

NCAA Gamebreaker '99, the Sony Playstation's latest football addition, features life-like player motion as well as flashy graphics and sound effects

By Matt Garton

Oregon Daily Emerald

Picture this: You are the Ducks' quarterback. There are 10 seconds to go in the fourth quarter, and the ball is on your opponents' two-yard line. The game has a score of 17 for Oregon and 20 for Notre Dame - it's the 1999 Rose Bowl. What do you do? Kick the field goal to tie it up? Or go for the touchdown and win? The ball is in your hands ...

... and so is the controller. Welcome to NCAA Gamebreaker '99, quite possibly the best real-time, fullaction, gut-wrenching football game for the Sony Playstation.

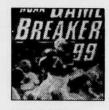
Featuring analog and vibration compatibility, all 112 NCAA Division 1A teams and a host of other features, Gamebreaker offers a lot for the football enthusiast to the casual game player. The game even features each team's fight song as well as a

current and complete roster for each team.

One of my favorite matchups is the Civil War game, Oregon vs. Oregon State. There's nothing like kicking some Beaver butt to make the days go more quickly. My only complaint is that the real Oregon State just doesn't pass the ball as much as the computer seems to think it does. They also actually catch the ball: Imagine that!

The game is also a little rough around the edges at first. Unless computerized football games are old hat to you, the controls might fumble you up at first. But once you've overcome the controller's learning curve, the game is a riot.

Did I mention that legendary football announcer Keith Jackson calls the play-by-play? From the very beginning, gamers get Jackson's complete monologue of each game's rivalry, penalties, passes, runs, tackles and touchdowns. But Gamebreaker does not have the same boring and repetitive phrases heard again and again in other computerized football games. For example, I played the same game four times consecutively, and each game's introduction where



NCAA Gamebreaker '99 WHAT: Video game FOR: Sony Playstation RATING:

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Paperboys deliver music to EMU

The Cultural Forum sponsors the Celtic quartet The Paperboys' visit today in the EMI Rallroom

traditional Celtic music with a modern spin. You might even catch lead singer/guitarist and principal songwriter Tom Landa ripping robust chords from his elec-tric guitar in the middle of a reel.

Clockwise from lower left: Shannon Saunders, Hanz Araki, Cam Salay, Tom Landa and (center) Paul Lawton make up the Celtic group The Paperboys.

By Darren E. Freeman

The Paperboys call their blend of Celtic, bluegrass, folk and pop music "stomp," and stomping is just what their audience will be doing at the EMU Ballroom tonight.

"Their music is the kind you can't listen to without tapping your feet," said Krista McKennitt, the band's publicist. "Because their music is so great, you're not just tapping your feet, you are stomping your feet."

The band coined the term "stomp" after a 1995 performance at the Whistler Country and Roots Festival. Dancers were jigging and stomping so fervently that parts of the ceiling of the room below them were falling down.

The five-piece band out of Vancouver, Canada, plays

Landa attributed the Paperboys' stylistic fusion of music to the band's hometown.

"Most people in Vancouver have moved there from somewhere else," Landa said in an interview with Dirty Linen. "So we've gathered an eclectic mix of musicians."

Besides Landa, the band includes Paul Lawton (drums, bodhran, percussion), Cam Salay (five-string banjo, bass), Shannon Saunders (accordion, fiddle, viola, bass, piano), and Hanz Araki (flute, shakuhachi, penny whistles).

The five musicians are extensively touring the United States and Canada in their 1980 Dodge van, "Rufus," who is named after the famous fiddler Rufus Duncan.

These guys are really road warriors — they're always in the van," said Richard Flohil, who works with McKennitt. "They manage to do well over 250 shows

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