be streaming on the moon, on top of a mountain, your wedding. What does the ultimate dream stream looks like for Emphaticcc Queen.?



Queen:

Thank you Juice.! This actually had been an amazing experience. So I thank you for thinking of me of course. And thank you for all of these wonderful questions. So, dream stream. This is actually a very good one. I know you have a lot of different good questions but I feel like my dream stream since you asked me on the spot is probably being able to stream while I travel. May it be on a cruise or you know in a plane. Go into different countries. Trying their different cultures. Cuz I really do like traveling. I just haven't started on it. But it's one of my dreams to be able to stream in every single country that I can go to. And look at their traditions, cultures, food, different practices, their languages. So that would be a very very great stream for me to do. And as always, Juice, thank you so much. Again, I appreciate you.



Me:

Thank you very much Queen. I am so looking forward to another interview with you one day. Hopefully a follow up. We really appreciate you.! This has been huge. First lady of Necropolis.! Bless you Queen we love you here at Necropolis and once again really appreciate you. You have a good day Queen, until next time.!



Queen:

Thank you so much.!



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**HOW I START
STEALTH BASED
GAMES**



**HOW I FINISH
STEALTH BASED
GAMES**

COMMANDO FTW



Me:

Alright let's do it let's do it.! We back with another interview.! Welcome back Necropolis Readers. We have a very special guest today. We have one of the founding members of GGL (Global Gaming League). We have Commando AKA Hype Man Collins. Let's get itttttt.!!! How you doing today bro.!? I want to start off with something simple. Commando my brother could you tell us where you from and a little bit about where you from.?

Commando:

Hey, what's going on.? Thank you for having me on Necropolis.! It's a real pleasure. Been reading your stuff, listening to your stuff, and I really enjoy what you guys are building man for real. I'm Commando. They call me Commando FTW. Originally a Cali Boy but grew up and lived most of my life in the Bronx and now I'm out here on the East Coast just trying to build an empire. I mean I'm sure you guys have all heard about the Bronx and how New York is. You know that hustle and bustle. A city that never sleeps. You make it there, you make it anywhere kind of situation. And so that's kind of been the mentality that I grew up with for most of my life. So yeah shout out to NY for for building up who I am today.



Me:

That's crazy bro.! Transitioning from California to the Bronx.?! That's just two of the toughest places you can think of lol. Shout out to both man.! How did the whole GGL thing come about and what was the process in the whole creation of that.? How did this whole thing become the iconic brand of the gaming world that it is today.?

Commando:

Yeah being from both sides of the world definitely enlightened me and helped me shape the course of my life to say the least. But yeah, as for as Global Gaming League, I mean, this was always a concept that was in the making for years. Clinton Sparks, one of the dopest people I've ever got the chance to meet with and talk to. He actually ran a company prior. Actually, he ran a couple companies that were aimed towards gaming but for different reasons. So, he was a part of FaZe Clan for a while.

I believe he had some stalk in it, and then he came out with XSET which was like, for me, the first thing that really really spoke out to me within the gaming world because it was something new that I've never seen before. It was a mixture of celebrities and gaming and they put gaming on this pedestal of like, it can be just as good as being an actor or being an athlete and that was a couple years ago and I was with them for a minute and he just decided that it wasn't exactly what he wanted. Cuz it wasn't as inclusive as the GGL is now. XSET was a lot more like, you had to know people. You had to be up there, your name had to be a name. And what Clinton wanted was to create a space that brings both the money, the fame, the fortune, but also the regular people that, you know, that have been through it all and that have been trying to find a way to come up in the world and through gaming, that's what we found. That's it is possible to merge all these things. You can be a gamer, a podcast, an influencer and make a living doing what you love and that was the premise of the whole concept and obviously, Clinton knows a lot of big names in the producing industry. Honestly, across multiple industries and so, once he connected with T-Pain, you know, T-Pain has been on his gaming stuff for a minute now. He even said it in multiple podcasts like he's making more money doing the gaming stuff than he ever did making making music. So, like, they both had a goal and a vision and understood the possibilities and they took off. And here we are.

Me:

That's interesting bro.! Basically what Clinton did was put together a gaming club for the elites as well as the underdogs. And that's really cool to have this placed right in the center of the gaming culture. It's growing really fast man this GGL thing man. It's getting pretty real. How old is GGL.? How long ago was all of this.?

Commando:::

Oh yeah. I mean gaming has been growing. Like I've been in the industry for shoot, since 2008. So, almost two decades and I've seen the growth and how fast it's been growing for sure and that was something Clinton saw and that's why XSET, you can still look it up. It's still a prestige organization. Like if you got your numbers up, you a personality, a celebrity, you go to XSET. You'll be good, but the Global Gaming League is for the average Joe to enter and it's very new, the reason why you don't see it all over the world or like League of Legends or anything like that, it's because literally, this is a brand new thing, everyone that's a part of the GGL that's signing up right now and getting in right now, this is ground zero. This is literally season zero, that's what we calling it, like literally started last year. So get on board while it's still fresh. Because clearly it's making waves and in the next couple years it's going to be something that you're going to wish you got a part of in the beginning.

Me:

I see it bro. It's going to be huge. This thing is growing fast and pretty much on everybody's overlay on these streaming platforms. It's spreading like a wildfire. And all of the stuff that you are you're doing as well. You got the photography going on also the gaming content and your podcast stuff. And I also noticed you also do the interviews as well. I thought that was pretty dope and interesting. Is that tied into the Long Island Gaming as well.? Cuz I noticed that you was a host for those guys or the interviews.

Commando:

Yeah 100%. I'm telling you. I mean, this is for anyone that's listening. If you haven't signed up or gotten to the Discord and started talking to the community, I suggest doing that now. We're all a bunch of chill people, average Joes, some people a little bigger than others but you know, everyone comes together as a family and connect. Vibe and help each other build and that's like a big factor of why the GGL is doing so great and why it's moving in such a positive direction right now. For real. And yeah, I recently went like full-time content creator about a year ago. I believe like next month⁰ will be an official full year. I quit the nine to 5, quit the rat race, and really trying to work on my brand and what I wanted to bring to the table and how I wanted to get my money my way and live my life. So, not too long ago, I got in contact with the Long Island Gaming League and they cool. I'm from New York. I lived in the Bronx. I also lived in Long Island. I lived in a couple places in New York and they were building like an Esports education system, like they're helping out schools and stuff like that and they do like bar events and all this kind of stuff. So, I went down a few years ago and talked to the owner. Cool dude. Dude's name is Dennis. Super chill man. And then we kept in contact but then went our separate ways. He actually had me on the Long Island Gaming League podcast like maybe a year ago. Maybe a year before this whole year that went by. And he was like, dude, I love Jared. I loved your interview. I loved your podcast. I loved your episode. It was so good. You bring so much energy. He's like, the way you and the host just like bounced back and forth, how would you like to have a job.? And I was like, what.?! I haven't been employed. Like I haven't had a W2 job in a while. But this seems more of a job that I would really be into, something I could be passionate about, something I can build. So, I took over as the lead host and then my homie BKB is my co-host. He's a previous Esports player. So he has the Esports background and then I have the social media platform, like more of the people, the coverage, like the on the ground at conventions and things like that. And so we just started rocking together and we've been building this podcast up for a few months and it's been going really good. And as for my photography. That's kind of just something that I always got into like so I've been to different conventions. Now I can say I've been to different conventions across the US and internationally as of last year. I was in Germany for Gamescom and I just always love taking pictures. It always been my favorite thing to do. Like if you look at my phone I have a shit ton of pictures from like my friends, my family, my pets, all of it. I like taking pictures of shit. I got a whole thing just for selfies. Like pictures are something that mean a lot to me. Cuz especially when I was younger, I didn't always have the means to have pictures. So, I didn't really have a lot of pictures growing up. There's not really much evidence of me until like high school when I got my my own phone and so yeah. I used to take pictures for conventions and things like that and now that I live out here, I live in Idaho which I know. Crazy to say. Where I've lived, where I've been, to know where I'm at right now. But, you know, land cheap, prices are good. People are friendly. This is the kind of place you can leave your door unlocked. So that's the kind of place I've always wanted for myself. And you know getting in with the community. I do a lot of volunteer work and I talk to a lot of different networking groups out here and local bands. They started needing photographers. So I was like yeah I can shoot some stuff and I was just building a portfolio of like professional photography. And then over the course of the year it just became like a full-fledged thing. People are like, yo we're looking to hire you. So I've done a few events. I've done live artists and I've done photography when it comes to like, father and like mother and daughter, pets, and weddings and all that kind of stuff. So, yeah my whole goal was to always find a way to be financially stable by myself, not having to lean on anyone else or any other company which is my whole thing. And I feel like I found my niche. I found my place where I belong and where I fit in. Where I can help others. While also making sure that I'm still living a good and productive life.

Me: Bro that is amazing. That's heroic what you are doing.! Going from a 9-5 to pursuing your dreams, hey man if those cards are in your hand, I would encourage anybody to do that bro.! Mamba mentality for real.! That's real dope bro. You got the content creating, the photography, the interviewing, and you want to know one thing stands out to me about you the most overall is probably your branding. That golden image lol. The Mohawk bro. I haven't seen the Mohawk in forever bro. It's such a dope and unique image to have. It's like soon as I hear the name I think of the Mohawk. How long have you had the Mohawk.? What's the story on the Hawk broski.?!

Commando:

Nah thank you, I know you watch the people's social medias and stuff like that and it looks all like, man, he got this really figured out and everything like that but I will tell you, it's not, I don't got a plan. I mean, you should. This is for everyone listening. You should try to at least come up with some kind of brand. I call what I have a loose blueprint. Kind of a light blueprint of like what I want to do, the things I want to try to accomplish, I know

what I don't want in life and I know where I don't want to be. And I feel like that's kind of like what really pushed me to do these things and one of the things I advocate for nowadays and I try to teach people when I meet them is like yo, people always say like man I want to be a rapper. Man, I want to be an actor. Man, I want to do this. I was like, alright. So, what are you doing to pursue that.? I'm going to school or something like that but you know, I'm still working my 9-5 so it's hard to do both or I'm still going to school. So it's hard to do it.

Everyone will always devote more time to their 9-5 because that's guaranteed money. But no one's understanding that alone is now hindering you from pursuing something you actually want to do. Quitting a 9-5 is the hardest thing I ever did. And I been said I've been in this industry for a long time. It's the first year I was like you know what.? I'm either going to go all in and fail. Or I'm going to succeed and get to where I want to be. But I'm not going to sit here and put half my 9-5 up and then put the rest on my relationships and



my family and then the little bit I have on what I actually care about, what I'm actually passionate and what I want my life to be about. Like you can't have it like that. You gotta make little sacrifices to really notice where you can be and harness that potential. But I will say it is funny. So full disclosure, I think you're the first person, at least interview wise. To just blatantly be like yo I want to know the story on the Mohawk lol. Most people try to shy away from it because they know it's an obvious speaking point. Which either way is fine with me. Like it's hilarious. So full story right.? I went to high school in the Bronx. And this is directly after coming from the West Coast. And so on the West, I didn't live in the hood. I lived in San Diego where it's nice and everybody is friendly. Like I used to thrift shop with my friends and my family all the time. So we never cared about brand names or anything like that. Then I moved to New York and it's the complete opposite. They're looking at me like I'm some alien. Like I remember I got into so many fights freshman year. It was ridiculous. Like to the point I had to keep fighting in order to make people leave me alone. I never hung out with any of the cool kids. I always hung out with like the losers, the gamers, the theater people, the goths, and the rockers and stuff like that. So, I had a weird assortment of friends growing up and I still remember it like it was yesterday. We were in the lunch room. I had a Puerto Rican friend that was trying to grow his hair out like Naruto. I got a Dominican friend that's trying to grow his hair out long.



so he can cut it and look like Jet Lee, like everyone's just like coming up with different styles and stuff with how they want their personality be and I was like yo how funny would it be if I just got a Mohawk.? They were like, like Mr. T.? I was like no, I'm talking about like a legit Mohawk. And they're like I don't even think you can do that. I was like bet. So this was sophomore year of high school. Maybe even like a year before that I started growing it. Around sophomore year it was 2008, it was when I was still in high school. I graduated in 2010. This is when I started doing MLG and the old pictures is circling around. It was like my first MLG event. And you can see my Mohawk it looks like a Mr. T Hawk Mohawk. Like I cut the sides off. I let the top. It was more of a tall flat top. And I kept growing it. Kept growing it. And then eventually like started to straighten it out.

So like word. Let me start putting stuff in it. And so then like it had the same linear path. Like I was growing my Mohawk just because but then at the same time I figured out MLG Gaming or Major League Gaming, and WCG, World Cyber Games. And I started competing and I was doing GameStop tournaments and stuff like that. I was winning a lot of money in Halo. And every time I went to a tournament or an event like, you kind of run into the same people and they're like, yo that's that Mohawk guy.! I was like, yeah, that's the Mohawk kid. Being a black kid in the Bronx with a Mohawk is already something that everyone's going to talk about. Let alone, now this guy is coming in and just taking everybody's money and then dipping, not saying a word. So, everybody is like, yo, who is this guy.? I started meeting a couple of real big people, I knew one of the commentators from League of Legends and a couple of people that were old XTV personalities. And they're like, yo you got a brand going right.? Dude, I got this told to me when I went to Twitch not too long ago because you know I've been doing this for so long and like one of my homies came up to me and they were like, yo, you ever thought about the fact that you got the most recognizable Mohawk on Twitch.? And I was like, really? I guess I never thought about that.

Everyone got a Mohawk. Like, people got Mohawks. It's not a different thing but a black dude with a Mohawk like yours is rare and let alone your a streamer and you're a competitive streamer, like you want to be on the screen, you want to be on the camera, you can utilize that to your advantage and that was in like 2010 and since then I just kind of kept. Everyone thinks that I just had the Mohawk because of gaming, no, the Mohawk was solely a random gesture of just a bunch of kids in high school just wanting to be different and standing out and just being like the outcast at school. Til now I walk into a room with a suit. My Mohawk up. And I don't even have to introduce myself. People already know who I am. People introduce me. And that got me into a lot of doors alone. Like having a brand. Having something that relates to you. Something that really like resonates with you is a huge thing when you're trying to build something for yourself. Cuz you know you can be smart. You can be strong. You can do all these things. But there's a billion people in the world. And I guarantee there's a bunch of people with the same exact skills or traits that you have. So what are you going to do to stand out.? And I got lucky that my standout quality happened to happen at the same time as my gaming career. And then those two meshed together. Now they call me the Mohawk CEO, the most recognizable Mohawk on Twitch. The gaming Mohawk, you name it. I've been called so many different things. So, yeah. No, it was a crazy time in my life and then I kind of flipped it and used it to my advantage and now it's been a staple for a few years now.

Me:

Yeah bro lol I had to ask about the Mohawk damn I'm glad I did lol. I knew it was an interesting backstory but behind that damn thing because anybody with a Mohawk got some interesting story ctfu. We all literally like, you know try to go for different looks as if we was like customizing our own avatar. I feel like a lot of us gamers, artists, as creators we kind of got the same spirit, you know what I mean.? Whether it's like dying our hair or doing something to make us stand out, I completely understand and as far as with branding it's genius.! There's a lot of people on these platforms with stuff like that. But not like you, you have that to your advantage, and that's really cool bro.! Especially you going to tournaments and being easily recognized and speaking of the halo tournaments, bro, that was always one of my favorite games.! Is that like your main thing, tournaments.? What's the biggest tournament that you ever won.?

Commodo:::

I appreciate you asking honestly. I tell that story maybe once every few years to the one or two people that actually ask about it. Otherwise, people are just like, yo, sick hair. Like, it's a cool conversation to starter for sure which I didn't think about at all when I was growing my Mohawk especially like I said, being in the Bronx. I remember walking down my block to go to school and the local homies and all of the crews that would just post up on the block would just roast me. It'd be like two blocks of just getting roasted by everyone in my community. And I did that for a few years until I was on a newspaper. And I was in the newspaper for one of my culinary things. But when they took a picture, obviously, I had my Mohawk. And I walked down one day and everybody was like, oh, we got the celebrity on the block and I'm like, what.? And then, I found out I was on the paper and then after that, everybody on the block knew me. Everybody respected me and it was like, yeah, I had to get over that like, I don't really care what people think I look like. What I look like or what I do has nothing to do with them because once they see success, everybody think like, oh man, I knew that dude from way back when, you know.? And yeah, you understand like being a creative, an artist, a rapper, anything like that. Like, you have to do something that stands out. Like, dude, look at like 69 with his crazy hair or you know, there's so many different people like that just have weird personas about them. Sometimes it works, sometimes it doesn't but hey, we should be an individual and you're being yourself and you know, people love authenticity. And yeah, I figured out what gaming was as an industry and was going to tournaments. So, yeah, I used to play Halo like I was a huge, I mean, I'm still a huge halo fan. I have all the books. I've seen all the movies. I have all the movies. I read the lore. I do like deep dive research. I know so much about Halo It's stupid. I love the game so much and it just so happened that I was pretty good at the game. At least during the Halo 3 times. Halo 1 and 2 is when I kind of got into it and didn't know about like tournaments or anything like that. It was only when I when Halo 3 came out I was already kind of like, integrated into the Bronx and into high school and I knew the people, and this one kid was just like, yo, like, you're pretty good dude. I'm like, oh, thanks man. Like, I know I could beat you guys if you guys ever want a money match, let me know and he was just like, well, I don't want to money match you. But like, this is even before MLG. We would go so he took me to Manhattan where Virgin Mobile used to be, it turned into a Toys R Us and now, I don't even know what it is now but I think it's a Disney store now or some crap. But, in the Virgin Mobile Store, it's like a record store, but it had everything, movies, games, all that kind of stuff. Like, so, he went to the back of the store, they would have, remember those old school setups where you know, you can practice the game and learn the game.? They used to have Halo 3 running. And they had it on customs. So, you can literally go there and you know, just play a custom match with your friends. And so what we did, because we're the hoodlums we went there and would wait for people to like, come play and be like, yo, trying to play for some money.? Like how good you are.? And like we would literally just battle kids. And we'd skip school and just like make money just playing kids like randomly on the street essentially. And then my friend was like dude like we're doing good. Like you're doing real good. Like have you heard about MLG.? And I'm like, I know MLB. Like Major League Baseball.? Lol he's like, no, MLG dude Major League Gaming. They have tournaments in different cities and stuff, like you have to travel for them and like, they're big money tournaments. So, I'm like, oh, that sounds cool. I'll consider it. And I went to my first MLG. I believe it was around like 2009 or 2008, and it was in Washington. So I took a bus out to Washington. And I played in the 1V1 tournaments cuz I didn't have a team. Like I said I was still not a very popular kid at the time. So I didn't have like a team and I didn't even have people that played Halo. I won that one and that payout was like, I think \$500 or something like that and I was like, oh my god. At the time, I was working already but I was like, dude, \$500. That's like half my paycheck and I spent less time, had more fun, and I was happy about it. So I was like shoot, let me start doing those. I started doing a lot of MLG rounds and like lost a shit ton.

Won a little bit. Then I started doing locals. So I do like the GameStop tournaments and like if someone was running a local tournament I'd just be there and I just kept racking up to go back. How much I've actually won.? My highest payout was probably like I think it was 900 bucks. Which I think was the second or third tournament I did. And it was one of those things that like, it was a joke. They were like, yo because I was always talking about it, this is before I even had tattoos. Now I'm tatted out. But I was like, yo, if I win a lot of money I want to get a Halo tattoo. I'll get Katana right on my forearm and they're like, okay, you won't do that and so, obviously, I won. A shit ton of money and I was a kid back then, didn't really have bills to pay. I was like hmm. I went to some tattoo artist in Manhattan. Super expensive. I mean, it wasn't that expensive given the time. So for 800, I got my first tattoo and it was like my whole forearm and it literally is Katana and people are like, yeah, you really love Halo. I was like yeah I wanted to show this is the money that I wanted to win and this is proof of it and now, I have that proof on me forever. But yeah Halo is



my home for sure. That's where I really bloomed and learned everything and I met the people that I met going into events. Like I started meeting like commentators and you know content creators, YouTubers, and all that kind of stuff. Podcasters. And that's how my world kind of opened up. I still every now and then hop into a random tournament. I think competing is super fun, it is where I started. It's not what I do now for income but it's fun to do. So like, I've won Call of Duty GameStop tournaments like little stuff like that. I've done a lot of Rocket League tournaments. I've won a few Rocket League tournaments. I've done a couple local Rocket League tournaments out here and back in the day like maybe a little bit after my MLG days, there was a company called WCG which stood for World Cyber Games and they did phone games. So I competed in asphalt for a while. I did Clash of Clans. Um what was the other one.? And then they also did fighters. I did Dead or Alive. And I've competed in a Virtua Fighter one even though I don't really play Virtua Fighter. But honestly if you give me enough time to try and practice I will essentially play, you know what I mean? So yeah I'm always down to do a tournament. I'm always down to compete. That's where I'm getting at. But this did just like make me realize. To go back to your question of how much money I've made through competing. So actually it just hit me right now. The most money I made competing didn't even have anything to do with if I won or lost. So back in the Call of Duty days because mind you, I actually don't play Call of Duty like that. Like it's not my cup of tea really but at the time, I knew a lot of people that knew industry people and so, they gave me a call 1 day. They're like, hey, do you want to do a show.? And I'm like, dude, I love being in front of the camera. Say the word. They're like alright, but we gotta audition and it's going to be me and like 3 others like me, him, and then 2 other of our homies and we're going to be team New York. So that's like the concept. I'm like, alright cool we can do that. I didn't really ask much after that because I'm just like my homie said that this is a money opportunity. I get to be on a show, I'm down. I get there. We ace the audition. And they're like alright so here's what it is. It's going to be Call of Duty so I don't know if you remember Call of Duty Elite. It came out on one of the Call of Duties. It was an in game show. So like you could watch it in the game. And now it's on YouTube if you ever want to check it out. But it's called fights and they had like firemen versus policemen, army versus navy and so our episode was New York versus Boston and you know, it's played on the tropes of rivalries and I thought it was going to be like a little thing. No, they flew us out to California. We filmed in Universal. met Stacy Keebler, the ex old school wrestler and we shot for I don't even know, maybe, 2 to 3 hours but probably not even that long and they paid us, I believe it was 600 just to go and mind you, they paid for our flight, they paid for a hotel, they gave us \$400 spending money. Then 600. And then when the show actually came out they gave us another 500. So that was actually the most money I've ever made in gaming at one time. In one situation. And that technically was a competition. I lost. Like you can watch it. I bombed it horribly. We got super messed up the night before. I was too excited. I get there. They're telling me that I couldn't wear

what I was wearing because of like show regulations. And I'm tired, we're doing this at like 7 in the morning and we just get swept. Like we just get like 4 or 5 0'd. But it just so happened we also knew who the people on the other team were. So we just talked a lot of crap to each other and made it made it a good show. But yeah that was probably the most money I've ever made through competing in a game.

Me:

Wow that's interesting bro.! A lot of people don't really make it that far winning or losing. Just to get that kind of experience that's really dope bro that's a hell of a story.! As far as the gaming and the live streaming, how long have you been doing the live streaming.? And how did you get into live streaming.?

Commando:

You know, that's why I love telling my story because I mean, granted, I'm not at the top of the mountain but just for the fact, I mean, that's kind of what really changed my whole trajectory. It was like, wait, I work a full-time job 9-5, hitting 40 hours plus overtime and people are making money playing video games and talking about video games and just talking to people. I was like, I feel like in the wrong the wrong industry. But no, as far as streaming goes, funny enough, I actually was one of those people that didn't think streaming was going to be as big and prominent as it is now. Little history story. Twitch before Amazon bought it, used to be called Justin TV. And I was on it, a couple of my friends were on it, and a lot of my friends were like AV and tech people. So my first actual podcast was on Justin TV through this rig that my friend made and it was so confusing and we streamed us playing Halo and it was like one of the first streams in that year when streaming was just becoming a thing. But you know between me living in the Bronx I didn't have money like that to be like buying computers and buying a setup and stuff like that. And I assumed you just needed all those things. So I kind of just like, man, it's not for me. Imma keep competing. Imma host events and go to cons and stuff like that and that's how I make my money. Then, I don't even know what it was. It must have been. Oh, I think it was actually when I got my Xbox One, I believe it is.? The one after the Xbox 360. That was the first console that allowed streaming through the console. So you can just stream through the console. If you had a mic and a webcam you're good to go. And at the time, I wasn't really doing much. I went to Con school. I became a head chef in one of the five-star restaurants in Manhattan and I was really focusing less on that and I also was like, that was during my party days. So I was always going out at night and just turning up and at one point, I was an event promoter for things here or there. Yeah. So, I just kind of wasn't doing a lot of gaming stuff and that was always in the back of my mind that I'm not doing enough gaming things. So, I started on my Xbox and surprisingly I got a really good response. So I did that for a while. Now because it's already called Twitch years have passed. There's already big names in Twitch. It's already a thing. So prominent that it's a common thing that people talk about. And I was like crap. I kind of it kind of have to jump on this now. So I started doing that for a while. And then once I moved out here which was I think 9 years ago now, I invested. I built my first PC. I made a whole green screen set up and everything. Like made a whole production. And within the first like 3 months I got affiliated. And then I got my first paycheck like a month after that. And I was like, oh this is actually a lot easier than I thought it was. All you gotta do is smile at people and talk to them and the games that I want to play. So yeah I did that for a while and been doing that since like officially streaming like hardcore probably since 2017. Probably but maybe even 2016 is when I really really got into it. I went to my first TwitchCon and that changed my whole thing. Cuz I've done a bunch of gaming conventions over the years. But TwitchCon was so informative, like how different your life could be if you just became a streamer and a content creator. So then after my first TwitchCon, I was like, yes, I'm all in sign me up. So after that I started really buckling down, building the studio. I just moved from my house. But the last house I just had like I legit had roommates and then I started making enough money that I was like I don't need roommates. Kicked my roommate out and turned his whole room into a studio. And I had that for like maybe the past five years until recently where I just moved. And I'm working on building it again. I just haven't had the time. Just running around doing a lot more work than I used to do. Which is good because you know more work means I'm getting paid and which means that I won't be homeless. So, it is a win win. But yeah, no. Streaming was not on my radar in the beginning of things and I wish it was. It's kind of like that classic tale people that are like, man, I wish I was on YouTube in the beginning. Now look Mr. Beast and all these other people and it's like, yeah, you missed your chance but honestly, I got a lot of life experience so when I came on to streaming I had a lot of information, a lot of knowledge to give. So now most of my streams, it's just me playing a couple of the same games, I do a lot more with indie games now. So, I do play some new indie games every now and then and some horror games but at the end of the day, I try to get that message across that, hey,



we're all just trying to grow a community. We're all just trying to get our bag. Let's do it together. Let me teach you how. Anything you want to teach me, you can teach me and we just kind of parlay on each other, you know what I mean.? And it's been great. The last TwitchCon I just went to was the first convention I've ever been to where someone came to me and said, hey, Commando.! And I was like do I know you.? And they were like, I follow you on all the socials, I watch your streams, and I was like holy crap. Someone noticed me. Literally changed my whole brain chemistry. After that, I was like, oh yeah, this is what I want to do for the rest of my life. Streaming is the foundation, let's say it like that, and then within the foundation, there's like the podcast and the photography, the hosting, the traveling to events. All those things all kind of coincide to make the streaming life a viable life if that makes any sense.

Me:

Nice, nice. That's dope bro, fucking with the independent games.! I always like to look at the walk throughs and stuff with guys playing indie horror games like my man Hollow from YouTube. And yeah, that was always interesting to me. So how often do you stream and how long does your streams usually last.? Like do you go all out with the 10 hour streams and subathons and all that stuff or how are you doing it these days.?

Commando:

Yeah when it comes to streaming, it's one of those things that I'm grateful that I was able to go to TwitchCon a few times. That really taught me that there's a perfect diversity in how you stream. Some people stream for like 4 hours, cool, you gotta think, everybody is in different time zones, people have work, people are at school. So then, if you're going to stream for that short period of time, you gotta find the sweet spot where all the crowd will come the most, the quickest. Otherwise, what my approach to it is essentially, I'll just make it simple, so I usually I tend to stream 4 to 8 hours. Because instead of working at 9-5 which is just you know an 8 hour shift. And like I used to work different jobs where I had like 4 hours or 6 hours shifts. I essentially swapped it. So my stream is kind of like my full time job because I can do everything remotely. All the jobs I can do now I can do remotely from my phone. I don't really need anything else. So like I spend a couple hours a day doing that, like editing and all that kind of stuff. But then on the stream. I'm streaming for at least 4 hours to 8 hours. And I stream Monday through Thursday right now. And that's subjective to change. Last year I did only Friday, Saturday, and like a Wednesday or something like that. Like I was just trying to do different things because one thing you can't

do is try to do stream every day. Yeah if you have the energy and you got the bandwidth both mentally and internet wise then go for it but like, that's just asking for a burnout. So if you minimize it. I do like a 4, 8 hour shift and then like on a special occasion like the other night, I played this game called Dispatch which is kind of like a story base, kind of like a Telltale games like The Walking Dead where you just like, it's like a bunch of decision making. And I was getting really into it. People were hopping in. People were getting really into it and then I was like, you know what like I think I can beat the game in one go. So I ended up streaming 10 hours. And that's like rare. Like I don't really like aim for those high number ones because like I said like it just drains you watching a screen and all that kind of stuff. And I have done one 24 hour stream. And that was when my friends from Dune Awakening gave me a code to stream for it. And that's like kind of what I do. I do reviews on streams. So like when indie games send me games to review, depending on how long the game is or if they gave me a demo or if it's just a beta, it's determining how long I'll play it. So those kind of streams usually tend to go kind of longer depending on the game and then, obviously, like, 24 streams are kind of hit and miss on your anniversary. You should stream like most people do like a 24 hour. I may try it this year but 24 hours isn't realistic in my life of doing multiple jobs at once. So, yeah. Normally, it's 4 days a week, 8 hours.



Me: Yeah man. I understand bro. It could be real time consuming, and the streaming world is pretty funny at times too I noticed!! I just started indulging in the streaming world probably like since like May last year and it's been interesting. The longer I stay on Kick the more I start to realize like, it's just no limit to what people stream these days, you know.? I seen sleep streams lol. Some that wasn't intentional, some unintentional. I seem like women making a half-assed stripper streams. I seen DJs on

streams. I seen pretty much everything but a fight lol. The streaming community is pretty crazy. What do you think is the craziest thing that you ever seen on a live stream.? That and what's the craziest thing you ever done on stream.?

Commando:

Yeah I know, it's time consuming, and mentally consuming. It's a lot. Like, be in front of the camera isn't as easy as people think. Hey, you said you've been streaming since May.? You're just starting out that's great. I had to really think because I the craziest thing I've ever on stream.? Trying to think, personally I don't really follow a lot of crazy people. Like a lot of people that I follow are within my community so it's pretty much like-minded for the most part. But I'd say, actually.! Okay, this is actually hilarious. Yeah the most crazy thing I seen on stream would have to be actually recently. I think it was like either before or after TwitchCon. But like in October, a woman gave birth. Like legitly gave birth on stream. I only watched a little bit of it but I was like oh my god this is this is where we're at now. Because like you said you can you can literally do just about anything. Especially like the different platforms. Twitch is pretty standardized on how to to be a normal streamer. You can't go really too far out of the margins. ou gotta be like in the TOS (terms of service). And then Kick on the other hand is like, they allow gambling. You can do hot tub streams. You can kind of do whatever for the most part. I haven't seen a fight but I guarantee if there was a fight I would pay money for that lol. I would watch that stream all the time. It's like bum fights in the freaking early days. But as far as the craziest thing that I have done I will give you a two part answer since you gave me a two part question. So the craziest thing that I've personally actually done.? So I've had a beard for years. Almost a decade. And so when I hit 1k following and everyone's like, oh, you can dye your hair and I was like, yeah, but that's not like, that didn't really bother me. Like, you know what I mean.? That's not something I'm going to be scared to do. I wanted something like challenging but not too crazy and then, they're like, oh, shave your beard off and I was like what.?



They're like yeah just shave it clear off. Just go baby face, you'll grow it back but we're going to make fun of you like for the first month and so yeah, I went on stream, got my shaving stuff, and literally shaved on stream. It was this weird feeling because I also had to look at the camera like it was a mirror essentially so it was crazy. It was ridiculous dude lol. But it was fun. It got the community really hype and that's kind of what it's about. As far as the craziest thing that I have accidentally done, which is also why I make it a thing to separate my office and my bedroom. Because back in the day I used to not be really good with my stream etiquette. I would forget to turn off my stream. And one day I was drinking and my girl came over. So I thought I ended this stream. But you can kind of see where it went. I woke up to a crap ton of messages like dude, dude, you're going to get banned, you're going to get banned. Thank God, no one saw anything, but they heard everything. And I was like, oh no. So that's probably the craziest thing that I've done, not necessarily on purpose, but on stream.

Me:

Bro that is hilarious!! Ctfu I feel like that's some American Pie type shit when Jim was on live stream with Nadia and he didn't know

know everybody can see it. For some shit like that to actually happen to you in real life is crazy bro lol. Yeah, bro. This has been a very interesting conversation. A very interesting interview and yeah, we are down to the last question. I really appreciate your time bro. This has been really fun bro and man we definitely have to do this again, you were an absolutely amazing guest. What would be your idea of a dream stream.? Is it going live on a yacht.? The first person to go live on the moon or what.?

Commando:

Yeah, I'm telling you, that's exactly how I felt lol. Like, when I woke up the next day, I was like, I cannot believe I really pulled some movie shit lol. Like, it's so dumb. But, you know, you live and you learn, those movies are just an idea put into motion honestly. Or a thought put into motion or even in action. So, I definitely felt like I was living that life for sure. But, yo, for real.? Honestly, like, this was my first interview of the year. And I appreciate you taking the time even hitting me up and wanting me on. Like I really do appreciate it. Yeah we've been vibing. This has been a fun combo like we're going to definitely make some more stuff moving forward because now your part of the circle. Now I gotta now I gotta take you along with me. Dream Stream. I'm like thinking like guest host. You said stream on the Moon or on a yacht. That is I'm sure those will both be achieved by one of these big time streamers in no time the way IRL streams are looking like. But funny enough I have actually achieved one of my goal streams. So I was able to stream last year and this year at TwitchCon. We did it through Stream Labs and I got to show everybody how the convention was as well as I did it again in Seattle at PAX. Where they gave me an IRL backpack and they were just like yeah roam the city. And so that was like a big thing for because you gotta get vetted and it's not like they just let anyone do it but I think like, the next big stream for me would be to do like a live broadcast of an international event. So, like, this past year, I went to Germany for the first time. First time ever going international and I went to Gamecom which is like one of the biggest freaking like mecca of game conventions you can think of. It was like a freaking city.



It was one of my biggest achievements of my life even though I've done a lot of stuff as you've heard lol but I was able to play on the main stage for Sonic Racers. I was able to play on the main stage like right in front of like thousands of people and we raced, I did lose. But my friend was able to get in the booth and actually like live stream from the booth and so my goal would be to live stream through like one of these Tokyo game shows in Japan. One of my dreams is, when I was younger I wanted to be a commentator on ESPN. So, I kind of want that level of stream. But for a foreign event, I think that would be like a dream come true. And I also like a dreams that can be accomplished. So I think that's like a perfect one for me.

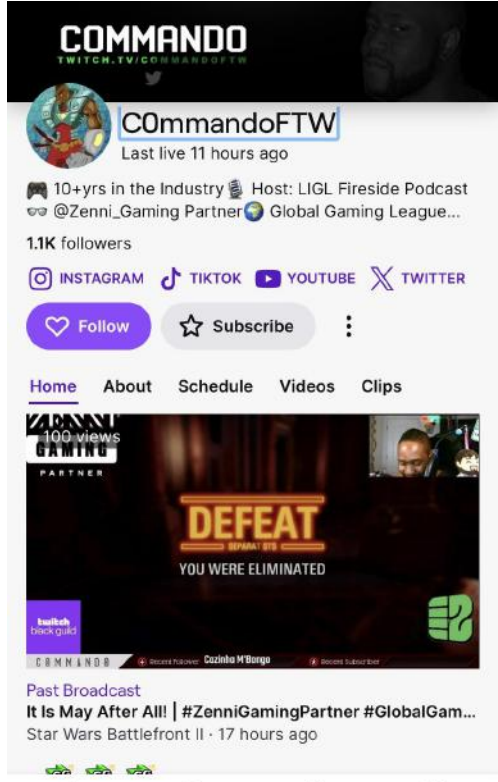
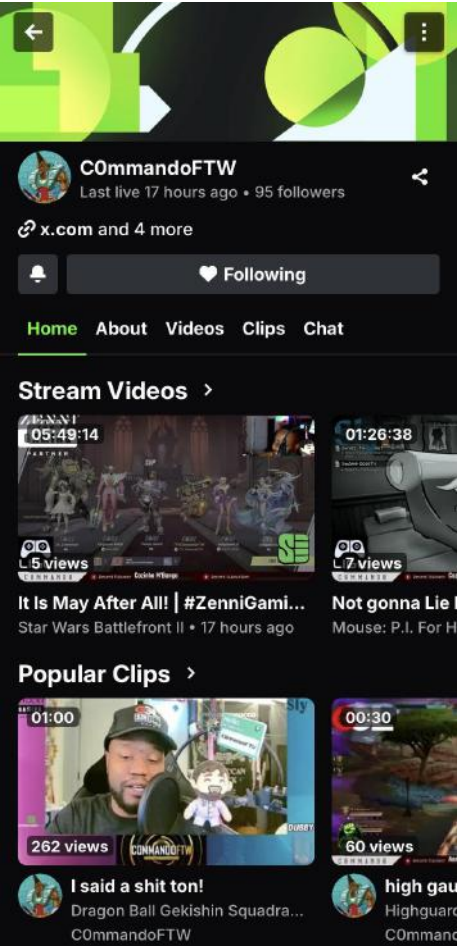
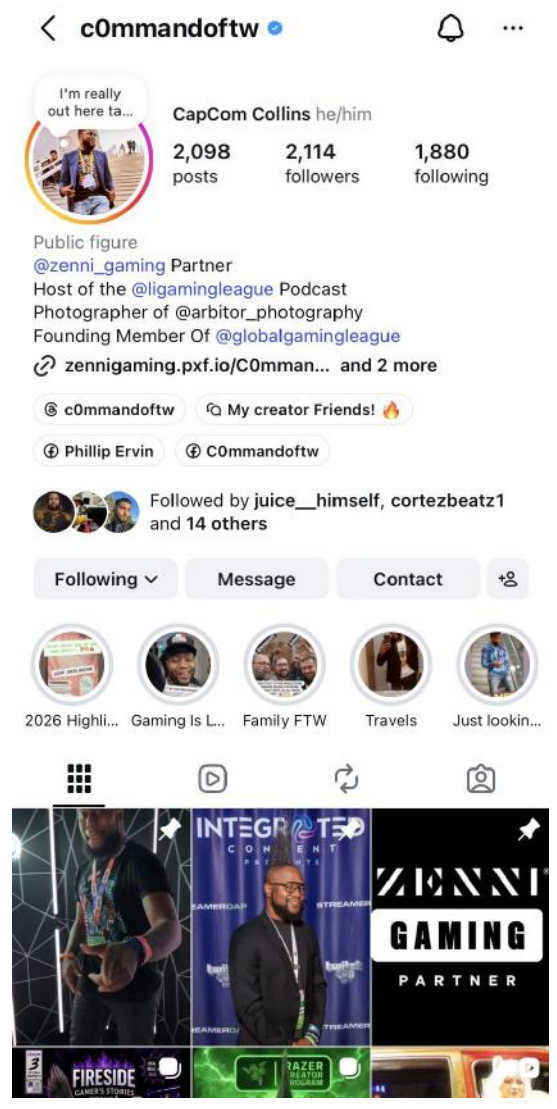


Me:

Yeah bro. You have did everything that a streamer pretty much wants to do in his dreams if you already think about that, all the big stages and shows. Getting paid to game on stage, off stage, you know what I mean.? We're definitely going to do some more stuff bro. We locked in bro for real.! This was fun man. This has been a W interview. You are a necropolis legend man. This is one of the best ones, like hall of fame. When I do a hall of fame interviews segment, this gotta be on there lol. This gotta be like on the Mount Rushmore of interviews. All those dream streams, I know you're going to accomplish those one day. You got the star power, you got the charisma, and you got the talent. Can't wait to see you again my brother. Thank you very much for your time.!

Commando:

I agree definitely a W interview.! Like I said earlier this is my first one of the year. Like this is definitely going to be hard to keep this level of good convo going. So you put the bar high for me. Being an interviewer myself I gotta step myself up so I can match your energy lol. But no I appreciate you having me on for real it means the world. I'm glad that you saw something and you hit me up. We're definitely going to do some more stuff together for sure.!



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RetroSlasher



Me:

Retro my brother.! It's an absolute pleasure to have you here with us in Necropolis Magazine, I really appreciate your time broski let's get to it. First off, can you tell me where you are from and a lil bit about that place.?

Retro:

I was born in an area known as Titusville, Florida. It's where Cape Canaveral is, where we launch our spaceships. The Kennedy Space Center is there as well so I got to see that as a young child and we had a 20 acre farm so I had the most fun as a kid at home I never had to go out to have fun. Now I live in a small town along the Ohio River called Brookport, Illinois it's a very old town we're know as the Bible Belt, we have more churches than other building in this town it's literally a church on every corner almost and some big ones out in the country. We have the Indian mounds here that are protected and lots of cemeteries are dated back passed the civil war, there's a lot of history on this river front I call home there is also Fort Massac, an old military fort that overlooks the river I could go for a long time there is a lot of history here.

Me:

That's interesting bro.! How did you get into streaming and how long you been doing it.?

Retro:

It started off as a fun thing to try over on Purple about 4 years ago. I found out I could make money doing it and it took off on me, I got a ban on Twitch for some bots or whatever, been over here on Kick for about 4 months and here we are. I've found a family and friends and some of the most interesting people from all areas of the globe, I feel truly blessed to be able to communicate about disabilities and positivity and not be judged truly is a calling to me and I aim to try to make it big like main stage big, so I can keep spreading the message of our lord and all disabilities and walks of life. We all bleed the same color from within we are all washed in the blood, I may not be perfect but I can give people insight from my encounters in life so that they can make better choices. Streaming isn't just an outlet to me it's a passion I love to be able to spread love and positive energy and treat people how I want to be treated. God, family, love, peace, and 420.!

Me:

I love that bro.! It sounds like you really found happiness in the streaming community. It's truly a blessing in disguise when things turn out like that.! I noticed you rebranded yourself as well at some point, you were once CoffinBoy420, and now your RetroSlasher which is by the way probably the best name I ever heard in the streaming world. What made you want to rebrand and how did you come up with such an amazing name.?



Retro:

I was CoffinBoy420 since I was a kid my friends helped me come up with RetroSlasher since I love gaming and horror, it clicked, me and my friend talked about like 5 names and I let my community help me make a decision but we were dead set on RetroSlasher from the get go. The community just helped make it a reality.

Me:

Wow.! W community.! It's always so dope when you have an engaging audience when it comes to things like that. That makes the name that much more special.! You are very consistent with the streaming as well, going live pretty much every single day. What is the biggest challenge that a streamer faces when going live daily.?

Retro:

A lot of things like, will I be great.? Will they accept me and watch me.? Will I get any subs or donations.? Am I doing the right thing.? DON'T burn out, lots of people burn out. I try to keep the same fire every stream sometimes you DON'T want too but I some how channel my energy. I can't describe it, my drive wants to make it streaming, my body can sometimes feel like it DON'T want too but my mindset is dead set on making it happen.



Me:

Man the determination of a motivated streamer truly is incredible. You guys go sooo hard with this man.! Some of the toughest grinders in the world I believe are streamers man. You guys really put your all and so many hours in to your craft. Speaking of long hours, what's the longest stream you ever done all in one sitting broski.?

Retro:

65 hours, I was gassed lmao. I slept like a rock after.

Me:

Jesus!! That's nuts bro!! lol. What kind of games do you usually play when you're streaming that long.???

Retro:

I played Call Of Duty most of it lmao. And then did some driving, racing games and some Fortnite but for most I played Warzone. Feel like it's my niche being one of the only deafs streaming hard games.

Me:

I seen you play COD before bro and you go HARD with it.! For 65 hours is just heroic tho lol your the man for sure! Do you have a favorite memory from a stream.? Or a crazy moment you'll never forget during a stream.?

Retro:

I do have a favorite memory from a stream and a recent one too. I may have found my life partner through streaming recently and favorite memory would be when I solo dubbed a squad lobby, it was insane.! And the vid is lost to fookin Purple because of that dang bot attack.

Me:

Broooo the bot attacks are the WORSEEEE. I remember the first time that happened on my stream and it was not fun at all to deal with in real time. Lol. What was the first video game you ever played.? If you can remember.

Retro:

Superman 64 from the Nintendo by far, broken controls, horrible graphics, bugs, just totally unplayable. It was a dumpster fire and a disgrace to superheroes, very terrible. Lol

Me:

Yeaaa I remember that.! That game is infamously bad lol. What is a popular game everyone loves that you actually hate.?

Retro:

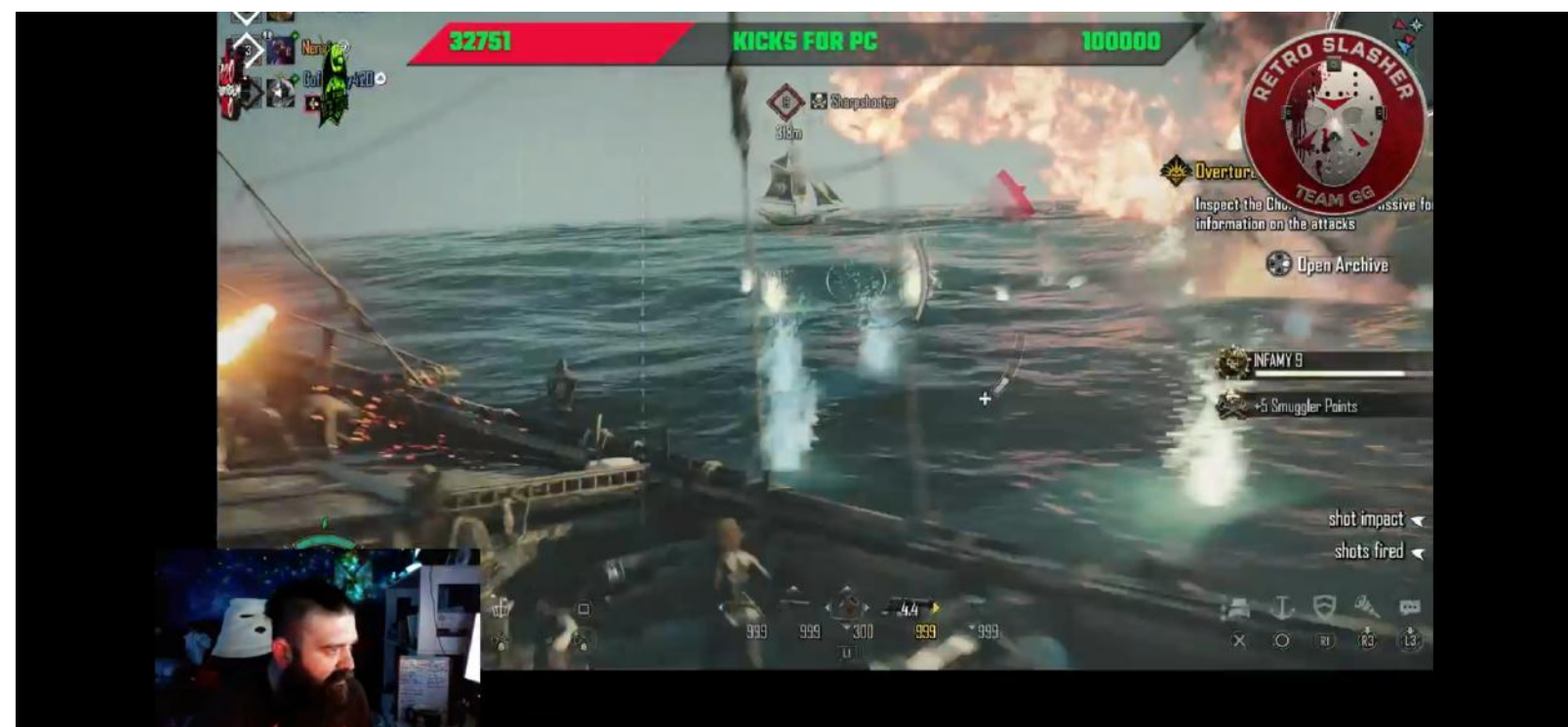
Arc Raiders lol. Not deaf friendly, And everyone is a backstabber.

Me:

Yeaa I can understand that lol that's one game where it's hard to trust one another. Retro I really appreciate you taking the time this interview with me your the man.! Thank you very much for this my TRA brother.!

Retro:

Much love brother, thanks for the love and having me let's keep winning.!



CHECK OUT RETRO SLASHER ON INSTAGRAM & KICK!!!!



Brandon Prewitt

157 posts

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Weight lifter handyman animal lover goth witch music lover metal edm country rock rap etc.

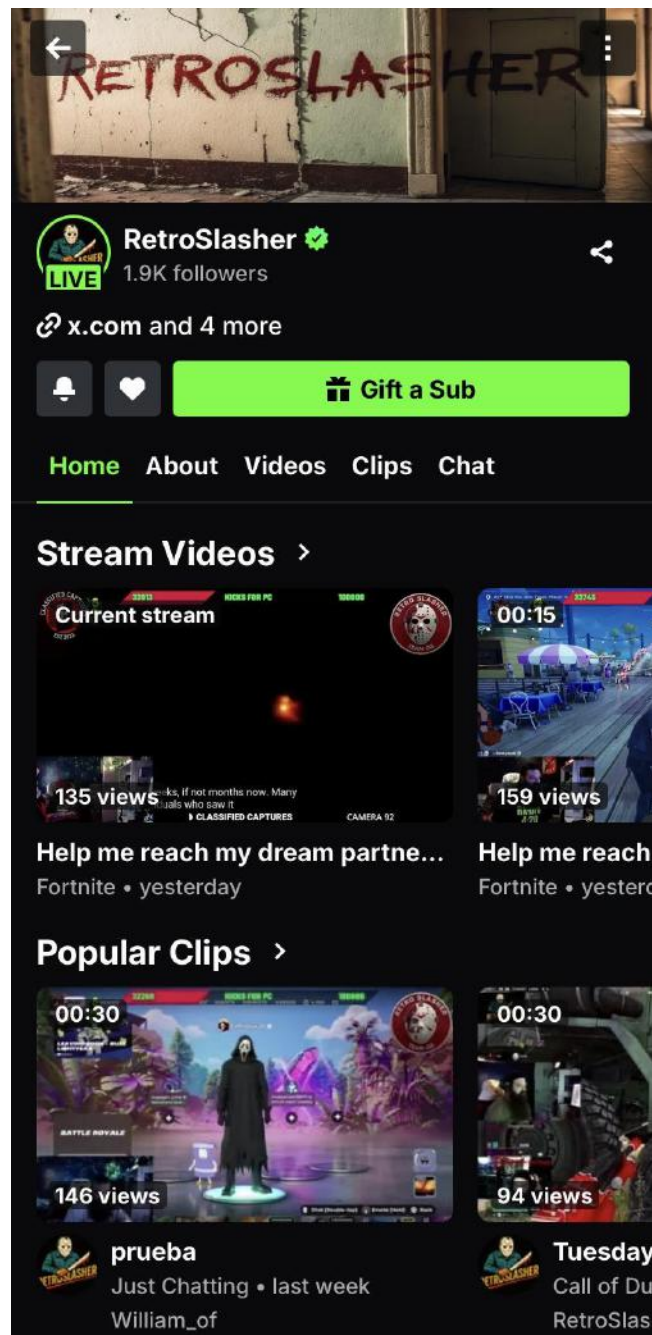
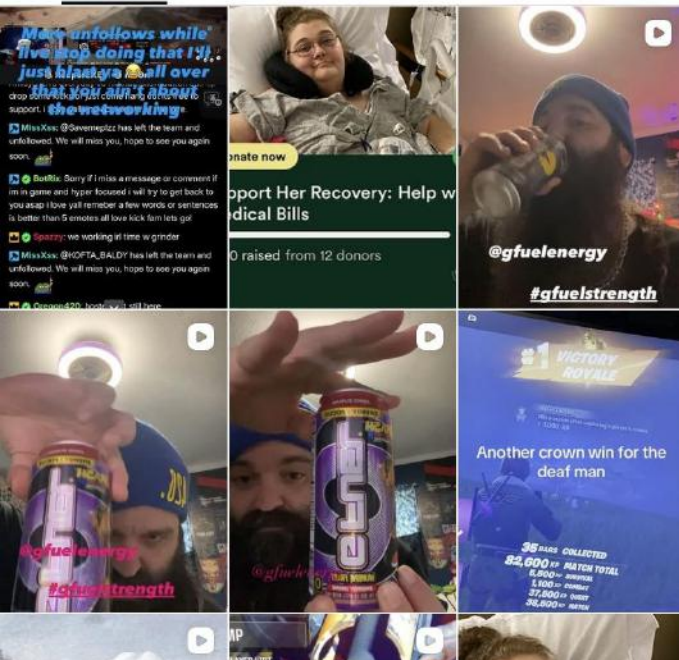
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TGM's STREAMER OF THE MONTH



JOSAN104

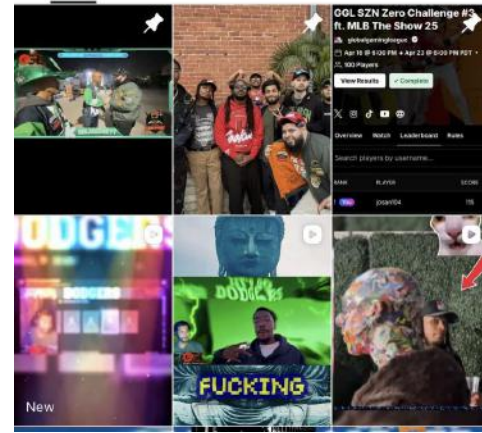
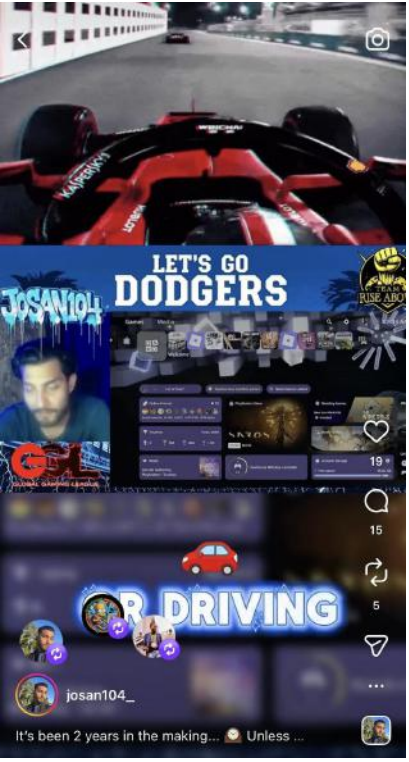


have to give it to Josan, these past few weeks bro has been by far the most consistent streamer you can imagine. Gaming, checking out new music, reacting to other streams, non stop interaction with his chat, this damn guy does literally everything but sleep.!!! Most nights I can go to sleep, wake up, only to see Jo on KICK still up from his typical all nighter. Jo is truly what being a gamer and a streamer is all about.! He doesn't get enough credit for his unbreakable will to pour in a massive amount of hours into his grind day in and day out. Check out Josan104 on Kick and some of his impressive highlights.

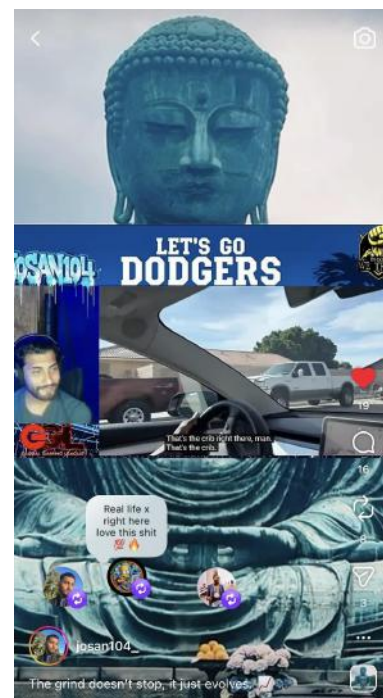
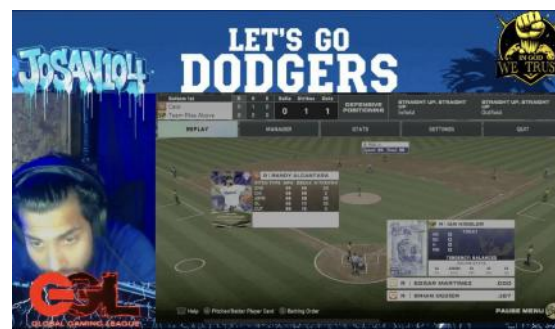




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tags into the stream



Why is everyone switching from gaming on joysticks to mouse and keyboard these days.?



By WACKGPT

Short answer: people aren't *universally* switching—but in certain types of games (especially competitive shooters), mouse & keyboard has a real advantage. That's why it feels like "everyone" is moving over.

Here's what's actually going on

--

1. Way better aiming precision

The biggest reason is simple: **a mouse is far more precise than a joystick**.

- * A mouse uses your whole arm/hand and a large surface area
- * A joystick uses just your thumb with a tiny range of motion

That means:

- * Faster reactions
- * More accurate shots
- * Easier "flick" aiming (snap onto targets quickly)

This is why in FPS games, mouse users usually outperform controller users, and games often add **aim assist** just to help controllers keep up ([Intel][1]).



2. Faster movement and reactions

With a mouse, you can:

- * Instantly turn 180°
- * Stop exactly on target
- * Adjust aim in tiny increments

With a joystick, you're basically ****controlling speed****, not position—so you have to wait for the crosshair to reach the target ([How-To Geek][2]).

--

🖱️• 3. More buttons = more control

A keyboard gives you:

- * Dozens of keybinds
- * Custom layouts
- * Faster access to abilities, weapons, or actions

Controllers are limited in comparison, which matters in games with lots of inputs (like MMOs, strategy, or competitive shooters).

--



4. Competitive gaming culture

Most esports (like CS, Valorant, etc.) are built around mouse & keyboard.
So if someone wants to be competitive, they often switch to match that standard.

--

5. More people gaming on PC

As PC gaming grows, more players naturally use mouse & keyboard—because that’s the default setup.

--

But controllers are NOT “dead”

This is important—controllers are still better for some things:

- * **Racing games** → smooth acceleration (analog triggers)
- * **Sports / platformers** → better movement control
- * **Casual gaming** → more comfortable, couch-friendly

Even experts say there’s no universal “best”—it depends on the game and preference ([Intel][1]).

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•• What you’re really noticing

It’s not that everyone is switching—it’s that:

- * Competitive players → prefer mouse & keyboard
- * Casual/console players → still use controllers

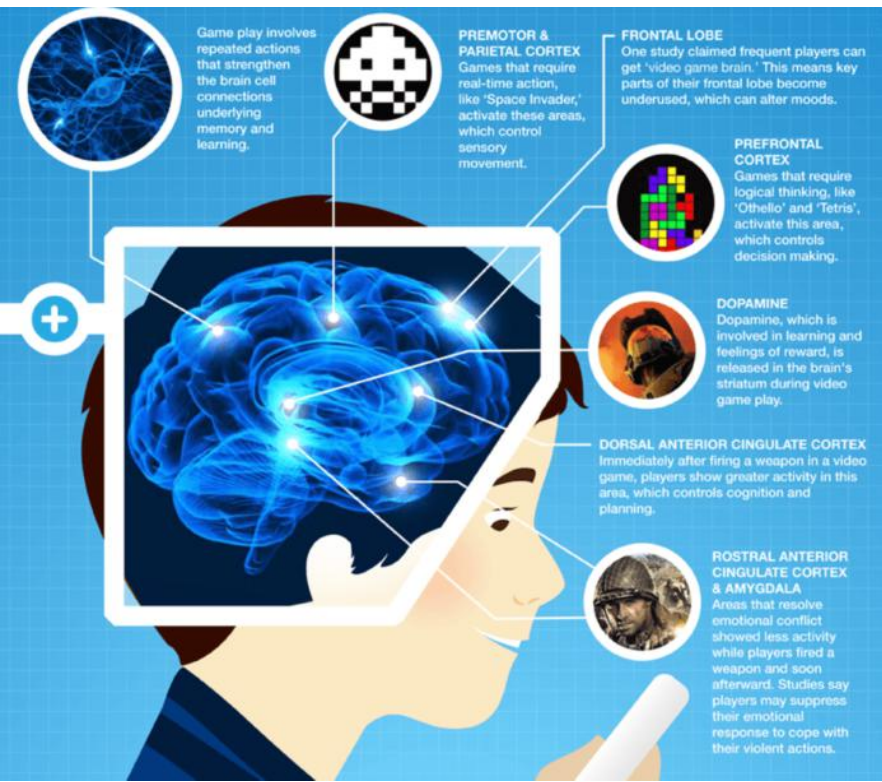
So it feels like a “trend” depending on what games or communities you’re looking at.

--

If you want, tell me what games you play—I can tell you which input actually gives you an advantage for those spe

Why video games are actually GOOD for you

By WACKGPT



Video games get a bad reputation sometimes, but the idea that they're purely harmful doesn't hold up. Used reasonably, video games can actually offer a lot of benefits—mentally, socially, and even emotionally.

****Cognitive skills get a real workout.****

Fast-paced games—like action titles or strategy games—force you to process information quickly, make decisions under pressure, and adapt when things change. Research around games such as Call of Duty or StarCraft shows improved attention, reaction time, and problem-solving. Puzzle games (think Portal) build logic and spatial reasoning.

****They can improve learning and persistence.****

Games are basically systems of trial-and-error. You fail, adjust, and try again. That loop builds resilience and a growth mindset—especially in challenging games like Dark Souls, where persistence is the whole point. Some educational games also reinforce skills like math, reading, or even coding.

****Social connection is a big one.****

Multiplayer games help people stay connected, especially across distance. Whether it's teaming up in Fortnite or building together in Minecraft, players collaborate, communicate, and form communities. For some people, gaming is one of their main social outlets.

****Stress relief and mood regulation.****

Games can be a legitimate way to unwind. Immersive worlds, music, and clear goals can help take your mind off stress. Relaxing titles like Animal Crossing: New Horizons are often used as a way to decompress after a long day.

****Creativity gets a boost.****

Games that let you build or customize—again, Minecraft is a great example—encourage creativity, planning, and experimentation. Some players even learn design, storytelling, or programming basics through modding or level creation.

--

That said, there *is* a catch: the benefits show up when gaming is ****balanced****. Too much can interfere with sleep, physical activity, or responsibilities. It's not that games are "good" or "bad"—it's how they're used.

If you want, I can break down which types of games are best depending on your goals (like focus, relaxation, or socializing).

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DC GIANT 60c



'THE ART OF THE DEAL!'

characterprofile

JAY AND SILENT BOB

RAP SHEET

TOY SURPRISE: To stop the "filthy addiction" of action figure collecting, the boys flooded the market with Star Wars figures. (*Clerks* #1)

MR. WIZARD: Bob can fix anything. He once built a CD player out of some chicken wire and his mom's vibrator. ("*Mallrats*")

SILENT KNIGHT: Silent Bob actually does speak, but only when he has something really important to say. ("*Clerks*," "*Chasing Amy*")

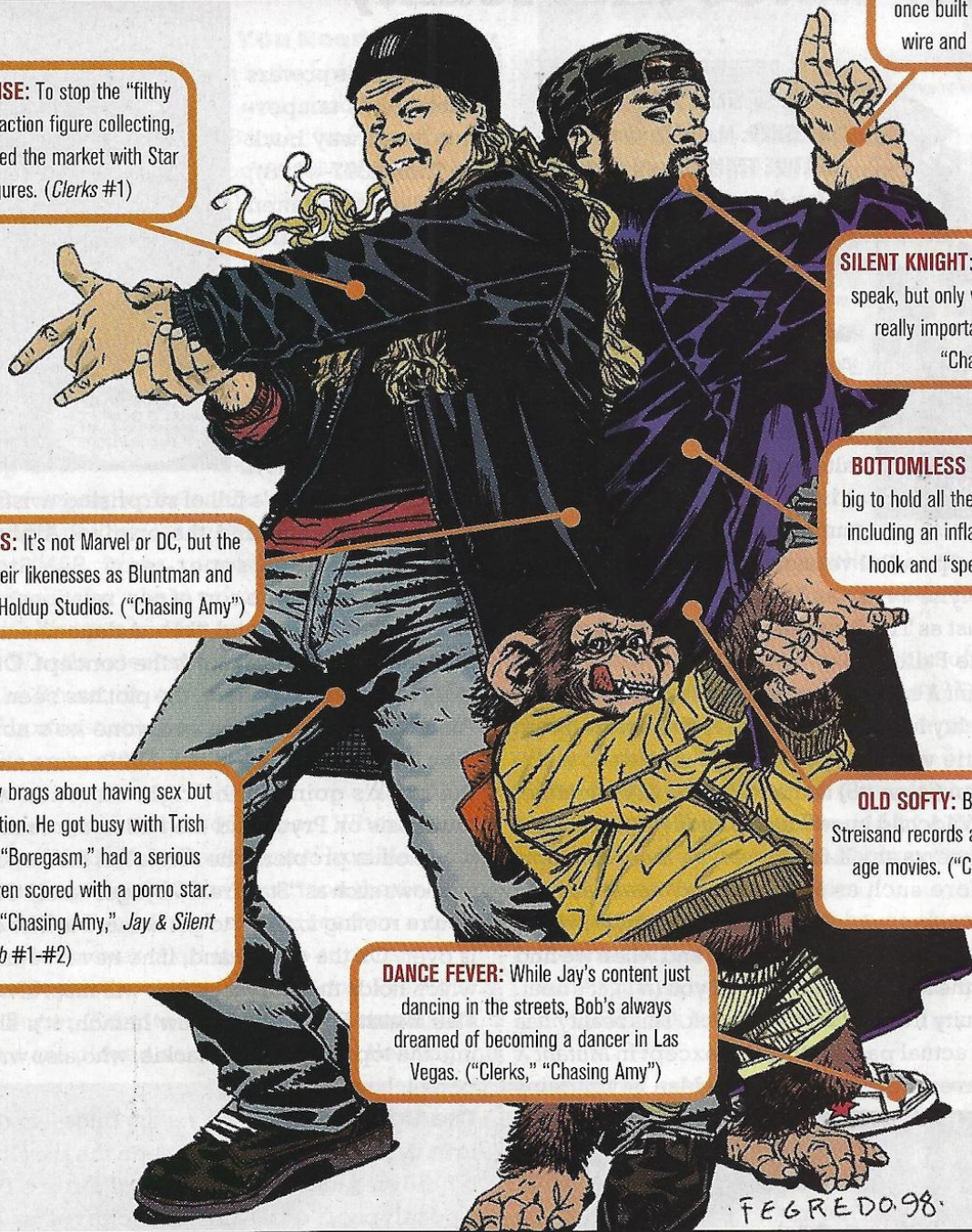
ACTION FIGURES: It's not Marvel or DC, but the boys licensed their likenesses as Bluntman and Chronic for Bank Holdup Studios. ("*Chasing Amy*")

BOTTOMLESS PIT: Bob's coat has to be big to hold all the stuff he might ever need—including an inflatable woman, a grappling hook and "special" toys. ("*Mallrats*")

KISS AND TELL: Jay brags about having sex but Bob sees the real action. He got busy with Trish Jones for her book, "*Boregasm*," had a serious girlfriend once and even scored with a porno star. ("*Clerks*," "*Mallrats*," "*Chasing Amy*," *Jay & Silent Bob* #1-#2)

OLD SOFTY: Bob has a thing for Barbra Streisand records and John Hughes coming-of-age movies. ("*Chasing Amy*," *Jay & Silent Bob* #1)

DANCE FEVER: While Jay's content just dancing in the streets, Bob's always dreamed of becoming a dancer in Las Vegas. ("*Clerks*," "*Chasing Amy*")



ORIGIN

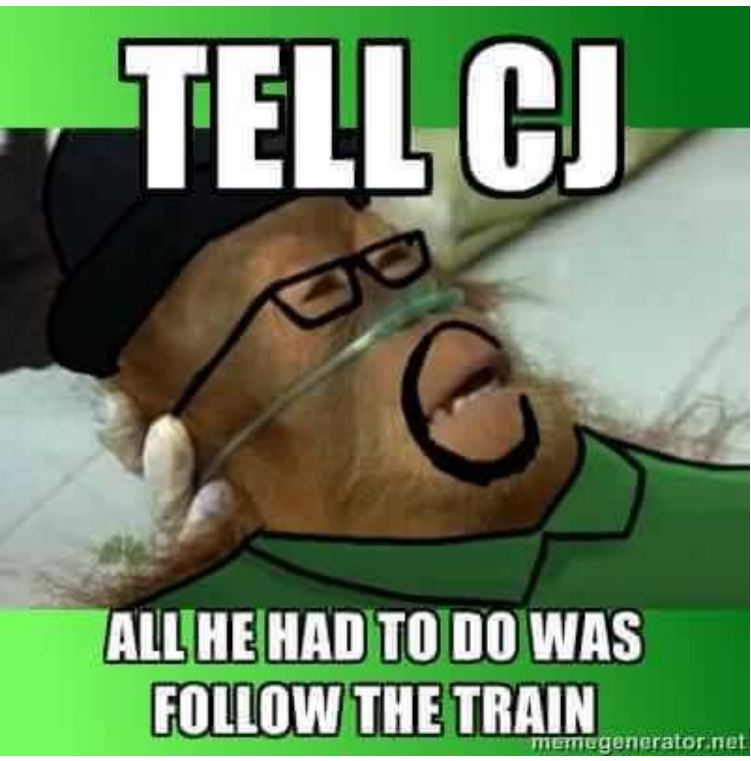
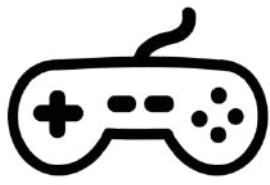
Jay and Silent Bob are the brainchildren of writer/director/actor Kevin Smith, who first unleashed them on an innocent public in 1995's acclaimed comedy film "*Clerks*." To the casual passerby they appear to be essentially just a couple of suburban drug dealers content on living life from day to day, smoking a little weed and enjoying the occasional party here and there. On further inspection, however...well, okay, no one's really inspecting them further. They're funny. Let's not over-analyze the phenomenon, okay?

NOW APPEARING

After a brief appearance in Oni Press' *Clerks Holiday Special*, the four-issue *Jay & Silent Bob* mini-series should wrap in early 1999, allowing the boys to once again grace the silver screen. This time they play prophets in "*Dogma*," a film that picks up where the mini-series leaves off. If you can't wait for another appearance, however, you can sometimes catch their rea-life counterparts Kevin Smith and Jason Mewes working at their comic shop Jay & Silent Bob's Secret Stash in Red Bank, New Jersey.



THE FUNNY PAPERS



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GREEN WALL OF DOOM? SUCK MY DICK



WHERE BOYS BECOME MEN

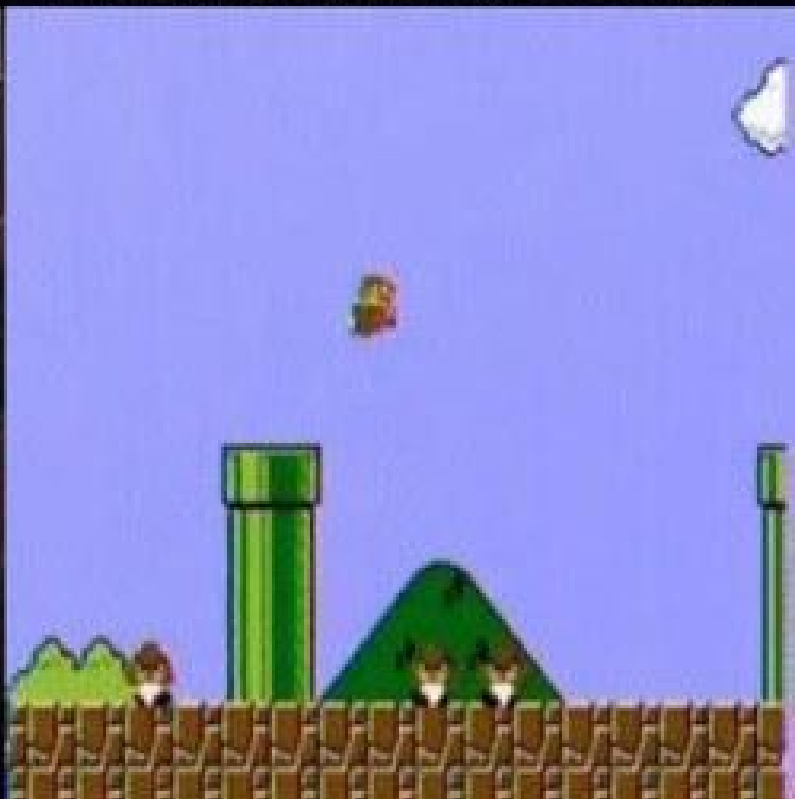


AND MEN BECOME DEAD

AIR ASSASSINATION TODAY



AIR ASSASSINATION IN MY CHILDHOOD



**WHEN GOING TO THE BATHROOM
WHILE YOU'RE DEAD IN A GAME**



**AND YOU HEAR THAT THE NEXT
ROUND IS ABOUT TO START**

MY COUSIN'S OUT FIGHTING DRAGONS



AND I'M JUST SITTING HERE MASTURBATING

**BOSS: DO YOU PLAY IN YOUR
WORKPLACE?**



ME: NO, NEVER.

SURE I'LL GO IN THERE



WHY NOT ?

YOUR FACE WHEN

**YOUR THE LAST KILLED AND
HAVE TO WATCH THE KILLCAM**



After playing Halo: Reach on legendary difficulty

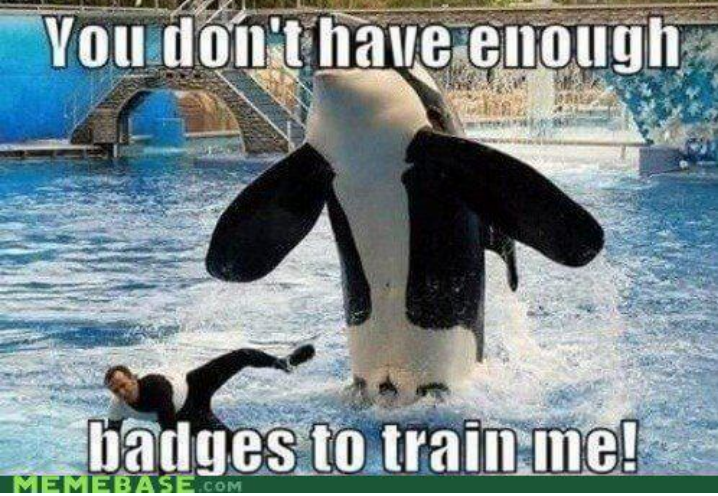


INTRODUCED MY WIFE TO SKYRIM



HAVEN'T HAD A SANDWICH IN WEEKS

You don't have enough



badges to train me!

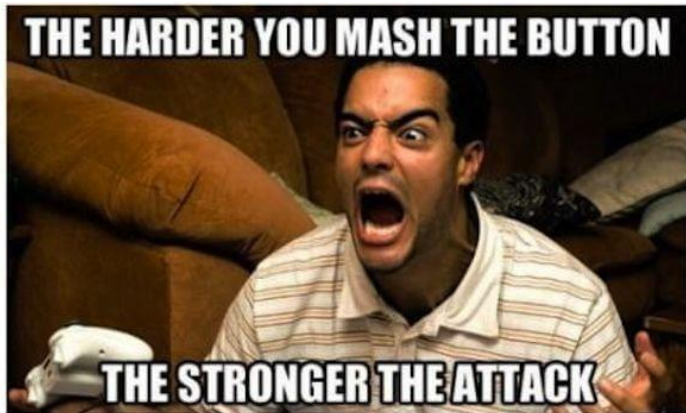
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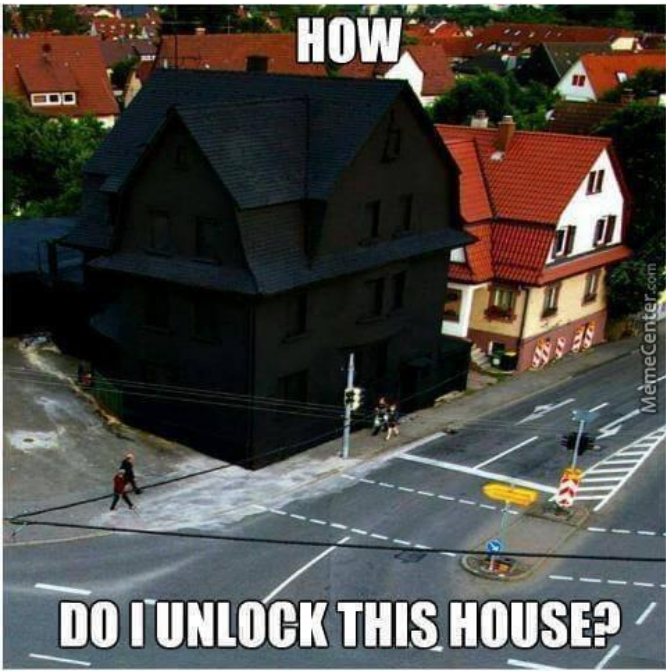


TO PLAY OUTSIDE

THE HARDER YOU MASH THE BUTTON



THE STRONGER THE ATTACK

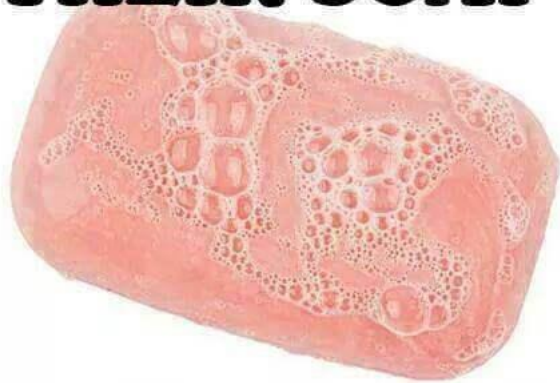


CAN DESTROY GODS WITH HIS BARE HANDS



CAN'T OPEN A WOODEN DOOR

THEIR SOAP



**OUR
SOAP**



GTA has prepared me



for this moment

**I HAVE A JOB SO I'M ABLE TO BUY
VIDEO GAMES**



**CAN'T PLAY VIDEO GAMES
BECAUSE I HAVE A JOB**

CRASH

BANDICOOT



DEC '97





ENJOYED THE MAG.??? IF HAVEN'T
YET CHECK OUR THE PREVIOUS
ISSUE!!!!

ISSUE #3

OCTOBER 2025

NECROPOLIS

Team Rise
Above
Is Rising

The 
Grindfather

Songs
4
Zombies

CortezBeatz
Is
Amongst Us!

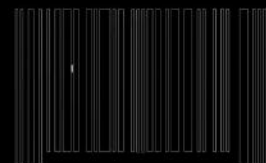
A Look At
Necropolis
Television



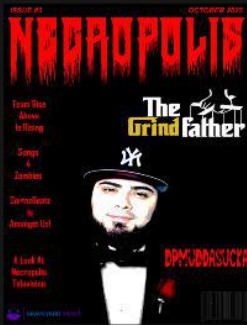
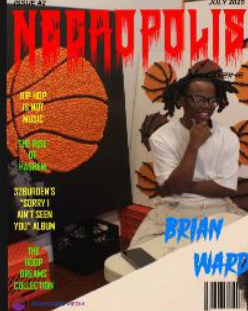
DPMUDDASUCKA



GRAVEYARD MEDIA

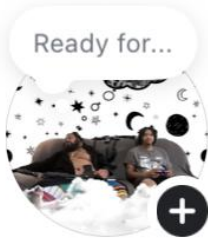


I think I had a good run this year 🙌🏻



2025
WAS A
MOVIE!!
!!

grave_yard_media



Ready for...

Captain Midnight

29 posts

3,291 followers

2,038 following

Blogger

Official Music Blog For Juice Skywalker

1684'

(@juice__himself) "Dreams Don't Come True Here"

OUT NOW !!! check out... more

linktr.ee/juicecantrap

+ Add banners

Professional dashboard

8.4K views in the last 30 days.

Edit profile

Share profile

Email



New



YOUTUBE



SOUNDCL...



FACEBOOK



DATPIFF



1,598



13.4K



13.2K



WE DID IT AGAIN GUYS.!!! ANOTHER FUN, DOPE,
AND SUCCESSFUL RELEASE.!! IM REALLY EXCITED
ABOUT THE GAMER'S MANUAL AND SOO MUCH
MORE TO COME THIS YEAR. IT'S GONNA BE REALLY
SPECIAL THE THINGS WE'RE DOING MOVING
FORWARD AND I CAN'T WAIT TO DOCUMENT IT
ALL.! FROM THE NEW TEAM RISE MOVIE MOVIE
'THE UNDERDOGS" TO THE NEW UPCOMING ALBUM
WITH CORTEZBEATZ IT'S BEEN GETTING REAL.!! I
WANT TO GIVE YOU READERS A VERY SPECIAL
THANKS FOR ALWAYS TUNING IN. WITHOUT YOU
NONE OF THIS IS POSSIBLE YOU ARE THE REAL
MVP.!!! THIS YEAR WE'RE GONNA TURN UP THE
HEAT WITH THE CONTENT. MAN, GUYS IF YOU ONLY
KNEW WHAT IM PLANNING TO DO. LOL IM TELLING
YOU THIS IS GONNA BE SO FUN THE THINGS I WANT
TO SHARE WITH YOU. WELL IT'S ONLY A MATTER
OF TIME.! SEE YOU NEXT TIME MY FRIENDS.!! ONCE
AGAIN THANK YOU SOO MUCH FOR BEING HERE
AND VIBING WITH US.!!! IF YALL NEED ME I'LL BE
LURKING IN THE SHADOWS OF INSTAGRAM, YOU
KNOW HOW TO REACH ME.!! LOL BIG LOVE TO YOU
GUYS.!! WISHING YOU A GOOD DAY.!

-MANAGEMENT

