



No more funky films

WAHLBERG • CONTINUED FROM PAGE 14

"I think I'm at the stage of my career where I've got to start satisfying the audience and myself. So basically I want to make movies that I would want to go and see and that I think people want to see me in."

For *Shooter*, Wahlberg went through extensive sniper training to prepare for the role of Swagger. He also had to physically transform himself—which included slimming down from his *Departed* weight—in order to be able to handle the rigorous demands of the stunt-work, which he did almost all himself.

"I did everything Antoine asked me to do, which was pretty much all of it," recalls Wahlberg. "You want the audience to feel like they're really watching me go through all these things and not feel like they're cutting away to a stuntman constantly. So, more than was probably safe, but, you know, we survived, so it was worth it."

With the filming of *Shooter* behind him, his future projects will need to be chosen carefully, for the actor says that he plans on retiring at the age of 40—he's going to be 36 in June—and

divert his attention to his other career, fatherhood.

"I committed to only making the kind of movies that I would want to go and see, which has certainly revived my passion for film making."

MARK WAHLBERG

"I said it for two reasons," Wahlberg elaborates. "At the time I was pretty frustrated with the kind of movies that I was being offered and the kind of movies that they were making. I committed to only making the kind of movies that I would want to go and see, which has certainly revived my passion for film making."

"I've been focused on me for a long time and at some point, obviously, my attention is going to have to shift to [my children]. But hopefully I'll be in a position where I can still make a movie every year or two."

Setting colossal precedence

God of War II

Playstation 2
SCE Studios Santa Monica
SCEA
Rated M for Mature
Available Now

TYSON DURST
Arts & Entertainment Writer

In *God of War II*, the sequel to 2005's best-selling and critically acclaimed *God of War*, gamers discover that "the end begins" with Sony giving the Playstation 2 a final send-off worthy of the gods.

Kratos, everybody's favourite hyper-violent Spartan warrior, has returned for more virtual ass-kickery and he's still as mad as the darkest depths of Hades; he's still not going to take it anymore.

The game opens where the previous left off, with Kratos sitting on his seat on Mount Olympus as the new God of War. Watching the city of Rhodes about to fall under his Spartan army, Kratos descends from Olympus to finish the job, but is betrayed by the gods who're angered by his growing bloodlust. Stripped of his former power and threatened by the eternal clutches of death, Kratos finds new allies in the Titans, who also have some axes to grind with Zeus. Kratos then claws his way back from the abyss and begins a journey to change his own fate and, as a result, the fate of everything around him.

As with the first game, *God of War II* looks and sounds amazing. The creative team has squeezed every last bit of processing power out of the PS2, adding all kinds of new environments and villains, as well as



tweaking and improving what we've seen before. Everything about this game is far grander in scope—literally represented as a universe where Gods and Titans roam about and do battle. When you hear Michael Clarke Duncan as the rumbling voice of Atlas, you may just pee your pants with nerdy joy.

Besides stunning graphics, sound and a musical score that would make John Williams salivate, the game play is smooth and easy to get into whether or not you've played the original. *God of War II* comes with small improvements like being able to turn off intrusive hints and tutorials once you've mastered the art of clobbering a Cyclops

into a bloody pulp.

There's definitely a stronger puzzle-solving component in this game, too, making patience and observational skills a definite asset. For example, dead bodies aren't just grisly eye candy; they're really useful as weights in a game that earns its Mature rating with pride.

One hankering criticism is that the final battle seemed a lot easier than expected. It also felt a bit anti-climactic. However, final spectacular cinematic might as well be a teaser trailer for *God of War III*. Clearly, Sony is saving more mythological goodness for when the end continues a few years from now.

FINAL WEEKEND

SNOW VALLEY
CLOSES FOR THE
SEASON
MARCH 30



FREE AREA PASS

ON SAT., MARCH 24 & SUN., MARCH 25
TAKE THE SNOW VALLEY ETS BUS,
PRESENT YOUR VALID ONE CARD STUDENT
ID AND BUS #599 TRANSFER SLIP TO
RECEIVE A FREE AREA PASS WHEN YOU
PURCHASE AN AREA PASS OF EQUAL OR
GREATER VALUE. (NOTE: NOT VALID IN CONJUNCTION WITH
OTHER OFFERS. AREA PASS MUST BE FOR THE SAME DAY)

BUS INFO:

SNOW VALLEY ETS BUS #599
DEPARTS FROM SOUTHGATE CENTRE
EVERY 30 MINUTES.
FROM THE UNIVERSITY TAKE THE #6
TO SOUTHGATE, TRANSFER TO #599



snow valley
EDMONTON

780.434.3991
119 STREET OFF THE WHITEMUD
WWW.SNOWVALLEY.AB.CA



THE CITY OF
Edmonton



2007-2008

University of Alberta Calendar

The official resource for academic admission procedures and general University policies for undergraduate and graduate students.

Online edition available at
www.registrar.ualberta.ca/calendar

Print edition available at the
University of Alberta Bookstore



UNIVERSITY OF
ALBERTA
EDMONTON, ALBERTA, CANADA