

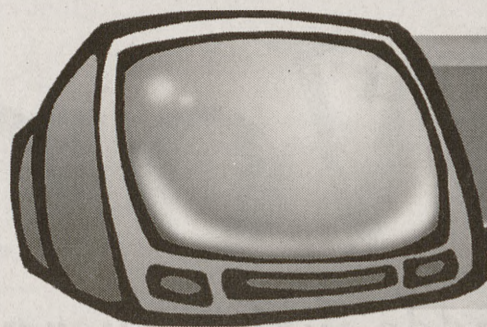
MAES Meeting

Thursday, November 18
Rudder 601
6:45 pm

Inroads speaking!!!
Free Subway!!!



Texas A&M University
Society of Mexican American
Engineers and Scientists
Student Chapter



Batt Bytes

A = instant classic
D = don't buy it

B = a cut above
F = burn in effigy

C = average

ROBEO 2000

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75¢ DRINKS
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David Lee Roth
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FRIDAY & SATURDAY NIGHT
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Until 10:30

823-6111
1600 B South College, Bryan

November 20, 1999
7:00 PM
Rudder Auditorium

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STARRING:
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Kingpin
Developer: Interplay
Genre: action
Windows PC

Kingpin, South Central Los Angeles' answer to the already-glutted first-person shooter market, is a slap in the face to the "reduce violence in video games" crowd. In the tradition of such irreverent titles as *Duke Nuke 'Em*, *Kingpin* is a tongue-in-cheek action version of *Doom*, but with more cursing, shooting and unfortunate stereotypes.

As a pure action game, *Kingpin* is not all bad. The requisite 3-D bad guys, while fairly generic, are presentable enough to fill with lead. The environments are truly engrossing and beautifully rendered (pasty white suburbanites may finally understand what the ghetto looks like) and the levels hold just enough surprises to keep a jaded gunslinger going.

And going and going. The fighting in *Kingpin* is intense, and deaths are not pretty. Shoot a bad guy in the arm, and he drops his gun. Blast away at point-blank range into his face with a submachine gun, and prepare to make a case against the media's role in school violence.

Unfortunately, *Kingpin* promises more than it delivers. Interplay offers the option of hiring thugs to reduce the "player versus the world" mentality common to shooter games, but the computer-controlled helpers are not smart enough to avoid stepping straight into streams of flying lead or bright enough to grasp the concept of walking through a door.

Then there are the stereotypes. A stroll through the *Kingpin* world quickly devolves into a chant of "Pimps, whores and crack-heads — Oh my!" from the player. While the mean streets are not known for their tolerant attitude or clean language, *Kingpin* is as over-the-top with its character presentations as it is with its violence. No matter — the player's character rarely interacts with other characters without the aid of a gun or blunt instrument.

Kingpin is a fine shooter, but there already are plenty of those around. While the

action aspect of the game is a decent effort, it is overshadowed by the games' sophomoric depiction of the underworld. (Grade: C)

— Stephen Wells

Army Men: Sarge's Heroes
Developer: 3DO
Genre: Action
Nintendo 64

This game has one of the best concepts to come around in a long time — commanding little green Army men and waging war all over the house.

The developers must have worked hard to make *Sarge's Heroes* one of the most frustrating games to play, a game which otherwise could have been one of the all time greats.

The game control, which is seriously lacking, is one of the most annoying things about the game. At times it seems as though the character is not even reacting to the buttons being pushed, making it easy to walk into a bathtub full of water and drown instead of jumping onto a toy boat and staying afloat.

Game control aside, this game is subpar. Sadly, it is the little things that make this game unbearable. For one, the camera angle given to the players is weak, at best.

If a player is being chased by a pyromaniac with a flamethrower and runs around the corner of a couch, the camera is slow in catching up, and the player inevitably is melted into a smoldering pool of plastic.

Another problem is the game can accommodate up to four players only in battle mode. This means a group of friends can only fight each other, which is great at first but wears thin after a few hours.

This also means they cannot play together and tear through the evil tan army to try and save the day.

The game levels become increasingly more difficult as they progress and require patience and vast amounts of time — something not everyone who is expecting lots of explosions has.

The game's redeeming qualities are its graphics and reality factor, at least as realis-

tic as it could be when dealing with men. For example, if something explodes is not immediately near the character will get hurt — making the use of shells extremely fun. This game could be great, but it's only mediocre. (Grade: C)

Resident Evil 3: Nemesis
Developer: Capcom
Genre: Adventure
Playstation

Those zany, flesh-eating zombies are back again in the latest installment of the *Resident Evil* series. This game takes unoriginal heights as nothing has changed or been dated since the series' last installment.

For fans of the series, this should be a problem. The game is still full of zombie killing fun, but after the innovations of *Resident Evil 2*, it is odd for Capcom to fall back to the old style for *Resident Evil 3*.

Dino Crisis has polygon backgrounds enable it to use camera movement to enhance the intensity of the game, making more fun. *Resident Evil* reverts back to styles of still-picture backgrounds and camera movement.

Nothing is new for the plot either. The episode takes place a month after the events of *Resident Evil 2* and a few months before *Resident Evil 3*. One would think the heroes of the town would move out after the first time all their neighbors turned into flesh-eating zombies.

One or two useful moves are placed in the gameplay, like the ability to push a box away when they try to grab the player and a quick 180 to run away faster.

The end of *Resident Evil 3* coincides with the beginning of *Resident Evil 2*, showing the continuity between the two installments.

Resident Evil 3 is not much more than an expansion of the previous two titles, but still fun — even if it is the same old thing. (Grade: C)

— Kyle

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