

# Take a trip to Oklahoma!

Rodgers and Hammerstein invade campus theater in spring production.

## Katie Wilson

Co-Editor-in-Chief

Just shoot him. Go on. Do it. Shoot him and take his girl, his horse, his boots, his hat and his maiden aunt Matilda. Then, sing and dance, because that's what happens in flat places with long names like "Oklahoma," evidently: everything settled neatly at gunpoint and with plenty of musical interludes, in case events start leaning a little too darkly.

No matter how one may feel about the movie/Broadway/high school/middle school/etc. version of Rodgers and Hammerstein's *Oklahoma!* do not miss Clackamas' own production of the musical.

It's the story of Laurey, played by Emily Jackson, and the two men (both idiots in their own right) who want her.

Nick Jones takes on the role of Curly, the decent, bow-legged fellow who loves Laurey, despite likening her to a mule in the first scene. Michael Mitchell is Jud Fry,

a squinty, evil, lecherous creeper who desires Laurey for his own vile — rather unholy — purposes.

The rest of the cast is made up of a mix of drama and music students and community members. Choir Director Lonnie Cline and Music Instructor Gary Nelson work as musical directors for the play.

"It's wonderful how collaborative this production is," said Director David Smith-English. "[There are] a number of people from the Music Department, the Theatre Department and some really good people from the community."

"I think we'll have an approach to the play that people haven't always seen in the past," he added.

Part of this approach involves how scene changes are handled. The curtain will never drop.

"Everybody's involved in those scene changes," said Smith-English. "There are units on the set that represent three very special changes. We're sort of sketching the place."

Also "there are some wonderful technical things that take place: windmills, a water pump that really

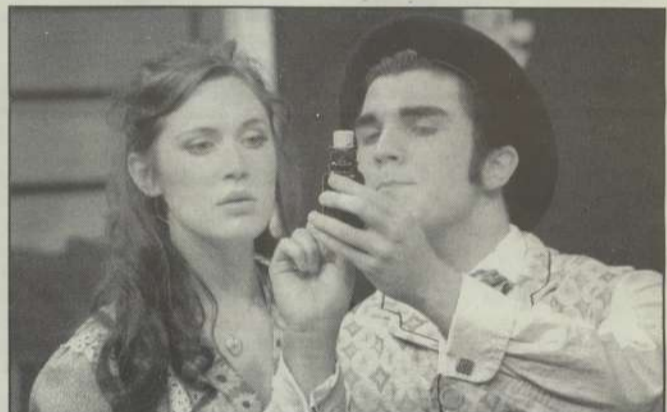
works ..."

There are challenges to every production, according to Smith-English, and *Oklahoma!* is not unique in this respect. One challenge for the cast has been to push the bounds on the script.

"One of the things that I was

All photos by Katie Wilson Clackamas Print very interested in is that the characters be fully-rounded," said Smith-English. "Laurey isn't just this sweet, little cupcake ... there are reasons why she's motivated to do what she does."

And what exactly does she do? Go see and find out.



TOP: Dante Pollard II as Slim looking smug. ABOVE: Emily Jackson as Laurey and James Sharinghousen as Ali Hakim practicing a scene from *Oklahoma!*

## The 'Dark Lord' rises to the challenge as a sequel

### Darth Stark

A&E Editor

So what does it take to turn a whiny, emo kid into the ass-kicking Dark Lord of the Sith we all know and love?

One book, if it's written right — and *Dark Lord: The Rise of Darth Vader* is that book.

Written by James Luceno (*The Unifying Force*, *Labyrinth of Evil*), *Dark Lord* is set immediately after the events of *Star Wars Episode III: Revenge of the Sith*. The book covers two plotlines. One is about Jedi master Roan Shryne and padawan Olee Starstone, who are attempting to escape the execution of Order 66. The second story, and the one the book takes its title from, is about Darth Vader coming to terms with who he now is and sloughing off the remains of Anakin

Skywalker.

*Dark Lord* goes on to explore several other subjects, from Emperor Palpatine's attempts to get Darth Vader out of his proverbial funk in his own twisted ways, to the galaxy's belief that Anakin Skywalker died in the attack on the Jedi Temple. Other subjects include the Emperor's certainty that the remaining Jedi are of no consequence and Vader's push to eliminate them.

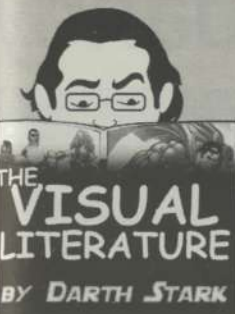
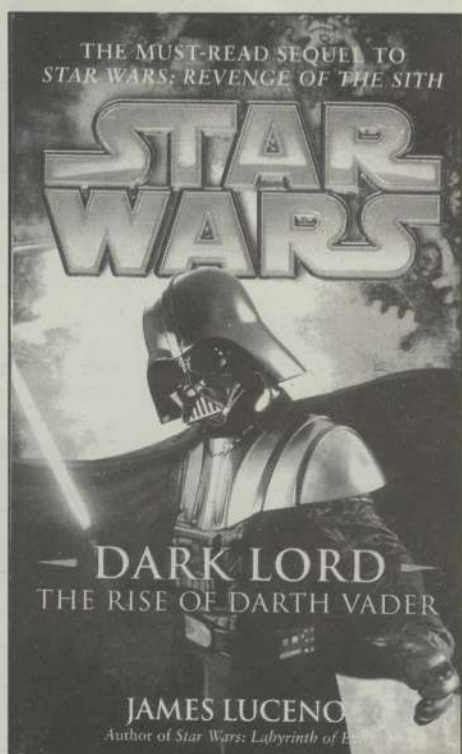
One of the true gems of the book is Vader's discomfort with his new prosthetics and armor. Luceno discussed with Ryan Kaufman, who wore the Darth Vader attire for several games when he worked for LucasArts, what it was like to wear the outfit. Kaufman's experiences lead the descriptions of why Vader moves as he does to be quite impressive.

One odd bit is the fact that, in his internal mono-

logues, Vader states that he didn't believe Palpatine's conspiracy theory that the Jedi were planning to overthrow the Republic, which contrasts his words to Padme and Obi-Wan in *Revenge of the Sith*. So perhaps he was simply lying to himself in order to hide from the consequences of his actions. He killed the Jedi because he resented their supposed failure to recognize his power, regardless of the fact that they would have been forced to hunt him down upon learning he had turned to the Dark Side.

While perhaps not as epic as his earlier novel, *The Unifying Force*, *Dark Lord* confirms Luceno's mastery of the craft and is easily among his best works.

On the whole, *Dark Lord* is a wonderful novel that gives an amazing look into the inner thoughts and motivations of one of history's most beloved villains.



Play or play not, there is no pause

"You will not leave these halls as you entered them."

It sounds like the slogan or catchphrase of pretty much any learning institution, right?

Well, yes — but it also happens to be the tagline for *Star Wars Jedi Knight: Jedi Academy*, the latest game in the Jedi Knight series of video games.

In *Jedi Academy*, you take control of Jaden Korr, a newcomer to Luke Skywalker's legendary Jedi Academy. At the academy, you are assigned to Jedi Master Kyle Katarn, hero of previous *Star Wars* video games *Dark Forces*, *Jedi Knight* and *Jedi Outcast*.

About half the game involves going on missions that usually involve finding and/or rescuing various people from various situations. The other half of the game entails Korr finding the Disciples of Ragnos, a dark-side cult that's trying to siphon force energy to resurrect a long-dead Dark Lord of the Sith.

The gameplay switches between first-person perspective and third: first, when you're using any of the multitude of guns and, third, when you need that extra little bit of melee mayhem and go use your lightsaber.

Korr starts the game with a single lightsaber. Its hilt style and color can be customized, but as the game progresses, can be exchanged for either a double-bladed lightsaber, similar to Darth Maul's, or two lightsabers.

As one might expect from a game with the word "Jedi" in the title, there are a number of Force Powers that can be used, everything from Force Speed to the deadly and visually pretty Force Lightning.

The gameplay isn't anything new; in fact, it's almost exactly the same as the Jedi Academy's predecessor, *Jedi Knight II: Jedi Outcast*. However, it is still enjoyable. The lightsaber combat against the Disciples of Ragnos is fast-paced and leaves little room for error.

*Jedi Outcast* gives what one should expect from a *Star Wars* game: lots of action, cool villains, big guns and plenty of dark Jedi on which to test your lightsaber skills. If you're a fan of the series, this is one game you should play.

And remember, this Friday is Universal Day of the Jedi celebrating the 10th anniversary of *Star Wars*.