

## MASS EFFECT 2:

*BioWare's RPG perfection worth the cash*

VIDEO GAMES
<b>Mass Effect 2</b>
CONSOLES: Xbox360, PC
GENRE: Action, RPG
DEVELOPER: BioWare
RELEASED: Jan. 26, 2010
<b>OUR TAKE: ★★★★★</b>

By Chris Harless  
Contributing Writer

BioWare released *Mass Effect 2*, the long awaited sequel to 2007's original action role-playing game (RPG) by the same name on Jan. 26 for consoles and PC.

The story of *Mass Effect 2* is a continuation from the first game. It follows Commander Shepard on his journey to save humanity from an enemy that is abducting human colonies in the far reaches of space.

Sure, the plot sounds simple at first, but there are many side plots and twists that make this story an incredible cinematic experience. The first cutscene of the game proves the game's complexity and it really has the potential to catch people off guard.

Players have the option of importing their saved character from the first game or they can start with a new character. They have the choice between six different character classes, which all have their strengths. These classes include the Soldier, the Engineer, and the Adept as well as any combination of these three main classes. The Soldier and the Engineer are pretty self-explanatory, but the Adept is basically the equivalent of a Jedi.

For those who haven't played the original *Mass Effect*, it was honestly one of the best RPG on the next-generation consoles and definitely worth the playing times. It brought something entirely different to the table than most people would expect from a typical RPG.

*Mass Effect* had a streamlined story that took roughly 25 hours to complete. Yes, some people prefer their games to be longer, but after 50 or 60 hours of playing any single game, the story generally becomes boring and the gameplay becomes repetitive. Besides, *Mass Effect* had a great replay value because the story would change severely based on the player's in-game decisions.

The original had one of the most revolutionary dialogue systems to ever appear in a game, which surely makes the other game companies wonder why they didn't think of it first. More importantly, because of that, certain in-game choices actually became difficult to make at times.

BioWare has a history of revolutionizing and improving the RPG genre. For those who aren't familiar with this company, some of the more famous games they have produced include *Baldur's Gate*, *Star Wars: Knights of the Old Republic* and many other classic titles. *Mass Effect 2* is no exception. It improves on the original *Mass Effect* in nearly every single way. *Mass Effect* used to be the best RPG on the next-generation consoles. *Mass Effect 2* should claim that title now.

Image courtesy of BioWare

See Effect, page 14

## Rome-antic comedy follows typical storyline

FILM
<b>Edge of Darkness</b>
GENRE: Romantic Comedy
STARRING: Kristen Bell, Josh Duhamel
DIRECTORS: Mark Steven Johnson
RATING: PG-13
RELEASED: Jan. 29, 2010
<b>OUR TAKE: ★★☆☆☆☆</b>

By Patricia Uceda  
Contributing Writer

When *in Rome* tries its best to be the type of romantic comedy that utilizes charm and humor to make its way into the hearts of teenage girls everywhere. Unfortunately, it fails. The film is about as predictable and unfunny as humanly possible. It has all the variables necessary for a romantic comedy; the workaholic, jaded girl, played by Kristen Bell, meets

the nice, handsome boy, played by Josh Duhamel. Unfortunately, in the case of this film, the equation just doesn't work.

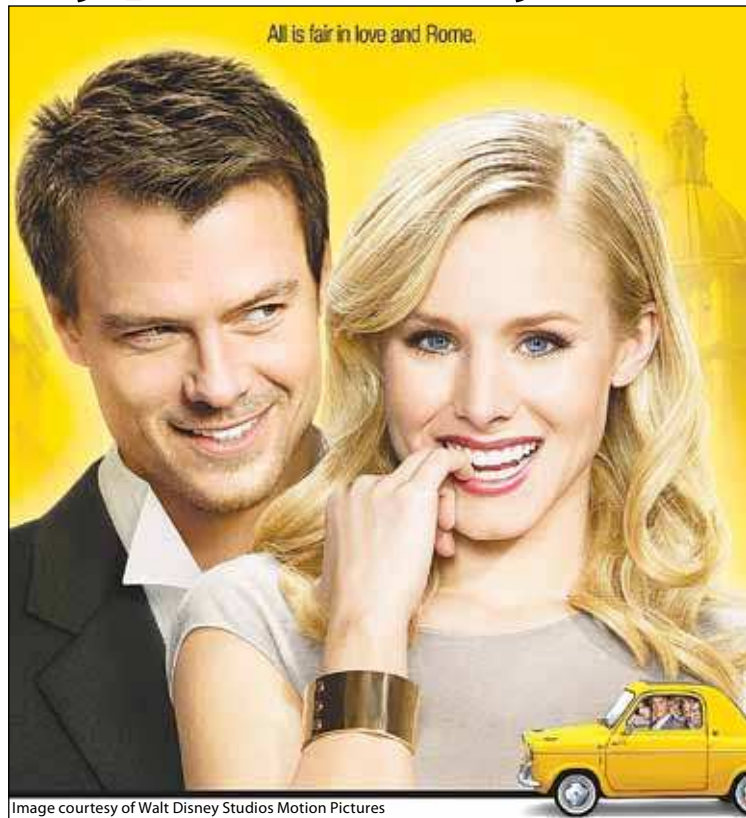
Bell's character Beth, an extreme workaholic, focuses on her burgeoning career as the youngest art curator at the Guggenheim Museum in New York City. She has had terrible luck with boys in the past and has given up on love as a result.

After being humiliated by an ex-boyfriend at one of her art shows, Beth goes home to find that her sister Joan (played by Alexis Dziena) is getting married in Rome, Italy to an Italian guy she has only known for two weeks. Beth agrees to go to the wedding, where she meets the best man Nick, Duhamel's character, and they instantly hit it off.

Unfortunately, when she tries to make a move on the best man, she sees him kissing another girl. Beth becomes disheartened and turns to the Fountain of Love outside the wedding chapel for help.

After drinking from the fountain, Beth ends up drunkenly stealing five coins from it before being chased out by police. The owners of these coins all end up magically falling in love with Beth, and they begin to follow her around obsessively in the hopes of winning her heart. This premise is cheesy enough, but to make matters worse, every one of the four hopeful suitors (the fifth coin is never even accounted for) are very one-dimensional and unfunny.

Will Arnett plays an uninspired tortured artist with a fake Italian accent that gets really annoying throughout the film. The character also fails to deliver any whimsical lines whatsoever. Jon Heder plays a street magician, who is, without a doubt, the weakest link among the four suitors. Heder's character is so awkward and dull it is painful to watch. Dax Shepard plays an egotistical male model who is so full of



See Rome, page 15



Image courtesy of BioWare

**Effect** from page 13

Calling *Mass Effect 2* an RPG may not be the most accurate description of its genre. The game really feels more like a story-driven action game in the same vein as *Uncharted 2: Drake's Fortune*.

Nearly all of the annoying or boring aspects of *Mass Effect* have been removed. For instance, side missions are no longer incredibly repetitive. Instead of driving the Mako, a land war-vehicle, around deserted and barren planets in search of the same things, the side quests are now all more or less unique and there are fewer of them.

*Mass Effect 2* also did away with the somewhat hard to manage inventory system from the first game. In this sequel, players now choose equipment for their team before the start of each mission. This allows the game to feel much more like an action game with RPG elements to it.

The story and the characters are most definitely the best parts of this series. BioWare has done such a great job of creating characters that are interesting and unique. The voice acting in *Mass Effect 2* is also superb. The cast of voice actors even includes big names like Seth Green and Martin Sheen.

The graphics of *Mass Effect 2* are also worth noting. This game's designs can compete with even the best-looking games. The characters and scenery are all inspired and creative. The graphics really make these things come alive.

*Mass Effect 2* is better than the first game in nearly every way and it's definitely worth paying \$60 for it. BioWare has created another incredible game that will be remembered as one of the best games of the current generation of video game consoles.

There are few bad things about the game and, honestly, none of them are worth mentioning.



Photo by Chris Gooley/ Student Publications

By Roshan Kalghatgi  
Contributing Writer

**Atlanta's Best at the Mason Murer Fine Art**

From Friday, Feb. 12th, the Mason Murer Fine Art gallery will be hosting *The Drawing Show*. This exhibit will feature the drawings and other works on paper from the best artists in Atlanta and the surrounding areas. Artwork from a large array of wonderful artists such as James Yarborough, Robert Marx and Benny Andrews will be displayed for all to see. If you have never heard of these guys and would like to learn more, please visit [www.masonmurer.com/artists.htm](http://www.masonmurer.com/artists.htm) to sample their work. A few minutes of browsing and you will find that their work is modern, fascinating and well worth your time to visit the show. What makes this show even better is the fact that the show is open to the public and entrance is absolutely free. So if you're short on cash and looking for an interesting show, then this is perfect for you because all that you would be spending on this event is your own time.

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# Beach's *Dream* fun, unoriginal



Image courtesy of Sub Pop

**MUSIC**

**Beach House**  
*Teen Dream*

**LABEL:** Sub Pop

**GENRE:** Indie Rock, Pop

**TRACK PICKS:** "Silver Soul," "Walk in the Park" and "Lover of Mine"

**RELEASED:** Jan. 26, 2010

**OUR TAKE:** ★★★★★☆

By Yameen Huq  
Staff Writer

It seems like the season of the indie bands. *Teen Dream*, the latest album from indie pop duo Beach House, released on Jan. 26 is a collection of all around feel good indie songs.

The album opens with "Zebra," a down tempo song defined by its repeating guitar rhythm and a soft, echoing chorus. The song seems more like a lullaby than anything else and, while certainly enjoyable, is better suited for putting one to sleep.

"Silver Soul," which opened

with a nice organ and slow drums that reminds one of Pink Floyd, is the next song. Even the lyrics carry the ethereal, cosmic feel found in the Beatles and other psychedelic bands. The echoing sounds and transcendent feel, as though one is traveling through the world of dreams, is an all-around surreal experience.

Next up is "Norway." A huge shift in energy, the tune features a guitar riff and choral ostinato that repeats throughout the song. Cosmic vocals are found in this song as well, quickly becoming a recurring motif within the album. "Strawberry Fields Forever," The Beatles' song, seems to be a huge inspiration for the album, because the singings of all the vocals seem to descend straight from it.

"Walk in the Park" is another trip through the surreal. The basic piano rhythms and eerie, echoing vocals of this song are more or less a continuation of the same.

The vocals, fortunately, seem a little more down to earth in "Used to Be." A very bare song with light vocals and a recurring piano tune, it's well complimented by jingle bells.

The bells add to the cheerful, carefree atmosphere of the song raising it from the realm of melancholy.

"Lover of Mine" is an eerie gem. With an '80s-esque heavy beat in the background, the song has a whistling harmony that reminds one of '70s music. Add to that the '60s Beatles-type vocals, and one has a song that has elements from all the decades. The song is definitely the highlight of the album with its eclectic mix of these styles.

"Better Times," like every other song in this album, starts off with a repeating piano riff and light percussion sound. The piano is pleasing to the ears, but the vocals reiterate what's been heard throughout the album. "10 Mile Stereo" is identical to the other songs in every respect with one key change: a mandolin opener instead of a piano one.

While an interesting change, the song again feels more of the same. "Real Love" is, again, much of the same, but "Take Care" features some nice synthesizers if nothing else.

Overall, this album seems to be a one-trick pony albeit a very pretty pony. The ethereal sounds and minimalist instrumentals are certainly pleasing, but buying a whole album worth of it doesn't seem quite worthwhile. An album should really be a collection of different songs, not the same thing reiterated over and over. The eclectic mix of sounds from throughout the decades is nice, but it is hammered to death in every song, especially the '60s nostalgia.

Every song here is great, but, unfortunately, every song here is also the same. The group found what they are good at and really stuck with it, for good or bad.



Image courtesy of Walt Disney Studios Motion Pictures

## Rome from page 13

himself it's irritating. Last but not least there's Danny Devito who plays a sausage mogul. All four of these characters have no depth to them and are simply unfunny caricatures.

As unbelievable as the fact that Bell's character cannot find a guy to date, the lack of a girlfriend in the life of Duhamel's character is even more surreal.

Furthermore, the chemistry between the two is barely there. Although, to be fair, they have very few scenes to develop any real feelings from due to constantly being ripped apart by unfunny circumstances.

Beth tries to avoid the other four suitors and develops a relationship with Nick, but that all falls apart when she realizes that Nick may be affected by the same spell, forcing her to figure out whether his love is real or not.

While the script is just not very inspiring, director Mark Steven Johnson tries his best to make it work. The movie progresses at a steady pace and there are notably a few small moments of charm and humor.

Unfortunately, these moments are often dragged out until they become exhausted, such as when Beth has to break the vase at her sister's wedding. The first few seconds of it are humorous, but then it gets old really quick.

There are also a lot of whimsical moments that seem random and sloppy, such as Nick constantly walking into trees or a random trip to a restaurant where you dine in the dark. It could have turned out funny, but it ends up pretty random and awkward as they clumsily bump into tables and deal with an extremely creepy waitress.

While a lot about this movie fails, Bell at least tries earnestly to make it work. It's not her fault the script is so terribly lackluster.

Duhamel is not quite so successful on the other hand. His timings are generally a bit off and he has few original lines. It was hard to find him believable as such a nice and wholesome guy.

Overall, this movie is definitely not worth seeing in theatres. Rent it if you're bored one night. It has a few laughs, but you have to dig through all the unfunny and awkward moments to find them.

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Georgia Tech

# Darkness style showcases Gibson, still seems forced

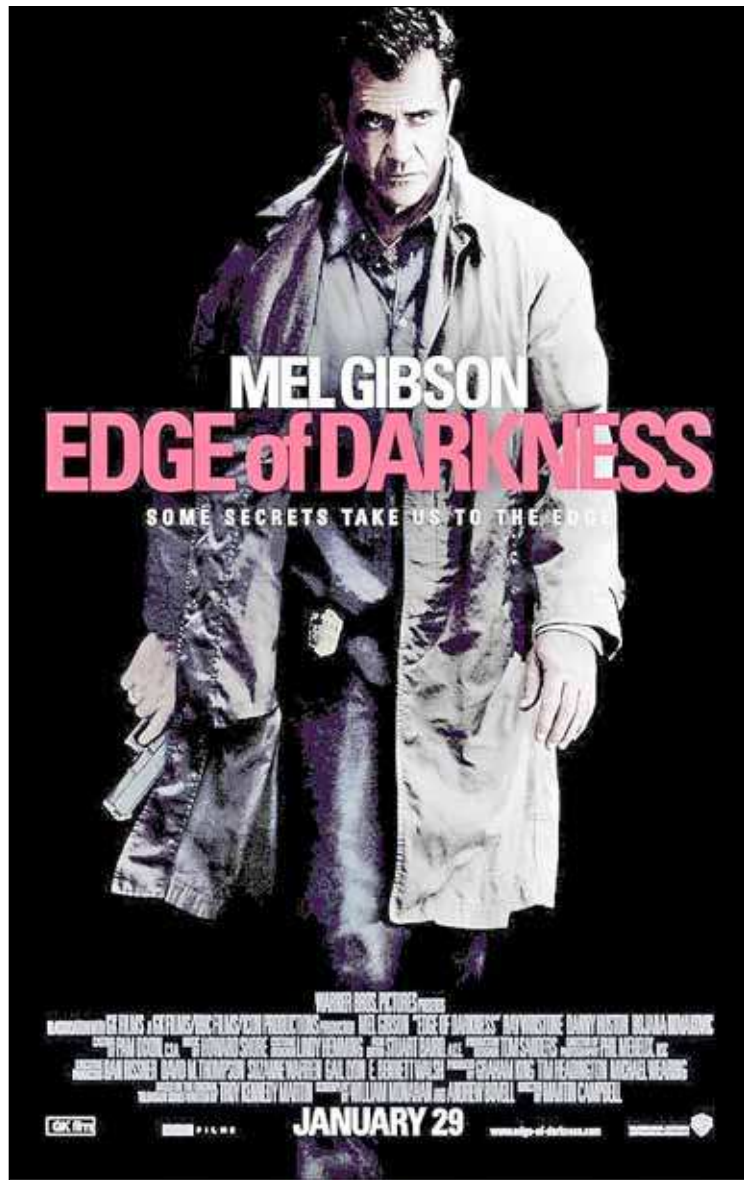


Image courtesy of Warner Bros. Pictures

FILM
<i>Edge of Darkness</i>
<b>GENRE:</b> Drama, Thriller
<b>STARRING:</b> Mel Gibson
<b>DIRECTOR:</b> Martin Campbell
<b>RATING:</b> R
<b>RELEASED:</b> Jan. 29, 2010
<b>OUR TAKE:</b> ★★☆☆☆

By Robert Solomon  
Contributing Writer

Most movies that are released in Jan. fall into one of two categories: the Oscar hopefuls going wider from their limited release, and the failed blockbusters that studios quietly drop to die a quick death. *Edge of Darkness* certainly doesn't belong to the former and skirts dangerously close to falling into the latter.

In his first lead acting role in eight years, Mel Gibson plays Thomas Craven, a Boston detective whose emotional reunion with his only daughter is cut quickly short by an assassin's bullet. While the Boston Police is looking at criminals with ties to the case, Craven uncovers evidence that point to his daughter being the intended target. The rabbit hole goes deep here, which involves big government conspiracies mixed with the standard revenge plot.

While such a conspiracy may have worked in the original BBC miniseries over the course of many hours, the escalation of stakes quickly becomes ludicrous in *Edge of Darkness*, the film. There is simply not a single moment of the plot that is believable.

Now, one may wonder why this is a problem. Don't we go to the movies for increasingly ludicrous plots that bend the very fibers of our imagination? Of course we do. Yet, this approach fails in a film that hinges so closely on a father's grief for his departed daughter. Examples include long scenes where Craven scatters his daughter's ashes on a beloved childhood beach. Mel Gibson isn't in his typical big action movie mode here and neither are the vast majority of his co-stars, who largely seem to be plucked from the Boston area where the movie was shot.

Some of the blame for this incongruous nature must fall to director Martin Campbell, whose recent works include a part in the *Bond* franchise, *Casino Royale*. That was certainly one of the grittier of *Bond* films, but it remained polished as befitting its subject. When this polish is applied to scenes of Craven washing his daughter's blood off of his hands, it ultimately rings false.

There is only one aspect of the film where this polish works, and it is all in the scenes that feature the mysterious operative played by British actor Ray Winstone. The

scenes between Gibson and Winstone are the very best in the film, as both men place a cautious trust in one another. To say more would be criminal and rob one of the few pleasures the film easily affords.

The rest of the blame can fall at the feet of the film's producers, who decided after the initial cut of the film to reshape it more into the action movie mold. This explains much of the film's randomly accelerated pace which lurches like a 15-year-old learning to drive a stick shift. Casting a drama type to an action movie type is only a successful operation when you can be sure you've got an action movie somewhere in there. In this case, the action pickings were slim, even if Gibson chews on lines such as "You've got a decision to make...to be the one hanging up the cross or banging in the nails."

This is all rather a shame, because Gibson is quite excellent in the film, as far as films of this type go. Even as the events of the film spiral out of control, Gibson's rage mixed with sorrow becomes the most believable aspect of the film, the anchor to which the whole enterprise perilously clings. It is a reminder of Gibson's star power, even as details of his personal life cast him in a less than flattering light. While *Edge of Darkness* can hardly be recommended in its current form, one hopes that there is a better Director's Cut out there somewhere for posterity.

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# THEME CROSSWORD: APPEAL TO IGNORANCE

By Robert Zimmerman  
United Features Syndicate

**ACROSS**

- 1. Light-rail vehicle
- 5. Coalition
- 9. Goalie's place
- 13. - Edna Everage
- 17. Flora and fauna
- 18. Fate, in Greek myth
- 19. Rise
- 20. "- go bragh!"
- 21. Braids
- 23. Start of a quip by Douglas Adams: 3 wds.
- 25. Gamble
- 26. Coffee beverage
- 27. Intelligence
- 29. Snoots
- 30. Behave theatrically
- 32. Compliant answer
- 33. Fitting
- 34. Part 2 of quip: 4 wds.
- 43. Chanteuse
- 44. Smallest animal
- 45. Purloined

**DOWN**

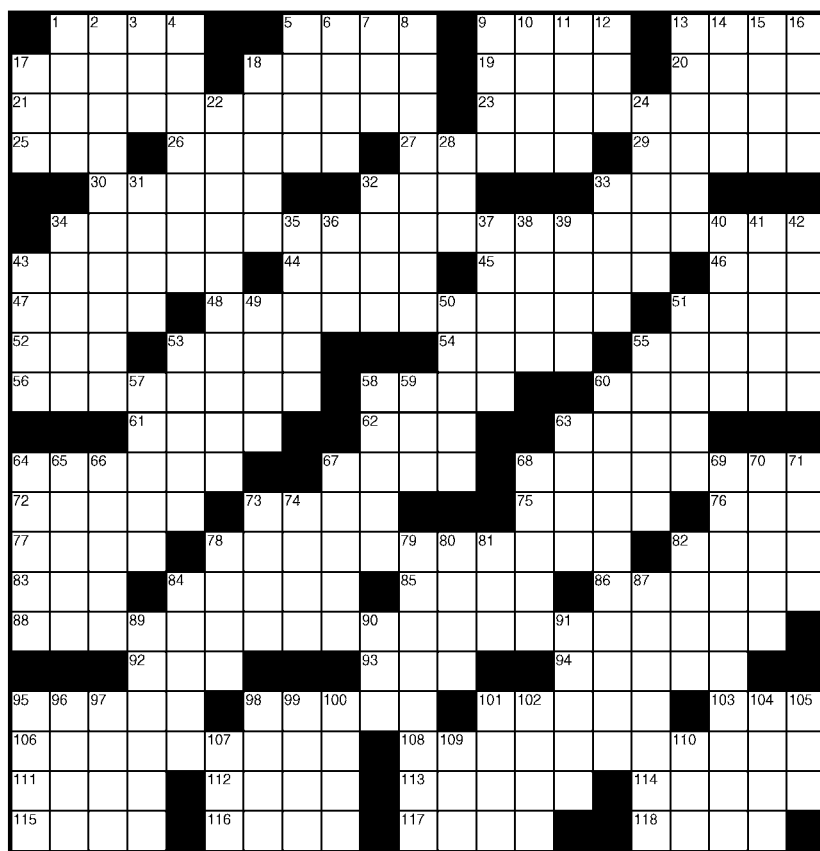
- 1. Prong
- 2. Corruption
- 3. Broke a fast
- 4. Fictional detective
- 5. Sloop
- 6. Dwell
- 7. Output from a mine
- 8. Part of VCR
- 9. Talk idly
- 10. Affected manners
- 11. Merriment
- 12. Tolkien creature
- 13. Spanish explorer
- 14. One of the Olympians
- 15. Speck

- 46. Ending for journal or legal
- 47. - laureate
- 48. The middle class
- 51. - -dieu
- 52. Overhead railways
- 53. Throws
- 54. Valley
- 55. Delivered from sin
- 56. Demoralize
- 58. Tender
- 60. Relatives of badgers
- 61. Sublet
- 62. Part 3 of quip
- 63. Horse's gait
- 64. Unruffled
- 67. Offspring of Aphrodite
- 68. Racing vehicles
- 72. Errands
- 73. Son of Isaac
- 75. Coil of yarn
- 76. Greek letter
- 77. Samovars

- 78. Reversing
- 82. Razor brand
- 83. Drink served at Christmas
- 84. Skilled
- 85. Spinks or Uris
- 86. Old Testament book
- 88. Part 4 of quip: 5 wds.
- 92. Liq. measures
- 93. Hopper
- 94. Classic cookies
- 95. Old Italian coin
- 98. Vapor
- 101. Asian garment
- 103. LPs' successors
- 106. End of the quip: 2 wds.
- 108. Unbalanced
- 111. "- Misbehavin'"
- 112. Princess
- 113. Musical sounds
- 114. "The Gold-Bug" author
- 115. Repetition
- 116. Declines (with "out")
- 117. Paradise
- 118. Gypsy gents

- 16. Baseball's Slaughter
- 17. Napkin of a kind
- 18. Measuring device
- 22. Afloat
- 24. Loosen, in a way
- 28. Masc. title
- 31. Mil. officer
- 32. Yin and -
- 33. To - - (precisely)
- 34. Mayo with garlic
- 35. Faith
- 36. "Ben -"
- 37. Serviceable
- 38. Freedom from difficulty

- 39. Integument
- 40. Effrontery
- 41. Dogwood tree
- 42. Requirements
- 43. Drove recklessly
- 49. Newspaper item, for short
- 50. Fiends
- 51. LuPone or LaBelle
- 53. Legal claims
- 55. Wading bird
- 57. Readies
- 58. Structural brace
- 59. Cry of surprise
- 60. Plant in an orchard: 2 wds.



- 63. Lighter- -air
- 64. Smarted
- 65. Gaffe
- 66. 1960s rock star
- 67. Dry land
- 68. Coarse cotton fabric
- 69. Ophthalmologist's instrument
- 70. Cast
- 71. Fly
- 73. Holiday times
- 74. Clan
- 78. Concern of bet makers
- 79. Last
- 80. Means of control
- 81. "Wynken, Blynken and -"
- 82. - - time (never)
- 84. Chekhov
- 87. Biting insect: slang
- 89. News offering
- 90. Arab garment
- 91. Standards
- 95. Headliner
- 96. The Buckeye State
- 97. Time of fasting
- 98. Switch
- 99. Pavilion
- 100. Discord personified
- 101. New Year's Eve word
- 102. - Corner
- 104. Twosomes
- 105. Compass heading
- 107. Marquee notice
- 109. Turf
- 110. Devilfish


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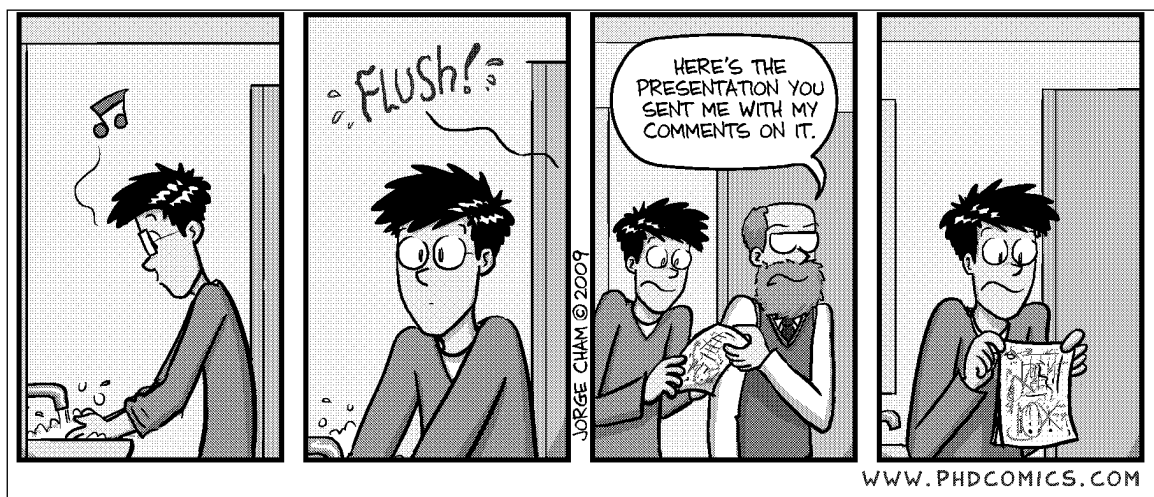
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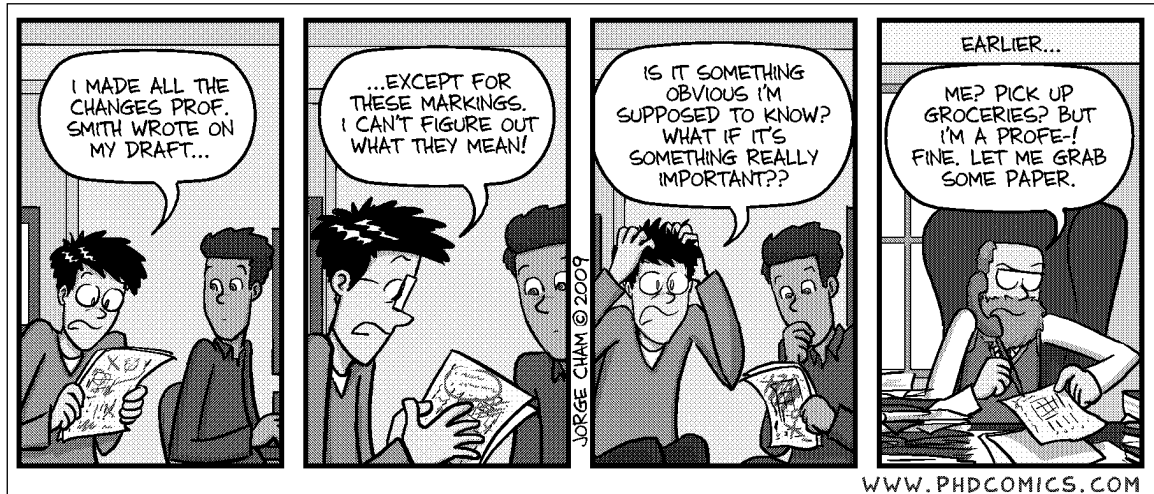
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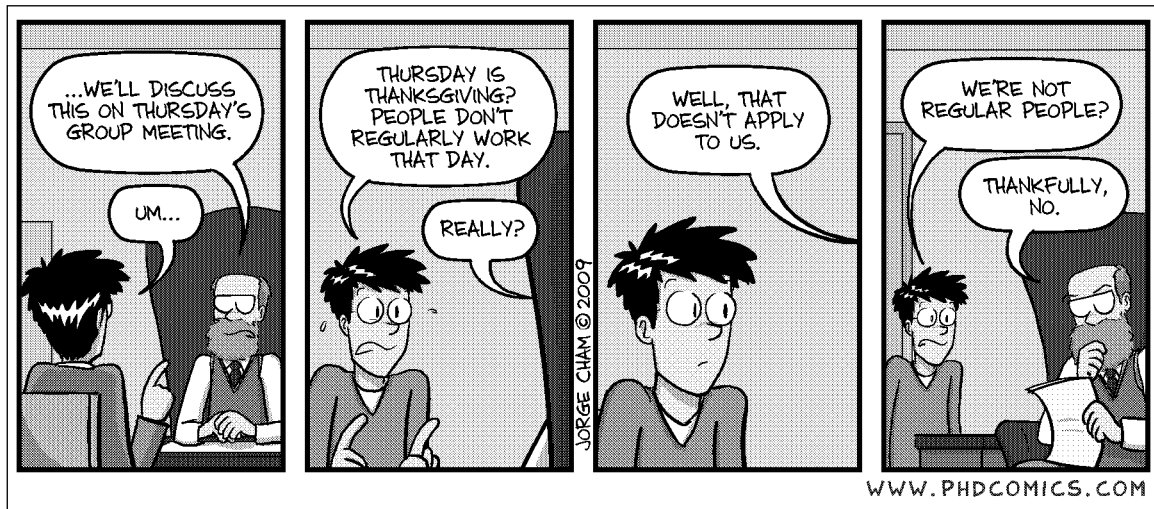
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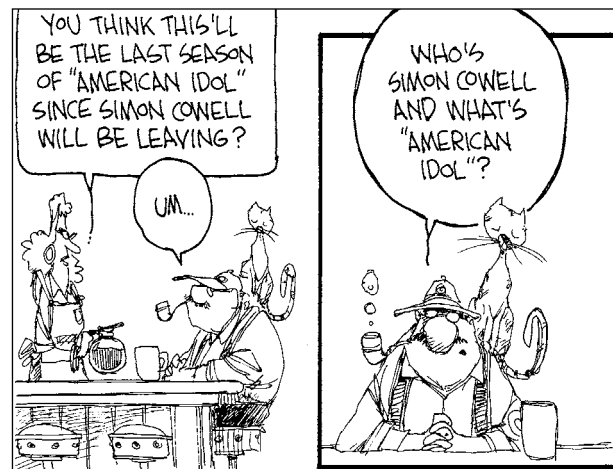
**CROSSWORD SOLUTION FROM PAGE 17**

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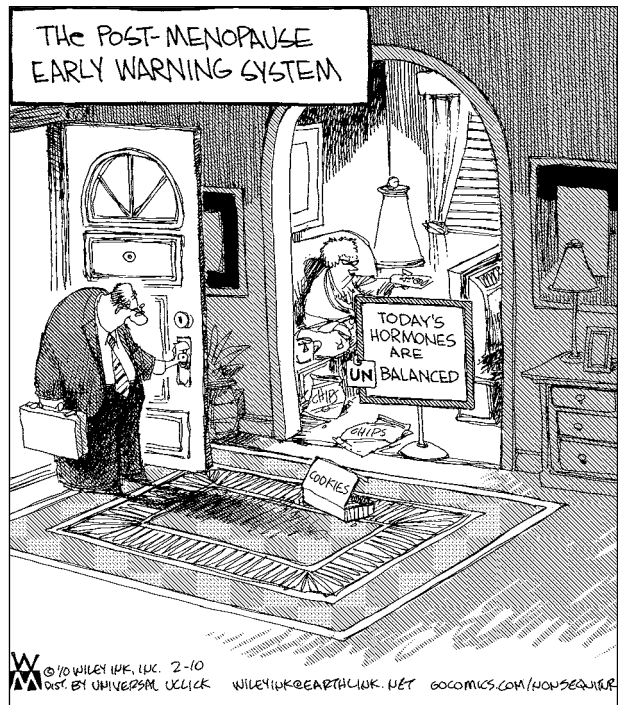
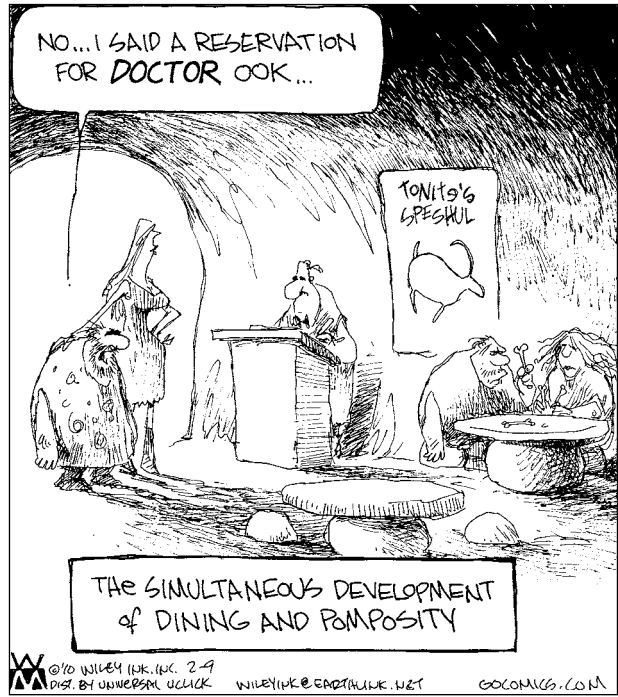


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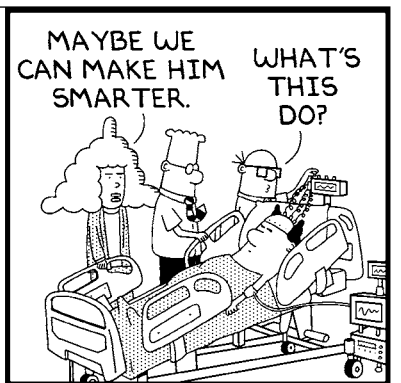
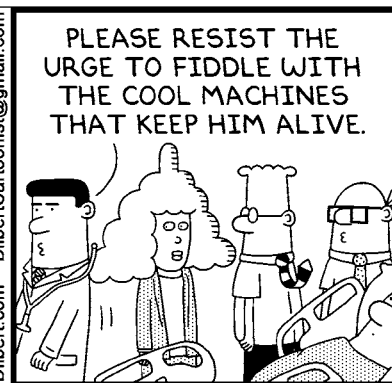
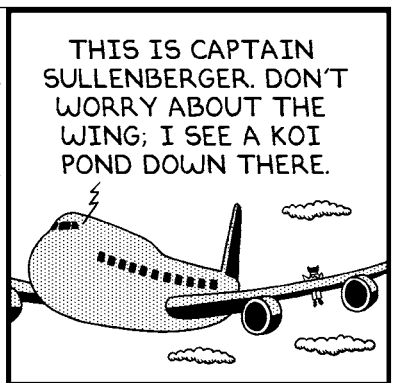
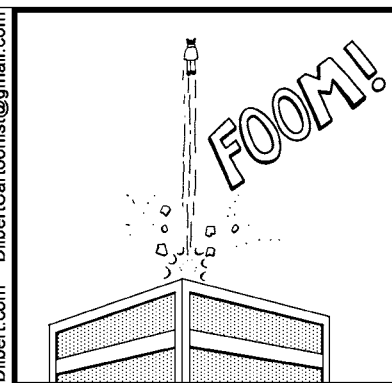
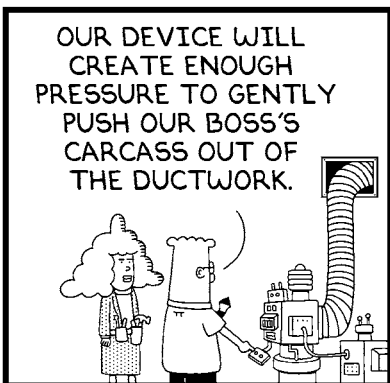
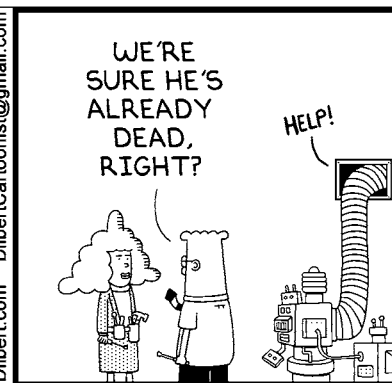
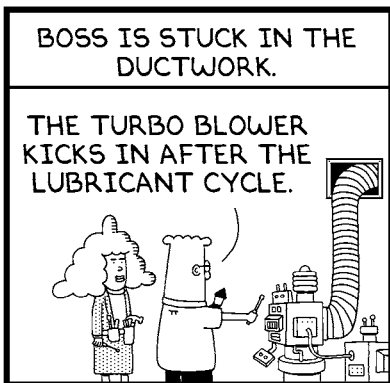
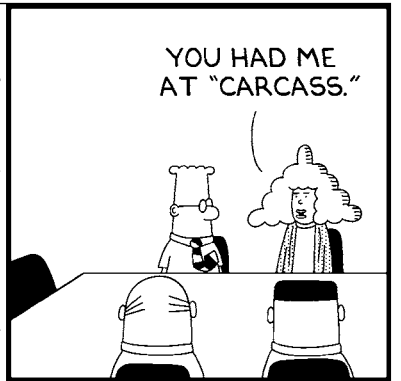
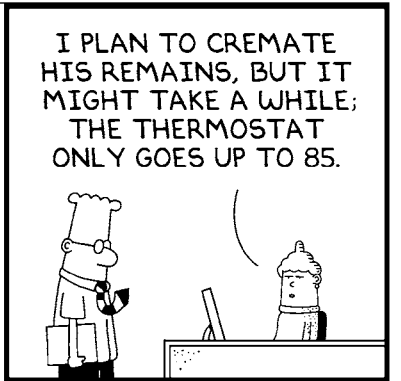
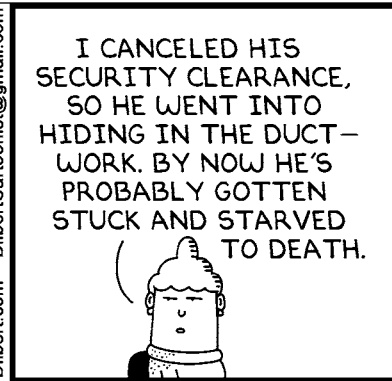
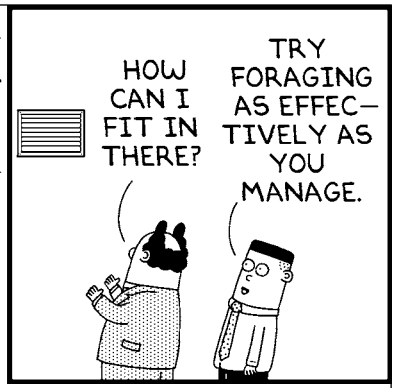


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# AUXILIARY SERVICES LOVES STUDENTS WEEK

February 8-14

[www.ImportantStuff.gatech.edu](http://www.ImportantStuff.gatech.edu)



## Stamps Health Services

*Smiles are Contagious... Catch One!*  
Visit Stamps Health Services Feb. 9-11 and \*register for drawings: 1<sup>st</sup> prize Bright Smile Package (\$299 value; includes Exam, X-Ray, Cleaning, Fluoride, Teeth Whitening), 2<sup>nd</sup> prize Teeth Whitening (\$179 value) and 3<sup>rd</sup> prize Rotary Toothbrush (\$107 value)

\*No purchase necessary to enter.



**BARNES & NOBLE**  
@ Georgia Tech

## Barnes & Noble @ Georgia Tech

25% discount on Yikes Rolled T-shirts and all socks (Feb. 8-14. Show BuzzCard for discount)

## GT Dining

Friday, February 12:

•Valentine Special Lunch at First Place

Sunday, Feb. 14:

Valentine Brunch at Woodruff and Brittain Dining Halls



## Student Center

### Monday, February 8

Visit the Information Desk to pick up your Auxiliary Services Loves Students Week itinerary and enter to win an iPod Speaker Station

### Tuesday, February 9

Visit Tech Rec from 11 a.m. – 1 p.m. for FREE bowling, billiards, video games and enter to win the iPod Speaker Station

Make your own Valentine, 11 a.m.- 2 p.m., Student Center Commons, sponsored by the Craft Center

### Wednesday, February 10

Wacky Wednesday! 11 a.m. – 1 p.m. by the Information Desk. Spin the Wheel for great prizes and enjoy FREE popcorn and giveaways. Play the “Know that Auxiliary Services” Department” game for a chance to win big prizes. Don’t forget to enter to win the iPod Speaker Station!

### Thursday, February 11

Georgia Tech Night at the Aquarium 6-10 p.m. Purchase tickets online at [www.BuzzCard.gatech.edu](http://www.BuzzCard.gatech.edu)

### Friday, February 12

Enter to win an 8GB iPod Nano at the Academy of Medicine Open House, 1-4 p.m.



## Auxiliary Services

- Play the “Name that Auxiliary Services Department” game, Wednesday, Feb. 10, Student Center 2<sup>nd</sup> Floor and win flash drives, T-shirts, executive journals, candy and more!
- Read The Buzz online at [www.ImportantStuff.gatech.edu](http://www.ImportantStuff.gatech.edu) and enter the contest for two Georgia Tech Night at the Aquarium tickets!

**Visit Auxiliary Services departments for fun, games and prizes, February 8-14**



## BuzzCard

\*Make a deposit on your BuzzCard during the week, you are automatically entered to win:

- \$75 BuzzCard Bonus Deposit
- \$50 BuzzCard Bonus Deposit
- \$25 BuzzCard Bonus Deposit

\*Use your BuzzCard at Barnes & Noble @ Georgia Tech, you are automatically entered to win:

- \$25 Barnes & Noble gift cards
- \$10 Barnes & Noble gift cards

\*Use your BuzzCard at a GT Dining location, you are automatically entered to win:

- GT Dining \$25 gift cards
- \$10 WOW meals

\*Use your BuzzCard at Tech Rec kiosk and you are automatically entered to win:

- a tray of Jackets wings & a free bowling game for 4

\*No purchase necessary. Stop by the BuzzCard Center and swipe your BuzzCard to enter.

## Housing

Residential students, stop by your Community Office, Feb. 8-12 for candy and register for Half Rent Spring Rebate. Housing is “one sweet place to live!”



## Parking & Transportation

(1) Pick up “I Love Tech Trolley” buttons from our office. If a Parking and Transportation employee spots you while you have your button on campus, you automatically win a **free validation card for any campus visitors’ lot!** (2) Facebook and Twitter – Become our friend or follow us during Auxiliary Services loves Students Week and you’ll be eligible to win free **Zipcar** hours!