

APRIL

24 Black and White 2: Battle of the Gods (PC) - In this sequel to the acclaimed "Black and White," become an evil or good god by controlling your believers at your will. But this time you contend against another god to win - kill him or be killed.
Rampage: Total Destruction (GC, PS2) - Nostalgia at its best. A great callback to the arcade game where the only point was to destroy buildings and eat people for hours on end. Add new monsters with new combos in an almost 3-D platform world and you've got a great stress reliever.
2006 FIFA World Cup (PC, PS2, XBOX, X360, GC, DS, GBA, MOBILE, PSP) - For those who love soccer, this is the newest update of the premier soccer game, which focuses on the soccer's biggest event: The World Cup.
26 Top Gun (DS) - Based on the 1986 movie with Tom Cruise and Val Kilmer, the dying flight-simulator breed may yet survive.
Dr. Sudoku (GBA) - Can't wait for the next edition of the newspaper? This game carries thousands of Sudoku puzzles for your math enjoyment.

MAY

01 Playboy Mansion: Private Party (PC) - An expansion pack for the most expensive way to see naked Playboy Playmates. Try the magazine, it's only \$6.
Jaws Unleashed (PC, PS2, XBOX) - More than 30 years later they think of an interesting twist to the classic suspense/thriller: be a shark and protect your sea from drillers. Right, as if sharks think.
02 IHRA Drag Racing: Sportsman Edition (PS2, XBOX) - Tired of paying for speeding tickets after drag racing down Virginia Street? This cheaper option might pique your interest.
09 Over the Hedge (PC, PS2, GC, DS, GBA, XBOX) - Why would they make a video game based on a Pixar film? Oh yeah, they want money, never mind.
10 Garfield and His Nine Lives (GBA) - Based off "Garfield and Friends," the old TV show. As long it doesn't resemble "Garfield: The Movie" it might not be awful.
15 New Super Mario Bros. (DS) - Lost or broke your Nintendo and miss the original "Super Mario

Bros.?" That's OK, Nintendo is re-releasing the game with upgraded almost 3-D platform graphics.

16 X-Men: The Official Game (GC, DS, GBA, PC, PS2, XBOX, X360) - Based on the "X-Men: The Last Stand," this game lets you take control of Wolverine, Nightcrawler or Iceman in a battle to the end.

19 The Da Vinci Code (PC, PS2, XBOX) - A game based on a movie, based on a book by Dan Brown. Luckily, the author worked closely with the creators as to not pollute this action/puzzle game.

23 Steamboat Chronicles (PS2) - An interesting RPG hybrid: mech warriors in a Western setting.
Table Tennis (XBOX) - In case shooting things makes you feel ill.

30 Hitman: Blood Money (PC, PS2, X360, XBOX, MOBILE) - Fourth in a series of stealthy first-person shooter games. Don't worry, the movie's coming out soon.

JUNE

05 Grand Theft Auto: Liberty City Stories (PS2, PSP) - Come back to Liberty City from the first three "GTA" adventures and relive some of those mafia moments.

06 Cars (PS2, PC, PSP, XBOX, GC, DS, GBA) - A racing game based off yet another Pixar movie... hooray.

AND 1 Streetball (PS2, XBOX, MOBILE) - Ubisoft gives you the ability to control your favorite ESPN's *AND 1 Mix Tape Tour*'s ballers and even create your own with its very own moves.

Juiced: Eliminator (PSP) - There's a naked girl in their online advertisement, so really it has to be a great racing game, right?

Pirates of the Caribbean: The Legend of Jack Sparrow (PS2, PC, XBOX) - Based on the first movie. Probably not much fun unless you enjoy playing as a slightly hot pirate.

13 The Fast and the Furious (PS2, PSP, MOBILE) - Will be based off the third installment of the "Fast and the Furious" franchise. There won't be racing like *Need for Speed*, but instead it will be replaced by

drifting.
Urban Chaos: Riot Response (PS2, XBOX) - This is how you respond to all those obnoxious neighbors without getting arrested.

20 NFL Head Coach (PS2, XBOX, PC) - EA's NFL Head Coach takes you off the field and puts you in control of the sidelines as you call the plays as the head coach.

26 Tekken: Dark Resurrection (PSP) - A smaller version of the classic fighting game with a few add-ons.

Superman Returns: The Video Game (PS2, PC, PSP, XBOX, X360, GC, DS) - Based on the movie. What else is new?

27 FlatOut 2 (PS2, XBOX) - Bugbear's sequel will once again allow gamers to race around fully destructible environments to their heart's desire. Burnout anyone?

JULY

03 NCAA Football 2007 (PS2, XBOX, X360) - Looks like Madden better make some new voice overs - "NCAA" is moving in on his job.

Teen Titans (PS2, XBOX, GC, GB) - Based on the cartoon television show and DC Comic series. *Teen Titans* offers gamers the ability to play multiplayer as their favorite Titan.

11 Super Monkey Ball Adventure (GC) - A spin-off of the monkey-rolling franchise that gives gamers a new arsenal of abilities. There are over 50 puzzles, got time on your hands?

15 Ghost Rider (PSP) - Video game based on the movie, based on the Marvel Comic about an angry motorcycle stunt devil. Sounds like a 3-D version of "Excitebike."

25 Barnyard (PS2, XBOX) - Based on Paramount's movie about farm animals acting like humans. Sounds a little like *Charlotte's Web* and *Animal Farm* without the mean pigs.



Pixel-town

Nowadays, movies and video games are interchangeable. But why?

JESSICA PACHECO
Assistant A&E Editor

Imagination, or at least a significant amount of it may be a thing of the past. Back in the day - circa '85 to '94 - a movie came out with an array of action figures and coloring books. But today, why create a world in your mind when you can have a pixelated one at your fingertips?

Action figures no longer help enhance the movie experience. Creating your own world on the livingroom floor with Spiderman in your hand is rare. Instead, imagination can be found in the electronics section of Wal-Mart - pre-packaged in shiny boxes behind glass windows.

According to Henry Jenkins, the director of the Comparative Media Studies Graduate Program at MIT, video games enhance a player's experience of the movie.

The Wachowski Brothers, who created "The Matrix" trilogy, used new media platforms and the character Niobe (Jada Pinkett Smith) to enrich our experience of the fictional world in the "Enter the Matrix" video game, Jenkins wrote in an e-mail.

"Film critics complained that (Niobe) is a relatively obscure character," Jenkins wrote. "But in fact, if you played the game, you would have spent more than 100 hours controlling her character, seeing the world through her point of view."

The way people immersed themselves into movies may be changed forever. The reason isn't entirely due to the new face of the media, but the money it brings the companies. The idea that a company can further process a storyline to connect players may bring a world of possibilities for advancement.

"In such a world, trans-media storytelling becomes the norm," Jenkins wrote. "Trans-media storytelling can be done badly - so that there is only a superficial relationship between the original and the spin-off product. (But) when it is done well, each new media manifestation adds something vital and interesting to the franchise as a whole."

Making a movie into a video game sometimes only works in one direction, though.

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New Super Mario Bros.



PHOTOS COURTESY OF GAMESPRESS.COM
 "Hitman: Blood Money" will hit consoles May 30 while "Hitman" the movie with Vin Diesel comes out in 2007.



"Superman Returns: The Video Game" is based off the movie about Superman's return to Earth after visiting Krypton.

CAMPUS CONCERT



COURTESY OF CHRIS GOODWIN
Red Hot Radio bassist CJ Hillstead plays at Wolfstock Wednesday.

Video Games

CONTINUED FROM PAGE A13

"Turning a movie into a video game isn't a good idea," Mikki Fraser, an 18-year-old English major, said. "I think it hurts the video games more. They're usually rushed and have bad graphics."

Games open a film to certain audiences who might have missed it otherwise, Jenkins wrote. This is certainly true of contemporary games, such as "The Warriors," "The Godfather" and "Seven Samurai 20XX," which are based on movies from earlier periods.

Turning a video game into a feature film is somewhat harder, Jenkins wrote.

"Cinema may also shift public perceptions of game content," Jenkins wrote. "In reality, there have been very few good or even decent movies based on games. So far, it has proven much easier to move in the other direction."

Green Room

CONTINUED FROM PAGE A16

The crowd exploded with an enormous uproar as Swollen Members launched their performance. Mad Child clenched his fists in the air as he carried himself with great stature. Prevail wildly swung his long gorgeous dreads in a hypnotic sway and Rob the Viking mastered the turntable casually.

The crowd went crazy as the

mesmerizing beats of "Fuel Injected" blared from the speakers.

"Perfected but not invented, rhymes from the ego driven self centered entered the fast lane and never gut dented, life in a flash hypes blunts and hash."

Prevail climbed across a support beam from the ceiling of the Green Room above ecstatic fans tearing for a piece of him. Instead of being engulfed by the crowd when he fell, they carried him back to the front of

the stage.

The show was insane as random audience members hopped on stage, danced and jumped back into the crowd. It was a great wave of hysterical fans pushing and shoving and flying all over the place.

It's a shame bands like this may not be as well-known as the mainstream artists repeatedly shown on MTV because they see past the money and the fame and are about the music - the true meaning of hip-hop.

Dreamz

CONTINUED FROM PAGE A14

superstar, a self-loathing British TV judge that everyone loves for no reason, non-descript idiots and the terrorist who brings them all together.

Every scene includes some satire whether it's the "Mike" nametag on a disguised Arab, the terrorists watching a TiVo in their Middle-Eastern tent or Chief of

Staff telling the president what to say through an earpiece.

Unfortunately, the satire doesn't amount to any big discernable point and only touches lightly on some American habits. This is refreshing as it points out we care more about a TV show and ourselves than any grand scheme of life.

Though the movie doesn't offer any solutions to American's social ineptitudes, it presents them in such a way that viewers

can decide whether they want to laugh at themselves or cry at the world. Anything they do after that is up to them.

Either way, the movie is definitely funny and as long as you make the connections between the characters and real life, it'll be a worthwhile venture to the theater.

But if you have some notion that America is a big, fuzzy, flawless country, you'll completely miss the joke and hate this movie.



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Michelle Barthuly, Driven to Lead

You may recognize Michelle Barthuly from the ASUN's Speaker of the Senate chair or perhaps you recognize her as president of the Delta Delta Delta sorority, or maybe you have simply had a class with her. Whatever the way, here she is again. Only this time she is here as a Choice Driven spokesperson.

Michelle describes herself by saying "I am extremely outgoing and loud which allows me to be able to talk to so many people from so many walks of life. I love to meet everyone and I think it is fun to set an example, or to be the person on campus that so many people come to."

Michelle obtained her leadership aspirations from the person who has guided her most: her dad. "My role model will always be my dad. He has done so much for me and made sure that I was always taken care of," said Michelle.

Because of Michelle's high-profile leadership roles, she has chosen to live a Choice Driven lifestyle. "I think about my decisions before I make them and I look at the entire situation and who it could affect before I make my choice."

Choice Driven is about daily choices made throughout your life based on your personal values and beliefs. These choices could be about school, family, or your social life.

"I always feel as though my life is defined by the choices I make. Even further than that, I believe that life often presents you with choices and it's the decisions you make that will determine who you are. This is what I think of every time I need to decide on

something. This is what makes me the person I am, and it actually gives me time to think instead of being irrational."

Michelle feels that Choice Driven "is something that every student on campus should be educated in. I want to show everyone that you don't have to be a student who doesn't participate in school activities to be Choice Driven. Anyone can really be a part of it. It's about making a pledge to yourself that you will make smart decisions and think about what your consequences could be depending on the choices that you make. I hope my peers take away a face that they can recognize and someone they can talk to if they need advice on what kind of decisions should be made in a particular situation. I really hope they can look at Choice Driven from a new perspective and deny all the stereotypes that go along with an associated person and the campaign."

With Choice Driven spokesperson on her list of positions, Michelle wants to tell university students that "[Choice Driven] is not just about being sober. It's about a choice and making a good decision. It's not just about dealing with alcohol. It's about making good choices in every aspect of your life."

Choice Driven allows students to live by their personal morals. "I apply [Choice Driven] by making sure others know they have a choice and a safe way out. I take a certain number of precautions when choosing to party with alcohol. I make sure that everyone knows I am there for them when they are going out to be a safe



JONATHAN NEWMAN

am not going to be the one that judges, but the one that will be there to help," said Michelle.

driver, or a confidant, and when I chose to go out, I make sure before we go out there will be someone to come get us, and that I watch over my friends to make sure that their drinks and mine are coming from safe sources and that we know where everyone is at all times. I am also big on not letting friends go to unknown places, or leaving a friend behind, even if they want too. It can be dangerous and people, especially girls, should always use the "buddy system" no matter how childish that sounds."

"I find that a lot of people look to me as someone they can come to for advice or just someone to hang out with. This has affected my leadership in a number of ways. I know that people are looking to me to set the example so all of my actions are based off that. All my

positions [president of Tri-Delta, ASUN Speaker of the Senate and Choice Driven spokesperson] have been a growing and learning experience. They have helped me to see life through other's eyes and experiences. I have grown a lot from working with people on different levels... There are so many different life situations that students go through and becoming friends with others has taught me to look at life from different angles when making a decision, and it has taught me not to judge because you never know who someone is until you actually get to know them and where they come from. I know my limits. I think that I educate my girls and senators on being safe when they are out drinking. I take pride in making sure others understand that I am there for them and that I

Over 1,200 students, faculty, & staff have already signed the pledge to be choice driven

Will you pledge to be choice-driven? Come to the JTSU Information Center for your free Choice Driven band.



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