

WEEKEND PREVIEW

THURSDAY, NOV. 21

Citizen Lane, a rock band from Austin, is playing with **Jazztop**, a rock band from B-CS, at the Dixie Theatre. 9:30 p.m.

Classie & Cedric Ballou, a classic rock and blues band, is playing at Chelsea Street Pub & Grill. 9 p.m.

The Theatre Department is presenting **The Madwoman of Chailiot** at 8 p.m. in Rudder Forum.

Michael McAllister, a classical guitarist from B-CS, is playing at Copasetic Cafe. 9 p.m.

Miranda Zent, an alternative musician from B-CS, is playing at Sweet Eugene's House of Java. 9 p.m.

Peeping Tom, an original and cover band is playing at the Tap. 10:30 p.m.

Sneaky Pete, a sing-along and novelty tunes act from B-CS, is playing at the Cow Hop. 9:30 p.m.

Ty & the Semiautomatics, an original rock band from Houston, is playing at Fitzwilly's.

FRIDAY, NOV. 22

Alpha Pi Alpha and MSC Town Hall are hosting **Alphapalooza**, a lip sync routine. 8 p.m.

Classie & Cedric Ballou, a classic rock and blues band, is playing at Chelsea Street Pub & Grill. 9 p.m.

Courage Under Fire is being shown by MSC Film Society at 7 p.m. and 9:30 p.m.

Geno Delafosse, a cajun Zydeco performer from Lafayette, LA, is playing at the 3rd Floor Cantina. 9:30 p.m.

Half-Life, a rock band from B-CS is playing at the Cow Hop with **Missile Command**, a rock band from Austin and Common Grove, a rock band from B-CS. 9 p.m.

The Theatre Department is presenting **The Madwoman of Chailiot** at 8 p.m. at Rudder Forum.

Mother Combo, a jazz band from B-CS, is playing at Java Corner. 9 p.m.

Pushmonkey, a rock band from Austin, is playing with **Beef Jerky**, a rock band from Dallas, at the Dixie Theatre. 9:30 p.m.

The Woodies, an original acoustic band from B-CS is playing at Fitzwilly's.

SATURDAY, NOV. 23

Big Otis, a Motown/soul band from Houston, is playing at the 3rd Floor Cantina. 9:30 p.m.

Blue Earth, a rock band from B-CS is playing with **Common Groove**, a rock band from B-CS and **Rhythmfinger**, a rock band from B-CS, at the Cow Hop. 9 p.m.

The Brazos Valley Museum of Natural History will present **"Bird Feeder Building"**, a children's program, from 10:30 a.m. to 11:30 a.m.

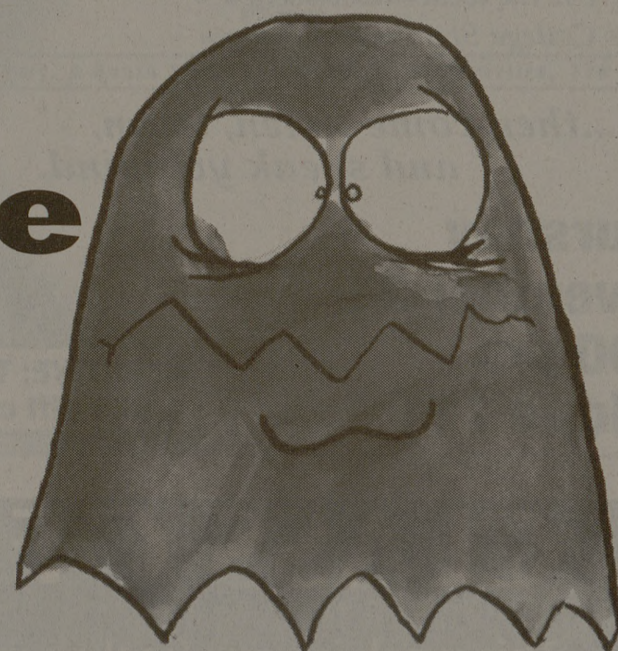
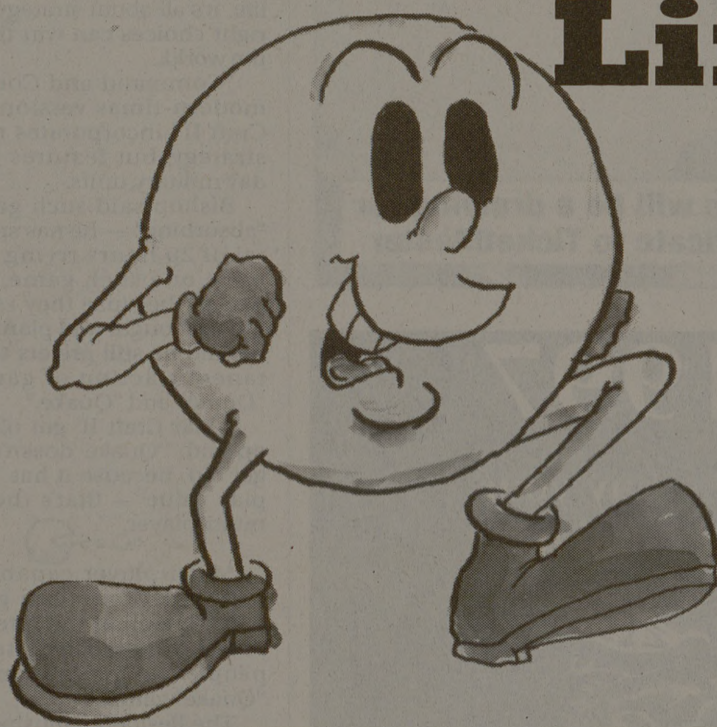
Classie & Cedric Ballou, a classic rock and blues band, is playing at Chelsea Street Pub & Grill at 9 p.m.

Courage Under Fire is being presented by the MSC Film Society. 9:30 p.m.

The Gourds, an alternative bluegrass band from Austin, is playing at Sweet Eugene's House of Java. 9 p.m.

The Theatre Department is presenting **The Madwoman of Chailiot** at 8 p.m. in Rudder Forum.

This Gaming Life



Gamers have traded in their Nintendo and Sega systems for a world of interactive multi-media.

BY JOHN LEBAS
THE BATTALION

After he takes a tough exam, sophomore computer science major Darrell Bishop likes to let off a little steam.

But he doesn't take a jog or down a cold beer. Instead, Bishop prefers to blow away a few people — from the comfort of his dorm room.

Bishop is one of Texas A&M's computer game buffs, who find fantasy, relaxation and entertainment in today's hot interactive software.

"Quake," "Doom" and other games sit in his computer's memory, waiting each day for the decision: Will Bishop try to conquer the world or get into a free-for-all shootout?

"After a hard test, I like to come back and kill some people on 'Quake,'" Bishop said. "It's a great stress reliever."

Of course, the "victims" are nothing more than computer-generated images, and Bishop's triggers are a mouse and keyboard. But modern games, with their 3-D graphics, multi-player capability and CD-quality sound effects, are realistic enough to suck in Bishop and other players for hours at a time.

And the world of computer games is more true-to-life now than ever before. The days of arcade-style games are gone, the time when players watched spaceships and Super Marios as they were maneuvered around the

screen. Modern games let players inside the minds of their characters.

Bishop said this is called "first person" gaming. The player watches the game through the character's eyes, making such games that much more realistic. "Quake," which lets the player duke it out with the enemy, is one of the most popular first person games now, Bishop said. He said he tries to

"It can get pretty intense. I've gotten adrenaline rushes before. It's pretty neat that a computer game is fast enough to do that."

Darrell Bishop
Sophomore computer science major

play the "shoot 'em up" game a couple of hours a day, if schoolwork allows.

"It's really addictive because what you do at one point is a function of what you've already done," Bishop said. "For example, once you have a rocket launcher, you don't want to quit." Getting the rocket launcher is tough work, Bishop said, and when he finally he gets his hands on one, he likes to put it

to use.

"Quake," manufactured by ID Software, is similar to "Doom," an older game by ID. The newer game features the best parts of "Doom" — the shooting and first person perspective — and adds better lighting effects and multi-player capability, Bishop said. "Multi-player capability" means that up to 16 people at a time, from all over the world, can access and play in a "Quake" game via the Internet. Now, players can form teams and play "capture the flag" with "Quake" characters, weapons and settings. Or they can engage in a fierce gun battle, where it's every player for him- or herself.

"It can get pretty intense," Bishop said. "I've gotten adrenaline rushes before. It's pretty neat that a computer game is fast enough to do that."

But shoot 'em up games are not the only hot games today. Strategy-based "conquest" games are big among players who are not content to simply shoot people — they would rather take over the universe.

Conquest games are turn-based, which means that like in chess or checkers, players have as much time as they need between turns to make decisions. This is crucial to the nature of the game because every move must be carefully planned and linked to other moves. Conquest plans can be confusing, Bishop said, but after all, keeping them straight could win a player universal domination.

See GAMING, Page 4

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