



CITY SCENE

Photo by Chris Gooley/Student Publications

By Patricia Uceda
Contributing Writer

Story of the Year plays Masquerade

Story of the Year is an American rock band from St. Louis, Mo. They formed in 1995, and enjoyed plenty of commercial success with their debut album, *Page Avenue*, and the popular singles "Until the Day I Die" and "Anthem of Our Dying Day". Since then they have released three more albums, including their latest, this year's *The Constant*. They are one of the hardest working bands in the business, constantly touring and recording music. They will be playing this Saturday, April 10, at the Masquerade along with Maylene and the Sons of Disaster and After Midnight Project. Tickets cost only \$15, so be sure to check them out.

Comedy Gold at the Landmark Diner

If you are in the mood for some laughs and good food this weekend, head over to the Landmark Diner for their weekly show, "Comedy Gold." This show takes place every Friday and Saturday night, and was voted the best comedy show in Atlanta. Gilbert Lawand and Jarrod Harris are the founders and hosts of this comedy show that features new, up and coming talent. Lawand and Harris are no strangers to comedy themselves, both having performed successfully as comedians for a long time. The talented young performers also have plenty of experience. They have performed everywhere from Comedy Central and Ferguson to Letterman and Leno, as well as many other shows. Parking is free, so be sure to go and check this comedy show out.

Imax: *Forces of Nature* at Fernbank

This weekend you can check out the film *Forces of Nature* in Imax at Fernbank Museum of Natural History. This National Geographic film showcases the amazing power of earthquakes, volcanoes, and tornadoes; all in thrilling 3-D. Additionally, the science behind Earth's fiercest powers is explained as you follow scientists on their quests to understand how these natural disasters work. Audiences will also see what is being done to predict and prepare for these natural disasters. This Imax experience allows you to get a firsthand look at some of the most incredible forces in nature, all in the safety and comfort of your seat. Tickets are \$13, and it will be playing at Fernbank Museum of Natural History until May 2. For more info, visit fernbankmuseum.org.

SCAD-Atlanta hosts AtlantAmation

This Friday, April 9, is the first of what organizers hope to be many annual AtlantAmation events. Seven shorts made by local SCAD-Atlanta students will be screened in a festival of shorts showcasing the students' animated filmmaking abilities. The selected films cover about 90 minutes with different style techniques and stories. Some of the shorts are funny, some are sad, some are heartbreaking and some are dramatic. Just because they are animated does not mean they are appropriate for all ages, however, and some may not be suitable for children. At the end of the screening there will be a question and answer session with the young filmmakers. If you are interested in filmmaking and wish to get a glimpse of what other young people are up to, feel free to attend this AtlantAmation event to be held in the Earl Smith Strand Theater. Tickets are \$8, and it starts at 7 p.m.

Lookingglass Alice at the Woodruff

In the wake of the recent success of Tim Burton's film adaptation *Alice in Wonderland*, the Alliance Theatre at the Woodruff is presenting its own interpretation of the Disney classic in the form of *Lookingglass Alice*. Much more than just a regular play, it is an extraordinarily entertaining amalgamation between theatre and circus. Directed and adapted by David Catlin, the performance will run until May 2. Priced between \$20 and \$50 dollars, the tickets are well worth the costs. Visit alliancetheatre.com.

HOW TO TRAIN YOUR DRAGON



3D Masterpiece thrills audiences of all ages

Images courtesy of Paramount Pictures

FILM
How to Train Your Dragon
GENRE: Comedy/Adventure
STARRING: Jay Baruchel, Gerard Butler, Jonah Hill
DIRECTOR: Dean DeBlois, Chris Sanders
RATING: PG
RELEASE DATE: March 26, 2010
OUR TAKE: ★★★★★

By Robert Solomon
Contributing Writer

With *How To Train Your Dragon*, Dreamworks Animation finally sheds the oily skin of stale pop culture references that has plagued their output since *Shrek* in 2001. In this, finally, lies a story and characters that can stand on their own, with surprising warmth and heart. It is a film that can stand up next to the very best works by Pixar.

One can only hope that with the impending end of the *Shrek* series this May that this film is a promising sign of work to come instead of a fortunate detour.

The story itself is simple, and not out of place with the sort that Disney may have used in the past. This should come as no surprise considering Jeffrey Katzenberg (the K in Dreamworks' SKG) was at

the head of the animation resurgence at Disney with *The Little Mermaid* onwards.

It concerns a teenage boy named Hiccup, who with his diminutive stature looks decidedly out of place next to the monstrous people that surround him, for they are all Vikings.

The most disappointed of all the Vikings turns out to be the village leader, who also conveniently happens to be Hiccup's father. These Vikings do not have the problems of historical ones, instead being plagued by raids by dragons, who snatch up livestock like a bird would snatch a mouse. Tired of this insurgency, the Vikings fight the dragons, leading to a war without a conceivable end.

Hiccup is small in size, but he more than makes up for this with empathy and ingenuity. Not only this, he is a big nerd (hooray!), fashioning a mechanical device designed to take a dragon out of the sky, hoping that its success will win him the approval he so desperately seeks. Hiccup's attempt at shooting down a dragon initially is perceived to be a failure, but after a fearful walk, Hiccup comes across a small black dragon caught in his trap.

As expected, Hiccup eventually frees the dragon after a battle with his conscience, but the expected taming of

the dragon takes much longer than expected. In a triumph of near wordless interaction, Hiccup and Toothless (his name for the dragon) begin to learn to trust one another. It doesn't hold the poignancy of the opening of *Up*, but what does? Every step Hiccup takes closer to Toothless feels earned, until finally he takes a leap of faith, raising his hand to the dragon in an image that rivals the best seen in any film.

In conjunction with this, Hiccup begins Viking training, but his unexpected success comes not through his strength of arms, but the empathy that lead him to find that Toothless was not the killer the village folklore lead him to be.

In summary, this seems rote and trite, but the quality of *How To Train Your Dragon* lies in the film's exceptional execution and in its trust in the power of images to illustrate its emotions.

None of this would matter if the dragon-riding sequences were not so thrilling, but they are, even more so than the equivalent sequences in the acclaimed *Avatar*.

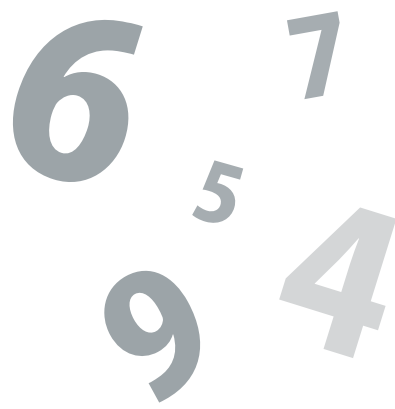
As one skeptical Viking goes from fear to awe while on their first dragon ride, the visuals parallel the emotions, changing from barely controlled chaos to serene flight,

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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www.nique.net

Titans lacks in character development

FILM
Clash of Titans
GENRE: Action/Fantasy

STARRING: Sam Worthington, Liam Neeson

DIRECTOR: Louis Leterrier

RATING: PG-13

RELEASE DATE: April 2, 2010

OUR TAKE: ★★☆☆☆

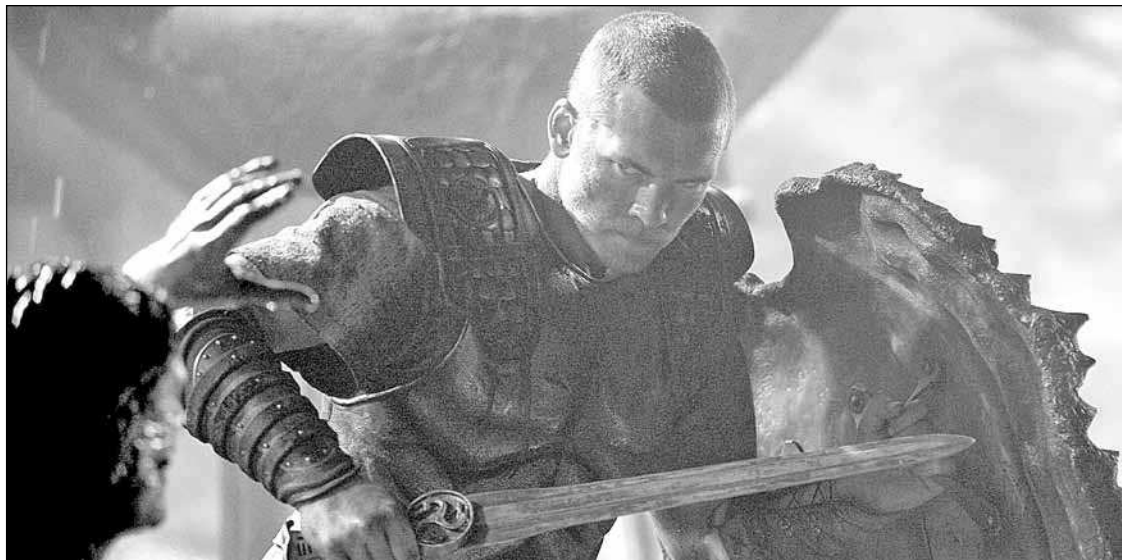
By Kenneth Phillips
 Senior Staff Writer


Image courtesy of Warner Bros. Studios

Clash of the Titans is fantasy film of an epic tale as old as... thirty years ago. As evident by the familiar title, *Clash of the Titans* is a "remake" of the last Ray Harryhausen film of 1981 which detailed the mythos of demigod Perseus, son of almighty Zeus. However, even Zeus has problems and his bickering with Hades might lead him and the realm of mortals to ruin.

Rather clear from everything I have stated, the story borrows heavily from Greek mythology concerning the trials of Perseus of Argos. He is challenged to save Princess Andromeda, in what might be the basis of "white knight tales" and perhaps Hideo Kajima's fictional storyboards, from the wrath of the gods and their terrible Kraken, the most fearsome of aquatic monstrosities. First, however, he must at-

tain favors of Zeus and search for a method to defeat a beast which cannot be bested by the arms of mortals. This search is only the first of Perseus' difficulties for he must return alive and in time to become the hero of legends.

So basically *Clash of the Titans* does not stray very far from the original film's base, but it does have major differences in both setting and back story, revolving around the city of Argos rather than Joppa.

Most everything ephemeral to the major points in Perseus' quest to becoming a hero has been replaced. I suppose it is a measure to make the story less relevant to the original *Clash of the Titans*. However, renaming a city or changing

the fictional history of Perseus has little effect when paired with much more successful measures such as adding interesting new races like the Djinn.

The film also takes measures to return characters from the original film. Calibos, the adversary of Perseus in the original, revives his role with a completely novel identity as Acrisius, who was Perseus' grandfather but is instead made his stepfather for the film.

However, the greatest change to arise from Travis Beacham and Phil Hay's screenplay is that the gods have far less influence upon mortals than in the original. Instead, the gods have been cast as reactionary forces against secular humanism, spiteful from the loss

of mortal idolatry. Perseus even rebukes offers of Zeus and chooses to face the Kraken to foil Hades for taking his adoptive family.

So, the tale takes a turn to a conflict of man against gods where a group of soldiers led by a demigod travel across the wastes and to the realm of death to defeat the pantheon's champion, but near the end, the line gets a bit blurry and it again boils down to one god's champion versus another as it was in the original.

Through these changes in conflict and obtaining the favor of Zeus, Perseus' motivations remain pretty shallow. He only wishes to be a fisherman and embarks upon

 See *Clash*, page 20

Dragon from page 15

with both extremes and everything in between handled flawlessly.

The 3D is not as essential, however, and if you see *How To Train Your Dragon* on 35mm film, you will not be missing much. It is the curse of well made 3D movies for the third dimension to be forgotten as the film itself picks up narrative steam.

Many pundits have cited the lack of recognizable celebrity voices as being a reason that *How To Train Your Dragon* did not open to a comparable box office to *Shrek* and the like.

Whatever this decision may have cost them in dollars, it benefited the film immensely. Jay Baruchel (last seen in the forgettable comedy *She's Out Of My League*) shines in particular, with his voicing of Hiccup amplifying not just his anxieties, but the very depth of his feeling.

It is this empathy of Hiccup that permeates this film, and one could say this is the first Dreamworks animation to have a soul. The film treats the characters with respect rather than contempt, and as such the audience does the same.

With the gimmicks and crude winks at the adult audience eschewed, Dreamworks has taken its own leap of faith, one that should rightfully be rewarded. This will be difficult for Pixar to top with *Toy Story 3* later this year, and this is certainly the best mainstream film to come out so far in a young 2010.



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New *God of War* appeals to gore-loving gamers

GAMES

God of War III**CONSOLE:** PlayStation3**GENRE:** Action-Adventure**DEVELOPER:** Saint Monica Studio**RATING:** Mature (M)**RELEASED:** March 16, 2010**OUR TAKE:** ★★★★★

By Yameen Huq
Staff Writer

I don't think I've ever before played a game that made me widen my eyes in shock nearly every minute. This game puts every classical war movie to shame, calling them out on their relative timidity.

It embraces violence and destruction as the key component, which is what many gamers really want to play. *God of War III* is an example of the game every politician and social conservative loves to hate, thus making it a favorite of everybody else.

The game relishes in its brutality and is a non-stop chain of shock and awe with an emphasis on gruesome shock. Those who are able to stomach the smorgasbord of guts will experience the most frantic, fast-paced action game yet—one where style and substance are successfully fused

into an amazing, albeit sadistic, experience.

The basic plot structure is simple but saves itself from being cliché with the constant twists and turns as well as inversion of common themes. Despite being the third game in the series, all one needs to know is that the anti-hero, Kratos, has been betrayed by the Olympian gods and now works with the titans to extract only the bloodiest of vengeance.

Riding on the back of Gaia, the earth titan, the game begins with him fighting off Poseidon and attempting to climb Mount Olympus and reach Zeus. However, he soon discovers that Gaia is all too willing to cast him aside for her own revenge against Zeus, and he is thrown off the mountain by her in an act of betrayal. After this, he wakes up to find himself in the Underworld with many of his powers gone. At this point, Kratos vows to kill everyone that stands in his way, including every single god on Olympus.

There are very few genuinely good people in this game. Kratos, himself, is often hard to like. Much of his dialogue is reduced to one-liners ("I will kill all of them!" and its variations), and his cruelty can sometimes be too much. There are often random cut-scenes and moments where characters will ask Kratos for help, only to be killed or told that he doesn't care about their problems.

An explanation of him at his

best makes him only mildly more likeable. It's an odd aspect on the game, as it has no relation to either the plot or gameplay and seems to be cruelty simply for cru-

elty's sake.

The graphics showcase the PS3's full talent. The opening level is absolutely gorgeous, featuring a seamless massive environment for

Kratos to travel. The action is fast and frantic with the cut-scenes even being a part of the game,

See *God*, page 20



Image courtesy of Saint Monica Studio

a serious discussion **BOOZE.**

Tuesday, April 13 at 7:20pm
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Image courtesy of Saint Monica Studio

Gods from page 19

yet there is never any lag. Riding on the head of Gaia the titan and fighting a giant watery Poseidon is the definition of an epic battle. In certain moments, it almost seems photo-realistic.

Of course, the gameplay is where this game ultimately shines as well as horrifies. Kratos wields two blades attached to long chains, allowing him to perform feats of Spiderman-esque agility as well as kill large hordes of undead soldiers. The moves are endless and involve everything from tearing off heads to using people as battering rams. The game finds

more and more creative ways to kill enemies with Kratos, at one point, gutting a giant warthog and ripping out its innards. In another moment, Kratos fights the Cyclops and rips out its eye, leaving a fountain of blood in its wake.

The violence can be a little too much at times. Kratos often kills civilians for no reason at all, and the boss fights are often a guilty pleasure. I don't think I've ever played a boss fight where half the fight consisted of torturing and beating the enemy and ending with an eye-gouging. This game is not for the faint of heart and every moment is one of destruction and

gore.

The voice-acting and soundtrack are both top notch. The music heightens the atmosphere, reminiscent of movies like *Troy* and *300*. The sweeping orchestral sounds blend well with the action and add a level of depth and intensity. Overall, the music makes this game feel more like a high-budget movie in which one controls the protagonist.

This game is defined by what often makes video games controversial: blood, gore and violence. Anyone who can stomach the violence will find this one of the most high-energy and satisfying games of 2010.

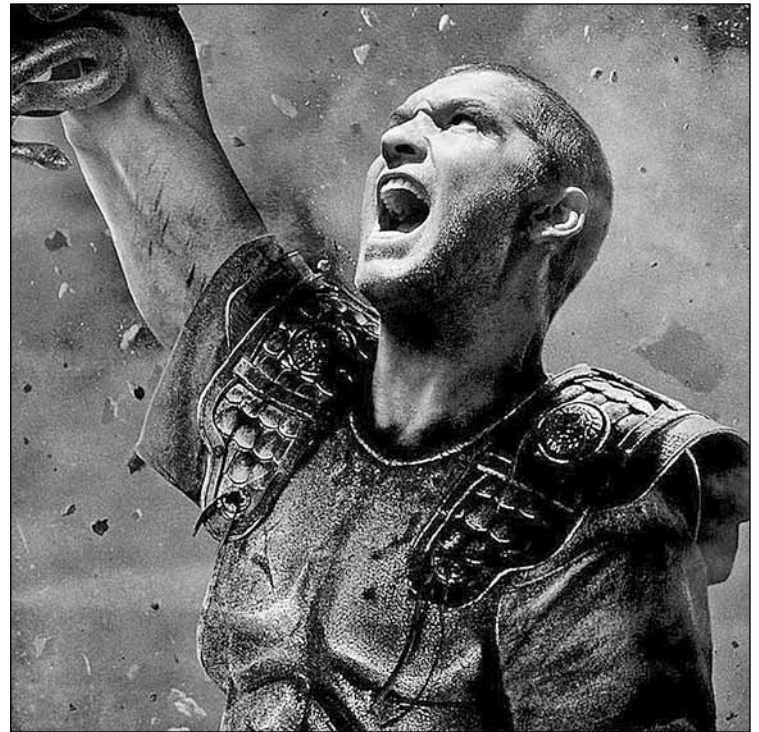


Image courtesy of Warner Bros. Studios

Clash from page 17

a rather basic revenge plot. The character development is also a bit strange.

Of course everything can be explained away by the fact Perseus is a demigod, but going from a life at sea to, after spending only five minutes with a sword in his hand, jumping through giant scorpions, is a bit ridiculous. I understand he's a legendary hero and Sam Worthington gives Perseus a somber action hero portrayal, but could not some more time be used to make a more natural development?

To answer my own question,

no, there was no time to spare for fleshing out characters in *Clash of the Titans* and Perseus was lucky to be given what time there was to spare between action sequences. To be frank *Clash of the Titans* takes the same route as Tim Burton's *Alice in Wonderland* where the established story becomes setting for action scenes.

Despite what negative opinions I have given here, the movie is actually enjoyable even if it is more a technical spectacle rather than following in the footsteps of Hellenistic drama. It is a very capable action movie and fine choice for entertainment while escaping the returning heat.

2010 SSO LATIN AMERICAN FILM FESTIVAL

April 2-April 17 at 7:00 pm



El Orfanato

April 9

A woman opens an orphanage for handicapped children at her childhood home. Not long after moving in her son starts to talk with an invisible new friend.



Tropa de Elite

April 10

In 1997 captain Nascimento needs a substitute for his occupation while trying to bring down drug dealers before the pope comes to Brazil.

April 2

Pan's Labyrinth

April 3

Rudo y Cursi

April 9

El Orfanato

April 16

Secuestro Express

April 17

Motorcycle Diaries

Free Food
Subtitles
Popcorn

THEME CROSSWORD: DISORIENTED

By Robert Zimmerman
United Features Syndicate

ACROSS

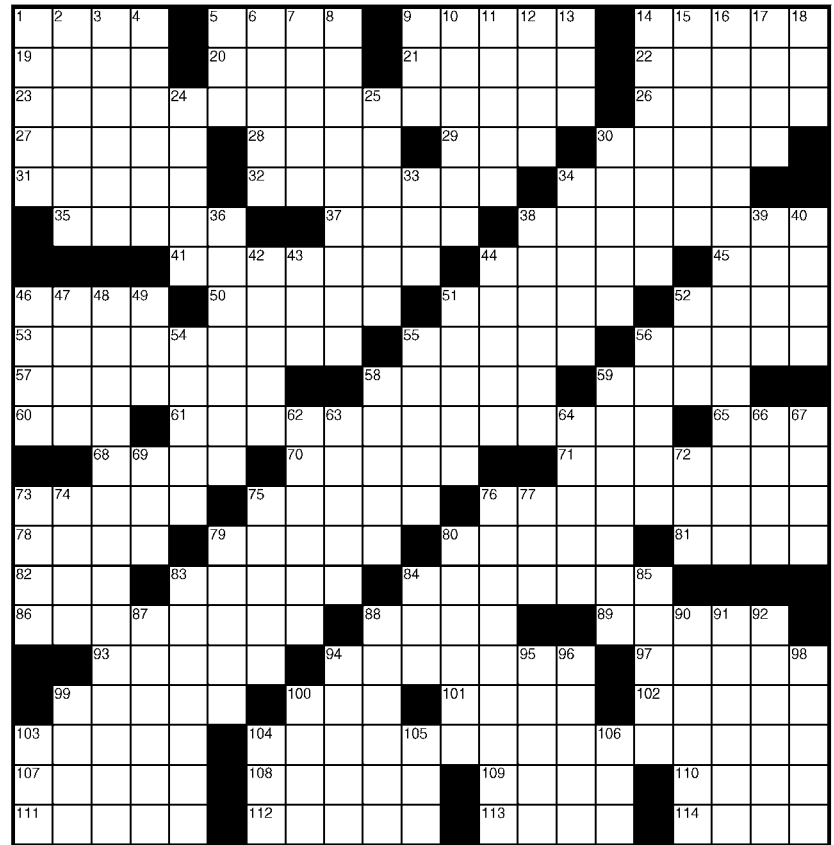
- 1. Flowerless plant
- 5. Blemish
- 9. "Outta here!"
- 14. Assets of some boxers
- 19. Of the ear
- 20. Musical finale
- 21. Midwest air hub
- 22. He carries a lot of weight
- 23. Don't look for many saris here
- 26. Clipped
- 27. North Pole workforce
- 28. Rocket insignia
- 29. Peculiar
- 30. Frighten
- 31. Shuts the door, with meaning
- 32. TV after-dinner fare
- 34. Macbeth was one
- 35. To get the better of
- 37. Venetian resort
- 38. Hindquarters
- 41. Author Caldwell

DOWN

- 1. Styles
- 2. Tragic Moor
- 3. Woodsy
- 4. Strategy
- 5. TV-radio watchdog
- 6. Bank's business
- 7. 1950s also-ran
- 8. Measure of dieter's progress, or lack of it
- 9. Midwestern rail line
- 10. Colored pigment
- 11. South African coins
- 12. Like a dust bowl

- 44. Ms. Hayek
- 45. Jazz devotee
- 46. Thomas -- Edison
- 50. "Dallas" clan
- 51. Intellectual leaders
- 52. Place for bird's eye view
- 53. Hard rain?
- 55. Kilns
- 56. On the skids
- 57. Studio
- 58. Maui greeting
- 59. South African settler
- 60. It's big in London
- 61. No, Columbus wasn't born here
- 65. WNW's opposite
- 68. Georgia's Sam
- 70. Beans
- 71. Front-office figure
- 73. Shoots the breeze
- 75. Gets stuck
- 76. Call on the carpet: 2 wds.
- 78. Lay asphalt
- 79. Pier
- 80. Shore fliers

- 81. George I's predecessor
- 82. Yellowfin
- 83. Stayed
- 84. Less refined
- 86. Tiny swimmers
- 88. Crucifix
- 89. Car dealer's stock?
- 93. Kipling's "-- Din"
- 94. The Manassa Mauler
- 97. Glossy fabric
- 99. Make a mistake
- 100. "What's up, -- ?"
- 101. Skye of "Carmilla"
- 102. Greek marketplace
- 103. "Inferno" poet
- 104. Not the place captured by Alexander the Great
- 107. Willow
- 108. Amphitheater
- 109. Pear-shaped instrument
- 110. Sheltered, at sea
- 111. Lots and lots
- 112. Defeats
- 113. Sticker
- 114. Clarinet, for one



- 13. -- culpa
- 14. Where Verdi's "Otello" premiered
- 15. Fuel
- 16. The Davids are usually fully clothed here
- 17. Vetch
- 18. Common ID
- 24. Publish
- 25. Confronting
- 30. Carpenter's wedges
- 33. Poetic tribute
- 34. Ankle bone
- 36. Restless adolescent
- 38. Clan's ID

- 39. Describing a closed theater
- 40. Eye problem
- 42. Ready to testify
- 43. Family-reunion guests
- 44. Raw-fish serving
- 46. Melville skipper
- 47. Not on time
- 48. The Danube flows far from here
- 49. The works
- 51. Plymouth pokeys
- 52. 100 square meters
- 54. Portents
- 55. Jars
- 56. Petty officers

- 58. Songstress Mann
- 59. Prejudiced
- 62. Bartender's supply
- 63. Broadcasted
- 64. Bad signs
- 66. Stitched
- 67. River in Northern Ireland
- 69. Western tribe
- 72. Disabilities act, for short
- 73. Book balancers
- 74. It's a laugh
- 75. Sorceress of legend

- 76. Gogol's 1842 classic
- 77. Union Pacific, et al.
- 79. Jargon
- 80. Capricorn, for one
- 83. School supplies
- 84. A dot often precedes it
- 85. Cut again
- 87. Tidied up
- 88. Change one's mind
- 90. Of an Hungarian ethnic group

- 91. Actor of "Lawrence" fame
- 92. Yes or no follower
- 94. Cupolas
- 95. Follow
- 96. Talkative villager
- 98. Stripped
- 99. Not fem. or neut.
- 100. Risk it
- 103. Uno y uno
- 104. Flatfish
- 105. Stockholm arrival
- 106. Wiggly swimmer

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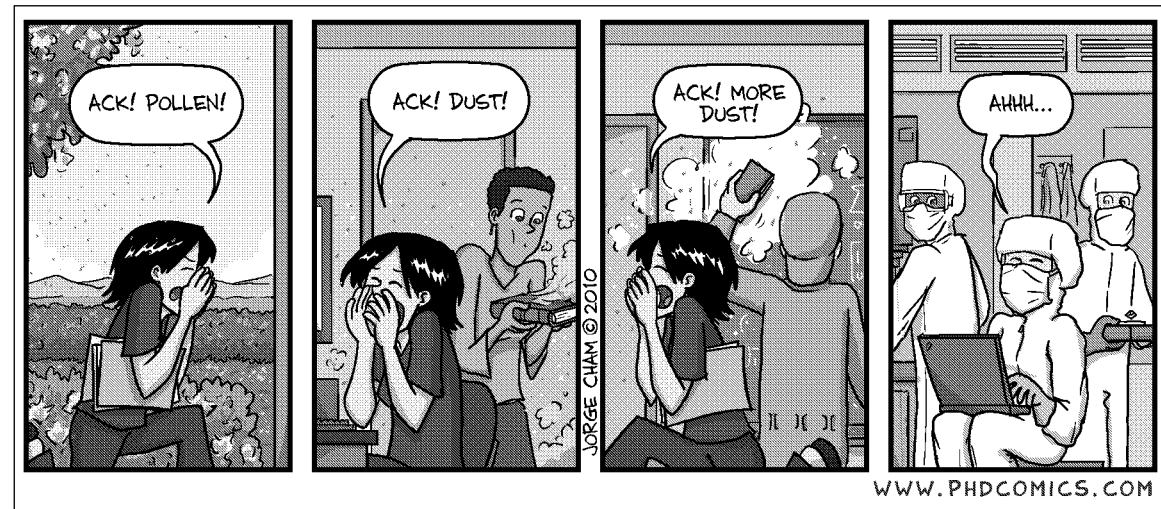
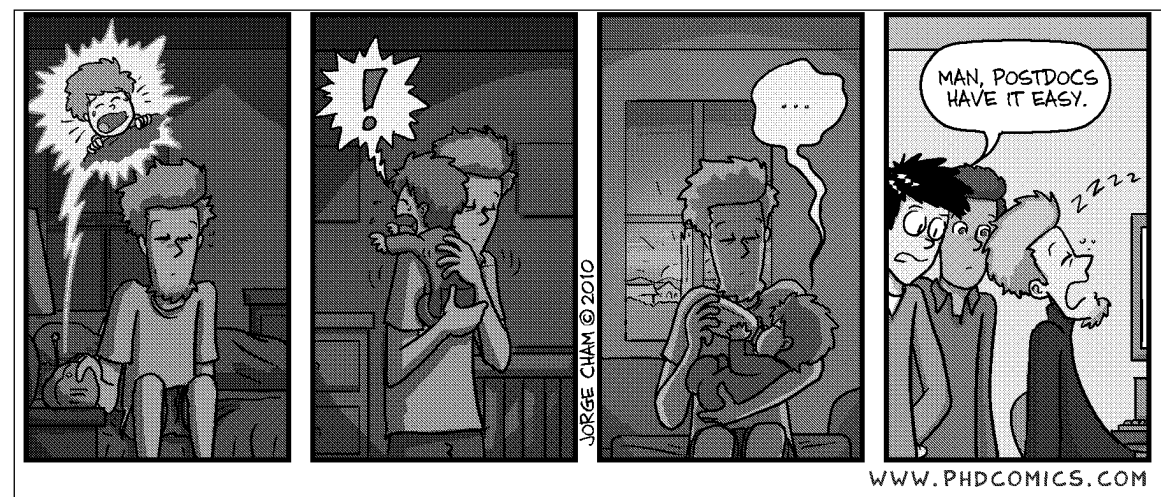
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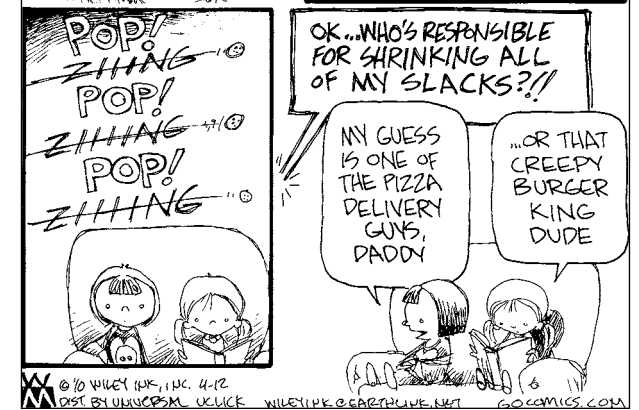
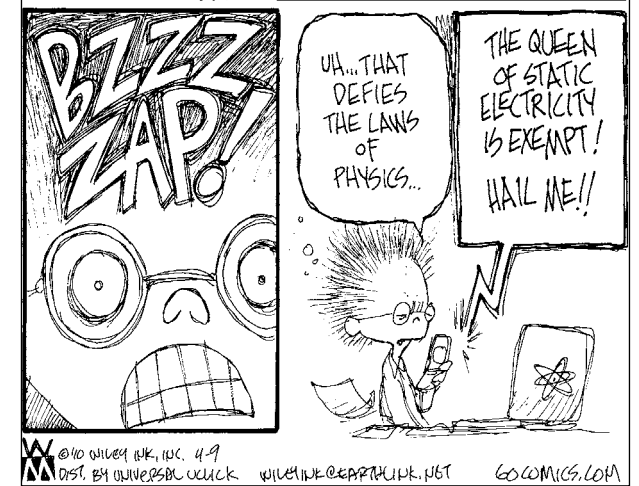



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PILED HIGHER & DEEPER BY JORGE CHAM



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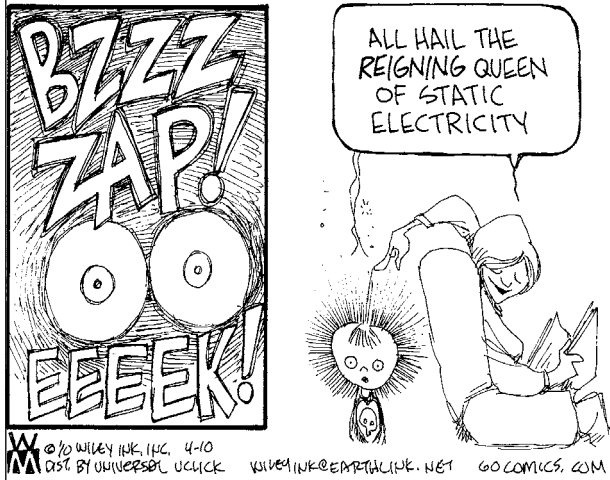
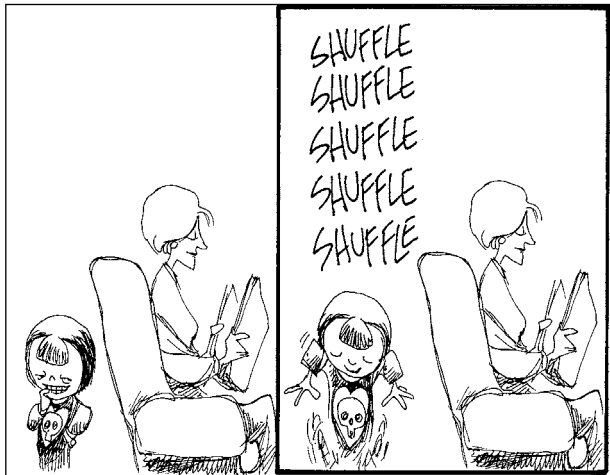


CROSSWORD SOLUTION FROM PAGE 21

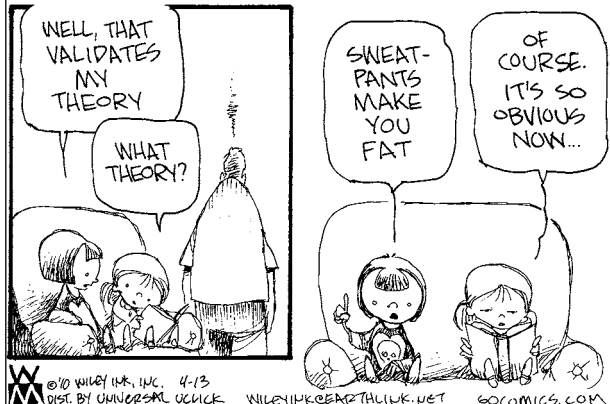
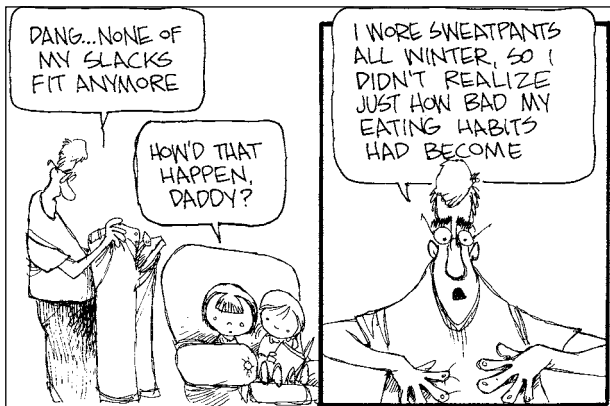
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OTIC	CODA	OHARE	ATLAS
DELHI	CALIFORNIA	SHORN	
ELVES	NASA	ODD	SCARE
SLAMS	SITCOMS	THANE	
ONEUP	LIDO	TAILENDS	
ERSKINE	SALMA	CAT	
ALVA	EWING	GURUS	AERY
HAILSTONE	OASTS	BROKE	
ATELIER	ALOHA	BOER	
BEN	GENOA	ILLINOIS	ESE
NUNN	LIMAS	MANAGER	
CHATS	MIRES	DRESSDOWN	
PAVE	LEVEE	TERNS	ANNE
AHI	BIDED	CRASSER	
SARDINES	ROOD	DEMOS	
GUNGA	DEMPSEY	SATIN	
MISDO	DOC	IONE	AGORA
DANTE	DAMASCUS	NEWYORK	
OSIER	ARENA	LUTE	ALEE
SCADS	BESTS	SEAL	REED



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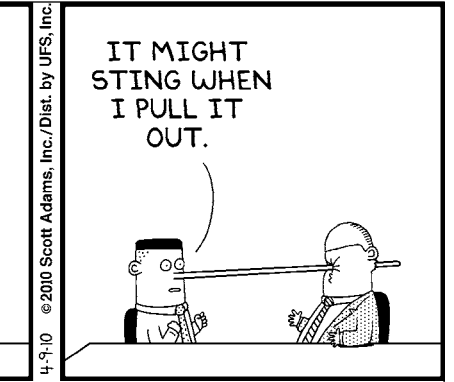
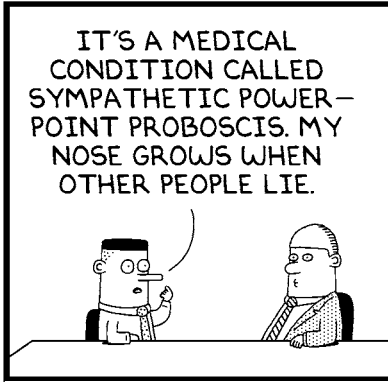
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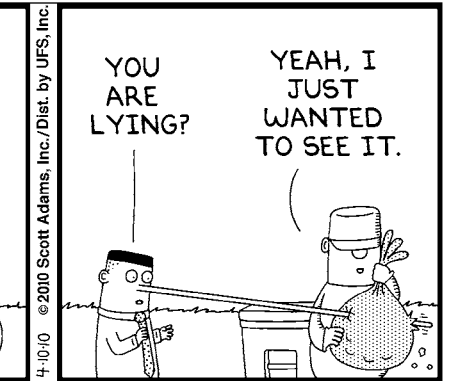
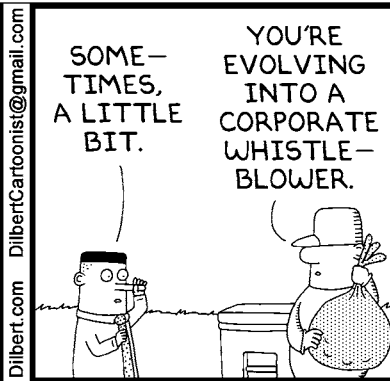


DILBERT® BY SCOTT ADAMS



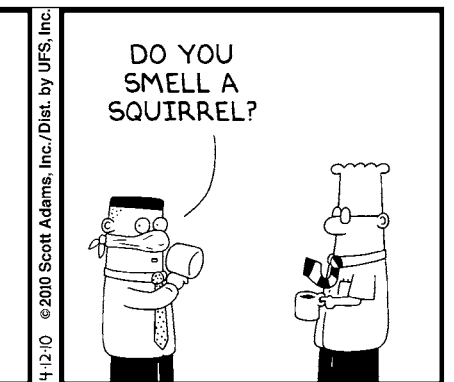
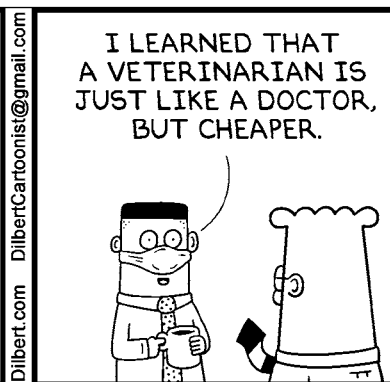
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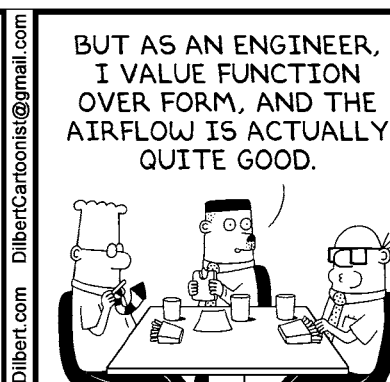
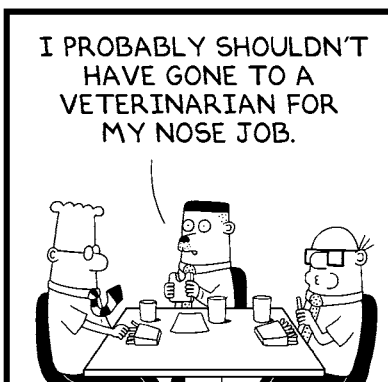
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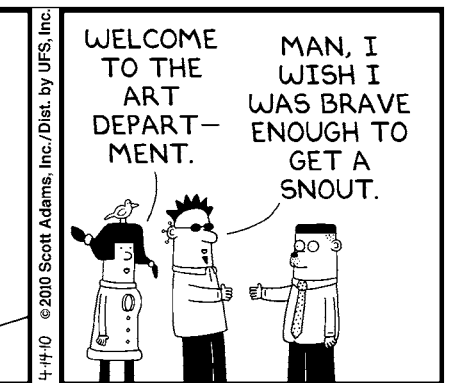
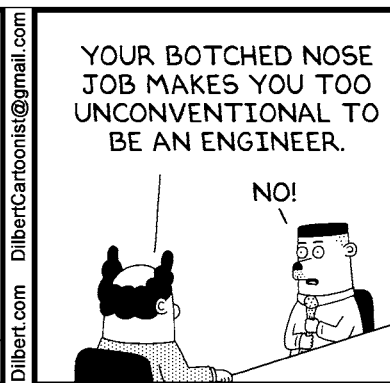
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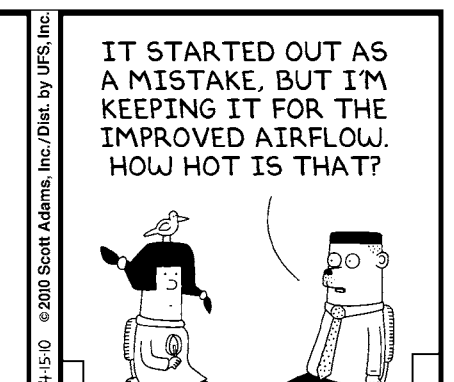
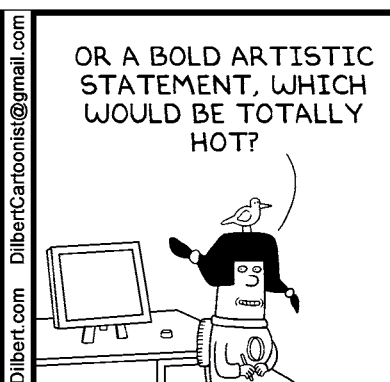
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earthday2010

Celebrate Our World



Think Green Week – April 19-23

Monday – Green Rally

Join members of the campus community at the Campanile from 11:30 a.m. to 1 p.m.

Pledge your commitment:

Be 'green' in 2010

Eco-friendly giveaways:

- Reusable water bottles (BPA free)
- Compact fluorescent light bulbs
- Recycled tote bags

Free for students, faculty and staff with a current BuzzCard



Tuesday – Eco Fashion Show

Featuring Georgia Tech's First Lady Val Peterson. At the Campanile from 11:30 a.m. to 12:30 p.m.



Wednesday – 'Garden of Growth'

From 3:30 to 4:30 p.m. in the grassy area adjacent to Skiles Walkway.

Meet and greet this year's "Garden of Growth" design team including Georgia State University art Professor and recycled materials artist Pam Longobardi.



Artist Pam Longobardi works on one of her "found-materials" installations.

Thursday – 'Coal Country' screening

From 6 to 8 p.m. in the Clary Theater, at the Student Success Center. Speaker TBA.

This documentary takes a dramatic look at mountaintop removal coal mining in Appalachia.



Friday – 13th Annual Earth Day Celebration



Celebrate Our World on Skiles Walkway from 10 a.m. to 2 p.m. with other members of the Georgia Tech community.

- Get a free T-shirt by touring the annual Earth Day Maze
- Visit more than 70 exhibitors on Skiles Walkway
- Donate your old athletic shoes in Shoot the Shoes

Educate yourself about how to adapt your lifestyle to be more sustainable and eco-friendly



For more information, visit www.earthday.gatech.edu