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Halo franchise 'Reaches' glorious end

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Sharks look to the future, learn from the past

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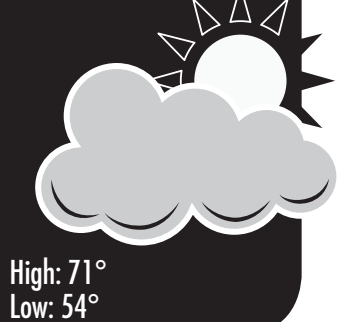


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OUTSIDE



High: 71°
Low: 54°

San Jose ranked No. 1 mid-sized college town



PHOTO ILLUSTRATION: CLIFFORD GRODIN | SPARTAN DAILY

Criteria for the study included the number of arts and leisure establishments, accessibility to alternate transportation methods and the quality of the academic environment.

American Institute for Economic Research releases study detailing best cities for school

JEN NOWELL
Staff Writer

San Jose has won the coveted spot among all mid-size metros in the United States as the No. 1 college town, according to the American Institute for Economic Research's list.

"It's good that the school is

getting recognized," said Brandie Locke, a senior business and accounting major. "But my one concern is will it make more people come to an already overcrowded school?"

She said overall it is great — SJSU is a good school and it should be noticed for that.

Junior business major Teresa

Jimenez said she came to SJSU for its close proximity to Silicon Valley and the job opportunities that will be available for her once she graduates.

"I like the campus because it is more open and welcoming," she said.

See **COLLEGE** Page 2

Workshop highlights job-search strategies

KELSEY HILARIO
Staff Writer

It can be a dog-eat-dog world when it comes to job hunting.

Approximately 50 people filled the Career Center on Monday afternoon to get a leg up on the competition.

The workshop aimed to educate students on becoming more appealing to potential employers, including those that will be at the Fall '10 Job and Internship Fair on Sept. 29 in the Event Center.

Doug Evans, an employment specialist for the Career Center, presented the dos and don'ts on how to land the perfect job or internship.

Although many people send resumes through the Internet, he said only 20 percent of employers post available jobs online.

Evans said, 80 percent of jobs are not listed, making the Internet an important but passive means of job hunting.

He went over several ways to improve a search both on and offline.

Evans said the Internet should be used as a tool to learn

brand for yourself on websites such as Facebook and LinkedIn, Evans said.

According to an HRMarket.com poll 93 percent of employers use LinkedIn. While 70 percent use Facebook.

After attending the workshop, junior kinesiology major Joshua Dona said marketing himself successfully to employers has become easier.

"I now know the importance of Facebook and LinkedIn and different web profiles I can use to appeal to different employers just through the Internet," he said. "I didn't really know that before, it has opened my eyes to the aspect of job searching."

Blogging and Tweeting can also be a great way to represent yourself, Evans said, as well as an appropriate addition to a resume if done correctly.

"The main way that it contributes is to help establish your reputation as a force in your industry, someone who is knowledgeable, stable and if you are regularly updating a blog and keeping current on everything

that is going on in the industry, then you can be considered a resource," he said.

Evans' list of the most important things to do when using the Internet also includes signing up for SJSU's SpartaJOBS, which he said will save time and send regular e-mails about jobs that fit certain search criteria.

When embarking on a non-Internet job search, Evans said the No. 1 thing a person can do for themselves is networking.

Although he is new to the game, freshman kinesiology major Greg Huey said he completely agrees with the importance of an offline job search.

"I got my first job through my sister," he said. "It wasn't posted online, I got it through networking."

The job fair on Sept. 29 is an opportunity for students to put their networking skills to use and build relationships with employers that may lead to an internship or job opportunity.

In addition to networking,

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"I got my first job through my sister. It wasn't posted online, I got it through networking."

GREG HUEY
Freshman kinesiology

about a specific company you are interested in working for. It is also useful for creating a

Upcoming event to urge students to get out the vote

ALEX SPICER
Staff Writer

Since 1992, Rock the Vote has registered millions of America's youth to vote in elections and get involved in politics, according to the organization's website.

"Rock the Vote is a national organization that aims to motivate young people to vote," said Kevin Starks, the A.S. director of external affairs. "It accomplishes its goals by engaging students through entertainment, particularly music."

From 6-9 p.m. on Oct. 7 at the Associated Students lawn, Starks said Rock the Vote will be coming to SJSU in an event featuring performing artist and former SJSU student Bobby Brackins, known for his radio hit "143."

Starks said SJSU's goal is to register 3,100 students by Oct. 18, which is the deadline to register to vote in the upcoming Nov. 2 general election.

"Our goal is to show legislators that we are a powerful voting bloc of over 430,000 students and that if they do not invest in the California higher-education system, we will find someone who will," he said.

Riley Knight, a senior political science major and member of the Lobby Corps of A.S., said Rock the Vote's primary goal is to educate young people on the importance of voting.

The Lobby Corps is a committee that lobbies and plans political events and advises the A.S. Board of Directors concerning the impact of pending legislation in the state Legislature and the U.S. Congress relative to SJSU, the A.S. website stated.

"Lobby Corps is all about getting SJSU students involved in the political process and advocating on their behalf," Knight said. "It is important for students and everyone alike to take an active role in their civic life because the issues affect them."

Madison Jones, a Lobby Corps member and political science major, said students can get involved by attending the event and registering to vote.

Jones said once students become aware of the issues and take a stand, they can make a change by influencing their peers, talking to community leaders and members, or by voting.

"Awareness is such an important part of this process, so it's important for students to understand the issues that their community, as well as their university, will have to face," she said. "Their vote counts, and it's the only way to make a change."

The Lobby Corps will be doing voter registration, voter information and outreach for local and statewide candidates, Starks said.

"Our event is the capstone to a statewide voter registration drive that aims at registering 30,000 students," he said.

Starks said California State University San Bernardino and Cal State Chico will also be hosting Rock the Vote events.

"Other schools are planning similar events by using San Jose State's Rock the Vote as a model," Jones said.

According to the organization's website, Rock the Vote has consistently raised young voter turnout since its creation in 1992, which saw immediate impact on its first election day with a 20 percent increase in young voter turnout following a 20-year cycle of declining participation.

According to the website, there was a 103 percent increase in voters between the ages of 18-29 years old in the 2008 primary elections compared to the previous set of primaries.

For more information about Rock the Vote or to register yourself to vote, the organization's website is <http://www.rockthevote.com>.

Presentation offers memorization tips

TYLER DO
Staff Writer

A Monday presentation in the Learning Assistance Resource Center introduced students to some strategies that, when used properly, can maximize their study time and memory retention.

"Your memory and attention span is fragile," said Karin E. Winnard, tutorial coordinator of the center.

Eight students attended the Learning & Memory Techniques event in Room 603 of the center on Sept. 20 from 10:30-11:30 a.m.

The presentation's purpose was to help students incorporate active learning methods, Winnard said.

"Don't work harder, work smarter," she said.

To increase information retention, Winnard said students should take notes.

Notes are essential for class but also for readings at home because they reaffirm the material learned, she said.

Students need to rid themselves of distractions such as Twitter and sending e-mails or texts while learning, she said.

The best route to effective learning is to turn off all unnecessary electronics such as computers and phones, she said.

"Allowing your mind to create a memory trace is an important practice," Winnard said.

She said reviewing information is essential toward creating a memory trace.

Dividing your work for each day throughout the week allows you to retain data through the practice of repetition, Winnard said.

Assignments can be partitioned into halves for each weekday and weekends can be used as days for review, she said.

For example, Monday's and Tuesday's workloads can be separated into two days in order to thoroughly cover content, Winnard said.

She said Saturday can be dedicated to review and warm up the brain of information just learned.

Sunday, on the other hand, should cover more review to deepen the proficiency of comprehension and allow

a preview of the next chapter, she said.

"You must connect new information with preexisting information," Winnard said.

Active learning involves practicing and using strategies such as chunking information and being able to systematically categorize new data, she said.

Winnard furthered this idea by using a number exercise to give the students a feel of how to be active with the learning process.

"I thought it was good because the instructor was very like, creative, she made us get involved a lot with her activities," undeclared freshman Evelyn Morales said.

She said she really enjoyed the chunking activity and was glad she chose it, as it was one of the required activities for her Science 2 class.

"I really enjoyed it and she kept us on our toes, literally," said Lisa Francesca, a graduate student in creative writing.

Francesca said it gave her a better overview of how our memory works and how our memory is fragile and needs a lot of help.

She said she is actually going to change the way she does her homework a little.

"She had us chunk a really long series of numbers and that was quite entertaining," she said.

Students were individually tested on their memory to recollect a series of numbers, Winnard said.

She said none were able to successfully remember all of the numbers, but she eventually revealed skills students can use to recall (recent) information lost from the lack of practice.

There are many roadblocks of distraction in the concentration and learning procedure, she said.

With the application of highlighting text, taking notes, post-its, vocabulary sheets, and simply by asking your professor to clarify the material, Winnard said students can combat memory loss.

"It was really good, I feel refreshed on all the techniques so I can apply it to my study," said Nasrin Syed, a graduate student in chemistry.

She said she came out of personal interest, but liked the skills of active learning — taking down notes and

what not to do in class.

It was helpful to her because, she said, she will be able to apply it when doing her homework, future assignments and writing a thesis someday.

"Don't rely on your professors to give you everything you need, that is what the textbook is for," Winnard said.

She mentioned that class lectures given by professors are not meant to be a complete lesson, because the text readings outside of classes are meant to supplement the lecture -- so students should not fall into the misconception that at-home readings are unimportant.

Students should never take shortcuts because they need the practice, she said.

"Paint like Da Vinci before you can paint like Picasso," Winnard said.

In your academic career, as with real life, one should learn to walk before they can run, Winnard said.

"Try is an excuse not to complete an action," she said.

She said try is the operative word and students can't do things successfully if they only make an attempt.

Marc Alcaitar, a freshman health science major, said he found the event to be helpful and liked how Winnard taught.

He said he found her to be interactive which reminded him very much of his teachers in high school.

"It was very informational," Alcaitar said. "I just learned that the way I was learning throughout my whole life was not really effective, I feel kind of stupid."

Alcaitar, who was persuaded by his friend to come to the event, said it was really life changing for his academics.

"It was really helpful in general, it's about memory and it works out in all aspects of life," he said. "She was intense and intensive which is better because when I am nervous I do better."

Winnard said students should make an appointment at the Learning Assistance Resource Center for more information on learning and memory techniques, with the addition of tutoring if needed.

Tutors and Winnard herself will be available on Monday-Thursday, 9 am-5 p.m. and Friday, 9-4 p.m.



Doug Evans, a Career Center employment specialist, spoke on having a personal job search strategy and how to be successful during the Job and Internship Search Workshop on Sept. 20 in the Career Center.

JOB

From Page 1

Evans stressed the importance of researching and tailoring a resume to a specific company.

"The job description is like your treasure map, that has everything that they are looking for," he said. "If you can evaluate everything that

they are looking for and make your resume a match for that, that is how you stand out."

The Career Center job fair flier has several other suggestions on how to be more appealing at the job fair — dress professionally, prepare a one-minute verbal cover letter, explain how you fit into the company, organize questions for potential employers and remember to get contact information so you can follow-up.

COLLEGE

From Page 1

San Jose beat out other mid-size metros such as Austin, Texas; Raleigh, North Carolina and Buffalo, New York, according to the institute's list.

The list states that a "mid-size metro" is a city with one million to 2.5 million residents, and San Jose has a population of 1,819,087.

According to its website, the American Institute for Economic Research looks at more than just professors and classes when assembling its College Destinations Index for each year.

The institute's website states that it also analyzes the academic environment, the quality of life surrounding campus and professional opportunity for graduates, using information from the National Science Foundation, the U.S. Census Bureau, the U.S. Department of Housing and Urban Development, the 2009 average from the Bureau of Labor Statistics and others.

The academic environment is based on research and development spending, and SJSU's expenditures is \$404 per capita, according to the National Science Foundation's findings in 2008.

"One thing that has always bothered me is that people put this school down because it is a state school, but I came here in 2007 because their engineering program was No. 8," said Austin Roberts, a senior chemistry and chemical engineering double major.

Quality of life includes arts, entertainment and recreation, as well as public transportation, according to the American Institute of Economic Research's website.

The website stated that 9.5 percent of workers in the area commute by way of public transportation, with 44.1 percent of the workforce in the creative class.

"I was unaware," said senior anthropology major Chris Haynes in regards to San Jose being No. 1. "I thought it would be Berkeley or Los Angeles."

Haynes said SJSU is nice because it is in downtown where there is plenty to do and it is safer and extremely community-oriented for a larger city.

Intercultural communication lecturer Jennifer Morrison said she thinks it is the school's diversity and its focus on bringing attention to that diversity that makes San Jose No. 1.

"There are plenty of programs on campus for students to get involved with," she said.

Morrison said the Career Center also offers plenty of opportunities for students, and she is always get-

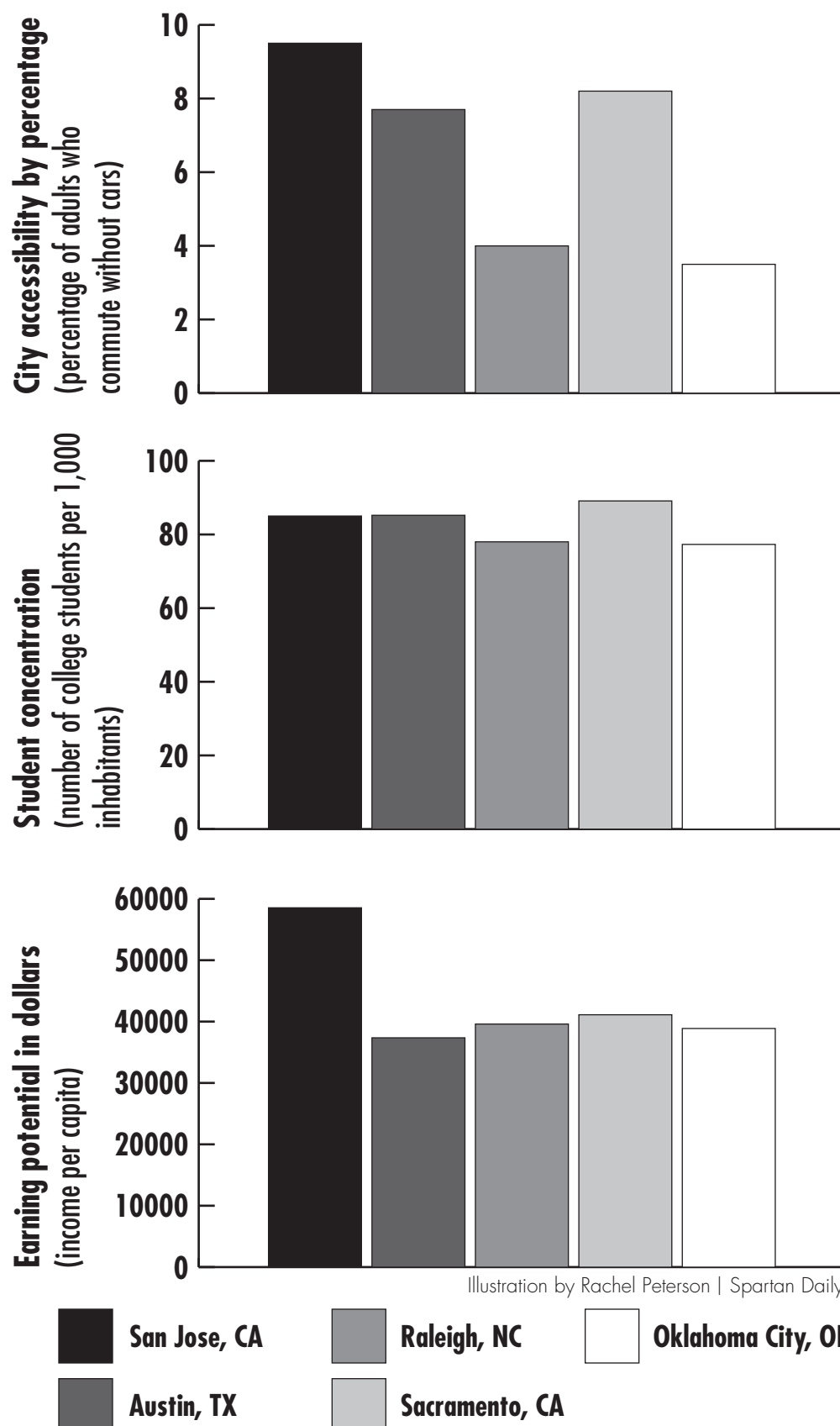
ting e-mails, since she is an SJSU graduate, about getting involved and helping current students.

Collegia, a regional planning organization in Massachusetts, published the first College Destinations Index in 2003 and up until then there was no way to compare what was offered off-campus, according to the American Institute of Economic Research's website.

"I like San Jose, and it deserves to be No. 1," said Nicole McGivern, a junior justice studies major.

She said there is more here in terms of jobs, and there are plenty of other cities surrounding San Jose that offer a lot as well.

"I like the campus," McGivern said. "It is one of the prettiest out of all the ones I have seen."



Courtesy of the American Institute for Economic Research

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Dolores Huerta

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'Halo: Reach' delivers on all fronts

TECH REVIEW



JUSTIN ALBERT
Multimedia & Tech Editor

Game overview and single player component

During the 2000 Electronic Entertainment Expo, Bungie, a fairly successful third-party video game developer announced that it would be releasing its latest project, a game called "Halo: Combat Evolved" in tandem with the launch of the then-unproven Microsoft Xbox.

"Halo" released in November 2001 and went on to establish itself as Microsoft's "killer-app," breaking sales records and going on to sell more than 5 million copies by 2005, effectively creating a multimillion dollar franchise that would be revered by critics and players around the world as one of the most refined and well-made games of all time.

Flash forward 10 years, 2 sequels and several spin-off games later. Bungie has released the self-proclaimed magnum opus of the series with a prequel game titled "Halo: Reach."

Although a prequel in terms of the dense timeline surrounding the "Halo" series, "Halo: Reach" is truly a culmination of the years of development, experience and fine-tuning of the beloved franchise by Bungie, who has confirmed that "Reach" is its final "Halo" project before moving on to newer endeavors.

"Halo: Reach" takes place in the year 2552, where humanity is locked into a losing struggle with an aggressive collective of alien races known as the Covenant. The game tells the ill-fated story of the defenders of the human-controlled planet Reach, one of the last bastions of military strength aside from Earth.

The narrative in "Reach" precedes the events of the original "Halo" and gives fans an interesting perspective on the unfolding events of the first game's plotline, giving the series even more depth and bolstering Halo's benchmark as possessing one of the deepest narratives of all video games.

"Reach" follows the footsteps of a squad of the series' hallmark super-soldiers, known as Spartans, as they go on to defend their ill-fated planet from an invading alien force bent on total destruction.

One of the first things players will notice is that Bungie really wanted players to tailor the "Halo" experience to their liking.

Upon initial startup of the game, players are asked to customize every aspect of their Spartan, from the appearance of their armor to the color of their visors, opening doors for a truly personalized experience and giving weight to the protagonist to a degree unheard of for the series.

The series has always been known for well-balanced first-person shooting action, and the "Halo: Reach" single-player campaign experience delivers what is expected and more with larger battles, more weapons and generally a lot more action on screen than has ever been in a Halo game.

Battles in "Halo: Reach" create a huge degree of depth with beautiful vistas that establish a larger scale of core conflict for the besieged planet, and gives weight to the battles the player must fight.

Large capital ships hover over battlefields as intense ground campaigns involving both air and ground vehicles, squadmates and increasingly deadly enemies create a sense of desperation and add depth to the conflict.

The core gameplay established in previous "Halo" games remains intact, while several minor tweaks and new elements continue to set "Reach" apart from older games in the series.

Several new weapons such as the new Designated Marksman Rifle and the Covenant Needle Rifle litter the scorched battlefields of the planet, while the return of old favorites such as the scoped Magnum give a ring of nostalgia to those familiar with the series.

The campaign has excellent pacing, beginning with slower, suspense-building missions before exploding into all-out conflict by the middle of the game.

In-game music plays out appropriately during missions, building up and mellowing out in proportion to the action unfolding on screen, creating a tense atmosphere while never being too blown out and distracting.

Although "Halo: Reach" does almost ev-

erything well, there are some gripes to be made.

You would think that having a squad of genetically enhanced super-soldiers watching your back means that taking on the extremely adaptive enemy artificial intelligence would be somewhat easier.

As it turns out, the friendly A.I. can be somewhat dimwitted on many occasions. You'll often take breaks from the action on-screen to gawk at your fellow squadmates' stupidity as they stand frozen in time in the middle of hectic firefights.

More frustrations arise when jumping on the turret of a vehicle only to find out that the friendly A.I. driving it can't seem to even press the accelerator down, much less drive in an intelligent manner.

Thankfully, the campaign can be played with up to three of your friends, effectively making up for the ineptitude of friendly A.I.

All things considered, the campaign mode of "Halo: Reach" is a complete culmination of the best aspects from every previous "Halo" game, on top of a slew of improvements and fine-tuning.

"Halo: Reach" is the complete package. Anyone with even the slightest interest in "Halo" owes it to themselves to play one of the most definitive shooters of this gaming generation.

A glimpse of multiplayer

LEONARD LAI
Senior Staff Writer

Besides the already robust single-player modes offered in the game, "Halo: Reach" also sports an epic assortment of online modes.

A slew of new features are introduced to those connected on Xbox Live, starting with Active Roster.

Active Roster, a window that hangs to the right of the menu, displays all your friends who are playing "Halo: Reach" and what they're currently doing online and offline.

There are more game modes and more game options than ever before, with nearly every aspect of every game type able to be customized the way you want it.

Now you can create games where vehicles are added, where players are nearly invincible, everyone has rockets and everyone is invisible — with no gravity or friction.

Players can access a wide variety of new game types.

Invasion — a multi-tiered objective game type, Stockpile — a game about getting as many flags as you can and bringing them back to your base,

Headhunter — which focuses on collecting as many skulls as you can and bringing them back to the goal in a weird sort of capture-the-flag mode and many others.

The online lag has been relatively minor, but there are times when it has resulted a death or two.

Players can select armor classes in the game's "load out" system, gaining access to special abilities with predetermined starting weapon choices.

So whether you want to sprint to the next point, fly around with the jet pack, or send out a hologram to distract the enemy, you can find it all there.

The game features the usual array of powerful weapons fit for a "Halo" game, all with their own slight tweaks to make them feel a bit more balanced with each other.

Having a precision weapon like the Needle Rifle, pistol or the Designated Marksman Rifle is a must in order to fight from any range.

A critical change is that these weapons are a five-shot headshot kill, up from a four-shot battle rifle kill from Halo 3, enforcing even more the critical communication it takes for your allies to focus their fire to down a single enemy, combined with the fact that the weapons have higher recoil and need to be fired slower to let them reset their targeting crosshairs to be more accurate.

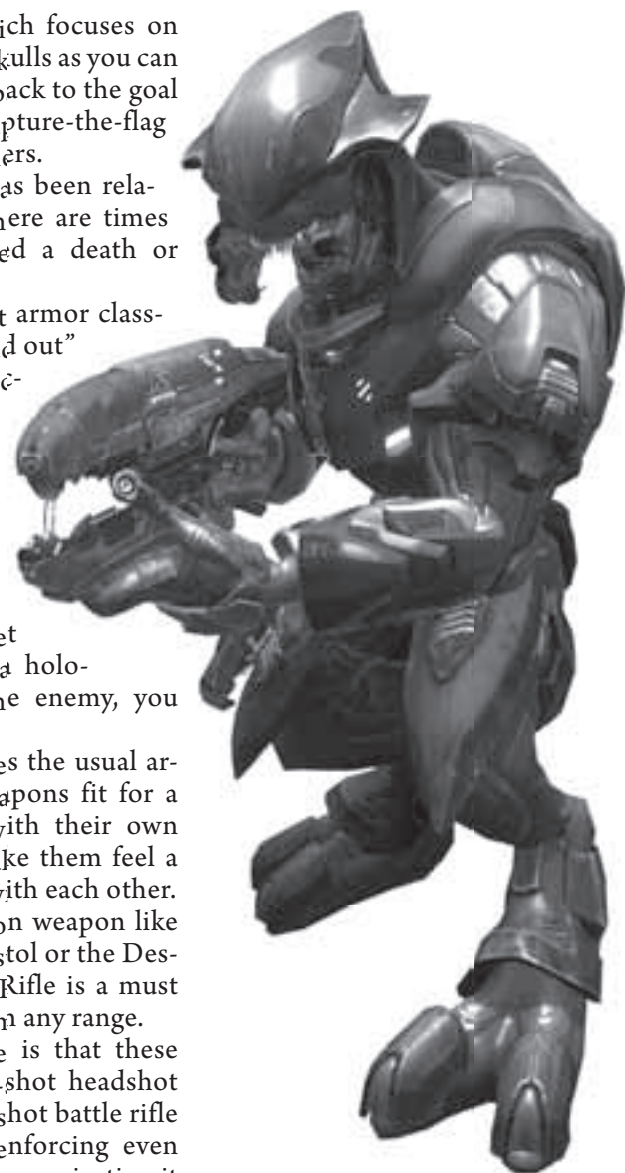
A new feature to watch out for is the new assassin animation, as these people can be picked off while they're performing it on their unsuspecting prey.

Vehicles have also been balanced with limits to their ability to boost and fire weapons, causing a vehicle or weapon to overheat and preventing a player from always running away or shooting out a line of death.

Vehicles don't feel as overpowered as they did in previous "Halo" games because of the inclusion of many ways to deal

with them, such as using a charged shot from a plasma pistol to prevent them from moving, using any high-explosive weapon or even using the new Armor Lock ability as one is about to ram you. Being an infantry soldier on the ground won't feel as daunting as before.

Firefight, a game type from "Halo 3: ODST," where up to four players can fight off waves and waves of enemies, makes it into



"Reach" with almost every aspect being customizable, from the amount of shields players start with, to earning extra lives if certain conditions are met.

The combined characteristics of both the single-player and multiplayer modes are greatly captured in Firefight for those who like to play together and not be competitive (players who are competitive can turn on the scoring).

In the future, Bungie, the creator of "Halo: Reach," will add online matchmaking to the campaign, automatically grouping random players with each other so they can play through the game together, according to the Bungie website.

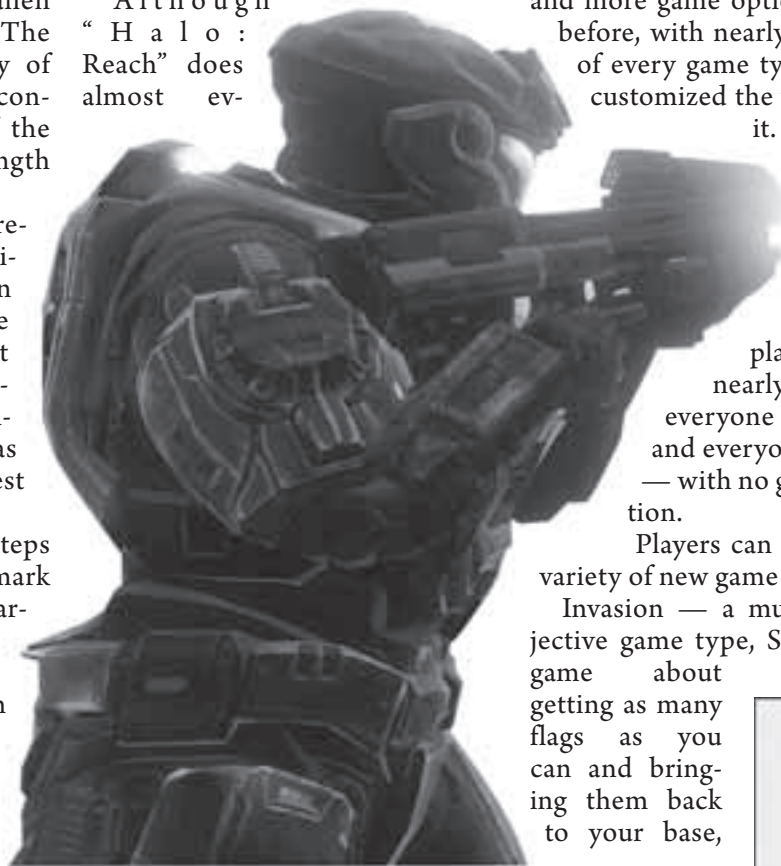
It's Bungie's last Halo game, and there is a lot to work with here. It only gets better knowing that Bungie will still continue to support the game by providing new game types monthly as well as making new maps in the future.

Hopefully I'll see you online, and hopefully it won't be in the sights of my rifle.

Photos courtesy of Gamespress.com

“ Anyone with even the slightest interest in "Halo" owes it to themselves to play one of the most definitive shooters ... ”

“ It's Bungie's last Halo game, and there is a lot to work with here. It only gets better knowing that Bungie will still continue to support the game ... ”



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Electrofunk duo Chromeo goes 'Business Casual'

REVIEW 5/5
♪♪♪♪♪

KELSEY LYNNE LESTER-PERRY
Staff Writer

No more "Fancy Footwork" for Montreal-based band Chromeo — its new style is strictly "Business Casual."

The album's heavy use of the vocoder (think disco-style Auto-Tune), synthesizer and the overly operatic vocal harmonies are Chromeo to the electrofunk-iest.

You have P-Thugg, a short, chunky, chinstrap-sporting Arab on keyboards, synthesizer and talk box. And then you have Dave 1, a lanky, sight-impaired, skinny jeans-wearing Jew on guitar and lead vocals.

Unlike Chromeo's first album, "She's in Control," "Business Casual" sounds like it was recorded in an actual studio. It also sounds like members P-Thugg and Dave 1 have had some serious relationship successes and failures in the past six years because their lyrics are solely about that topic.

The album as a whole sounds like the soundtrack to a 1970s Dirk Diggler porn flick, but the lyrics sing ironically of anti-confident nerds having uncomfortable love affairs.

One example of this is a song called "Don't Turn the Light On," which is one of the most risqué songs on the album.

It has a chorus that repeats "Don't turn the lights on/Cause tonight I want to see you in the dark."

The bass line continually bumps while a synthesizer keyboard sprinkles the song with something that sounds like a wind chime.

"It makes me wonder what you'd say," the lyrics continue. "It's taking me back to the month of May/When



Electrofunk duo Chromeo's third studio album "Business Casual" was released Sept. 14.

PHOTO COURTESY OF AMAZON.COM

I watched you do it (all night)/I'm thinking back to what we'd shared/In many ways I'm already there/And I watched you do it."

If this isn't the most blatant allusion to mutual masturbation I have ever heard, I don't know what is.

The song "Hot Mess" has epic keyboard solos that sound like electronic music legend Daft Punk, and the 1980s style female vocal overlay reminds me of lesser-known English rave band Hadouken!.

Other songs like "Night by Night," "You Make It Rough" and "When the Night Falls" sound like the 1970s disco and funk stylings of artists such as Michael Jackson or Boney M

This is exactly why I love Chromeo, and why I love this album.

Not many bands can successfully create a disconnect between the way their music sounds and the way their lyrics are heard.

If one were to listen to this music without hearing the words they would think the album was about disco dancing, but the juxtaposition that Chromeo creates is something com-

pletely different.

"Don't Turn the Light On" and "Night By Night" are two songs off the album that have been made into videos. They do a great job of not only showcasing how unlikely the lyrics are, but also how awkward the pairing of this musical duo is.

The rest of the songs have a similar theme: unrequited interoffice love, fantasizing about sexy coworkers and slamming doors ("J'ai Claqué La Porte" is a song on the album, which translates to "I have slammed the door" in French).

Chromeo's Facebook describes the duo as "best friends since their adolescence, virtuoso musicians, walking hip hop encyclopedias, and the only successful Arab/Jew partnership since the dawn of human culture."

Honestly, I couldn't care less about their racial identities. The only thing the Arab vs. Jew reference does for me is make me want to watch Jesus Christ Superstar. It's my favorite rock opera, and come to think of it — a few songs off of "Business Casual" would fit perfectly into that soundtrack.

LOOK OF THE WEEK



PHOTO AND INTERVIEW: MICHIKO FULLER

DIANA ZARATE
FRESHMAN, UNDECLARED

What inspired your look today?

In part the weather, but mostly the fact that it's an outfit that's not too "summery," but also not "winterish."

What do you hate most about fashion?

I hate not matching.

Where are your favorite places to shop?

Forever 21 and H&M.

In what clothing are you the happiest?

I'm happiest in summer clothes.

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1		9					8	
					2	1		
				4	6			2
5				7			4	
3	4		6					
9		7			5			8
				4				6
			8				2	
6			3		9	1		

Yesterday's Solution

7	2	5	6	4	9	3	1	8
8	3	6	7	2	1	5	4	9
4	9	1	5	3	8	7	6	2
5	4	2	8	1	3	6	9	7
6	1	3	9	7	4	8	2	5
9	8	7	2	5	6	1	3	4
3	6	8	4	9	5	2	7	1
1	7	4	3	8	2	9	5	6
2	5	9	1	6	7	4	8	3

Crossword Puzzle

- ACROSS**
- 1 Camel halts
 - 6 Think positive
 - 10 Customs request
 - 14 Heidi's creator
 - 15 Not up yet
 - 16 Roman legion
 - 17 Chair-back part
 - 18 Takes off
 - 19 Aloof
 - 20 Maj. ocean
 - 21 Vicious
 - 23 Sri —
 - 24 Cabin or chateau
 - 26 No rocket scientist
 - 27 LPs
 - 29 Drift
 - 31 It had three parts
 - 32 Even up
 - 33 St. Louis time
 - 36 Eye in space (2 wds.)
 - 40 Yellow Pages
 - 41 Eight voices
 - 42 Vivacity
 - 43 Crescent moon ends
 - 44 Droids
 - 46 17-syllable poem
 - 48 Deck officer
 - 49 Funny people
 - 50 Crowd in
 - 52 Nest-egg letters
 - 55 Writer — Bagnold
 - 56 Cultivated, as soil
 - 57 Demolished
 - 59 Suffer defeat
 - 60 Not into the wind
 - 61 Make corrections
 - 62 Bank holding
 - 63 Embraced

- DOWN**
- 1 Ribs, to Cato
 - 2 Dr.'s visit
 - 3 Creamy punches
 - 4 Time period
 - 5 Prime time series
 - 6 The — (Dutch city)
 - 7 Band member
 - 8 Flake off
 - 9 Publishing execs
 - 10 Empty
 - 11 Removes wrinkles
 - 12 Cure salmon
 - 13 Auel heroine
 - 22 Hwys,
 - 23 Slants
 - 25 Thermometer base
 - 26 Old ruler of Venice
 - 27 Turkish official
 - 28 Speak highly of
 - 29 Leaves in a hurry
 - 30 Cheerful tone
 - 32 Envelope abbr.
 - 33 Immigrant, maybe
 - 34 Falling-out
 - 35 Change for a twenty
 - 37 Gazes at
 - 38 Neutral shade
 - 39 Philippine island
 - 43 Stashed away
 - 44 Outback lumber



- 45 Seabird
- 46 Vietnam capital
- 47 Crop up
- 48 Portended
- 49 Spreadsheet unit
- 50 Enameled metalware
- 51 Walk unsteadily
- 53 Pull apart
- 54 Appends
- 56 Disdainful snort
- 58 GP group

M	O	U	E	Z	E	R	O	S	M	L	L	E	
A	L	M	A	A	R	O	M	A	I	O	I	O	S
R	E	P	S	P	E	T	A	L	N	I	N	E	
C	O	S	T	A	C	H	I	M	I	N	G		
	E	G	O	S	A	V	E	C					
D	I	S	R	U	P	T	S	A	D	A	M	S	
R	O	C	E	R	R	E	D	S	M	I	L	E	
O	W	E	S	Y	A	W	E	D	S	T	E	P	
P	A	N	T	S	P	E	C	A	N	Z	E	E	
N	E	A	T	O	D	O	V	E	L	I	K	E	
	V	I	L	E	R	E	D	O					
C	L	E	R	I	C	S			S	C	O	L	D
T	H	E	O	V	O	I	C	E		U	S	E	R
D	E	A	F	E	L	T	O	N		S	H	E	A
S	E	R	F	S	E	E	D	S		T	A	R	T

Yesterday's Solution

How about we ease up on Brett Favre

This has been on my mind for three years now and I just have to get it off my chest: Why all the disrespect for Brett Favre?

Following the 2007 NFL season, the three-time MVP was displaced as starting quarterback for the Green Bay Packers by Cal alum Aaron Rodgers.

Favre gets hated on for moving from the Green Bay Packers to the New York Jets, to his home in Mississippi, and to the Minnesota Vikings in the last three years.

In that time Favre crossed the line from legend to anti-hero unwilling to make a summertime decision. After all, he has retired from football not once or twice, but thrice.

A good way to convey the general feeling about Favre in the media is with a Sports Illustrated online column by Michael Rosenberg.

In his Aug. 10 column, "For the sake of his legacy, let's hope Brett Favre stays retired," Rosenberg asked Favre to just be a normal American guy and rock the couch on Sundays.

"Please, please, let this be it," Rosen-

berg said about rumors of Favre's retirement at the beginning of August. "What is the old saying? Fool us into thinking you retired once, shame on you. Fool us into thinking you retired twice, shame on us. Fool us into thinking you retired three times, please shoot me."

I can understand the annoyance at Favre's flip-flopping melodrama.

In fact, when I worked at a Sacramento-area sports radio station, three summers ago, it was all we talked about.

Every day the show's hosts would discuss the top-five topics of the day. At least four times a week, Favre would be on that list — and more often than not he was No. 1. Trust me, it was annoying.

Even Green Bay team president Mark Murphy seemed frustrated. Amid discussion of trading the quarterback following his first retirement, Murphy reportedly offered Favre \$25 million to



DANIEL HERBERHOLZ
The Things I Say

take a position in the Green Bay front office. NBC Sports called the team's training camp "a daily circus because of the Favre affair." Favre declined the job offer, and Green Bay eventually traded him to the Jets in early August.

It seems like everyone forgets that Rodgers was the up-and-comer destined for the job.

Mr. Favre could have been a Green Bay Jesus, taking the Packers all the way to the Super Bowl rather than to the NFC Conference Championship as he did in 2007. Green Bay still would have handed the keys over to Rodgers eventually.

"It's a change that's inevitable," Packers head coach Mike McCarthy told the press at the Pro Bowl in Feb. 2008. "His career will go down as one of the greatest in the history of the National Football League. It's going to change and we're

prepared for that with the progress of Aaron Rodgers."

So Favre had no choice but to find a way to change teams. He had Rodgers breathing down his back, and rightfully so — Rodgers has proved it with his 58 touchdown passes and 8400 yards in two seasons since Favre left.

What was Favre supposed to do?

His only option was to mess with the system by retiring and then coming back and then asking for a trade.

Within months of his first retirement, Favre decided he wanted to rejoin the Packers. McCarthy told him it was too late, that the train had already left the station and Rodgers had the starting gig. This is when McCarthy shipped him to the Jets.

Some might see this as Favre being sneaky. I see it as him doing whatever he can to play in the NFL.

Favre led the New York Jets to an 8-3 record in 2008 before losses in each of the last five games — in which he threw nine interceptions. The general feeling was that Favre's post-Packer experiment had failed.

He went from Green Bay to Gang Green to trotting around the field as Frankenstein.

Again he retired, in February of 2009. By May he was in talks to re-plant himself in Minnesota — the Packer's divisional rival.

Now that I think about it, I remember talk of him crossing the division to Minnesota after he retired in 2008. Maybe it was Favre's plan all along to arrive in the Twin Cities.

Regardless, he just wanted to play good football for a good football team. And he has. Last season, Favre threw for 33 touchdowns and 4,202 yards on a 68.4 percent completion rate. His mere seven interceptions helped him accomplish the highest passer rating of his career at 107.2.

Maybe people should get off Favre's back. The man just wants to play some football.

"The Things I Say" is a biweekly column appearing on Tuesdays.

Daniel Herberholz is a Spartan Daily Sports Editor.

We've been playing as the bad guys for years now

If you're going to have heroes, then you're going to need villains.

That's what's being argued over in Electronic Arts' soon-to-be-released reboot of their 11-year-old series, "Medal of Honor."

Like the other installments of the series, the combat is based in the real world with real-life battles. Only this time it isn't based in World War II like the rest of the series.

Now, it's based around the war on terror and in Afghanistan.

What's bothering people about the game isn't that it's based around a war that is still being waged — you turn on the nightly news and you still hear about combat involving American troops every day.

What bothers people is the fact that in the multiplayer aspect of the game — and only in the multiplayer aspect of the game — players will be able to play as the Taliban.

That means these pretend digital terrorists will be shooting at other players who are playing as pretend U.S. soldiers in the game.

The decision to include this part of the game spawned a slew of reactions from numerous groups.

These groups include the mother of a slain soldier arguing that the game doesn't honor her son, the British government attempting to ban the game from being sold in their country and the U.S. mili-

tary banning the game from being sold on its bases around the world.

As terrible as it sounds, it isn't as bad when you look at the game in the context of the rest of the series and the video game industry as a whole — mainly because players have been able to play as real-world bad guys for years.

Look back at "Medal of Honor's" heyday, when the game was based around World War II: someone would need to play as the Third Reich to fight the Americans.

There is a game called "Counter-Strike" that had a terrorist team, whose character models were based off of real-world terrorist organizations, fighting against — you guessed it — counter-terrorist organizations like the U.S. Navy SEALs.

I'm willing to bet that these games added these antagonistic characters for two reasons.

The first is that it wouldn't make any sense not to include them.

The second, and more important point, is that it would be more



DONOVAN FARNHAM
Just Sayin'

insulting to only have character models of American troops running around and shooting at each other — which would amount to gratuitous acts of friendly fire.

I understand that the new "Medal of Honor" is different because it's based on a war that is still going on, but arguing that a game should be banned because of one aspect of its features list follows the clichéd saying of judging a book by its cover.

The "Medal of Honor" series' story — the heart and soul of the games — has always been about the United States' fighting forces and the bravery they show in the deadly situations they face in armed conflicts.

And I'm sure the single-player mode of the newest installment will do just that again.

"Just Sayin'" is a column appearing sporadically throughout the semester.

Donovan Farnham is the Spartan Daily Online & Tech Editor.

Time to overhaul out-of-date 'don't ask don't tell' policy

Ever since I was in elementary school I remember hearing the story of Martin Luther King Jr. and how he stood up for the rights of people of color.

It was a time when there was a lot of discrimination and abuse being expressed toward African-Americans because of the fact that white people thought that they were better than black people. White people didn't even want African-Americans to be in the same room, school or restaurant as them.

I remember thinking of King as the bravest man on Earth because he fought against government officials and a public that thought African-Americans had no right to vote or even get an education.

He stood up for what he believed in, which was that every person on Earth deserved to have freedom and equality.

King's story relates to the policy that was passed in 1993 about 15 years ago by former President Bill Clinton, known as the "don't ask, don't tell, don't pursue, don't harass" policy (shortened to "don't



SONIA AYALA
Staff Writer

ask, don't tell), because it had to do with homosexuals fighting for their right to serve in the military.

According to the Palm Center, in 1992 Seaman Allen Schindler, a gay military official, was murdered for his sexual orientation. Following Schindler's murder, Clinton created the policy to eliminate the military's ban on gay, lesbian and bisexual service members who were suspected of being investigated as well as having been discharged by military officials because of their sexuality.

Instead of improving the circumstances for gay, lesbian and bisexuals in the military, the policy increased the awareness of homosexual military personnel and contributed to the discharge of about 13,500 gay, lesbian and bisexual soldiers, according to The Huffington Post.

When it comes to this policy, the gay, lesbian and bisexual community is being discriminated against by the same country that promotes freedom and expression. Many military and government officials have forgotten that everyone was

created equal and even though some individuals may have different beliefs they should have the freedom to show the world who they really are even if it means they are homosexual.

According to The Huffington Post, on September 9, 2010, U.S. District Judge Virginia Phillips fought an intense battle for the gay, lesbian and bisexual community, to protect their right to serve in the army by threatening to issue an order to block the government from enforcing this policy.

However, a group of 19,000 Log Cabin Republicans, gay and lesbian Republicans, filed a lawsuit to stop the ban's enforcement back in 2004 and Phillips was going to present the ruling to the group within a week.

The topic came up again when President Barack Obama was elected and he promised to repeal the policy.

I partly agree with Phillips, as I believe that this policy does violate the rights of the gay, lesbian and bisexual community. They should have the right to serve their own country without having to fight against any restrictions because of their sexual orientation.

Because of my Christian background and the morals that I've been taught, I don't agree with

the fact that women and men are participating in sexual activities with individuals of the same sex.

However, I do believe that they should not be discriminated against and be deprived of the privilege of fighting for their own country considering that our country could use all the help it can get, even if it means bending the rules.

I was always taught by my parents and at church by my Sunday school teacher that I should treat my neighbors the same way that I want them to treat me since that's what God calls us to do in this world. As a christian I know that I'm called by God to make a difference through my actions and that includes treating the gay, lesbian and bisexual community fairly.

If the members of the gay, lesbian and bisexual community want to serve in the military, then let them, because if we don't there will come a time when we will need their support and we will reap the consequences.

We should put aside our differences as a country. At the end of the day, we need each other and we need to work together especially if it means allowing members of gay, lesbian, and bisexual community to serve their country without discrimination.

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Sharks gear up for training camp

Veterans Marleau, Heatley and Thornton say the team will learn from last season, welcome new additions to roster

MELISSA SABILE
Sports Editor

The San Jose Sharks hit the ice as they started day one of training camp this past Saturday at Sharks Ice.

The returning players and new prospects were split into two teams as they ran drills and had their first official practice with head coach Todd McLellan and the coaching staff.

"We'd been practicing here with the guys for a couple weeks now and it's good to just get the coaches out there and add some pace to the practice," said returning center Joe Thornton.

Patrick Marleau, who is returning as a left wing forward, said he is excited that training camp is underway.

"It's nice to get back on the ice," Marleau said. "I think the week leading up to training camp everybody's worried about testing and getting back in, but as soon as you get that first day under your belt it's like 'OK, here we go.'"

The Sharks, who won the Western Conference and were second in the league behind the Washington Capitals, are learning from last season and hope to make similar advancements this year.

Marleau said coming from a good play-off season last year helps prepare them for the regular season this year.

"I think the learning experience we had is going to be tremendous for us moving forward but we have to build off of it and continue to get better," he said. "We didn't reach the goal we wanted to but we took some steps into that direction. That being said, if we don't come out and learn from it and build off of it, we haven't really learned anything."

Thornton said the team just needs to har-

ness what it was able to accomplish last year.

"You just got to remember it," Thornton said. "Hopefully start fast, you know, really if you don't capitalize on having a good post season then it's a waste of a year."

Right wing forward Dany Heatley said the team made a lot of progress last year.

"I think it was good," Heatley said. "I think we made some steps but there's another couple of big steps to take and that's our focus. Just have a good camp, get ready for the season, and as the season goes on keep getting better and get ready for playoffs."

Over 50 players attended the first day of training camp, many of them returning but the rest were hopeful to get a spot on the 2010-2011 roster.

"A lot of the young guys who are fighting for spots have been here before, been up and down last year, so everyone is really familiar with each other," Heatley said.

Though the coaching staff wasn't there during the off-season, Marleau said the prospective players showed a lot of initiative, which is good for the team.

"It's nice having guys who made commitments this summer, they came in and worked hard, the test results show that," he said. "It's a group of guys that want to be around each other and work hard together and work hard for each other, so that's a big thing

right there." Thornton said the level of the team's confidence and the additions to the roster in the off-season have made for a stronger team.

right there."

"It's always been good, ever since I've been here," he said. "I think they do their homework when they add people to this locker room, 'cause everybody seems to be a real good guy and we all get along real good already."

One major addition to the Sharks' roster was Antti Niemi, who signed a one-year contract at the beginning of September.

Niemi was previously with the Chicago Blackhawks, the team which won the Stanley Cup last season.

Antero Niittymaki, a goaltender who was signed to the Sharks in July with a two-year contract, said he wasn't surprised about Niemi coming to San Jose.

"There were some rumors," Niittymaki said. "Anything could have happened any day, so it's just kind of part of the business. It's a long year so we'll see what happens. There's a lot of games, so we'll just try to get some good ones in."

Alex Stalock, who was called from Worcester last year, is another goalie fighting for a chance to play this year.

"They brought in new guys that I think are going to help push (the Sharks) over the top, so it'll be exciting," Stalock said. "They've got young guys maturing that are with the older guys helping them out and pushing them along, I think it will make for good chemistry this year."

Heatley said people can expect big things from the Sharks this season. "We know there's still work to be done and another couple steps to take," he said. "But we're excited to get another chance at it and for the season to get going. Hopefully have another great season and a good playoff run and hopefully we can bring it back this time."

PHOTO: DONOVAN FARNHAM | SPARTAN DAILY

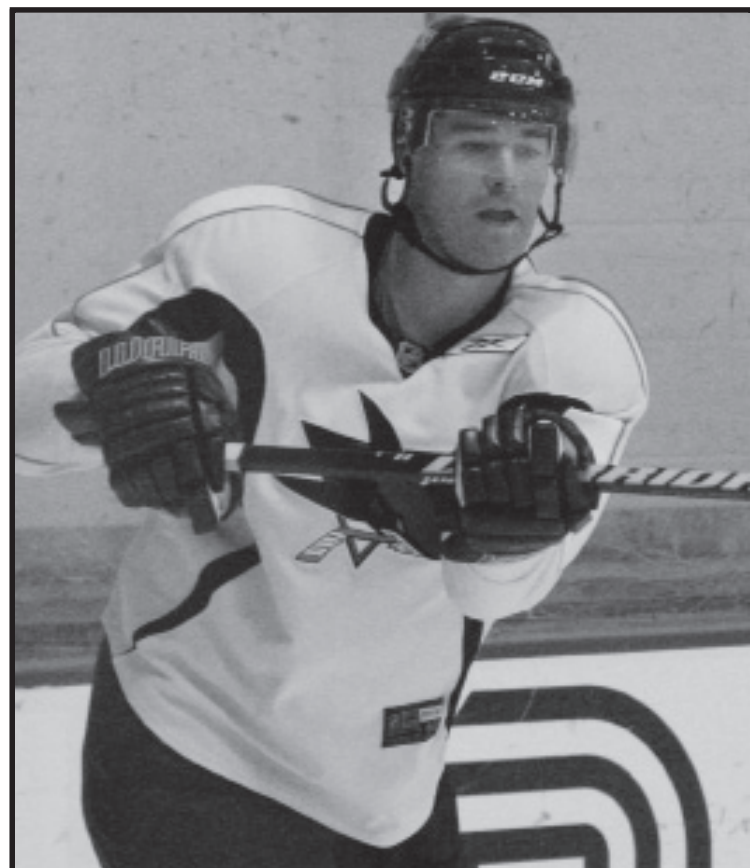
"I think the learning experience we had is going to be tremendous for us moving forward but we have to build off of it and continue to get better."

PATRICK MARLEAU
Left Wing Forward



Goaltender Antti Niemi was signed to the Sharks in the beginning of September for a one-year contract. Niemi was previously affiliated with the Chicago Blackhawks, the team which won the Stanley Cup last season. Niemi is expected to be the Sharks' starting goalie this season.

PHOTO: DONOVAN FARNHAM | SPARTAN DAILY




Left wing forward Patrick Marleau was one of the many returning players for the Sharks on the first day of training camp on Saturday.

2010 SEASON HIGHLIGHTS


Joe Thornton	Points	89
Patrick Marleau	Goals	44
Dany Heatley	Goals	39
Joe Pavelski	Playoff goals	17
Marc-Edouard Vlasic	Time on ice	25:17
Dan Boyle	Points	58
Ryane Clowe	Points	57
Antero Niittymaki	Save %	.909
Antti Niemi	Save %	.912

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