

# How to become a cannibal

## Hannibal Rising shows the background of Hannibal before he was a killer

By Jessica Chernich  
Staff Reporter

In this prequel to the infamous *Red Dragons* and *Silence of the Lambs*, Gaspard Ulliel takes on the role of the young man Hannibal Lector.

The point of this movie was to display why Hannibal came to his cannibalistic ways. The movie took place during World War II in Eastern Europe. As soldiers in the war begin killing several civilians young Hannibal, his younger sister Misha (Michelle), and his family are forced to leave their castle and seek refuge in a small home only miles away.

Not even surviving one night in their shelter, soldiers come through and demanded the whole family besides the young children to step outside. Hannibal ends up watching his parents and family, violently get killed and is left in that home to fend for himself and watch over his younger sister.

More soldiers eventually make their way to the house

only this time they are using it as a shelter. At first they remain harmless to Hannibal and his sister, but then the desperation for survival sets in. Misha is killed so the soldiers wouldn't die of starvation. Years later Hannibal ends up in a soviet



Photo courtesy of movies.maintoday.com

orphanage and cannot shake the nightmares he has on a nightly basis about his sister. He escapes and sets out to find an uncle somewhere in Paris, and begins to become more violent and aggressive each day.

I felt that this movie was very

good. After first seeing it I was unsure if I had liked it or not because it was so lengthy, but as I began to write this review I realized what a great flick it actually was. It was not too gruesome, yet there was still a reasonable amount of gore.

During most of the movie as a viewer you felt sorrow for Hannibal and the life he has led. It leads one to question if they would seek revenge, perhaps not in the same ways as Hannibal, but in extreme measures as he does.

Overall the movie was awesome. It's not really scary, because, after all it is the prequel to why he becomes so crazy. The only negative factor about it is that it is definitely on the longer side. If you go to see this movie I would suggest going when you're feeling patient.



out of 5

## Video Game Review

### Need for Speed races onto shelves

By Thomas Reed  
Staff Reporter

**N**eed for Speed Carbon has taken the racing games to the next generation. Now available for the Xbox 360, Xbox, PS3, PS2, PC, Gamecube, and the Wii, *Need for Speed: Carbon* is all about the intense, dangerous, adrenaline-filled racing that is *Need for Speed*.

You play as a street racer who after barely escaping the cops, returns to the city to race again. This time however, the city has turned into a battleground with different racing crews racing for every block of territory to claim for their own.

There are three classes of cars to pick from to start the game. There is the muscle car, a Chevrolet Camaro SS, an exotic car, an Alfa Brera, and a tuner car, a Mazda RX-8.

Players also have the opportunity to race with a wingman that plays as

a blocker, drifter, or scout. Blockers are like cruise missiles, blocking opponents and taking them out of the race. Drifters let you draft them to gain speed and slingshot past them. Scouts know everything about the course, and find every short-cut through it for you. However, like naus, your wingman only lasts for a certain amount of time once you activate them.

*Need for Speed: Carbon* allows you to tailor anything and everything on your car. Upgrade the performance of your vehicle with better engines, transmissions, suspension, nitrous, tires, brakes, and turbo. Autosculpt mode allows you to fabricate your own parts. You can also adjust body kits, wheels, hoods, spoilers, roof scoops, spray on custom paint, add customizable vinyl, decals, and install parts to create your own muscle, exotic, or tuner identity.

Start your career on *Need for*

*Speed: Carbon* and leave it all on the street. Challenge other street racers to circuit, and sprint races. There are also the individual timed checkpoint races and the drift races. If you're able to defeat each of the races in one territory then you challenge one of the three bosses, each representing their own class of cars. Race the boss in the city and again on the canyon course and if you win, you claim their territory for your own.

Once I started playing this racing game, I was hooked, and couldn't put my controller down. The races, car customizing, and boss battles were all brilliant. I was simply blown away. Even the cop chases are fun because unlike all other racing games, they have upgraded vehicles that can race with you down the streets, in the alleys, and on the highways easily over a hundred miles an hour. Watch out for their spike strips and road blocks though!

*Need for Speed: Carbon* is well worth the price of the game since there are so many races to beat and territories to claim, this video game takes awhile to beat. This is a must-have for any serious racing gamer, it has to be the best racing game I've ever played.



out of 5



Photo courtesy of foren.gaming-society.de

## Book Review

### Troubled teen's story fails to impress

By Adam DeRose  
Editor

I never put down a book before reading it cover to cover—with the royal exception of those novels assigned to me by teachers, but I do have to say, Brian James' *Pure Sunshine* brought me very close to quitting.

The novel did not disappoint me incredibly; there were some interesting points James had to say. But honestly only consider reading it if you have a serious interest in the finer details of junkie-ship.

The novel follows a young high school student, Brendon, who has that serious interest in the finer details of junkie-ship in the Philadelphia drug scene. The plot spans over only a couple of days, two major acid trips – one very good and one very bad. I have no expertise in the field of LSD, so, there is no validity in a critique on Brandon's experiences high.

I can however, critique the poor writing style James exudes and his unrealistic use of vernacular and contractions to show the slang teenagers use in Philly. The vernacular really only took away from the valid points James was trying to make.

With the exception of poor writing, I could almost take the book. I found the acid trips interesting and James' view on life to be very epiphytic. As an author, he definitely has an interesting view on society and definitely has something to say, I just wish he would have said it better.

It was hard to finish the book. The climax really got me thinking a very bloody and descript suicide was on its way, but James let me down again with a terrible finale which appeared to me as a resolution far different from the theme of the novel.

In all honesty, past the writing style and let down ending, James had some good ideas to convey. The style mimicked that of a Chuck Palahniuk graphic novel. Its dark outlook on the human race and insight to the less prestigious group of individuals living life really opened my eyes. I am a fan to that kind of writing.

I cannot say it was the worst book I ever laid my eyes on, but it tested my patience as a reader. The message is interesting I just regret the style and language used.



out of 5

## Tim McGraw shows talent in Flicka

By Jaime LaFontaine  
Staff Reporter

Tim McGraw has been showing his talent for years as a country music star. He has ventured out of his comfort zone before, if anyone remembers his brief career as a co-conspirator with Nelly the rap artist, but never in such a compelling way. *Flicka*, McGraw's new movie, will capture young hearts everywhere.

The plot line involves a teenage girl, a ranch, and a horse. At first it doesn't sound like anything special, but the story develops into a chick-flick that is sure to produce a few tears and a few laughs. This story is one that many will relate to their own coming-of-age experiences.

McGraw plays the role of the stubborn ranch owner raising a family out of Wyoming. His two children are both college aged and are struggling to figure out their future plans. Katy McLaughlin (Alison Lohman), who plays McGraw's daughter, is feisty and in love with nature. She brings a mustang, or a wild and untrained horse, onto the ranch without her father's approval. The two begin to butt heads from that point on. Katy believes the horse is hers since she found it, but he threatens to sell it.

The basic plot line revolves around this horse, named Flicka, told to mean "innocent girl" in Swedish. Katy goes to high ends to protect and to be near Flicka. The somewhat cliché story line is even complete with a cross dressing scene where Katy dresses up as her brother to enter a county fair event.

The ending is unforgettable and heart warming. This 95 minute movie is sure to leave any girl feeling inspired. Boys beware, while this is an excellent movie for any viewer, it may be enjoyed more by females.



out of 5