

# ENTERTAINMENT

## CD Review



By DEVINIQUE MURRAY  
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Long lives the king, Clifford Harris (better known as T.I.), topping the charts with more than a half a million sold.

T.I.'s first album only sold enough for commercial success, while the second album, *Trap Muzik*, sold more than 500,000 copies in 2003 and featured the single *Rubber Band Man*. In late 2004, T.I. dropped his third album, *Urban Legend*, which produced the hot single *Bring 'Em Out*. It debuted in the Top 10 and sealed T.I.'s status as a hip-hop heavyweight.

However his latest effort *King* is topping the charts, leaving even country mega star Tim McGraw far behind. His album has sold 522,000 in the first week of sales, and is also the best selling album release since Mary J Blige's *The Breakthrough*, which was released in late December of last year.

Although the down south rapper's career is headed in a new direction, the rapper still remains in the south. The Atlanta native was once just a kid who turned to drug dealing as a way to make easy cash. He went to jail for his misdeeds, then managed to turn his life around by rhyming about his hustling days instead of reliving them.

Not only did T.I. manage to turn his life around and become a big rapper, he has also landed himself on the big screen. It's been a big week, for the rapper. With the number three movie title, *ATL*, being released this past week, and the number one album on the U.S. pop charts, he's had the best sales week of the year.

On T.I.'s new album, he raps about the tales of the street, with a southern swag. *King* features the current smash single, *What You Know*, which has leaped to the number one spot on urban radio. The song tells you not to judge someone unless you have been through what they have, which I think could be a good lesson for us all. On the last track, titled *Good Life*, T.I. raps about the changes he has made in his life. He end the song by saying, look where I was, but now I'm on top of the world.

The CD features guest spots by Hip Hop's finest including Jamie Foxx, Young Jeezy, Mannie Fresh, Pharrell, Common, and Young Buck! Don't miss T.I. on tour, visit [www.kingofthesouth.com](http://www.kingofthesouth.com).

## Billboard.com's New CD Releases

April 11, 2006



Toby Keith

*White Trash With Money*

It is good, it's very good. And when it's not so good, it's still OK. The exquisitely produced "It's a Little Too Late" is among the best-sounding tracks Keith has ever laid down.



Daniel Powter  
*Daniel Powter*

Newcomer Daniel Powter dominated international charts in 2005 with this debut album, "Bad Day." These days, he is well on his way to repeating the process.

## South Street takes over Mars

By MICHAEL ALBRIGHT  
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So, what do you do when you already own approximately ten bars, give or take? You open one more, of course.

For those who are not familiar with the name Ron Kamionka of Kamionka Entertainment yet are avid second street goers, allow me to introduce the name.

Ron Kamionka is the person responsible for places such as The Hardware Bar, Eclipse Nightclub, Bourbon Street Tavern, and the Noma Remixed venues. Kamionka Entertainment has recently introduced The South Street Tavern to Second Street in Harrisburg, bringing the total number of bars on Second Street to... a lot.

The South Street Tavern was opened on Friday, Feb. 10 of this year to a lack luster reception, as the new tavern was not as heavily advertised or marketed as other new bars.

The South Street Tavern is located in the building that was formerly home to Mars, at 400 North Second Street in downtown Harrisburg.

The South Street tavern is located smack on the corner of South and Second Streets, making it extremely noticeable to blurry eyes. Looking out over Second Street with its large red, white and blue sign and inviting, relaxed atmosphere, the tavern is beginning to attract more and more clients as word of mouth spreads.

Walking inside the new tavern, those who are not strangers to Second Street will notice the similarities to Noma Remixed only blocks away on the same street.

I literally had to double check that I had not wandered into what was the Noma, but redesigned. Immediately



On the corner of 2nd Street and South Street sits the South Street Tavern, occupying the building that formerly held Mars. The new bar loses the swank appearance of its cousins, proudly showcasing itself as a bar to simply chill out in.

Photo by ASHLEY LOCKARD/The Capital Times

inside the doors, customers are greeted with a long narrow room. To the left are seven tables with four chairs each, and a long, narrow, fifteen-person bar on the right.

Three flat screen TVs are situated directly above the bar showing various sports channels.

With extremely dim hanging lights above the bar and all tables, the Tavern makes no secret of its intentions to be a chill place.

The tavern displays the typical bar environment with numerous beer brand signs; screen printed over mirrored glass adorning every wall, convincing you to try at least one of

the popular names.

However, with a very minimal four beers on tap, if ones favorite brew is not available, it is more tempting to try something new.

Perhaps the greatest feature of the tavern is the abnormal fact that the tavern prides itself on offering "\$2.00 drafts all day, every day." That's right, any of the four beers on tap, in a standard pint glass, will always cost you a mere \$2.00, a nice relief compared to the normal \$2.75-\$3.25 pricing elsewhere.

In case the low, low draft prices are not enough to convince customers to have a sit down, the tavern offers

a boatload of liquors and mixers towering against the mirrored back wall, giving the illusion of double the drinks available. The tavern also offers the low price of \$3.00 pitchers of Michelob Ultra.

The tavern also offers several options for customers to entertain themselves.

In traditional bar style, Golden Tee video golf sits alone against a wall beside the bar, inviting the tipsy masses to give it a roll.

Further blending the new tavern amongst its peers are the touch screen video games placed every few feet along the bar, giving the

easily distracted a plethora of different games to play.

Past the bar, located in the back right of the building is a single pay-to-play pool table that is surely a get in line and wait attraction.

Opposite the pool table, is a kickback to a few old favorite games from the 80's in a small screen that offers a space for two players. The three-foot high machine is host to classic games such as Galaga and PacMan.

The tavern also offers the ever-growing popular trend of hosting in-house beer pong. However, the tavern boasts that customers are welcome to play at anytime; they just need to request the ping-pong balls from the bartender on duty.

Also, the tavern does not limit its customers to using water while playing like most popular venues. Lastly, is the ever-modern jukebox with a twist that is popping up in more and more bars.

The Internet Jukebox, which allows customers to download and play songs that are not available on the machine, making millions of songs available.

### South Street Tavern

400 N. Second St.  
Harrisburg, PA 17101

Located at the corner  
of South and 2nd Sts in  
downtown Harrisburg.

Open 4p.m. - 2a.m. daily

All major credit  
cards accepted

## Geek Corner

By LISA STONE  
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You are likely to be eaten by a grue. Welcome to the wide, wonderful world of text-based games. Lurking on the fringe of the video game world, these pieces of game goodness are enjoyed by a minority of gamers whose speed-reading and typing skills are what we in the geek world refer to as 'leet'. These are the old fashioned games that shun the eye candy that has taken over the market of today.

Text-based games rely solely on text descriptions on the screen and user input via a limited number of keyboard commands. The type and variety of commands depends entirely on the game being played and the situation.

Some of these games were designed to be played on the old mainframe computers. For those of you not familiar with the term, they were the computers used back when you either hadn't been born, or were into Rainbow Bright or Transformers.

Others were designed when the era of the personal computer had just begun. Of course, this isn't entirely surprising. Many were created when there was no such thing as a Graphical User Interface.

The only way to make a game was text. But even today some hardy souls still create text games for us to enjoy.

Modern computers have no real problem running either the old games or the more recently created ones due to the fact that today's PCs include

the necessary programs to run the old mainframe and DOS games or those that have been adapted to be playable on PCs.

Another unique facet of text-based games is their design. Because everything is done with basic coding techniques, text-based games can be changed, updated, or revamped fairly easily.

Bugs, typos, and new features are often fixed/added to a text game long after its initial release. Basically, this means that patches for this type of game do not require months of development and hours of downloading and patch time to implement.

One aspect text-based games and graphical games have in common are the different genres of games. Puzzle, action, arcade, adventure; all of these are different types of games that both the text and graphical games have.

The spirit of the genres is present in both, it is simply the display and game play that are different.

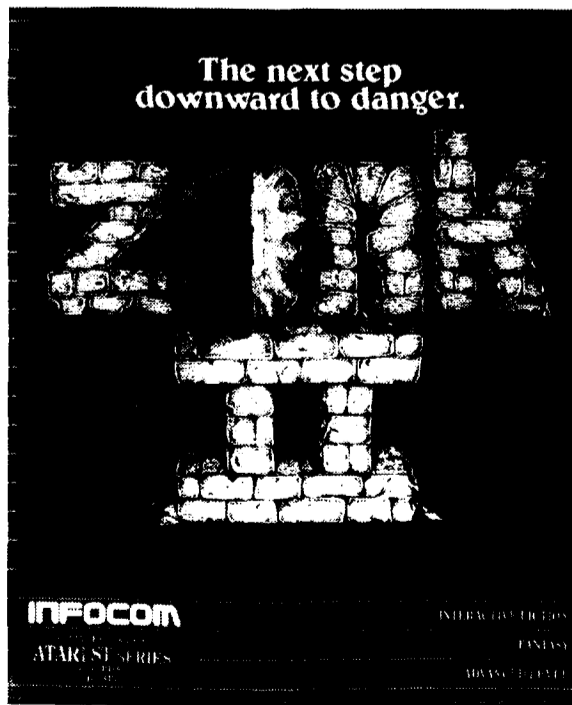
One genre of this type of computer game is the old text puzzle games, such as the Zork series.

This type of game takes the reader through an adventure in which they must solve a series of puzzles of varying difficulty, many of which depend on the reader to actually read the rooms description, remember what has happened before, and pay attention to fine detail in a very different way than the GUI puzzle

games on the market do.

Think of these games as a text-based Myst or the old Dr. Brain games. The hair-pulling-bleeding-eyes factor of the Zork and Myst game series is about the same for many of us.

Another popular type of text-based games are the text-based role playing games such as Dungeon, DnD, and Avatar.



Text-based games come in all shapes and sizes, including puzzle, action, arcade, and adventure.

Photo courtesy of google.com

These games are enjoyable, although even I have to admit that the modern graphical RPGs out there provide a bit more plot. Alongside this genre are the shooter/action games of the text world such as Star Trek, NetHack, and Danger! Adventurer At Work! As is the case

with many other games, these are sometimes cross genre.

Many of these games are open source, meaning that a bit of digging online can yield quite a few results to experiment with. I will warn you that these games can require a bit of computer know-how to install.

They require no real system resources, but installing and running them can sometimes be a bit tricky. Check out the sites you get them from for instruction files and walkthroughs (if you are into cheating like that).

Next up, are the online text games. You read that correctly. There are online text-based games. These are referred to as Multi User Dungeons, or MUDs.

The variety of MUDs out there is rather scary, due to the fact that anyone with some time, writing and coding skills, and the hardware necessary for hosting can make a MUD.

This has led to the creation of a wide variety of MUDs out there, with all kinds of themes and game-play to be explored.

If you are curious, try checking out [www.mudconnect.com](http://www.mudconnect.com) to find a MUD that might interest you.

I will give fair warning to you all, many of these MUDs are privately coded, hosted, and run. This means that their implementers have total and complete power over everything.

Usually these are excellent, fun people, who simply wanted to create a game they could enjoy with other people. They do not want people ruining the atmosphere of their

games and most will not hesitate to ban should you deserve it.

If you are going to try an online MUD do yourself and everyone a favor and brush up on your netiquette before logging on. You and everyone you play with will be happier for it.

An interesting blend between text-based games and the graphical games does exist. Games such as the early members of the Kings Quest and Space Quest games from Sierra incorporated text commands into graphical game play.

In some of these games the mouse is still used but many of the action commands must go through the keyboard.

Thus you require not only excellent typing and mouse control skills, but an extra arm or extremely good coordination so that all may be used at one time.

Hybrids such as this are considered the transition games between text and graphical by many. As such, they could be somewhat difficult to use.

Although for many designers, finding the correct command and using it at the proper time were designed to be part of the challenge.

This adds a very different kind of challenge to these games and others like them. Unfortunately, not many of these games are made today.

So, while not enjoyed by the mainstream, these games are definitely worth putting onto your computer. They require next to no system resources and after you get the hang of it are very easy and fun to play.

After all, you never know when your internet is going to go down or your graphics card will be eaten by a grue, do you?