

Game graphics grab

Chris Waller
Photo Editor

The most frightening thing that has come out this year was not a film or even a book. It was a video game.

Resident Evil 4 joined other games on the shelves earlier this year and is definitely one of the scariest.

The game's rich storyline, amazing graphics and one-of-a-kind playing style make it not only one of the best games of the year but also one of the most original.

The game follows the storyline of the previous installments, putting the player in the shoes of the star of Resident Evil 2, Leon S. Kennedy.

Leon is given the mission of rescuing the president's kidnapped daughter from a remote village in Europe. As he gets there, he soon realizes things are not as they seem, and completing his mission will be more difficult than he once thought.

Before long the player is face to face with an enemy unlike the mindless zombies that gamers have fought in the past.

These new enemies are just one of the many things that make this version of the game stand out from the rest.

The game is in a widescreen format, so if one doesn't have that capability, he or she will see black bars across the top and bottom of the screen.

This switch is necessary when play starts because of the game's unique presentation. The camera is set behind the character, following him fairly closely.

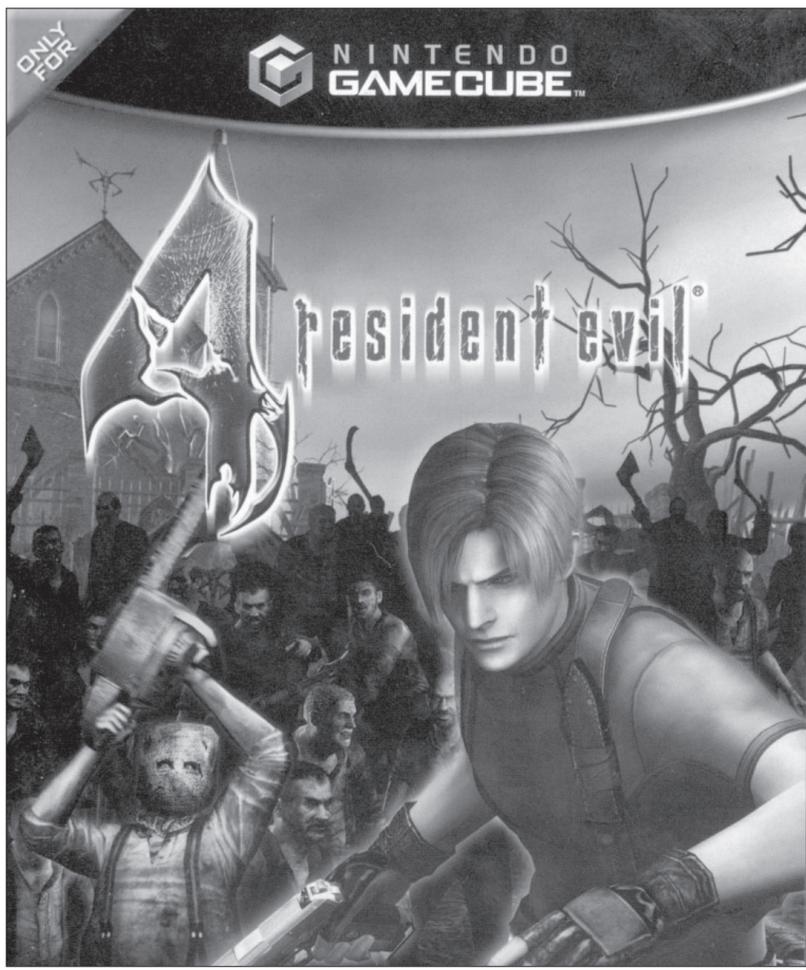
However, when the player raises his or her weapon, the camera zooms in to just over the character's shoulder, coming close to turning the game into a first-person point of view.

The two camera views work very well together, creating a game that really doesn't fit into the category of first or third person, but a combination of the two.

The best part about the game mode, however, is how well it sets the scene and the mood. The game seems to tell a story while it's played.

As the player goes along, the lighting of the stage and the music put the player in the game.

Moving through a stage, enemies don't just walk up to the player and wait to be killed: They jump out of windows, crash through doors and even sneak up from behind to keep the player on his or her toes.



Resident Evil 4 is a Nintendo GameCube game created in widescreen format with two camera angles.

Incredibly detailed maps help make the game even more realistic. Moving from a small village to a creepy lake to an ancient castle, the game never gets boring and keeps players guessing what they will run across next.

The action in the game is what carries it and makes it addictive.

Gone are the days of conserving ammo and trying to run away from enemies. Here players often are cornered and forced to shoot their way out, rather than run.

Guns can be purchased in the game, which is another welcome addition, and ammo is dropped

by enemies and can be found regularly.

Enemies react very realistically to gunfire: A shot to the knees will cause a running enemy to fall, and shots to the arms will make them drop their weapons.

As the player progresses, the game seems to progress with him or her. Enemies become smarter and gain new abilities such as the use of chainsaws.

Boss' battles have even become tougher, requiring the player to push buttons to react during cut scenes to avoid instant death.

From lake monsters to flying

creatures to giant beasts: By the end of the game, the player learns to expect anything.

Goodies await the player if he or she finishes the game, and how he or she finishes determines what he or she receives, which warrants the game being played multiple times.

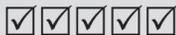
The game doesn't take a tremendous amount of time to finish, about 20 to 30 hours, but it is still long enough to be worth buying.

If people need a game to play on the weekends or something to scare them on a cold fall night, this game is for them.

Its amazing visual method of keeping the player involved makes it more intense and terrifying than any movies one might see: Any fans of horror should save up movie ticket money, do themselves a favor and pick up a copy of Resident Evil 4.

Game Review

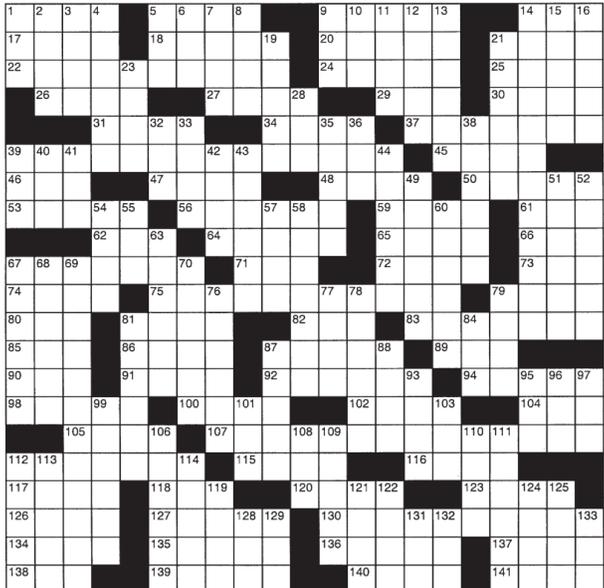
"Resident Evil 4"
System: GameCube
Rating: Mature
Company: Capcom



Super Crossword

PRESIDENTIAL TRIVIA

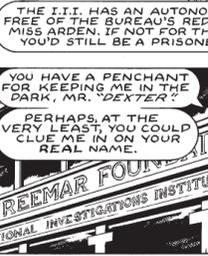
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|--|----------------------------|-------------------------------------|---------------------------------------|-----------------------|---------------------------------|
| ACROSS | 53 Black and white delight | 92 Machine tool | DOWN | 39 Lave the linoleum | 95 Spoiled ingredient |
| 1 Ruth's husband | 56 Petrarch | 94 Annual award | 1 Giant spread | 40 Santa —, CA | 96 Quiche |
| 5 Approximate | 98 Coniferous tree | 100 "Bhagavad —" | 3 Fanatic | 41 Hightailed it | 97 Poe's "Annabel —" |
| 9 Analyze a sentence | 61 Musical sensitivity | 62 Aphrodite's son | 5 Word with hat or hand | 43 Sarge, e.g. | 101 Zipper part |
| 14 Postal abbr. | 62 Invenoy | 7 Social climber | 6 Brit. fliers | 49 Elastic band | 103 Jack of "Barney Miller" |
| 17 Tennis pro | 64 Climb | 104 Mellow | 7 Social climber | 51 Adage | 106 Act like a duck |
| 20 Humpback's home | 65 Art deco designer | 107 Writer born on July 4th | 8 Creole veggie | 54 Forest beauty | 108 Kilmer or Bislogio |
| 21 Geometric figure | 66 Bug barriers | 71 Vein contents | 9 Ample abdomen | 55 Kensington quaff | 109 Persona |
| 22 President who was a male model | 72 TV's "Seattle" | 112 Apple variety | 10 "Stroker—" ('83 film) | 57 Not any member | 110 Serenade accompaniment |
| 24 Electrical inventor | 73 Actress Scala | 115 Smile | 11 Take five | 60 Pottery necked | 111 Actress Sanford |
| 25 Shortly | 74 Couple | 120 "Shane" star born in a hospital | 75 First president born in a hospital | 63 Harm | 112 The Rolling Stones' Charlie |
| 26 European capital | 77 Fractional amount | 123 Binchy's "—" | 79 Gasp | 67 Pasta shape | 113 Japanese porcelain location |
| 27 Part of Indonesia | 80 Business abbr. | 127 Sheer fear | 81 Crooner | 68 Occult | 114 Blender setting |
| 30 It's good in a pinch | 82 Adjust an ascot | 130 Singer who was a fighter pilot | 82 Adjust an ascot | 77 — de-camp | 119 Grumpy guy |
| 31 "Picnic" | 83 Super Bowl score | 131 Running | 83 Super Bowl score | 78 Start again | 121 Obligation |
| 34 "Playwright" | 84 "Mila 18" author | 132 Offense | 84 "Mila 18" author | 79 Uruguayan currency | 122 "Stage—" ('37 film) |
| 37 '68 Tom Jones hit | 85 "Biblical city" | 139 A la King? | 85 "Biblical city" | 81 Running | 125 Kuwait's continent |
| 39 President whose first language wasn't English | 86 "Aachen" | 140 Soho streetcar | 86 "Aachen" | 84 Delivery truck | 128 — live and breathe!" |
| 45 Alight | 87 "Drillers' org." | 141 "— on Me" | 87 "Drillers' org." | 88 Artist | 129 Singer Joey |
| 46 Out — limb | 90 Conveyed | | 88 Artist | 89 Artist | 131 Genetic letters |
| 47 Debut recording | | | 89 Artist | 93 High time? | 132 Room for improvement? |
| 48 Shake — (hurry) | | | 90 Conveyed | | 133 Female fowl |
| 50 Trunk | | | | | |



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Our Story So Far...

HELD CAPTIVE IN A TOP-SECRET GOVERNMENT INSTALLATION, DALE ARDEN IS FREED BY MEMBERS OF AN ELITE ORGANIZATION...



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Out on a Limb

by Gary Kopervas



Amber Waves

by Dave T. Phipps

