



MsR/TMBJ Submitted Refrigerator Art

MADDNESS SERVER REGULARS
MsR
Give in to the Maddness!

MAGAZINE

VOLUME 1, ISSUE 1 April 2004

20 Peers Build Maddness Server Regulars

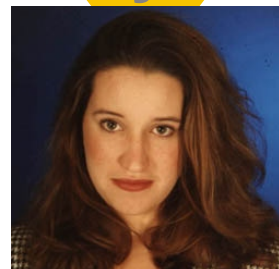
**MODS TO MAKE
THE MOST OF YOUR GAME**

Exclusive! Interview with
a PsychoStormtrooper

KENJI
WAFFLES
ZATHU
ADAMUS

MAXIMUS
ANDROMEDA
CERBERUS
ARES
Ny0

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#PBLI0234099 3#121654 4N
APRIL 04.
Johnny Q. Public USP8
123 Oak Street
Anytown, NY 00101



PLUS: JK2FILES Names
[TMBJ] AmosMagee
Head Honcho



FORCE JUMP ONES

JEDI TRAINERS



When your training means life or death!
With many added features.

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Maddness Server Regulars

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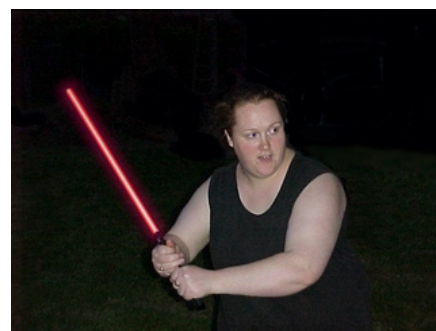
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news



The MsR Magazine staff has the pleasure to announce [TMBJ] Amosmagee has been named the Site Manager of jk2files.com.

Amosmagee currently serves as an active TMBJ Event Coordinator. Check the TMBJ forums for weekly CTF Fun.

Good luck with your new position, Amy. You've earned it!

EDITORIAL

MsR Magazine - The Journey

Written by Doughty Gubay

It's a little more than 2 months that I have been accepted into the MsR fold and it seems like yesterday that I made the admissions post. I can attribute the passing of time to the old saying, "Time flies when you're having fun." Well, I'd like to thank all of the people that I have had the privilege to chat with in IRC and the posts in the forums for their weirdness, because in a twisted way it brings joy to my little world.

I can remember being invited to a Ventrilo chat with Polo and Havok shortly after I was voted in to MsR and had the "What are you going to do now?" question posed. I don't really remember how I responded verbally but I thought of my grandfather's advice, "A person's worth is not measured by what they say rather by what they can do." This is why I chose to start this project. My goal is simple; get MsR members active in reaching a common goal that requires teamwork.

In the pages ahead you will read articles prepared by talented volunteers who took as much pride in their work as they do wearing the MsR and TMBJ tag. I have been associated with many types of projects ranging from a multi-million dollar electronics installation to baby shower invitations and just about anything in between. In those experiences I have studied how people adapt to adversity and overcome their weaknesses to accomplish the task. I can honestly say that I am very proud of the effort of each and every person who has worked on this issue.

While it's been quite a ride to get this project completed our team has never wavered from our common goal. Originally, I had planned to write exclusively about my vision and future plans for this magazine. However, I want to focus on a couple of things that make me proud to be associated with MsR and TMBJ.

As most of you know I had a catastrophic hard drive issue which caused a major loss of data. Actually, I lost the whole damn magazine. I asked staff members for additional help and they responded twofold. I can say that in working with these fine people I have deepened my respect for each and every one of them. If I had to pick one MsR member that really came through, it would be Shad. He answered the bell every time without fail by writing articles, creating cartoons, and just giving me his opinion when I needed it most.

I hope to someday don the TMBJ tag and I know what it means to contribute to something greater than one person could ever be. I can say with confidence and experience that there are many within the MsR ranks that have proven they will be excellent TMBJ members in the future and more importantly I can call them friends.

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Cybershark
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COMIC

Contributions by: Shadough & LizardFace



How I Got Here

Written by: [TMBJ]EtherWolf

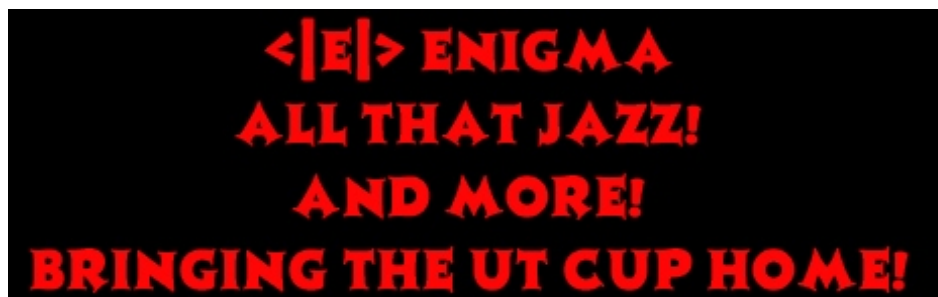
A little over a year ago I decided to pick up my dusty Jedi Knight II disc after it sat on the shelf for eight months. I'd finished the single player mode and tried multiplayer out but there were so many dishonorable players I gave up on it and moved on. But for some reason, eight months later, I picked it up again and figure I'd give it another go. I played for about an hour on mediocre servers until I came across one with a decent ping: TMBJ Maddness.

As soon as I logged in I knew something was different about this server; I liked the rules and they were enforced by fair administration, so I stuck around and played a bit. Eventually the map changed to ShroomDuck's Country Roads, which I didn't have, so the next time a stock map was on I asked some of the clan members where I could find these maps. They kindly pointed me to their web site and forums, where I registered and hung out for a while whilst waiting for maps to download.

The first thing that struck me about these people was that they were WEIRD, and I don't mean slightly odd... The DazFather buried me and my head in separate graves in the desert after I'd said "hi". Now, I've always considered myself a little odd and this struck me as a place I could unwind, be myself, and have some fun, and next thing I knew I was applying for MsR membership. I got in pretty fast and made a lot of new friends, friends I still hold dear today.

A month later, on McPhoenix's advice, I applied for TMBJ membership and a day or two after was engulfed into the chaos that I now happily lead. In September I was given the distinct privilege of filling in the vacant Executive Officer spot left by ViperEye when he stepped down, and in February I humbly assumed the role of Clan Commander after McPhoenix decided to take a break from ruling the universe.

It's been a crazy year with TMBJ and I wouldn't trade it for anything; these wackos are some of my closest friends!



Bio Facts

FAVORITE COLOR:
Blue

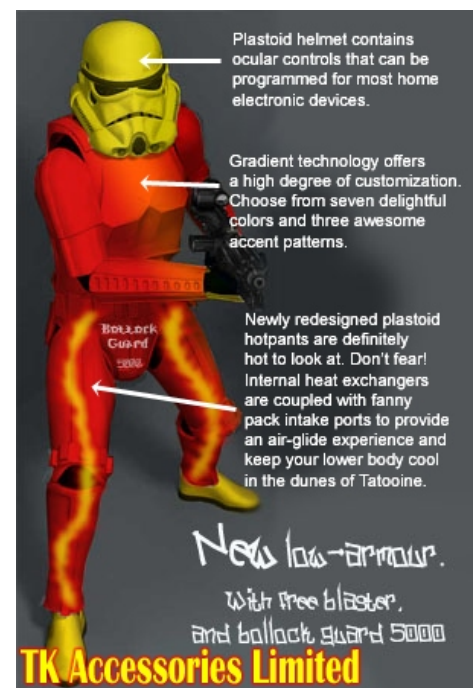
FAVORITE MOVIE:
Spaceballs

FAVORITE ACTOR/ACTRESS:
Steve Martin / Jennifer Connely

FAVORITE ARTIST:
Nine Inch Nails

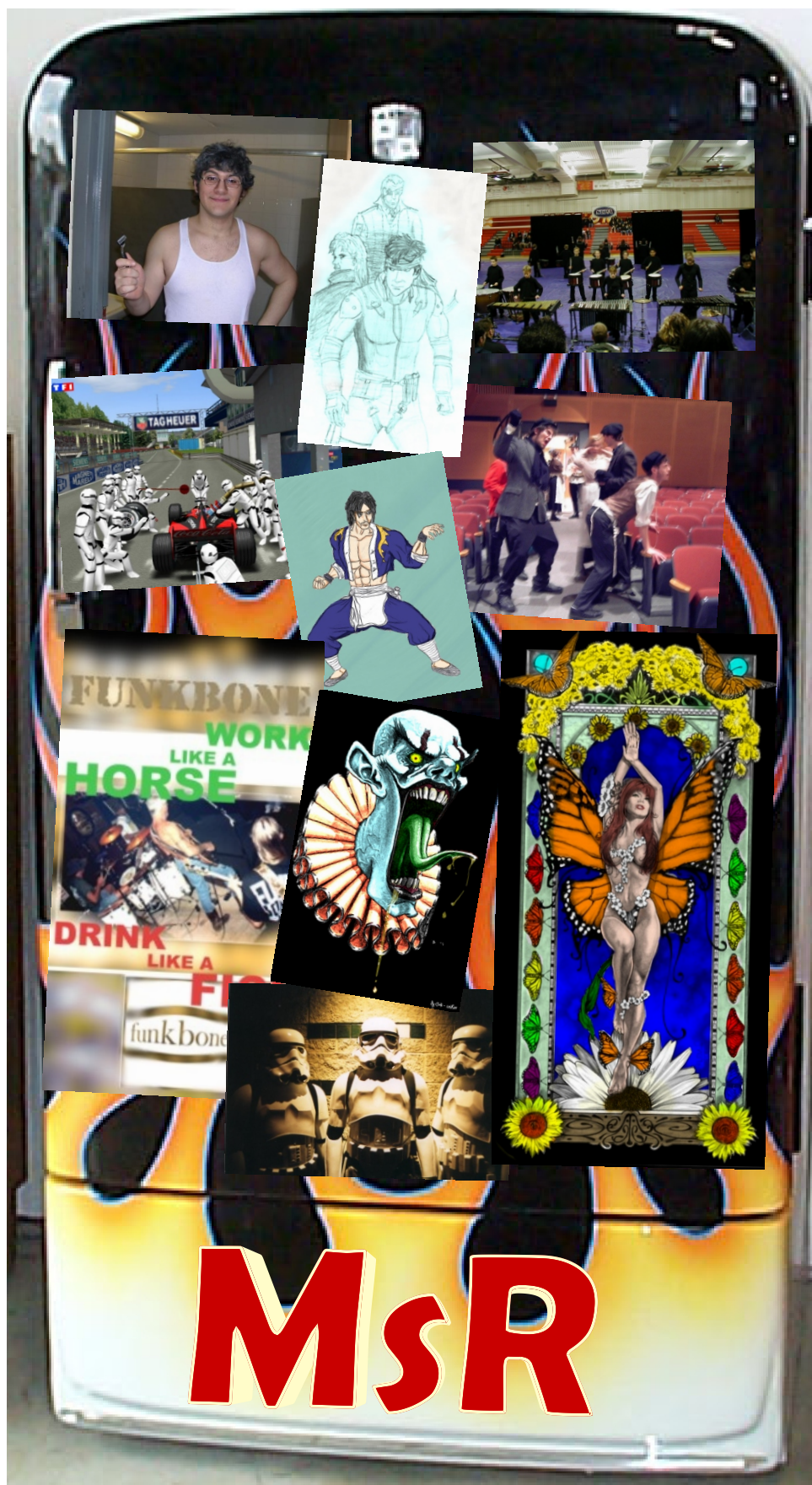
FAVORITE ICE CREAM:
Ben & Jerry's "Half Baked"

FAVORITE COOKIE:
White Chocolate Macadamia Nut



MsR Magazine

Wants you to contribute to our next issue!

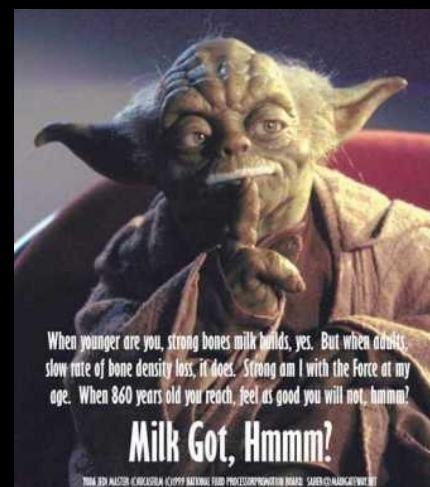


Can you remember back to when your Mom or Dad took the pictures that you drew and put it on the refrigerator? Well, this is the MsR Version. Some of the pictures have been drawn by RaSiN and colored by Doughty Gubay. The rest are silly photos of Polo's recent on stage production *Fiddler on the Roof*.

Every issue will have new images that are submitted by MsR Magazine readers and production staff. Send an email to Doughty if you are interested in submitting a photo, drawing, or other graphical design for the MsR Frige Art Section.

Special thanks to Polo, Kerrigor, Maximus, and Doughty for their submissions. Now the bar is set for potential eye candy.

For information on how to submit artwork, email Doughty at domani001@hotmail.com or send a private message to Doughty in the TMBJ forums.



EDITORIAL

The Word Up Plan from a Guy Named Dan *Written by: [TMBJ]ViperEye*

I know what you're all thinking: ***You just had to weasel into this magazine thing, didn't you, VE?***

Pretty much. But it's for a good cause. You see, over the course of what must be, oh, I guess about seven years now, I've come to realize that I have two great passions in my life. One seems to involve certain stories and activities that would best remain restricted to the Adult Forum, and whether or not you believe they're true are up to you to decide. Being gay aside (Or is it only *pretending* to be gay? Ah, the mysteries!), my other passion involves the written word. I love writing stories, I love reading stories, I love writing poems, and I love reading poems.

Well, that last one, yes, but only if it's a GOOD poem. In fact, that's pretty much a given for all of them.

At any rate, with almost two years now in TMBJ, being with friends I really, truly care for day-in and day-out, I've come to see that there are others, like me, who share a passion for writing, even if they may not be as vociferous about it as I am.

Uh-oh. Hold up. Gotta define a word in doofuspeak.

Okay, we can continue. As I was saying, there are folks out there, including some of the readers of this-here magazine, who really enjoy writing, and are pretty darned good at it to boot. So I figured, why not give those folks an outlet? A write-in service of a sort that would allow folks to send in their stories or poems about ANYTHING they liked (well, almost anything. PG-13, kids, but any such topic is peachy), to have it read by all the readers of the magazine and reviewed (in brief) so that they could know where they really struck gold in their writing and in which areas they could use some improvement on. It won't be definitive, but hopefully, it will be helpful.

The current plan (and I admit, it may change, so hold on to your hats) is to alternate between poetry and prose every issue. Having both in at once would be nice, but also extraordinarily LONG, and we don't want to go hogging everything, do we? So, every issue we'll focus on a new poem or a new piece of prose, submitted by the readers and writers out "there."

Unfortunately, because this magazine is brand-spanking-new, we obviously don't have any submissions yet. Dang. So, in the interim, I've provided some reading material of my own. This is brand-new stuff that I've written, so if you've ever been to a TMBJ Poetry or Prose Hour, don't be alarmed you won't see repeats here.

Hope you all enjoy the column and the reading material within. Hopefully, we'll be able to reach into that fleshy thing that is you and pull out the bibliophile at your heart.

And no, a bibliophile is NOT what you think. You sad, strange, sick people, you.

vociferous (voh-si-fer-us): *adj.*
talky talky talk talk talky

bibliophile (bib·lee·o·file): *n.*
1. A lover of books. 2. A collector of books.

Poem of the Month

Written by [TMBJ] ViperEye

A Prayer of Forgiveness

by Dan Tennant

The testament of all of time
Hath made it said through tale and rhyme
How man can overcome the whim
To meet the fate foregoing him.

The trail of tears we all must walk;
The path of fears our footsteps stalk;
The tests put forth to block our way;
The trials sent to lead astray;

They all are books by which we learn,
Bestowed to free us of our yearn
For mortal things of earthen plains
From which we garnish few true gains.

In truth, we fight against His Will
The strength that sees us grow until
Our tests have lent us what we'll need
In lands our lives so soon will lead.

For me, I've need of God's embrace,
For on this night, within this place,
I fear I've failed too many times,
Committed wrongs, misdeeds, and crimes.

Tonight, in utter supplication,
At this lowliest of station,
I beseech, in my despair,
Dear God Almighty, hear my prayer!

Oh God, my God, my heart's desire,
Cradle of all worldly fire,
Maker of the seas and skies,
Bestower of my pain's demise;

Oh God, my God, my one true love,
Igniter of the worlds above,
Designer of the One Decree,
The birth of all things heavenly;

My God, my life is what you make it
Through my every strive to break it!
God above, beloved Lord,
Mark thy servant with thy sword!

Let me not forget this hunger
That I may always remember
How I yearned to feel your kiss
Upon my soul the one true bliss.

First off, a poem. As this is one of my own, it seems a little silly to follow it with a review, so instead I'll preview it with a small explanation. Let me start by saying that I have rarely written about my connection with God, so for all you non-religious folk out there, don't be freaked out and start thinking that I'm trying to preach to you or anything like that. Whenever I write, I always have a goal and an emotion to invoke, be it happiness or fear, joy or adventure. For the following piece, my goal was to invoke in the reader a sense of despair, mingled with hope. That got me thinking: what kind of thing grants that to most people? Love was an obvious choice, and my first, which is why I discarded it; it's simply been overdone, and I didn't want to do another love poem just now. Religion was my second thought, and that thought yielded the poem below.

It's quite long, and I apologize for that a submitted poem can be any size, and as long as it follows under the guidelines of relative decency, it can be about anything. And, because I think that I like this whole preceding-the-piece thing, submissions can be sent with introductions by the author (subject to editing, of course we don't want folks sounding like morons!). Simply e-mail your submission to dtennant@townisp.com, or Private-Message me in the TMBJ forums at www.ClanTMBJ.com/Forums/, and you'll be all set! For now, however, let's get on with the reading.

Have a good one, folks! See you next issue.

My God, my Lord, my King, my Master,
Guide from out of all disaster,
Hear the pleas I beg of thee!
I'll wait for all eternity.

I beg the strength to pass the tests
Sent at your merciful behest,
That I may someday be again
As was before: my family's friend.

My Lord, forgive me my transgressions,
Take from me all my possessions
That I might, for all days hence,
Show a selfless self-defense.

Thou art, my God, the one true lordship
That my heart finds peace in worship.
Hear my prayer, I beg of Thee!
Help me to face eternity.

Blue Milk

"what every little
Jedi needs"

WARNING!
The Empire would
like to warn you that
becoming a Jedi
may be hazardous
to your health

Find Blue Milk
at your local
HUTT Emporium!

INTERVIEW

Interview with a PsychoStormtrooper

Written by: [MsR]Doughty Gubay

Sitting down with one of the cult favorites of TMBJ, Bob the Psycho Stormtrooper (**BtPS**) was quite an experience. Bob managed to coordinate his hectic schedule of Fung Wan Online, FFXI, and Jedi Knight 2 CTF to sit down with **MsR Magazine's** Doughty Gubay.

DG: How long have you been in TMBJ?

BtPS: Now I have to remember things?!? Since July 25th, so about 9 months now.

DG: How long were you in MsR?

BtPS: I wasn't in MsR.

DG: How did you get into TMBJ?

BtPS: Back then, they still had the admission request forums, I had been around for about 10 hours less than 7 months when I posted a request to join.

DG: How did you come up with your nickname?

BtPS: First time I was in Jk2, a long time ago, I needed a name. After someone told me how to change it from Padawan, I called myself "Kenny" for about 30 minutes because I was always getting killed. Then, since I liked the stormtrooper skin, I came up with this.

DG: Is that why people continuously shoot you in the TMBJ forums and in IRC?

BtPS: Nope, that's McP's ([TMBJ]McPhoenix) doing.

DG: Explain it to me further.

BtPS: When SWG (*Star Wars Galaxies*) was still in beta, I was in it, and McP wanted to be, so I would bug him about it and eventually he got annoyed and typed, */me shoots Bob* and then later on *ÆtherWolf* followed suit and it just built from there. Then I made the *!shoot* thing, which made anyone who hadn't bothered to do it earlier star. Well, except Amy ([TMBJ]AmosMagee) but I have some fake things of Amy shooting me.

DG: What is your favorite Star Wars game?

BtPS: That's a tough choice. It's a tie between KOTOR (Knights of the Old Republic) and JK2.

DG: Outside of gaming, what do you do to relax?

BtPS: Sleep. Sleep is good. I also read, mostly Douglas Adams books but I'm starting to run low on those.

DG: If you were on a deserted island, what would you need to survive? Besides the obvious of course.

BtPS: A speed boat and lots of gas. Unless that's considered obvious. Hmm... a really good computer and wireless



Bio Facts

FAVORITE COLOR:

Green

FAVORITE MOVIE:

LotR - Return of the King

FAVORITE ACTOR/ACTRESS:

None

FAVORITE BAND:

They Might Be Giants

FAVORITE ICE CREAM:

Moose Tracks

FAVORITE COOKIE:

Homemade Peanut Butter

Jersey Girl

Written by [MsR]Beechbone

Kevin Smith's latest foray into the world of movies is nothing at all like his past works. Whew, just needed to let everyone know up front, this is Kevin Smith as you have never seen him before. Being different does not make it bad, it just makes it...different.

Going spoiler free the movie is pretty much about a man named Ollie, played by Ben Affleck, and his life. The first fifteen minutes have his wife, Jennifer Lopez, how they meet, get married, and all that jazz. Soon the Ollies life takes a turn for the worse and he is forced to move in with his father with his daughter. The movie is essentially about Ollie and his daughter, and if the Jersey or New York life is really what he wants.

The acting was a good spot in this ok movie. Liv Tyler played her part as a video store clerk quite well, with a much better performance then in *The Lord of the Rings*. I am not a big fan of Jennifer Lopez but she did an adequate job in the little onscreen time she had. Ben Affleck gave a much better job then in most of his recent movies *cough*gigli*cough*. Ben's daughter played by, Raquel Castro, gave a good performance for such a young age, but got annoying at times (Maybe the acting was just *that* good).

This is definitely not Kevin Smith at his best, the directing is a little jarring at times, and, ok deep breath, this is a sappy Kevin Smith movie. Not that it is a horrible movie, it's just so different then anything he has ever done. He still has adult themed jokes but they just are not as graphic as in his other movies. The writing is a little predictable, for instance, I could tell from within the first 15 minutes that he would meet a certain person later in the movie and learn a lesson from him, it's just been done in so many movies before this one. Though, that meeting is funny to see, and the jokes leading up to it are also good.

Overall, if you did not like Kevin Smiths other movies for being too vulgar, this might just be the movie for you. If you loved Kevin Smiths other movies for the dick and fart jokes, this might not be for you.

6.5 Out of 10

A Review of Liquid Tension Experiment*Written by [MsR]Lord of the Waffles*

- I must start off this review by noting that I love instruments. I must say that, if this band were some sort of object, I would hump it. Instrumental pieces are currently some of my favorite pieces of modern work today, thus probably creating a sort of bias.

- I am going to tell you right now, if you "dig the lyrics", of most songs and prefer the instruments simple and serve as the background, stop reading and go (and I hope the music you listen to is not from this generation.) However, if you are not one of those folks, then continue reading this, and hope to gain a new light on modern music as we know it.

- The group that has produced such a wonderful instrumental presence is the all-powerful Liquid Tension Experiment, with their self-titled album, Liquid Tension Experiment. The men behind this insane force of progressive rock are quite the impressive collection of players. Three of the four members, are actually currently members of one of the most "famous" modern prog rock bands of today that is, Dream Theater (although, at the time of the recording, only two of the members, John Petrucci and Mike Portnoy were "DT" members). The former are the guitarist and drummer respectively. Forming the other half of the band, are the incredible Jordan Ruddess on keyboard and Tony Levin on the bass/Chapman stick.

- It is an interesting note, that the entire album was composed, recorded and produced within a time period of **one week**. Wow. Another interesting fact, is that several of the songs were one-time, unrehearsed "jam tracks", which creates that groovy LTE feel that is unique to these tracks.

- Opening the album is "Paradigm Shift", which, true to its name, certainly is quite a shift. The rush and energy of the intro lets you know, that this album is going to rock you like nothing else (not to mention showcasing the incredible speed technique of the band!)

- If one track had to stick out as just plain cool, this is it. Another jam track, this track exudes "cool". "Chris and Kevin's Excellent Adventure", oddly named, is a jam between Levin on his Stick, and Portnoy obviously on the drums. You can tell from the berserk runs and added-in noises and voices, that

Continued on Page 13

Maddness Server Regulars

Written by [MsR] Drumstick

There is a small group of dedicated, fun-loving gamers that hang around these hallowed gaming halls. These 20-or-so try not to attract too much attention to themselves, but they're always up for a good time, whatever the circumstances. Who are these mysterious wanderers, who seem to have existed since the dawn of time? The Maddness Server Regulars, of course!

When the classic example of a spinoff clan, the Lick server Regulars, cast off from its mother server to found a new, vibrant gaming colony and its rebirth as TMBJ, they soon procured a server of their own, Maddness. One of the most successful JK2 servers in its history, Maddness attracted gamers from the ends of the earth, many of them striving to join TMBJ. But that path was long and arduous, and many gamers were regularly seen at the server and included in the community without ever joining TMBJ.

These regulars felt included, yet they had no clan to call their own. That is until Snowball, almost a year and a half ago, with the support of [TMBJ]Havok, decided to create a new spinoff clan, mirroring the dramatic first steps taken during TMBJ's origins. (There had been one attempt to create a server regulars clan just before this, but it was a dismal failure, having started without the support or approval of TMBJ.)

The idea was an immediate success, and the demi-clan was given forum space and soon grew. History was shaping up to repeat itself. Yet there was something different this time around. When MsR members were accepted to join TMBJ, they weren't seen as abandoning their home, but rather moving up to their rightful place in the gaming hierarchy. And this new approach gave a new and unique meaning to MsRa breeding grounds for future TMBJ members. And, while many non-MsR members were accepted to TMBJ, the bulk of their members from that point on were drawn from MsR. Hey, even TMBJ's commander is a former MsR!

Yet MsR's persistence as a stable, progressive group in the TMBJ community is largely due to its wonderful leadership. MsR is lucky to have the toughest man in the community at the helm, a personality so strong a severely damaged hand couldn't even keep him away from running the clan. Aaron Grace, better known as Andromeda, has piloted the clan from just after its inception to the stable success story it is now.

And once you've met him, no one can forget MsR's crazy XO, LordoftheWaffles. Leading the clan by himself for weeks at a time when Drommy was out of town kicking ass professionally, Waffles is one of the community's greatest assets.

As for the rest of the MsR members, there's not a bad one in the bunch. Each one has something special to offer to the community, and you'll not find a nicer group of gamers.

Come visit us at our forums at www.clantmbj.com/forums. We'd love to have you. access would be nice.

MSR Clan Facts

GIVE IN TO THE

EH! O! NI EVI!

MADDDNESS!

CLAN LEADER:

[MsR] Andromeda

CLAN XO:

[MsR] Lord of the Waffles

FAVORITE STAR WARS GAME:

Jedi Knight II

FAVORITE FOOD:

Pie

FAVORITE BAND:

They Might Be Giants

CLAN POPULATION:

20 or so

Mods - Making the Most of your Game

Written by [MsR] Shadough

We all want to make the best of our gaming, right? Well, here's an article on mods to make the best of your JKA game.

Melee Mod

Melee Mod is a mod for those who like good FFAs. The different saber hilts are actually changed to different weapons, divided into the single/dual weapons and the two-handed weapons. Some of the weapons have nifty features, like the battle hammer, which can be used to fling opponents when it strikes the ground of opponent. Very few weapons are textured, which is a major letdown.



Ninja Mod

Ninja mod is a lot like Melee Mod. It has the same weapons and everything, except it has the extra features of ninja stars, double pistols, and the ability to throw weapons. Although, the play style in Ninja mod was a lot harder to grasp and handle with than melee mod.



JA+ Mod

JA+ mod is an admin mod to add to your game and make it better. Here is a current list of features:

- Model Scaling (Yoda is now the right size)
- Vehicle Limit increased from 16 to 32
- Tons of emotes (sit, sleep, throw, many more)
- Dismemberment is auto on
- Melee attack (use your fist)
- IP banning (up to 2048 addresses)
- Totally new attacks
- ANTI fake player name system
- Tons of Admin commands
- Team talk features



JA Reloaded Mod

Jedi Academy Reloaded is more or less your standard admin mod, with features such as IP Banning, sleep, and various admin am commands. This mod is more server-side in my opinion than the other mods. JA Reloaded provides much more for the admins than the players.



A Review of Liquid Tension Experiment

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- the band had a blast making and editing this track, and you'll have just as much fun listening to it.
-
- Here, is the single elegant song of the album. One of the few tracks without some sort of insane rhythm or solo section, as a duet of Petrucci and Ruddess. Petrucci's playing is very confident, but not heavy or too powerful, while naturally, Ruddess plays some very beautiful piano.
-
- And wheeeeeeeee! This track is arpeggio! "Universal Mind" is basically one track of solo after solo for about three or four minutes. Very cool. The section following the solos has one of the most interesting piano bits, and coolest bass lines ever. A treat certainly. After the mid-section completes, the song breaks into the intro arpeggios again, until finally ending, with a very familiar ditty, only on crack. (You'll quite enjoy it the first time you hear it).
-
- And finally...this track (or should I say 5-tracks), is one of the greatest pieces in all of progressive rock and instrumental history! "Three Minute Warning", which is a bit of a misnomer as the 5-track song that weighs in at about twenty-eight minutes, is full of intense diversity. However, the most astonishing fact about the song is that it is one of the "jam tracks". This song had nothing spoken of before they came in and recorded it. As a result, it is one of the most feeling yet most indulgent pieces of progressive rock recorded. The track begins with a sort of "warm-up", as the players start to fall into a groove that leads into some of Petrucci's most feeling playing. This song is charged with passion and intensity. Another interesting fact is that the track used to record this song actually ran out of space during the recording, and the last minute or so of the last piece is from the backup tapes of the sessions (which explains the volume drop-out).
-
- Once again, this album is the pinnacle of progressive instrumentation, only succeeded by its sequel. If you enjoy heavy metal, hard rock, any sort of progressive music, Dream Theater, are a fan of Rush, or Yes, or Joe Satriani, you will most likely severely enjoy this album.
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- That's all for this month's review. Keep it real, ladies and gents.
-

GAME

Unreal Tournament 2004 - At Last!

Written by [MsR]Drumstick

If at first you don't succeed, try, try again. Words to live by, and fortunately for gamers everywhere, this is a concept that the developers at Epic, blasted to videogame-superstardom by their '99 smash hit Unreal Tournament (UT), follow scrupulously. Because their first attempt at a worthy sequel to UT, last year's wheezy UT2003, faded in comparison to the wildly-popular war simulations that dominated the environment. Yet their persistence has surely proven worthwhile, as the success of their latest installment in this venerable trilogy may exceed even that of the original UT.

The startling appeal of UT2004 can generally be attributed to the two new gametypes that make up the bulk of the upgrades: Assault and Onslaught. While Assault made its debut in the original, Onslaught is unlike anything seen before, borrowing concepts from Battlefield 1942 and Planetside yet still retaining the classic hyper-charged pace that is UT's trademark.

Assault, a mode in which one team tries to complete a series of objectives while the other players try to stop them, has been given a complete facelift since its last incarnation. Objectives are clearly marked, and there are both visual and aural cues that make it virtually impossible to get disoriented, allowing the players to focus all their energies on the gameplay. Since the objectives are easier to find, the maps have a lot more room to utilize more complicated objectives, making things much more interesting than the "find the button and push it" objectives seen in the original.

Equally inventive are the unique settings of the Assault maps, one even consisting of a space dogfight outside an alien mothership which switches on-foot as attackers land in the docking bays and scramble to destroy the mothership's power core. The one problem with Assault isn't really a problem at all: as soon as you play through all the included maps, you immediately thirst for more. Fortunately, the game ships with a fairly easy-to-use map editor, so there will be a potentially limitless source of fan-created Assault maps.

Yet the peak of UT2004's accomplishments is undeniably the biggest and most ambitious gametype yet Onslaught. The centerpiece of the

gametype is UT2004's biggest addition: vehicles. Each Onslaught map includes many of the nine vehicles that ship with the game. Each vehicle fulfills a different niche, but they are all fun to use and are ridiculously easy to control yet are sophisticated enough to offer a level of mastery to those who will take the time to learn each one's distinct nuances.

The goal of Onslaught is to vie for control of a series of 'nodes' strewn across the playing field in order to open a path to the enemy's power core. However, to prevent total chaos, the nodes must be attacked in a certain order, so the focus generally turns to one battle front where both sides duke it out with vehicles and three new weapons created solely for Onslaught: a grenade launcher with sticky grenades, a mine layer with laser precision, and an anti-vehicle rocket-launcher that helps even the odds for those venturing on foot.

While Assault and Onslaught will undoubtedly get the most attention, the game ships with a plethora of other modes, each with a unique charm. Besides the traditional Deathmatch where the goal is to kill as much as possible, there's also Double Domination, a mode in which each team tries to nab two control points and hold them for ten seconds, Bombing Run, which is Unreal Tournament's version of football, and a few simple gametypes that are at least worth a look, Invasion, Mutant, and Last Man Standing.

The standard arsenal, while graphically enhanced to look much more menacing, has changed little playwise and that's a good thing. UT has always been praised for its unique and versatile weapon selection, and no one gun is best for every situation.

Aside from the obvious additions, the feel of the game has been fundamentally changed, yet in a way that's difficult to pinpoint. While UT2003 felt very loose and bouncy, UT2004 feels a bit more solid and grounded, much better fitting the mysteriously perfect groove first set in the original UT.

Visually, the game is gorgeous, and the Unreal 2.0 engine still holds up perfectly in a year where we're all salivating over Doom3. Trees, canyons, and fiery volcanoes all look very convincing, and the game

Enigma - Expecting the Inexplicable?

Written by [MsR]Cybershark

Into the Unreal Tournament 2004 world comes the inexplicable, the unexplainable, the indescribable; it's an Enigma! Originally brought up as an idea by Alpha, and then added onto by all of our members, Enigma has now grown into a fully-fledged Unreal Tournament 2004 clan that looks forward to a bright future in the competitive scene of Unreal Tournament.

Currently, Enigma is led by <|e|>Lord of the Waffles, <|e|>Maximus, <|e|>Priest, and myself. We are a competitive UT2k4 clan currently consisting of 17 members of the TMBJ-community who have possessed an interest in pursuing Unreal Tournament 2004 competitively. We still have some open spots, and if you are interested in playing with us, feel free to stop by our forums and play with us. (<http://www.clantmbj.com/ut2k4>)

With the very recent release of Unreal Tournament 2004, we have yet to engage in any actual tournaments or scrimmages, but in future issues of this column, the results of these scrimmages will be posted; also, if anyone reading this might belong to another Unreal Tournament 2004 clan, I would like to extend a challenge to you. Should you accept, please stop by our forums and let us know.

Enigma Team Members

BobThePsychostormtrooper
Heaven
Andromeda
Waffles
Xehirut
Preist
Drumstick
Ares
Cybershark
Maximus
Shadow
Ninja
Ice
doughty_gubay

provides an inane amount of scalability so that it can run on almost any system.

The sound, while nowhere close to grandeur of the graphics, is more than passable, with a techno-sci-fi soundtrack that somehow is able to be both annoying and memorable at the same time and clean, realistic weapons fire that is surprisingly soft, at least compared to the booming volume of UT2003.

The game even allows you to plug in a USB microphone and chat with other players online, making team co-ordination (as well as taunting) a breeze, as long as you have a relatively low ping.

And though multi-player gets all the attention, the game ships with a sophisticated single-player tournament that, aside from serving as a great introduction to the game's maps, incorporates some brave elements of team management.

Yet, despite Epic's towering accomplishment, the game feels a bit stale. The genre has been done to death, and while game companies are constantly bringing First-Person-Shooters closer to perfection, the modus operandi of these games hasn't changed since Quake first rolled off the presses, almost ten years ago.

Epic has more than re-proven their worth with this beast of title that will keep some gamers entertained for years; more replay-ability than any war-sim devotee can shake a stick at. You have completely renewed our faith in you, Epic. We never should have doubted you.

Rating: A
Score: 9.3



HEY YOU!

YOUR CAN NEEDS HELP!

LATRINE URINAL CAKES

HUTTESE TRADING EMPORIUM



While traveling the galaxy
you'll encounter the Dark Side...

Mon Mothma Feminine Essence

...when you need to be on the light side of the force

