

CHSR on the wire

by K Brookland

24 Hour Radiothon

This weekend, CHSR is pre-empting EVERYONE for 24 hours so we can bring you Steve Allen and Craig Biseau doing their first ever Radiothon.

That's right, from 4:00 pm Saturday until 4:00 pm Sunday, Steve and Craig are going to be on-air for 24 hours to help raise money for CHSR's FunDrive!

Tune in to 97.9 on your FM dial, call the boys at 453-4979 if you want a request. They'll play it for you (if we have the tune you want) BUT it will cost you. The sum of \$1.00 will get your request on the air! If it's a Top 40 tune, it will cost you \$2.00.

If you want to be REALLY generous and donate \$10.00, we'll give you a free CD!

Don't forget to tune in this Saturday and Sunday for our 24 HOUR RADIOTHON!

Penny Drive

CHSR's two-day Penny Drive started yesterday and will end Wednesday, the 28th. Our members will be going to designated residences tonight on both UNB and STU campuses with their CHSR donation cans... so make sure you've got some loose change for us! Let's help keep CHSR on the air!

Tchaikovsky on CHSR-fm

Diversions on CHSR-fm will be kicking-off a season of Tchaikovsky's work this March. The programs over the next two months will feature all seven of the symphonies, but there will also be included an eclectic mix of the familiar and the unfamiliar from the rest of this composer's huge output, plus all the usual information, trivial and otherwise, about the personalities involved.

Recordings will include contemporary artists, greats from the last few decades, historical and archival material. There will also be supporting material from other composers, living and dead, Canadian and international. Be sure to make a date with Diversions, hosted by Adrian Park, on CHSR-fm, at 4:00 pm on Sunday afternoons.

God of War 2: Boobs, blood, and badassery

THE FINAL SCORE

by Dan Hagerman

Ever wanted to travel Greece, see interesting sights, and try to kill a god or two? Those interested in doing at least two of those things would be tempted to look at the Intercession in Rome program. I'm poor and not likely to leave this country anytime soon, so I opted instead for God of War 2 for the Playstation 2.

I had played the original God of War and enjoyed it immensely for its grandiose production values, button-mashingly-fun combat system and enough blood and nudity to satisfy any violence-and-sex-loving gamer out there.

Thankfully, God of War 2 retains all of these features. Unfortunately, it's short lived and is subject to "Obligatory Sequel Fodder."

Graphics: It's official, the PS2 has reached its limits in terms of graphical mileage. This is by no means a bad thing. The impressive sense of scale used throughout is really cool. The animations and snazzy effects

are very well put together, even if it almost looks like some of them were ripped from the original God of War. Still, everything looks great from an artistic standpoint, never letting you forget that you're travelling grand temples and underground lairs.

The only fault I could find is that sometimes there are horizontal tears across the screen, likely because the game's frame rate isn't being matched by my television's refresh rate or some other technical mumbo jumbo I don't understand.

Gameplay: This is one of those types of games that you can either love or hate for its gameplay. For attacking, you can use a strong attack, light attack or a grab. Pressing different combinations of these will undoubtedly produce different series of combos, but usually you'll find one or two you like and stick with them.

During the course of the game, you'll also pick up different forms of magic. These can be used to wreak havoc on your many foes at the expense of your magic meter, which is slowly depleted with each magic use. Thankfully, both magic and weapons you encounter can be upgraded, as every enemy you kill gives you red orbs which you can use for this purpose. If that weren't enough, sometimes

when fighting enough enemies, you'll be able to damage them with context-sensitive, usually brutish, kill sequences. From ripping a Cyclops' eye out to decapitations and full body dismemberings, this game lets you pick and choose how to destroy your foes, and it's honestly all pretty satisfying.

The puzzles in the game, as few as there are, generally require little to no effort to solve, and mainly serve as a diversion from the fighting. Typically they're nothing more than pushing blocks or rotating rays of light, staples of the adventure genre. Still, they do accomplish the task of serving as breaks in the action.

Sadly, the game will take most people around five hours or so to complete the first time on the standard difficulty setting, more if they wish to unlock bonus features. For a game that costs \$60 to buy, you'd think they'd pad it out a bit longer than that.

Sound: The orchestral score is very epic, not unlike the many movies released based on Greek mythology. It certainly suits the game well, and there are no complaints there.

The acting, on the other hand, isn't terribly great. There's the main character, Kratos, who is only capable

of one emotion: anger. While scriptwriters are at fault for creating a one-dimensional character, it is also the fault of the actor that he sounds the same all the time.

You could argue that there are only so many ways to sound angry. Kratos's voice actor manages to achieve only one by just yelling all the time. It becomes grating after a while, especially since it's the same actor from the first God of War, and he sounded exactly the same in that game as well.

Despite the boost to the game's credibility by having Michael Clarke Duncan with a role as Atlas, his voice is too muffled by an electronic filter and the game's overly loud music to actually make out anything he says, which is a pity.

The Final Score: I really want to give this game a high score, because it is really fun and features a lot of things like I like in movies and games. But I've also played the first God of War, so it feels like I've done it all before. It is a bit better, but only by so much. I would recommend a rental, to be sure, but buying is a little bit harder to suggest.

7 out of 10 Severed Gorgan Heads.

Books & bytes

by Leanne Wells

Wii Want YOUR Opinion - Last Call

If you have not yet participated in the LibQUAL+ web survey, you still have time! Take approx 10 minutes to rate the effectiveness of library services at <http://www.lib.unb.ca/libqual/>.

The survey is only available until the end of this week (March 31st). Respond today and you will be eligible to enter the draw for a Nintendo Wii.

Quiet Computer Space

Looking for quiet computer space in the Harriet Irving Library? Check out the ITLC Lab (main floor). The lab is now open weekdays, evenings and weekends.

Research need more oomph?

Did you know that Google doesn't really contain everything on the web? For example, Google can't access the full-text of the excellent research articles you'll find in over 20,000 electronic journals from the UNB Libraries website. If you're stumped about where to find the information you need, drop by the Information Desk in any library or ask the librarian in your subject area for assistance.

Submissions

If you have some info about news around campus, our news editor would love to hear from you at bruns.news@gmail.com. Same goes for Sports. If you'd like to get coverage of an event or make an announcement, contact our sports editor, bruns.sports@gmail.com will do fine.

As for Arts, if you know of a show or have event you want the world to know about, our arts editor will be happy to oblige. bruns.arts@gmail.com is your best bet.



Gamespot.com / The Internet

MNFS: Partition



IMDB.com / The Internet

by Tony Merzetti

April 2, 2007, 8:00pm
Tilley Hall 103
Director: Vic Sarin
Cast: Gian Singh, Kristin Kreuk, Neve Campbell
Run Time: 116 minutes
Country: Canada / South Africa / UK
Year: 2006
Language: English

Partition is an epic romantic story of two people caught in the events that

divided India and Pakistan in 1949 -- the partition. Determined to leave the ravages of war behind, Gian Singh (Mistry), resigns from the British Indian Army to live a quiet life in his Sikh village in Northern India.

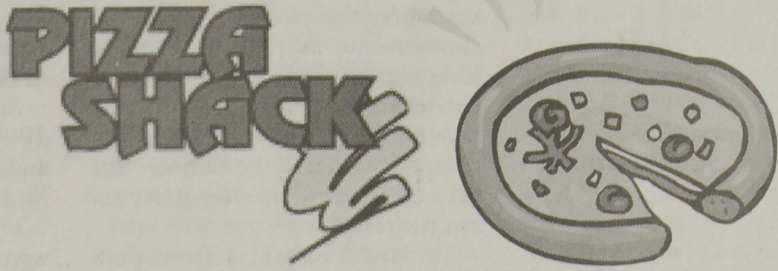
His world is soon thrown into violent turmoil when he suddenly finds himself responsible for the life of a 17-year-old girl (Kreuk) who is traumatized by a vicious attack that separates her from her Muslim family.

Slowly, resisting all the taboos, Gian finds himself falling in love with the vulnerable and beautiful Naseem as he tries to locate her remaining family. Facing scandal and derision from the villagers, Gian and Naseem

marry. Five years pass and the proud parents of a daughter seem finally free from the ghosts of the past -- even the villagers have come to accept the happy family.

The past however returns with a vengeance when Margaret Sitwell (Campbell) arrives with news of Naseem's relatives in Pakistan. This should be good news, but it sets off a series of events which separate Naseem from her husband and daughter. Having struggled so hard to find happiness, Gian cannot let it go and risks all to reunite his family.

At a time when nations and faiths are divided, Partition is a breathtaking and moving story set at the dawn of a new world.



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