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THE JOURNAL

SAINT MARY'S UNIVERSITY • HALIFAX • NOVA SCOTIA

Volume 68 - Number 15 - January 15, 2003

Stem cell ethics

Canadian Nobel Laureate to speak at Saint Mary's

by David Miller

The topic of stem cell research has been argued over since it was learned what potential existed within these cells. The debate continued to become more and more politicized and publicized as the main source of stem cells are found in embryos. George W. Bush issued an executive order that has limited the ability of researchers to conduct work with these embryos. Many have questioned the validity of such an order as the main issues regarding this topic are religious, not scientific. Legislation is currently under debate in the Senate in the United States forbidding the use of stem cells for even research and therapeutic purposes. This is the only type of scientific research that has been proscribed by federal legislation.

This will be the topic of choice for Doctor Sidney Altman, Nobel Laureate of Chemistry in 1989, when he speaks at Saint Mary's on Thursday, January 16th at 7:30pm in the Sobe Conference Theater. This speech is part of the 200th Anniversary Nobel Laureate Lecture Series.

Dr. Altman, with Dr. Thomas Cech, was awarded the Nobel Prize in chemistry for their work with ribonucleic acid (RNA). They discovered that RNA in living cells not only is a molecule of heredity, but can also be a biocatalyst. This discovery was a complete surprise, and has major implications regarding the fundamental aspects of the molecular basis of life.

Sidney Altman was born in Montreal in 1939, as the second son of poor immigrants. He was taught at an early age that the path to opportunity was

through education, and his parents ensured that he was given ample opportunity to read and study. Altman, in his brief autobiography on the Nobel website, remarks that there were two major events that helped to shape his interest in science; the atomic bomb, and the periodic table of elements. The bomb impressed the six year old on many levels, and when given a periodic table of the elements when he was thirteen, he learned of the predictive power of scientific theory, and the elegance that it could assume.

After graduating from high-school in Montreal, Altman went to the Massachusetts Institute of Technology to study physics. His final thesis was on nuclear physics, and he only brushed with molecular biology when he took an introductory course in his final semester at MIT. After spending more than two years as a graduate student at Columbia University, Altman decided to switch fields slightly and enrolled as a graduate student in biophysics. Altman studied at the University of Colorado Medical Center for a while before traveling to Harvard to study biophysics there.

Altman was offered a chance to work at the Medical Research Council Laboratory of Molecular Biology in Cambridge, England. Altman claims that this experience was a "scientific heaven" and it was here that he started the work that led to his discovery of the RNase P and enzymatic properties of RNA. It was his work on this topic and his discovery of the first radiochemically pure precursor to a tRNA molecule that allowed him to find work as an assistant

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Photo by James Brownell / THE JOURNAL



Goaltender, Nick Foley prepares himself for a shot during Saturday night's game. The Hockey Huskies stumbled this weekend with a pair of losses to St. Thomas and UPEI.

SMUSA to have General Meeting

by Paul Deveau

Next Wednesday, January 22, 2003, the Students' Association will be holding a General Meeting from 12:45pm - 2:15pm, in the McNally Theatre Auditorium. This meeting is to serve as an information session on what activities have taken place so far this year, facilitate discussion of future plans regarding upcoming issues and events, and a chance for all students and members of the University community

to come and meet this year's SMUSA Executive and Students' Representative Council (SRC) members.

So as a student, the invitation to attend has now been put before you. Why should you go you ask? Because it's your school, it's your Students' Association, and it's your university experience that makes up the agenda. Apart from the portion of dedicated readers of The Journal each week, Saint Mary's is often a difficult place to get a clear message out amongst the student body of what events and activities are taking place

and what relevant issues to our students are being faced. The SMUSA General Meeting is a chance for you to get informed, have your say, and find out more about how you can get involved as well.

And if that's not enough, then there are a few bonus incentives as well. Everyone who attends will have the opportunity to fill out a ballot which enters you in to a draw to win some stylish SMU Clothing, a voucher from the SMU Bookstore, and biggest of all, a trip for two to Cuba.

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SRC Chairperson resigns

by David Miller

The Student Representative Council Chairperson has resigned his position and a search is currently underway for a replacement. Sean McGee has recently resigned from his position due to conflicts with his employment commitments off-campus. This was McGee's second term as Chairperson and he was instrumental in seeing the SMUSA Elections review through as chair

of that committee as well as being the primary liaison between SMUSA and the external consultant.

The chairperson of the SRC is appointed by the SRC on recommendation of the PPAC. The chairperson has to attend all meetings of the SRC, which occur every third Sunday from September to April. He/She will also be responsible for preparing the agenda for all SRC meetings and make it available at least four days before the meeting. He/She will also be responsible for

evaluating the performance of each member of the SRC each semester.

Candidates for the position will need detailed knowledge of Robert's Rules of Order, skills in group facilitation, and excellent communication skills. This chairperson will also receive an honourarium each semester. For more information contact Paul Deveau, SMUSA President at 496-8701.

SMUSA Page

Visit us on
the web @
www.smusa.ca

OR

See Us On The
5th Floor Of The
Student Centre

SAINT MARY'S UNIVERSITY STUDENTS' ASSOCIATION



Wednesday, January 22nd 12:45 to 2:15

SMUSA General Meeting

Learn about SMUSA, what we have been up to this year, and our future goals. All those in attendance will have their name entered in a draw to win a gift certificate from the bookstore, a sweatshirt, or a **TRIP FOR 2 TO CUBA!!** There will also be cookies and juice to snack on.

Is there an issue or question you would like to see addressed at the meeting? You can submit questions by e-mail at feedback@smusa.ca or by phone at 497-8700

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INFORMATION AND GUIDANCE

Visit your VP Academic, Jon Kincade, for help with Academic appeals, "Reasonable" complaints about classes, professors, books, etc, help with reading and interpreting the academic calendar, and answers to questions like "Am I on track to graduate?"



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Office: 5th Floor Student Centre

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TRAVEL CUTS

STUDENT ASSOCIATION

NEWS

David Miller - journal.news@stmary.s.ca Office: 496-8204

Continued from cover

Ethics

professor at Yale University in 1971.

Altman became a full professor in 1980 and Chairman of his department from 1983-1985 and later served a four year term as Dean of Yale College. After this four

year term, Altman returned to his work as a full-time professor where he still teaches today.'

Dr. Sidney Altman holds many distinctions and honours including seven honorary degrees, and membership in the National Academy of Sciences.

The ethics of the issue

by David Miller

Stem cell research was an unknown topic until 1998 when Dr. James Thomson isolated the human embryonic stem cells. These cells, which are found mainly in several day old embryos, can theoretically be transformed into any type of cell. With research, it is thought that these stem cells can be transformed into the necessary cells to repair tissue previously thought untreatable. The possibilities are unknown now, but preliminary research suggests that stem cells may allow doctors to treat Parkinson's and Alzheimer's diseases, spinal cord injury, stroke, burns, heart disease, diabetes, osteoarthritis, and rheumatoid arthritis.

The debate on this research is very similar to the debate regarding abortion in that those working against the research or practice claim that life begins the moment that an egg is fertilized. Those on the other side of the stem cell debate claim that although a fertilized egg has the potential to become a human, unless it is implanted in the uterus, it will not be born. Proponents of the research point out that many fertilized eggs are not implanted in the uterus and these should be available for use in stem cell research that may one day allow treatments for a wide range of what were previously thought to be incurable diseases.

In vitro fertilization clinics often create more fertilized eggs than are necessary and simply dispose of them. Scientists are working to have the right to utilize these embryos for their research as they will be destroyed

regardless. Opponents suggest that this would still condone the destruction of embryos.

Stem cells can also be taken from adults, but these cells are less common and are not able to transform into any type of cell. These cells can only transform into cells that are similar to their origin. There has been no success in culturing these cells yet, but there have been some studies that suggest there may be a way to force the adult cells to assume any shape.

The ban on research was in the process of being overturned when President Bush came to power. Almost all hope for stem cell research was lost when Bush stated that he was against using federal funding to study stem cells as doing so destroyed embryos. Divided upper and lower houses in the United States government debated over the ban on stem cell research. The President's final decision was not a full victory or defeat for either side of the debate. His decision was to allow research to continue on the cell lines already in existence with federal funding, but that no new embryos could be used to create a new cell line. At that time there were 64 cell lines in existence, and many scientists claim that that number is exaggerated. There is concern that continuous replication of these cells may lead to a situation in which there is too little genetic diversity.

New reports suggest that there are actually 78 cell lines that meet the criteria established by the President, but it is not known how many of these cell lines can be developed to the necessary stage.

Mugabe may leave power

Immunity offered for leader if he will step down

by David Miller

A peaceful solution may be in sight for the people of Zimbabwe working for a democratic government and an end to the reign of Robert Mugabe.

In an effort to end the slowing down of the economy and the mass starvation, some members of the Mugabe government have offered a deal, immunity for Mugabe and he will step down and even go into exile. The deal would also include a power sharing system in which the leader of the Movement for Democratic Change (MDC), Morgan Tsvangirai, would share power with the current ruling party, ZANU-PF.

Mugabe's rule has been hotly contested around the world for its undemocratic methods of attaining power and its brutal tactics used to win support or eliminate opposition. During the election, members of the opposition MDC party were regularly beaten, put into prison, killed, or had their rallies cancelled because all the proper forms had not been completed. Voters were reportedly terrorized at the polls to vote for the ZANU-PF party, and soldiers loyal to Mugabe stood guard at every booth. Since coming to power this term, Mugabe has continued a widely criticized policy of removing white commercial farmers from their land, and redistributing it to a number of local people. While such methods might normally be recommended by some people, the timing of these actions, and the brutality of the methods has made international opinion for Mugabe slip dramatically. The farmers are forced off their land, and it is then divided into a number of smaller parcels. This, combined with low rainfall in the past year, has led to food shortages and an economic crisis.

Morgan Tsvangirai has said that he had been contacted in late December by the parliamentary Speaker and a defence force Commander as mediators to make the offer. The deal is being denied by some in the Mugabe party now, but is considered to be a legitimate offer because the parliamentary Speaker is considered to be one of the most powerful members of the Zimbabwean government. Mugabe is currently out of the country on vacation and has made no statements regarding the plan.

There has been some speculation that Mugabe may be unaware of the plan and the entire thing may be part of a succession battle that is being waged within the ZANU-PF itself. The worsening economic and social crises in Zimbabwe may leave no choice for the ZANU-PF party, especially if the investigating committee of Australia, South Africa, and Nigeria of the Commonwealth decide to expel Zimbabwe from the organization. An expulsion is not likely to completely paralyze the country, or even exclude it greatly from the international world, but it may compound the problems already faced in Zimbabwe.



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"Plagiarism?" But my roommate gave me permission to use his paper and said I didn't have to cite him.

PLAN TO PARTICIPATE!

Project sponsored by Saint Mary's University Quality of Teaching Committee and SMUSA

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Anonymous:

I feel that your statement published last week deserves a response, not to justify my actions or those of the Student Council, but to clarify some of the inconsistencies you seem intent on perpetuating. First, I would like to outline a few basic principles of democratic governing. Our Student Council at St. Mary's, not unlike all levels of government in Canada, does not work on a consensus-based model, but one of majority rule. Some investigation past the brief coverage provided in the Journal would have informed you that 10 out of 11 councilors felt the motion (as well as a petition presented and signed by a significant number of concerned SMU students) accurately represented the opinions of their constituents. Those present were in agreement that the billions of dollars spent annually on military arsenal would be more appropriately spent on our deteriorating post-secondary education system. Whereas developed nations designate \$123, 544 in expenditures per soldier each year, only \$7, 675 dollars is set aside for each student.

I am also a SMU student, but I am able to comprehend the grave injustices and consequences present when one of the world's wealthiest nations prepares again to attack one of the world's most impoverished nations in the pursuit of one man. I do not want a war in Iraq, and am aware

that under no circumstances would this ease the contemporary global peace and security tensions. War is not a last resort as a means of conflict resolution between adults and only serves to worsen the meager existence of innocent civilians, while maintaining a cycle of international violence. Since 1945, the United States has initiated extreme military interventions in more than 70 nations, "not through a devotion to any kind of morality" (William Blum), but to extend political and economic hegemony over as wide an area as possible. I do not feel any more secure. *Does it bother people that George W. Bush is stockpiling weapons of mass destruction? Can we afford to just let Bush hold these weapons over the rest of the world?*

You are quite wrong, my friend, in asserting that we "leftist ideologists" are not well aware of the military potential of the Iraqi government. We are. However, a death ambush but the United States failed once to eradicate this situation and is bound to fail again. As members of an international community it is our responsibility to understand and enforce the right of all citizens to a livelihood free from internal and external violence. "Far from weakening Saddam's hold on power, U.S. bombardment has only further entrenched his authority, as families are left struggling for survival rather than political rights" (CANESI).

Anyone who is interested in making visible these and other pledges against Canadian intervention in an American conflict, and suggesting alternative non-violent methods of global conflict resolution is invited to a march congregating at The Commons (near Bell Road) at 1pm on Saturday January 18, 2003.

Erika Shea

Continued from cover

SMUSA

So please, don't wander your campus unsure of what's happening around you or relying on what might be the misinformed opinions of others. Come find out for yourself and hear it straight from the horse's mouth at the SMUSA General Meeting. If you would like to submit a question to be addressed at the meeting, please e-mail it feedback@smusa.ca, or call 496-8713 or drop by the SMUSA Info Desk for more information. And please, take the opportunity to do your part in becoming an active member of your Students' Association by spreading the word to anyone else you know and getting them to come along. See you on Wednesday, January 22, from 12:45pm - 2:15pm in the McNally Theatre Auditorium.

International Development Week

Development, like so many other words, is hard to define. It is context specific and carries connotations much larger than its short history would seem to allow. In the fifty years since the "beginning" of development in the modern sense, there have been many attempts to produce development around the world. Each attempt was different and produced different results from what, to developers, seemed to be the same projects. It is hard to find a common ground between all the different methodologies used in development.

Each person asked will respond differently to the question of "What is development?" and their answers will depend on where they have lived, who has taught them, and what they have done in life, amongst many other factors. For a person living in southern Africa, development may be seen as introduction of medical personnel and technology, or it might mean the new policies that do not allow their government to impose tariffs and as a result they no longer can sell their produce in the world market. For a student in North America, it may refer to changing the ability of people around the world to achieve their potential, or it may simply be an extension of a western hegemony

spreading further around the world.

For the most part, development tends to have more positive notes than negative and can be the difference between life and death sometimes. Emergency medical care can save survivors of disasters around the world, and emergency food aid may alleviate starvation in Africa during a drought.

For students that have traveled around the world the idea of development can become an exercise in determining what values from what cultures are important and relevant to each development project. Value conflicts can often be the problem that makes development programs fail to perform as expected. Imposition of Western values and culture can negatively effect the development of a group or society. It can be difficult to objectively look at a topic when entering a country with completely different value systems, especially those that are willing to accept things that Western people may find repulsive.

The idea of development is becoming increasingly important as the disparities around the world grow and people become more aware of the situation. Development as a degree in university is expanding both in size at each university and is becoming a standard topic in universities around the world. Saint Mary's hosts a week devoted to development each year, and this year will be one of the biggest years yet. There will be a final schedule of events printed in a later issue, but will include speakers from the Canadian International Development Agency, an International Opportunities Fair, and International Night. There will be chances for all students to learn about different cultures and development in particular. There will be special events for people in International Development Studies, but for the most part all events are open to all people.

Read the Journal in the coming weeks to learn more about ID Week, happening January 31 to February 7.



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Jan 22 Loyola Private Dining Room @ 2.30pm

South & Central America
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Guest Speaker Pat Rochon from GAP Adventures

South East Asia & China
Jan 21 Loyola Private Dining Room @ 7.00pm
Guest Speaker Pat Rochon from GAP Adventures

Africa
Jan 22 Loyola Private Dining Room @ 7.00pm
Guest Speaker Pat Rochon from GAP Adventures

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EDITORIAL

Marcin Modzynski - marcinmodzynski@hotmail.com Office: 596-8201

Geek central

Maybe it's just me, but the older I get, the more interested I become in things that should have occupied my time many years ago. From video games to comics to action figures, ever since I officially got out of my teens, I've been steadily drawn into this fantasy world of aliens, wizards and superheroes. Interests such as these have been the preferred past times of so-called geeks and nerds, as coined by pop culture and kept alive and vibrant by junior high and high school kids. But here, in the hallowed halls of this institution for higher learning, there is much more of a live and let live attitude, allowing people to pursue many interests without fear of belittlement or reprimand. Such an environment supportive of mental growth and development in all fields is a virtual recruitment nexus for unsuspecting potential

geeks, as I found from personal experience.

Growing up, I played the occasional video game, and that was about the extent of my early forays into the world of geek. Over the next few years I was slowly introduced to the realms of science fiction and fantasy through literature, movies and TV shows, with most credit probably due to one of my oldest friends, Dan, who showed me my first episode of Star Trek: The Next Generation, and patiently explained to me that those weren't funky futuristic sunglasses, but Geordi LaForge's visor, who was otherwise blind without it. I also recall telling my father at one point that I was thinking about collecting comics or some kind of collectible cards, and him firmly telling me no, it was a waste of money. And for him, and many others, it was and always will be only that, a waste. The thing is, I don't

think he's really wrong, but he's not really right, either. There doesn't seem to be any other reason other than simple pleasure for most activities pursued by the typical geek, although I'm sure multitudes would disagree, but that's a debate best held while in the local comic book shop, or perusing the toy department for action figures. Let's just say that lots of people spend large sums of money on things they enjoy, and what one person considers entertainment, another can consider torture. Moving right along, university brought with it no shortage of educational experiences, in and out of the classroom, which was to be expected. However, as much as I learned about being a responsible young adult, I also picked up quite a bit on the bits I missed out on when I was a kid, which was quite unexpected. And yet, with the amount of increased independence

and responsibility that young adulthood brings with it, and the inevitable migration away from childish tendencies and interests, a little streak of geek could be just the thing to balance out the overwhelming circumstances of growing up.

Now, thanks in no small part to my roommate and best friend, I am quickly working my way through a full geek apprenticeship; including Classic to Contemporary Comic/Graphic Novel Appreciation, Modern Action Figures: Dispelling the Doll Mythos with a thesis on Videogamenomics, a topic covered in full detail in our Features section this week. And this is just the mainstream stuff; there are all kinds of collectible card games, such as Magic: The Gathering, or non-collectibles, like Chez Geek (one of my personal favourites), and role-

playing games like Dungeons ... Dragons, or more recent twists on the classic RPG like Heroclix. It's true that geek stuff is an acquired taste and is definitely not for everybody. But if you've always had a secret, slightly unhealthy passion for all things Picard, or an innate desire to read stories with pictures again, let your geek out to bask in the glory of non-judgement of a campus atmosphere. Not only can you unabashedly wear your "I'm With Gandalf" t-shirt all around campus, chances are you'll run into someone else wearing their "Frodo Lives" tee, proving there are in fact like-minded people out there who can make your induction to the realm of geekdom with relative ease and a minimum of condescension for not knowing who Barry Ween is. After all, doesn't the saying go "...and the geek shall inherit the earth."?

M.M.

Dear Editor:

In response to the letter in last week's Journal by Anonymous, I am writing to express my concern over the impending war on Iraq. I take issue with several of the statements Anonymous makes, that are at best honest misunderstandings, at worst blatant war-mongering, disregarding both human life and massive imperial systems of power and domination.

First, our friend Anonymous claims it is not the place of universities to make political statements, targeting our Freshman SRC representative Erika Shea as being the only individual who opposes an American attack on Iraq. Perish the thought! I'm sure Ms. Shea would be flattered, but she did not organize mass popular demonstrations against the war in Britain, in the US, in Canada, in Rome, in Italy, in Pakistan, in Iraq, in France. The resolution to sign the petition, which has been signed by other and more prestigious bodies than our students' association, such as other university student's unions, faculty unions, worker's union locals, teachers unions, individuals of intellect and

or celebrity of various nationalities, etc., passed the SRC, which means other people right here at SMU supported too. More importantly, I voted for Erika Shea to represent my interests, which she has done better than any other elected student politician to date; I did not vote for Anonymous. Universities provide the function of being 'the place of higher learning', the most informed demographic; it has been said by individuals far more educated than I that if the university, as potentially representing the most learned individuals in society, isn't challenging oppressive systems of power, it isn't doing its job.

My second issue with Anonymous, is his / her decision to print his / her status as a member of the Canadian armed forces. As Anonymous did not print his / her name, I certainly can't challenge the credibility of said claim, but I wish to warn readers of your esteemed paper that it would be foolhardy to think that all military personnel feel the same way as Anonymous—I have personally been in contact with many members of Canadian

forces who believe this war to be just as unjust as you or I do. Admittedly, it tends to be people with higher levels of education, who more fully understand the issue, that resist the drive to war and the unending stream of media intended to encourage us to believe in it.

Anonymous asks if people are bother by the "fact" that Hussein is stockpiling WMDs, and further claims that anyone who is not brain washed into believing the "fact" is merely spouting "leftist ideologists" (sic). Well, I am bothered that WMDs exist. If, in fact, Saddam has WMDs, which is NOT a fact, as we can assume since the American-approved weapons inspections teams, with every incentive to uncover these things, are having such trouble finding them, then he bought them from American, British, Canadian, and other western weapons corporations. As recently as last October, when western weapons manufacturers were allowed to peddle their wares to every country listed on the supposed "axis of evil" in Jordan. (see www.sofex.jo.com) As Robert Fisk recently

pointed out in the Independent, if it is true that Iraq has "illegal" weapons, then American policy has murdered half a million toddlers for no reason. (Unicef's 2000 figures, of deaths under 5 as a direct result of sanctions).

Also, I am not at all threatened by Saddam

"holding these weapons over the rest of the world", as Anonymous claims to be. I am most threatened by the American military suddenly establishing credential and holding THEIR weapons over the rest of the world. They are the ones who have consistently threatened,

Continued on page 15

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FEATURES

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System shock by Sean F. Hamilton

The holiday season is done and gone, marking the time to spend that Christmas cash on something that you usually wouldn't be able to afford. Well, what's better to drop that cash on than something that will eat up hours and hours of your free time and continue to give you pleasure for a few years to come, and no I'm not talking about sex toys, but rather video games. Video games have become a billion dollar industry that seem to mostly be made up of the cash of our generation, so why not be an informed consumer and read the next few articles and consider giving up your hard, or Christmas earned dollars on something that will cause you to wear sunglasses outside on even the darkest days.

PS2 power

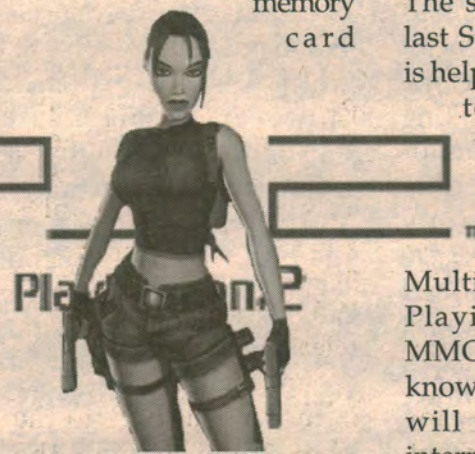
by Sean F. Hamilton

Playstation 2, the undisputable champion in the console wars, is the system to buy if you're looking for the biggest selection of games. 2002 was the year that every PS2 fan was hopefully expecting. Month after month was filled with ten games being released on a regular basis. This is of course due to Sony's release a year before it's competition. Game production companies are finally realizing and coming to grips with what they can actually do with the PS2, games like GTA: Vice City and SOCOM have become games that play like bibles for hardcore gamers. The only drawback is that a year from now when the other two systems (GameCube and Xbox) are catching up and releasing the titles that will blow our socks off (The Legend of Zelda and Halo 2 for instance) the PS2 will

appear as a dinosaur due to it's year older technology. Yet, that's the future and today is what matters so the PS2 definitely leads the pack on amount and caliber of games.

PS2 is also in the running with the X-barge for putting it's games online. Sony, currently having the most number of titles going online slated for this year, is boasting a sixty to seventy dollar network adapter that screws onto the back of your PS2; I've heard using a nickel is the easiest way to screw it in. This adapter supports a phone jack for your standard dial-up connection, and a ethernet port for those of us lucky enough to have DSL or cable modems. It also comes packaged with a few playable game demos and a handy-dandy help video to show you exactly how to get the most out of your modem.

As with Sony's last system you've got to remember to factor in a few things to the \$299.99 price of the PS2. You'll need to pick up another controller, as with every other system as well, for about twenty-nine to thirty-nine dollars because killing alien scum is always more enjoyable with a friend. Next you'll need a forty dollar memory card



because you must be able to save all those hours that you'll spend sitting in front of a television screen. Finally, you'll need that aforementioned network adapter if you want to pummel your friends who live outside of your gaming

area. All in all it totals up to about 400 or 450 dollars, not bad for a starter set that trains you how to save the world and also steal cars.

Why would one want to dish out all this cash on something that, like a computer, will be obsolete in a few years? Well, I'll give you just a few reasons. For starters the title Final Fantasy XI comes to mind. The series that drove the last Station to success and is helping to propel the PS2 to record sales has their newest chapter slated for release this year. FF XI will be a **M a s s i v e l y** Multiplayer Online Role Playing Game, or MMORPG for those who know their acronyms, and will require both an internet connection and the soon to be released PS2 hard drive expansion. Square, the makers of the Final Fantasy games, have just signed a contract with Nintendo though, so if your looking for systems exclusively on the basis of

these genre-defining games the GameCube may in the running because they'll be getting their own exclusive FF game in 2003 as well. We've also got the next chapter in Dante's war on evil with Capcom's blockbuster game, Devil May Cry 2. DMC was an amazing game that implemented a cool hack-and-shoot style of game play. What's better than running away from a monster while shooting him, then flipping off a wall Matrix-style to slash the evildoers head off? Nothing if you ask this vg junkie.

With the largest library of games, a heavy following of dedicated players, and the ability to play DVDs, the PS2 seems to be the logical choice for the thrifty gamer. Just remember you'll have to pick up a few accessories that will push the price maybe a hundred or so dollars more but you will be getting the biggest selection of games for your buck.

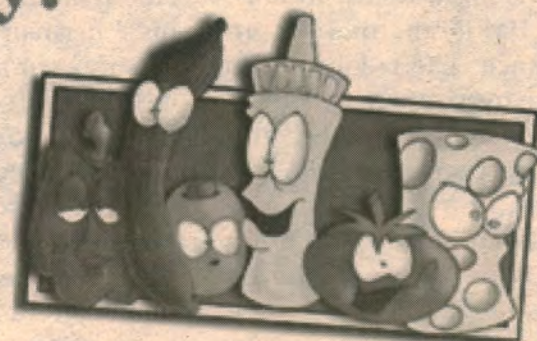
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Xbox xtravaganza

by Greg Cullen

In the past it was Atari, then Nintendo, and for the past ten years Sony has been the brand synonymous with home console videogame systems, but not any longer. As anyone who has been alive in North America during the past two years can attest to, there is a three-way multibillion-dollar battle royal being waged as you read this. I bet there's even a review of, or an advertisement in this newspaper of a videogame for one of the three top systems.

The videogame industry has grown by leaps and bounds. From 1990-1995 Sony had 47% of the market share, with 28% to Nintendo, 23% attributed to Sega, and the other 2% divided up between the rest. 2001 videogame sales topped \$9.4 billion.

With the videogame market expected to top \$10-12 billion dollars in net sales this year, it's obvious that this market is exploding. Each system has their own strengths and weaknesses, propaganda and spin. Personally I'm a

fan of (gasp!) Microsoft's behemoth Xbox. With only 6.5 million Xboxes sold VS. 41.2 million PS2s why would anyone even want to jump on this sinking ship? Because this ship isn't a ship at all... Think of the Xbox as an overpackaged stealth bomber. It took billions of dollars in research, has the most sophisticated technology on the market and obliterates the competition.

By entering the market as the underdog, Microsoft has risen to the challenge and become the innovator that the entertainment industry is driven by. Microsoft has recognized that the videogame market is dominated by the hard core gamer (males 16-29) and has positioned the Xbox firmly, as the gamer's premier choice. "Games for Gamers" was the concept during the design of the console. One of the Xbox's

founding fathers actually left Microsoft's executive and went on to form a videogame production company that releases exclusively for the green monster when he realized



that the Xbox had reached the targeted market penetration. Now that's confidence in your system! I guess that's why I was able to get 9Foot cables with "Cat-Release"! What's "Cat-Release" you ask? Why, it's a built in trip release system that breaks the connection of the wire from the controller to the Xbox, thus leaving the expensive electronic unit intact as your rather

dumbfounded friend/ roommate/cat stares at the system in utter horror and then disbelief as they realize that, no, they did not destroy the holy grail and your pride and joy.

Along with the cables, Microsoft decided to throw in a 10Gig HDD (upped from 8), the ability to copy C D's (and use these tracks as a soundtrack to your games), an Ethernet card built in (not a \$39.99US add on), and true 5.1 Dolby surround

sound (no decoder required), all innovations unseen on other systems. Microsoft was seen to have a very expensive white elephant for sometime. Great specs abounded but not enough games. However this issue was recently laid to rest when it was announced that the Xbox will have almost 300 games available for Christmas, and two Sega games would be bundled

with the controller type S in upcoming holiday packs. Because of the genius of incorporating a hard disk drive and Ethernet card into the unit, free software upgrades/updates are available online and can be saved easily. I ran into this free content concept when I received a demo disk with clothing and background upgrades for DOA3. A new level here and there, minor tweaks and upgrades is what kept the computer software market alive. Remember the Cyprus Hill MOD for Doom? Or how about the infinite number of skins for Half-life? I don't think the mass gaming market has realized this yet, but the value of shelling out \$69.99 for a game just doubled.

Think about this, Microsoft has set aside \$1 billion in marketing muscle behind the Xbox Live initiative. For the price of one game, one can gain access to a worldwide community of like-minded gamers and have the ability to communicate real-time via headset. No more antiquated typing; all one has to do is speak into the Mic. It's trash talk time!

As the two dominate companies position

Continued on page 8



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Continued from page 7

XBOX

themselves towards online game-play, this provides an amazing opportunity as a consumer. This section of our marketplace has so much focus; so much money being invested in it, only more choices and more opportunities can arise. It's so odd to see Microsoft fight so intensely, with so much innovation. Perhaps that anti-trust suit taught Bad Boy Bill a thing or two. With Oligopoly or Monopoly its Mr. Money Bags that always wins.

But what about the most important aspect, what games are there? Along with all of the major releases being ported to all three systems, some notable upcoming Xbox games to be released are: Pulse Racer, Blackstone: Magic and Steel, Lord of the Rings Two Towers, Motor Trend Lotus Challenge, Total Immersion Racing, Jurassic Park: Operation Genesis, Halo2, Tom Clancy's Ghost Recon, Indiana Jones and the Emperor's Tomb, Mech Assault, and Tom Clancy's Splinter Cell.

So jump on the underdog bandwagon and ride the tide of innovation. Keep in mind that there have always been rumors right from day one that the Xbox1 is just a \$60 billion marketing lesson, and that real battle for market-share will begin with the release of the Xbox2.

Gamecube grandeur

by Daniel Bonner

It's time to face facts. Of the three video game companies currently locked in battle for console supremacy, Nintendo is the one that truly deserves to be there. When Gamecube launched last year it marked the fourth worldwide video gaming platform to be entered by the Japanese company. After battling Sega for three go-rounds, Nintendo discovered that two mega-electronic companies had the audacity to confront them on *their* turf. Sony's Playstation 2 – a follow up to the immensely popular Playstation that went head-to-head with Nintendo's last console the Nintendo 64, and Microsoft's Xbox – the computer giant's attempt to enter the lucrative console market, have become the immediate threats to the Cube. Lackluster sales, coupled with some questionable marketing decisions, have Nintendo currently sitting in third, watching a two-horse race for the console market that for the first time in over a decade does not involve them.

From the ground up, the Gamecube is a pure gaming platform that certainly holds its own against the competition. It clocks in at around 500mhz, rather light by today's computer standards, but

when dedicated to single game programs, it holds its own. Graphically, the Cube can maintain anywhere between 6-12 million polygons per second under fully operative gaming conditions. Finally comes the actual game delivery device – the disc. With the Nintendo 64, the company took flak for sticking with a cartridge based device, as opposed to switching to a CD based gaming system, like the Sega Dreamcast and the Sony Playstation. With Playstation 2 and Xbox utilizing DVD technology, it was assumed that Nintendo would follow suit, except as in the case of the previous generation of gaming, Nintendo did exactly what was not expected of them. Rather than going the DVD route – which holds 4.7GB of information, Nintendo opted for a mini-dvd disc that measures a mere three inches in diameter. The Matsushita designed optical mini-disc can hold approximately 1.5GB of information, rather hefty given its miniscule size. The choice of disc causes a pair of 'problems', the first being that the Gamecube can only function as what it was intended for, a gaming platform. A plethora of buyers have chosen the Xbox or Playstation over the Cube simply for the fact

that those systems will play movie DVDs as well as their gaming libraries. The second issue is that some of the newer, cut-scene intensified games simply will not fit within 1.5GB, forcing the game to be released on a pair of discs (a la Resident Evil Zero), further adding potentially frustrating intangibles.

The games



themselves are easily the biggest asset to the Gamecube. An advantage for both Nintendo and Sony, is that they have done this all before, and have the licenses to numerous tried and true game franchises that are sure to sell every time. Xbox, on the other hand must beg, borrow and steal their franchises, all while trying to invent new gaming classics, clearly a much harder option. The Gamecube saw the return of Mario, back from a five-year layoff, in Mario Sunshine. Sunshine is pure unadulterated Mario goodness taken to a whole new level, a must have for any fans of the original games. A pleasant surprise has been the success of the latest Starfox adventure, aptly titled Starfox Adventures. In this latest title the game leaves space for the most part, and sees Fox forced to run around environments in a very 'Zelda-like' engine. The game looks fantastic and plays even better. This is all aside from the best part of the Cube, that being the multiplayer games. Like the Nintendo 64 before it, the Cube excels at the presentation and sheer number of quality 2-4 player games, with a clear emphasis on the partying gamer; who always keeps

four controllers nearby. Games like Mario Party 4, Super Monkey Ball 2, Timesplitters 2, 007 Nightfire, Sega Slam Soccer and Super Spikers Beach Volleyball are all a blast, with countless other titles great fun as well. The amount of four-player games available for the Cube are clearly the most among all of the systems, eventually proving to be the main selling factor for most gamers.

The Gamecube did not get off to a great start in sales, as Nintendo had entered the market, intending to find its niche with the younger games that have been somewhat neglected by the other two console giants. Eventually Nintendo partially abandoned this philosophy, and returned to attempting to make games for gamers of all ages, nabbing Capcom as one of their primary publishing houses. The slow sales and the apparent inevitability of finishing third in the battle over the Next-Gen systems has not daunted Nintendo, who near the end of 2002 pledged to make a successor to the Gamecube, refusing to allow themselves to go the way of Sega, who has given up on systems to focus on just producing games. Also worth mentioning is that Nintendo's other project, the Game Boy Advance, has become the quickest selling system of all time, selling over 5 million units in three months.

In the end, the Gamecube is an excellent system, and one that really does not deserve to be considered a full level behind the big boys. If you're the kind of person that likes to invite over a few friends and kill time playing vids, Nintendo is the easy choice. Most people who actually buy the system may choose to use it to supplement their first choice in gaming systems, getting the best of both worlds. Ultimately the greatest selling point of the Cube comes down to one thing – if the amount of multiplayer games that are actually fun is appallingly low on your current system, run out and grab a Cube today.

ARCHIVES PHOTO CONTEST WINNERS

Thanks to all the students who participated in Our First Annual Archives Photo Contest! We are pleased to announce the following winners:

Campus in colour

Winner: Lianne Nixon. Lianne submitted several beautiful shots of campus, but we chose a rare view of the Student Centre. Lianne will receive a SMU sweatshirt courtesy of External Affairs.

People/Spirit of SMU in colour

1st Place: Edgar Hartling, "Homecoming 2002." Edgar submitted photos from a variety of campus events, but will receive a SMU golf shirt courtesy of Student Services for this particular entry.

2nd Place: Shauna Rhodes, "Vanier Cup 2002." Shauna will receive a SMU travel mug courtesy of the University Bookstore.

3rd Place: Kathleen Lingley, "Frosh Week 2001." Kathleen will receive a SMU mug courtesy of the University Bookstore.

People/Spirit of SMU in black-and-white

Winner: Traci Morrissey, "1950 High School Initiation." Although not a recent photograph, this entry is unique and one of the few photographs we've seen of activities at St.Mary's High School. Traci will receive a stationery set and SMU keychain courtesy of the Patrick Power Library and the Archives.

Thanks to all our prize donors and congratulations to the winners! Stop by the showcase in the Library foyer to view the winning photos, as well as many other great entries.

Get your cameras out and be sure to take pictures of your favourite SMU places, events or people for next year's contest!

ARTS & ENTERTAINMENT

Jeremy Strong - smu movie man@hotmail.com Office: 496-8205

Two much Cage

Adaptation imitates real life imitating real life

by Jeremy Strong

In 1999, a bizarre and troubled screenwriter named Charlie Kaufman was in the process of writing the screenplay that

John Malkovich was under production, Charlie was approached by Jonathan Demme (director of *Silence of the Lambs*) and his partner, who were very interested in developing a

his life, had made it onto the non fiction best sellers list.

"I suppose I do have one unembarrassed passion. I wanted to know what it feels like to care about something passionately..." — Susan Orlean, author *The Orchid Thief*

Demme and his partner Ed Saxon approached Charlie Kaufman because they knew he saw the world through a different shade of lens than the rest of us. Kaufman was at first cocky, thinking that he could make the book into a film without any problem. His ensuing writer's block and difficulty trying to adapt the story enveloped the next two year's of his life. Kaufman became depressed, confused and frustrated.

"In *Adaptation*, I tried to work through some ideas.

What I wanted to end up with, though, was a discussion rather than a conclusion."

— Screenwriter Charlie Kaufman

Finally realizing that as long as kept the main theme of Susan Orlean's story, which was passion, Charlie could use that theme to bring the story to the screen.

With some support from Malkovich director Spike Jonze, Kaufman was finally able to begin piecing together a screenplay. He was very frightened at first that his idea was quite off base from what the producer's had hired him to do, but gained confidence from Jonze and others.

When the first draft was

finished, Susan Orlean read it and was thunderstruck by the accuracy and detail Kaufman had excavated about her life as a writer. He had completely flipped everyone's expectations upside down. The screenplay had become a bizarre mingling of Susan Orlean's universe and Charlie Kaufman's own.

Continued on page 10



would make his name oft spoken in Hollywood. *Being John Malkovich* became a very big success, despite it's un-Hollywood like quirky nature. Around the same time that *Being*

story by author Susan Orlean, called *The Orchid Thief*. The book, a strange story about a man obsessed with orchid's and about the author's own passions unleashed by her study of



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Continued from page 9

Cage

Kaufman had defied our common expectations of cinema, painting a surreal picture of himself trying to adapt her screenplay, splayed out on film for the world to see.

To make things even more interesting, Jonze and Kaufman hired Nicolas Cage to play Kaufman and his twin brother Donald in the film.

"Adaptation was an opportunity to do something totally brand new, to really transform myself. I'm playing the writer of the movie in which I'm appearing, and his

after reading the script.

The rest, as they say, is history. With a great director and quirky Charlie Kaufman on hand to help realize his script, *Adaptation* became a film.

It is a movie about a man trying to make a movie out of a non-fiction book about a man who is passionate about flowers. It is a film starring Nicolas Cage as Charlie Kaufman, the man who wrote himself into the script of this movie in an effort to bring this story to the screen.

In the film Nicolas Cage also plays Donald Kaufman, Charlie's twin

didn't win though, to the surprise of many. Perhaps this year at the Oscar's, Kaufman will get his due for *Adaptation*.

My one hope is that Nicolas Cage doesn't get nominated for any acting awards. Cage was born into the movie business (his uncle is Francis Ford Coppola, famous director of *Apocalypse Now* and *Bram Stoker's Dracula*) and would surely be better suited for almost any other profession.

I have a conflict when it comes to Cage. Sometimes I like him, and sometimes I don't. I find him unbelievable as an action hero, and yet really enjoy some of the action movies he stars in. Again, in dramas he has done some decent work (*Leaving Las Vegas*, *It could happen to you*), but in others I have found him laughable (*City of Angels*, *Captain Corelli's Mandolin*). So it will be interesting for me to see if Nicolas Cage playing two of the leads in *Adaptation* will bring my love hate relationship with him up or down. I will let you know next week.



brother. It's a Cubist thing, very exciting." —Nicolas Cage

Also starring in the film is Chris Cooper, who you might remember from the two years previous academy award winning film *American Beauty*. Cooper had to lose a lot of weight to play orchid obsessed John Laroche.

"The story deals with peoples' obsessions and perhaps the fact that some of us don't fully realize what we want out of life, because of the restrictions we put on ourselves." —Chris Cooper

So once casting was nearly complete, with Chris Cooper and Nicolas Cage on board to play two of the central characters, Jonze and Kaufman had only to hire an actress to play Susan Orlean. Their first instinct had been to approach Meryl Streep for the role, as they thought she was the only actress capable of pulling off the subtleties and real life struggle of Susan Orlean trying to write a book about passion.

They were surprised and delighted when Meryl Streep not only expressed interest in the role but also signed on immediately

brother, who in the film is more successful and attractive than Donald, which puzzles Donald as they are supposed to be the same. Why should he be stumped by writer's block while Donald enjoys the fruits of his seemingly effortless screenplay about something trivial?

Charlie is the real artist, while Donald is an easy going and fun-loving businessman who thinks he is an artist.

Cage was challenged by the role of playing two different characters in the same movie, and it is certainly a relief to see him curving away from the action genre.

Adaptation, which is directed by Spike Jonze and written by Charlie and Donald Kaufman, stars Nicolas Cage, Meryl Streep and Chris Cooper and is now currently playing in theatres. I have not yet had the chance to see this film, although I have heard good things including some buzz about a possible Oscar nomination for Kaufman. Kaufman was nominated for an Oscar three years ago for Best Original Screenplay for the film *Being John Malkovich*. He

Video game review: The Lord of the Rings: The Two Towers

by Jeremy Strong

As I'm a huge fan of The Lord of the Rings books and films, it is no surprise that I was an instant sucker for the video games as well. I managed to get my hands on a copy of The Two Towers the day it was released for the Xbox.

This game had already been released for the PS2 weeks before, but I hadn't had a chance to play it.

The Two Towers game is available on all three major video game consoles; Xbox, Playstation 2 and Nintendo GameCube. New Line Cinema and EA Games produced the game, which means great gameplay is combined with some of the actual footage and actors voices from the major motion picture.

The opening sequence of the game is the opening scene from The Fellowship of the ring. Most times, I would think blending movie and game would take away from the game and make it seem terribly unrealistic, but The Two Towers flows brilliantly. In the opening sequence, it is almost difficult to see when the movie stops and the

game begins. Suddenly you are playing as Isildur, battling through a slew of orcs with Elrond and other warriors at your side. The fighting is intense, realistic and fast.

After defeating Sauron and taking the ring, the game perspective switches to that of Aragorn. He is standing on the wall at Helm's Deep, telling Eowen about all that has happened to him since meeting Frodo in Bree. As Aragorn reminisces, you get to play the most action packed scenes from both the first and the second movie.

Although the gameplay is fantastic, challenging and fun, there are some flaws. For example, the makers have thrown in a lot of cut scenes from the film in the wrong places, used quotes from the movie out of context and rushed things just a bit. I figure they were working with time limits trying to get the game release timed with the release of the second movie.

Well, I digress. Despite it's editing downfalls this is one of the best arcade style fighting games I have ever

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ARTS & ENTERTAINMENT

played. The gameplay transports you into the world of middle earth and the option to play as Aragorn, Legolas or Gimli enhances the replay value.

Renting this game would definitely whet your appetite for orc killing, although to really defeat this game, you would need a solid few days with it. The thing is that after you do beat it as Aragorn you will want to play through the game as Legolas and Gimli.

The option to fight with your close range weapon or your bow and arrows makes for fantastic fighting. The enemies are many and tough as nails. The "bosses" you fight at the end of most of the levels are very challenging, often requiring near perfect play to defeat.

The scenery and interaction with your surroundings are both incredible. There are quite a few objects you can destroy or use to defeat your enemies. As far as scenery goes, the game is "scripted", meaning you are forced to follow a set path and don't have a lot of control over how far you stray from your course. In my opinion though, this is how an arcade game should be. Show me the

path, but fill it with enemies and I shall strike them down.

Although the game forces you along a certain road, the three-dimensional graphics and winding paths create the illusion that your character could easily run off into Fangorn forest if he wished. But why would you run away when you have hobbits to defend?

Just like in the film, the game's version of Helm's Deep is absolutely incredible. I don't want to spoil the game for you, so I will simply describe a small portion of this great battle.

Playing as Aragorn, Gimli or Legolas, you are tasked with defending the great wall of the fortress. Orcs scramble onto the wall via siege ladders, which you must kick down to stop the orcs from over running your small army. While attempting to keep up with the ladders, you must also fend off any of the orcs who do make it onto the wall. These can be small shielded orcs, seven foot tall Uruk Hai, or crossbow toting grunTERS. All the while, the danger gauge in the top corner of your screen climbs from green into the red. If the gauge reaches the

end and flashes red, then you have not been fighting like a true hero, and the orcs have won. The game plays a gruesome scene you would not see in the movie; Legolas, Gimli and Aragorn all being cut down in their tracks by hordes of ugly orcs.

So if you are looking for an action packed game and enjoy being swept into the realm of middle earth, I would definitely recommend renting this game. If you are a die hard Lord of the Rings fan, you are better off buying it. The gameplay is addictive and you will rent it over and over. So save yourself all those trips to the video store and buy this one.

After extensive hands on testing of this game, I give it the following score:

89%

Lack of a two-player option of any kind brings the score down, as does the obvious rush production of this title. Although as I already said, despite being a bit rough around the edges, this is a very fun game and has a lot of replay value. This game is far superior to the previously released Lord of the Rings game, The Fellowship of the Ring.

Strummer strums his last note

by Richard Woodbury

Joe Strummer, singer/guitarist/songwriter for the highly influential British rock band, The Clash, died in his home on December 22nd of a heart attack. Strummer was fifty.

The Clash were often described as rebels with a cause. Their music combined elements of punk, reggae, and rap with

lyrics that promoted racial unity and fought political oppression. The band helped spearhead the punk music movement in Britain. Some of the band's well-known songs include "Rock the Casbah" and "Train in Vain".

The death of Strummer has crushed any hopes of a Clash reunion tour. The

band is going to be inducted into the Rock and Roll Hall of Fame in March, and Strummer had expressed a desire to reunite for the induction ceremony. Fans had been hoping that a one night reunion would lead into a full-blown reunion tour.

Musicians lined up to praise Strummer. U2 singer Bono said of Strummer, "The Clash was the greatest rock band. They wrote the rule book for U2."

Perhaps the most touching comments came from musician Moby, who stated that "Joe and the Clash made music that was emotional and political and challenging and experimental and exciting and wonderful. He wrote some of the most important music of the twentieth century, and his presence here made the world a better place."

Strummer is survived by his wife, his two teenage daughters, and a stepdaughter.



Music news

Townshend admits to viewing child porn – for research purposes that is

by Richard Woodbury

A US police investigation into an Internet child pornography ring has led guitarist/songwriter Pete Townshend of The Who to admit that he had used his credit card to view child pornography on the Internet on one occasion.

British police are conducting an investigation into online pedophilia and child pornography. So far, about 1300 people have been arrested. Some of those who have been arrested are a judge, magistrates, dentists, and even some police officers.

A report in Saturday's Daily Mail said that the details of an internationally famous British musician had been passed to police who are investigating an American pay-per-view porn ring.

In his defense, Townshend has stated that he viewed the porn for research purposes. He is currently writing an autobiography and claims to have been sexually abused as a child. "I believe I was sexually abused between the age of five and six-and-a-half when in the care of my maternal grandmother who was mentally ill at the time. I cannot remember clearly what happened, but my creative work tends to throw up nasty shadows - particularly in Tommy. I am not a pedophile. I

think pedophilia is appalling. I have been involved in a campaign against pedophilia on the Internet but it fizzled out. I hope you will be able to see that I am sincerely disturbed by the sexual abuse of children, and I am very actively trying to help individuals who have suffered, and to prevent further abuse."

In other music news, British MC Slick Rick, best-known for his hit song "Children's Story", will be given another chance to demonstrate that he deserves to stay in the U.S. despite a 1991 attempted murder conviction. He was to return to his native England, but a federal judge blocked the deportation.

In 1990, he shot three people. He later spent five years in a New York prison. Born Ricky Walters, he has lived in the U.S. since the age of eleven. I guess he wasn't lying when he proclaimed in Children's Story, "I need bullets, hurry up run."

According to the World Entertainment News Network, rocker Courtney Love threw herself on the coffin of Joe Strummer at his funeral. Love's manager is denying this. According to the Network, she was refused entry to the funeral but was allowed in after throwing a temper tantrum.

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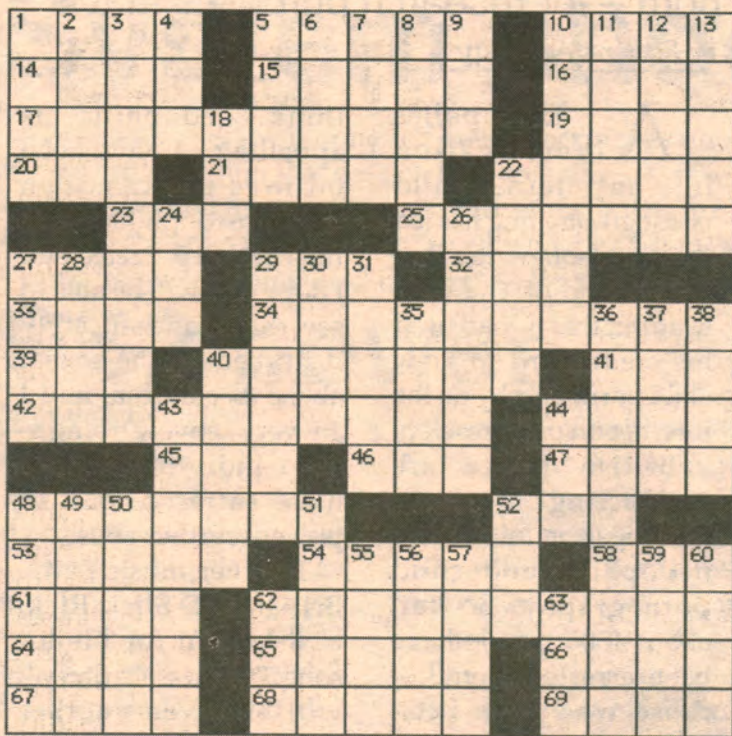
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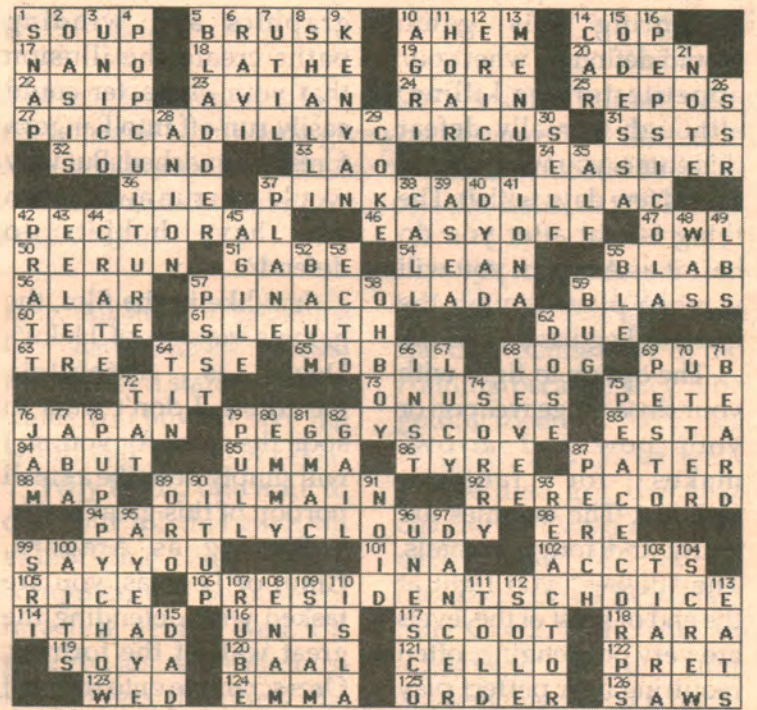
- 1 Lundi, to mardi
- 5 Suffix indicating a big event
- 10 Fox reality series
- 14 ... __ you might think
- 15 Acronym signifying a problem
- 16 Actor Thicke
- 17 Native hare
- 19 Headquarters
- 20 Not __ bet!
- 21 Golfer Sam
- 22 It might be blue for some little old ladies
- 23 Meadow
- 25 Verbal abuse
- 27 Practice pugilism
- 29 Scottish topper
- 32 Chemical suffix
- 33 Metal maven Ford

- 34 Making unwelcome
- 39 __ Z
- 40 Coffee shop appliance
- 41 Pod resident
- 42 Oscar's home
- 44 Second boast from Caesar
- 45 Bugged, with at
- 46 911 responder, abbr.
- 47 Stopper
- 48 Rues
- 52 __ Jam, hip hop label
- 53 Ripening agents
- 54 Pour out your heart
- 58 Aspirin
- 61 Canadian band
- 62 Freaks out
- 64 Springfield newscaster Brockman
- 65 Cool!
- 66 Cease
- 67 Census info
- 68 Swiss family son
- 69 Barnyard moms

Down

- 1 Hotel chain, familiarly
- 2 Tabriz's land
- 3 Electric stairs
- 4 IOC's country of choice, 1988
- 5 End __ 24 down
- 6 Bumpkin
- 7 Swedish hit-makers
- 8 Room attendants
- 9 Sculpture, for one
- 10 Political group
- 11 Maritime brewing family
- 12 Out
- 13 Snob's comment
- 18 Johannesburg's country, abbr.
- 22 "MASH" clerk
- 24 The Roaring Twenties, eg.
- 26 Sheets
- 27 Refinery waste
- 28 Donair component
- 29 Bulls-eye
- 30 That's __!
- 31 Dice finely
- 35 Dutch dairy output
- 36 By that very fact, Lat.
- 37 Get close
- 38 Rubberneck
- 40 Magnate Bill
- 43 Original Pink Floyd frontman Syd
- 44 Treat swelling
- 48 Hunter's prizes
- 49 Heron variety
- 50 Alec's "Beetlejuice" co-star
- 51 Lop off
- 52 Rocker Snider
- 55 Average
- 56 Leftovers
- 57 Equestrian gait
- 59 Hide, on a boat
- 60 Nile snakes
- 62 Single
- 63 Moron

The Right Stuff



This week's winner is Mark Joudrey

This week's prize is two free pitas from Pita Boys. Drop off your completed form to the 5th floor of the Student Centre at the Journal Offices. The draw will take place 3:00pm Monday January 20th 2003.

Name: _____

Student ID: _____

Phone: _____

email: _____

BEAVER AND PENGUIN



Fieds

All the cool kids are auditioning for the SMU Drama Society's spring play. Lots of great roles. Sign up outside SC 516.

SMUDS

Joudrey,
The long road is about to begin.... shall we begin to stock up on beer?

Nix

Grad Class,
An all inclusive trip to somewhere tropical is in the planning stages... Stay tuned!

Executive

Hey You!
Wanna know what this Drama thing is all about? Info meeting Wednesday 7pm SC 516.

SMUDS

Marketing staff,
You operate a wonderful budget operation, Here's to another great semester!

Ritz & Coffin

Meet hot guys,
Audition for the SMU Drama Society's spring play. Limited spaces available. Sign up outside SC 516.

SMUDS

Meet hot girls,
Audition for the SMU Drama Society's spring play. Limited spaces available. Sign up outside SC 516.

SMUDS

Craig,
The rats from 1380 want to thank you for their new nest.

Ex Roommate

FREE BEER!
Audition for the SMU Drama Society's spring play. Sign up outside SC 516 (Beer available at the cast party)

SMUDS

Bonner,
Get to work!

Nix

ICBC MKT Team,
Congrats on the 3rd place finish at Queens!

B-Editor

Ritz Bitz,
I had so much fun! Let's have more for the road this Wednesday.

Ritz

Danny,
Heard you were moving home. that's gonna limit the action!

Rob

SPORTS

Daniel Bonner - journal.sports@stmary.s.ca - 496-8206

Huskies open New Year with slide

by Daniel Bonner

Heading into the Christmas break the Saint Mary's hockey Huskies were sitting in an enviable spot, third in the tough AUS conference, and 9th overall in the country. In fact, the Huskies were just a point shy of their total at the same point in the season last year, a season that ended with the team's first conference title in 25 years. What a difference a week can make.

The Huskies began 2003 with a two game home stand against a pair of teams that were nestled just below SMU in the standings, UPEI and St Thomas. The maroon and white hosted the Tommies of St Thomas on Saturday night in a game that featured two totally different segments. The Huskies struck first in the dying seconds of the first period, when veteran Billy Manley beat Tommie goaltender Aaron Molnar to give SMU a 1-0 lead after twenty minutes. The second frame opened in very much the same manner as the first had ended, as the Huskies ran their lead to two-goals courtesy of another veteran, this time Brett Gibson. The 2-0 lead held throughout much of the second period, however, St Thomas was

pushing hard to get back into the game. The Tommies fired 17 shots at SMU netminder Nick Foley in the second period alone, eventually beating the sophomore keeper just two minutes from the intermission to draw within one at 2-1. The SMU



Photos by James Brownell / THE JOURNAL

dominance that was present in the first half of the game faded in the second period and completely disappeared in the third. The Tommies narrowly outshot the Huskies in the third and final period (14-10), but they drastically outscored them, notching four unanswered goals. Scott Page, Kyle McAllister, Derek Campbell and Ryan Locke all notched markers for the Tommies, highlighted by a four-minute span that saw St Thomas score three straight



goals. The blitzed Huskies never recovered, and the game ended up a 5-2 victory for the Tommies.

Saturday night SMU hoped to change their fortunes against a rejuvenated UPEI squad that had left early season woes far behind themselves, and have been steadily moving up the AUS table in the weeks leading up to the Christmas break. The Panthers carried the early play, outshooting the Huskies 9-6 in the first frame of a

game that early on was plagued by whistles, penalties and overall slow play. UPEI also struck first on the scoreboard, scoring late in the first period for a 1-0 lead after one. Early in the second frame the Huskies responded, as Jason Maleyko fired home a powerplay goal just 36 seconds into the period to equalize the score at one goal apiece. The deadlocked situation was short-lived; however, as UPEI's Adam Campbell

would score his first of two unassisted goals on the night to reinstate the Panther lead just three minutes later. SMU began to press in the third period to once again tie the game; however, it

was the Panthers who capitalized, as Campbell notched his second of the night, this time pocketing a goal on a breakaway to extend the lead to 3-1. In the dying minutes of the game SMU pushed on, and was rewarded with a goal by Clark Udle with three minutes to go to draw within one. The one-goal lead would prove to be enough, however, as the Panthers would hold on for a 3-2 victory.

The pair of losses for the Huskies hurt them badly in the AUS standings. Entering the games in third place, the Huskies have slipped all the way back to fifth, just a scant point ahead of Acadia who currently occupy seventh, and the first spot not to make the playoffs. The Huskies can count on losing their national ranking this week as well,



as the maroon and white shift their focus from winning the division, to simply ensuring a playoff birth.

This week sees lots of action for the Huskies, as the team suits up for three games in five days. The week features SMU hitting the road for a three game tour of the Maritimes, with the Huskies hoping to avenge the difficult losses of this past week with return trips to both UPEI and St. Thomas. Friday night the Huskies invade Fredericton to battle the St Thomas Tommies, with the puck dropping at 7pm. Just 24 hours later the Huskies travel across Confederation Bridge to battle the UPEI Panthers on the red soil of Prince Edward Island. The tour concludes on Wednesday the 22nd of January as the Huskies travel down the street to the Halifax Forum where the team will host the Acadia

Axemen, with the puck dropping at 7pm.

With the regular season fast coming to a close, the Huskies will have to find a way to break out of their funk in a hurry, as every game begins to equate to survival for the maroon and white.

THIS WEEKEND...

H
U
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S



Come support your Varsity ladies this weekend in AUS action.

Fri. Jan. 17

Women's Hockey vs SFX 7 p.m.

Fri. Jan. 17 - 19

Women's Volleyball @ DAL Classic Tournament

Saint Mary's University
A CELEBRATION 1802-2002

The intramural office is looking for hockey and basketball players who are interested in representing their respective residence in the Annual Loyola/Rice & Vanier hockey and basketball challenges. Those interested visit the intramural office, 2nd floor Tower, to sign up.

Tryouts:

Hockey ---- Monday February 3, 10pm - 12am @ Alumni Arena

Basketball ---- Tuesday February 4, 10pm - 12am @ The Tower

Halifax to play host again?

by Daniel Bonner

Just a week after the city of Halifax concluded its wildly successful hosting of the 2003 IIHF World Junior Championships, there are murmurs of a second major international hockey tournament to hit the city in 2007. Halifax has coupled with Quebec City to submit a joint bid to host the 2007 World Hockey Championships.

To say that there were skeptics when Halifax and Sydney were awarded the World Juniors at a ceremony two years ago would be a grand understatement. Numerous larger centers west of the Maritimes had concerns that a region with such a small population base would be unable to successfully hold a top-flight international event such as the World Juniors. To say that Nova Scotia proved them wrong may be even a greater understatement. Halifax and Sydney combined to accommodate 242,173 fans over the ten day period, shattering the previous record held by Winnipeg, when they hosted the event

an opportunity to display its love for the game. As a result, the IIHF – the

City, a site anxious to hold any sort of hockey event since the loss of the beloved Nordiques. The partnership is one that pairs up two cities that are quite alike. Both Halifax and Quebec City have a hockey crazy populous that has nothing but a QMJHL team to satisfy that craving. In Quebec City, Halifax gets a larger market partner that has a large NHL-like arena in Le Colisee, that can house over 15,000 fans, and the lack of an NHL squad means that it

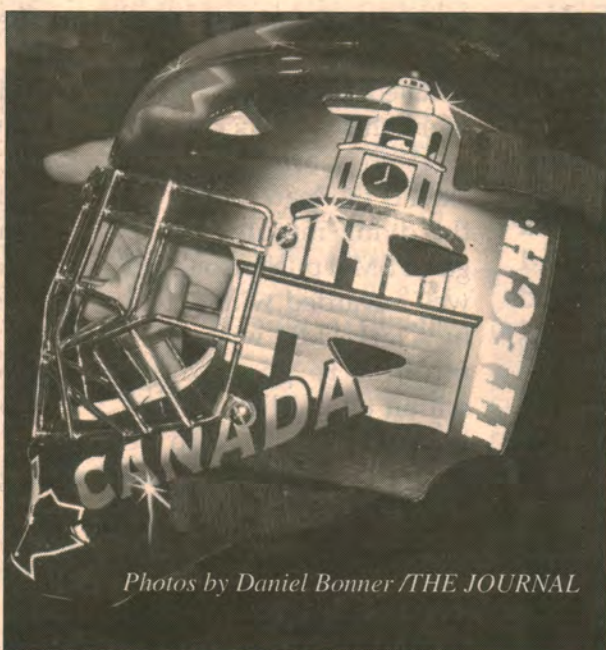
would make scheduling a breeze.

Ironically, perhaps the biggest competition for the Halifax/Quebec City bid comes not from the

international community, but rather within their own country. Each country can only submit a single bid, so Halifax/Quebec City must win the approval of the national governing hockey body, in this case the CHA. The CHA has also received a letter of intent to bid from another pair of NHL-less cities in the form of Saskatoon and Winnipeg. The bid from the prairies parallels the bid from the east in many ways. Both bids offer a city with an arena that seats over 15,000 fans (ironically both are NHL ghost towns), and both offer a venue that can seat over 10,000 fans. The bids also match-up closely in terms of population base, with a slight edge going to the eastern bid whose combined population exceeds 1,000,000 people.

The World Championships are held annually, and are considered a very big deal throughout Europe. The tournament dwarfs the

World Juniors, as opposed to the light 32 total games, the World Championships offer double the teams, and a massive 56-game schedule. Last year Canada placed sixth in the tournament, while Slovakia edged Russia in the gold medal game. This year's tournament is going to be held in Finland, as a warm-up for that country's hosting of the World Juniors in 2004. Rene Fasel, the president of the IIHF, says that if the tournament does not find its way to Canada for 2007, 2008 would be another logical fit, as it is the 100th anniversary of the IIHF, and Canada boasts the birthplace of the game. Either way, with the attendance figures posted over the past twenty years at the World Juniors, the IIHF is just longing for the opportunity, and the situation, that best allows the tournament to come to Canada.



Photos by Daniel Bonner / THE JOURNAL

Halifax's role as host for the 2003 IIHF World Junior Championship was immortalized with the Town Clock's inclusion on Goaltender Marc-Andre Fleury's mask.

governing body of international hockey – has begun to look at Canada as a potential host for its annual World Hockey Championships. Previously the IIHF has shied away from hosting the crowning jewel of the international hockey year in North America, as the tournament takes place in April, and goes up against the NHL Playoffs. As a result, the teams are comprised mainly of skilled junior players;



in 1999, posting a gate total of 173,453. The third largest attendance in World Junior history came from yet another Canadian city, as Hamilton seated 148,632 fans in 1986.

These simple statistics alone illustrate the fact that Canada and its undying affection for hockey are perfect hosts for international hockey, regularly setting attendance records whenever the country gets

second tier professional hockey players and NHL players that play for teams who were unable to make the playoffs. While the tournament does suffer a loss in attention due to its clash with the playoffs, many Canadians have fond memories of goal medal teams that were anchored by Ed Belfour, Bill Ranford, Ryan Smith and Anson Carter, just to name a few.

For the bid Halifax has teamed up with Quebec

Huskies Volleyball

January 11

SMU 3 UCCB 1

(25-18, 21-25, 25-17, 25-21)

January 12

SMU 1 SFX 3

(28-30, 25-17, 25-23, 25-17)

Women's Hockey

January 10

SMU 3 Dal 1

(Taylor, Boyle [2])

January 12

SMU 4 SFX 0

(Randell, Allen, White, Boyle)

SMU sweeps X in front of packed house

Exciting action dominates hardcourt

by Stephen Clow

Anytime Saint Mary's and St. FX meet on the hardwood, whether it be a men's or women's game, you can expect a hard fought contest that will undoubtedly be capped by exciting final moments. This past Thursday proved to be no exception as the Antigonish school sent its basketball squads to do battle with the Huskies.

SMU's women's team came into the game with a 3-3 conference record but had won two of their last three AUS matches. The girls were alone in second place in the Baldwin division but a loss to the X-women would put both teams into a deadlock for second with a 3-4 record. The Huskies, however, had other things in mind. After getting behind early and trailing at the half, the Huskies used a 9-0 run as part of a 17-4 total run in the second half in order to topple their rivals by a 67-52 score. What's impressive about this game is that the Huskies found a way to win even with their star player, all-star, post Julie Galipeau, on the bench with foul trouble. They say

that good teams are those which find a way to win when faced with adversity, and if last Thursday was any indication, this SMU team may be on their way to a successful second half playoff run. Katarina Hack was the spark plug for the Huskies machine as she poured in a team high of 17pts to continue her strong play so far in 2003.

On the men's side, it was a match up of arch-rivals, who between the two had won three of the last four CIS National Championships. The #8 ranked Huskies came into the game on a four game win streak and had only lost one of their last ten games, which includes a 66-64 victory over the X-men back in November. St.FX had been able to match SMU's strong conference play by reeling off five wins of their own in their first six conference match-ups. It would become an early season battle for first spot in the Baldwin division.

Both teams opened with a quick pace and defense seemed to take a back seat to the run and gun style of play both teams have

become accustomed to. The game was fast and tight the whole way through, which kept the near capacity crowd on the edge of their seats. Fresh off tournament MVP honors at the Shoveller, and AUS male athlete of the week, Gabe Goree led the Huskies once again with a 27pt outburst. Goree has finally been playing with consistency, something that has been his knock, as he had his fourth straight 20+ point outing against the X-men. His play alone was not good enough for SMU to build a comfortable lead as they would need a last second defensive stand to send the home fans into a frenzy and lock up their fourth straight victory 79-77.

The win boasts well for the Huskies as they have now beat X in both conference meetings and are now alone in the driver's seat for the all important first

round bye given to the team finishing the regular season atop the Baldwin division.

Both squads will be hard pressed to continue their winning ways as a four game road-trip, including three games this week, beginning tonight at Dalhousie (women 6pm, men 8pm) will put them to the test.

Continued from page 5

Dear Editor

terrorized, and dominated, by breaking international treaties on a variety of social issues, (for example the Anti-Ballistic Missile Treaty of 1972, and the UN Convention on the Rights of the Child) to the carnage they have sponsored for their corporate interests in Guatemala, in Honduras, Vietnam, Cambodia, East-Timor, the list goes on. And on.

I dismiss Anonymous' claim that the world is gearing up for war, whether we like it or not. It is true, it seems there is a high probability that the world's strongest military and economic power is about to blast the hell out of one of the poorest nations on earth, but that is not a war. Incidentally, before the sanctions were imposed, Iraq had a high standard of living and better medical care than the US. Even today Christians in Iraq have more religious freedom than Muslims in the US. (Don't believe me? Ask the thousands of Muslim men rounded up and arrested for no reason in California last month.)

Anonymous leaves us with the entreaty not to be "afraid to fight this war if it comes to that". Rather, let's not be afraid to resist manipulation and have the intestinal fortitude to confront the reality of this issue: peace work takes a lot more courage and resolve than rushing off to play my-dick's-bigger-than-your-dick with the

other little boys. This brings me to my next point, that this "war" is undoubtedly sexist, as they all are. Wars are created by a patriarchal power system, and with a few exceptions, the decisions are made by men, and usually the brutality is inflicted by men. In Anne Llewellyn Barstow's book, "War's Dirty Secret: Rape, Prostitution, and other Crimes Against Women", she details how the rate of military to civilian casualties has been changing over the past century, and how wars are now conducted on civilian populations, with hundreds and in some cases thousands of deaths of innocents for every soldier's death. This is not an accident. This is what the war technology had been designed for, by Lockheed-Martin, Wescam, Haliburton, and other Canadian-affiliated corporations.

In closing, as I unabashedly print my name, I add my e-mail address in case any of your loyal readers, or Anonymous him / her self, cares to continue this discussion. There will be a peace rally and march against the war on Saturday, January 18th, at 1:00 pm, beginning on the Halifax Commons. All are encouraged to attend and do our REAL duty and speak for justice.

Most Sincerely, Alyson
M c C r e a d y ,
bullfrog@hotmail.com.

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