



Sony fan-boys, start whining now, because the Xbox 360 just got a little less lame.

Microsoft, God Gulch how, managed to pick up Hironobu Sakaguchi, the mastermind behind the famed *Final Fantasy* role-playing game series. Sakaguchi will be creating exclusive rpgs for the Xbox 360 with his new game studio, Mistwalker.

Sadly, it's not yet known if these games will hit the states. So, I guess the Sony fan-boys don't have to start whining just yet. Instead, I will.

What about us? Microsoft is an American company, and there's no reason for them to give Japan special treatment. Sure, Nintendo and Sony do, but they're based in Japan.

This is obviously Microsoft's attempt at cashing in on the Xbox 360 overseas, something they have failed to do thus far. The lack of rpgs on both Xbox consoles is the main reason why they have sold poorly in the land of the rising sun.

I don't think Microsoft realizes that they could make their gamer audience even larger by releasing these games in the states. I'm sure American rpg gamers would be more than willing to buy an Xbox 360 if they knew Hironobu motherfrigg'n' Sakaguchi was making games for it. By the way, Mr. Gates, I'm available nights and weekends.

Anyway, the first game to come out of Mistwalker studios is *Blue Dragon*, and features characters created by Akira Toriyama (*Dragon Ball*, *Dragon Quest*). That means we can expect cartoony, cell-shaded characters with giant hair and even bigger swords.

IGN.com reported that *Blue Dragon* is about a young man named Shu, who goes off with a bunch of friends to stop a crazy, old man from destroying the world. Wow ... that's original.

Sakaguchi's second game currently in development is called *Lost Odyssey*. This game looks awesome, unlike *Blue Dragon*. The screenshots that have been released showcase the *Lost Odyssey*'s lush landscape and detailed characters. The storyline, which can be read at Mistwalker.com, revolves around a warrior named Kaim that has been sentenced to live for 1,000 years. Players will witness all the love, loss and pain that Kaim experiences as he watches generation after generation die.

Yeah, *Lost Odyssey* sounds a little emo, but this could be the rpg that Xbox 360 gamers are looking for. Let's just hope My Chemical Romance doesn't do the soundtrack.

As an Xbox 360 owner, and an avid rpg gamer, I have to say that I am very excited that these two games could be coming to the US. Sakaguchi's *Final Fantasy* games are legendary, and him lending his genius to the Xbox 360 makes me want to do the Moogle dance.

I would like to end my first *D-Pad* by saying that if Sakaguchi's games are only to be released in Japan, I hope they suck.

A happy dagger!

The Theater Department lights up the stage with an inspired performance of "Romeo and Juliet"

Katie Wilson
Sam Krause

The Clackamas Print

They stab themselves, they drink poison, and they pick fights and play with swords; they die.

This term's theater production, "Romeo and Juliet," is awash with death, bawdy Shakespearian jokes, tragedy and love, and it's wonderful.

Here's the scene: Two houses stand at either side of the stage like twin fists, looming silently over the humorous beginning, foreshadowing the bloody, tragic end.

Let's forget the few technical difficulties, the handful of weak performances, and focus on the otherwise grand show.

Most notable was Sarah Wilson's performance as

Juliet. Wilson has been with the Clackamas Theater Department since last year, but this is her first main stage show. Her performance as Juliet was well done, to say the least. She moved like one would imagine Juliet to move, and delivered her lines in a very gentle manner.

Opposite Wilson was Colton Ruscheinsky as Romeo. Ruscheinsky said he had a difficult time finding meaning in the poetry of Shakespeare, but whatever problems he had before opening night must have been resolved, because there wasn't even a hint of meaningless line delivery.

The sets designed by Chris Whitten, technical theater instructor, and constructed by his tech theater class, were nice accents to the show. They didn't draw attention away from the action on stage, and yet they provided a fine backdrop.

Artist-in-Residence Matt Morrison was animated and bordering on quirky in his performance as Friar Lawrence. His chin would tremble, his voice would

change tone, and his bare feet would slap on the stage — all in character and in the finest of detail.

Other noteworthy performances include Mark Polendy as the saucy Mercutio, Heather Ovalle as the busybody, toothless nurse, and Jennifer Whitten as Peter/Servants/Attendants/Etc. Whitten was a little sparkle in the middle of the show with insinuating glances, exasperated sighs and all-around comedic relief.

The show is not disappointing in the least. Since the first Shakespeare production in the Osterman Theatre, "Twelfth Night," the department seems to have grown as a group.

Show times are Nov. 16 through 18 at 7 p.m., and Nov. 19 at 2:30 p.m. Tickets cost \$10 for adults and \$8 with a student I.D.



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