

DICK'S PICKS

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The Gridiron Gang



The Gridiron Gang is one of the most heartfelt and meaningful movies I've seen in a long time. The film is based on the true story of Sean Porter, a juvenile correction officer at Camp Kilpatrick, a detention facility in southern California. Porter is fighting a losing battle to change the lives of the kids sent to Camp Kilpatrick, where 75 percent of the released end up back in jail or dead on the street. Realizing the system is flawed he takes a radical chance and forms a football team out of a group of misfit 'gangstas' and delinquents. Some of the players are from enemy gangs, but under Porter's watch they must work together in order to finally become winners both on the field and in life.

At first, the movie seemed like another underdog story. A group of trouble-making punks forced to band together to overcome an

overbearing authority figure and learn valuable life lessons, blah blah blah, however, in this film, this is not the case. True, the story does dip into some predictable and played-out plot points but also directly goes against the age-old "bad boy turned good" rap.

The film is based on a true story and takes turns that only real life would take. Not everyone rises to the challenge, not everyone develops spectacular athletic skill, in fact, for most of the film rivalries within the team create volatile conditions that threaten to make the entire experiment a failure. It's not only the players bringing the team down, camp administrators also want to see it fail because they believe these kids are unable to change their ways and the whole thing is a waste of money and time. Despite all the adversity and words of discouragement, Porter pushes on, pushes the kids, and pushes his employers to the point where he might lose it all.

The filming isn't spectacular and, as stated before, some of the story has been played out in Hollywood way too much. However, there are things in this movie that I've never seen before. For one, there really isn't a main character outside of Sean Porter, played by Dwayne "The Rock" Johnson. Though the film does focus on a handful of players, as compared to the entire team, it never shows one truly rise above the others.

The quarterback isn't a natural born leader, defensive players get knocked on their asses, and there are more fumbles in a single game than I've ever seen. This all adds to the realism of the story. When

the team does start to pull together, practice on their own, put the team above their hood, and actually start winning, there is a feeling of pride. Even from the theater seats, adrenaline is pumping when a play is snapped, the ball is in the air, or a hit is about to be made.

This film shows how people are not victims of nature and given the right outlet and direction, normal punks can develop skills they never knew they had. They can also fight the troubles of their lives in a constructive way on the gridiron rather than with violence on the streets.

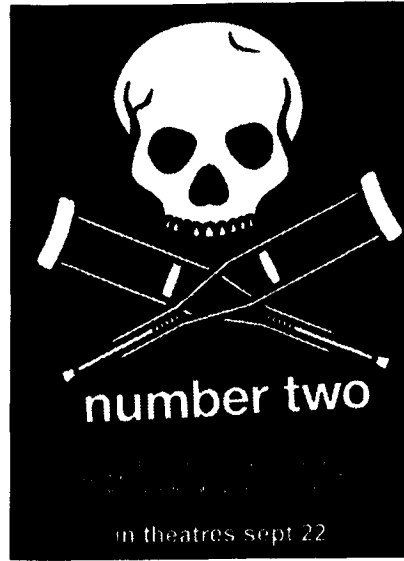
The film rolls credits alongside footage from the documentary film done on the real Gridiron Gang. It shows the real life people that the film follows and how the film held true to the actual events of the Kilpatrick Mustangs. It's a nice nod to those involved that lived this story and narrates what happened to several members of the team after their release.

Anyone who has been on a team can understand what this story is about, what accomplishments were made and how difficult it really was for someone like Sean Porter to pull it off. For those people who have never been on a team, athletic or not, this film tugs on the human spirit, the desire to be part of something greater than oneself. It is a true lesson in the human heart to overlook differences in skin color, background, and personal tragedy. Definitely a must see film.

I give this movie 4 out of 5 nuts.



Jackass 2



Jackass 2 delves into the depraved humor of Pennsylvania's own West Chester natives. The Jackass crew reunites for another installment of the silver screen version of the popular [and canceled] MTV series. Complete with Bam Margera, Chris Pontious, Steve-O, Ryan Dunn, and of course Johnny Knoxville, *Jackass 2*, much like its predecessor, is a compilation of pranks, stunts, and disgusting acts of insanity. Half of the film makes you wonder why any human being would subject himself to this kind of treatment and the other half generally makes you sick in the stomach. Then you realize, "Hell, I could do that and get paid for it?! Sign me up!"

Traveling the world for exotic locations and meeting new and interesting people is just another day of work for these fellows; that and wrangling Anacondas, fishing for sharks (when they're the bait), and riding a rocket propelled shopping cart. Really, there isn't much to say

about the film. Clearly, there is no plot or morality to the film, and there are no characters being acted out, just a bunch of idiots beating the hell out of each other and themselves for that sake of entertainment (and money). I will admit the movie is funny as hell. You'll definitely be laughing throughout the film and occasionally gag during some scenes.

However, it's played out, we've seen it all before; maybe not as much nudity (which we won't get into) but you can only take a man getting hit in the testicles or getting shot with anti-riot pellets so many times.

Knoxville, who has the most potential of the group, should work on his real acting career. He wasn't bad in *The Dukes of Hazzard* and both *The Ringer* and *Grand Theft Parsons* were good stepping stones. Bam might as well stick to his show *Viva la Bam* and keep wreaking havoc in (my home town) West Chester. Chris Pontious and Steve-O are grasping at straws in their show *Wild Boyz* and will probably end up like the late Steve Irwin if they're not careful. The rest of the crew can carry on as usual and no one will really care. This movie, though hysterical, seems more like an attempt at a feature length television series for the theaters.

I'm afraid I can only give the film the same as what the cast can give it.

2 very bruised and swollen nuts out of 5.

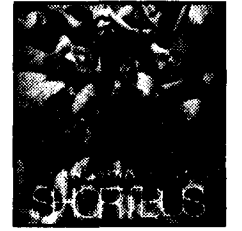


Coming Soon

October 13, 2006



On a lark, Tom Dobbs (Williams), the host of a late-night political talk show decides to run for president. The thing is, he never expected to win.



A group of New Yorkers caught up in their romantic-sexual milieu converge at an underground salon infamous for its blend of art, music, politics, and carnality.

October 20, 2006



The son of an alcoholic father and an unstable mother, young Augusten Burroughs is handed off to his mother's therapist, Dr. Finch, and spends his adolescent years as a member of Finch's bizarre extended family.

Zelda move over: Okami is here

By **OLIVER EISLER**
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For a long time, *The Legend of Zelda* series has entirely dominated the adventure/fantasy videogame market. At long last, here is a game that can give the Hero of Hyrule a run for his money! *Okami* is rapidly stealing the hearts of PlayStation 2 owners with the ferocity of a wolf.

The first thing that strikes the player is the game's intro, which is over ten minutes long. While it is possible to skip through it, the vivid graphics and intense story line make it nearly impossible to hit that tiny start-button.

From the get-go, the player is hooked by the intense vividness of this world. He shudders in anticipation as each new character and plot element is masterfully introduced into this newly born world.

The following is merely a brief glimpse at the intricate plot this game contains:

"As the sun rises over the village of Kamikimura, its brilliant rays shine on a lone statue sitting in the middle of town. This work of art was created in the loving memory of Shiranui, a white wolf that had once saved the village from utter destruction a century before."

Of course, everyone should expect what is coming next: after nearly a century of peaceful existence, Orochi, the demon that terrorized the village in the days of old, is released from the netherworld and back into our own. It is now up to you, the player, as the divine goddess Amaterasu, to put an end to Orochi's reign of terror. But there's a catch—the goddess must do it while in the body of a mortal wolf! Do not fret, however, for even in the body of a wolf, the sun goddess draws upon the divine to paint with nature—literally!

The graphics are cell-shaded in the same way as *The Legend of Zelda: The Wind Waker*. However, it should be noted that *Okami's* tone and plot are substantially darker than its counterpart. That is not to say that *Okami* lacks in charm, but its overall impact on the gamer is less child-like.

The music in the game is amazing and sometimes breathtaking. Professionally implemented orchestral melodies are combined flawlessly with contemporary and traditional Japanese tunes. It is a shame they did not put more effort into character voices. In an attempt to be original, *Okami* had characters speak their own fictional language, which unfortunately can be nauseating at times.

The game play in *Okami* is one of its finest selling points. Using the powerful Celestial Brush, the brush actually being the wolf's tail,



The goddess Amaterasu, in the body of a mortal wolf, is the main character in a tale about restoring the village to peace.

a player can control the elements of nature and unlock new ways

to implement them as the game continues. If there is one thing that *Okami* does not let the player forget it is this: you are a goddess—the world is your playground to do as you please with. Even while incarnate as a wolf, Amaterasu can do anything to any mortal creature or object (defeating demons takes a bit more work). If the player wants to help a villager grow plants, he can do so. If the player wants to set a market stall on fire and watch the owner scream, he can do that as well. From wiping out entire sections of the forest in a single swipe of the tail or helping a little girl in danger, anything is possible in this game.

Another innovative feature of *Okami* is its combat system. In a world crawling with different kinds of demons, it is the player's job as the sun goddess to bring peace. This involves setting demons on fire, launching bombs, and countless other methods of exterminating those pesky foes.

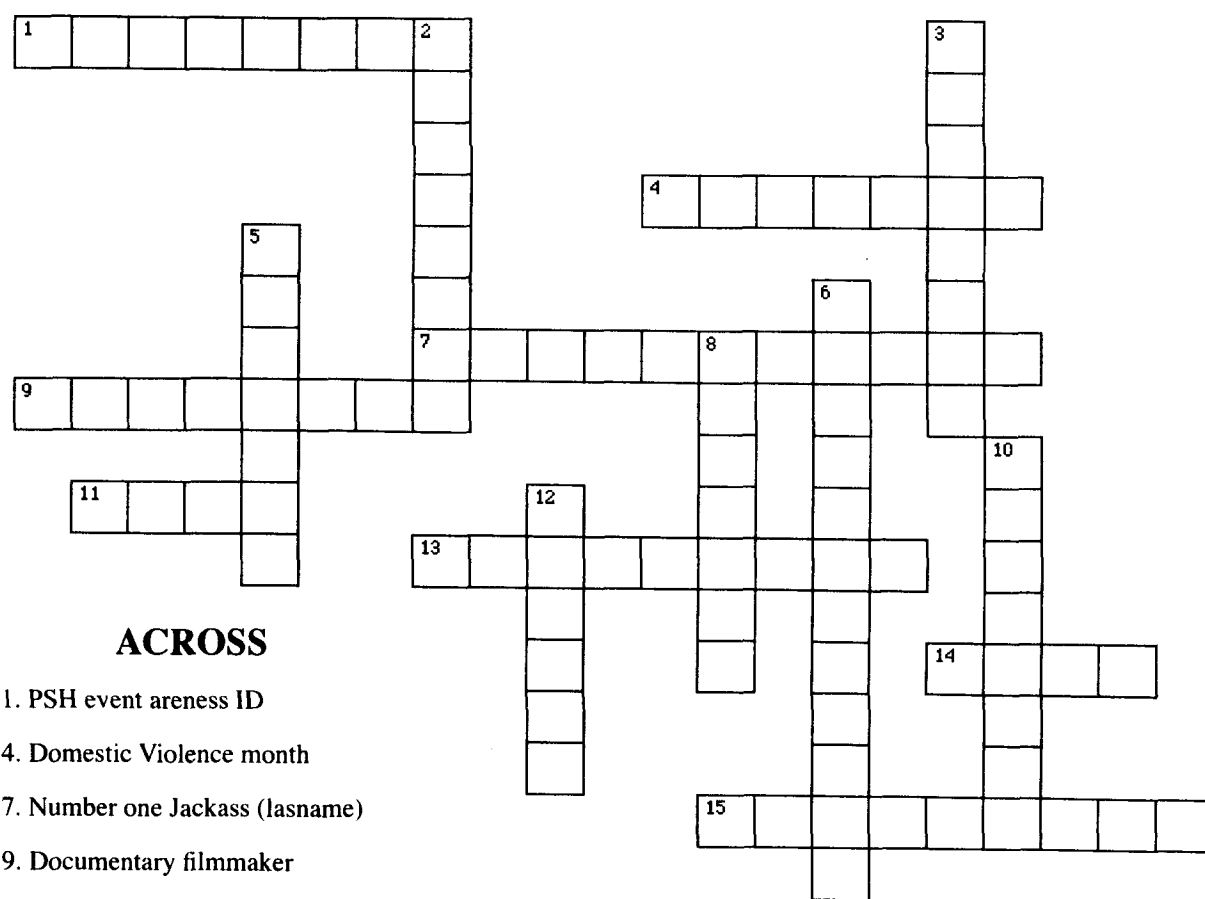
It would not be fair to judge *Okami's* replay value in comparison to other games because it would make them look bad. The main story will take the average player approximately fifty hours to complete; but completing all of the side-quests can easily take over one-hundred hours. Some parts can be tedious when trying to maneuver, but such parts are usually nonessential or greatly reward the player upon completion—often both.

Okami is an excellent game that introduces a whole new, previously-unavailable gaming experience for PlayStation 2 owners. One would be doing himself a disservice to deprive himself of this masterpiece.

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PASS	TIMEOUT	MORELLI
OFFSIDES	RUNNINGBACK	GRIDIRON
OVERTIME	FOUL	POSLUSZNY
REFEREE	SPIKE	

It's All Inside



ACROSS

- PSH event areness ID
- Domestic Violence month
- Number one Jackass (lastname)
- Documentary filmmaker
- Cancer danceathon (abbr.)
- Thinks that "Your Body is a Wonderland"

DOWN

- Chocolate covered contest
- Dual semester PSH sports team
- Oldest Division I-A football coach
- A meek or timid person, unasertative
- Soda-like SGA senator
- Caffeine born professor
- Diablo accusing political leader

For the correct answers, please visit us in the Capital Times office, E-121 Olmsted.