

# Be Your Own Pet releases single to whet fans' appetites

by David Ulloa  
Staff Writer

Awaiting the release of their sophomore album "Get Awkward" next Tuesday, the young lads and lady of Be Your Own Pet have released an interesting appetizer of a single.

"Kelly's Affair" is a song that can bend in favor for the band or against them. As soon the master level of the track is exposed, you realize that they were thrown some money for production and better gear. Did they stick to their grainy-garage sound approach on the new album? I would probably have to guess...of course not. Knowing that the band hails



from Nashville, TN, the same city that Grammy nominated and super-bubble punksters Paramore are from; the competition is somewhat unfair. The song lends its hands to lead guitarist Jonas Stein's penchant for diatonic

scales. This trend to up and down a scale is getting kind of tired, especially when it was Stein's chief intention for their first record. The new drummer, John Eatherly, is decent, which is a pretty good thing given the bands minimalist system to squeezing out a neck rocker. The only thing wrong with that is that old drummer, Jake Orrall, was far more experimental and brought the house down with explosive jazz fills, which is maybe why he departed from BYOP in the first place; you can't keep a beast caged all its life I guess. Lead singer, Jemina Pearl Abegg, has the least bit of change as a musician. She hasn't changed

for the worst or better, but her vocals on this one permit me to think she's dedicated herself to honey and tea before shows. Either that or they've gotten their hands on some good condenser mic's.

To wrap up, if you're a die-hard fan of this band you'll probably have melon collie feelings about "Get Awkward," but I wouldn't be so quick to give up on the young bloods. Think of them as a new pair of shoes that need to be broken in for ultimate approval. If you're a newcomer, buy or download their first LP, then be the judge of their next one.

# Wii's *Brawl* is simply smashing

by Zack Harding  
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Nintendo continues its 30 year career in video games with a smart new action plan: turn videogames from a "nerd" hobby into a fun-for-all group based activity.

Their latest release, *Super Smash Bros. Brawl*, continues this trend that was started with the crowd-oriented Wii, the corporation's newest console. Like many of the other recent releases on the Wii, *Brawl* is easily accessible, family-friendly, and has a gentle learning curve where most any player can have fun.

The game revolves around a fighting theme, though no blood, gore, or severe violence is present. The fighting aspect takes place in a cartoony style that is no worse than what many kids might see on Saturday morning cartoons.

The real draw of the game is its use of a wide cast of famous Nintendo characters, from the Italian, high-jumping plumber, Mario, to the big furry gorilla, Donkey Kong, to other more obscure characters like Fox from Star Fox, and Mario's evil



doppelganger, Wario. Also making an appearance this time around are Sega's speedy hedgehog, Sonic, and Solid Snake from the stealth-action game, Metal Gear Solid.

The gameplay takes place on beautifully rendered 2D backgrounds, and the stages are filled with traps, tricks, surprises and useable items as the characters battle. Characters compete to knock each other off of the edge of the screen, scoring points for "knock-outs."

This is the third game in the *Smash Bros.* series, and the game is fundamentally the same as the previous entry, *Smash Bros. Melee*. Only minor changes such as a few new characters, stages and items are present. The formula worked so well previously though, so it seems they chose to not fix it if it wasn't broken.

One big change has come in

the "adventure mode" though. Here, the characters follow a pre-designed story that comes complete with stunning animated videos that are on the production level of something Pixar might put out. A built-in reward system makes this mode even stronger.

Overall, Nintendo has really made the Wii a universal entertainment system. I have seen my father (who abhors video games) play bowling on Wii Sports, and I have seen my mother (who has never before played video games) play bowling, tennis, and billiards on various games. This is Nintendo's great achievement: putting videogames in a new level of group activity, not to mention the Wii's capabilities as being the first videogame system that is actually beneficial to your physical fitness.