

Texas A&M Career Center

Graduate Student Events for the week of:
Feb. 8 - Feb 14

- ★Feb. 9 **Resume & Cover Letter Writing/Critique**
5:30pm 504 Rudder
- ★Feb. 10 **Independent Job Search for Liberal Arts**
5:30pm 404 Rudder

Career Center 209 Koldus 845-5139 <http://careercenter.tamu.edu>

MSC Literary Arts Shakespeare Sonnet Contest 2000

Official Contest Rules

- ❖ Entries must include your name, age, address and local phone number, on a separate page from the poem being entered.
- ❖ Students in grades K - 12 should indicate their school. College students should indicate their college and graduation year. All this should be attached a separate page.
- ❖ Poems of any type may be submitted. There will be a special category for sonnets.
- ❖ There is no limit to the number of poems submitted by each individual. However only one prize will be awarded per person.
- ❖ A prize will be awarded for the best poem and best sonnet. Other prizes will be awarded as entries warrant.
- ❖ Poems must be legible (hand written or typed).
- ❖ All members of MSC Literary Arts are excluded from winning.
- ❖ All entries must be post marked by **Wednesday, 16 February 2000.**
- ❖ Prizes will be awarded at Barnes and Noble at 2pm on Sunday, 20 February 2000.
- ❖ No purchase necessary.

How to Enter

All entries **must** be mailed to the following address:
MSC Literary Arts Shakespeare Sonnet Contest 2000
P.O. Box J-1
College Station, TX 77844-9081

campus reps needed!



the funkmaster >

Add local events to our site and promote the hell out of it on your campus...
...and we'll hook you up with \$8 / hour
contact joey@nightfunk.com

NIGHTFUNK.com

AGGIELIFE

Page 4

THE BATTALION

Tuesday, February 1, 2000

VIRTUAL DOMAINS



Rampage 2: Universal Tour
System: N64
Genre: Arcade
Developer: Midway

Ape Escape
System: Playstation
Genre: Adventure
Developer: Sony

Rampage 2: Universal Tour is a great waste of time. Although this can be a nice stress reliever after a tough day of classes, it is just not worth it otherwise.

Up to three players each control a giant monster and the simple concept is to destroy as many cities as possible. The reason for the monsters rampaging through these cities is to rescue the monsters from the first *Rampage* game which have been captured by the government. Once these monsters are rescued, they become playable characters.

Improvements over the first *Rampage* include new monsters, special attacks, mini-games and space cities. The mini-games bring out the cut-throat in each player since the players compete against each other instead of against little computerized soldiers. But the first *Rampage* had certain unique and fun elements that were left out of the sequel like the ability to jump on and control a fighter jet and the toxic waste that, when eaten, mutates your monster into a more powerful one. However, the fun in the game lies in its mere simplicity. Anybody can pick up a controller and do just as well as a seasoned video game pro.

The game uses only three buttons so the controls are basic and easy to learn. The repetition of the game, on the other hand, is its major downfall. You can play this game for hours and feel like you have gotten nowhere. Each level plays exactly like the previous, and after a couple of demolished cities, the idea of crushing buildings beneath your fist is just no longer appealing.

So if you are looking to mindlessly waste a couple of hours, this game is for you. If not, avoid this game. (Grade: C-)

— Gabby Ruenes

Ape Escape is the perfect excuse to polish up your Charlton Heston impersonation, bash a few simian heads in and not get thrown in an insane asylum for doing so.

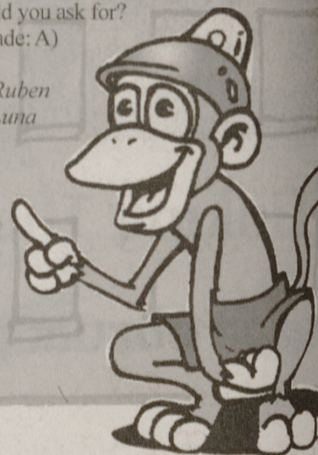
The story is classic. Boy meets monkeys. Boy loses monkeys. Monkeys become super smart and go back in time to change the course of ape evolution in the hopes of world domination. Armed with a really big net, a stun club that looks like a light saber and a slew of other really cool gadgets, the player must recapture the apes and save the human race from extinction. Quite simple, really.

One of the only drawbacks to *Ape Escape* is that it requires you to use the joysticks on an analog controller to move around and swing your weapons. Not only does this take some getting used to, but it also leaves any old-school players that are still using regular controllers up a creek without a paddle.

The player hops from time period to time period capturing the monkey quota for that area. While this might seem like it would get old after a while, the monkeys are always coming up with new ways to get you off their back, from dropping banana peels to shooting you with a machine gun. Needless to say, it keeps things interesting. The game play is smooth and features a "Mario 64-esque" perspective, rounding out an overall good game.

Monkeys and light sabers. What more could you ask for? (Grade: A)

— Ruben DeLuna




GABBY RUENES AND RUBEN DELUNA/THE BATTALION

TUNNELS

Continued from Page 3
case of an emergency difficult and possibly perilous. The senior finance major who journeyed through the tunnels said he was disappointed by his experience in the steam tunnels.

"I always heard stories about the steam tunnels and everything, but when I went down for myself it wasn't everything I thought it would be," the senior finance major said.

The steam tunnels may hold many treasures of the past and jewels of student study-break adventure, but consequences of exploring this face of A&M culture could effectively remove one from it. The extent of exploration of these tunnels should be limited to the stories of others who have experienced them.

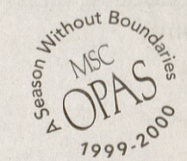


Hendrix. Van Halen. Fisk.

A born risk taker, Eliot Fisk has revolutionized the classical guitar world with his youth and innovative play. Don't miss your chance to find out why Eliot Fisk is recognized around the world as one of the most brilliant and gifted young musical artists of our time.

Eliot Fisk, Guitarist
Sunday, February 13 at 2 PM
Rudder Theatre
Immediately following the performance, please join moderator Penny Zent for a discussion with Eliot Fisk.

Tickets? Call 845-1234.
Or, place your order at opas.tamu.edu.



Intimate Gatherings

Season Media Partners:
KORA, KBTX, WTAW, KTSR 92.1


The Muslim Students' Association Presents:

Islam 101-An Intro to Islam

Articles of Faith

Feb. 10 @ 7 PM in MSC 231

Future sessions (Every 2 weeks): Feb 24; March 9 & 23



Free Admission!
Refreshments served!

Future Topics:
Prophets (Peace be upon them) of Islam
How do Muslims view Salvation?
What is the Quran?

e-mail: Islam101@tamu.edu
Visit our table in the MSC every Thurs. between 11am - 2pm