

Sim-style game allows fans to create own park

By Brian Kibble
Staff Writer

Jurassic Park hit the box office 10 years ago. Now fans of the series can create their very own Jurassic Park on their video game consoles and PCs with the new game *Jurassic Park: Operation Genesis*.

The idea is simple. The player is the manager of his or her own park. They get to create the island, build various buildings and rides, hire staff, and of course, create more than two-dozen dinosaur species to populate the park.

However, this is easier said than done. The player must send out teams of paleontologists to dig for dinosaur bones and amber to extract the dinosaur DNA. Once the teams have extracted 50 percent or more DNA for one species, the player can create that particular dinosaur. The more DNA percentage they have, the longer the dinosaur will live.

In addition to creating the dinosaurs, players get to feed them, treat them when they get sick, let them play with other dinosaurs, or let them be hunted by other dinosaurs, all for the entertainment of the tourists. But beware, for natural disasters strike the island, including tornados, which rip apart anything in their path. If, or when, the dinosaurs get loose, the player can man a helicopter and tranquilize the



Jurassic Park: Operation Genesis for the Sony PlayStation 2, Microsoft X-Box and PC platforms takes a new spin on games like SimCity and Roller Coaster Tycoon by allowing players to create their own jurassic theme park. By taking characters and dinosaurs straight from the popular Universal Studios movie trilogy, Genesis allows fans of the series nearly unlimited freedoms to make their dinosaur dreams a reality.

rampaging dinosaur, then move them back to their enclosures or "retire" them for good

Fans of the *Jurassic Park* movies will easily recognize the staff working for them as they play the game. Characters from the films are working for the player, including Dr. Alan Grant as the man in charge of finding fossils for DNA extraction. The only draw back to these employees is that the actors who portrayed these characters in the films did not do the voices for the game.

In addition to building their own park, gamers can go through tutorial mini games that teach them how to man-

age the park in the various areas of Jurassic Park management. The game also includes multiple mission levels, where the player can take photographs of dinosaurs for points, take down destructive carnivores, or herd herbivores into their enclosures. Although short and relatively simple ideas, these challenging mission levels add to the enjoyment of the overall game.

Another bonus feature for a simulated park game is the ability to roam one's own park without tourists around.

The controls for the game, in all modes of play, are simple enough and easy to learn once the player has started the

game. When creating a park, one button brings up a menu from which all the actions are chosen. The only drawback is the camera's zooming capabilities. The camera works fine but there are times where it does not zoom in or out far enough to fully enjoy what the player is trying to see.

The graphics of the game are a visual gem. Completely showing off the PlayStation 2's visual capabilities, there is movement in water, grass, and trees, and changes in weather can be easily seen. The dinosaurs look great, although rather small, since they are seen from above most of the time.

When seen up close, players can count the tyrannosaurus' teeth among other features that are easily seen on the dinosaurs.

The sound for the game is mostly taken straight from the movies. From the tyrannosaurus' roar to raptors calling to each other, all sound just as good as they did in the movies. The themes from the movies, by composer John Williams with some music from the third installment that Williams did not compose, can be heard throughout the game, especially the main theme to the trilogy. Everything from the music to the staff members asking you questions on what to do to the various sound effects can be easily heard. All the new material, such as additional music and various sound effects that were not in the films, are pleasing to hear and blend into the game.

Although it has a similar feel to other "sim" games, despite mission levels and a tour of the players own park, *Operation Genesis* gives fans of the *Jurassic Park* movies a chance to do something they have been waiting 10 years for. While other gamers should check this one out, *Jurassic Park: Operation Genesis* will not disappoint fans of the trilogy and newcomers alike.

Lifhouse and Reel Big Fish set to play at Spring Concert

By Vincent Civitillo
Features Editor

After such high-profile performances by Three Doors Down and Ludacris in recent years paved expectations for this year's annual Spring Concert, the Student Entertainment Council had no choice but to up the ante with not one, but two mainstream favorites for the Rider community to enjoy.

Set to follow up a performance in Asbury Park from the previous night, California-based band Lifhouse, known for such hits as "Hanging By A Moment" and "Everything," will headline the event with Reel Big Fish on the card opening the show on Thursday, April 24, at 7 p.m.

"We always try to top ourselves," said SEC President Joe Abel. "Last year we only had one act, but this year we're hoping that by having two, we can put on a show with bands that complement each other."

Lifhouse members Jason Wade (vocals, guitar), Sergio Andrade (bass), Rick Woolstenhulme (drums) and Sean Woolstenhulme (guitar) recorded their follow-up to the band's debut album, *No Name Face*, in late 2002 with their second effort, *Stanley Climbfall*. According to Wade, the album satisfied the band's self-imposed pressure to follow-up their own success because they truly felt it was the best they could do.

"I'm happy because I think this record really reflects where we are right now. We didn't need to duplicate what made the first record special because this one is just as special in its own right," Wade said in an interview with the band's official website. "We didn't want to give people the same thing; we took a chance and tried to make what we do better."

Although Lifhouse is known for its lighter sounds, those looking for a little punk will want to come early



Photo courtesy of Mix 100



Photo by Jeff Bender

Lifhouse (left) and Reel Big Fish (right) will be sharing the big stage of the Alumni Gymnasium Thursday, April 24 at 7 p.m. The bands are known for a soft-rock and pop-ska style, respectively, and should complement each other's sounds well to make for a bigger variety performance than last year's all-rap concert.

for the opening act, ska-band Reel Big Fish (made up of members Aaron Barrett, Carlos De La Garza, Tyler Jones, Scott Klopfenstein, Dan Regan and Matt Wong). The band has released four albums to date and is currently touring their latest one, *Cheer Up!*, released in 2002.

The album has stronger pop/rock sounds to it than the band's previous works because of the collaboration between members, Jones said in an interview with *Punk-It.net*.

"Aaron would have a central theme, and everyone would come together and jam with it," he said. "It was a lot slower than everyone expected it to be, but, everyone is really happy with the way the record sounds.

We're happy with the songs; we think they sound a little bit, *a little bit*, more grown up."

Abel said that the very distinctive sounds of the two bands contributed greatly to their decision, which was based on a genre survey that went out to the campus community.

"Once we knew the type of music we needed to look for, the rest was really just a matter of seeing who's on tour at the time, and from there, we put together a wish list," he said. "Like people saw with last year's concert, either you liked the act or you didn't, so it's hard to satisfy everyone, but we definitely try to satisfy the majority."