

#### REVIEW



Courtesy photos (Above) Bill and Ted (Alex Winter and Keanu Reeves) prepare to face the Grim Reaper. (Right) Death, played by William Sadler, gets challenged to a most heinous game of Battleship.



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#### Duck Bucks

### Bill, Ted: Most excellent movie



A most triumphant cinematic experience awaits you at your local multiplex. Those dippy and somehow lovable nitwits

are back in *Bill and Ted's Bogus Journey*. In this adventure, they travel through more than time. The destinations include heaven, hell and all points in between. The guest stars include the Grim Reaper, God and Satan.

Other than being slightly mistitled, (it might have better been called *Bill and Ted Take One Too Many Drugs*) this sequel serves up all the same ingredients that made the first one such a hit with audiences who were tired of having to engage brain synapses when watching a movie. ers threw in everything weird and wacky that they could think of. And then probably went to some young nieces and nephews for more suggestions.

This goofy stream of consciousness somehow works all right for the two well-intentioned but aimless best buddies. There's nothing that surprises them or that they can't handle. Not because they're great crisis managers but because they are used to everything being over their heads. Degrees of absurdity are lost to them.

As in *Bill and Ted's Excellent Adventure*, the *Wyld Stallyns*, a.k.a Bill (Alex Winter) and Ted (Keanu Reeves) are heroes of the world, and an evil inventor will have none of it. He's one of those evil inventors who wants world control. You know the type.

To achieve his most heinous goals, he sends back robotic versions of the duo to ruin their lives. They do so, in grand fashion. Soon, through a series of outlandish exploits, they find themselves face to face with death — literally.

ing out the window in favor of rowdy, silly, and yes, even spiritual scenes. Spirituality Bill and Ted style. This isn't likely to convert any hard-core believers of anything else, but maybe some fringe groups will be convinced.

Bill and Ted are angered by the fact that they have been deemed unworthy of inhabiting earth any longer and after temporarily escaping death, in a manner most dead people would have the presence of mind to do, they challenge the Grim Reaper to the game of their choice to regain their lives. The game — Battleship.

To further rub the joke into the ground, more challenges are made. But in this movie, any audience member who has laughed so far will hardly care about anything like a joke becoming old.

The two Bill and Ted movies are not so much film experiences but a state mind. A distorted and fitfully funny state of

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No, they don't take drugs, but the film is so far out on a limb that it seems as if the filmmak-

From there, the film gleefully tosses conventional movie mak-

and the second second



