

Band history: Slayer

Garrett Wilson
Staff Writer

In the history of all underground scene of heavy metal, the band Slayer is synonymous to heavy metal. Slayer pushed the limits of any heavy metal band to the max and never pressed on the brakes in their long running. Often a controversial group, Slayer's lyrical themes focused on hell's atrocities, warfare, Satanism, and supernatural forces which surrounded them with a dark aura.

However, how did these high-velocity speed demons get to their starting point? It

was recruited after he met King while delivering a pizza, which seemed ironic.

In the beginning of their inception, Slayer mostly played cover songs from Judas Priest, Motorhead, Black Sabbath, and Iron Maiden. After being scouted out by Metal Blade producer Brian Segal, Slayer signed their first major label contract, Metal Blade. In the fall of 1983, Slayer self-produced their first full-length album, *Show No Mercy*.

Regarded as an underground favorite, *Show No Mercy* gave Slayer more popularity

In 1985, Slayer released *Hell Awaits*, which expanded on *Haunting the Chapel's* dark imagery of Hell and Satan. Weeks after the release, King temporarily left Slayer to join Megadeth for a brief stint in their *Peace Sells* tour, but returned after only five days. In 1986, Slayer was offered a big contract deal with Def Jam productions for their yet-to-be released *Reign in Blood* album.

After production and writing for the album, Def Jam refused to release it due to the lyrical content that was too graphic, such as the experiments that took place during the Holocaust. However, Geffen Records picked it up and released it. *Reign in Blood* to this day has been known as one of the best metal albums of all time, and possibly THE best in its existence.

Slayer began their infamous *Reign in Pain* tour worldwide, extending from the likes of South America to Russia for the year to support their now infamous album. While in the process of their tour, Slayer was already writing for their next album, *South of Heaven*. The album was a step back for Slayer as they slowed their tempo to a baritone sound and experimented with atmospheric songwriting. Critics gave it a mixed reception as it was an unlikely choice Slayer made but reflected

on their eagerness to change in direction. After another round of touring, Slayer hit the studio once again to record *Seasons of the Abyss*, which was their return to form.

Unfortunately, Lombardo left Slayer due to his refusal to tour and wanting to be with his family. This action left Slayer in a dry spell after their release of *Divine Intervention* with new drummer Paul Bostaph. Slayer dwindled in popularity in the 90s, and they were almost completely forgotten by their fans.

Near the end of 2006 when Slayer's 9th studio album *Christ Illusion* began, King called Lombardo once again to ask to return to Slayer. Lombardo accepted the offer and returned to record *Christ Illusion*. *Christ Illusion* was Slayer's comeback album as it returned to their E-flat tuning scheme and furious riffs. More lyrical content was targeted towards the religious warfare in the Middle East and the effects of religion from the band's point of view. They would also go on to win a Grammy for their song "Eyes of the Insane," which was Slayer's first Grammy award.

Slayer has had a large impact on the youth today for reviving the high-speed power of heavy metal and establishing their roots into heavy metal's iron will.

New fall shows

Ben Hunter
Staff Writer

Accidentally on Purpose (CBS)

Premiered: Monday, Sept. 21 at 8:30/7:30c
Jenna Elfman, John Foster. Elfman's character is "knocked up" by a much younger Foster.

The Cleveland Show (Fox)

Premiered: Sunday, Sept. 27 at 8:30/7:30c
A *Family Guy* Spinoff.

FlashForward (ABC)

Premiered: Thursday, Sept. 24 at 8/7c

ABC has high hopes for this series, centered around a bizarre event that allows millions of people to briefly see flashes of the future.

NCIS: Los Angeles (CBS)

Premiered: Tuesday, Sept. 22 at 9/8c

Chris O'Donnell and LL Cool J star in this west coast version of NCIS.

Bengals knock off defending champs

Joe Kloscak
Staff Writer

It has been nearly eight years since the Bengals last beat the Steelers in Cincinnati, but they did just that this past weekend. In a season where every game has been close and come down to the final minutes of play, this week's rivalry game was no different.

The Steelers dominated most of the game and had the ball for almost ten minutes longer than the Bengals, but the Bengals hung on, playing tough red zone defense, forcing two field goals. The tide changed early in the third quarter of a 13-3 game when Ben Roethlisberger was intercepted by Jonathan Joseph, who returned the ball 30 yards for a Bengals touchdown.

The Steelers recovered and were able to score another touchdown, which turned out to be their last, on a one-yard touchdown run by Roethlisberger. Early in the fourth quarter the Bengals were able to strike again, cutting the deficit to five points on a 23-yard Cedric Benson touchdown run.

Then as the game wound down, Carson

Palmer led the Bengals on a 16 play, 71 yard drive to score the game-winning touchdown. Palmer was able to convert big throw after big throw against one of the best defensive units of this decade, including a crucial 4th and 10 yard pass to Brian Leonard. The 4th down conversion put the Bengals inside the five-yard line. After Palmer spiked the ball to stop the clock, he hooked up with Andre Cadwell on a four-yard touchdown pass with 13 seconds left to put the Bengals up 23 to 20. Roethlisberger's desperation heave was knocked down in the final seconds to preserve the Bengals win.

"I think it was a huge win for them as a team; playing with a bunch of new guys it was good for their chemistry and morale," Sophomore Bengal fan Braden McMonigle said.

The win moves the Bengals to 2-1 and 2nd place in the AFC North behind Baltimore, who dominated Cleveland to improve to 3-0. The Steelers dropped to 1-2, and a missed field goal and poor 4th quarter defense led to their second straight loss late in a game.

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all began in Huntington Park, California in 1981 when Kerry King and Jeff Hanneman, the band's future lead guitarists, were auditioning for a band spot. After the auditions, King approached Hanneman, talked and began playing cover songs of Iron Maiden and Judas Priest.

Afterwards, the duo decided to start their own band. King and Hanneman recruited Tom Araya from a previous band King played in as the bassist and vocalist. For the final piece, drummer Dave Lombardo

in their concerts, and they were in high demand in many venues and night clubs. Slayer entered into a darker atmosphere after producing their EP, *Haunting the Chapel*. This EP would provide a stepping stone for Slayer's thrash-orientated and signature tone in future albums.

After a few recordings were under their belt, Slayer was criticized for being Satanist, which was untrue as Araya said, "Everyone was doing it; why not us? It still doesn't make us evil or any of that crap."

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XBOX 360 review - Lost Odyssey

Justin Houser
Staff Writer

Lost Odyssey is the story of Kaim, an immortal character who has lived more than 1,000 years. He does not remember his past, and he does not know where his future lies.

Throughout Kaim's journey, a handful of characters join him on an odyssey to discover their intricate past and destiny, leading players through a dramatic story of massive scale. Massive multiplayer online role-playing game elements are blended into the game's traditional role-playing game (RPG) system, enabling players to make strategic decisions for a more immersive and deep

gameplay experience. With story sequences penned by award-winning Japanese novelist Kiyoshi Shigematsu in cooperation with producer Hironobu Sakaguchi, Lost Odyssey sets a new benchmark for the RPG genre with a combination of true-to-life cinematics and an intriguing story of an immortal man.

Players will witness Kaim's life as he lives through many generations, becomes part of numerous families, falls in and out of love, and confronts all of the conflicts that arise.

Kaim's struggles are set in a world that is on the verge of a "mystical industrial revolution," where mankind has

attained dark powers. The massively scoped worlds, memorable characters and epic storyline play as an intense and unsettling blockbuster action film.

The game is simply

"Massive multiplayer online role-playing game elements are blended into the game's traditional role-playing game (RPG) system."

beautiful. Using the unreal three engine to its maximum potential, all the characters are smooth, shiny, and loaded with polygons; and the environments are very detailed, providing large vistas of valleys, mountains, deserts and cities—you name it, it is

in this game. There are a lot of partial effects, such as motion blurring and focus pulling, which help sell the idea of playing in a movie. The game is also set in wide screen as a bonus.

Famed composer of the *Final Fantasy* series, Nobuo Uematsu, mans the musical department in the epic game. The music, although not bad, is reminiscent of the *Final Fantasy* series, and is becoming mildly stale in taste. The voice acting

for the characters are wonderfully done, ranging from Kaim's stoic voice to Seth's happy-go-lucky, yet stern, tone. No character seems out of place, which adds a great deal to character development and likeability.

The story is extremely emotional—death, love, misery—everything to add up to an excellent plot. It is a classic story of good versus evil, but underneath that there are strong characters with complex histories and very detailed lives. You get to know your immortals through back stories told in text/novel style which are triggered from talking to people or seeing events. These are written very well and deal with issues

such as racism, war, greed, death, immoral government punishing, and so on—which adds tremendously to the already emotional plot.

With its incredible story, graphics, battles, music—let us just say incredible everything—I will give this game a well-deserved nine out of ten stars. The only thing holding it back from getting the covenant ten stars is somewhat long load screens and irritating and monotonous "fetch quests" throughout the game.

Definitely pick this up if you are a fan of old-school JRPGs, or RPGs in general.