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When you buy a co-op, you're actually buying shares in a corporation that owns the building. Regardless of the owner's decision, potential buyers need the approval of the Cooperation Council to close on the property. Making a written offer for a co-op unit can be a bit more complex than a traditional residential property offer. Sellers consider the offer price, but also look for a buyer who can make him pass the edge to the closing table. Hire a qualified real estate agent who has experience in your local co-op market. It can search for comparable sales in the building and surroundings and help to arrive at an appropriate bid price. You can also help meet the financial requirements needed to buy a co-op by connecting with the lenders who finance such sales. Get pre-approved for a mortgage. You can support your offer by including a letter of pre-approval from your lender stating that you are financially sound and can afford the selling price and payment falling. Like other real estate offerings, coop cards will not consider an offer without a mortgage pre-approval letter. Build a sales contract to buy the co-op unit. Real estate agents use Boiler Sales Contract forms that comply with state and local laws, so they don't have to draw up one themselves. The contract of sale -- which acts as an offer -- should include the address of the property, an offer price, and the terms and conditions of the purchase. Although not essential, including a budget can justify your offer and show the owners -- and the board -- that it meets the co-op's financial requirements for purchase. Present any contingencies. For example, if your ability to buy the co-op is contingent on the sale of another property, this should be presented in the offer. More commonly, bids include a contingency mortgage, which means that the bid is contingent to the buyer gaining final approval of the subscriber loan. Send your offer. Whenever one party makes a change to the written offer, the other party has the option of accepting, rejecting, or recounting it. The document becomes binding only when both parties agree on the price and all contractual terms. The largest Android malware campaign may have fooled up to 5 million users into downloading infected apps from Google's Android Market, Symantec said today. Dubbed "Android.Symantec's Counterclank, the malware has been packaged into 13 different applications from three different publishers, with titles ranging from "Sexy Girls Puzzle" to "Counter Strike Ground Force." Many of the infected apps were still available in the Android market from 15 o'clock on Friday ET. "They don't seem to be real publishers," said Kevin Haley, director of Symantec's security response team, in an interview today. "These applications are not bounced, as we have seen so many times before." Haley referred to a common tactic by Android malware to remake a legitimate application with the attack code, then re-release it to the market in hopesymantec estimated the impact by combining total downloads - which the Android market shows as intervals - of the 13 applications, reaching a figure of 1 million on the low range and 5 million on the high end. "Yes, this is the biggest malware [outbreak] on the Android Market," said Haley.Android. Counterclank is a Trojan horse that when installed on an Android smartphone collects a wide range of information, including copies of bookmarks and the manufacturer of the laptop, also changes the browser home page, hackers monetized malware by pushing unwanted advertising on compromised android phones. Even though the infected apps require an unusually high number of privileges -- something that the user must approve -- haley claimed that few people are worried about reading them before giving their consent. "If you were the suspicious type, you might wonder why they are asking for permission to modify your browser or transmit GPS coordinates," said haley. "But most people don't care." Android.Counterclank is a minor variation of an old android slut horse called Android. Tonclank discovered in June 2011. Some of the 13 apps that symantec has identified as infected have been on the Android market for at least one month, according to the audit dates published on the e-store. symantec, however, only discovered them yesterday. Users had noticed something suspicious before then. "The game is decent ... but every time you play this game, a search icon is accidentally added to one of your screens," said a user on jan. 16 after downloading "Deal & be Millionaire", one of the 13. "I keep clearing the icon, but always reappear. if you touch the icon you get a page that looks suspiciously like the Google search page". Android users hammered one of the infected apps with low scores, calling it 'crap. All the 13 suspicious apps are free to download.Symantec researchers told google about their discovery, said haley, haley said that symantec researchers are still "unleashing onion layers", and added that the company would publish more information on the threat as soon as the details were revealed. "What is interesting here is that instead of taking legitimate apps, [malware authors] have created similar applications to those legitimate", said haley. "That, and the great number of downloads, of course." symantec has published a list of the 13 infected applications on its website. gregg keizer covers microsoft, security issues, apples, web browsers and in general computerworld technology breaking news. follow gregg on twitter @kzeizer, on google or sign up for the rss feed of gregg. its e-mail address is kzeizer@computerworld.com. see other articles of gregg keizer. copyright A© 2012 idgInc. Call of Duty games are essentially first person shooter porn. They bombard your senses with explosions, explosions, and the general chaos during the time spent with them; pulling an enemy after the other against you, offering ways to keep the war going forever online. And it works, and it works well "so much so that the franchise producers expect to cash out a billion dollars every year. This is a stunning result if you think about it, and proves that the series remains relevant even when it recycles ideas. But his age is seen. The real question is, does it matter? The sports franchises release new iterations every year that often add only one or two new features, and fans are satisfied. Then why is the Call of Duty franchise held to a different standard? Maybe he's a victim of his success. Fans of the series devote days, even weeks of time to play and to exhaust themselves, and have done so since Call of Duty 4 changed all five years ago. They know their games, and small additions can make great changes. But five years are a lot in the game. Despite several changes, the engine is beginning to lose one step. After half a decade of seeing the same identical truck driven by the same enemies, it stands out. Dealing with the same scenarios in the countryside with few deviations can be masked with an intelligent design and an engaging multiplayer "both present here" but the flaws are showing. But a) Despite the inevitable complaints that Black Ops 2 is just a new package of maps for Black Ops, and despite the angry choir that (correctly) suggests that this game lacks innovation, there is a reason for that billionaire turnover. This game still requires respect. Black Ops 2. Black Ops Supervisioned by the Hollywood screenwriter and co-writer of The Dark Knight Rises, David Goyer, the Black Ops 2 plot continues the tradition of the campaign series designed to be the equivalent of a summer success film. You should not play Call of Duty campaigns if you hope to develop character or deepen your human soul, you should play to blow things up. How you feel about them depends on what you want from your game "and maybe from the game in general. In any case, Black Ops 2 does what it is intended to do, and fills your senses with battles and explosions enough to apologize to your neighbors for noise. It's big, noisy and stupid, just like Hollywood movies trying to emulate. And just like those movies, Black Ops 2 is both fun and problematic. History takes place in two periods: the first, chronologically speaking, takes place during the end of the Cold War, and continues the adventures of the slightly damaged protagonist of the original Black Ops, Alex Mason, while trying to stop the rise of the narcroticist Raul Menendez. These sections are proposed as flashback since 2025, the main period of the game, when David, Alex's son,Read more about the threat Menendez poses after afterhas gained a fanatical following of almost a billion people. The story works much better if you don't already know Menendez's plan. This is hard if you've seen any of the commercials or stories on this game, but on the slim chance that you stayed as pure as virgin snow, this review will be free spoiler. In general terms, though, the plot tries to give you a more rounded picture of the bad guy in the piece, as you see how and why he does the things he does. It is an interesting objective, also noble to bring complexity to the narrative, but falls flat more often than not. Also, while the retro settings worked well in Black Ops, in the sequel they are not as appealing as the levels that offer futuristic à combat options and therefore original. There is a strong emphasis on technology, and obscures the more traditional aspects of previous missions in the past. The story is also quite dark, leading to what is perhaps the biggest problem of the campaign à you take just so cursed seriously. From murdered fathers to crooked sisters, there is a bleak feeling to the story. It is broken by endless attacks to kill the same suicidal AI who continues to remain undercover until they get up comfortably and place their heads in the same spot over and over again. Between dead/happy enemies and the automatic target (which is the default, but can and probably should be turned off), you can sleepwalk your way through most of the first half of the game. Black Ops 2 gets away with the mystery of Black Ops (and the flashing spectacle of Modern Warfare 3) and suffers from it. The next half of the game picks things up, but there are very few new mechanics or serial pieces you haven't seen before. The storyline features branching plot lines and multiple endings, which are triggered based on the choices you make and the goals you accomplish (or fail to). It leads to a different narrative in many cases, although the overall story and positions remain the same. These give the campaign something it has never had before: replaying value. Throughout the game you will be offered "Strike Force" quests, side quests that affect the overall story without changing the great times of it. These quests come and then disappear after a limited time, never reappear and take any element of history they had with them. Strike Force missions are team-based and allow you to work with more characters and some of the new high-tech toys of tomorrow. Some may have you offended while others have you defending positions. Although it's not really an innovation, it's a good addition to break things up, even if it cuts a bit in the flooring as they are only available for short periods of time. But despite the new setup, gameplay and weapons, Black Ops 2 operates very much the of previous games, and presents the same problems as extremely linear levels, reused design elements, the strange glitched glitchedand predictable clashes with unimpressive AI. It also raises the question of why the game, which during the game always has a team of at least two characters, regardless of the time period, does not have a co-op. 10 Slots Equal One New Approach In what should surprise no one, the basic multiplayer mechanics remain the same. The game moves as it has done for five years, and the same competitive philosophy is at work. If you've played the games before, nothing should surprise you here. It is not a criticism to point out that CoD has always been a matter of evolution versus innovation, and changes are a progression of things introduced earlier. There's no doubt the series needs a revision soon, but both Treyarch and Infinity Ward have done a great job with what they're dealing with. The franchise has long been a trend setter in competitive multiplayer games, and many of its innovations, such as kill stripes and pay points to unlock weapons revealed through leveling, have quickly become standard in the FPS genre. Black Ops 2 has some innovations of its own that will probably soon be trivial. The changes they introduce are generally very good, and are typically adopted by other games of the genre quickly. The same process is taking place here as well. There are several levelling changes that will change your approach, although no one should feel alienated from the fans. The biggest change is the inclusion of a limit of 10 slots for your loads. Each upload has 10 points that you can fill in any way you choose, once you unlock the desired item to a specified level, and then use a token earned by ranking to unlock it. These 10 slots can be used to carry perks, weapons, weapon modifiers such as viewfinder, and secondary equipment. So if you want to attach a telescope and have a double clip, it will cost you three points, two for the add-ons and one for the weapon itself. If you choose to reload benefits at the cost of a secondary weapon or a concussion grenade, you can. It often makes you sacrifice one thing for another, and after a couple of times with it, you'll see the ebb at work. Kill strips were replaced with something closer to the MW3 support point system, which included targets as a measure to increase the strip points. Capture a dominance point, shoot down a UAV or kill an opponent and earn points to unlock one of three rewards, each of which is listed below its cost per prize, and is selectable once unlocked. As with all Call of Duty games, the risk of these scores overwhelming the gameplay is present, but it is manageable. However, if you hated the constant death from above mentality of previous Call of Duty games, you'll hate it here. There are others, including weapons, which offer new unlocked bey attachments gaining experience with that weapon. It's got a new coat of paint, but it's not really new. All the modes return, including MW3à's Kill Confirmed and a new Hardpoint mode similar to King of the Hill. Also the bets from Black Ops return, but are now nicknamed Party Games, and the practical mode that allows you to play against the bots in Black Ops has been renewed. Now it allows you to play mixed games with human beings and AI, which is a great way for new players to enter the well-traveled world of Call of Duty online. Along with traditional online modes, Black Ops 2 introduces the championship matches. The specific games you compete on a scale, with a good performance that makes you rise and a bad one that does the opposite. It will take some time for players to set up once the game has been released, but it should group players with similar skill level opponents. Changes do not touch the foundations of Call of Duty's multiplayer, but help to present it in a new, fresh, though very familiar way. There are not enough changes to conquer those who do not love it or bring back those who have abandoned the series. But for those who love games, Black Ops 2 offers a lot to reaffirm the place of Call of Duty as the dominant online game, and this offer surpasses Modern Warfare 3. Have Zombie, Will Travel One of the major changes seen in Black Ops 2 is Treyarch's new zombie mode. The individual maps have been replaced by a campaign called Tranzit, which sees you and up to three others fighting waves of zombies as always, but now you have a partial world to discover and a bus controlled by artificial intelligence that takes you between the premises while you are under attack. It was a formula that did not need a great reworking, and often leads to confused teammates who split up when some take the bus, but a good team can make the most of the moving locations and the most avid fans should appreciate the effort to expand the mode. Statistics are now kept for your zombie progression, and you can collect tools that are scattered throughout. All in all, the changes seem half measures. The previous, stand alone maps offered as much as the new campaign, transferable. It simply doesn't go far enough to really become the standalone mode that Treyarch aspired. Still, the zombie mode remains a highlight for those seeking cooperative. Change is a love letter for zombie fans. Treyarch wanted to offer them something more, something deeper. In this it manages a little, and it will be interesting to see where the inevitable DLC takes fashion. Along with the new traditional zombie mode, Black Ops 2 also offers a new grieving zombie mode, which allows eight players to stand against zombies, but these eight players form two teams and only one team can win. If you see a human fall, they are on the opposite side, you can choose whether to let them die and take over or revive them and hope they will help you survive longer. It is a fun mode, but not a great attraction. attraction. The cracks are showing, but Call of Duty continues to put out quality, annual deals. There haven't been many changes to the fundamentals, and the graphics à while still decent à are less impressive than some of the newer engines on the block. There are several new tweaks that work though, and the slot limit 10 might not seem like a major change, but it really makes you rethink your approach. The countryside is a decent detour, but little more. It has pacing problems and never surprises you, but it's a fun distraction for eight hours or less. As always, the multiplayer is king. It does honor to the show, but those who are not fans will see it as more of it. Call of Duty remains at the top of its genre, although its position is tenuous. It needs a revision, but as long as the quality of the games remains consistently high, and as long as Activision and its developers pack this content into a disc à a campaign, zombies and a massive multiplayer à that billions of dollars a year seems like a pretty safe bet. Rating 8.5 out of 10 (This game has been reviewed on Xbox 360. A copy was provided by the publisher.)

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