Evil Zero with the latest iteration has been putting out a steady stream of games since the eight-bit days. The game is enjoyable, but it also had the capability to scare the crap out of you. Many a gamer screamed out loud while battling through the zombie-filled mansion that was the setting of the original game. In the six years since the release of that classic, Capcom has been putting out a steady stream of titles in the series that culminates with the latest iteration, Resident Evil Zero. Acting as a prequel to the entire series, it is exclusive to the GameCube console. The fact that it is being released only on this system shows that Nintendo is trying to appeal to an older audience. The game begins on a traininfested with evil zombies. The main characters are S.T.A.R.S. agent Rebecca Chamber, who will be familiar to fans of the first game, and ex-Navy soldier Billy Coen. Billy’s character is a vast departure for the series. An escaped prisoner accused of the murder of 23 fellow soldiers, the character plays with a dangling handcuff and makes for a more interesting lead than previous titles.

Each of the two characters has different capabilities, and often in the game you will be required to use them both to achieve your goals. You may have the ability to switch between the two main characters throughout the game. Though this could have been a gimmick, the game creates devious puzzles that make having two characters at once necessary but also challenging. The game also benefits from the fact that it is incredibly varied in terms of setting. The plot moves quickly from the train to atmospheric laboratories and treatment facilities. The story progresses deftly along, never leaving one in a single location too long to become bored. One overarching aspect of the game that cannot be ignored is the amazing graphics. The game uses a mix of rendered models made up of millions of polygons and pre-rendered, full-motion backgrounds that stream off the disc. This same concept has been used since the original game, but the power of the GameCube hardware allowed the developers to stretch their imaginations to the limit.

The characters show a staggering level of detail down to the stubble on Billy’s face and individual strands of hair in Rebecca’s head. The backgrounds are fully animated as well. For example, on the moving train, objects shift and rattle and rain drips and sprays through open windows. One shining example of this is the descent from the train through the zombie-filled mansion.

S.T.A.R.S. agent Rebecca Chamber and ex-Navy soldier Billy Coen are the main characters in Resident Evil Zero, a prequel to the other games in the series. Players can switch between characters while playing. Metroid Prime’s graphics provide a new perspective on an old game

By Aman Solomon Contributing Writer

Game: Resident Evil Zero
Company: Capcom
System: Nintendo GameCube
Rating: Mature
Score: 8.5 out of 10

For many gamers, a defining moment for the video game genre was the introduction of the original Resident Evil on the PlayStation. Released in 1996, not only was the game enjoyable, but it also had the capability to scare the crap out of you. Many a gamer screamed out loud while battling through the zombie-filled mansion that was the setting of the original game. In the six years since the release of that classic, Capcom has been putting out a steady stream of titles in the series that culminates with the latest iteration, Resident Evil Zero. Acting as a prequel to the entire series, it is exclusive to the GameCube console. The fact that it is being released only on this system shows that Nintendo is trying to appeal to an older audience. The game begins on a train-infested with evil zombies. The main characters are S.T.A.R.S. agent Rebecca Chamber, who will be familiar to fans of the first game, and ex-Navy soldier Billy Coen. Billy’s character is a vast departure for the series. An escaped prisoner accused of the murder of 23 fellow soldiers, the character plays with a dangling handcuff and makes for a more interesting lead than previous titles.

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S.T.A.R.S. agent Rebecca Chamber and ex-Navy soldier Billy Coen are the main characters in Resident Evil Zero, a prequel to the other games in the series. Players can switch between characters while playing. Metroid Prime’s graphics provide a new perspective on an old game

By Joshua Caneo Staff Writer

Game: Metroid Prime
Company: Capcom
System: Nintendo GameCube
Rating: Mature
Score: 9 out of 10

First, a disclaimer: this is being written by someone who’s only worked his way through 15 percent or so of the entire game. Given the length and complexity of Nintendo’s GameCube’s Metroid Prime, that adds up to a good eight hours or so of game time, but it still may not be sufficient to give a fully accurate account of the game.

Nevertheless, I may have a distinct advantage in that I’ve been a die-hard fan of the Metroid games since the eight-bit Metroid II. Return of Samus for Game Boy was considered state-of-the-art technology. I know the story, the protagonist, and the nemesis well enough that I have a little insight into the latest incarnation. In fact, the story is quite interesting, especially since it sounds like something from low-budget 1950’s science fiction film.

The Metroid games are set in the distant future after humanity has been assimilated into a wider galactic culture filled with as many peace-loving species as dark evildoers. The games tell the continuing saga of Samus Aran, a lone space fighter with a bone to pick with the evil Space Pirates. They are interstellar nomads who are technologically advanced in both weaponry and space travel and have little regard for alien life, especially where it interferes in their quest for even greater power. Samus was orphaned as a young girl when the Pirates ransacked her home planet, K-2L, many years ago. Now, heavily trained and armored by the super-intelligent, human-friendly Chozo (huge bird-like creatures with the uncanny ability to travel through space at will), she’s set out after the Pirates to exterminate the entire civilization. In the process, she becomes entangled with the Pirate’s occupation of SR388, a planet home to the bloodthirsty Metroids, a species whom the Pirates have plundered for their massive military and energy resource potential.

In this latest incarnation, Samus has tracked a group of Space Pirates to Tallon IV, a former colony of the Chozo that now houses a crashed meteor releasing a cancerous element called Phazon, which the Space Pirates are mining for its military and energy resource potential. Where do the Metroids fit in this time?

Unfortunately, I didn’t get far enough in the game to find out.

Nevertheless, a number of key elements remained consistent throughout the first three games, and the programmers at Nintendo have wisely kept them in this new incarnation, rendering them in a spectacular three-dimensional environment.

Samus’ most famous ability is herball morph, enabling her to transform into a perfect sphere roughly one meter in diameter that allows her to navigate tight spaces. Accessories to this include the Ball Jump and the Spider Ball, which allow her to jump and stick to walls in ball morph, respectively. She also has her usual arsenal of energy beam, charge beam, and missiles, plus special accessories such as the ice beam, which will freeze certain enemies for a short time.

But what should make this game particularly exciting and unique to Metroid fans is seeing these features rendered in a three-dimensional environment for the first time. The previous incarnations had been side-scrolling in traditional Super Metroid Bros. fashion, so seeing Samus and her universe operate with complete freedom of movement is a real treat.
**Entertainment**

By Julia Trapold

**Title:** Darkness Falls

**Starring:** Chaney Kley, Emma Caulfield, Lee Cormie

**Director:** Jonathan Liebesman

**Rating:** PG-13

**Runtime:** 76 minutes

**Score:** 1.5 out of 5 stars

**Rating:** PG-13

**Director:** Jonathan Liebesman

Caitlin (Emma Caulfield, left), Michael (Lee Cormie, center), and Klye (Chaney Kley, right) are the prey of the legendary Tooth Fairy.

By Julia Trapold

**Entertainment Editor**

When entering a theater to see a horror movie, I don’t expect to be scared out of my mind. But I usually expect a few plot twists and some entertainment. Not only did Darkness Falls fail to scare me, it failed to keep my interest.

The movie begins by telling the tale of Matilda Dixon, a woman who gave children coins when they lost their teeth. She was hung for a crime she didn’t commit and laid a curse upon the town of Darkness Falls. Now her ghost, the Tooth Fairy, returns to retrieve teeth from children. The fairy tale states that if you peek when she comes to get your last baby tooth, she will kill you. The trick is that she can only attack in the dark.

Klye Walsh (Chaney Kley) saw the Tooth Fairy as a boy, and now lives armed with at least twenty flashlights at all times. He returns home to help his middle school sweetheart Caitlin (Emma Caulfield) with her brother, who is suffering from the same affliction as Klye.

After his return, the story became rather predictable. The film did not offer any special plot twists to keep the audience interested. Besides, the plot of a demon Tooth Fairy struck me as slightly odd to begin with. Also, I had to laugh when Kyle and gang had to avoid the dark like they were dodging bullets.

Furthermore, Kyle returns after twelve years and apparently Caitlin has never been able to get over him. This I find hard to believe since they knew each other when they were only ten years old. The film fails to develop any significant relationships among the characters, but I guess that is difficult to do in a movie that is barely an hour long.

Despite my dissatisfaction with the plot, there were a few shocking moments that made me jump from my seat. Although I wouldn’t recommend this movie to anyone who is expecting a thrill ride, if you enjoy making fun of cheesy horror flicks, you might enjoy this one.

Verdict: Poor plot leads to little excitement.

It is indeed the lyrics that make Lost in Space worth buying. “This Is How It Goes” explores the psychological effects of addiction in terms of the ending of a relationship. With the lines, “So I’ll try to hold on, while you try to let go,” Mann describes the pull of addiction on one woman’s life. She also describes the life of a perpetually passed over person in her song “Guys Like Me” by singing, “Guys like me, we look good at the gate, but you’d agree, with the odds on the slate, and put all your money on a bona fide heavyweight.”

The title song, “Lost in Space,” paints the picture of a woman who is isolated within her self. The lyrics, “She’s the face, and I’m the double, who keeps the pace, and clears the rubble,” demonstrate the range of emotions that Mann can portray. From physical pain to achingly loneliness, Mann’s lyrics are by far the best part of her music.

Besides the lyrics, Mann’s voice is also remarkable. A listener will discover that it is the sound of her singing as well as the words that make Mann’s songs so deep. Without both the words and the passionate voice, Lost in Space would be lost indeed.

Verdict: Though this CD has weak melodies, the words and the quality of Mann’s voice make this album an excellent choice.

**Darkness Falls** lacks thrills and chills

**Mann’s voice makes the album**

**By Sara Cames**

**Opinions Editor**

Artist: Aimee Mann

Title: Lost in Space

Label: SuperEgo

Aimee Mann’s new CD Lost in Space explores a new side of her art that unfortunately is not as compelling as most of her earlier works. The music on the CD is where the songs fall especially flat. Mann is an excellent guitar player, but her talent in this area does not come through as clearly as it did on her other CDs, most notably Bachelor No. 2. That being said, Mann has such a good voice and such emotionally satisfying lyrics that Lost in Space still ranks among my favorite recent releases.

Aimee Mann got her start in Boston after dropping out of music school. Some of her earlier popular work includes the song “Voices Carry,” but Mann was never able to fully capitalize on this popularity.

She has remained on the fringe of the pop music scene for most of her career, her biggest brush with fame coming as a result of her sound track for the movie Magnolia. While others have criticized her for “failing to break the boundaries of pop music in any way,” her fans have consistently praised her heart-wrenching and honest lyrics.

Mann’s voice makes the album
Evil

from page 23

ple is a section where the main character must crawl over the roof of the train in a downpour. Water realistically beads and flows over the metal surface and the characters as the brightly illuminated landscape flashes by.

The main duo also blend very convincingly into the backgrounds due to the fact that they cast realistic shadows, and, on a more violent note, the blood and gore of bullet-shattered zombies realistically and eerily splatters on walls and drips across floors.

Though the fact that the backgrounds are not actually three-dimensional marginally hampers movement and realism, the visual appeal remains. In addition, the concept serves the horror movie aspect well, allowing the designers to create tension and drama through a fixed perspective, much like a frightening movie.

Indeed, the visual presentation of this game is so thoroughly excellent; it is the closest thing to playing a movie achieved by any video game to date. In addition to the graphics, the sound is intense and appropriate. A creepy orchestral score and great sound effects make the action all that more realistic and frightening.

There are some drawbacks to this game, however. Though the controls are not too hard to get used to, they never become second nature, and when they lead to an untimely death, they can be extremely frustrating.

In addition, many of the puzzles heard back to the era of finding the red key for the red door. Perhaps in the forthcoming Resident Evil 6, the programmers can attempt to incorporate the puzzle more believably into the gameplay, rather than resorting to extended treasure hunts.

Taken as a whole, the game is nearly a masterpiece. The graphical and sound presentations are unparalleled. If this game were a movie, it would sweep the highest awards for production values.

Despite the fact that you can switch between main characters, one wishes that the controls and puzzles were improved as much as the graphics. But overall, it is a must-play game for any Resident Evil fan, and newcomers will probably disregard the controls as they get caught up in the experience.

Verdict: Definitely worth experiencing, despite being hampered by shoddy controls and repetitive puzzles.
The graphics themselves are so exquisitely rendered that it’s only a step below the CGI mastery seen in Pixar’s films, and the game’s designers have added a lot of exquisite detail to give the game an unprecedented realism.

As a side note, the sound effects and background music also work to appropriately enhance the mood of each environment. Samus encounters, ranging from suspenseful melodies aboard the devastated orbital ship early in the game to Legend of Zelda-style music as Samus goes tromping through a rainforest. In typical Metroid fashion, many of Samus’ foes have once again returned for this game, but this time they highlight another of the game’s important qualities: better graphics means things get more dark, vile, and disgusting. They’re now armed with sharpened teeth and claws and a grotesque, distorted appearance that warrants their destruction. These enemies and a host of other mutants turn every Metroid game into one of Nintendo’s darkest creations. And, of course, we mustn’t forget the obligatory end bosses, who are larger and faster and require more skill and strategy to defeat.

Yet the feature that truly differentiates Metroid Prime from its predecessors is its first-person point of view, a setup not unfamiliar to fans of other shoot-em-up games that have popularized video game systems across the country for years. The player sees Tallon IV through Samus’ visor, which displays energy reseve status, maps, and other information necessary for the player to navigate the game successfully.

Most significantly, though, the first-person perspective allows the player to take advantage of several visor modes, including a scan mode that gathers information on Samus’ enemies and a host of other muts. That said, the first-person perspective offers decided disadvantages as well. If you’re not used to other shoot-em-up games, it can be a little difficult to learn to navigate the game effectively, and jumping becomes trickier. The game only shifts into third person during automated sequences and when Samus is in ball morph, and I wish Nintendo had given users the ability to make this shift at will.

Still, even though I generally dislike first-person games, this game’s close association to the other Metroid games helped it grow on me, and I became quite addicted to it. Furthermore, I love puzzle games such as the Myst and Dr. Brain titles, and Metroid Prime is so much a game of intellect as a shoot-em-up adventure that I overcame my initial distaste for this new perspective faster than expected. In fact, it’s that very intellect that distinguishes Metroid Prime from other shooting adventures.

Verdict: New enhanced graphics and features make this version of Metroid a vast improvement over earlier versions.
You've already turned the page around so keep on reading and get your portrait taken for the yearbook.

Go to www.carlwolfstudios.com. Click on Schedule, select Georgia Tech from the menu and press the GO button. Enter georgiatech as the user name and 0028 as the password.

Sign up for an appointment, be there on time, and bring two dollars for the sitting fee.

DURING THE SITTING, YOU WILL BE
SIMULTANEOUSLY BEGINNING YOUR LAW STUDY COURSE.

Original Comic
Incoherent Scribblings

You've already turned the page around so keep on reading and get your portrait taken for the yearbook.

Wednesday, May 18, 2005 • Technique
With the Super Bowl coming up this weekend the Two Bits Man recommends that everyone make the necessary adjustments to their schedules and priorities in order to be able to watch the entire game. Reason being: the Super Bowl is the most widely watched broadcast in the world (even surpassing the premiere of Joe Millionaire) and it is quite important that you absorb every ounce of million-dollar advertising that can squeeze into your subconscious. For these are no ordinary commercials, these are the commercials that will shape our collective destiny for the next year.

I’m sure you’ve never doubted that the Two Bits Man is quite the insider, well privy to the goings-ons in the world of media, entertainment, world domination, etc. By the gift of being someone who knows some others, some of who are somebodies, the Two Bits Man has snuck away with some inside info regarding the commercial lineup we can expect to see during this Sunday’s game.

What’s a Super Bowl without Britney Spears? Apparently, in response to mounting public protest against a war in Iraq, the Bush Administration has collaborated with Pepsi to create a TV ad campaign featuring Britney Spears, clad in a sexy camouflagegetting goofy on top of tanks in the desert sands of the Persian Gulf.

At the end of the whole routine, the Pepsi logo will be planted on the screen as the audience is reminded by a sentimental-sounding narrative that Saddam Hussein is indeed going to great lengths to hide his possession of weapons of mass destruction, and while the UN inspectors have yet to reveal hard evidence implicating Iraq’s weapon’s program, there is enough evidence to show that Pepsi is officially Saddam’s least preferred soft drink. Bush on the other hand has continuously denied any connection to dissuade America’s youth from tobacco use. Camel was no more than 3 when he began smoking regularly. Like many other celebrities, he led an indulgent, caution-free life which will be remembered and immortalized by his famous billboards. It is important to note, however, that he outlived the Marlboro Man and on any given night Joe Camel would smoke the Marlboro Man under the table.

Aside from Britney, nothing says “premier Super Bowl advertising” than furthering the public’s knowledge of Bob Dole’s erectile dysfunction. You didn’t hear it from me, but Viagra 2 for “The Next Generation” is up and coming. The latest news coming from the designers of the first Viagra is that they are no longer settling for Bob Dole as the poster image for the drug. “He’s too young,” they say, and, “Viagra has just begun to realize its potential and Dole’s image just doesn’t speak Viagra 2003.” The new Viagra cover boy (to be revealed on Super Bowl Sunday) will be none other than America’s 100-year-old senator sweetheart, Strom Thurmond.

The goals of the new Viagra team as stated, “are to transform every square dance, sewing convention, and shuffle board court into a swinging affair...and to scare us.” Frightening, I’ll admit, but you’ve got to respect the ambition.

An insider at the American Cancer Society’s advertising department let me in on another celebrity bombshell scheduled to be dropped this Sunday. Long time spokesperson for Camel cigarettes, Joe Camel, has died of lung cancer at the age of 16 (1987-2003).

While the public would normally discover this information on a segment of the evening news, the American Cancer Society thought it best to use the pre-mature death of this celebrity (average lifespan of a camel: 40-50 years) in an advertisement to dissuade America’s youth from tobacco use. Camel was no more than 3 when he began smoking regularly. Like many other celebrities, he led an indulgent, caution-free life which will be remembered and immortalized by his famous billboards. It is important to note, however, that he outlived the Marlboro Man and on any given night Joe Camel would smoke the Marlboro Man under the table.

You now know everything I know pertaining to the advertising agency of Super Bowl XXXVII. As a side note however, when you’re not watching the commercials, you may also find the game quite interesting. For one thing, the two teams in contention this year seem to be sharing the same mascot. A Buccaneer for the most part is simply a Raider at sea right? And a Raider is...well, what is a Raider anyways? This deserves the attention of the dictionary: Raider—a corporate investor who intends to take over a company by buying a controlling interest in its stock and installing new management. And of course a Buccaneer is just a corporate investor who does the whole hostile takeover thing at sea, I suppose. The Raider’s logo, however, could definitely use some work—the corporate investor on it is wearing a helmet that looks like it is at sea right? And a Raider is...well, you get the picture.

Well I’m almost out of space and sense for this week, but I would advise you to go to www.buccaneers.com sometime before the game, they’ve got a pretty crazy intro. This is Mr. Two Bits wishing you adieu.