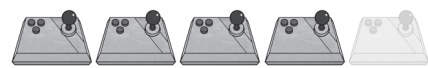


Hey, listen! It's time to save the princess!

Don't skip out on 'The Legend of Zelda: Skyward Sword'

By Allie Davison, Staff Writer



I'm about 10 hours into the latest game of the *Zelda* series, *Skyward Sword*, and so far I'm pretty impressed. You begin the game in ancient Hyrule times, where Zelda and Link are childhood friends, living in a peaceful village above the clouds. However, evil soon hits, and Zelda is thrown from her loyal Loftwing (that's right, the sky people have pet birds), plunging beneath the clouds to the unexplored world below. Link then, coincidentally, discovers he is the hero of time, chosen by the Goddess to save the world. And before long, you're clad in classic green once more and off to save the princess.

Skyward Sword is probably one of the best games on the Wii to date.



The storyline is compelling, and the MotionPlus fighting system has been perfected. Although it is tempting to just flail about dramatically when attacking your enemy, in hopes that one particularly well-placed flail will take out your foe, most of the bad guys you'll be fighting seem to be programmed against that: they are able to block most of the uncoordinated attacks. It may take

some time to perfect the fighting style, but once you've got that slash and thrust down, no one can stand in Link's way.

Although, your fairy companion from *Ocarina of Time* (1998), Navi, is absent in *Skyward Sword*, you are not destined to travel the world alone. Even better, your new friend, a messenger from the Goddess, doesn't tell you "Hey, listen!" in that annoying high-

pitched voice every time it wants your attention anymore. Huzzah!

As with any game, there are a few minor pitfalls with *Skyward Sword*. My main issue is with the difficult to control camera: when you're fighting off a hoard of angry trolls, the last thing you need is the camera locking onto something behind you. Not cool.

Overall, I love this game. The animation is a perfect mix between *The Wind Waker* (2003) and *Twilight Princess* (2006), the fighting is fun, and the story is interesting. My only regret is the timing of the game's release: with finals right around the corner, there's not nearly enough time to play this awesome game. At least I can put on my *The Legend of Zelda Special Orchestra CD* (included with the game!) and rock out while I study.

Fine 'toons

A complete run down of the year's newest cartoons

By Angela Espinoza, Arts Editor

With the semester's end now upon us, it's our duty as responsible students to buckle down, study hard, and get those final assignments in! Of course, as a child at heart, yours truly has used the past week to perform a different type of research: I spent countless hours sitting, eating sugary cereal, and, most importantly, watching cartoons. I'll always love cartoons, but sometimes life gets in the way of all the series premieres and season finales, so I went on a mission to see which new shows were the cream of the crop and crap before the year's end.

What I found particularly interesting is that about half the shows were either reboots (e.g. *Thundercats*) or 'adaptations' (e.g. *Young Justice*). But before we go into all that, I should probably go through the originals series'.

First up is *Secret Mountain Fort Awesome* (Cartoon Network (CN)), which is about five monsters who somehow find themselves on Earth, and, well, shenanigans ensue. Using colourful and surreal animation, *SMFA* might've felt less dated had it been on MTV in the '90s. It's silly and grotesque, but I can see it lasting a handful of seasons, despite an otherwise lacking of plot. Then we have *The Problem Solverz* (CN), about two brothers named Roba (Ben Jones) and Horace (Kyle Kaplan), and the problems they solve with their giant turd-bread (that's what I'm calling it),

Alfe (also Ben Jones); it's not very good. To accurately replicate the show's look and feel, imagine some poor child getting into his dad's stash, overdosing, and vomiting rainbows all over said dad's Super Nintendo—in short, it's looking as if this show is already cancelled.

Luckily, not all the original shows were so lame. *Bob's Burgers*, the latest Fox animated series, is about Bob Belcher (H. Jon Benjamin) and his family running a burger joint. Initially I wasn't a fan (to put it bluntly, I hated the

is definitely the only show that legitimately felt like a Saturday morning cartoon; it's fast paced, the characters aren't all that interesting, and it's basically here to sell toys, but at least the action scenes are cool.

Young Justice (CN) is also about an action-packed team of teenagers, except these aren't just any kids; these are the sidekicks of the Justice League. Robin (Jesse McCartney, of all people), Aqualad (Khary Payton), and Kid Flash (Jason Spisak) have informed their

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first episode), but by mid-season it pretty much won me over; it's really the best show in Fox's current animated lineup. Then there's *The Amazing World of Gumball* (CN), a UK/US co-production about a little blue cat named Gumball. Although the intro is really the most "amazing" aspect of the show, it's quite funny and cute. It's also unique in that it incorporates many different styles of animation in each episode, as certain characters are animated traditionally, some are CGI, some are stop-motion, etc.

Now we come to the reboots, all of which have caused some level of stirring on the interwebs. The weakest of these shows is *Voltron Force* (Nicktoons), a sequel-of-sorts to the '80s anime *Voltron*. This

super-ior that "it's time," and that they're ready to form their own super group. The show takes its sweet time in moving the story along, but the general feeling it presents is that it's going to last awhile anyway. The same goes for the reboot of *Thundercats* (CN); although I'm well aware of it, I've never seen the original series. That said, I absolutely love the 2011 *Thundercats*. Produced in part by Ethan Spaulding of *Avatar: The Last Airbender* (which is felt throughout, aided by the show's anime-style) and Michael Jelenic, Jelenic has stated that he wants the new series to "[feel] more like a movie," and it does. This show is darker, presenting itself as an epic, and although Lion-O (Will Friedle) no



longer has his booming voice, he's quite the powerful force. I should also note that Snarf doesn't speak anymore; he is instead the group's adorable pet—a much better fit for a serious take on the show.

Finally, the most controversial reboot: *The Looney Tunes Show* (CN). *The Looney Tunes Show* takes Bugs, Daffy, and the rest of their gang and moves them to a suburb in the city, switching their classic violent slapstick routines for a more sitcom style of humour. Understandably, many people detest the show for updating it this way; I, on the other hand, appreciate the show's excellent writing and animation (although for some reason, the characters look awful in stills). To keep things short: I love the show, the "Merrie Melodies" music videos are hit for the most part, but I've yet to give the CGI Roadrunner shorts a chance.

The only show I wanted to check out but couldn't was *Dan Vs.* (Hub), about a short, angry man who has a beef with everything around him. I've heard good things about it, and the clips I did manage to find are pretty funny, so if you can find it around, give it a shot.