

SPSU Soccer

Find out when you can see SPSU's newest athletic team in action this season.. Plus, check out the new logo! **Page 2**



The Sting

www.thesting.org

Sean Goes Nuts!

Senior staff writer Sean Fine played a lot of video games during the summer, and he's got a lot to say about them! Read and be amazed! **Page 6**



August 22, 2008

Now under new management!

Volume 63, Issue 1

The Off-Campus Guide to SPSU

Adam Myers
Editor-in-Chief

As the new editor-in-chief at the *Sting*, I would like to welcome everyone back to SPSU after what was hopefully an eventful summer. For returning students and faculty, this greeting is a welcome back, but for all the freshmen and transfer students who are arriving for the first time, it is an introduction.

By now, those of you in the incoming class have attended student orientation, and have already been shown everything Southern Poly has to offer. Of course, now that you're here, you will be spending as much time off-campus as you do on, if not more. Seeing that the faculty and staff at this university would like to believe that you'll be spending all of your time outside of classes studying, pointing out the distractions that exist off the grounds likely wasn't of great importance to them at registration.

But fear not. As someone who has spent too much time at SPSU (or, considering the fact that I'm still here after four years, not enough), I have much knowledge on what to see and do when you need to get away from that project

for a while, or where to grab a bite when you've had enough of the cafeteria (even though I'm sure they're wonderful people down there). So take a few minutes to peruse the offerings of myself and the rest of the *Sting* staff as we present the Off-Campus Guide to SPSU.

SHOPPING

As I'm sure you have noticed, there is a massive **Wal-Mart Supercenter** located a stone's throw away from campus. Now, if you have no qualms with selling your soul to the capitalist devil, you can stop reading here and be on your way. But you do realize that Wal-Mart is evil, right? Besides, that particular location is very busy, and odds are you will be waiting in the checkout line for twenty minutes or more before you get to the cash register regardless of the time of day or how many items you are carrying. For everyone with a conscience and a lack of patience with incompetent customer service, please continue reading, and try to forget that this paragraph ever happened.

While the Store That Shall No Longer Be Named dominates shopping in the immediate vicin-

ity of campus, SPSU is strategically located at the midpoint of Cobb County's major commercial districts. Each of the four major shopping destinations in the Marietta/Cobb area is roughly a five-mile drive from campus in each direction. To the north and south are Cobb County's two indoor shopping malls, **Town Center at Cobb** on Barrett Parkway, and **Cumberland Mall** on Cobb Parkway near I-285. Town Center, built in the late 1980s, is the centerpiece of a sprawling region of shopping centers, and essentially every retailer in the Atlanta market has a presence nearby. Cumberland Mall is older and its surroundings more modest, but it also has the advantage of being less crowded, which eliminates the traffic gridlock that is commonplace on Barrett Parkway during weekends.

Meanwhile, along the corridor of Georgia Route 120 are the two **The Avenue** "lifestyle centers" in East and West Cobb. They are best described as shopping malls with the department stores removed and the walkways placed outdoors. The main attraction at the Avenue locations are the bookstores and

home furnishing stores that serve as anchor spaces. Oddly enough, the two rival chains in each category are represented between the two centers: Borders and Bed, Bath, and Beyond can be found in East Cobb, with Barnes & Noble and Linens 'n Things taking their places in West Cobb. If you're still in the market for non-text books or essential items for your dorm or apartment, and you don't want to deal with mall traffic, the Avenue at East and West Cobb would be a great place to start looking.

Part of being a college student is having to shop for items vital to the projects in your field of study that may not be available at mass merchandisers. For Architecture and TCOM majors, this means finding materials necessary to build your design portfolio. Unfortunately, there are no stores dedicated to art and design supplies in the immediate vicinity of the SPSU campus. **Dick Blick** formerly had a location adjacent to Town Center mall, but that chain recently merged

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The Big Chicken: local landmark and beacon for fried poultry.

Photo Credit: wikipedia.org

Meet the New Editor

Jessica McNally
Staff Writer

Say hello to Adam Myers, the new *Sting* editor: the Big Kahuna, the Man, Editor-in-Chief, Papa Bear, Papa Smurf...and our beloved Mother Hen. Twila McConnell, our former editor-in-chief, has left Adam with some pretty big shoes to fill, but so far he is measuring up nicely. Adam has been with the paper for a year now: just enough time for the slacker *Sting* staff to talk him into taking responsibility without him knowing how slack we really are!

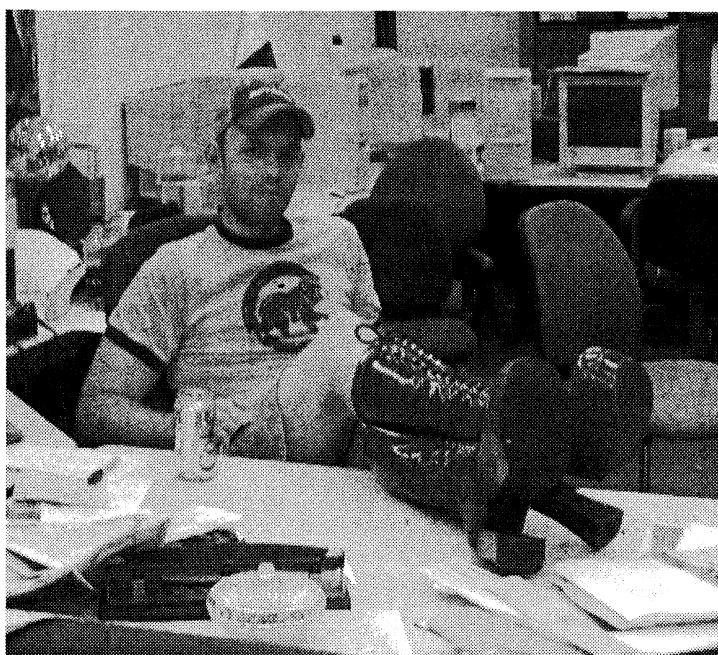
If you see him roaming the halls, be sure to say howdy and hi. Twila will be our editor emeritus and we have a few new upgrades to other *Sting* staff too.

Adam is a fifth-year junior TCOM student and Architecture dropout looking to add his special brand onto the *Sting*. The staff fully supports our new editor, because we hate responsibility and love that someone is willing to take it on our behalf.

You will have the opportu-

nity to paddle our new editor, the fraternal way, later this semester. 50¢ will get you five paddles. Look for the table in the Student Center later this semester!

Oh yeah, and if you would like to join our twisted, down home, acid jam, rockabilly crew,



The new editor takes the phrase "shoes to fill" a little too literally.

Photo Credit By: Jessica McNally

you can do that too...for free! Our meetings are every Friday afternoon at 12:30 PM in Room 252 in the Student Center. There is cushy seating and free pizza!

Construction!

Adam Myers
Editor-in-Chief

In case you haven't noticed, the road system on the Southern Polytechnic campus is undergoing some major changes.

The most visible change can be noticed at the South Marietta Parkway entrance into campus. The former east main entrance has been abandoned in favor of a newly-constructed entry a few hundred feet to the east. This new main entry was previously an auxiliary entrance shared between SPSU and the Greyhound bus station located adjacent to the Recreation and Wellness Center. While vehicles exiting campus can only turn right onto South Marietta Parkway at present time, the new entrance has been designed to allow an outflow of traffic both in the eastward and westward directions. This is in contrast to the previous entrance, which only permitted right-hand turns upon exiting campus. Drivers frequently disobeyed this rule and turned right anyway, creating

a road safety hazard on the busy six-lane highway that marks the northern boundary of the Southern Poly campus.

In addition, Hornet Drive has been reconfigured to feed into the new entrance, while Founders Way (the road connecting the auxiliary entrance with Hornet Drive, running in front of the wellness center) has been eliminated from the university plan. As a result of these changes, the primary commuter parking lot has been transformed into a more efficient, aesthetically-landscaped design.

Meanwhile, on the west side of campus, construction of the new Engineering Technology Center and parking deck is in full swing. The view of the site from Alumni Drive displays the scale of the earthworks involved to clear the footprint of the new facilities. The parking deck is planned to be completed in early 2009, with the Engineering Technology Center slated to open shortly afterward.

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Study Harder!

Christiaan Funkhouser has been at this university for six years...which makes him the perfect person to tell you how you should study!

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Junkin' with Jessie!

Jessica McNally has seen paradise, and it is called Thrift City. Read as she delivers the details of this bargain shopper's nirvana!

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The End of the World?

Jon Meek wants you to know that his headline won't be the case just because your vote goes the wrong way.

Page 4

Wheat Beer!

Adam Myers loves the stuff during the summer months, and he's going to tell you everything he knows about it!

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SPSU Soccer Gears Up for 2008

Jessica McNally
Senior Staff Writer

Last year was the first official year for the Southern Polytechnic State University soccer program. While a few of the team's players had prior competitive experience, a large portion of the team was composed of novice to intermediate players. They exceeded expectations in their inaugural season, finishing with a record of eight wins, eight losses, and two ties.

The 2008 season sees the addition of a few new freshmen and transfer student-athletes to the team. It would be nice to see some fellow student support for this new addition to the SPSU athletic family.

Be sure to check out the SPSU soccer team at one of their upcoming home matches!

For more information on the Southern Poly soccer program, visit <http://www.spsu.edu/recreation/soccer-men/index.html>.

RIGHT: No more Mr. Nice Mascot! As the SPSU university logo has changed, the SPSU Running Hornets athletics logo has received an update for the 2008-09 season as well.

Photo Credit: SPSU

SPSU Soccer Upcoming Home Schedule

DATE	OPPONENT	TIME
August 27	Tenn. Wesleyan	6:00 PM
September 10	Shorter	6:00 PM
September 13	Lee	5:00 PM
September 17	Covenant	5:00 PM
September 24	Milligan	6:00 PM

All matches are played at the SPSU Athletic Fields.



What's Going On in the Career & Counseling Center

Adam Myers
Editor-in-Chief

Jeff Hughes, counselor and outreach coordinator at the SPSU Career and Counseling Center, has an important message he would like to deliver to incoming students who might have preconceived notions about what his office does.

Most students have nightmare stories about their high school guidance counselor, invariably an overcompassionate but ineffectual administrator with a cluttered office scattered with student records and posters of kittens who, due to a lack of training or support from a school that burdened the position of too many responsibilities, was unable to be of much help to anybody.

"Were not like your high school guidance counselor," asserts Hughes.

Unlike the mandatory counseling services forced upon all students at most secondary institutions, the Career and Counseling Center works with those who genuinely seek the services the office provides. The staff consists of highly trained individuals who look forward to offer free, confidential advice to whomever comes through their door. (That door, by the way, is the one into room 243 in the student center.)

The Career and Counseling Center has many events planned in the coming weeks to increase awareness for their many services, which include personal counseling, academic advising, career training, and job searching. The center will have an informational table outlining all of their services set up in both the main Architecture and first year design studio buildings

on Monday, August 25, from noon to 2:00 PM. An informational table will also be set up in the Atrium building lobby on August 26 and 27, from 5:00 to 6:00 PM. Additionally, a job interview workshop will take place in the student center ballroom on Wednesday, September 3, at 3:00 PM. Internship and Co-op Orientations will take place on September 4 and 9, respectively, again in the student center ballroom.

Finally, the Career and Counseling Center would like to encourage students looking for a job, internship, or co-op to register for its free "Career Link" job database, which can be accessed at <https://www.myinterfase.com/southern-polytechnic/student/home.aspx>.

Win a Timeless *Sting* Memento!*

*In other words, a defaced movie poster on our wall

"Do the Math: Racing Edition"
Listed are three simple math problems. The catch? The numbers in each problem have been replaced by the names of various race car drivers known for having those numbers on their cars. Be the first person to solve the answers to each problem and send them to stingeditor@gmail.com, and you'll receive a special gift from the *Sting* office.

1: 2008 NASCAR Sprint Cup
(Carl Edwards - Kyle Busch)/Kasey Kahne + Patrick Carpentier = ?

2: Historic NASCAR
Dale Earnhardt in 1998 + Dale Earnhardt in 1982 + Bobby Allison in 1983 + Darrell Waltrip in 1985 - Richard Petty in 1979 = ?

3: Formula 1
(Gilles Villeneuve in 1981 + Michael Schumacher in 1998 + Nigel Mansell in 1992)/Damon Hill in 1994 = ?

The
Sting
www.thesting.org

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The Sting welcomes letters praising or criticizing editorial policies or opinions. Letters should be typed or neatly printed, double spaced and should not exceed five hundred words. Letters must include a name, address, and phone number for verification purposes, but names can be withheld upon request. Unsigned or unverified letters will not be printed. *The Sting* reserves the right to edit letters for style, content or size. All letters are run on a space-available basis. Please send all letters to *The Sting*, Southern Polytechnic State University, 1100 South Marietta Pkwy, Marietta, GA 30060, or drop them in the box outside of our office in A252, or e-mail stingeditor@gmail.com.

ORGANIZATIONS

Articles written by organizations to inform the campus of activities and events are welcome. Articles must be submitted in electronic format (e-mail, disk) by the deadline printed below. All such articles are subject to editing for style, content and size, and are run on a space-available basis.

JOINING *The Sting*

Any student paying Activity Fees is eligible to join *The Sting*, though final decision is made by the Editor-in-Chief. We prefer creative students who have passed English 1101. Come to our meetings Friday at 12:30 PM in A252, upstairs in the student center, or call (678) 915-7310. This includes YOU, all you so-called members that never attend. *The Sting*: It's not a job, 'cause a real job pays more.

DEADLINE

Deadline for the next issue is **Friday, September 5 at 11:59 PM**. Articles submitted after this time will not be printed in the next issue of *The Sting*, except through special permission.

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Study Tips: 3rd Year Senior Edition

Christiaan Funkhouser
Senior Staff Writer

"Take notes, and review your notes before and after every class, and then study two hours for every one hour you're in class."

If that sounds like something you've heard before, then you know that that's pretty much impossible. That's why I'm here. Christiaan Funkhouser, voted both "Most Misunderstood" and "Most Controversial" (different years mind you) by the *Sting* staff. I've decided to revise my study tips yet again, to help YOU succeed here at Southern Polytechnic State University – the best university in the area...

I work 45 hours per week, go to school full time and am in classes 20 hours a week, I live off campus, so I spend about 8 hours a week in traffic, I teach bible studies, etc. So, There's no way I'm allotting 40 hours to study on top of my 20 hours of class time a week.

Therefore, I'm writing here to show everyone realistic ways to study – ways that put my six years of college to use. (I changed majors after about three years in Architecture.) Just giving you ordinary tips, like "study, don't miss class, take notes, find a study buddy," won't help you. Realistically, you will skip classes, be late, and have a life. Some days you'll be too tired to take notes, or forget a notebook.

The battle plan is three-fold. First, I'm going to give you a basic strategy, because all professors are different. Secondly, I will give you testing strategies for actual SPSU professors (no, I'm not naming names), and thirdly, general advice.

The absolute most important thing someone must do is get to know the professor. Be at every class **on time** until the first test. *"But Christiaan! You said you weren't going to tell me that,"* you might be thinking. Well, until the first test, you have to spend your time gathering information, unless you've had the professor before. During the first month or so of classes, you have to find out whether he (I understand there are female professors but for simplicity's sake, I'm going to use the term he for both) relies on the text or teaches from his personal notes. Making sure that you don't miss class will help you figure out if he is preparing you for the test, or if he is talking just to hear himself talk. It will also let you know if he tests out of the books or from his lectures. When it comes to note-taking, make sure that you write everything they put on the board.

Secondly, come Hell or high water... you **must** attend the first test **and**, if the professor offers it, the pre-test class. The pre-test day is almost as important as the test itself. During the class period before the test, if the professor chooses to have

a review day, the professor will tell you specifically what will be on the test, things like *"make sure you know the fundamental theory of calculus, because you won't be allowed to simply find the derivatives even though we just went over them,"* or *"know the towns that have significance in Islam."* Without knowing these things, you might, as I did once, assume you can just do derivatives $x^3 = 3x^2$ and not memorize or even practice using the FTC, therefore failing the test. Furthermore, finding out what topics are going to be on the test will allow you to better use your time studying what the professor deems most important. If it's an essay test, you might find out the question or the topic

are multiple textbooks, does he focus on a specific book more than others, and why?

Now that you're pretty prepared up to the first test, here are some tips that are exclusive to SPSU. As I mentioned before, I am on my 6th year here because of a major change. Because of this, I've had to take certain core classes that weren't required before but are now, and so on. I've gone through many professors, and countless tests. When I first started school, I wasn't a good test taker: I could do the homework and extra credit and make A's, but never seemed to make more than C's on tests. Eventually, after trial and error, I arrived at these conclusions.

Most history classes give

correctly, only because I did not completely show my work. Despite knowing how to do the problem and having practiced it, only to find out I forgot the formula, or messed it up somehow by the time I got to that part on the last page of the test. **As soon as you get your test, write the formulas out in the appropriate spot, and then go back and do the problems.**

Take home exams are my favorite... but they tend to require the most work. Professors expect more from you, but I find it worth it because I can take the test and study for it on my own time. **Start working on it as soon as you get it!** If you can turn it in early, or get that extra day or two to proof

confident of the correct answer and may give you a clue if you weren't sure. This also helps you to make sure that your answers are consistent.

After the first test, you've learned a lot about the different professors, and what you can and cannot get away with. If your professor takes role, it would be best not to skip, especially if it has a direct effect on your grade. If your professor doesn't, you can probably get away with it. If you've found out that in your Monday, Wednesday, Friday class that Friday's are optional and few people come, you know to only skip Fridays, But be warned: **if you do skip, it could hurt you with the professor.** At one point a professor of mine started giving extra credit to those students who showed up on Friday, which ended up adding up to a full letter grade! Remember: **Your professors have full control over everything in their class.** If they see you participating, going above the requirements, and being interested (in a non-suck up way), they will see that you respect them and their time and it will get you on their good side – which could mean the difference between a grade of 89.8 being considered an A or a B. SUCKING UP is not suggested, they can tell.

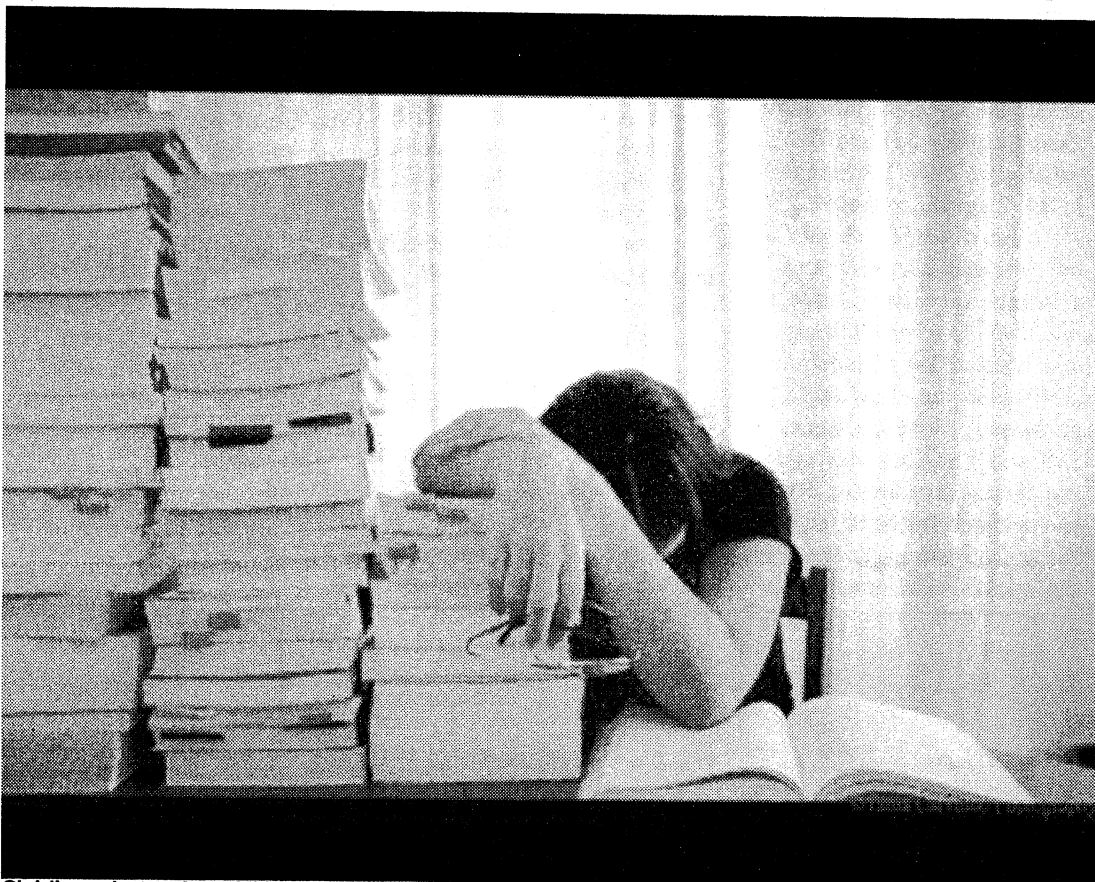
Remember that your professors, for the most part, want to see you do well. They don't like failing people – it doesn't reflect good on them. They will do what it takes to be there for the students and help them learn the material. Very few, if any, professors are there just to screw over the students.

Lastly, the best advice I can give you concerning studying is to **get with friends and study in groups.** I never used to like meeting up in groups, however, the best way to study with groups is to make "Manly Study Notes." I list all the important facts; the main idea is to sum up a couple of pages of notes in a couple of sentences. You can then make tests from these that are styled after the tests of your professor. I have a friend or two who help me come up with the "Manly Study Notes." Then, about an hour before I go to class, I have a number of other friends go through the test with me.

With these study notes, you can live long and prosper! May the Force be with you.

Christiaan Funkhouser is a regular contributor to the Sting. He is also a self-described "patriot... free-thinker... true American...(and) legend." Frequent readers of this publication already know this, but since there was a blank space to fill on this page, I decided to repeat it. Besides, now new readers of the paper know, too!

--Ed.



Christiaan does not want this to happen to you.

Photo Credit: <http://s-tels-happy-ending.blogspot.com/>

the essay is over. The professor wants you to do well on the test, so long as you study. Good grades for you equals positive feedback and pay raises for him, but professors simply won't just give you A's. However, be prepared for the classic professor response, *"to do well, you need to study everything."*

When time comes from the first test, you should be ready by now: you've gone to the classes, learned if the professor teaches out of his notes or the textbook (of which professors normally base the test on what they teach on, i.e. a professor who teaches from notes will test on notes splashing in book only questions) Use the first test as an example of what to expect in the future: most professors are consistent in their test giving styles.

If the test is based highly on the book and he taught from notes, you'll know next time what to focus on. See how obscure the facts are. In a history class, does he expect you to know a certain date that was mentioned only briefly in class? In a political science class, does he use acronyms which he did not cover in the text? If there

required map exams. I hate these, but I appreciate knowing the information later on. The professor will give you a blank map and a list of geographic names, such as rivers or cities. You have to locate and memorize all of the places on the list. If you're like me, you will put off memorizing the places on the list until the day of the test. The test is then conducted is a logical, but mentally taxing way. On the day of the test, he'll probably only ask for 40 – 60% of places on the original list. There will be a number on the map and a number on the page, put the right city with the right number. Sounds simple enough... right? Wrong. if you're like me, you've remembered 15/25 of the places on the list when you walked into the room. By the time you find about five numbers and fill in the answers, you look at the map again, only to have your mind draw a blank! **As soon as you get a map exam, write all the names on the map, and then once that is done, fill in the blanks.**

For math exams, I found that the most frustrating thing of all was receiving only partial credit for questions I answered

read your paper that may mean a higher letter grade. Also, once you have a draft written, you can filter what you need in class and apply that directly to your paper instead of having a huge, un-directed pool of information to choose from later on.

The classic multiple-choice advice that I received from multiple sources (mainly my mom however) was that one should, eliminate wrong answers and come back to those you don't remember – but mark it on the test. However, one thing I learned in my college life was this, many times; questions have answers to other questions. For instance, question three reads, "The laws of supply and demand, a concept crucial to free market economics, are generally associated with which political system?" (the answer is liberalism – not to be confused with Liberals – as opposed to fascism or communism) question twenty may late on read, "liberal nations, like the United States and the United Kingdom are capitalistic in nature, the term capitalism, implies what economical law is followed?" Do you see the connection? While not directly, the second question helps be

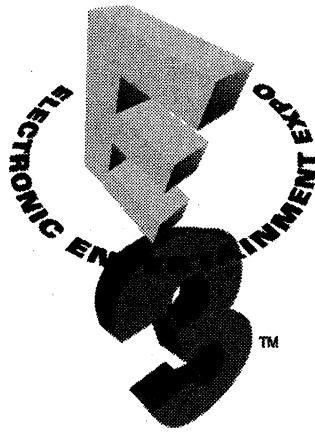
E3 2008: Better or Worse?

Sean Fine
Senior Staff Writer

I don't know how many people have been following E3 this summer, but I just have to say, following the press conferences, it is a mostly sad sight. I say "mostly" because Microsoft at least had a surprise, as predictable as it was: *Final Fantasy 13* would be coming to the 360 in the US. This is a sort of big deal for Sony, so I guess you could say it's like Microsoft kicking Sony in the balls. Sony didn't do too badly either, because they had some exciting announcements, like a official *God of War 3* trailer. While not much, it still an announcement that makes fans go, "YEEAA!"

Then comes Nintendo.... oi.... Nintendo, I had faith that you wouldn't make the mistake of last year where you had, where your main attraction was *Wii Fit* and the balance board. I had hoped that you would at least show a trailer for some big angel-like franchise that was rumored to make a comeback! I had hope that this would be a year that Nintendo would focus a little more attention on its hardcore fans!

Instead, it felt more like Nintendo was talking to a group of soccer moms and their grandparents instead of gamers, showcasing games like *Wii Fit: Resort* and *Wii Music* as their big an-



nouncements. In another way of putting it, it felt like Nintendo, instead of kicking the other companies' asses, ended up kicking their fans in the balls. Sure they mentioned a couple of "hardcore games" but one of them were minigame-based games, which I think is further ruining the Wii's reputation. The next was a movie-based *Star Wars: Clone Wars* game (and we know how movie games usually do) and the last was *Call of Duty 5*, which is set in WW2 again... whoopee...

Since then, I've been chatting with multiple people and one argument that came up twice was that "Wii is boring and it sucks," and it shook my foundation as a Nintendo fan. Now don't get me wrong, I love the games on 360 and PS3, but Nintendo's franchises have almost always had a knack for being exciting and adventurous in gaming while still playing awesomely. Even

some third party developers have taken the opportunity to be creative (like *No More Heroes* for instance), and I guess I just want more developers to appeal to that.

Instead, Nintendo makes casual mini-game based games (which for their credit are good) and third parties think, "Oh, it's a mini-game system. Lets make mini-games!" It disappoints me, because the Wii has so much more potential to have epic games and developers aren't taking the chance to try and do something new and exciting!

Hope isn't completely lost though, with *Tales of Symphonia 2* and *Fatal Frame 4* confirmed as Wii exclusive gives me hope, but then I see a trailer for "We Cheer" and facepalm hard. At first I thought I wanted games like *RE5* and *Assassin's Creed* to be on the Wii also, but then I realize they'll just be outshaded by the PS3 and 360 versions, so... who knows what I want?

I am interested, though, in the opinions of others. If you want to express your feelings toward E3 this year, then by all means, email us at stingeditor@gmail.com. I look forward to hearing back from people.

The End of the World...in 2008?

Jon Meek
IT Manager

The other day, I was talking with a group of friends. One made the comment that if a particular presidential candidate got elected, then it would mean the end of our way of life. Later on in the week, I heard a co-worker saying that they would move out of the country if a particular presidential candidate got elected. My only question is: why are so many people feeling it is the end of the world if a certain presidential candidate gets elected?

I understand that the President is the face of this country and sets the tone for the country. He has the power to set policies in motion that will stand the test of time. This has been true for every election that has happened in our 200-plus-year history. However, if people left the country just because they disagreed with who was elected in office, then who is there left to say what they see is wrong with the person elected? Granted, not many people make good on their threats of leaving the country, but I feel it is very sad that people are willing to give up on their dreams for America over a single election. For how

much our founding fathers gave for this country, and for the men and women who serve in our armed forces, our attitude is: "Well, I don't like that particular presidential candidate so if he gets elected then I am just going to leave."

The thing about American politics is that we have this open forum to debate and discuss our issues. There is nowhere else in the world with the same amount of openness that we enjoy here in the United States. There is a need for general discourse with ideas: it is how we have been doing things for 200 plus years.

As well, there are many more positions, such as U.S. Senate and the House of Representatives, in which we can further influence the direction of our country. In some respects, these offices have a higher influence than that of the President. Our government is about placing the power in the hands of the people to decide, debate, and compromise into what will be best for general good of our nation. We have missed the bigger picture of our government if we concentrate our soul efforts on who the next President is.

Junkin' With Jessie Thrift City

Jessica McNally
Senior Staff Writer

Want to shop, but are too broke? Just moved to campus and need new furniture for your apartment or dorm? Just got off the plane from China with two suit cases to your name and need...well everything? And you don't have a car? Super! What if I told you that you could get everything, from clothing to individual silverware to a new mattress or vintage lamp, and only have to walk two blocks north from campus along the sidewalk on the 120 Loop?

Where South Marietta Parkway (120 loop) meets Fairground Street, there sits a Huddle House. Next to the Huddle House sits an answer to every college student's living needs: Thrift City. It really is a city too; the rooms never seem to end, and the store gives a whole new meaning to the word "stuff." Inside Thrift City's walls you can find the following items, new and used: furniture, pictures, clothing, knick-knacks, books, jewelry, kitchenware, exercise equipment, children's toys, musical instruments, and more. Just about every invention under the sun has graced the Thrift City shelves at one time or another.

The store is family-run; at any given time one of three generations of the Singh family will gladly help you to find what you are looking for. The family has owned and operated Thrift City for 12 years,

they have had the store location off the 120 Loop for two years. "We are here to put smiles on people's faces," explains Mrs. Singh-Kaur. The family has been generous to poor families in the past, and they offer a layaway plan for people who are on tight budgets, "We are especially sympathetic to college students," explains Mrs. Singh, who adds "the best customer is an educated customer."

When you first walk into the store, you will most likely see an array of children's toys and furniture. Once you pass through the foyer, the kitchen supplies are on your right and the sales counter is to your left. The front rooms house a large variety of knick-knacks, furniture and odd and ends. The back rooms house a lot of the books and clothing. Paintings and pictures can be seen throughout the store.

What follows is a better description on the average prices of some of the more common items found in Thrift City:

- **Clothing** - \$1 to \$6 for shirts and pants, \$10 to \$20 for specialty items such as suits, heavy winter coats, or costume gowns
- **Books** - 40¢ to \$25 for paperbacks, old periodicals, hardbacks, popular fiction, children's books, medical textbooks, cookbooks, computer programming books, encyclopedia sets, non-fiction, reference books, and more
- **Records** - \$1 for records, even if you do not have a turn



One look inside Thrift City reveals a mother lode of bargains.

Photo Credit: Jessica McNally

table (record player), the case makes great wall art, like a picture

- **Used exercise equipment** - \$35 to \$45 for old cycle machines and Nordic tracks

- **New mattresses** - \$100-\$155 for single, full, queen and king sets complete with box spring

- **Baseball cards** - 50¢ to \$40 for old baseball cards

- **Knick knacks** - \$1 to \$25 for ceramic figurines, jewelry boxes, coasters, book ends, candle holders, carved wood figurines, cup warmers, desk decorations, paper weights, and many more items

- **Kitchen ware** - 50¢ to \$15 for silverware, pots, pans, dishes, potholders, glasses, coffee cups, toaster ovens, T.V. trays, woks, and more

- **Lamps** (turn on a light!)

- \$15 to \$40 for desk lamps, table lamps floor lamps, vintage lamps (\$35) and more

- **Luggage** - \$5 to \$25 for suitcases, trunks, and clothing bags

- **Children's toys** - 50¢ to \$15 for action figures, car seats, scooters, play pins, stuffed animals and more

- **Furniture** - \$15 to \$65 (for set) for bar stools, kitchen chairs, wood tables, glass coffee tables, love seats, couches, and more

- **Antiques** - prices vary on antiques and vintage furniture

The list barely scratches the surface of kinds of items you can find inside Thrift City. There are rugs, stationary, posters, drapes, and so much more. Whether you are desperate or bored, Thrift City has

something that is just right for you! A few of my favorite items I found inside the City include a Teenage Mutant Ninja Turtles T.V. tray for \$3, a pair of bell bottom dress pants for \$2.50, and a new hand carved medicine cabinet for \$10.

The family gets most of the merchandise from estate sales, liquidators, and warehouse distributors. Professional antique dealers frequent the store looking for deals that they can take to their stores and mark up for profit. You really can find a lot of everything in the store. I want to remind my readers that you should always use caution when shopping: The prices quoted in this article are subject to change and should not be used as a bargaining tool, but more of a guide as to what you can expect to pay for items in the store.

For more detailed directions to the store, simply call **Thrift City** at (770) 419-2000. For about twenty bucks, you can walk to the store, find a sackful or two of items, and still have enough money left over for a nice meal at **Huddle House** on your way back to the campus or to your apartment. Now how great is that?

The Off-Campus Guide to SPSU, cont'd from page 1

its Kennesaw and Roswell locations into one large store in northwest Fulton County (1165 Woodstock Rd., Roswell) that is not easily accessible to those coming from Marietta. As a former Architecture student and current TCOM major, the author can recommend **Sam Flax** in Midtown Atlanta (1460 Northside Dr., Atlanta) near the Atlantic Station development. Unlike Blick's, which requires a labyrinth-like route through east Cobb, north Fulton, and even south Cherokee residential areas, Sam Flax is just off of I-75 at the Northside Drive exit, making it a much more convenient option than Blick's or a number of art supply stores in Buckhead.

Finally, I realize there are some of you out there who swear by salvage stores, thrift shops, and other bargain boutiques. Sting staffer Jessica McNally has dedicated many words about these boon bazaars in her "Junkin' with Jessie" columns, the latest of which can be found on page 4 of this issue and previous installments can be found at our online archives at thesting.org. Happy hunting.

FOOD AND DRINK

Let's face it: man cannot live on cafeteria food alone. If he could, no high-school student would ditch after third period to avoid "Fish Chunk Friday" during Lent. You, too, will be absolutely sick of the cafeteria before too long (no offense meant toward our cafeteria staff; it's just a fact of life), and when you do, here are a few quality

alternatives. Jessica McNally has already staked out what's cheap in the area (see page 7), so I'll focus on what might not be the lightest on the wallet, but is definitely worth the price.

For starters, Cobb Parkway offers all of the usual fast-food suspects, including the famous KFC Big Chicken. You know them, you love them, so let's move on. **Marietta Square**, two miles northwest of campus, features a diverse selection of restaurants, eateries, and nightspots, as is expected in the downtown of a mid-sized city. Among the highlights on the square are the **Australian Bakery Café**, with its antipodean menu of sandwiches, pastries, and meat pies, and the **Marietta Pizza Co.**, a highly popular neighborhood pizza joint.

Speaking of pizza, the surrounding area has a slew of other high-quality pizzerias. For the perfect lunchtime slice, there is **Baby Tommy's Taste of New York** (497 Cobb Pkwy.), which specializes in Big Apple-style pizzas with an extensive list of toppings that seems to expand every day. **All-Star Pizza** (2060 Lower Roswell Rd.) has a strong delivery presence on the SPSU campus: you most likely have seen their delivery cars getting lost near the apartments by now. For those of you who like a more high-end "gourmet" pizza, **Blue Moon Pizza** (2359 Windy Hill Rd.) is by no means a poor choice. Finally, **Night Owl Pizza** (562 Wylie Rd., Suite 18) delivers brick-oven pizzas until 2:00 AM on weeknights and 4:00 AM on weekends, making them the per-

fect go-to guys for those all night study sessions.

That's not to say that pizza is your only choice for your middle of the night fix. The **Marietta Diner** (306 Cobb Pkwy.) is open 24 hours a day serving American and Greek favorites. You might have seen the diner featured on a recent episode of the Food Network series *Diners, Drive-ins, and Dives*. If the diner is good enough for Guy Fieri, then it is certainly good enough for you!

A few more eateries that stand out to the author: **Williamson Bros. BBQ** (1425 Roswell Rd.) is a local barbecue Mecca; the **Brazilian** (1260 Powers Ferry Rd.) and **Jerusalem Bakery** (585 Franklin Rd., Suite 180) offer fantastic Latin American and Middle Eastern breads and pastries, respectively; unlike Eric Idle, the author doesn't particularly like Chinese, but **Tasty China** (585 Franklin Rd.) is renowned for its authentic Szechuan cooking; and **Willy's Mexicana Grill** (2900 Delk Rd.) has the best burritos in town.

THINGS TO DO

Marietta is many things to many people: a thriving suburban edge city, a blue-collar community dominated by the military and aerospace industry, a wasteland of warehouses and business parks, and a historic town that serves a symbol of southern recovery after the Civil War. One thing that Marietta is never mistaken for, though, is a college town. Therefore, if you are looking for establishments that cater exclusively to the university

crowd, you're going to have to look elsewhere. Remember, though, that Kennesaw State University is a mere eight miles from Southern Poly, and the heart of Atlanta and its many higher institutions are no more than a 15-minute drive down I-75. If you're looking to hang out and meet with other college students, then by all means, gather your friends, head out of town, and make an evening of it.

Still, there are plenty of good times to be had near campus as well. **AMF Marietta Lanes** (565 Cobb Pkwy.) is directly across Cobb Parkway from the southeast campus exit, and is known for offering bowling specials for SPSU and Life University students during the week (contact the lanes for details on college nights for the upcoming semester). If you're looking for something a little more unique than bowling to do with your friends, have a game of Whirly Ball (think of it as basketball mixed with jai alai on bumper cars) at **Jimmy's Mad Mad Whirled** (2854 Delk Rd.), where there are unlimited play specials on weeknights.

Even though suburban park districts are typically abysmal, Marietta is relieved by the presence of two parks operated by the National Park Service: **Kennesaw Mountain National Battleground Park** to the west, and **Chattahoochee River National Recreation Area** to the east. Both parks offer miles of trails for hiking, biking, and running, as well as glimpses of historical artifacts (military earthworks at Kennesaw, antique mill ruins at Chattahoochee); at Kennesaw, visitors are also allowed to take their

vehicles to the top of Kennesaw Mountain itself for a panoramic view of the north metro area (and cause an excuse to coast uncontrollably back down).

Fancy yourself as a future Tiger Woods, or merely a current Carl Spackler? As you most certainly know, the going rate for a round of golf at most public courses in the Atlanta area is akin to highway robbery. Luckily, the fact that you have a college ID means huge bargains at two local courses. **Fox Creek and Legacy** are a pair of executive-length courses located to the south of Dobbins Air Reserve base on Windy Hill Road. Both courses offer 18 holes for \$20, including a cart, during the week: the perfect pastime for when you have a few hours between classes. Golfers wanting a bigger challenge can head up to **Cobblestone Golf Course** in Acworth, where student fees are \$35 everyday — that's half the price of standard greens fees.

Finally, if you're into the club scene and want to know the best hot spot on campus, well, the author unfortunately is not of much help. On the other hand, unscrupulous promoters scour the parking lots all the time, placing flyers for their establishments underneath any windshield wiper that isn't bolted down (that is to say, all of them). If you want to trust a postcard, that's fine; it's not like anyone on this staff knows anything better.

So that's it: the Off-Campus Guide to SPSU. If you know of any great tips that this article forgot, e-mail stingeditor@gmail.com, and the *Sting* will be sure to reveal it in a later issue.

Ten Games Every Gamer has to Play

Sean Fine
Senior Staff Writer

The Gaming Industry has grown so vast and huge that games are practically like movies now. However, there are good games, bad games, and sometimes horrifying games. This list will state the top ten games that while maybe not receiving the best scores from critics are exceptional in their advancement and creativity in the industry. If your favorite game isn't on here, then don't fret, these are my interpretation of games that deserve such recognition for their creativity and simply put awesomeness.

No More Heroes

We begin with a game release earlier this year. Created by the notorious Suda51, known for making *Killer7*, *No More Heroes* is a game that places a auction bought light saber in your hand and sends you to face off against 10 elite killers in order to become number one. Not only is the action sublime and the between missions activities quirky, but the characters you encounter are colorful as hell, from a gun slinging cowboy to a super villain-type with a crotch laser to an assassin with the biggest gun you'll see, there's a wide array of boss fights you'll encounter and you'll love it.

Phoenix Wright

Phoenix Wright is a game that stands out from other handheld games and initially not for the

right reason. When you hear about a Lawyer-based game, you don't exactly think 'Must-play', but take a dip into this and you'll be yelling "Objection!" in no time. With a good interface, charming characters, epic music, and some of the best writing in a game, Phoenix Wright stands out for taking a chance and making an excellent series.

Beyond Good and Evil

Back when other Ubisoft titles like *Prince of Persia* and *Splinter Cell* were being released, one brimming gem was lost in the rush of these games. *Beyond Good and Evil* takes exploration elements seen only in a *Zelda* title and adds in unique combat, exceptional level design, and a fun partner system. Put in a compelling story and lovable characters and you have a must-play game hardly touched. Besides, the sequel was finally announced and you don't want to be left behind, do you?

Disgaea

Disgaea is a quirky little Strategy RPG (much like *Final Fantasy Tactics*) that really shines because of how absurdly powerful your characters can become. Forget a level cap of 99; with a level cap on 9,999 and numerous secret characters and dungeons to explore, this was and still is an amazing game. Previously a hard-to-find PS2 title, *Disgaea* can now be found easily (and with even more bonus content) in its PSP form,

Afternoon of Darkness, and there are plans to bring it to the DS as well.

Knight of the Old Republic

Labeled as the best Star Wars game in existence, *Knights of the Old Republic* took what fans loved about Lucas' films and expanded upon them, creating a prequel story worthy to the franchise's name and adding deep layers of complex character customization, development, and power. Add in multiple branches of ways to deal with situations (negotiate with the traders who have that droid you want, or kill them all with your lightsaber), multiple endings, and you get a game that has a lot of replayability.

Legacy of Kain

One series that seems not get enough attention is the *Legacy of Kain* series. A surprisingly fun game that takes challenges both the mind and skill of players, while delving into a deep story with a unique, yet familiar vision of mythical vampires. *Legacy of Kain's* quality in story telling borders on the famed *Metal Gear Solid*, yet are no where near as long if that's your concern. The latest game might end on something of an incomplete ending, but hey, if the rumors are true that a new game is on the rise, then it might be important to catch up in both the experience and the *Legacy of Kain*.

Psychonauts

The quality of Tim Schafer's games have always be of high

quality: *Monkey Island* and *Grim Fandango* especially, and his 2005 sleeper hit *Psychonauts* was no exception. Taking the part of a runaway psychic, *Psychonauts* is unique because of all the twisted humors and conspiracy intrigue. Combine that with a high level of fluid controls and interesting characters, and *Psychonauts* is a hit that few people actually played but it was definitely worth it.

Viewtiful Joe

Good beat 'em up games are so hard to come by these days. Since the days of *Streets of Rage*, we've endured terrible titles like *Namco's Death by Degrees* and the *Spikeout* series. It took Clover Studios to make not one but two excellent titles that have to be played to be admired. *Viewtiful Joe*, while looking quite bizarre at first (Who heard of a good super hero in pink spandex?) adds in awesome elements beyond simple slowing down time, but also speeding up your punches to the level of flaming fists and zooming in on Joe to make ridiculous feats of awesome. With a semi-interesting plot and a lot of hero-based humor, *Viewtiful Joe* is definitely worth the look.

God Hand

And thus we come to our second Clover title, *God Hand*. Not many titles give players the option and satisfaction of *Dragon Kicking* your opponent's ass into the Milky Way, and that's only one of the many

hilariously bad ass things you can do. The game can be ridiculously difficult but players who go on will be rewarded with insane abilities to customize your character and go through some of the most fun and satisfying combat in a fisticuffs type game. Let me give a good rundown: You see three enemies. You charge forth and drop kick one across the field, pick up a nearby 2x4 and whack another guy across the face and then beat the last guy to death, only to take the 2x4 and chuck it at the guy just getting up from the drop kick. So freaking satisfying! If you need to know anything more about this awesome title, just check out my full review on page 7!

Portal

Lastly, there's *Portal*, a game much talked about on the internet. The game may be short, but it's very creative in its puzzles and certainly takes a bit of brain matter to figure out the puzzles. Not to mention the game is bursting with character despite the fact there's only one character speaking to you the entire game with cynical humor abound. What other computer system recommends you to bring your daughter in to have her tested? The game is short and cheap, so even if you might not have a lot of time for games, *Portal* allows all gamers to have fun and indulge themselves in an interesting plot, subtle as it is.

Super Smash Brothers Brawl

Melee 2.0 or Something different?

Sean Fine
Senior Staff Writer

Game System: Wii
Genre: Fighting/Party Game

For nearly two years, dedicated Smash Brothers fans have been eagerly awaited the release of Super Smash Bros Brawl, and finally after a year of a half of waiting, plus over three months of delays, Brawl has finally been released in the U.S., but is the game worth your money? Chances are, you've already bought the game and aren't even reading this article, but for those

isn't bad, but let's admit it. You're not playing this game for just the story mode.

Gameplay: The Subspace Emissary most involves you running through numerous stages in a platform type fashion and if you know the lead designer's history, you can tell a lot of the stage designs were inspired by games like Kirby, yet at the same time, it takes familiar elements from other Nintendo titles. These parts are fun, but as mentioned before, you're forced into an annoying, tedious dungeon for the last part of the game which almost ruins the game you've been playing up

notice quirks about each stage that can add to your advantage (or disadvantage, depending on the situation). The real joy however is the ability to create your own stages and while the original stages are fun, the stage editor will add loads of playtime as you try out your own neat ideas or even recreate stages that were unfortunate to make the cut to the sequel.

The best part about Brawl would be the online play. Brawl is the first in the series to include Wifi play to allow gameplay between players over extended distances. You have a choice between playing with friends or with anyone and while there are some things you can't have in the with anyone mode, it's still a fun experience, considering you find a good connection to play with.

Graphics: If you're familiar with the processing power of the Wii, then you're probably aware that graphics aren't the best in the gaming industry, but in terms of Wii graphics, these are for the most part, really enticing graphics, the character animations move well and the updates for old graphics are shown off nicely, such as a Twilight Princess-styled Link, Zelda, Ganondorf, and even Sheik. The only character that bothers me is the Pokemon Trainer and while he himself isn't doing the direct fighting, it doesn't really excuse the blocky appearance of his. In addition, it quickly becomes apparent that pokemon and assist trophies haven't received as much attention as the characters, but in some cases, its better that way.

Sound: Surprisingly, most of the characters have been given English voices for a change and with a few exceptions (Pit mainly), they sound pretty good and the same charm from the older game is there with explosions, cheers, and the sounds of dicing as you cut through enemies with sword-wielders.

However, one of the main features of Brawl is collecting all the soundtracks and there are a lot of soundtracks. Most of the music are old Nintendo tunes that have been remixed and redone to give an even more epic feeling to the games they come from. There are over 300 tracks too, so you'll have a nice long time collecting them, along with your trophies.

Overall: Brawl is worth the long wait as expected. While I wish certain characters were in Brawl (Phoenix Wright and Lyndis), I'm content with the servings they give because I can say, I may not have everyone I want but I still have Solid Snake. In the end, I love Brawl, but the ending section of the story mode kind of ruins it from a perfect score. Regardless, it's a worthwhile investment. 9.5/10

to now. Other than that, however, the game is all fun, with plenty of modes for you to try, such as the classic mode where you go through a not-so-random stream of battles with certain condition (Giant, Team battle, Metal, etc), a all-stars mode where you go through and fight all the characters with limited hearts, event mode, etc.

Of course, chances are most of the time, you'll just be playing the Multiplayer and in that regard there is little disappointment there. I say little because despite from evolving from 12 characters in the original to 26 in Melee to current 35 characters in all in Brawl, some of the characters that are in are just perplexing as to why they're in the game and some which are hurtful to see have made a return, namely Falco and the newly added Wolf character who while more different than Fox in Melee are still practically clone characters of each other, with similar movesets and all.

Not to say its all bad, with perhaps one exception, all of the characters in Brawl, both old and new, have been played with by the developers to make all of them some of the most balanced characters in the series yet. Not to mention that glitches such as wave-dashing have been fixed, plus a lot of other techniques (such as wall jumping) have become easier to do, and new techniques altogether have been added, so don't go thinking this is just the same game Melee was.

As far as stages go, Brawl over 40 stages, and while some may appear similar at first, you'll

The Dark Knight

It's the God Damn Batman!

Sean Fine
Senior Staff Writer

Genre: Super Hero

I'm not going to lie, but when it comes to comics, most of DC just plain bores me; look at their mascot, Superman: a man whose only weakness is a material that exists only from his home planet when begs the question why Kryptonians never thought about moving away from the stuff. However, if there is a exception to this rule, it's Batman, one of the single most darkest and complex heroes in comics today. Having an excellent rebirth with Batman

is changing Gotham for the better, yet things aren't so simple for the young D.A. as the Joker threatens, murders, and wreaks havoc within his Jurisdiction, constantly aiming his blows to Harvey.

Throughout the entire film, you'll be drawn on the edge of your seat, wondering what in God's name the Joker is going to do next and what his ultimate goal is as well as the outcome of everything. Some scenarios presented in Dark Knight might seem familiar and cliché at first, but as the story plays out, you'll into more than just a couple of twists.

There were two problems that I felt the previous title had.



in your many matches, you're bound to find yourself in situations like this.
Provided by: IGN.com

still skeptical, rest assure, it's quite amazing.

Story: Story? In Smash Bros? HAH! Surprising, I know, but Brawl features a whole new Adventure Mode called the Subspace Emissary. The story features the Brawl cast as trophies who come to life into order to do battle with each other, just for competition. But after a spar between Mario and Kirby, a dark force comes over the battlefield and begin attacking the participants, forcing the Smash Broscrew to combat this evil.

The story isn't overly complex, with standard Nintendo idea that just has all these super stars to exist in the same world just for the sake of being awesome. There's surprisingly no actual words spoken throughout the entire adventure and yet you get enough of an idea of what's going on and how all the characters are feeling through their facial expression in the cutscenes.

The first 75% of this mode is amazing. The story is interesting enough that you'll stay to see what happens in the cutscenes and the gameplay is like a platformer (more on that later), plus Nostalgia is always a good feeling to experience. The last 25% however, forces you into a giant dungeon-maze with no story whatsoever and this part, while fun and interesting at first, quickly becomes tedious and annoying as you'll backtrack to numerous areas and get annoyed, plus the ending itself isn't too gratifying to serve the means of the dungeon. This entire affair takes about 8-10 hours on average, which for a fighter game



Heath Ledger's Joker truly captures what makes the clown so frightening
Photo credit by: glosdesk.wordpress.com/

Begins, one can only wonder if the masked champion can continue his vigilant crusade in the sequel, Dark Knight.

Taking roughly a year or so after the events in Batman Begins, Dark Knight proceeds into the action, introducing the new menace, the Joker played by the late Heath Ledger. And what a performance the former Brokeback cowboy does. I had doubts going into the movie, thinking that 'There's no way a criminal who wears make up like a clown could be more a threat than Ra's al Ghul, the elite ninja master from the previous film,' but after viewing the movie, it isn't so much that the Joker is more skilled, it's that he's more insane than anyone could imagine.

In addition to the Joker, another major character is introduced, Harvey Dent played by Aaron Eckhart, a district attorney set on cleaning the streets of Gotham using justice as his weapon, who stands as a central character due to his belief that the symbol of Batman

First was that for the first half, it was a little incoherent what part of the timeline was playing and while it wasn't a major problem, Dark Knight follows a straight forward timeline and provides to be an excellent thrill ride from start to finish. The second problem of the first film was some of the fight scenes seemed badly captured due to constant changing on the camera that all you could tell was that they were fighting, but not much else. In Dark Knight, the fight scenes are much better choreographed and it doesn't take a second watch to find out what's really happening.

Overall, the film is a marvelous piece, proving to be everything that advertisements have cracked it up to be. Having earned its place for best opening weekend, Dark Knight is a film that you will want to see again and again. I know I would. 10/10

Godhand

Unleash the power of the Godhand!

Sean Fine
Senior Staff Writer

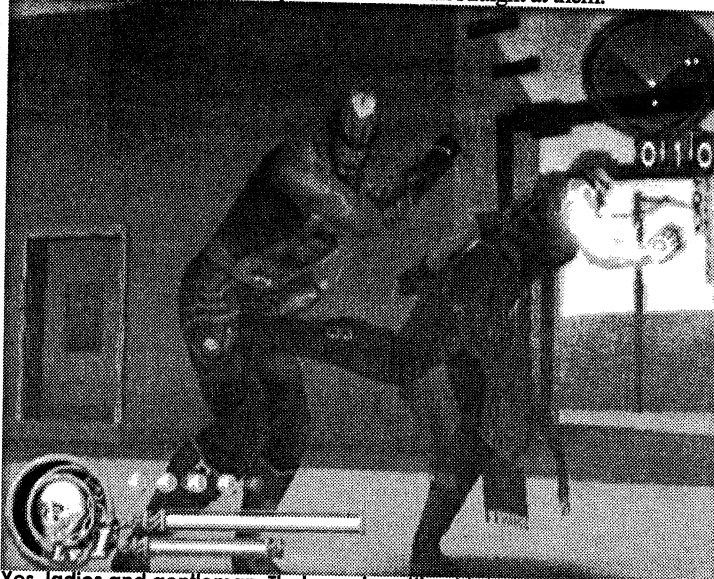
Game System: PS2
Genre: Beat 'em up

If you remember, beat 'em ups back in the day were awesome: Streets of Rage, Ninja Turtles, even the Avengers in arcades all over. However, since we've entered the 3D age of gaming, beat 'em ups have always seemed subpar in comparison to other game types, with complaints like repetitiveness and the game being too easy. However, Clover Studios, creators of Viewtiful Joe and Okami, decided to bring the fun back to the genre with Godhand back in 2006. What made it so great?

Story: Long ago, there was a powerful demon, who terrorized the human realm, but a man with the power of God in his arms came and vanquished the beast. Since then, the arms of this man were protected, and eventually one was given to main character, Gene. As Gene, you and your companion, Olivia, come to a western-like town that has been taken over by lesser demons and with a sense of justice, you're ordered to 'clean up the town' by Olivia, who threatens to chop off your arm otherwise.

Cutscenes tell the story, shallow and predictable as the main plot is, but throughout your travels, you'll meet a unique cast of character, from the gluttonous, smoking demon, Elvis, to the lustfully, cute-sounding Shannon, to the Mad Midget five, a group of short demons in parodic power-rangers like costumes.

Furthermore, there's just a lot of quirky humor in the story, such as your first fight with Elvis, when he puts out of opponents, the camera will loosely focus on at least one of them so you can run straight at them.



Yes, ladies and gentleman. That man is getting his balls busted

Provided by: kotaku.com

his cigar before the fight, only to panic and pick it up again to start it up again. Some of the humor though seems to stem from the homosexual stereotype and some suggestive themes, but you'll at least smile.

Gameplay: With a over the shoulder camera, you control Gene as he moves around the area to fight the many demons, which while easy at first end up becoming "ball bustingly hard", especially as you end up fighting new types of enemies all the way to the end of the game.

However, one of the game's problems is that the camera is constantly stuck behind Gene and there is no way to control the camera on its own. It has an automatic lock-on feature which when facing any number

The inability to control the camera can be annoying at first, but in exchange, the right analog stick is used as a dodge stick, to slide left or right, roll back, or just being an evasive bastard. It's necessary to master dodging to beat the game as Gene can't block

Combat is standard beat 'em up and the dodging system adds a interesting level of difficult, especially as some attacks can only be dodged certain ways, but one of the neatest features of the game is how you can customize your combos and buttons to decide which button does what, and with over 100 different moves, you'll spend a good bit of time trying out different moves to make the most efficient combo.

In addition to your combos and other moves, Gene has the power of the God Hand, which allows him to perform super powerful techniques called Roulette Wheels, which allows players to dragonkick their enemies into the Milky Way or fire a shockwave at enemies, though these uses are limited. If that weren't enough, Gene has a god meter to activate his God Hand, making him faster, stronger, and invincible for a limited time. Basically, you'll go Fist of the North Star on your foes.

Even with all these powers and techniques working in your favor, the game is still ridiculously difficult, almost to the point where you want to throw your controller at the television. There are moments where you're striving off a little health and using hit and run tactics to keep yourself alive and even after you defeat your current enemies, an even more powerful demon appears and you'll be screwed. Regardless, the game is a lot of fun, and once you get a good combo, you can perform some crazy maneuvers on your opponents.

Graphics: Wow. At first glance, these are some shoddy looking graphics. You would wonder what the fuss about this game is. Truth be told, the environment graphics are bland and block in places and you'll be lucky to have an entire playthrough of the game without experiencing a graphical wall glitch. The locales are limited and to be honest, don't make terribly much sense, but that just fills the theme of quirkiness the game has.

Characters wise, the models look decent, at least for the main

characters. They have facial movement and interesting fashion senses, plus there are alternate costumes to unlock which carry over to cutscenes. The thugs, however, are just plain in taste and for the most part look-alikes, though they have different attack animations, and there are different neat animations to put on each type of enemy.

Sound: Voice acting is pretty cheesy, but in a sense, it fits the game's appeal of not being serious whatsoever, and makes the game that much more laughable, since it's not painfully bad to listen to. The script as said is cheesy, clichéd, and corny as hell, but that adds to the game's charm.

The real grand surprise is the game's amazing music score, which contains a rocking soundtrack of rock and trance sounding techno and remixed beats that fit the settings you're in as well as the unique bosses you'll face. The credits are possibly one of best ending theme to any game, because it's so hardcore while still retaining the humor that the game has kept throughout it's entirety. In my opinion, God Hand's soundtrack is a keeper.

Overall: Quirky and humorous, God Hand musters up some insane beat 'em up action while being incredibly challenging, yet still fun. It may have received bad criticisms from reviewers such as IGN (3/10, my ass!), but don't act like you don't like the ball buster, because God Hand is a great treasure from a great developer that has since disappeared. 8/10

Cheap Eats: Your College Menu

Jessica McNally
Senior Staff Writer

Welcome, new SPSU freshmen and returning students. Many of you are most likely broke because all your money went to tuition, books, and other crap that in no way relates to your basic need for survival. I feel your pain...especially if you are on the cafeteria meal plan. I have decided to use my creative writing and Sting membership powers for good, and have put together a little local guide of places you can eat at for cheap right around campus:

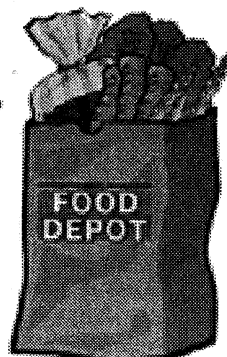
- **Food Depot** – get to know it. It's off the 120 Loop and it is the closest grocery store to campus; you can walk there if need be. It is the cheapest full service grocery store around — even cheaper than Wal-Mart. The perfect spot for TV dinners, fresh fruit, canned vegetables, meats, snacks, and so on. Commuter students should really take advantage of Food Depot, too.

- **Local buffets** – BJ's Country Cooking and Hong Kong Star are both located off the 120 Loop. At BJ's, you can get you a meal (two meals if you are a light eater) with a drink for \$5. Hong Kong Star 's all-you-can-eat lunch buffet costs around \$6; get it to go and pay

CHEAP EATS



WAL*MART



Looking for food on the cheap? Well, here are some choices.

Photo Credit: Jessica McNally/Little Caesars/Wal-Mart/Burger King/Schwan's/Food Depot even less!

- **Little Caesar's Pizza** - The famous "Pizza Pizza" people offer \$5 cheese and pepperoni pies you can split with your

friends or dorm mates. It can be found in front of Food Depot off the 120 Loop.

For those of you who live

on campus and have no car, there is one other option (besides begging for rides from friends or walking everywhere) than to mail order your food. If you have a phone, address and/or internet access, you can get quality food delivered. Two great companies to order from include:

- **Schwan's** - (<http://www.schwans.com>) this company makes the best ice cream desserts and chicken wings you will ever have the luxury of enjoying, and they can deliver to the campus area. They also have entire entrées you can order and defrost in your campus microwave or easy-bake oven. Good, quality meals that average around \$3-\$5 each, depending on what you order.

- **Stauffer's** - (<http://www.stauffers.net>) You think Goldfish (the snack that smiles back) are good? You haven't tried Whales. This company has been making cookies for over a century; they are the best at what they do. They are also cheap. You need to order a case to get a delivery, so work with your neighbors to get these delicious treats!

Don't forget the almighty dollar menu at local fast food joints. Wendy's, Taco Bell, Burger King and McDonald's all boast one. Some of the chain restaurants around will offer student

discounts from time to time. Be sure to ask next time you are at Arby's or Chik-Fil-A off of Cobb Parkway. Hell, half of you were probably procreated after your parents ate at one of these joints two decades ago.

When in doubt, go to Wally World (Wal-Mart) or the Dollar Tree. Everyone knows what Wal-Mart's all about, and how can you go wrong at a store where everything costs a buck? They are in the same shopping center just north of the SPSU campus on Cobb Parkway.

So, there is my advice for all of you cheap eaters out there. Now you can spend all that money you're going to save on more important things, like books or an old badminton set you found at a thrift store.

Jessica McNally is a frequent contributor to the Sting and a notorious bargain shopper. Legend has it she bought her life and most valuable possessions for \$200 from a disgruntled ex-Georgia Pacific executive who had received a six-figure severance package and vowed to start a new life for himself in Uruguay. Whether that story has any merit, or it is just an outrageous assumption designed to fill page space, is purely at the discretion of the reader.

--Ed.

Good Ad-weiss

Adam Myers
Editor-in-Chief

Welcome to the dead heat of summer! Temperatures are sky-high, any grass not within range of a sprinkler system has taken a golden hue, and the Georgia clay is baked harder than Scandinavian crispbread. Summer means the prime season of barbecuing, golfing, relaxing by the pool, and all other sorts of outdoor activities. Obviously, there are few things more enjoyable during a hot summer afternoon than sitting back with a refreshing beer in hand.

All too often, though, that beer turns out to be one of the kind that comes from a can, is packaged in a suitcase, and features some fake mountain backdrop on the label, served so cold that the person drinking it can barely discern anything resembling flavor (as if it would make any difference). Honestly, I only have one positive thing to say about light beers: so little is put in them, the brewing and fermenting processes must be precise to ensure product quality. The main reason that only the few major industrial breweries make light beers is because they are the ones who can make it in large enough quantities to justify the razor-thin margin of error these beers have in taste and aroma. Any batch that doesn't fit the quality guidelines for the premium brand is marketed under a budget label. The next time you pick up that \$12 case of Natural Light, remember that the beer you bought wasn't just considered not good enough to be Bud Light; it wasn't good enough to even be Busch Light.

Beer is a luxury item: one shouldn't choose the beer he or she drinks solely because it is the cheapest, but also because it tastes good and fits whatever occasion it is meant to be drunk during. In the spring and summer months, I can think of no other type of beer more appropriate for the time of year than wheat beers. They're bubbly, they're light-bodied, and they offer some unique flavors that no other drink can duplicate. Of course, I can't help but to tell you all about them!

Wheat beers, as the name so obviously indicates, are beers in which wheat has been incorporated in the mash (the mixture of grain and water that is boiled to break down the grain's starch into simple sugars). The predominant grain of choice in beer brewing is barley, but any kind of cereal grain (including corn, rice, oats, and rye) can be included. In wheat beers, this usually means that the mash is made up of 50 percent wheat and 50 percent barley.

Another distinguishing aspect of many wheat beers is the fact that they are often unfiltered and bottle-conditioned: this means that the beer retains

the yeast it was fermented with, or that additional yeast was added to the container it was packaged in. Prior to the advent of pressurized carbon dioxide gas, this was how all beers obtained their carbonation. During the fermentation process, yeast converts sugars into both alcohol and CO₂. The beer's resulting hazy color, and the pillowy head that forms when it is poured into a glass, lends it the name which is used interchangeably with "wheat" to describe wheat beers. In German, that word is weiss, while the Belgian term is witte; both translate into English as "white."

Speaking of those terms, that leads to the three main categories of wheat beers: German weizenbiers, Belgian witbiers, and American wheat ales. I'll explain the differences between the three in the following paragraphs.

Weizens originate from that German beer mecca known as Bavaria. Despite the fact that the German beer industry as a whole is showing an opposite trend to that in the United States, where industrial brewers and their pale lagers are rapidly overpowering small brewers and local beer styles that existed for centuries, weizenbiers are still experiencing a massive surge of popularity in their home country. Market share for wheat beers in German beers has nearly doubled since the early 1990s, with 8.7 percent of beer sales in 2006 compared to 4.5 percent in 1992 going to weizens. Nearly every important Bavarian brewery produces weißbiers, as they are commonly known in that region. In fact, several breweries (the most prominent being Schneider and Erdinger) brew wheat beers exclusively.

Weizenbiers can be divided into many subcategories in itself, but the predominant version is the hefeweizen. Hefe is German for "yeast," which indicates the inclusion of yeast in the beer. When beer is fermented, that chemical reaction creates by-products known as esters which lead the beer to have certain flavors and aromas. The special yeast used in authentic weißbier cause the beer to include flavors that are variably described as similar to apples, bananas, cloves, and even bubblegum. As odd as those combinations sound, I can attest that one who tries a hefeweizen will understand perfectly at first sip.

Darker versions of weißbier exist, and a beer of the type is typically known as a dunkelweizen, dunkel being the German word for "dark." In Bavaria, the contradictory name of dunkelweiss (literally, "dark white") can commonly be seen. Weizenbocks are dunkels with exceptional potency. Filtered wheat beer is known as kristallweizen, the name being a nod to its clarity. Finally, a notably sour

version of wheat beer known as Berliner Weiße is native to the German capital, and is typically mixed with fruit syrups: sadly, this style is in danger of becoming extinct in the aftermath of the Cold War and German reunification.

While German wheat beers are characterized by their yeast, Belgian wheat beers are known for their use of spices. Unlike in

(now InBev, the largest beer company in the world) in the mid 1980s after a fire damaged his brewery; Interbrew bought Celis out completely by the 1990s.

But Celis wasn't out of the brewing business just yet. With the money he received from Interbrew, he took a tinkered version of his Hoegaarden recipe across the Atlantic and started the namesake Celis Brewing



Good Beer = Good times

Provided by: devonshirecat.co.uk

Bavaria and the rest of Germany, where the Reinheitsgebot beer purity law dictates that only hops can be used to flavor beer, Belgian beers are not bound by such a tradition. As a result, Belgian witbiers add a blend of spices and herbs known as gruit in addition to hops. The contents of the gruit varies from brewer to brewer, but the most prominent ingredients in any blend are coriander and orange peel, which give witbiers their trademark warm and citrus-y flavors.

Although popular today, the wit was in danger of disappearing from the beer landscape after World War II, when the influence of industrial lager brewers in Belgium threatened the survival of many of the country's traditional beer styles. Its resurgence is primarily due to the actions of one man, a former milkman named Pierre Celis. After the closure of the last local brewery in his hometown, Celis retrofitted his dairy for beermaking and founded the Hoegaarden Brewery in 1966. While Celis originally intended his beer to have a small audience in the town of Hoegaarden, it eventually became in such high demand throughout Belgium and internationally that Celis sold half of Hoegaarden to the brewing conglomerate Interbrew

Company in Texas, where his daughter and son-in-law lived. His white beer was influential in making witbier a prominent style within the burgeoning craft brewing movement. This caught the eye of larger brewers: Coors began brewing its own wit, Blue Moon, and its success meant that Miller wanted to add Celis to its portfolio. Once bought by Miller, though, the parent company struggled to integrate Celis into its lineup of beers, and ultimately dropped the brand in 2001. Fortunately, though, Celis lives on throughout much of the Midwest thanks to the Michigan Brewing Company based near Lansing, who picked up the rights to Celis shortly after Miller abandoned it.

Since this story has now arrived in America, it is due time to discuss perhaps the most confusing iteration of wheat beers, the American wheat ale. Not all American wheat beers are categorized as wheat ales: many use imported German weizen yeast, and many incorporate gruit in the brewing process. Furthermore, many American beers that claim to be hefeweizens or Belgian whites are not true to those styles. American wheat ales describe any beer brewed with wheat that neither contains gruit nor is fermented using weizen yeast. The resulting beer has a

much milder taste than its European counterparts; its primary selling point is its light-bodiedness. American brewers often add berry and citrus flavor to their wheat beers for their spring and summer seasonal offerings.

Now that you know what kinds of wheat beers are available to you, you need to know how to serve it. Whatever you do, do not drink straight out of the bottle! Wheat beers, especially those containing yeast, have characteristics that are best displayed when poured into a glass. For any yeasty wheat beer of any variety, the best way to serve it to slowly pour the first two-thirds of the bottle into a glass, then swirl the remaining contents of the bottle before pouring it into the glass. Since a quick pour agitates the yeast in the bottle and creates enough carbonation to cause a massive amount of foam, care must be taken during the first part of the pour. Swirling the bottle suspends the remaining yeast in the beer and causes just enough carbonation to provide a pleasant white head. Take a moment to appreciate the results of a perfect pour, and drink away. Don't be afraid of that yeast: the yeast in a bottle of wheat beer contains an entire day's value of B vitamins. It's good for you!

There's not much else for me about the subject other than make some recommendations and send you on your way. For a good German weizen, one could do far worse than any of the wheat beers made by the Weihenstephaner brewery, which has been making beer for at least a thousand years. Paulaner Hefe-Weißbier and Ayinger Bräu-Weisse are other great examples of German weizens, while Victory Sunrise Weissbier and Brooklyn Weiss are two American wheat beers brewed in the German tradition. In addition to Hoegaarden, Wittekerke is a Belgian wit that is widely available in both bottles and cans, giving it a high ranking on my "Beers Worthy of My Mini-Fridge's Can Slot" list. The best American-made wit is likely Allagash White from Maine, but in the scenario of the United States invading Canada, that honor may very well be transferred to Quebec's Blanche de Chambly, made by Unibroue. As for American wheat ales, the trio of Miller-owned Leinenkugel's - Berry Weiss, Honey Weiss, and Summer Shandy - is a very solid sample of what American brewers are producing.

With that ends yet another where I write in great detail about some of my favorite beers. Eventually, I will run out of related topics to devote a page of news space to, but until then, I wish you all to eat well, drink well, and live well...*Damn, it's hot!*