

Handler's novel impresses

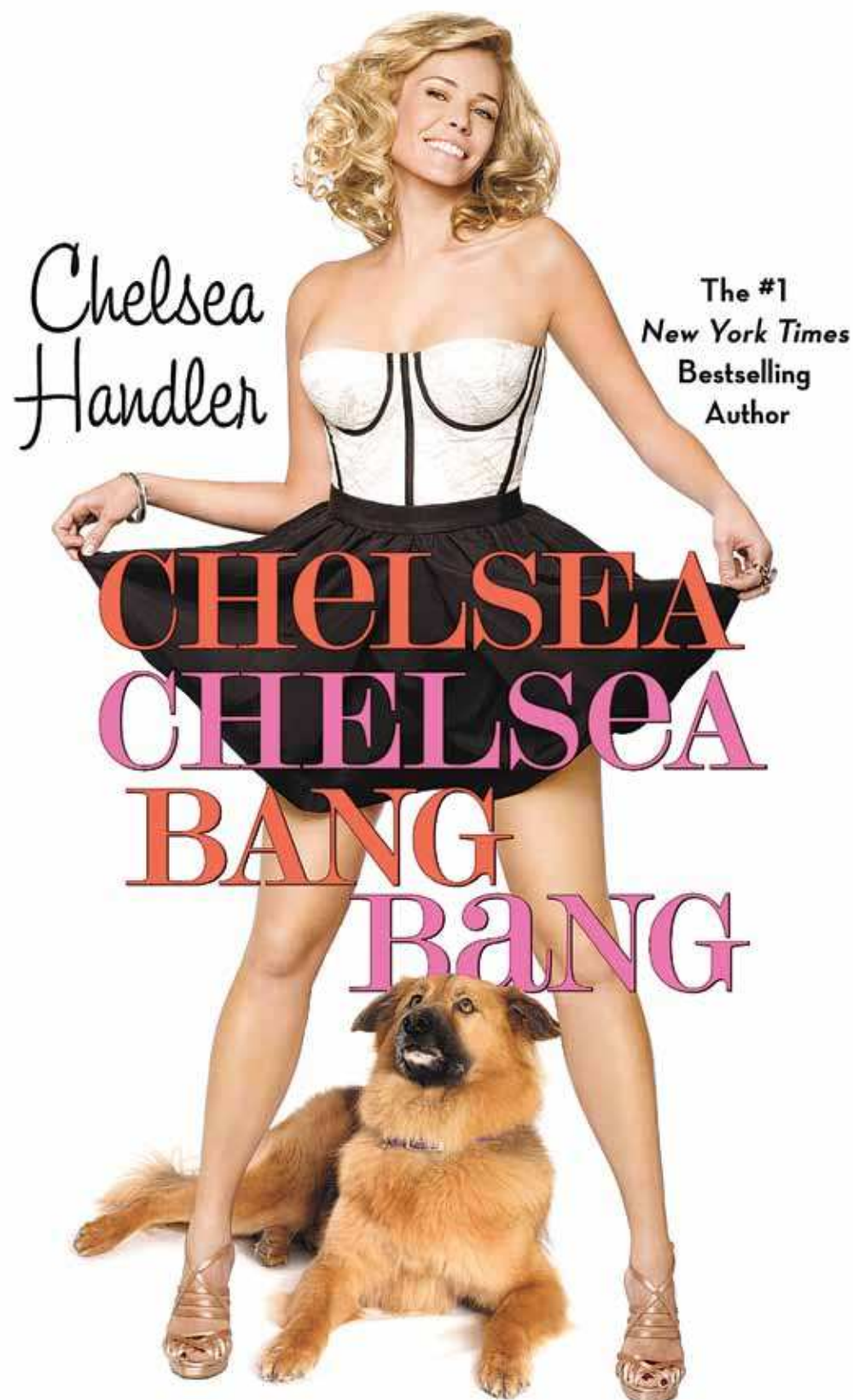


Image courtesy of Grand Central Publishing

NOVEL
Chelsea Chelsea Bang Bang
AUTHOR: Chelsea Handler
PUBLISHER: Grand Central Publishing
GENRE: Comedy
PAGE COUNT: 256
RELEASED: March 9, 2010
OUR TAKE: ★★★★★

By Chris Ernst
Staff Writer

Chelsea Chelsea Bang Bang is the third book by comedian and late-night talk show host Chelsea Handler. And like all of Handler's other artistic endeavors, this one does not disappoint.

Fans have been waiting for almost two years for the next great literary work by one of the funniest ladies around. Released March 9, *Chelsea Chelsea*

Bang Bang already took the number one spot on the New York Times Hardcover Bestseller list, with her other two books, *Are You There Vodka? It's Me, Chelsea* and *My Horizontal Life*, on the paperback bestseller list as well.

Chelsea Handler is a comedian and has done, and still does, stand-up comedy. However, she is best known for her late-night talk show, *Chelsea Lately*, which digests entertainment news and gossip, with three other (usually) comedians, collectively named "The Round Table."

The Round Table generally makes fun of celebrities, the silly things celebrities do, the silly things celebrities say and general silliness of the celebrity lifestyle.

Chelsea Chelsea Bang Bang can be thought of as a sequel to *Are You There, Vodka? It's Me, Chelsea* because there is no unifying theme throughout

the book, unlike in the sex-themed *My Horizontal Life*.

The book is instead sort of like a diary, sort of like a memoir and sort of advice column. The book is about Chelsea's life, especially now that she has a successful show and is no longer hurting for money. Gone are the stories of "porking" a donut shop worker for donuts. Now she can afford to just buy some.

There are stories about the *Chelsea Lately* office and writers, placing the book in the present. It in fact reads as if Handler is recalling memories and stories from the present.

The chapters of the book vary widely in their subject matter, ranging from a doggie funeral to watching *Sex and the City* and eating Lean Pockets.

Some might think eating Lean Pockets may not make

See *Bang*, page 19



Photo by Chris Gooley/ Student Publications

By Jennifer Aldoretta
Entertainment Editor

Yeastayer plays Masquerade Tues. April 6

Yeastayer is an indie, experimental band from Brooklyn, NY. They released their (fabulous) second studio album, *Odd Blood*, in Feb. of this year. For all of you indie rock fans out there, this band is a must in your iTunes library. The group is coming to Atlanta this coming Tuesday, April 6 to perform at the Masquerade. If you haven't heard the sweet sounds of Yeastayer, this weekend is a great time to start so you can then witness them in all of their glory at the Masquerade next Tuesday. The show begins at 8 p.m. Check out their MySpace site to get a taste of their music. For those who already are familiar with Yeastayer, this is a concert that should certainly not be missed.

Easter Egg-citement in Atlantic Station

In celebration of Easter, this Saturday, beginning at 1 p.m., Atlantic Station will be hosting a family-friendly Easter festival. Family pets are welcome at the event. It will include festivities such as a marshmallow peep-toss and a pet Easter Egg hunt. The event is free for all and there will even be an Easter Bunny in attendance for your photographic pleasure. The event is no doubt going to be a great deal of fun. After all, who doesn't love to spend one of the first nice weekends in months with big furry holiday mascots and hunts for candy-filled plastic eggs? For more information visit the event website at www.atlanticstation.com/events.

Tabernacle welcomes Vampire Weekend

The adorably dressed indie rock band, Vampire Weekend, from New York City, NY will be gracing Atlanta with their collared shirts and catchy tunes (which have very little to do with vampires) next Thursday, April 8 at the Tabernacle. They will be performing songs from their popular 2007 self-titled debut and their recent album, *Contra*, which was released Jan. 11 of this year. The group has made recent high-profile appearances on shows like *SNL*, *Letterman* and *Jimmy Fallon*. For more information on the band, along with their tour dates check out their website at www.vampireweekend.com.

Sting Break performers announced

Sting Break musicians were recently announced, much to student anticipation. Jet will be the main attraction, with Crash Kings starting up the show as the opening performance. Crash Kings are an alternative, indie group from Las Angeles who released their self-titled debut in 2009. Jet, known for their popular "Are You Gonna Be My Girl" and "Cold Hard Bitch," will be here for your viewing pleasure for a small fee of \$5 with a BuzzCard and \$10 for guests. The performances will be on Thursday, April 8 in the Burger Bowl, and it is a rain-or-shine event that will kick off at 7 p.m. and will end around 11 p.m. For more information, visit the Facebook page dedicated to the Sting Break concert and check for updates in the Student Center.

74th Annual Dogwood Festival

Set to take place in one of Atlanta's most breath-taking urban locations, the 74th Annual Dogwood Festival is scheduled for April 16-18 hosted in Piedmont Park. Right at the peak of spring, this classic Atlanta festival will include art showings, craft vendors, live entertainment (which will include a variety of genres from music to comedy), great food, an international village with cultural exchange pavilions and even a flying disc dog show and pet competition. There is plenty of time to plan ahead to come celebrate the beginning of spring in a beautiful location just a ten-minute walk from Tech square. Enjoy all that the Dogwood Festival has to offer. For more information regarding this exciting event, visit www.dogwood.org.

Fantasy shines with stunning visuals and gameplay

GAMES

Final Fantasy XIII**CONSOLE:** PS3 and Xbox360**GENRE:** Role-Playing Game**DEVELOPER:** Square Enix**RELEASED:** March 9, 2010**OUR TAKE:** ★★★★★☆

By Zheng Zheng

Assistant Entertainment Editor

When it comes to the history of Role-Playing Games (RPG), Hironobu Sakaguchi's *Final Fantasy* franchise had been no doubt one of the forefront pioneers of the genre. Since all the way back in 1987, every new release would come with it certain innovation and modifications that would slightly push the standards for RPG gaming.

The franchise's ability to do this, all the while maintaining its strong traditions, helps transcend its timelessness and define its loyal fan base. Hence, it is well anticipated that Square Enix's North America release of *Final Fantasy XIII* on March 9 would continue the franchise's legacy.

One of the very first things about the game that players will notice upon starting will be the beautifully rendered graphics. Fully utilizing the potentials of the powerful PlayStation 3 and Xbox 360, the environments created by the designers are perfected to the finest details and will surely have players immediately engulfed into the fantastic, colorful and rich world.

Final Fantasy XIII takes place on a planet called Pulse, upon which a floating utopia was created and named Cocoon. Cocoon's calm and technologically ad-

vanced presence is complimented by the savage and primal wilderness below, named Gran Pulse, which makes up the rest of the planet. Citizens of Cocoon are under constant fear that they will be attacked by enemies from below and trepidation of war is constantly on-going.

Fal'Cie, demigods with immense power and authority, rules and watches over these lands. L'Cie, Warriors marked and chosen by fal'Cie, are given a Focus, or a goal that is not revealed to them. Those who complete their Focus turn to crystal and gains eternal life. Ones who fail turn into monsters and then suffer in eternal regret.

The plot of *Final Fantasy XIII* is instigated by an event called the Purge, Cocoon's mass expulsion of a town's denizens due to the discovery of a Pulse fal'Cie. The heroes of the game, some victims of and some in pursuit to save

their loved ones from the Purge, are turned in to Pulse l'Cie in the process and hunted by Cocoon in return. Resented by their kin and refuse to fulfill their Focus to destroy Cocoon, these characters takes part in an epic tale fixed on the defiance of man against the will of the Gods.

Overall, the story is a refreshing reinterpretation of Norse mythology concepts mixed in with new ideas. However, the lack of prior explanations to characters and crimes and the difficulties that the game has in expressing these information makes the plot very hard to understand on a first try. Once understood however, the story is a fantastic story full of twists and turns.

The six heroes of the game; Lightning, Snow, Sazh, Hope, Fang and Vanille, each colorful in their own rights, somewhat remedy the situation by providing a wide variety of personalities,

ranging from the utterly enthusiastic to the hopelessly pessimistic. Heroes, cowards, fathers, sisters, it is rather hard for anyone to find a personality with whom they cannot associate with. These characters create several memorable moments in the game that give it charisma and temperament outside the field of battle.

Final Fantasy XIII does not bring back the random encounter system so familiar to earlier installments of the franchise. Instead, enemies are incorporated into the world environment for the player to defeat. Each battle is transitioned into a separate battle screen, distinct from the main world.

The battle system itself is of a modified real-time command-based structure. In battles where a maxim of three characters can be used, the players will only be able to control the leader of their party and that person's actions along. The leader's Active Time Battle (ATB) gauge will starts to fill at the beginning of each fight and commands can be placed on the gauge for the characters to execute.

The concept may baffle newcomers at a first glance, but it is in reality very easy to pick up. The ATB gauge is an old idea with a new twist that makes the battles more dynamic and time oriented than they would be otherwise.

Another major part of the battle system in *Final Fantasy XIII* is the Roles and Paradigms concept. Each of the six playable characters in the game can be assigned a specific Role, or Class and the combination of the team member's Roles is called a Paradigm. The six Roles available in the game varies in usefulness as some heal, while others can buff/debuff, take incoming damage or deal them.

However, not all the Roles will be available to each character from the beginning so picking the right party members for certain specific fights is key.

Players can set up Roles and Paradigms before-hand and are able to switch between them in battle. This ultimately creates over 200 possible combinations of strategies for the players to attempt with. That together with the ATB gauges makes *Final Fantasy XIII* a rather unique strategic gaming experience.

However, that is not to say that there are no flaws within this system. One of the biggest problems in the game is that certain battles are more reliant on chance than strategy.

It is entirely possible, and this happens way too often, for a player to fail to defeat a horde of monsters, and then come back using the exact same strategy to five-star the fight. Also, although the individual battles don't take very long, it is hard to progress very fast due to the amount of battles players will have to encounter. This makes *XIII* not a game that one can easily pick up and put down. Time is a necessary factor that players will have to be willing to dedicate.

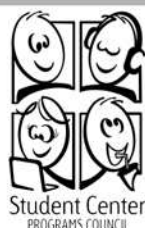
Another notable element from the game is the concept of the Crystarium. It is how the party of heroes grows. Reminiscent to *Final Fantasy X*'s Sphere Grid, each character in *XIII* have their own Crystarium Tree, on which players can spend Crystarium points obtained through battle, similar to experience points in other RPGs, to upgrade the character's power.

The Crystarium Tree is a much better representation of how char-

Image courtesy of Square Enix

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THE SCPC PRESENTS...



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on Skiles Walkway
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YELLOW JACKET



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Time Machine whirls with comedic genius

FILM

Hot Tub Time Machine

GENRE: Comedy

STARRING: John Cusack, Clark Duke and Craig Robinson

DIRECTOR: Steve Pink

RATING: R

RELEASED: March 26, 2010

OUR TAKE: ★★★★★☆

By Robert Solomon
Contributing Writer

Before we consider this movie's merit, let us all reflect on the fact that there are few greater titles in the annals of movie history than *Hot Tub Time Machine*. We know immediately what to expect. People will travel in time, and the circumstances will be completely irreverent. Not a single serious moment could possibly permeate a movie such as this, right?

Well, actually this is not true. The greatest surprise of *Hot Tub Time Machine* is how thoroughly depressing the circumstances are surrounding our heroes are. The primary trio are friends who have seen the dreams of their 1980s heyday long since fade away, having found the mistakes of their past resulting in less than optimal present.

Nick (Craig Anderson, *The Office*) works as a dog groomer, his dreams of making it big in the music business long since faded. Adam (John Cusack) has let "the one who got away" result in a endless parade of doomed relationships and perpetual bachelorhood. Lastly, Lou (Rob Cordry) still holds onto a youthful style of dress and behavior with a vigor that can only be born of despera-

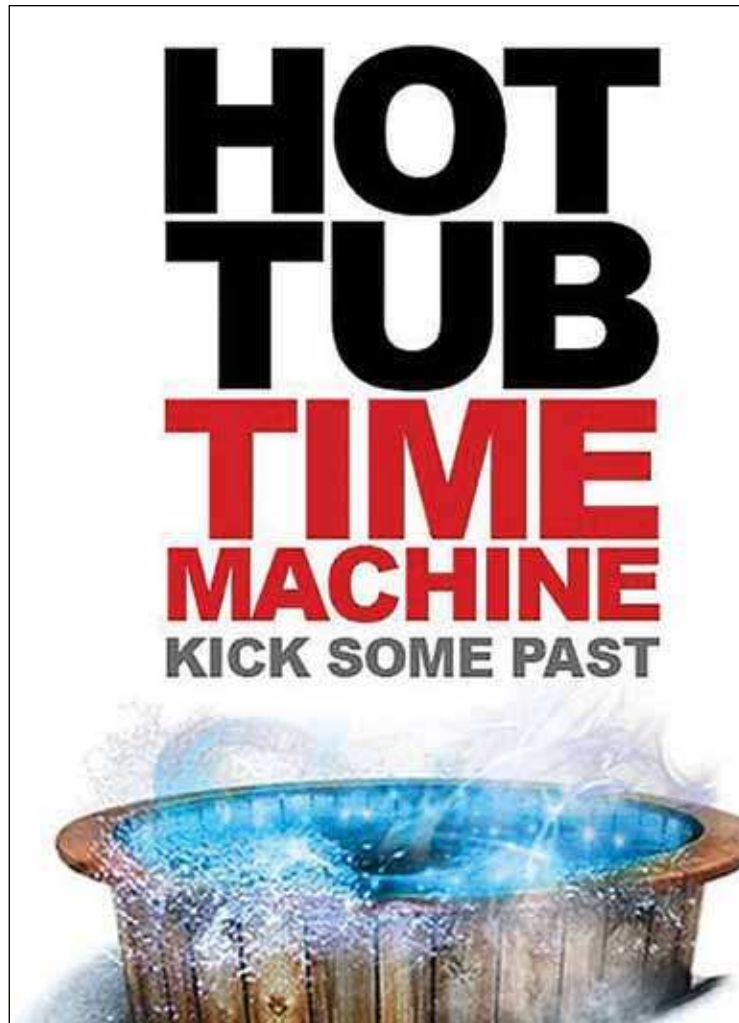


Image courtesy of MGM

tion.

It is Lou, crashing his classic car into his garage while screaming the Motley Crue ballad "Home Sweet Home", who sets the events in motion, having nearly poisoned himself while revving his engine in time with the music. The visual of Lou trying to rev his engine while not going anywhere isn't lingered upon, but it is a perfect metaphor for the circumstances surrounding these three guys' lives.

Out of guilt, these friends who

have drifted apart set about to cheer up Lou by taking back to a ski resort that was their base of all the good times of their youth. With Nick's nephew (Clark Duke) in tow, they arrive at the resort, finding it has fallen into cat-infested despair.

All of this happens before the titular hot tub time machine makes its appearance. That the movie takes its time before plunging back into the visual clichés of the 1980s is intentional, and works greatly in the movie's fa-

vor. Comedies almost always play at the highest level when there is a level of personal recognition in the foibles of the participants. We laugh at Rob Cordry's Lou not simply because he is a huge jerk, but because we've all known someone like him.

As it turns out, the day in 1986 that our heroes return to was a pivotal day for all of them. Even Clark Duke's Jacob has an investment in the proceedings, as the day was the one in which he was conceived, with his body flickering in and out of the world as potentially time changing events occur.

Meanwhile, the older middle-aged men find themselves inhabiting their much younger bodies and find it very difficult not to use their knowledge of the future to impact the present.

If the film has a major flaw, it is in its attempt to push the R-rated envelope with vomit, blood and other fluids making many appearances. The funniest moments in the film have much more to do with the dialogue and situations than in these checkmark sight gags that often feel tacked on.

Other than this, *Hot Tub Time Machine* does what is trying to do very well, which is make an absurd comedy tinged with regret, infused not with nostalgia for the 1980s as so many films are but utter contempt for the facetiousness of much of the decade.

Usually, the lack of substance of much of the 1980s is seen as a welcome escape, and to see it seen as the opposite light is refreshing. Usually we look to our past with nostalgia because of the people we knew, not because of the fashions, and it is nice to see a film that makes that same observation. Also, the film is frequently very funny, which doesn't hurt.

Bang

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such good fodder for a book, however, Handler's unique humor and writing style make anything (and usually everything) hilarious.

Much of Handler's comedy comes from her delivery, which is difficult to capture in print. The way she inflects and pauses is unique and part of her charm. She makes some attempt to recreate it in the book, but mostly leaves it to the reader to read it in, which is not a problem.

Hearing Handler speaking the words on the page is very easy. Reading the book is almost as if she is narrating it. Her mannerisms and habits of speech prevail throughout the book, so the reader can easily add what is missing from the print.

Handler did not use a ghostwriter for this, or any, book and it is pretty obvious. Every word feels natural and authentic. It is rare to have a celebrity to all the legwork for a book and it really adds to the enjoyment of the book as a whole because as the reader reads it, the work feel closer to Handler.

Closer even than knowing intimate details about her bodily functions and other things unfit for print here.

Chelsea Chelsea Bang Bang is a great book. In a time of dwindling print media, add this book to your (probably sparsely populated) bookshelf with pride. Be careful when reading it though, because it is so hysterical reading too fast is a problem.

Savor each word, because you will finish it much more quickly than you'll expect. It is only 256 pages, so even purposefully progressing may still render a curtailed experience.

Handler's other two other books very much worth reading. *Chelsea Chelsea Bang Bang* is an authentic, hilarious telling into Handler's life. It is a must-read that you simply can't pass up.

ERATO

GT's creative arts journal encourages you to support creative writing! This FREE event is hosted by LCC's Poetry@Tech department and features entertaining and life-enriching poets. Join us at 7pm on Friday, April 2 at the Academy of Medicine!

Erato is Georgia Tech's journal of arts and literature. We publish poetry, short stories, plays, and all kinds of artwork submitted by students and faculty. Be looking for our new issue soon!

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robert fanning

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& 5th and numerous public parking garages in the
near vicinity, including two next door.

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friday
april 2, 2010
academy of medicine

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Friday, April 23, 2010, 10 a.m. to 2 p.m.

www.earthday.gatech.edu



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More than 200 volunteers are needed to assist the thousands who converge on Skiles Walkway for Georgia Tech's annual Earth Day Celebration.

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Volunteer for one hour, all day, or anything in between. All volunteers receive a free Earth Day T-shirt.

Register to volunteer at the Georgia Tech Earth Day Web site

www.earthday.gatech.edu/volunteers.html

Think Green Week and Earth Day Celebration schedule announced

Think Green Week

Monday, April 19 to Friday, April 23

■ Monday

Green Rally, 11:30 a.m. to 1 p.m.
Georgia Tech Campanile

■ Tuesday

Sustainable Fashion Show, 11:30 a.m. to 12:30 p.m.
Georgia Tech Campanile
www.earthday.gatech.edu/fashion_show.html

■ Thursday

The film, "Coal Country," and a speaker (TBA)
Clary Theater, Student Success Center

■ Friday

Georgia Tech's 13th Annual Earth Day Celebration
10 a.m. to 2 p.m.
Skiles Walkway

13th Annual Earth Day Celebration

Friday, April 23, 10 a.m. to 2 p.m.

More than 70 exhibitors and many activities help educate attendees to Georgia Tech's annual Earth Day celebration. Some events are to be announced. www.earthday.gatech.edu

■ **Clothing Swap:** "Shop" for gently used clothing donated prior to Earth Day.

■ **Earth Day Maze:** Learn how everyday choices impact the environment, and get a free T-shirt upon completion.

■ **Electronics Recycling:** Drop off your personal e-waste items.

■ **Live Performances:** Live music and bands are a staple

of each Earth Day Celebration. 2010 performers will be announced soon.

■ **Office Supply Exchange:** Use your BuzzCard to shop for donated unused office supplies.

■ **Shoot the Shoes:** Bring your old athletic shoes and take aim at a basketball goal. Shoes in good condition are donated to charities for reuse.

SUDOKU PUZZLES

Fill in the grid so that every row, column and 3 by 3 box contains the digits 1 through 9.

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	9			2				

Final from page 18

acters improve in strength than the typical experience points where characters only get stronger after certain thresholds.

Likewise, the weapons in the games can also be upgraded with purchased goods or loots from battles. Each character has a selection of weapons associated with them, each providing benefits to specific Roles or strategy. The correct choice in weapon and upgrading it is both a vital and enjoyable part of the game.

Newcomers to the franchise will find that the game will be very easy to pick up although it may not look like it at first glance. Old fans will have a great time playing the game, all the while experiencing fond nostalgia with the appearance of Chocobos, the Summons (Shiva, Bahamut, etc.) and Cid, a name that should be very familiar to die-hard *Final Fantasy* fans. Even spells such as "Cura" and "Firaga" can bring certain people all the way back.

Overall, *Final Fantasy XIII* is a noteworthy installment to the franchise that continues to carry the legacy bound to its name. The drawbacks, such as the confusing plot and random battle outcomes, while frustrating, can be overlooked. The game's beautifully designed world and interfaces along with the unique artistic styles make the entire gaming experience a visual pleasure.



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TELEVISION

Breaking Bad

NETWORK: AMC

WHEN: Sundays @ 10 p.m.

STARRING: Bryan Cranston

GENRE: Drama

OUR TAKE: ★★★★★☆

By Yameen Huq
Staff Writer

Breaking Bad remains one of the most gripping dramas on television and its eclectic mix of humor and action keep it above the mediocre fray.

It's rare that one finds a show that captures all the essential elements of good drama: suspense, dry humor and entertaining characters. The AMC drama, *Breaking Bad*, is the latest example of this; a show that comes during a time of the year when networks end their gold and dump their trash. A rare jewel amongst the sea of garbage, the latest season of the show continues to pump out high-levels of suspense and surprise.

To those unfamiliar with the show, here's a bare-bones summary. Walter White, a Cal-Tech graduate and overqualified high school teacher, discovers that he has been dealt with lung cancer despite having never smoked. After spending a lifetime of living passively and watching his best opportunities taken away from

him, he resorts to cooking crystal meth as a means of paying bills.

The plot may border on the absurd, but the show's characters give it a sense of believability. The characters' realistic day-to-day decisions macroscopically build in to the more absurd events and thus still maintain the air of realism.

The story continues on with Walt suffering from the repercussions of his actions. While season one was about the birth of his life of crime and season two the development that followed, season three appears to be about death or the possibility of it.

On Walter White's side is a motley crew of criminal insiders, such as recovering drug-addict Jesse Pinkman, sleazy lawyer Saul Goodman and mysterious crime-lord Gus. Opposing him from both sides are the DEA, led by his unknowing brother-in-law, and the revenge-seeking Mexican Mafia. At the beginning of the series, Walter was forced to kill the Mexican Mafia's local dealer, thus setting off an underlying chain of events that has finally surfaced. The interconnections of friends and enemies on this show are what make for suspenseful television, creating an atmosphere in which no one is safe and anything can happen.

The show's past two seasons delivered one shocking twist after another and this season doesn't seem to let up. The world grows smaller as more characters become

drawn into the criminal web and none show any signs of escaping. With the addition of two new characters, Mafia assassins, the show takes a much more violent, physical turn.

Despite all the style, violence and humor, it's Walter's personal struggle that lies at the heart of this show. An honest man who tries to provide for his family, he is slowly entranced by the power that comes with running a criminal empire.

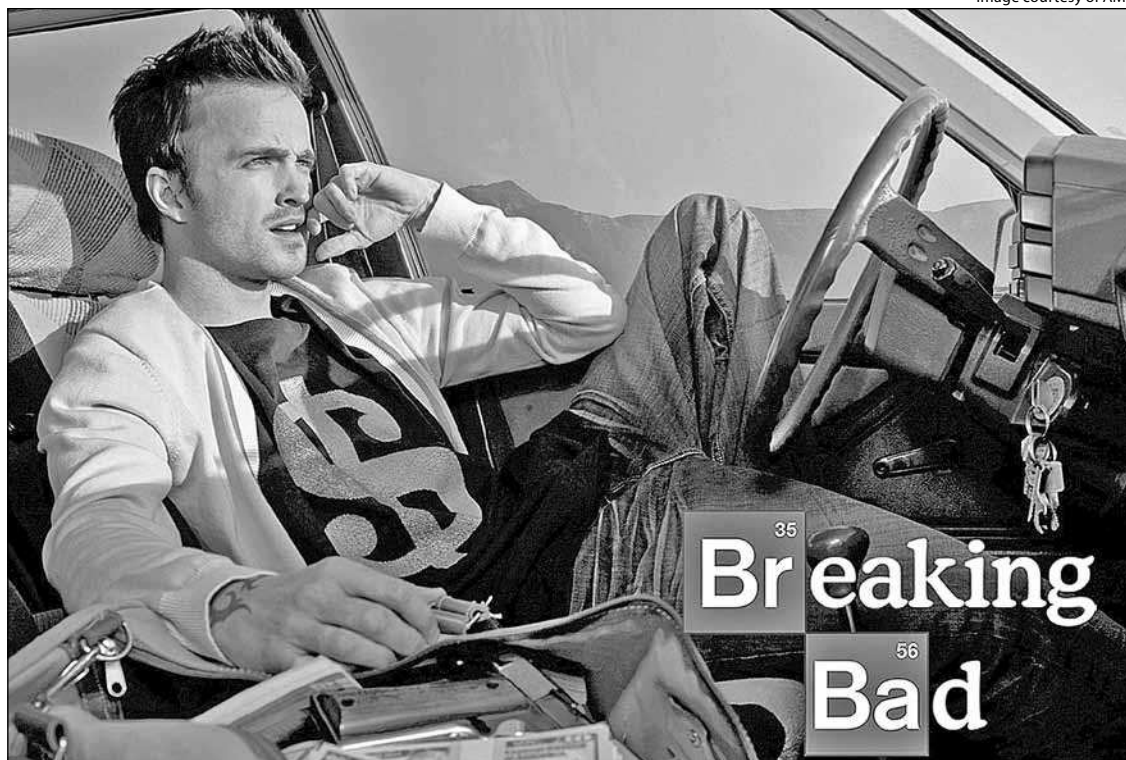
He may not have started out as a villain, but the person he is by season three is very different from the one at the start of the show. He even changes physically, shaving his head and growing a beard to gain a slightly more menacing look.

By season three, it seems that he finally realizes what he becomes and attempts to reform himself. However, the damage has already been done and the magnetic forces of the underworld are

already attempting to draw him back in. The constant struggle between good and evil, as well as the gray zone that lies between is what makes this show one of the most realistic on television, even if the literal situations aren't.

If you like dark humor, action and the tragicomic elements of Greek drama, then this is the show to see. Since the next few months are, for the most part, empty of good television, this show is a good option.

Image courtesy of AMC



SIGMA BETA RHO and INSTITUTE OF INDUSTRIAL ENGINEERS



DATE April 5th from 8 PM to 11 PM

LOCATION Georgia Tech Student Center Ballroom

ADMISSION FEE \$5 (Buzzcard will be accepted)

All proceeds go to SOS Children's Village Haiti Relief Fund



SPECIAL THANKS

CCP Events Inc.
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THEME CROSSWORD: RINGERS

By Robert Zimmerman
United Features Syndicate

ACROSS

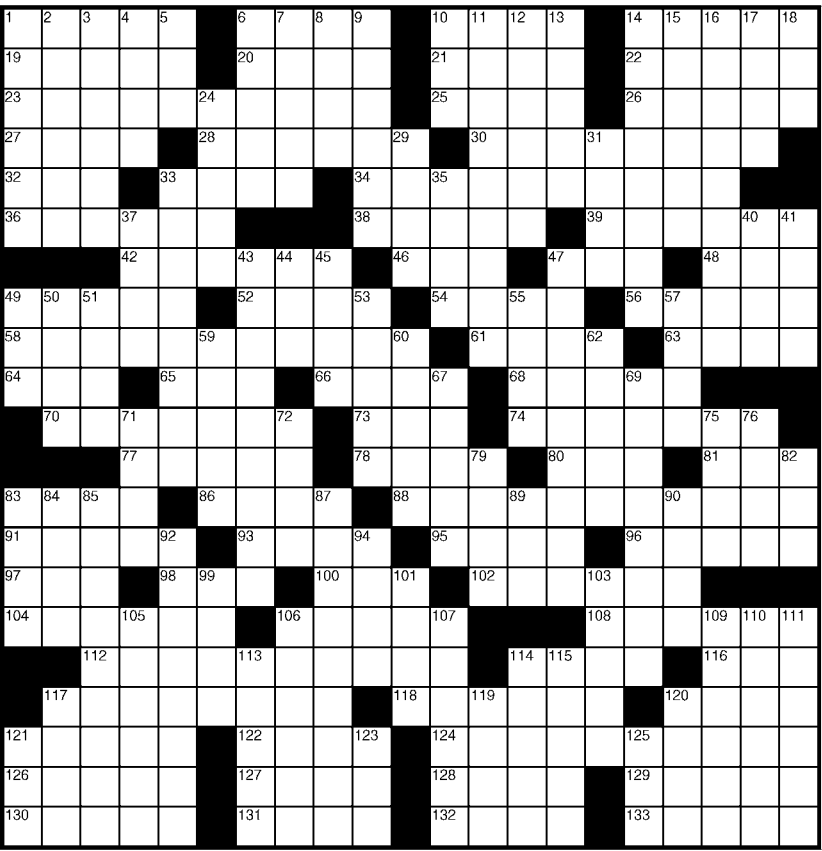
- 1. Flower part
- 6. E-mail problem
- 10. Hannibal's challenge
- 14. Gives in
- 19. Masqat resident
- 20. Italian commune
- 21. Nebraska river
- 22. Wake-up call
- 23. Her pixie dust is famous: 2 wds.
- 25. Israeli port
- 26. Book following Samuel
- 27. Sen. Vinick on "The West Wing"
- 28. Even though
- 30. Aches and pains
- 32. Potsdam pronoun
- 33. Early Canadian
- 34. Campanula
- 36. Pal in Puebla
- 38. Wholeness
- 39. Author Gordimer
- 42. Chicago suburb
- 46. Troubled power plant: abbr.

DOWN

- 1. Fertilizer
- 2. Actor Estevez
- 3. One before the other
- 4. "Diana" lyricist
- 5. Golfer's concern
- 6. Artist's brush material
- 7. New face at West Point
- 8. Competent
- 9. Posh L.A. County address
- 10. Pie -- -- mode
- 11. Traveler's query: 2 wds.
- 12. Cleanse

- 47. Gal of song
- 48. Goss' agcy.
- 49. Tartan
- 52. Improvise at the keyboard
- 54. Leave out
- 56. Seaweed types
- 58. 1967 Catherine Deneuve film classic: 3 wds.
- 61. Dutch cheese
- 63. Gusto
- 64. -- Paulo
- 65. Above, poetically
- 66. Part of a pipe
- 68. Mideast big shot: var.
- 70. Corpus --
- 73. Eggs
- 74. Give off
- 77. Maui greeting
- 78. Geek
- 80. Finale
- 81. -- -de-France
- 83. Clinch breakers
- 86. Safecracker
- 88. Philadelphia attraction
- 91. Gawker
- 93. Chess piece
- 95. Besides

- 96. Aesop message
- 97. Miss West
- 98. "Boar's Head" serving
- 100. Pen point
- 102. Athlete's nemesis
- 104. Leisurely, in music
- 106. Spontaneous dialogue
- 108. Shoe attachment
- 112. Deadly nightshade
- 114. City in Normandy
- 116. Unclose, as poets might say
- 117. Mark incorrectly
- 118. "Outback" maker
- 120. Spades, e.g.
- 121. Dull finish
- 122. Seller's warning: 2 wds.
- 124. Colorful salad staple: 2 wds.
- 126. Feminist Germaine
- 127. Editor's order
- 128. Wash
- 129. Sweet
- 130. In need of housekeeping?
- 131. On this spot
- 132. West of Nod
- 133. Shade of blue



- 67. An Osmond
- 69. Keats classic
- 71. Use a radiation beam
- 72. Othello's nemesis
- 75. Stadium section
- 76. Scat's Fitzgerald
- 79. Tennis desg.
- 82. Right angle
- 83. Italia capital
- 84. Gosh!
- 85. Minor stings
- 87. Venetian cabbie?
- 89. Superlative conclusion
- 90. Tibia, e.g.
- 92. Banter
- 94. Hot spot for ceramics
- 99. "Oscar" equivalent for German filmmakers
- 101. Paper holders
- 103. Gobbled: 2 wds.
- 105. Graceful gestures
- 106. -- Fideles
- 107. Trinket
- 109. Guest-list pairing
- 110. Each
- 111. Ocean flyer
- 113. Embarrass
- 114. Deliver, in a way
- 115. "Over the Rainbow" composer
- 117. Stable parent
- 119. Draw a --
- 120. Espy
- 121. Hollywood monogram
- 123. Sault -- Marie
- 125. Asner et al.

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Somniloquy

must... get... data...

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Somnifaculty

must... get... data!!

TALKING IN SOMEONE ELSE'S SLEEP.

Somnipostdocy

2??

SLEEPING IN SOMEONE ELSE'S TALK.

Somniweeklymeet

!

TALKING WHILE SOMEONE ELSE SLEEPS.

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TAJEL, ARE YOU READY?

I'M COMING!

WE'RE ALREADY LATE, YOU KNOW.

I JUST HAVE TO PUT ON MY MAKE-UP!

OK, LET'S GO.

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I CAN'T FIGURE OUT THIS PROBLEM, PROF. SMITH!

HMM, PERHAPS YOU NEED TO THINK OUTSIDE THE BOX.

WHAT DO YOU MEAN?

I MEAN AWAY FROM MY OFFICE.

WHAT IF YOU DON'T LIKE MY SOLUTION?

BE CREATIVE.

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CROSSWORD SOLUTION FROM PAGE 23

P	E	T	A	L		S	P	A	M		A	L	P	S		C	A	V	E	S
O	M	A	N	I		A	L	B	A		L	O	U	P		A	L	E	R	T
T	I	N	K	E	R	B	E	L	L		A	C	R	E		K	I	N	G	S
A	L	D	A		A	L	B	E	I	T		A	I	L	M	E	N	T	S	
S	I	E		C	R	E	E		B	E	L	L	F	L	O	W	E	R		
H	O	M	B	R	E				U	N	I	T	Y		N	A	D	I	N	E
			A	U	R	O	R	A		T	M	I		S	A	L		C	I	A
P	L	A	I	D		V	A	M	P		O	M	I	T		K	E	L	P	S
B	E	L	L	E	D	E	J	O	U	R		E	D	A	M		Z	E	S	T
S	A	O		O	E	R		S	T	E	M		E	M	E	E	R			
	D	E	L	I	C	T	I		O	V	A		E	M	A	N	A	T	E	
			A	L	O	H	A		N	E	R	D		E	N	D		I	L	E
R	E	F	S		Y	E	G	G		L	I	B	E	R	T	Y	B	E	L	L
O	G	L	E	R		R	O	O	K		E	L	S	E		M	O	R	A	L
M	A	E		A	L	E		N	I	B		S	T	R	A	I	N			
A	D	A	G	I	O		A	D	L	I	B				T	O	E	C	A	P
		B	E	L	L	A	D	O	N	N	A		C	A	E	N		O	P	E
	M	I	S	L	A	B	E	L		S	U	B	A	R	U		S	U	I	T
M	A	T	T	E		A	S	I	S		B	E	L	L	P	E	P	P	E	R
G	R	E	E	R		S	T	E	T		L	A	V	E		D	O	L	C	E
M	E	S	S	Y		H	E	R	E		E	D	E	N		S	T	E	E	L

NON SEQUITUR BY WILEY

OK, NOW I'M HOPING HE'S RIGHT...

OMG! LIKE, THE END IS TOTALLY NEAR :C

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'BYE, HONEY...GO OUT THERE AND KNOCK 'EM DEAD TODAY!

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DO YA FEEL IT? IT'S LIKE A PAHK, SMELLY CLOUD DESCENDED ON US. SOMETHIN' ROTTEN... SOMETHIN'...

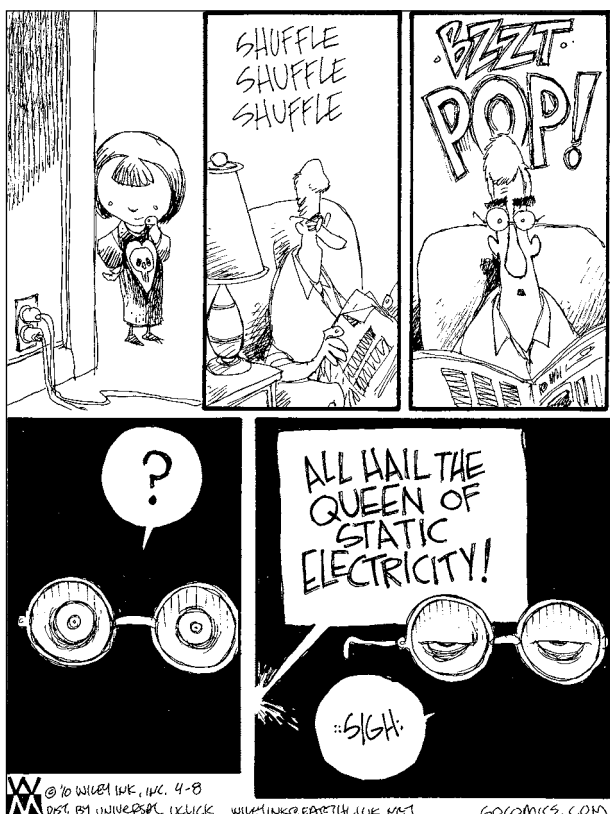
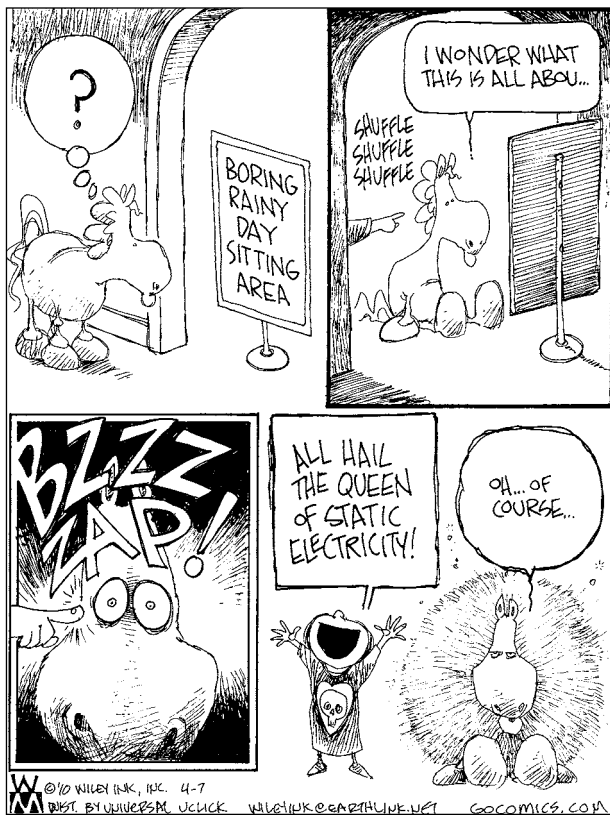
EVIL!

OK... I GIVE UP...

THE YANKEES OPENED THE SEASON AT FENWAY PAHK LAST NIGHT

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