

Senior Week

APRIL 19-23, 1999

April 19-24, 1999

Ring Dance

APRIL 24, 1999

Monday - April 19th
Bowling at Wolf Pen 9 pm to 12 am
\$1.75 per game

Tuesday - April 20th
Texas Aggie Baseball vs. Houston
7 pm - \$1 entry with Ring or 99 Shirt

Wednesday - April 21st
Muster BBQ with Class of '49
Academic Plaza - 11 am to 2 pm

Thursday - April 22nd
SENIOR BASH at Hurricane Harry's
8-9 pm Swing Lessons
Free until 11 with Senior Ring



Time: 9 pm to 1 am
Place: MSC & Rudder Complex

Theme: Around the World in 99 days
Tickets: Available April 5-24
\$60-couple/\$35-individual
MSC Box Office

Dress: Formal Attire
Pictures: Start at 10 am in Rudder

Entertainment: Top 40, R&B, Latino,
Country, Swing, Coffee House,
Karaoke, Piano Bar & Casino

**Door Prizes & Free Picture Frames
Midnight Yell & Class Gift Announced**

Special Thanks to:



Exclusive Formal Wear Provider for Ring Dance 1999
Kinko's, Appletree and Messia Hof

More information available at <http://class99.tamu.edu>

Play it smart this summer at Georgetown University.

It's a unique opportunity to earn prestigious Georgetown University credits at reduced tuition rates. Choose from more than 300 graduate and undergraduate day and evening credit courses during three convenient sessions. On-campus housing is also available.

Pre-Session: May 24 - June 18
First Session: June 7 - July 9
Second Session: July 12 - August 14

Call 202-687-5942 for a catalog or visit our website at
<http://guweb.georgetown.edu/ssce>
e-mail: summer@gunet.georgetown.edu



Georgetown University
School for Summer & Continuing Education

An affirmative action equal opportunity institution

This Summer, Add Some Serious Sizzle To Your Transcript.

Take real-world, degree enhancing summer classes at your neighborhood Dallas Community College.

(Summer I classes begin June 7, Summer II classes begin July 15 - and the credits are a snap to transfer.)



DALLAS COUNTY COMMUNITY COLLEGE DISTRICT
Brookhaven Cedar Valley Eastfield El Centro Mountain View North Lake Richland

Call 1-817-COLLEGE for more information. Web site: www.dccc.edu

EARN UP TO 4 CREDITS
IN 3 WEEKS
IN MAY TERM
SESSION!

AGGIELIFE

Page 4 • Wednesday, April 14, 1999



'Micro Machines' does not match quality of racing games, 'Syphon Filter' provides action

Micro Machines 64 Turbo

System: Nintendo 64
Developer: Midway
Genre: Racing

"Micro Machines 64 Turbo" is the Houston Rockets of the Nintendo world. The game has all the potential to be great, but just does not come through in the end.

All Nintendo racing games are held to the "Mario Kart" standard, which is why most prove to be inadequate. Even without this high standard, however, this game would be difficult to swallow.

The game offers many different tracks and variations to tracks on which the players can race, which is a big plus. The downside is that, unless playing a certain mode of the game, the track determines which vehicle the player controls.

This leaves the player constantly changing vehicles, all of which drive differently, and having to master driving several different cars instead of just one or two.

Like most racing games, in "Micro Machines" the player has several different skill levels to advance through before reaching the top divisions of the game. The problem is trying to find the patience to do so.

This game also has far too many bells and whistles. There are more options on this game than on a new Mercedes. Once the player determines which version of the game to play, they must then deal with the constantly changing and confusing camera angles of the game.

"Micro Machines" is a racing game in theory only, because it is not the first person across the finish line that wins but the person that screws up the least.

When one person messes up, the other players get points, and the person who gets a certain amount of points or has the most points at the end of the race is the winner, even if they did not finish first.

The idea is that the good drivers will not give their competitors points. It is a bad idea. The winner of a racing game should be the first one to finish.

The biggest flaw this game has is the split screen for multi-player use. The game offers every player their own view of what is going on, but with "Micro Machines," every player sees the same screen, making it difficult to follow the vehicles.

Playing this game is a waste of time; play Mario Kart instead. (Grade: D+)

Syphon Filter

System: Playstation
Developer: 989 Studios
Genre: Action

Last fall, "Metal Gear Solid" was released on Playstation. The game ended up being between "Days of Our Lives" and Rambo. Commandos start spouting poetry and singing true love while killing people, it is too far.

This spring, "Syphon Filter" was released on Playstation. The game is nothing but a action battling terrorists in Washington, D.C. Chasing a suspect through busy streets and playing cat-and-mouse in a tuxedo. After hours are some of the situations encountered. This game could not possibly get any better.

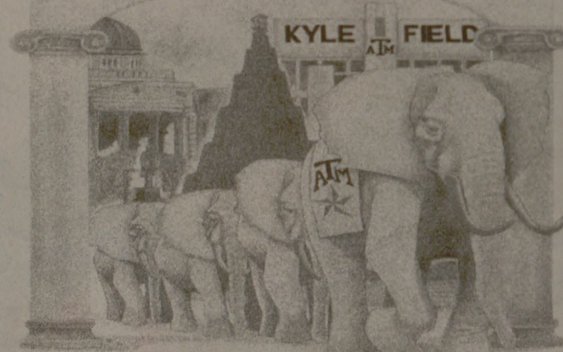
The graphics are excellent, and the game is very realistic, with echoes of trains through subway tunnels, terrorists yelling from the corner and blazing flames and explosions.

The game ends up being more exciting than most action movies. The levels are original and most spy games that just let the player into the enemy base.

The controls are simplistic, but can be harsh at times. Some items are intentionally hidden and make the game frustrating, since you can't go straightforward in this game and the player has to figure things out - imagine that.

This game is action and suspense that sets up - original and exciting. (Grade: A-)

ELEPHANT WALK



CLASS OF 1999

CLASS OF 1999

LAST CHANCE

To Purchase Elephant Walk
Sweatshirts \$15 T-Shirts \$10

April 13-23 10 a.m. - 3 p.m.
MSC Hallway

Bobby D's Rock House Band

Austin's Hottest
Comedy Piano
Bar Player
Wednesday,
April 14

Show starts @ 9pm



Culpepper Plaza • 696-9777

