

Retro Review:

Final piece of Linklater's trilogy, 'Before Midnight'

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Richard Linklater's "Before Midnight" (so far as we know) represents the final installment of the story of Jesse and Celine (played by Ethan Hawke and Julie Delpy) and, happily, the film well justifies the eight-year wait since the second installment.

Eight years have passed since Jesse radically changed—in his words "f#-%ed up"—his life by divorcing his wife and having two beautiful girls by Celine. Now he lives in Paris and only gets to see his son during the summer. The movie begins, in fact, with his son leaving for the States (Chicago!) after a

vacation in Greece. This opening not only immediately brings us up to speed in regards to Jesse's character, but also establishes the seeds for the conflict that will carry us through to the dramatic conclusion.

Having commented on Hawke, Delpy and Linklater's fantastic acting and writing in my first two reviews, I shall pass over such redundant commentary with the implication that one need not even doubt it.

What's of more importance in "Before Midnight" is that, if we consider all three movies together, we can see, in the third, the consummation of Linklater's vision.

We have seen Celine and Jesse fall passionately in love; we have seen them move tragically apart; we have seen them fall back

in to love; and now—what? We see them eight years into the maturity of their relationship and we see pettiness, hidden grievances, and outright jealousy nearly tear them asunder.

Yes, in this last film of the trilogy, we witness the misunderstandings of the second film balloon into full-blown conflict, as nearly every possible source of contention—which they more or less scoffed at in the first film—rises from their hearts to lash the other: gender roles, idiosyncrasies, sex, children, work, responsibility—all these erupt into a brutal argument halfway through the film (ironically, right at the moment they are about to make love.)

What can one say in the face of this seemingly undeniable truth: that all relation-

ships of love ultimately come to incorporate some element of discord? How is it that the placid stream of "true love" can come to a rolling boil of bitter resentment? What is in the make-up of the human being—body and soul—that renders the very most intimate of our relations susceptible to the dark side of our nature?

"Before Midnight" does not give us any answers, but it does give us nearly two hours of dialogue during which to ponder these questions and marvel at the strange human mystery that is "love," in all its grandiose failings.

If you have not yet seen these films, I highly recommend you do.

Movie Review:

'Captain Phillips' a story about survival, escape

Kyle Stanevich
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Back in April 2009, Somali pirates hijacked the Maersk Alabama, a cargo boat carrying supplies for the people of Kenya, Somalia, and Uganda. Fast forward to today and this interesting story can be seen on the big screen. The film "Captain Phillips," replicating actual events, presents a well-crafted thriller, not what could have been a boring documentary.

Captain Richard Phillips, played by veteran actor Tom Hanks, is a no-nonsense man, sternly leading his crew through

preventative drills, fully aware of the piracy threat. He pays close attention to detail making sure his crew is not slacking off. Despite outrunning the pirates' first attempts at boarding his vessel, Phillips knows that his ship's safety is not assured. Disbursed in this drama, the film cuts to scenes of the pirates' lives, explaining how they could be driven to such drastic measures. When the pirates' bosses charge the main pirate Muse, played by Barkhad Abdi, to capture a ship, it turns out to be the Alabama. Upon boarding the ship after the first failed attempt, the pirates hold the captain and his first mate hostage, while the rest of the crew sabotages with the ship's functions from there hiding spot in the engine room. After some tense encoun-

ters, the now injured band of pirates evacuates the ship with Phillips as hostage.

The pirates and Phillips live for three days in a small life boat. Upon hearing of the situation, the U.S. Navy sends three boats out to intervene.

Muse has a lot on his plate now. He has to keep his band of pirates at rest, control Phillips, and negotiate with the Navy, still aware of the punishment his bosses will dole out should he not return with the riches held on the Maersk. Negotiations with the Navy deteriorate, leaving no good way out for Muse or his crew. Phillips is finally rescued but not without the intervention of Navy SEALs.

For the most part this movie fol-

lows the actual events. Hanks does a great job as the savvy captain, starting the movie with a thick Boston accent that diminishes somewhat as the film unfolds. Actually born in Somalia and not a big time actor, Abdi is phenomenal. Although the pirates are clearly the bad guys, he does a great job appealing to the audience, and we feel sad for him and his crew at the end.

That said, I would argue that this is really a story about a few good persons forced into an inescapable situation.

If you are looking for an escape from studying or final projects, I would recommend going to see this movie. While this not Hanks' best film ever, the cinematography is great and overall enjoyable.

Video Game Reviews:

'Battlefield' vs. 'CoD: Ghosts'

Austin Gonzalez
STAFF WRITER

"Battlefield" and "Call of Duty" ("CoD") are the leading modern military shooters (MMS) available for sale today. They clash every season to present the best in first person shooter action. They are different games in their own right and cater to different experiences players want to see.

"Battlefield" is known for its expansive maps and large player interaction. Platoons of 64 soldiers face off in largely objective based gameplay with destructible environments and the need for adaptability. Tanks and warplanes are available to players; adding to the carnage and to provide support for troops on the ground. Its first incarnation was "Battlefield 1942" and has since spanned nearly every time period. "Battlefield" has always centered on team work and the intelligent use of in game assets.

"Call of Duty" debuted shortly afterwards, in 2003. Featuring smaller maps and faster paced action, "CoD" caters to those with quick reaction speed and finesse.

With the latest release of "Battlefield 4," not much has changed for the series. The graphics are as gorgeous as ever and the action is just what you should expect. Featuring a wide range of weapons from modern combat, there is something for everyone's play style. The environments create a great feeling of agency for the player. While the track is ultimately linear, the reason you choose to approach a given engagement means everything. There is always more than one way to take care of business.

The PS4 community experienced many graphics issues on day one, but this may have been due to the added strain of running the game natively at 1600x900 resolution (approximately 50% more pixels than the Xbox One which is upscale from 720p.) "Battlefield" has always been known to strain hardware and with more updates this problem shouldn't

hamper gameplay for long. "Battlefield" offers a great experience as it always has and continues to push the limits of available hardware.

"Call of Duty: Ghosts" isn't doing as well as its predecessors. Well known for its dedicated fan base, "CoD" isn't going anywhere, but "Ghosts" is generally considered one of the worst "CoD" games to date.

Graphics are lacking, seen especially in shadows and shading. The single player campaign is a tacked on sham, with the emotional struggle of a canine companion being an unnecessary addition. However, few players buy "CoD" for the single player; multiplayer action is the gem of "Call of Duty."

Multiplayer is more or less unchanged for the franchise. Activision has carried over its three kill streaks packages and its fantastically customizable player classes. With the beginning releases some maps may feel awkwardly large for "CoD"; this is due to maps being designed for 9v9 matches instead of the usual 6v6. Unfortunately on the older consoles the larger team battles are simply too taxing.

PC releases won't be affected nor will the next-gen consoles. It is interesting to see "CoD" move towards larger maps and engagements. One map is a huge castle complex, including a gate town and field approaching the main gate. Knifing is a strategy centered on rushing your opponent with speed and quick reflex movements. This has always been a main stay of "CoD" but with larger areas and longer lines of sight this may die out to the chagrin of those who enjoy the twitch reaction style.

Lackluster sales have been seen for both franchises, as they released a bit ahead of the next generation consoles. Furthermore, gamers are waiting to pick up a copy for the new systems (neither of which are backwards compatible.)

Furthermore with the recent (and phenomenal) release of Rockstar's "Grand Theft Auto V," many of the over 15,000,000 gamers who are enjoying the game's near infinite content, aren't itching to drop another \$60.

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No Shave November Men's Health Facts:

- Men generally have lower levels of awareness of mental illnesses than women
- Over 6 million men (7% of the population) are diagnosed with depression each year
- Depression affects more than 19 million Americans every year, regardless of age, race, or gender

Source: <http://us.movenember.com/mens-health/mental-health>
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