

That Nerd Show



WEEKLY NEWS



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FILM / TV NEWS, STORIES, INTERVIEWS, THE NERD OPINION,
MUSIC NEWS, REVIEWS, GAMING, COMICS, COSPLAY & SCIENCE NEWS



"A Message From Your Squad Leader"
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by K. Scott Cooper

MOVIE SEQUELS 30 YEARS IN THE MAKING!

FROM STAR WARS TO GHOSTBUSTERS...DO THEY WORK?

BY ALEX MOORE



"FEATURED COSPLAYERS"
MERMAID LOTUS
AND AMERICAS SASS
"THE TERMINATOR MOVIE WE'VE BEEN WAITING FOR"
- SCOTT MENZEL, WE LIVE ENTERTAINMENT



REVIEWS

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Movie Sequels

30 Years in the Making!

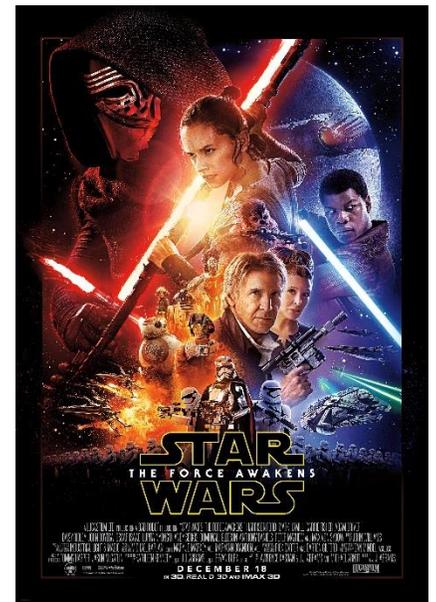
FROM GHOSTBUSTERS TO STAR WARS...DO THEY WORK?

By Alex Moore



Making sequels to hit movies 30 or 35 years later is more popular than ever. But do they work? Are they really that good? This past year, “Ghostbusters: Afterlife” hit the big screen and received mostly positive acclaim, not just from the general audiences (with a whopping \$196M plus in ticket sales against a \$75M budget), but also from the critics (who gave it an average score of 6.1/10, according to Rotten Tomatoes). Is this so unusual? Well, not entirely. There are, indeed, some films that show a stark contrast between what the critics think versus what the average moviegoer thinks, but then there are those that show a virtual, unanimous response. I,

personally, was not one of the moviegoers who approved of this particular sequel, but I readily admit that I am in the minority, as well. So, with that being said, yes, “Ghostbusters: Afterlife” was a successful sequel and it came a mere 32 years after its direct predecessor, “Ghostbusters 2.” Could this be a positive sign of things to come? Well, as always, time will tell the total story, but in the meantime, what does it tell us, the viewers, right now? However, let’s take a look at some of the sequels made 30 or so years later and find out if they work or really that good to begin with. For the sake of this topic, let us look back to “Star Wars, Episode VII: The Force Awakens,” or as I wished it had been titled, “The Force RE-awakens.” Yes, if you include the real-life timeline of when the previous prequels were released, this sequel did NOT come 30 years after its predecessor, but if you go by the story’s timeline, it absolutely DID and I am more than willing to go by THAT timeline. As it so happens, “Episode VII,” also came 32 years after its predecessor, “Return of the Jedi.” Moviegoers shelled out a total of \$2.068B, worldwide, against a massive budget of an estimated \$282.5M, give or take \$20M or so, either direction.



What did the critics think, initially? Well, according to Rotten Tomatoes, the average score was a solid 8.2/10. Keep in mind that opinions became more mixed and even polarizing as time went on, but officially, we pretty much all seemed to like it, as did I. So, I guess this means we are now 2/2. Or was it just our nostalgia for the Star Wars and not having movies with so much on CGI or bad dialogue that made us think the movie is better than it really is. Would critic’s grades for the movie still be the same or the audience score on Rotten Tomatoes nearly 7 years later. Nostalgia can often blind fans to logic and reason



when it comes to how good a movie really is.



I was born in 1982. As most of us proclaim, in our own, charming (albeit self-serving) manner, the year we are born is a GOOD year, right? Well, I am here to back up my claim with a list of movies that were all released that very same year: "E.T. the Extra-Terrestrial," "Tootsie," "An Officer and a Gentleman," "Rocky III," "Porky's," "Star Trek II: The Wrath of Khan," "48 Hours," "Poltergeist," "The Best Little Whorehouse in Texas" and Annie." Those are just the Top 10 highest-grossing films (in North America) of that year and the average score, again, according to Rotten Tomatoes is: 6.8/10. Do I know how that stacks up to other years in film? No, I do not, but that is a "good" score, especially when you see the obvious "bad" movies which are on this list. Beyond that, six of the 10 films were nominated for at least one Academy Award and half of those titles took home at least one Oscar. In other words, it was an impressive year for the box office hits in 1982. However, there was at least one movie that did not make as big of a splash, but was well-noted, years down the road: "Blade Runner." Yes, it was a marginal success, raking in \$41.5M at the box office, against a \$30M budget, but it was far from a smash hit. As it happens, the film enjoys an 89% approval rating (and an average score of 8.5) on, yes, Rotten Tomatoes, but I have to wonder just how many of those reviews are from the current time of its release versus the retrospect variety...

Fast-forward to 2017 and we received a sequel, "Blade Runner 2049." Would I have preferred that it had been released five years earlier? Well, for the purposes of my OCD brain (the original story taking place in 2019, upon a release of 1982 and the sequel taking place in 2049, upon a release of 2017), yes, but this is the

movie world, so we are already suspending reality anyway. Where it truly matters, the film was a success.



It earned somewhere in the vicinity of \$100M past its estimated budget and the average score from the critics (not including me) was only slightly lower than that of the first movie. However, the success of the Blade Runner 2049 goes beyond the box office, it's the film's connection to the original and the continuation of Decker and Rachel's story. What happened to them after they left at the end of Blade Runner. The sequel deals with the aftermath and Replicants who are still seeking identity beyond that of slaves to corporations while finding a place in the world. This leads to the overall theme of the film, a subclass wanting more and thus breaking the fabric of that society.



Universal themes not uncommon in Sci-Fi, which makes for better story. Blade Runner 2049 may be the one sequel that is generally regarded as a great film and perfect continuation of the original story by critics and fans. Five years later, the grades by critics and audience score by fans hasn't changed as with some sequels made 30 years later. So now a perfect 3/3, ladies and gentlemen!

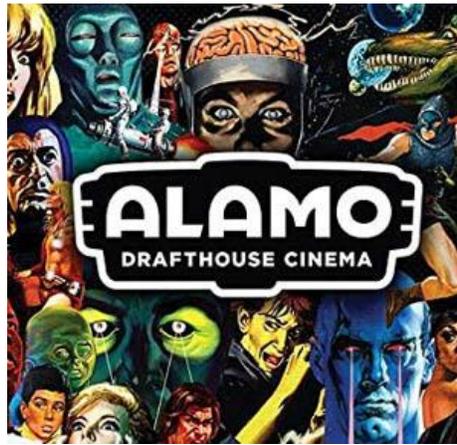


As we move things right along, the prognosis does not stay as positive, I am sorry to say. How many retreads of the "Halloween" franchise have there been in recent years and how do they measure up to the original movie and some of its sequels from that same era? I am not ashamed to say that I have not been keeping up with the new entries all that much. First of all, I am more of a Jason Voorhees fan than I am a Michael Myers fan. Secondly, I do not care about what he is doing any longer and I do not think most people my age (and older) do, either. I apologize if you disagree. But in looking at the last two Halloween movies, one has to ask, how times do you have to kill Michael Myers before he's finally dead or is he somehow immortal and they haven't told us. It's nice to get Jamie Lee Curtis back to reprise her role as Laurie Strode 40 years later and have her hunt Michael for a change. The first movie was classic, but it's hard to recapture the same old magic with a horror movie. It feels like the Halloween movies keep being made only for nostalgia's sake instead of giving fans a film with some

originality. And it seems like critics and most fans agree. The last two Halloween movies were not rated that hi. Perhaps they didn't need to be made and the best Halloween movies were made in the late seventies.



The "Terminator" franchise has also, recently, tried its hand at modern sequels. There have been breaks without titles, but has the franchise ever, truly gone completely away? I admit that I was intrigued to see old Arnold reunite with the original story from its inception in 1984, but beyond the fun, little nostalgic jabs, I did not think there was much else to it and I still don't, after yet another entry within the past few years. Of course, you can keep changing the timeline and make more Terminator movies as they did with Terminator Genisys. But Terminator: Dark Fate as fun as it might have been on the big screen, was just an attempt give fans the same magic in a Terminator film as we got with the first one and T2. Having Linda Hamilton and Arnold Schwarzenegger back together gain is fun, but their best films were the first two Terminator movies.



I am inclined to include long-standing franchises like "Godzilla" and "Jurassic Park" into the mix. You probably already know what my thoughts about the recent movies are, in each of these. I know that we have yet to reach 30 years since the original "Jurassic Park" film of 1993, but the old cast is coming back to the big screen after this year and that will make 29 years. I would say that is close enough. I am holding out hope that it will be a "good" sequel and will pay greater homage and tribute to its first entry, compared to the recent sequels that have been released over the past several years or so. As for "Godzilla," well, I thought the latest film was better than the previous one, but that is not saying much. I feel sorry for you, big guy. I would rather just rewatch the first movie, the American edition, mind you, or even the original film that pitted he against King Kong, which was about a decade after Godzilla first graced the big screen.

So, having said all this, what is it? What is the formula for creating a sequel 30 years after its original that can make it work, successfully? Don't make one based on nostalgia alone? Have a true connection to the original story that makes sense as with Blade Runner 2049? It would seem that certain types of movies lend themselves to better follow-ups. Perhaps, not Horror or Fantasy, but maybe Science-Fiction or Comedy. One advantage to making a sequel so many years later, with nothing in between it and its original, is that it can stand alone more cause it is too far from the previous movie to make its audience feel the need to connect more to it. Besides, the true fans will already be connected. Did anyone foolishly walk into "Blade Runner 2049" without having ever seen the first film? Well, even if they did, they probably did not

feel as lost as they might have if they saw "Karate Kid 3" before seeing the two movies that preceded it. Of course, the opposite could be the truth and everything I have just said can be thrown right out the window, but hopefully you do not feel like I have wasted your time, either.

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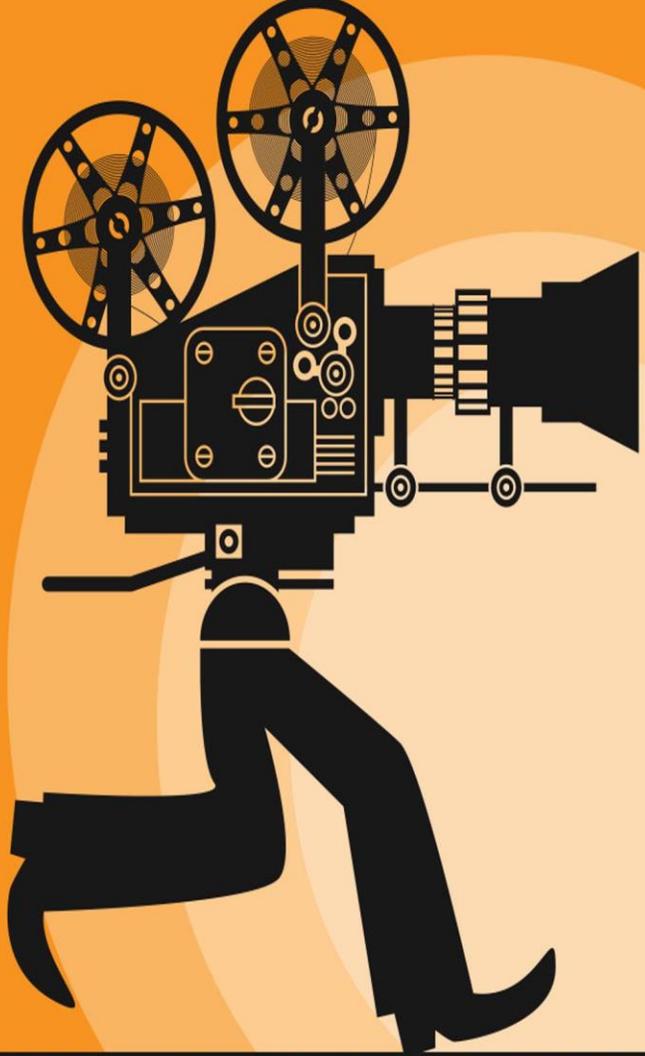
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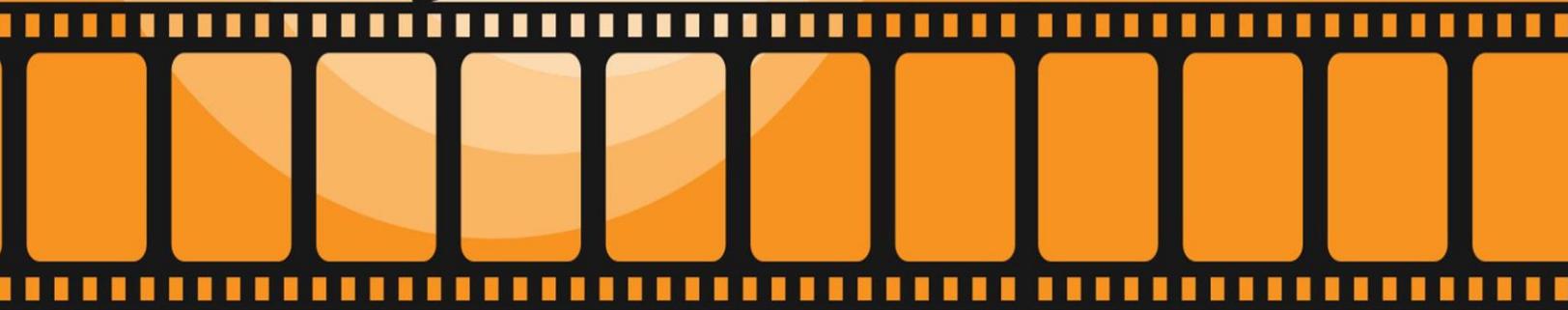
To answer the original heading, simply put, the answer is "yes." Maybe there is not just one formula that works, though. This is why, I watch the movies and do not make them. Would you be more inclined to listen to the input of a former athlete on how to make a winning sports program or someone who only analyzes the games as his or her profession? I applaud those who are in position to do great things and I wish them well in their endeavors. I look forward to more, potentially great sequels, 30 years after the fact... or even 10 or 20 years... possibly 50 years? Where do reboots and remakes fall? They are not really sequels, but they are often a part of the franchise. I think that is a discussion for another time and place. However, just a thought, perhaps the best formula to making a sequel 30 years later is in the form of a TV show on a streaming service the showrunners have the time to explore multiple storylines that connect to the original film instead of cramming a story that doesn't make sense in a two-hour movie. After All, it seems to have worked for Cobra Kai over four seasons. And Disney Plus seems to be doing the same with all their Star Wars Series. We can't deny that The Mandalorian has been better than the Sequel Trilogy and it seems to only be getting better



Film

and

TV



What's Happening This Week...



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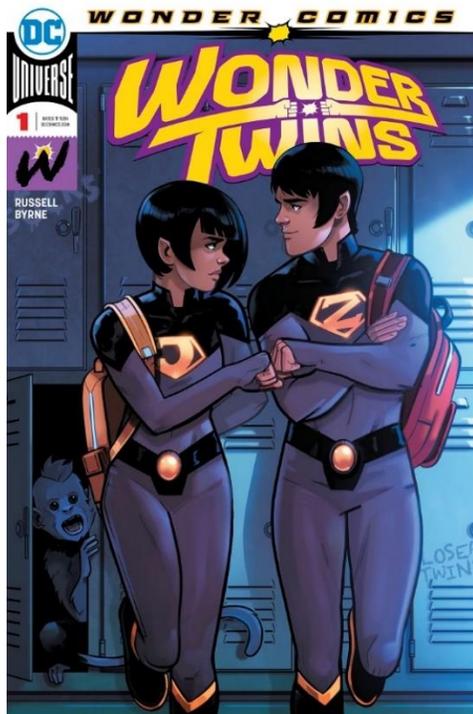
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A LIVE-ACTION “WONDER TWINS” MOVIE IS COMING TO HBO MAX



“Wonder Twins powers activate!
Form of...a new live-action
movie!”

Since their debut on *The All-New Super Friends Hour* in 1977, Zan and Jayna, the extraterrestrial shapeshifters known as the Wonder Twins, have stood proudly in the shadow of the Justice League. But they’re about to get their moment in the spotlight. As announced today in *The Hollywood Reporter*, a live-action Wonder Twins movie is now in development for HBO Max. Warner Bros. has tapped Adam Sztykiel to write and direct the film, who wrote the screenplay for the upcoming *Black Adam*. Marty Bowen and Wyck Godfrey will produce the movie under their Temple Hill banner, which has a successful track record of producing films aimed at young adult audiences, including the *Twilight* and *Maze Runner* sagas. The film, which will be a part of the DCEU, is titled, simply, *Wonder Twins*.

The Wonder Twins, who traditionally also have a space-monkey sidekick known as Gleek, were once looked at with eyerolls by DC fans as a silly addition to the DC Universe before ultimately being embraced as part of the DCU’s younger generation of superheroes. The two aliens currently serve as interns at the Hall of Justice, appearing frequently in comic titles like *Justice League* and recently starred in their own critically acclaimed limited series by Mark Russell and Stephen Byrne. They’re shapeshifters, but within limits—Jayna can take

the form of any animal, while Zan can transfuse himself into the various forms of water.



The movie’s storyline is unknown at this point, but as an HBO Max original, it’ll follow the other previously announced original DC movies coming to the service, including *Batgirl* (which is currently in production) and *Blue Beetle*. While *Wonder Twins* will be the most substantial live-action project to feature Zan and Jayna, it technically won’t be their live-action debut. The Twins appeared in an episode of *Smallville* during the show’s final season, and also had something of a cameo on The CW’s *The Flash*. In addition, Gleek made a quick appearance during the “Crisis on Infinite Earths” crossover

‘MADAME WEB’: DAKOTA JOHNSON TAPPED TO PLAY FIRST FEMALE SUPERHERO IN SONY PICTURES’ UNIVERSE OF MARVEL CHARACTERS



Following the massive success of *Spider-Man: No Way Home*, Sony is looking to to expand on its universe of Marvel characters as sources tell Deadline that Dakota Johnson is in talks to star in the studio’s *Madame Web* movie. S.J. Clarkson is on board to direct the pic. Matt Sazama and Burk Sharpless penned the screenplay.

In the comics, Madame Web is depicted as an elderly woman with myasthenia gravis and thus was connected to a life support system that looked like a spider web. Due to her age and medical condition, Madame Web never actively fought any villains. For that reason, sources have stressed it’s possible the project could turn into something else. Insiders say due to her psychic sensory powers, she is essentially Sony’s version of Doctor Strange.

Either way, getting a female-driven property in Sony’s universe of Marvel characters has always been a top priority for studio brass given the long list of strong female characters that appear in these comics throughout the years. Sony execs have taken their time in figuring out who would land the title role, meeting with a number of A-listers. In the last two months, the list has been cut down, with Johnson gaining front-runner status right before the holiday.

Sony is coming off a hot streak with *Venom: Let There Be Carnage* making more than \$500 million worldwide, while *Spider-Man: No Way Home* has become the biggest film of 2021 with \$1.7 billion in worldwide sales.

As for Johnson, she has had quite the year starting with her acclaimed role in Netflix’s *The Lost Daughter*. Her Sundance film *Cha Cha Real Smooth* sold to Apple for \$15 million after premiering at the festival. She can be seen next in *Persuasion*.

Clarkson is currently directing and executive producing the adaptation of bestselling novel *Anatomy of a Scandal*. She directed an episode of Jesse Armstrong’s Emmy-winning series *Succession* and directed and executive produced the miniseries *Collateral*, starring Carey Mulligan. She was also lead director and executive producer on Marvel’s *The Defenders* and *Jessica Jones*. Reported by Deadline.com

JAMIE DORNAN TO CO-STAR OPPOSITE GAL GADOT IN NETFLIX AND SKYDANCE'S 'HEART OF STONE'



Fresh off his Oscar-buzzed turn in *Belfast*, Jamie Dornan looks to have found his next big role, as sources tell Deadline he is set to

join Gal Gadot in the international spy thriller *Heart of Stone* from Netflix and Skydance. Tom Harper is directing the pic from a script by Greg Rucka and Allison Schroeder. Skydance's David Ellison, Dana Goldberg and Don Granger are producing, along with *Mockingbird*'s Bonnie Curtis and Julie Lynn and Pilot Wave's Gadot and Jaron Varsano. Harper, Rucka and Patty Whitcher are exec producing. Plot details are being kept under wraps. The project has been a high priority for Netflix following its competitive auction victory for the property in January 2021. Skydance had packaged the property and taken it to the market, with several suitors vying for rights.

As for Dornan, the A-lister has had quite the fall as *Belfast* has become an award-season front-runner after its festival tour. His performance in the pic directed by Kenneth Branagh and also starring Caitriona Balfe and Jude Hill has delivered Dornan some of the best reviews of his career and, with Oscar voting coming to an end today, a possible first-time nomination as well. He next can be seen in *The Tourist*, a new series premiering on HBO Max in March. He was most recently seen on the film side in his scene-stealing role in *Barb and Star Go to Vista Del Mar*.

Reported by Deadline.com



REDBOX & RED SEA TAKE GLOBAL RIGHTS ON FRANK GRILLO ACTION PIC 'KING OF KILLERS'



Redbox Entertainment and Red Sea Media have signed world rights to the action-adventure film *King Of Killers*, based on the graphic novel of the same name. Frank Grillo leads the cast of the movie, which will shoot in Winnipeg, Canada, later this month. The film tells the story of a group of international assassins who are contracted to take out the most

dangerous killer in the world. Kevin Grevioux (*Underworld* franchise) wrote the screenplay and is helming.



It will be produced by Shane Walker and Angel Gracia of Creative Tank, Michael Wright and Christopher Rush Harrington of Dovetail Media, Juliette Hagopian of JuliJette Inc, Channel 56 Films, and Todd Slater of Slater Brothers Entertainment. Galen Smith and Marc Danon of Redbox Entertainment will serve as Executive Producers, as well as Grant Slater of Slater Brothers Entertainment, Matthew Helderman, Luke Taylor and Tyler Gould from BondIt Media Capital and Roman Kopelevich and Roman Viaris of RSM. Redbox Entertainment will release the film domestically later this year in theaters, day-and-date on demand, and in Redbox kiosks.

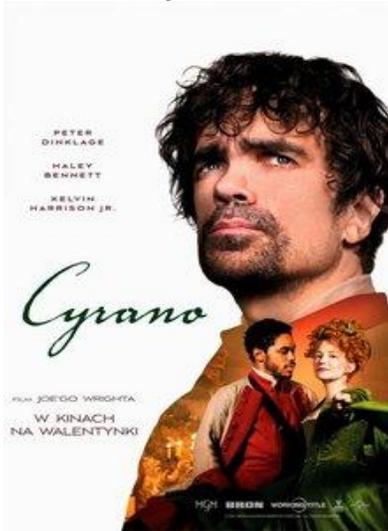
Reported by deadline.com

MOVIE

REVIEWS

Cyrano

Review by Chloe James



Why is it that some of us love musicals, while others can't stand them? I guess it's all a matter of how distracting you find singing to be while you're trying to suspend your disbelief and focus on a story. While I really do understand where the musical haters are coming from on this, to me pairing a story with singing just makes it twice as effective in conveying what it's trying to tell. Even if the story and characters are kind of shoddy, pairing them with some bops can turn a sub-par script into a classic (would we really like *Grease* that much if it weren't for the music?) And while I seem to meet more anti-musical people than musical lovers, the genre has continued to prosper (or at least exist) on both on stage and film.

Speaking of things that won't die, the story of *Cyrano de Bergerac* is getting yet another retelling—this time in film musical form! (And this isn't even the first time *Cyrano de Bergerac* has been made into a musical.) This adaptation is starring Peter Dinklage as the title character. For those of you not as familiar with the story, *Cyrano de Bergerac* is a witty poet and officer of the French army who has one major problem: he feels too ugly to pursue Roxanne (in

this film, played by Haley Bennett), the woman he's secretly in love with. Roxanne, who is a notoriously picky young lady, believes she's fallen in love at first sight with the handsome Christian (Kelvin Harrison Jr.), a new recruit in Cyrano's unit. Unfortunately, Roxanne values a sharp intellect and a way with words above all else, which poor Christian lacks. Just wanting her to be happy, Cyrano composes love letters in Christian's name—which ultimately makes things more complicated.

Originally, the issue lays with Cyrano possessing an abnormally large nose. In this version, the title character has a normal nose, but being played by Peter Dinklage, being short of stature is the source of his insecurity. I gotta say, it translates just as well, if not better. Dinklage once again proves himself to be one of the best actors of our time, especially in using facial expression to convey emotion. I can't help but to compare Cyrano with his performance as Tyrion Lannister in *Game of Thrones*, however. I know (and have seen) Dinklage playing a vast range of characters that are nothing like Tyrion, but this performance was the only one since *Game of Thrones* that reminded me of him. It's definitely not a bad thing! I merely can't help but to notice the similarities between the two characters now, and note that Dinklage has a definite type he's really good at playing. Other than that, the rest of the cast were generally charming. Haley Bennett is a delightfully fiery Roxanne, definitely showing more er...enthusiasm we'll call it than I've ever seen for the written word.

What makes a musical really sell, as mentioned earlier, is of course, the music. For the most part, the songs were good. Not show stoppingly, ear-wormy, gonna sing them in the shower later great, but definitely pleasant. Accordingly, the quality of the singing felt the same as the songs. I wouldn't count anyone in the film as amazing singers, but they don't hurt my ears either. There's definitely a certain sincerity in the way the actors sang in this film. I could tell director Joe Wright was trying to give a raw *Les Miserables* sort of feel to the performances. Yet this film features something *Les Mis* definitely didn't have: people breaking out into elaborate dance numbers throughout almost every song, rendering *Cyrano* not nearly as heavy of subject matter in comparison. Again, this is also not a complaint. This may be a strange take, but *Cyrano* didn't come across as the modern film musical it wanted to be. Instead, it made me reminisce about a very specific time period of movie musicals, somewhere between 1968-1980. This was a time in which musical set's weren't afraid to be darker and more gritty, the actors seemed to focus more on emoting rather than singing ability, and the editor loves to sneak in plenty of gorgeous scenery. Think *Oliver*, *Willy Wonka*, and *Fiddler on the Roof*, to get what I mean. *Cyrano* really felt like one of those, gorgeous scenery included.

Only time will tell if *Cyrano* will join the ranks of classic musical films. While I certainly don't think it would be the one to win over any musical haters out there, I think it has plenty to offer musical lovers, as well as fans of the original play. If anything, I respect this version for putting a slightly different spin on the classic story, while still leaving the important plot points in tact. Maybe I'll even learn a few songs from it after all, if just to sing in the shower...

Final Grade: 7 / 10 (Okay)



Uncharted

Review by Marcus Blake



Somebody finally made an Uncharted movie... 10 years too late! While I can appreciate this film, as some kind of adventure film based on characters from a video game, as a gamer who has played the Uncharted games, I left the theater in disgust. Quite frankly, the filmmakers behind the movie didn't come close to capturing the magic in the storytelling of the Uncharted games. When we go see a movie, we're supposed to have at least a little suspension of disbelief, but for gamers, it's hard when you watch a movie based on a fantastic story that you got to play. That's why at That Nerd Show, we have the saying, "*the best stories are the ones you play.*" I'll get right to it, if you played the games, you'll probably hate the movie. If you've never played the games, you might find the movie fun, but it doesn't live up to some of the best adventure movies ever made like for example, pretty any Indiana Jones movie. So, my review comes from two different places, a gamer who looks at the Uncharted game as some of the best games ever made, and just a simple movie fan who never played the games, but likes action/ adventure movies on the big screen. I'll give you two grades and we'll meet in the middle about how good this movie really is. I think that's fair!

There are a lot of things to like about this movie, I'm not going to completely tear it apart. It is a gorgeous movie to watch on the big screen and the story has a lot of great references to the games. Somebody on the writing staff at least knew the basic lore of the Uncharted series and that's seen in the relationship between Nathan Drake and his brother, Sam as well as Nathan Drake and Victor Sullivan. There's a lot of scenes that Gamers will recognize from the games. Everybody saw in the trailer, Nathan Drake crawling back into a plane by jumping onto cargo boxes. This is a nice nod to the game Uncharted 3. This movie feels like it's a cross between oceans 11 and Indiana Jones, especially the Last crusade where we get an early adventure that will set the tone for Nathan Drake as we see with Indy getting his famous hat and using a

whip at the beginning of the Last Crusade. Once the audience knows the treasure they're looking for, the story is off to the races, and it has a great pace to it for an adventure story. The movie looks good, especially as they are crawling around in the catacombs of an ancient city that kind of makes you feel like you're on a "DaVinci Code" quest. The movie doesn't really linger or slow down to the point that you're going to get bored. The movie does keep you on the edge of your seat as the characters keep figuring out the clues to find the treasure and that does make the movie enjoyable. Beyond a Spiderman film, Tom Holland definitely shows off his action skills and for the most part, he's believable. Uncharted does feel like hey B-rated Indiana Jones movie, that's not necessarily a bad thing. However, I will say that this movie was completely miscast especially with the two leads and we'll get to more into that in a moment, but the one thing when it comes to casting, I feel they got right was the character, Chloe Frazier. Sophia Ali was great in the role. And Antonio Banderas was pretty good as the bad guy, but that's the only compliment I give when it comes to casting. As a pure adventure film without knowing anything about the Uncharted games, I could easily give this movie a 6, I would probably never watch it again, but it's fun.

Now, let's get to the crux of why this is really a bad film. The stories in the Uncharted games are fantastic, just as good as any Indiana Jones movie or dare I say, maybe even better. From the overall plots to a strong narrative and well-developed characters, most movies don't compare and perhaps it's because it's hard to make these stories into a two-hour movie. Maybe it would take a 6 to 8 episode series to tell it right. That's what HBO is doing with The Last of Us series based on the award-winning game. But there's no denying how great the stories are especially in the first three Uncharted games. The movie borrows elements from the first Uncharted game and the third Uncharted game, especially with the origin story of how Nathan Drake and Victor Sullivan meet. The problem is, the games had a better narrative whereas the movie in comparison feels like they just threw that out the door and decided to make a Michael Bay film where substance doesn't matter as long as there's plenty of action! I think the worst part about the Uncharted movie is completely miscasting Tom Holland and Mark Wahlberg as Nathan Drake in Victor Sullivan. First Tom Holland is too young to play that role. By the time we meet Nathan Drake, he's in his mid 30's, a seasoned treasure hunter and very much reminds you of the first time we meet Harrison Ford as Indiana Jones. If they had made a movie with lots of flashback scenes so we could see the first time Drake and Sully actually meet, then I would buy these two actors in the roles. But it just doesn't work and Mark Wahlberg, who at one time was attached to play Nathan Drake is now playing a character that's supposed to be in his 60s with gray hair and a mustache and chomps on cigars like he's Hannibal from the A-Team. Honestly, Mark Wahlberg would have been the better Nathan

Drake in this movie. And I'm not saying anything about Tom Holland as an actor, he has done some great movies and I love him as Peter Parker, but you need an actor in their late 30s to play Nathan Drake. In fact, Chris Pratt probably would have been a better choice or Liam Hemsworth.

If you have the wrong cast, then the rest of the movie doesn't work. The other bad part about this movie is instead of sticking to one of the stories from the Uncharted games, it's like they put four or five different movies together with some elements from the video games. It's kind of an interesting, but at the end of the day, it's just about, finding lost gold and doesn't really compare to the strong narrative of the Uncharted games. If the Uncharted movie had been made 10 years ago or even 5 years ago then they could have found the right cast and actually made the first video game, *Drake's Fortune*. Of course, when we get to the credit scene, it's very much setting up that story, unfortunately, it's hard to get excited for it because you're still dealing with Tom Holland who's too young to play Nathan Drake. It may be fun, but this film is simply not a good Uncharted movie. If you've played the game, then it's not hard to get a feel for the chemistry between Nolan North who voiced Nathan Drake and Richard McGonagle who voiced Victor Sullivan. Too bad we couldn't really get them to portray these characters. As I said before the casting of Chloe Frazier was spot on. One of the things that really makes this movie kind of terrible is everything we've seen in the movie, we've seen before in other adventure movies, whether it's Indiana Jones, National Treasure, The DaVinci Code or any other movie based on a Dan Brown novel, or even Sahara with Matthew McConaughey. Sometimes during the movie, it felt like I was watching a sequel to the other Matthew McConaughey movie, Fool's Gold.

Maybe this film really isn't supposed to be based on any Uncharted game, but just a prequel of sorts to show the origin of Nathan Drake and Victor Sullivan, and how this story leads into the story of the first game. Sure, I can see that. But beyond all the references to the video games, overall look that has some similarity to the games, and at least one good casting choice, the film just simply doesn't measure up. It's not even a good adventure film made for the big screen compared to what we've seen before in the likes of the National Treasure films or Indiana Jones movies. The film's biggest tragedy is not even the terrible casting or the convoluted plot, it's the fact that this movie should have been made 10 years ago and we should be on our second sequel with a cast that perfectly reflects the characters from the game. How sad is it when a Nathan Fillion produced fan film with him as Nathan Drake and Stephen Lang as Victor Sullivan is a better version of an Uncharted game than the 100 million dollars produced Sony film. What could have been a good movie with great casting is a little bit too late at this point. I want to like the film, but I can't get past the miscasting of Tom Holland and Mark Wahlberg, and honestly, I'm not looking forward to any more Uncharted

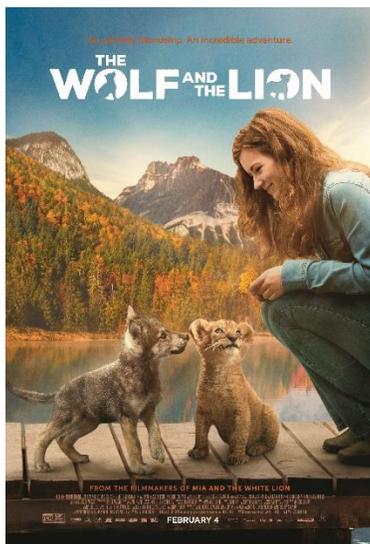
movies, just the fifth Uncharted video game. For those who have never played the games, it can be a fun adventure movie that looks great on the big screen. There's enough to like in film that you wouldn't be throwing your money away if you saw a matinee. But if you're a gamer who played all of the games and more than once, this is not the Uncharted film for you. In fact, the best thing Gamers can do is just start over and play the games again... They have the better story anyway.

In 10 years, we'll still be playing these fantastic games because they have great replay value and this movie will be largely forgotten, but I will say this to any studio that's trying to make a big-budget film off a video game, it starts with the right cast because if you get that wrong, it doesn't matter what you do afterward. You're just making a shitty movie! And the miscasting of Tom Holland as Nathan Drake and Mark Wahlberg as Victor Sullivan was the first in a long line of mistakes that Sony made with this film. However, let's really be honest, they really screwed up 10 years ago when they couldn't get an Uncharted film made with Nathan Fillion playing Nathan Drake. As a gamer, I give this movie a very generous 3 so I guess we'll meet in the middle and make it a 4.5 while rounding up to a five. If you want a better story, just play the games, we've rated all of them at least an 8 and 9. If Disney can de-age Mark Hamill to look like a young Luke Skywalker in the Mandalorian and the Book of Boba Fett, I wonder if Sony can use the same technology to make Tom Holland and Mark Wahlberg look the right age for their characters! Oh well, it's time for me to start the first Uncharted game over again, I know I'll have more fun with that, than watching this movie, again.

Final Grade: 5 / 10 (Average)

The Wolf and the Lion

Review by Aulora Costa



“The Wolf and the Lion” is a movie for the whole family, with laughter, love, and friendship. While the acting is not phenomenal, the footage of the wolf and the lion is beautiful and amazing. It's a beautiful story of friendship, born from adversity and the magic that can happen between wild animals. It's also about a girl who has a dream, everything you need for a perfect family film!

The basic story is the main character wanted to become a famous pianist. She worked for this dream her whole life and she thought it was what she wanted. This is all until she met some unusual friends, after she inherited her grandfather's country home. She discovers a she-wolf and her baby cub, and then later an airplane crash leaves her with a stranded baby Lion. She grows to love these animals like domesticated pets over the next year. As they grew older, she became more attached, even though a researcher is after the wolf and a circus is after the lion. Eventually, she goes to her piano auditions and is asked to be a part of the orchestra. However, given that her heart now lies elsewhere, she politely turns it down. This is where the story really takes off, but I won't tell you how it ends...you will just have to watch it.

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What I love about this movie is it shows that people are just people. They make mistakes and get confused about the right thing to do. It's simply human nature. They have a lot of trial and error before things go right, but that also benefits the story because the character's story isn't easy and her choices are hard. I love the fact that Alma keeps having to make hard choices, but they ultimately lead to what her heart truly desires. Another amazing part is that the animals are real! Dreamer (lion) and Mozart (wolf) are best friends in real life. And live together to this day protected in Canada. Although the story in the movie is a fictional account, the wolf and the Lion are real animals that are really protected on a reserve in Canada. The movie shows a lot of different perspectives, it doesn't just focus on the main character and that's also what makes the movie better.

Should you watch “The Wolf and the Lion?” If your family has little kiddos who adore

animals, then this is a good family film for you. The acting is not great, and the plot line isn't stellar, but it's sweet and wholesome, and the cuteness of the animals will more than makes up for that. Cute animals always do! Not sure it's worth seeing in a movie theater, perhaps, it's just a good rental from Redbox, but it's a safe bet for a Family Movie at home on a Sunday afternoon, especially if your dad sets up the outside projector for movie time with the family. “The Wolf and the Lion” was the perfect film for that.

Final Grade: 7 / 10 (Okay)

The Texas Chainsaw Massacre (2022)

Review by Alex Moore



I do not know if I have ever picked up from a previous article right where I left off, but I am inclined to do so right now. You see, the topic of discussion was about sequels that have taken place 30 years after their original cohorts. As it turns out, it is far more common, at least these days, than I might have originally realized. Today's example is not straying at all from the beaten path.

As you may remember, I mentioned that the horror genre is full of examples where a sequel was produced 30 or so years away from its first predecessor. Well, here we are, yet again. “The Texas Chainsaw Massacre” began its life on the big screen way back in 1974. At the time, I doubt if anyone could have imagined what would come of this movie and everything that followed it. The current sequel is actually the ninth installment for the entire franchise. However, going by the ordinal of the previous films, it is just the fifth sequel, since two of the previous entries are prequel tales and another was an official remake of the original movie.

The opening title sequence takes on the look of the first film. If you have any familiarity with that style, it will be a welcomed viewing

pleasure, but it does not last very long. The plot begins with a couple of young ladies entering into a small gas station. The first one you will see is Lila, played by Elsie Fisher (“The Addams Family”) and the second is Melody, played by Sarah Yarkin. Although neither one of them seem to be the most significant character for the entire story, you will discover, later on, that appearances can be quite deceiving. They do their brief business and make their way outside, where two other friends await: Dante, played by Jacob Latimore (“Like a Boss”) and his girlfriend, played by Jessica Allain. Before they actually leave, they have an awkward encounter with whom can best be described as a cliched, Hollywood depiction of a country Texan. In this case, he is Richter, played by Moe Dunford. Now, it is just a matter of time before our masked assailant graces us with his presence, but for how long will we wait?...



The posse makes its way to the fictional town of Harlow, Texas. The ultimate goal is to revive the rundown, ghost town into a young, thriving community. However, upon arrival, there is already a snag. The familiar Alice Krige (“The Bay of Silence”), as Mrs. Mc, has not yet left her house and refuses to, despite everyone’s best intentions to assist her in that plight. She succumbs to nerves and reacts in a very bizarre fashion, which seems to stir the pot for one, mysterious being. Yes, I think you know who that would be. Otherwise, this story would not exist. Leatherface, played by Mark Burnham, begins his murderous rampage, surrounded by a well-executed (no pun intended) cinematic atmosphere, which you can see an image of in the film’s main theatrical poster. It is not quite as effective as the saturated look of the original movie, but it is still good and pretty effective.

For the next segment of the film, there is little in the way of character or plot development, aside from the garden-variety slasher narrative. Does it feel repetitive at times? Most definitely, but if you are at all surprised by this, I would say that you probably wandered into the wrong theater... or clicked on the incorrect streaming service option. All I can add is that I hope you did not form any emotional bonds with any of the primary or secondary characters, cause very few of them will survive and even THAT is being generous.

The story really comes down to the two sisters that you saw at the first of the film. While

everyone else is helpless to avoid Leatherface’s onslaught, Lila and (especially) Melody, manage to get through... or do they? Their paths to the endpoint are starkly different, though. While Lila envisions gore in a fit of PTSD and uses that experience to learn and adapt, Melody seems to just have that special quality that makes her stronger during times of vulnerability. Again, it is nothing new to the genre, but I was pleased with Sarah Yarkin’s performance and I was happy to root for her, throughout. By the very end of the story, you might even find yourself recounting the final segment of the movie as something better than average. I certainly did. Nostalgia and humor met for a key payoff. It was subtle, but fun, at least for me.

“Texas Chainsaw Massacre” is not a creative tale and for the bulk of its narration, it was average, which does not bode well for the genre, itself. I mentioned the cinematography and a singular acting performance, but aside from the ramp going into the final moments of the film, I was not too impressed. Still, I did not hate it, either.

I would advise that one be at least somewhat familiar with the genre AND the franchise in order to really get any enjoyment from this new installment. The door has definitely been left ajar for another sequel, but it should probably progress with a whole new cast, as the ambiguous outcome was mostly written for a typical, jolting scare; almost a prerequisite to the genre. The reviews are likely to be mixed and leaning toward the negative, but I, for one, am leaning toward the positive, be it only slightly. Just try and enjoy “Texas Chainsaw Massacre” for what it is... do I really need to explain what it is at this point?

Final Grade: 6 / 10 (Adequate)

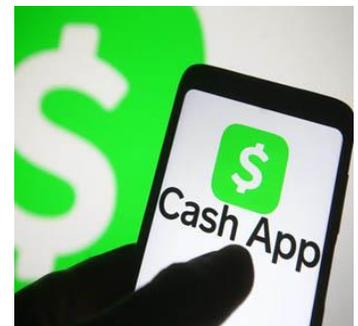
Blacklight Review by Marcus Blake



Liam Neeson has another action movie and somebody should tell him that he needs to quit making quasi sequels to the Taken series. At what point are we not supposed to believe that his

new character who is ex-military and a government agent isn’t just really Brian Mills from Taken. After all, all the characters he plays have a special set of skills whether he’s a government agency that can get people out of bad situations, a marksman, or a really clever bank robber who takes down corrupt FBI agents. This is how I feel after watching Liam Neeson’s latest movie, *Blacklight*. I’m not saying that he isn’t entertaining, but we’ve seen this movie before. Sure, it has somewhat of a different plot and different character names, but it feels very much like a Taken movie. Liam Neeson plays a government agent working for the FBI that specializes in getting people out of tough situations until his family is threatened because he knows too much... Like I said, we’ve seen this story before. Honestly, they could have made this movie *Taken 4* where he’s a grandfather helping to take care of his daughter Kim’s, child. I didn’t necessarily hate the movie, but I’m not telling you to rush out to the theater to go see it. It’s a \$2 Redbox rental at best. However, it did have another great Irish actor in it, Aiden Quinn plays an FBI director of sorts.

So, let’s get to what’s good about this movie. It has a lot of great action. Liam Neeson is pretty good in it even though he’s really just Brian Mills from the Taken movies. When a former agent wants to tell the truth about all the secret missions that he and Liam Neeson’s character did and his character is caught in the crossfire of trying to protect his boss / friend this leads to his family being threatened to where he has to hunt down the people who are trying to kill him and his family.



There’s gun fights and entertaining car chases. It has the feel of a good espionage thriller even though you feel like you’ve seen this movie before. As I said it’s entertaining and Liam Neeson does a good job. Even if Liam Neeson basically makes the same movies over and over, we really can’t complain about because it’s not like other actors haven’t done that before. John Wayne pretty much made the same Western over and over. Why can’t we be entertained by actors basically doing the same movie over and over? So, I will at least credit Liam Neeson for providing some good entertainment.

But here’s what makes this movie bad. It’s not so terrible that it’s not worth watching, but it sure as hell isn’t worth the full price movie ticket. The biggest problem with this film is it feels very familiar and we have seen this before. This story

would have been perfect if it really was Taken 4. I could be more forgiving of this movie if it had just said what it's trying to be, but the filmmakers are trying to fool us and thinking that this is some original movie with Liam Neeson while trying to be a familiar Liam Neeson movie that we love. Sorry, I for one am not falling for that. Also, it's not really convincing that this is an FBI story when you can clearly tell the city you're in is not in the United States. It was filmed in Australia and that was made evident by all of the wonderful Australian actresses the film had. I love Caroline Brazier from the Australian TV show Rake and she does a great job as a newspaper editor in this movie. All I'm saying is it's not very believable that you are around Washington DC when you clearly have no exterior shots of Washington DC. At least the X-Files TV show used the same shot for the FBI building and all 200 of their episodes. And I'm sure there's some free used footage out there that they could have used. The main issue is this film is trying to be something that it's clearly not. It really feels like a B-Action movie and you know what, B-Movies can be great when they know what they are!

Maybe I'm nitpicking too much because I've seen way too many movies, but I've said it before and I'll say it again, familiarity can be the death of movies. We've seen this Liam Neeson movie before and that is *Blacklight's* biggest problem. Yes, Liam Neeson is entertaining, but it's not enough to make this a great movie and just like Harrison Ford, at some point, we can't believe you as an action star anymore Liam Neeson. So, here's my suggestion for the movie if you chose to watch. Don't pay a full-price movie ticket, it's worth a cheap rental or watching it for free on a streaming service. It isn't anything you haven't seen before, but the action is good enough that you will be entertained for two hours and be able to escape reality for a little while. Sometimes that's all you really need in a movie and at this point, Liam Neeson as an action star provides that. The movie is average and that's probably being gracious. However, Liam Neeson can still kick some ass and perhaps that's the only reason to watch *Blacklight!*

Final Grade: 5 / 10 (Average)



The Long Night

Review by Julie Jones



Anyone who enjoys a good scary movie will tell you that it can be hard to find a good scary movie. Sometimes they are lame in between and sometimes they just aren't scary. Regardless, it takes a certain breed of horror film to elicit the perfect response. The Long Night is that perfect horror film. The Long Night is an indie film about a couple who stays at a home on their way back from a weekend with his parents. They immediately think something is off and find out they are right. She begins to find information about the parents, she has been looking for, but it only deepens the mystery they find themselves in. Scout Taylor-Compton plays the lead and she is great. No stranger to horror movies, she played Laurie Strode in the remake of Halloween. She is certainly a "scream queen" in her right and definitely shows in this movie. Scout Taylor-Compton helps make this movie better than it probably should be.

The film overall has an aesthetic that you would expect from a major motion picture. I thought it looked like a quality film and that really helped me with the suspension of disbelief. There is a gritty and dark feeling to the palette that wasn't contrived or antiquated, but felt like an organic uneasiness. Great Horror films need this to feel authentic and so many of the horror films made today just don't have this. And this is one of my favorite aspects of "The Long Night." The acting wasn't horrible from the rest of the cast, but it felt like it JUST missed the mark in some places. I believed the characters, but it felt like the chemistry wasn't there and the actors weren't engaging but instead just dealing with each other. The husband is the most annoying. Nolan Gerard Funk is a good actor, but it's not his best role. Maybe the character is supposed to be annoying, but it just doesn't work as it should.

The storyline isn't anything we haven't seen before, though it is less common. It gave me some Hereditary vibes, which is great for any scary movie! This may be the biggest compliment I can give the film. The direction and

cinematography weren't anything new, but I thought it was well framed and well done. Although, having the story take place in the south, which is full of urban legends and gothic aesthetics makes this film better. It wouldn't work as well in any other place. Overall, it's a good movie. Maybe it could have been a little better, but it could have been a lot worse. For horror fans, the film is worth checking out. You won't be disappointed. "The Long Night," maybe a B-Horror film, but doesn't feel like. It's one of the best Indie Horror films I have seen in a long time. I would give it an 8/10 and I think it's definitely worth a watch. It would make a great date night fright film or something to watch on a cold night in.

Final Grade: 8 / 10 (Good)



I Want You Back

Review by Danielle Butler



This modern break-up story starring Jenny Slate (playing Emma) and Charlie Day (playing Peter) is wildly funny, clever, and conveys how messy a break-up can lead to even messier plans in attempts to get an ex back. We have all been, right! I think that's what makes this story more

personal and connects to the audience better than most romcoms. The exes being heartthrobs are played by the beautiful Gina Rodriguez (as Anne) and the attractive Scott Eastwood (as Noah.), and their performances are just as brilliant as Jenny Slate and Charlie Day. Both Peter and Emma discover their exes are already in new relationships with Logan played by our favorite 'Good Place' monk Manny Jacinto and the gorgeous Clark Backo (Ginny) who also add some good performances to the movie. Everybody did a great that made this movie worth watching this Valentine's Day weekend.

This is a charming rom-com and will have you feeling good and laughing from beginning to end. The refreshing thing about this film is there are plenty of movies about young love, break-ups, and not-so-spoiler-alert spying on your exes, but rarely are we told a story about how hard dating can be for 30-somethings in the modern age. That's part of what makes this story clever. A lot of romance movies focus on people in their twenties like their trying to capture the same magic as Friends did in the 90's. But it's the people in their 30's that have the better and heart-wrenching stories. Rarely, do we see a love story with a slow burn, and all the bumps and bruise of heartache, unrequited love, and characters/people who are still figuring it out! That's one of the things I lived about it. The story is unique and not the same old tire romantic movies that we are used to that often give an unrealistic version of love and happiness.

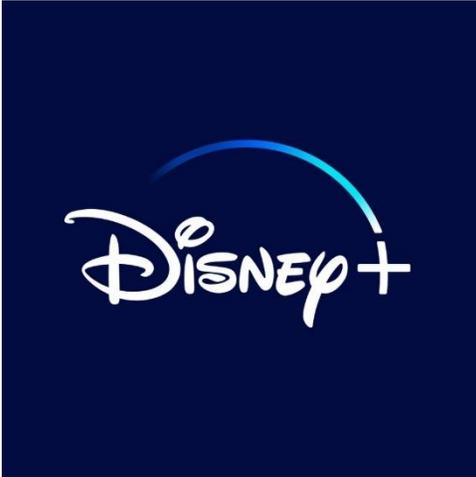
The writing as well as acting of this film is well done; it is not hard to fall for all the highs and lows of this story. Shout out to Jenny Slate for being the lovable, hilarious, and plot-moving protagonist (that says what we're all thinking. Charlie Day had me dying on the bachelor party adventures had me rolling on the floor laughing. I won't say the film is perfect, but it's certainly one of the better romcoms made in the last 30 years. I can't complain about the film too much, but If I did have to be critical, even parts of this film are predictable and unrealistic. Maybe that just makes the film

funnier because real life when it comes to love is not as comical.



I would rate this film an eight or nine, as it did have a few twists and turns while not disappointing your initial predictions for where the plot is going. Good romantic movies should have some surprises as being too predictable can make the story boring, Overall, this is an entertaining movie that will keep you wondering until the end with two great comedic actors, Jenny Slate and Charlie making you laugh a great deal throughout the film. I Want You Back is clever and funny, something different than we have normally seen in romcoms. That's the film's biggest strength. I highly recommend this film on Amazon Prime!

Final Grade: 8 / 10 (Good)



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2022 OSCAR NOMINATIONS: 'THE POWER OF THE DOG', 'DUNE' TOP LIST; 'DRIVE MY CAR' AMONG BIG SURPRISES

Full List of Nominees

Best Picture

Belfast
Laura Berwick, Kenneth Branagh, Becca Kovacik and Tamar Thomas, Producers

CODA
Philippe Rousselet, Fabrice Gianfermi and Patrick Wachsberger, Producers

Don't Look Up
Adam McKay and Kevin Messick, Producers

Drive My Car
Teruhisa Yamamoto, Producer

Dune
Mary Parent, Denis Villeneuve and Cale Boyter, Producers

King Richard
Tim White, Trevor White and Will Smith, Producers

Licorice Pizza
Sara Murphy, Adam Somner and Paul Thomas Anderson, Producers

Nightmare Alley
Guillermo del Toro, J. Miles Dale and Bradley Cooper, Producers

The Power of the Dog
Jane Campion, Tanya Seghatchian, Emile Sherman, Iain Canning and Roger Frappier, Producers

West Side Story
Steven Spielberg and Kristie Macosko Krieger, Producers

Actor in a Leading Role

Javier Bardem
Being the Ricardos

Benedict Cumberbatch
The Power of the Dog

Andrew Garfield
tick, tick... Boom!

Will Smith
King Richard

Denzel Washington
The Tragedy of Macbeth

Actress in a Leading Role

Jessica Chastain
The Eyes of Tammy Faye

Olivia Colman
The Lost Daughter

Penélope Cruz
Parallel Mothers

Nicole Kidman
Being the Ricardos

Kristen Stewart
Spencer

Actor in a Supporting Role

Ciarán Hinds
Belfast

Troy Kotsur
CODA

Jesse Plemons
The Power of the Dog

J.K. Simmons
Being the Ricardos

Kodi Smit-McPhee
The Power of the Dog

Actress in a Supporting Role

Jessie Buckley
The Lost Daughter

Ariana DeBose
West Side Story

Judi Dench
Belfast

Kirsten Dunst
The Power of the Dog

Aunjanue Ellis
King Richard

Directing

Belfast
Kenneth Branagh

Drive My Car
Ryusuke Hamaguchi

Licorice Pizza
Paul Thomas Anderson

The Power of the Dog
Jane Campion

West Side Story
Steven Spielberg

Writing (Adapted Screenplay)

CODA
Screenplay by Siân Heder

Drive My Car
Screenplay by Ryusuke Hamaguchi,
Takamasa Oe

Dune
Screenplay by Jon Spaihts and Denis
Villeneuve and Eric Roth

The Lost Daughter
Written by Maggie Gyllenhaal

The Power of the Dog
Written by Jane Campion

Writing (Original Screenplay)

Belfast
Written by Kenneth Branagh

Don't Look Up
Screenplay by Adam McKay; Story by
Adam McKay & David Sirota

King Richard
Written by Zach Baylin

Licorice Pizza
Written by Paul Thomas Anderson

The Worst Person in the World
Written by Eskil Vogt, Joachim Trier

Documentary Feature

Ascension
Attica
Flee
Summer of Soul
Writing With Fire

Animated Feature Film

Encanto
Jared Bush, Byron Howard, Yvett Merino
and Clark Spencer

Flee
Jonas Poher Rasmussen, Monica Hellström,
Signe Byrge Sørensen and Charlotte De La
Gournerie

Luca
Enrico Casarosa and Andrea Warren

The Mitchells vs. the Machines
Mike Rianda, Phil Lord, Christopher Miller
and Kurt Albrecht

Raya and the Last Dragon
Don Hall, Carlos López Estrada, Osnat
Shurer and Peter Del Vecho

International Feature Film

Drive My Car (Japan)
Flee (Denmark)
The Hand of God (Italy)
Lunana: A Yak in the Classroom (Bhutan)
The Worst Person in the World (Norway)

Cinematography

Dune
Nightmare Alley
The Power of The Dog
The Tragedy
West Side Story

Film Editing

Don't Look Up
Dune
King Richard
The Power of the Dog
Tick, Tick...Boom!

Live Action Short Film

Ala Kachuu – Take and Run
Maria Brendle and Nadine Lüchinger

The Dress
Tadeusz Łysiak and Maciej Ślesicki

The Long Goodbye
Aneil Karia and Riz Ahmed

On My Mind
Martin Strange-Hansen and Kim Magnusson

Please Hold
K.D. Dávila and Levin Menekse

Animated Short Film

Affairs of the Art
Joanna Quinn and Les Mills

Bestia
Hugo Covarrubias and Tevo Díaz

Boxballet
Anton Dyakov

Robin Robin
Dan Ojari and Mikey Please

The Windshield Wiper
Alberto Mielgo and Leo Sanchez

Documentary Short Subject

Audible
Lead Me Home
The Queen of Basketball
Three Songs of Benazir
When We Were Bullies

Music (Original Score)

Don't Look Up
Nicholas Britell

Dune
Hans Zimmer

Encanto
Germaine Franco

Parallel Mothers
Alberto Iglesias

The Power of the Dog
Jonny Greenwood

Music (Original Song)

“Be Alive” from King Richard
Music and Lyric by DIXSON and Beyoncé
Knowles-Carter

“Dos Oruguitas” from Encanto
Music and Lyric by Lin-Manuel Miranda

“Down To Joy” from Belfast
Music and Lyric by Van Morrison

“No Time To Die” from No Time to Die
Music and Lyric by Billie Eilish and Finneas
O’Connell

“Somehow You Do” from Four Good Days
Music and Lyric by Diane Warren

Production Design

Dune
Production Design: Patrice Vermette; Set
Decoration: Zsuzsanna Sipos

Nightmare Alley
Production Design: Tamara Deverell; Set
Decoration: Shane Vieau

The Power of the Dog
Production Design: Grant Major; Set
Decoration: Amber Richards

The Tragedy of Macbeth
Production Design: Stefan Dechant; Set
Decoration: Nancy Haigh

West Side Story
Production Design: Adam Stockhausen; Set
Decoration: Rena DeAngelo

Costume Design

Cruella
Cyrano
Dune
Nightmare Alley
West Side Story

Makeup and Hairstyling

Coming 2 America
Cruella
Dune
The Eyes of Tammy Faye
House of Gucci

Sound

Belfast
Denise Yarde, Simon Chase, James Mather
and Niv Adiri

Dune
Mac Ruth, Mark Mangini, Theo Green,
Doug Hemphill and Ron Bartlett

No Time to Die
Simon Hayes, Oliver Tarney, James
Harrison, Paul Massey and Mark Taylor

The Power of the Dog
Richard Flynn, Robert Mackenzie and Tara
Webb

West Side Story
Tod A. Maitland, Gary Rydstrom, Brian
Chumney, Andy Nelson and Shawn Murphy

Visual Effects

Dune
Paul Lambert, Tristan Myles, Brian Connor
and Gerd Nefzer

Free Guy
Swen Gillberg, Bryan Grill, Nikos
Kalaitzidis and Dan Sudick

No Time to Die
Charlie Noble, Joel Green, Jonathan
Fawcner and Chris Corbould

Shang-Chi and the Legend of the Ten Rings
Christopher Townsend, Joe Farrell, Sean
Noel Walker and Dan Oliver

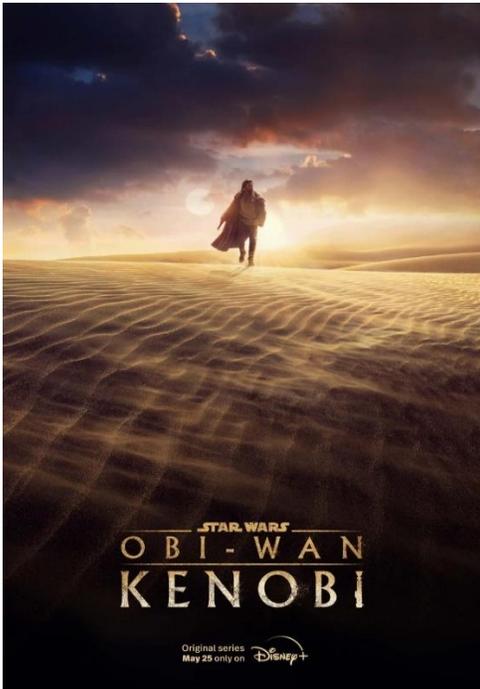
Spider-Man: No Way Home
Kelly Port, Chris Waegner, Scott Edelstein
and Dan Sudick

NOMINATIONS BY FILM

(not including Shorts categories; 2 or more)

The Power of the Dog (Netflix) – 12
Dune (Warner Bros/Legendary) – 10
Belfast (Focus Features) – 7
West Side Story (Disney) – 7
King Richard (Warner Bros) – 6
Don't Look Up (Netflix) – 4
Drive My Car (Sideshow and Janus Films) –
4
Nightmare Alley (Searchlight) – 4
Being the Ricardos (Amazon Studios) – 3
CODA (Apple Original Films) – 3
Encanto (Disney) – 3
Flee (Neon/Participant) – 3
Licorice Pizza (MGM/United Artists
Releasing) – 3
The Lost Daughter (Netflix) – 3
No Time to Die (MGM/United Artists
Releasing) – 3
The Tragedy of Macbeth (Apple Original
Films/A24) – 3
Cruella (Disney) – 2
The Eyes of Tammy Faye (Searchlight) – 2
Parallel Mothers (Sony Pictures Classics) –
2
Tck, Tick...Boom! (Netflix) – 2
The Worst Person in the World (Neon) – 2

DISNEY+ LIMITED SERIES “OBI-WAN KENOBI” DEBUTS ON MAY 25 (STAR WARS 45TH ANNIVERSARY)



“Obi-Wan Kenobi” Episodes Set to Stream Exclusively on Disney+

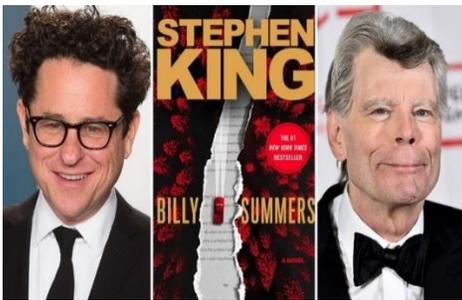
“Obi-Wan Kenobi,” the new Disney+ limited series from Lucasfilm, will debut exclusively on Disney+ May 25. The series stars Ewan McGregor, reprising his role as the iconic Jedi Master.

The story begins 10 years after the dramatic events of “Star Wars: Revenge of the Sith” where Obi-Wan Kenobi faced his greatest defeat—the downfall and corruption of his best friend and Jedi apprentice, Anakin Skywalker, who turned to the dark side as evil Sith Lord Darth Vader. The series also marks the return of Hayden Christensen in the role of Darth Vader. Joining the cast are Moses Ingram, Joel Edgerton, Bonnie Pisese, Kumail Nanjiani, Indira Varma, Rupert Friend, O’Shea Jackson Jr., Sung Kang, Simone Kessell and Benny Safdie. “Obi-Wan Kenobi” is executive-produced by Kathleen Kennedy, Michelle Rejwan, Deborah Chow, Ewan McGregor and Joby Harold.



Original Series From Lucasfilm Reunites Fan-Favorite Star Wars Characters

HOT PACKAGE: JJ ABRAMS, STEPHEN KING, ED ZWICK & MARSHALL HERSKOVITZ TEAM ON LIMITED SERIES ADAPTATION OF BESTSELLER ‘BILLY SUMMERS’



JJ Abrams’ Bad Robot is putting together a limited-series package based on the Stephen

King bestselling novel *Billy Summers*. Ed Zwick & Marshall Herskovitz will adapt, Deadline hears, with Zwick directing what will likely be six to 10 episodes. The package will be shopped shortly to high-end cable networks and streamers.

This will be Bad Robot’s latest series adaptation with King, after *Lisey’s Story*, *Castle Rock* and *11.22.63*. *Billy Summers* is a hitman who is looking to retire and takes one last highly lucrative job to feather his nest. The job requires him to embed himself in a quiet town, where he pretends to be an aspiring writer (he actually pours himself

into the prose). He sets up in an office with a direct view of where hitman Joel Allen will be delivered to face trial for shooting two men during a poker game. Allen also has committed enough murders for some high-level mobsters to be scared the gunman will incriminate his former employers to lessen his sentence. Summers, a meticulous craftsman, becomes more and more cynical about the mobsters who’ve hired him, and his skepticism is well warranted as things go awry following the job’s completion.

Reported by Deadline.com

‘PERCY JACKSON & THE OLYMPIANS’ LANDS OFFICIAL SERIES ORDER AT DISNEY+



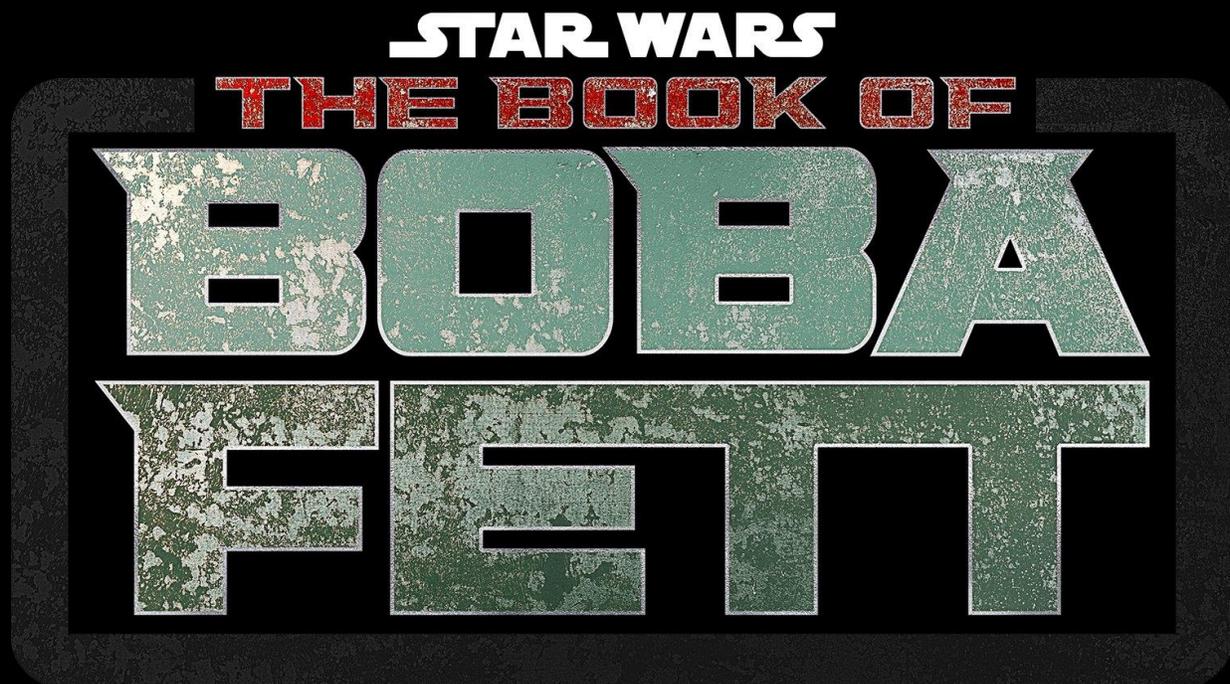
It comes from Rick Riordan, who wrote the original book series, which has more than 180M copies, and Jon Steinberg, the co-creator of FX on Hulu’s upcoming series *The Old Man*. The pair will write the pilot with James Bobin, director of *The Mysterious Benedict Society*, directing. The trio will also exec produce. Production is set to start this summer with casting currently underway. Steinberg will oversee the series with his producing partner Dan Shotz. Steinberg and Shotz serve as executive producers alongside Bobin, Rick Riordan, Rebecca Riordan, Bert Salke, the former Touchstone Television President who originally put the project into development, Monica Owusu-Breen, Jim Rowe and Gotham Group’s Ellen Goldsmith-Vein, Jeremy Bell, D.J. Goldberg.

It is produced by 20th Television. The series order was announced by Riordan on social media (you can see the video below). *Percy Jackson and the Olympians* tells the fantastical story of a 12-year-old modern demigod, Percy Jackson, who’s just coming to terms with his newfound supernatural powers when the sky god Zeus accuses him of stealing his master lightning bolt. Now Percy must trek across America to find it and restore order to Olympus. It was previously adapted as a film *Percy Jackson & The Olympians: The Lightning Thief* in 2010 followed by *Percy Jackson: Sea of Monsters* in 2013. Ayo Davis, president of Disney Branded Television, said, “With Rick Riordan, Jon Steinberg and Dan Shotz leading our creative team, we’re deep into creating a compelling TV series worthy of the heroic mythological characters that millions of Percy Jackson readers know are well-worth caring about, and we’re eager to invite Disney+ audiences into stories that are true to the blockbuster franchise and full of anticipation, humor, surprise, and mystery.”



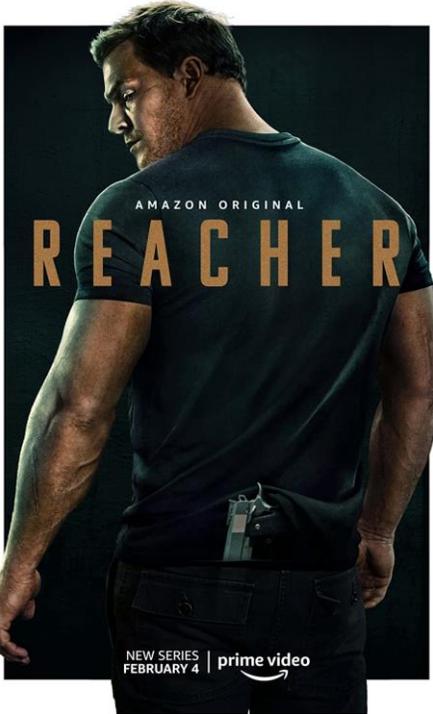
20th Television President Karey Burke added, “Bringing Rick Riordan’s brilliant Percy Jackson books to Disney+ as a television series has been a mission for so many of us at this company as well as for Rick himself, and Jon, Dan, James and the excellent team they have assembled have proven to be the perfect collaborators. Thanks to our friends at Disney Branded Television led by Ayo, and Disney Streaming led by Michael, this will be an adaptation for the ages, with all the excitement, action and mythology fans of the books expect and love.”

Reported by deadline.com



WHAT YOU SHOULD BINGE WATCH

REACHER: SEASON I REVIEW BY MARCUS BLAKE



It's about time that we finally have a Jack Reacher show where the actor playing Reacher is the right size. It's sad to say that, but the character is 6'5" and played by an actor who is actually that tall. Sorry, Tom Cruise! Nothing, against the Tom Cruise movies, they're entertaining and all, but I've always felt that a good Jack Reacher story should be told in multiple episodes. Now, we finally have it and it's great! I can go on and on about how much I enjoyed the Reacher series on Amazon. I feel like this is the way it was meant to be when telling a Jack Reacher story. And even better to start at the beginning because the first season is based off the first Jack Reacher book that came out in 1997. Sure, anytime you adapt a book into a movie or TV series, it's never going to be perfect. I mean, the Jack Ryan Series on Amazon proved that, it borrowed many elements from different books to tell the first two seasons, but it takes more than a 2-hour movie to really flush out a good story and the best thing they did with this series is to tell Jack Reacher's first story over 8 episodes. We don't need 20 episodes to tell the story or a 3 - 4 hour movie, a streaming series is perfect. Honestly, that was one of my first impressions. When I sat down to watch it, I couldn't stop and finish washed it all the way through over 8 hours. Now the other thing that producers got right was finding an actor who not

only had the physicality to play Jack Reacher, but the charisma as well. I can honestly say that Alan Ritchson is perfect casting. Many actors had been mentioned to play Jack Reacher in a TV series. Even Idris Elba was mentioned at one time, but after watching the first season, I don't think there's anybody better than Alan Ritchson who could have played Jack Reacher while not only embodying the physicality, but Reacher's sarcastic sense of humor that you get in the books. Of course, I can end this review by telling you that the series is awesome, but let me tell you why!

For those that are not familiar with the first Jack Reacher book, *The Killing Floor*, Jack Reacher is 6 months out of the army and ends up in Georgia looking for his brother. It's the first time we are introduced to this character, especially his family and upbringing through flashbacks, and what makes him such a great investigator. Also, let's not forget his own moral code about always doing what's right no matter the outcome or the adversity. I admit that I have not read all 25 Jack Reacher books, but I read the first one when I was in the Army 20 years ago and very much enjoyed it. Yes, I was entertained by the Tom Cruise movies, but in those stories, you meet Jack Reacher halfway through the novel series. As a storyteller, I feel like it's important to be more linear when telling a story so of course, you should start at the beginning.



Why is Jack Reacher out of the army and why is he a drifter or a ghost living off the grid? It's great to see Jack Reacher solve the major crime in this story and find out what happened to his brother, but I feel like it's also more important that we get the backstory of who Jack Reacher really is through the flashbacks of his childhood. The character is basically a military brat, it's all he's ever known. He's never lived a civilian life until he gets out of the army because he graduated high school on a military base and then went straight to West Point. Also important is in this first story you also get more of Jack Reacher's background when

it comes to some of the characters that he's connected with that will help drive this story such as a former lieutenant under his command that's basically a computer hacker and sniper. The pacing is done well and besides flushing out the story over 8 episodes, there's great chemistry with the cast, especially that of Alan Richardson and Willa Fitzgerald who plays the female sheriff's deputy and love interest of sorts.

A promotional graphic for 'Free Advertising'. It features a QR code, a lightbulb icon, a hashtag, stars, and social media icons for YouTube, Facebook, and Instagram. The text reads: 'FREE ADVERTISING', 'REACH OVER 12 MILLION CUSTOMERS', and 'ASK ME HOW - Scan Code, Text Me, or Call 469-708-9954'.

You really get to know all of these characters over 8 episodes that you wouldn't be able to do in a 2-hour movie. That's something I hated about the second Tom Cruise check Reacher movie, *Never Going Back* because you get a bit of a backstory with Jack Reacher and the fact that he might have a daughter, but because there's so much action in the movie, the audience never has time to breathe, and you only really get to know the characters in small moments. That isn't the case with a TV series. There's plenty of action because Jack Reacher kicks ass, but they spend a great deal of time getting to know all of the characters and what brings them to the center of the story. The first season based on the first book is a great jumping-off point when getting to know the character of Jack Reacher, something I can't really say about the Tom Cruise movies.

So, the series is absolutely perfect, but I only have minor critiques. And honestly, those complaints just have to do with some of the casting choices. I first want to say that Malcolm Godwin is a great actor, but I just couldn't buy him as the character of Finlay. It might have been miscasting. It also doesn't help that he's not the most interesting character in the story. He's a bit annoying and it shows in the series. But again, Malcolm Godwin is a great actor and we've seen him in movies like *American Gangster* and seen him in series like *iZombie*. The other miscasting has to do with Bruce McGill. Now don't get me wrong, I love him as an actor, and he was a fun interview years ago for the 40th anniversary of *Animal House*. But it's not believable that he is a bumbling fool masquerading as a southern mayor

and henchmen. He's played great bad guys in the past. He also does comedy well. But I feel like it's kind of a waste of his talents and the role of the southern mayor... It's not a character we should care about and anybody can play that kind of bumbling fool. But I'm the one hand I always enjoy anything with t Bruce McGill because he can make any scene better so maybe it's not a total waste. I also have to commend Kristen Kreuk from Smallville fame, she did a great job and she's turned out to be a better actress than she used to be when she was young, experience has a way of doing that and better writing. Anyway, Not every episode of Smallville with her was that great. Kristen Kreuk is great in this series. As I said, my complaints are only minor.

Overall, Reacher is a winner for Amazon Prime. And if you're looking for a good cop show to replace Bosch now that its finally over, then Reacher is definitely for you. We need another cop show where the main protagonist has his own moral code... Jack Reacher is the perfect character for that. And more importantly, it helps to have the perfect actor who embodies the true character of Jack Reacher. Alan Ritchson is superb! Season 1 of Reacher proves that 8 to 10 episodes is perfect when adapting a Jack Reacher book so the story can be properly fleshed out! The first season of Reacher is a high-octane thrill ride that not only gives the perfect introduction to the character, but gives the audience a more believable Jack Reacher than Tom Cruise playing the character. I love the character of Jack Reacher and feel like Amazon is giving us the perfect adaptation. I'm already "jonesing" for season 2 and I'm pretty sure you will be as well when you finish season 1. There's a lot to like and anything you hate about the first season, you'll quickly forget about it by the time you get to the end. I highly recommend Reacher on Amazon and Alan Ritchson does not disappoint. In fact, after watching his performance you'll be asking yourself, "Tom who?" Season 1 of Richard is so good that you'll probably start over and watch it again!

Final Grade: 9 / 10 (Great)



THE WOMAN IN THE HOUSE ACROSS THE STREET FROM THE GIRL IN THE WINDOW

REVIEW BY DANIELLE BUTLER



Kristen Bell in a Serious Role, Yes please! I enjoyed the series with the longest title, "The Woman in the House Across the Street from the Girl in the Window." I was on the edge of my seat as the story unfolded and constantly wanting to know more. And I admit, I was surprised by how good it is. The series is centered around Anna (the woman in the window) and the tragedies that accompany her story however, trouble ensues shortly after Anna's new neighbor Neil (played by Tom Riley) and his daughter Emma (Samsara Yett) move in across the street. Each episode, Anna, played by the delightful little gem of an actress Kristen Bell, relies on her amazing view, context clues, and her therapist to get to the bottom of the unsettling scene Anna can see from the safety of her living room window.

Anna is feisty, smart, sweet, and determined to uncover more about her new neighbors and find out what really happened in house across the street. Of course, Anna is also fighting her own demons and the trauma of her past follows her and drives her to drink excessively and often mix these with her prescription medications. This does not bode well for Anna as her reputation makes her a less than creditable witness.

Kristen Bell was brilliant in the role and that might surprise some of you out there considering we are used to seeing her in comedic roles. She is also brilliant in "The Good Place," as expected, but be sure she can do dramatic roles just as well. I did enjoy the comical interactions between Anna and her other nosy neighbor Carol. Anna screaming "Will you stop telling people I have a drinking problem?" "You know, I used to feel bad for you, but I do not feel bad for you anymore and I will not pray for you anymore, said Carol."

Which gives insight as to the type of person Carol is.

I will not be providing any spoilers; however, I have issues with pieces of the plot. Particularly, the reason for her daughter's death. I felt that scenario was very farfetched, and I believe it would not have happened however, as the silent participant of the story I acknowledge this was probably done as an explanation for the severity of trauma it caused Anna as an explanation for her drinking. I also had an issue with the way Anna's husband dealt with the situation. I am being a "Judgy McJuderson" but I think most would agree there is no way in Hell that would happen. This is no way takes away from how good the series is and how good Kristin Bell is in the role of Anna. What I did really appreciate was how Anna portrayed and dealt with trauma. It is important for audiences to see what living with PTSD looks like and Bell did an amazing job showing portraying and humanizing this experience. I also love seeing the thriller books Kristen Bell is reading in the movie as small nods the writers give to all the true crime fans tuning in to watch Kristen Bell unfold a mystery. I give this series a high rating. If you're looking for something new to watch on Netflix, then "The Woman in the House Across the Street from the Girl in the Window" is your next binge watch! There were things I would have liked polished in the story and that may be stuff that can be fleshed out in season 2, however, that may just be me nitpicking. Make no mistake, the ending does not disappoint!

Final Grade: 8 / 10 (Good)



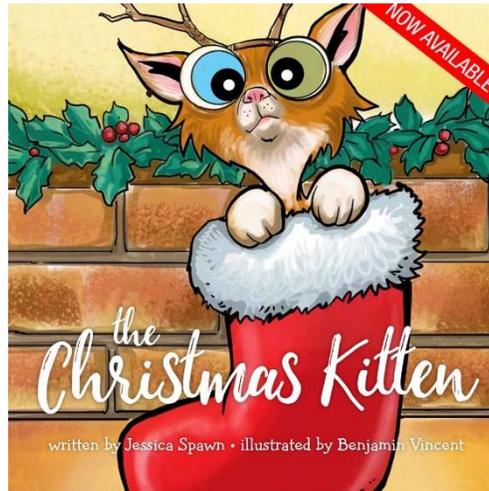
SPACE FORCE: SEASON 2 REVIEW BY MARCUS BLAKE



Space Force season 2 is here and it continues the adventures of the ineptest government agency in America! I don't know what's funnier, show itself or the fact that this is probably how Space Force really will be in America. But if nothing else Steve Carell and John Malkovich are brilliant in a satirical show about America's military branch in space. I love the first season, it's true that it felt like it was just the TV show *The Office* but for a government agency. Season 2 doesn't depart from that concept and that's what makes it brilliant, but unfortunately season 2 felt a little too short and didn't quite live up to the greatness of Season 1. I don't know if the show is getting canceled, but it feels like it is and maybe that's also why it feels like the writers were sort of winging it with the seven episodes that consist of Season 2. Don't get me wrong, it is funny, especially when Space Force is trying to fake out Russian hackers and that's the only spoiler, I will give you! Well, maybe not.

Season 2 picks up about a year after the end of season 1 with the branch of the military facing severe budget cuts. Basically, they're not going to

have enough money to get to Mars. So, season 2 is about them maintaining the status quo and trying to be an important military branch when it seems like the government doesn't care about them anymore. And of course, everybody's dealing with their own personal lives, especially the General as he's facing a divorce from his wife who is still in prison for 20 to 30 years. There's definitely some good episodes in season 2, like I said the one where the agency gets hacked by Russians is hilarious. Another great one is having a formal dinner with the head of China's Space Agency so they can figure out how to work together on a mission. Steve Carell and John Malkovich are the bright spots of the show. They're like their own version of *The Odd Couple* with a lot of humor showing the differences between a career general and a scientist. But Ben Schwartz always makes you laugh in Space Force as F. Murry Scarapuducci, the publicist for the agency.



But I have to say that for me the funniest parts of season 2 is Patton Oswalt as an astronaut all by himself at the Space Station who video conferences from time to time while it appears that he's on the verge of a nervous breakdown for having been alone so long. A lot of what made Season 1 funny is still in seen season 2.

However, it doesn't quite live up to season 1 and I feel like that's because it's not giving enough time. Seven episodes is too short, especially when

they're only 30 minutes and then of course it ends on a cliffhanger. Season 2 just didn't add anything to the series and since it's done by the same creators as *The Office*, you almost expect but they would be able to do more because Season 2 of *The Office* was definitely a lot better than the first season since they had more to work with. That's the way it's supposed to work with a show that, which you don't know if it will survive pas Season 1 and then you get more money for the second season so they could do more. It feels like the opposite happened with season 2 of *Space Force* and it doesn't really have time to explore major stories. I think my biggest complaint is it feels like the first half of a really great season so maybe we'll get more episodes, but it just doesn't live up to the first season.

Overall, it's a funny show and it's perfect for Netflix. While season 2 doesn't deliver as well as the first season did, if you enjoyed the first season and love the characters then season 2 is worth watching, but it will also leave you wondering where the other part of the season is or if season 3 is right around the corner. Ending a series on a cliffhanger is not a bad thing, but you also have to ensure that there's going to be another season to tell what happens next in the story after the cliffhanger. Season 2 really feels unfinished and the ending is like a mid-season finale. For me, the only way I'm invested in the show anymore is I have to know what happens after this cliffhanger and yes that may be a bit of a spoiler. It's also necessary to make a point that they should release more episodes in order to give us something that doesn't feel so underwhelming. Who knows what's going to happen, but if you are a fan of season 1 and the characters then you should check out season 2 because there's enough laughs to make it worth watching even if it's not as great as the first season.

Final Grade: 7 / 10 (Okay)

TEXT: 469-708-9954 to get started!



GAMING NEWS



THE SHOW 22



MLB PLAYERS

大谷翔平



4-5-2022

Day 1 on
Xbox Game Pass

Barbarians Join the Party in New Major Update for Baldur's Gate 3



Patch 7 opens up new ways to approach adventuring in Faerun, like a fog of war mechanic that obfuscates unexplored rooms, and tweaks to Darkvision and light/dark detection that make for much more effective stealth gameplay. The full patch notes will be available on Steam with a more in-depth look at what's changed, but below are some highlights. *Patch 7: Absolute Frenzy* will be available to Baldur's Gate 3 players later today. In the meantime, catch the Panel From Hell: 5th Edition VOD on our YouTube and Twitch channels for smashing good fun:

New Class: Barbarian:

Merciless in the heat of battle, fueled by nature's fury, and boasting chaos energy louder than a thousand reality TV stars combined, Barbarians are the latest class to join Baldur's Gate 3

Two subclasses:

Wildheart Barbarians choose a Bestial Heart to inspire, protect and guide them, receiving different

combat abilities and facial piercings depending on their choice.

Berserker Barbarians pull from a reservoir of pure fury, turning their Rage into a Frenzy that grants two new bonus actions – Enraged Throw wrecks additional damage to enemies and inflicts the prone status, and Frenzied Strike allows Berserkers to attack twice using a bonus action like Improvised Weapon.

Improvised Weapons: Almost anything has the potential to become a deadly projectile to be hurled at your foes! Improvised Weapons do damage based on their weight, and characters can wield an Improvised Weapon that weighs up to three times their Strength ability score. In short, this means with a high enough Strength stat, you can use something as big as a Mindflayer as a tool for thwacking your foes – although we don't think he'd like it.

Thrown Weapons: Patch 7 also adds throwable Daggers, Javelins, Handaxes, and Spears that allow you to attack from a distance, making melee combat feel more dynamic.

Total UI Overhaul: Patch 7 includes a total overhaul of Baldur's Gate 3's HUD UI, making it slicker, streamlined, and easier to use.

Stealth & Exploration: Improving exploration in Baldur's Gate 3 is one of the cornerstones of this patch. We want to ensure that as you explore, the surprises that are waiting around the corner stay just that: a surprise!

Light & Dark: We've improved how light and dark areas are detected, meaning you're less likely to miss when in daylight and hiding from NPCs is more precisely affected by the darkness around you.

Darkvision: Improved visualization means that characters using Darkvision won't see a brightly lit room, but will instead see in the dark via a cone of vision effect.

Room Portals: Blackened barriers that cover the doors of unexplored rooms and conceal the characters and objects within them.

New Magic Loot: We've placed a fresh batch of Magic Loot throughout the world, ranging from helmets and gloves to lightning-charged tridents, each granting its owner an impressive stat boost, buff, or additional perk.

Upgraded Cinematics: We've improved nearly 700 cutscenes – upgrading visuals, tweaking characters, adding and enhancing animations, and improving pacing.

Community Feedback, Early Access & 1.0

We've listed some of the highlights here, but the full patch notes will be available once the patch goes live – a whopping twelve pages of them, with asterisks noting changes and fixes that were the direct result of feedback from the Baldur's Gate 3 community. Early Access continues to be a key part of Larian's development process, allowing us to iterate and improve with feedback from our players to make the best game possible. Our internal goal post for release is a quality bar rather than a date. A ton of progress has been made towards that quality bar over the past year in Early Access, but we know many players are waiting for an actual date. That date will come when we're even closer to meeting our goal, but right now our expectation is that Baldur's Gate 3 will be released out of Early Access in 2023.

LIFE IS STRANGE REMASTERED COLLECTION OUT NOW!



Brand New Collection Features Remastered Versions of the Critically-Acclaimed *Life is Strange* and *Life is Strange: Before the Storm*, Available Now on Xbox One, PlayStation®4, Steam and Google Stadia

SQUARE ENIX® today announced the launch of the *Life is Strange™ Remastered Collection*, enhanced versions of the first two games in the award-winning series. Featuring updated character models, improved motion capture and more, players

will be able to experience legendary leads, Max and Chloe, like never before on Google Stadia, Xbox One, PlayStation®4, and PC Steam. Jon Brooke, Co-Head of Studio at Square Enix External Studios states: "Firstly I wanted to recognise DONTNOD for creating the incredible original *Life is Strange* game and now offer thanks to Deck Nine Games for improving the emotional on-screen performance of these beloved characters. The result of both teams hard work is that the *Life is Strange Remastered Collection* can be the beginning of an exciting and emotional journey for many new players for years to come." At the centre of *Life is Strange* and *Life is Strange: Before the Storm* are the magnetic and relatable friends, Max and Chloe. Players will harness Max's supernatural rewind ability and Chloe's quick-witted attitude to unravel and affect the events surrounding two astounding mysteries in the Oregon town of Arcadia Bay.

The *Life is Strange Remastered Collection* features:

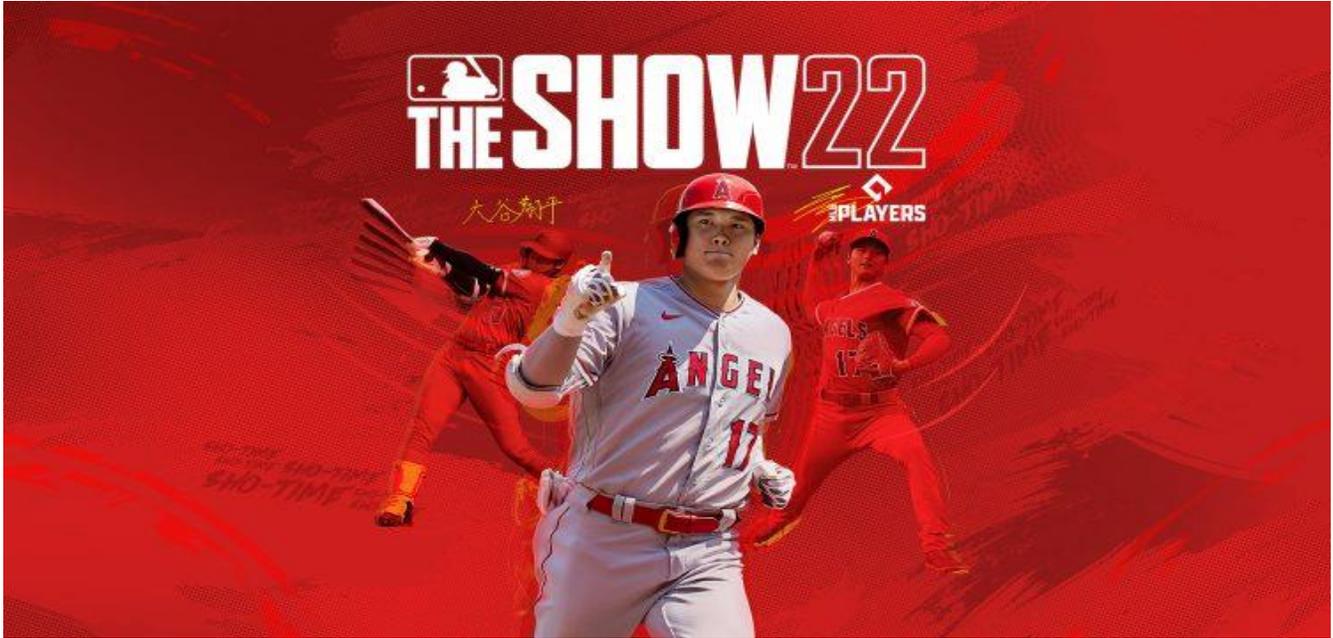
- Updated character models and environment visuals

- Improved motion captured lip sync and facial animation
- All-new engine and lighting upgrades
- Updates to some puzzle gameplay
- *Life is Strange: Before the Storm Remastered* includes previously released deluxe content (bonus outfits and the 'Farewell' bonus episode)
- All licensed tracks & original scores from the original games

The *Life is Strange Remastered Collection* is available on Google Stadia, PlayStation 4®, Xbox One, GeForce Now, PC Steam on February 1, 2022. PlayStation 4 and Xbox One versions will also be compatible with the next-gen PlayStation 5, and XBOX SERIES X|S. The Nintendo Switch version will be available at a later date. Purchasers of the *Life is Strange: True Colors Ultimate Edition* will also receive the *Life is Strange Remastered Collection*.

MLB The Show 22 Launches Day 1 with Xbox Game Pass on April 5,22

Shohei Ohtani: Unanimous AL MVP is Your MLB The Show 22 Cover Athlete!



Shohei Ohtani's 2021 season was one for the ages. Hitting 46 home runs, 100 RBIs, and stealing 26 bases while also having a 9-2 record on the mound with a 3.18 ERA and 156 strikeouts. Vince Lombardi Jr. once said, "The man on top of the mountain didn't fall there." Ohtani might seem like an overnight success here in the United States, but he's been climbing the impossible mountain since his teenage years attending Hanamaki Higashi High School in Japan. After having one of the greatest seasons in the history of Major League Baseball, Shohei Ohtani was really the only obvious choice to grace the cover of MLB The Show 22. Today, we are thrilled to announce that MLB The Show 22 launches on April 5, 2022. The standard edition on Xbox One is \$59.99 USD/\$79.99 CAD. Standard edition on Xbox Series X|S is \$69.99 USD/\$89.99 CAD. MLB The Show 22 – Xbox One Packshot - MLB The Show 22 – Xbox Series X|S Packshot. We're also delighted to announce that MLB The Show 22 will be available with Xbox Game Pass on day one and will be available on April 5 for Xbox Series X|S, Xbox One, and Cloud Gaming (Beta). Both MLB The Show 22 Xbox One and Xbox Series X|S Standard Editions will be included with Xbox Game Pass so members will be able to play the best version of the game regardless of which console they are on. And with cross-platform play and progress, you can play against others online, and earn and use content across the

platform and generation you choose. Cross-Platform Play, Cross Saves and Cross Progression Expands to include Nintendo Switch for MLB The Show 22! Nintendo fans can now join in with Xbox and PlayStation fans to play against each other online with cross-platform play in MLB The Show 22. In addition, cross progression allows you to earn and use any content on any platform or generation (this excludes PS5 and Xbox Series X|S exclusive content). With cross saves you can transfer a save file for Road to the Show or Franchise. MLB The Show Account, Account Linking & The Scouting Report With MLB The Show 22, you now can easily move from platform to platform and keep access to your entire inventory of cards, and the MLB The Show Account allows you to do so. Just create your MLB The Show Account on TheShow.com and link your Xbox and you are all set. While you are creating your new linked account, make sure you sign-up for The Scouting Report, so we can send you all the latest MLB The Show 22 information and subscribers also get an exclusive pack each month starting in April.



So, head over to theshow.com to get your account setup. MLB The Show 22 Feature Premieres Schedule Feature Premieres return to give our fans a deep dive into what's new and what has changed in MLB The Show 22. You can watch episodes on Twitch, YouTube, and Facebook Live or watch them on-demand at your own convenience as we get closer to launch. For MLB The Show 22, we are developing several Feature Premiere episodes, so be on the lookout on TheShow.com for episode schedule and information. So be sure to create an MLB The Show Account and link your Twitch account through TheShow.com under "My Account." Pre-order now on the Microsoft Store and be ready for action by receiving a Gold Choice Pack for use in MLB The Show 22 just for pre-ordering.

PLAYSTATION PLUS GAMES FOR MARCH 2022

PlayStation Plus

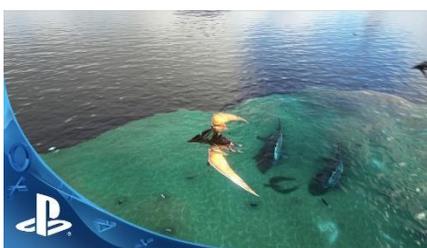
MARCH MONTHLY GAMES

For PlayStation Plus members

ESRB E-M

Available from 03/01/2022 - 04/04/2022
 *PS5 Console Only. Benefit not applicable for Ghostrunner on PS4.
 Monthly games accessible for duration of PS Plus subscription only.

The March PlayStation Plus lineup will test your survival, racing and combat skills in equal measure. Prove you've got what it takes to survive a deadly island wilderness in Ark: Survival Evolved, outpace the competition in Team Sonic Racing and sharpen your reflexes in cyberpunk first-person adventure Ghostrunner. And in addition to those titles, team up and take on fearsome, supernatural foes in bonus game Ghost of Tsushima: Legends*, which joins the lineup this month. All games will be available to download starting Tuesday, March 1st. Let's take a closer look at each game in turn.



Ark: Survival Evolved | PS4 - In this MMO survival game***, you awaken on the shores of a mysterious island and must quickly adapt to everything its hostile environment throws at you. Harvest resources to craft items and build shelters, and use your newly crafted equipment to kill, tame or breed leviathan dinosaurs and other creatures that roam the land. And you're

not the only one stranded: team up with – or prey on – hundreds of other players.



Team Sonic Racing | PS4 - The speeding 'hog switches sneakers for wheels in this thrilling, competitive style arcade racer. Face-off with friends in intense multiplayer racing***, race together across stunning worlds and work together as a team by sharing power-ups and speed boosts. Pick one of the Sonic franchise's iconic faces, who have been split across three distinct character types, then unlock game changing vehicle customization options to suit your racing style.



Ghostrunner | PS5****Wield a blade and perform amazing parkour feats to battle your

way up a megastructure tower city in this intense, fast-paced first-person adventure. Slice your enemies with a monomolecular katana, dodge bullets with your superhuman reflexes, and employ a variety of specialized techniques to prevail. One-hit one-kill mechanics make combat fast and intense. Use your superior mobility (and frequent checkpoints!) to engage in a fearless, never-ending dance with death.



Ghost of Tsushima: Legends | PS4 & PS5 - Ghost of Tsushima's standalone, cooperative multiplayer experience*** is inspired by Japanese folk tales and mythology. Choose from four unique classes – Samurai, Hunter, Ronin or Assassin – and invite friends or use online matchmaking to fight side-by-side as legends in four exciting game modes. Pair up to progress through the Story missions, gather three other players to take on Survival or go two versus two in the competitive Rivals.

A MESSAGE FROM YOUR SQUAD LEADER!

ALIENS: FIRETEAM ELITE AND WHY IT'S THE BEST MULTIPLAYER YOU SHOULD BE PLAYING RIGHT NOW

By K. Scott Cooper



What is the haps Gang, it is I your fearless Squad Leader has returned from my grungy little depression hole with some news for you! So, if you are like me and

grew up when the Alien and Aliens were still relative new films you will understand why this game is the “Bug Hunt” you have been waiting for. Yes, more so than that Colonial Marine crap we don’t talk about or the busted AvP game that was well, Busted! So, strap in and watch the ceilings, we are diving into this head first!

So I just want to start off by doing what a normally do and keep things spoil free as I can, but I wanted to address the rocky road that has been the release of this game. When Alien: Fireteam Elite dropped in 2021 it was a late year release in August and was not meet well as the servers were garbage and match making was a joke, not the kind of joke that is funny. More like the kind of joke your drunk sexually frustrated spinster Aunt tells around the Holidays, yeah it wasn’t pretty and that gave it some very well deserved low marks with the console community. Now with that being sad Cold Iron Studios has done well to acknowledge these mistakes and has launched a horde of patches and fixes to improve the game and have continued to listen to their fan-base regarding gaming issues, such as the adding of PC to Console Crossplay, and continued free content being released as the game travels its first year. So here is to hoping that we see true crossplay with console to console as well as PC, which doesn’t need to make you worry because as it stands now there is no PvP and the game doesn’t need it. Now on to the good stuff Gang! Lets, start off by saying for once a video game follows the cannon universe surrounding the setting of the game and I mean in a big, big way. The game makes every relevant tie in there is to connect to all the franchise films of this series and hints at more amazing things to come. Now the storyline for this game is very simple, you are part of a Colonial Marine fireteam sent to handle a situation involving everyone’s favorite bad guy Weyland – Yutani and all the F*#ked up stuff they do in the name of greed. Which honestly sits nicely in today’s current global struggles with Mega Corps, I have always

felt that this will somehow be our future. Aside from my quick political blurb, the storyline keeps you on your toes as you fight Xenomorphes and Synthetics as you unravel the hidden mysteries of LV-895. Now the game hints at all sorts of amazing stuff that I hope we will see further down the road as releases more content. I hope it isn’t an early push for a sequel as they still have a lot of hurdles to address before that point is even viable. Now before I get ahead of myself, I want to discuss the replay value of this game and clearly spell out that this is not a solo player designed game, it is possible and doable, just extremely difficult and less fun.

The campaign is a quickish one I the grand scheme of things, but that is where things get interesting. Playing one mission with some randoms and then going back to play with friends is a very different experience, not just because of the various loadouts and weapons offered in the game. But its never the same run through twice and the game offers challenge cards to spice things up by adding specific world altering conditions to the level as you go through and replay the game. Such as one card the gives you 3x experience and credits, but it amps up the baddies to overdrive right off the bat and keeps them coming like a fountain of “ You Gunna Die!!!”. Yes, this game does have after release cosmetic packs and you know me I am huge a fan of that stuff. However, after playing the game and seeing the potential of the game I bought the Deluxe game upgrade that was offered at release which acts like a year one season pass, gave me more loot than I knew what to do with and none of it changed the way the game is played. No broken Xp or Weapon Xp boosts or silly credit boosts that other games run as their bread and butter, plus even if that isn’t your thing 90% of the weapons and cosmetics can be discovered by finding hidden loot boxes as you play missions, trust me they make a very specific sound and they are bright orange. They want you to find and use this stuff, the same is said for the lore intel they hide throughout the various missions, they want you to explore and find every little corner they mapped. All of this ties into well that this game uses sound ques as alerts or warnings to objects or baddies hiding around the corner, this is super important and I something I love for immersion reasons. So, if you are that jerk off that doesn’t turn down his TV, has bothersome kids in the background, or think you are the gaming worlds shit DJ this is not the game for you.

This is a game for Pros and those who have the skills needed for a wonderful teamwork-based survival nightmare that we can all love and enjoy.



Now I know it doesn’t seem like this game could get any better, its a decent price for a base game, great storyline and fun content. Cold Iron studios did you one better, not only can you go through and replay the campaign 200 different ways they have two current additional game modes that are unlocked after you defeat the storyline on any difficulty, Horde Mode which is exactly as it sounds, were your Fireteam survives and kills as long as it can and Point Defense were your fire team defends specific objective points from ever more difficult wave after wave. Point Defense being a play mode the released as free post release content and they are planning another mode if not two that will be released later this year of 2022, along with more weapons and cosmetics for everyone. This is a game that my gaming friends and I have been hitting hard lately, which makes you think about what if you get burnt out on it? You can very easily if you play alone or have a really bad squad, but with everything I have mentioned before it makes getting burnt out that much more difficult when the very point of the game is replay over and over. Comparing this to Back 4 Blood or something along similar lines of play, Alien: Fireteam Elite wins out because it is very simple and very refreshing, a simple throwback done right in a modern release. So, if you haven’t picked up this game, you need to! It is free on Game Pass if you want to try it first, but I recommend this as a buy and feel that this game has beat out and will continue beating any other multiplayer release of this year. As everyone watches to see the fate of Activision and has felt the cold sting as Call of Duty has further declined over the years and Halo now following closely behind, Alien: Fireteam Elite gives something of worth and value that will keep your friends buggin you to hunt. So, stay safe, stay classy, and stay crazy!



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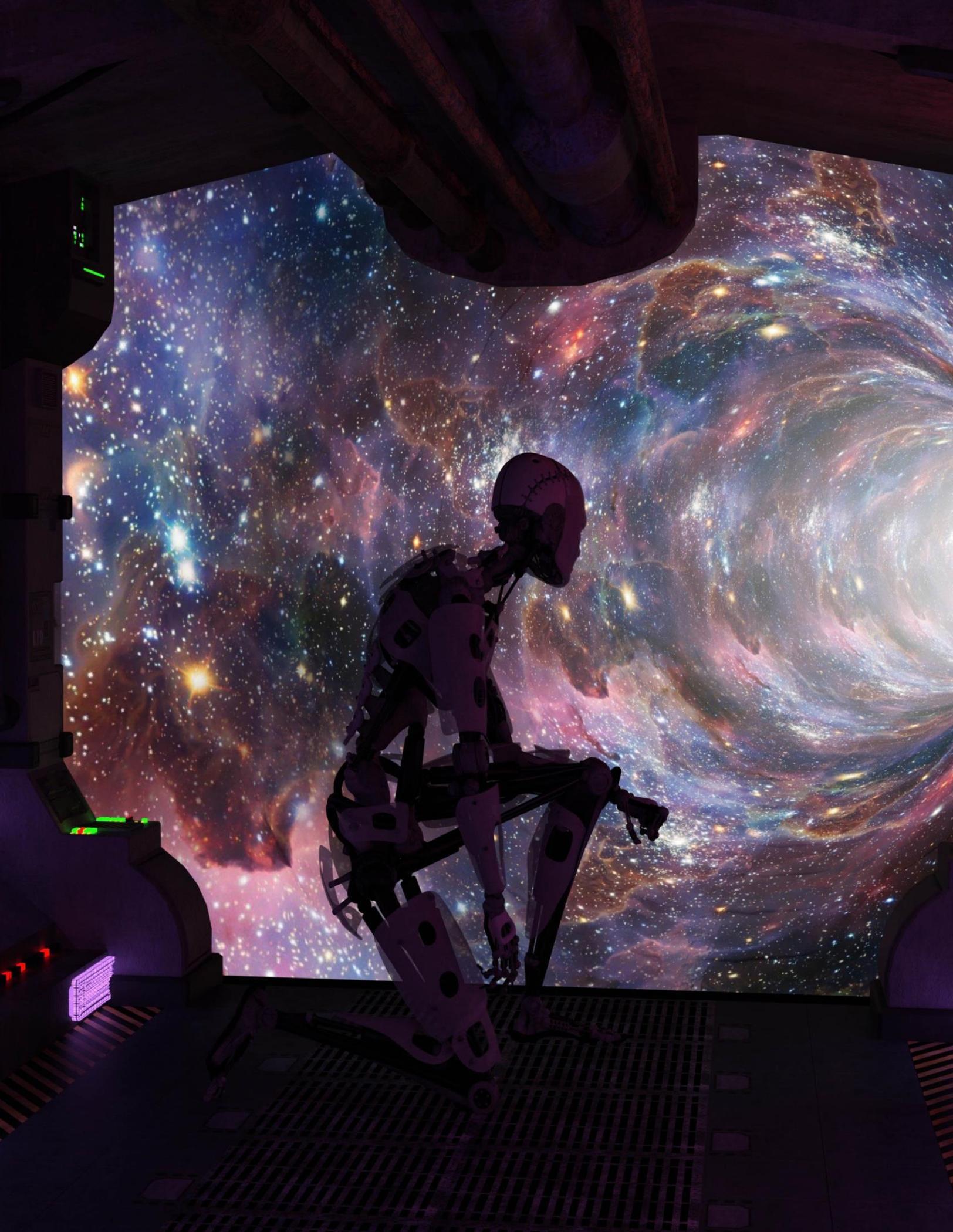
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F@#k the Oscars!

Let's Have the Nerd Oscars Instead!

By Marcus Blake (*From The Maverick Opinion*)



There needs to be a better award show than the Oscars. It can't be the Super Bowl of film awards anymore. We need an award show that's not run by pretentious assholes who don't understand what truly makes a great film or nominates a film simply because it checks all the "politically correct" boxes. I'm not saying that some of the movies getting nominated for an Oscar aren't worthy of the award, but there's a lot more films that get snubbed by the academy than get nominated, especially Independent Films. Every year there's an Oscar controversy. Every year, movie fans are left scratching their head on why certain films win. Some years the film that wins best picture is truly the best movie of that year and deserves the award, but more often than not, that's not the case. Of course, one year they even tried to have a category for the most popular film and give blockbusters a chance to win an Oscar. Popular films don't necessarily make the best films of the year, but should they at least have a chance to win the most coveted film award in history

Yes, because the truth is every film should be judged on whether it's worthy of an Oscar. Why do Superhero movies have to be snubbed for some movie that's so artistic and inspirational that it seems more worthy of being nominated especially if it's a film that few people see. Don't get me wrong, I'm not complaining about Indie films and I think every filmmaker who has the courage to go out and make a movie shouldn't be snubbed. They

deserve to be noticed because sometime Indie films are better than the big budget films put every year. Unfortunately, that doesn't happen. With this year's Oscars just around the corner, yet again, a big Blockbuster superhero movie that everybody enjoyed gets snubbed, but a remake of a classic musical gets a nomination for Best Picture. Maybe it's time we do away with the Oscars and have better film awards that look at all films as a whole and then decide what's worthy of being nominated and more deserving of these prestigious film awards.

Why do only a small group of people get to vote on the winners or even who gets a nomination. What makes them so fucking special? We have enough technology to do an online voting system where fans can vote on the winners in various film categories. If we can do a presidential election where millions of people get a vote, surely we can create a system where fans can vote on the Oscars. Oh wait, we do have something like that with Rotten Tomatoes where there's critics scores and audience scores and more importantly, everybody gets a vote. In fact, it's this online voting system that leads to films being categorized as "certified fresh." Or maybe we can just phone in our vote like it's Dancing with Stars. And that's why I think we need the Nerd Oscars, you don't even have to call it that, but maybe you can just simply be the movie awards we're all fans get a vote and every film gets nominated. It's not that hard to create an online pole...isn't it a WordPress Plugin!

So as a nerd who would like to see more sci-fi and superhero movies get a nominations because sometimes they are better than artistic Independent films or remakes of classic musicals, which do get an Oscar Nomination. I'm sorry, but Spider-Man: No Way Home is a much better movie than the remake of West Side Story where nothing changed, especially the music. Perhaps what we really need are the Nerd Oscars where big blockbuster movies can get nominated and you can have a category for those artistic indie films. It's an award show where things are fair and it isn't just a small group of people voting. As a critic and a movie fan, I've gotten to the point where I just don't care about the Oscars anymore. I would like to see an award show

where the truly better films aren't snubbed and have a chance to win. Seriously, we don't need an award show that allows an overrated pretentious film like Annie Hall to win Best Picture over Star Wars because frankly Star Wars is a better story. It's classic storytelling told in a new way and 45 years later that's a movie that has stood the test of time more than some shitty Woody Allen movie. Movie fans remember Star Wars more than Annie Hall, anyway!



You may be thinking, well if we did it your way "Mr Blake" then Michael Bay films would have a chance to win an Oscar. Well, sure, I may not like that, but I'm all in favor of letting movie fans decide instead of a small group of people who think they know better, the best films, directors, actors, and screenplays every year. For films that are generally considered nerdy, they tell better stories than most of the films that get nominated. While I'm glad that Dune: Part 1 got nominated for an Oscar, we all know it's not going to win Best Picture. I'm sure the Academy of Motion Picture Arts and Sciences are stupid enough to let the remake of a classic musical win Best Picture. The sad thing is, it's not even Steven Spielberg's best film that deserves to win an Oscar for Best picture. I'm still mad that Saving Private Ryan or Amistad didn't win. So, let's have the Nerd Oscars where we can truly vote on the best films of the year and Superhero films aren't snubbed. Just to reiterate my point, let movie fans decide who wins an Oscar, they know better than the idiots at the Academy anyway. And I bet you the Nerd Oscars would get better TV ratings too!

“Shooter” McGavin is More Evil Than Darth Vader

By Daniel R. Durrett
@FilmDitz



the Empire could be more evil is the process of paperwork. One could only imagine the number of emails and memos needed for a Death-Star. Physical harm due to the pressure placed on Bob Barker and the Happy pairing at the Pro-Am pushed the duo to the point of fisticuffs, to gain Happy’s suspension, all without the benefit of the Jedi mind trick, Shooter didn’t need the force.

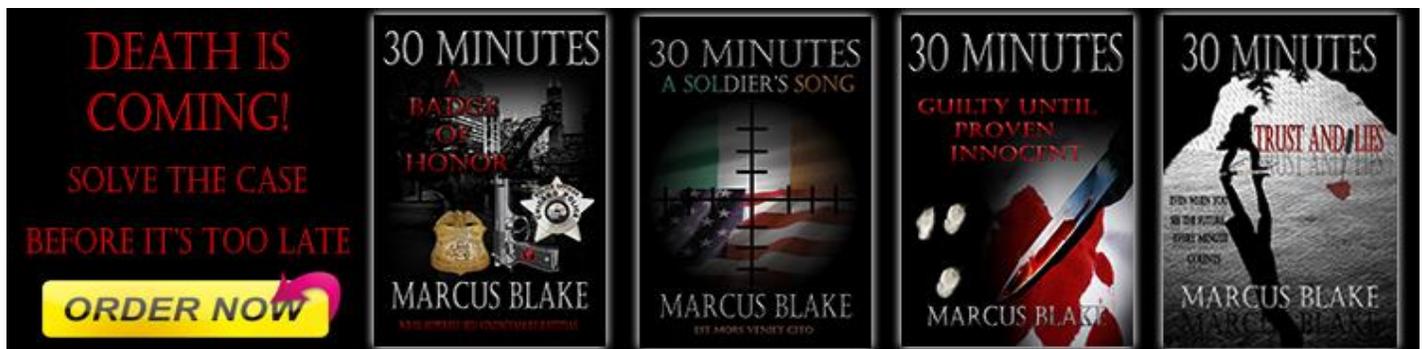
But, if getting your ass kicked by Bob “The Price is Right” Barker he as well had someone hit Happy with a car on his behalf taking away Happy’s super swing. Vader did on more than one occasion force throw items at Luke but, this could be seen as a show of his dark-side forces. In many ways the brochure of look what you will get when you join the dark side. At most this was recruiting or hazing from a father to a son, what could be called parental strengthening.



It is true that with the use of the force. Vader can reach across the universe and call to Luke, but could this not just be a dad trying to connect with his son? Maybe Shooter really needed that hug from his dad, he definitely needed the love of some family member. perhaps if Shooter had a grandmother like Happy’s nana this would be a different story. Bureaucracy & Administrative red-tape- Shooter attempts to change the rules to provide any advantage he can over Happy. Steps in against Happy to pressure the PGA whenever he can provide influence to the governing administration. This could be the one area that the Empire has Shooter beat hands down, the one-way Vader and



Pure theft- Shooter when presented with pure failure steals the golden jacket of the championship. The theft in the Star Wars world is done at the hands of the rebellion never by the Empire, the Empire doesn’t need to steal they already have it, (and by It I mean whatever they need, HELL they have two). So, with a clear view, it is not hard to understand Vader is a dad who was lacking role-models, whose social skills leave much to be desired. But, truly a Dad trying desperately to connect with his son and quite unsure how to do what a Dad should do to be a father. However, Shooter without a doubt IS EVIL!

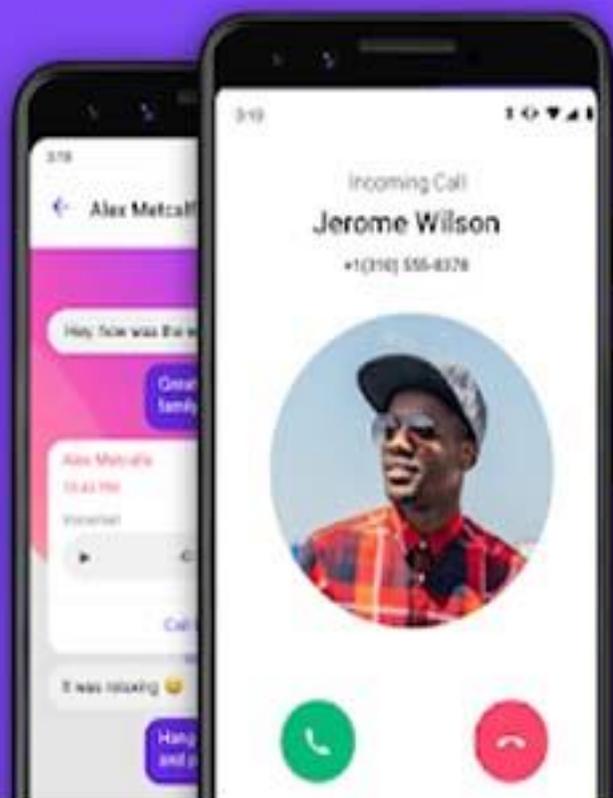




COMIC BOOK NEWS

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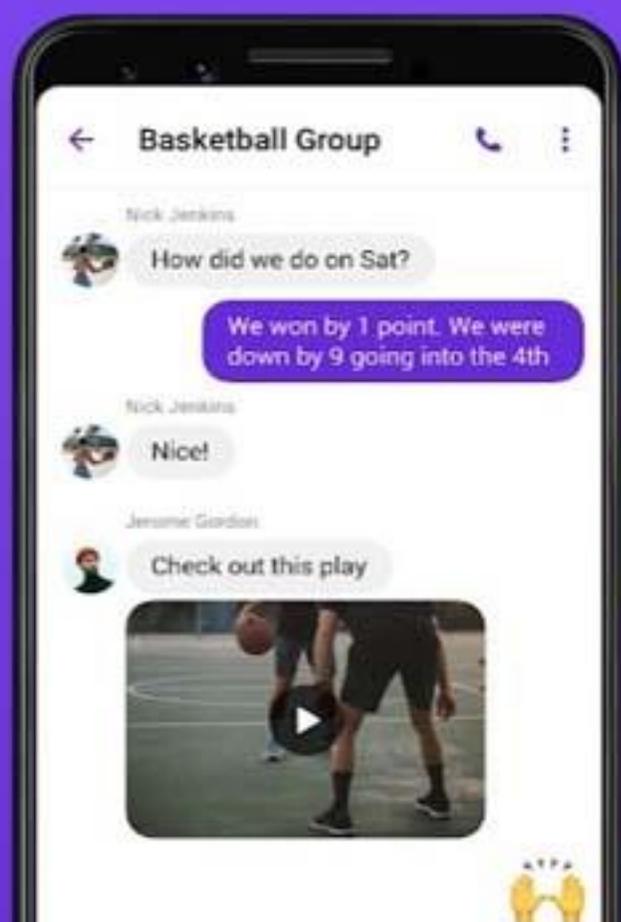
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LY LOOK AT THE UPCOMING BONE ORCHARD: THE PASSAGEWAY OGN REVEALED



The bestselling, Eisner Award winning team behind *Gideon Falls* and *Primorial*—Jeff Lemire and Andrea Sorrentino—kick off their shared horror universe *The Bone*

Orchard Mythos with the upcoming, *The Passageway*. This chilling original graphic novel will hit shelves in June from Image Comics.

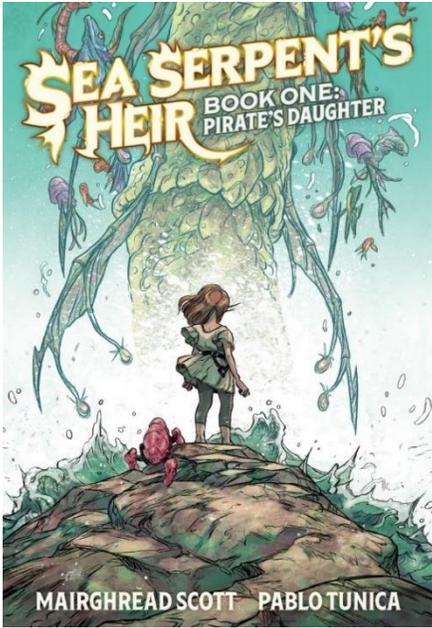
"*The Passageway* may be the most complete collaboration between Andrea and I yet," said Lemire in an exclusive sneak peek at the title with *IGN*. "It not only tells a complete, dark and mysterious story, it also opens the doors to the larger universe of *The Bone Orchard Mythos*. We're setting out to make smart, evocative and emotional horror stories that take readers to places they never could have imagined." In *The Passageway*, readers meet a geologist who is sent to a remote lighthouse to investigate strange phenomena, he finds a seemingly endless pit in the rocks. What lurks within—and how will he escape its pull? Sorrentino added: "*The Passageway* also coincidentally comes with a title that has both a meaning in the story itself (as our unfortunate John will find out) and acts as a gate for the readers to this brand-new, exciting horror universe. Jeff and I have carefully built a complex mythology and lore for this new world for months now and I can't wait for all this world-building to slowly unfold before the reader's eyes

in the coming years. It will be huge." "The creative rapport Jeff and Andrea have developed over the course of the last few years is on par with the partnership Ed Brubaker and Sean Phillips have built," said Eric Stephenson, Publisher and Chief Creative Officer at Image Comics. "So watching the *Bone Orchard Mythos* take shape has been truly amazing and it's awesome that they've chosen to launch this new horror universe during Image's 30th anniversary!" *The Passageway* (ISBN: 978-1534322240) will be available on Wednesday, June 15 and in bookstores on Wednesday, June 21. It can be pre-ordered at your local comic book shop and on Pullbox or independent bookstore or via Amazon, Barnes & Noble, Books-a-Million, and Indigo. *The Passageway* will also be available for purchase across many digital platforms, including Amazon Kindle, Apple Books, and Google Play. To celebrate the universe's launch—and whet readers' appetites—there will also be a *Bone Orchard Mythos Prelude* story available for Free Comic Book Day 2022 at participating comic shops on Saturday, May

7.



THERE'S A WHOLE WORLD WAITING TO BE DESTROYED IN SEA SERPENT'S HEIR BOOK ONE FIRST LOOK FROM SKYBOUND COMET



“Enchanting and dreamy. This book feels like a mash up between Hayao Miyazaki and Guillermo del Toro with its heart, mystery, and adventure.” —Tillie Walden, Spinning, On a Sunbeam, Clementine

“A masterful blend of political high fantasy and gritty, other-worldly pirate lore that I highly recommend to anyone looking for a new adventure.” —Michelle Fus, Ava’s Demon

LOS ANGELES 02/14/2022 — Today Image/Skybound debuted a first look at *Sea Serpent’s Heir Book One: Pirate’s*

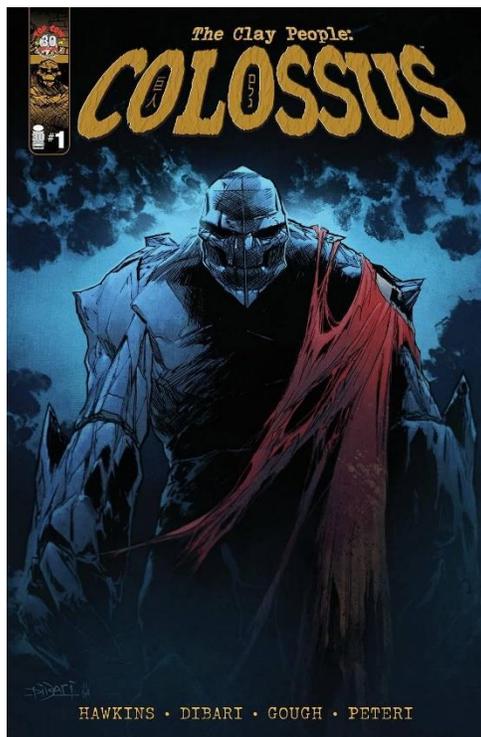
Daughter, an extraordinary tale of growing up and changing your fate, from acclaimed creators Mairghread Scott (*Star Wars: Resistance, Guardians of the Galaxy*) and Pablo Tunica (*TMNT Universe*). Available everywhere books are sold October 2022, *Sea Serpent’s Heir Book One* marks the release of the first original graphic novel in this fantasy Young Adult trilogy from Skybound Comet, a new original graphic novel imprint aimed at Young Adult (Ages 12+) and Middle Grade (Ages 8-12) audiences, but sure to captivate readers of all ages. What if you were destined to destroy the world? For Aella, life on Kinamen Isle is one of boredom. Spending her days fishing and minding her aunts, she dreams of life beyond the horizon. Everything changes, however, when she awakens an ancient evil within herself as it’s revealed that she’s the reincarnation of Xir, the serpent that almost destroyed the world. Worse yet, a fanatical religious organization has arrived on Kinamen Isle in search of Xir. As Aella is forced to fight for her life, she’ll discover that her entire world is not what it seems. Her aunts know more than they let on and what exactly does the infamous Pirate Queen want with Aella? *Sea Serpent’s Heir Book One: Pirate’s Daughter* (Diamond Code: MAY218588, ISBN 978-1-5343-2129-8) will be available at comic book shops and digital platforms including Amazon Kindle, Apple Books, and Google Play on Wednesday, October 12 and everywhere books are sold on Tuesday, October 18. *Sea Serpent’s Heir Book One* will be

preceded by Skybound Comet launch titles *Clementine Book One* (Diamond Code MAY218587, ISBN: 978-1-5343-2128-1) by award-winning writer/artist Tillie Walden (*Spinning, On a Sunbeam*) in June 2022 and *Everyday Hero Machine Boy* (Diamond Code MAY218589, ISBN: 978-1-5343-2130-4) from rising star voices Tri Vuong (the upcoming *LEGO® NINJAGO®: GARMADON* comic book series) and Irma Kniivila in September 2022. And don’t miss *Clementine #1*, available on Free Comic Book Day May 7, 2022, featuring an all-new FCBD exclusive cover by Tillie Walden and extended previews of Skybound Comet OGNs *Clementine Book One*, *Everyday Hero Machine Boy* and *Sea Serpent’s Heir Book One*. For more info and updates on Skybound Comet,

visit www.skyboundcomet.com.



TOP COW & EPITOME GIVE METAL & COMIC BOOK FANS FREE PREVIEW BOOK OF THE CLAY PEOPLE: COLOSSUS

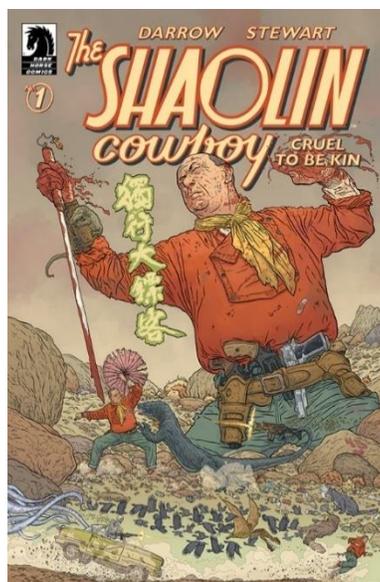


Top Cow and EPITOME gift metal music lovers and comic book fans a [free digital 20+ page preview book](#) of their upcoming one-shot comic, *The Clay People: Colossus*, which is inspired by the song "Colossus" by the band The Clay People, and written by Matt Hawkins (*Think Tank, Swing*) and Christian DiBari (*Magdalena*). This one-shot is the second team up project between Top Cow and EPITOME, the first being *St. Mercy*. "The song means different things to different people; the more we heard it, the more we envisioned a story about an underdog with new-found, out-of-control power and the ramifications that using it would bring," said Richard Leibowitz, President at EPITOME. [This free preview book](#) allows fans to think a bit deeper and contemplate the song and the story themselves. *The Clay People: Colossus* one-shot follows a biracial boy in the Midwest who uses a supernatural gift from his grandfather to push back against two older boys who are terrorizing him. In a tale inspired by the song "Colossus" by heavy metal band The Clay People, intolerance, drug addiction, poverty, and boredom collide into a

perfect storm of grisly revenge. *The Clay People: Colossus* one-shot ([Diamond Code DEC210075](#)) will be available at [comic book shops](#) on Wednesday, March 16. *The Clay People: Colossus* one-shot will also be available for purchase across many digital platforms, including [Amazon Kindle](#), Apple Books, and Google Play. Visit the [EPITOME website](#) to sign up for updates and other freebies.



DARK HORSE TO PUBLISH GEOF DARROW'S "SHAOLIN COWBOY: CRUEL TO BE KIN"



This year, Dark Horse Comics will publish *Shaolin Cowboy: Cruel to Be Kin*, an all-new, seven part comic book series of action-packed intellectual drama by award-winning Geof Darrow and Eisner award-winning colorist Dave Stewart. The latest installment in the Eisner-Award-winning *Shaolin Cowboy* series is set in Phase 4 of the SCU, where the Shaolin Cowboy finds his parenting skills being tested when he is forced to homeschool during a pandemic of unparalleled violence, in a story torn from yesterday's viral twitter feeds. Can he get a kung fu grip on the situation before a horde of .45 loving human monsters and not so human monsters send him to the ICU? Only guns, swords, and flying guillotines will tell!!!!!!!!!!!!!!

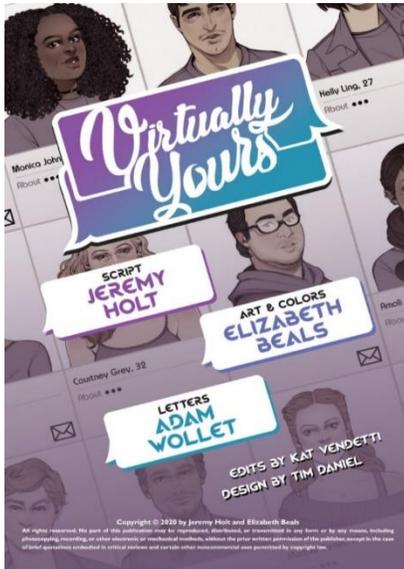
Geof Darrow is one of the most influential and revered cartoonists working today. Darrow is renowned for his early work with Moebius, his designs for television (including *Super Friends*, *Richie Rich*, and *Pac-Man*) and films (including *The Matrix*, *The Matrix Resurrections*, and *Speed Racer*), his

collaborations with Frank Miller and Andrew Vachss, and his iconic and detailed comic book covers. For nearly twenty years, he's been creating stories for the *Shaolin Cowboy* that are chock full of monsters, carnage, corpses, and chainsaws. For the latest, epic *Shaolin Cowboy* series, some of the biggest names in comics will provide variant covers:



Featuring Covers by Darrow and Eisner Award-Winning Colorist Dave Stewart, With Variant Covers by Some of the Biggest Names in Comics

DARK HORSE BOOKS TO PUBLISH “VIRTUALLY YOURS”



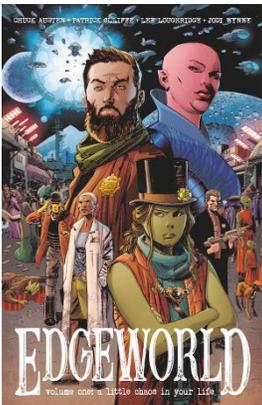
Dark Horse Books to Publish *Virtually Yours*, An Original Graphic Novel About Dating in the 21st Century, Written by Jeremy Holt with art by Elizabeth Beals, in Print September 2022

Dark Horse, the legendary comic book publisher of titles including *Black Hammer*, *Hellboy*, *Sin City* and *The Umbrella Academy* will publish *Virtually Yours*, the original graphic novel about dating in the 21st Century in print for the first time in September 2022. “We all know dating nowadays can be a complete and total sh*tshow, and with the current state of the world and most people being under

lockdown and in social isolation, it's even harder to try to connect with someone online. *Virtually Yours*, from writer Jeremy Holt and artist Elizabeth Beals knows this struggle all too well. But unlike other romantic-comedies, *Virtually Yours* features a diverse cast of characters of all shapes, sizes, races, and sexualities coming together to navigate the messy and complicated world of online dating.” —PRIDE.com “Jeremy has a rare and impressive ability to shift between styles of writing, and the tone of this book really caught me off guard in such a great way. Highly recommend.” —Landry Q. Walker, *House of Odd, Little Gloom* “*Virtually Yours* proves that comics can tell stories that don't rely on shock and violence. Holt and Beals have created something wholly unique that stands as a testament of the mediums ability to capture humanity in a way the few others can. Masterfully done.” —Michael Conrad, Tremor Dose “I READ IT ALL IN ONE SITTING! It's SO good, folks, you have to read it!” —Joe Glass, *The Pride* “A compelling work that plays with tropes—and the medium—in unexpected ways. Jeremy's been one of my favorite writers for a while. Recommended.” —Eric Palicki, *Black Myth, All We Ever Wanted In Virtually Yours*, career-minded Eva Estrella is tired of her family asking when she's going to settle down. Why won't they stop nagging her? New York City is a big place! Sure it's easy to meet people, but you try finding “the one” in a city of 8 million! Besides, Eva doesn't want a distraction from her goal of finding a dream job in journalism. So Eva joins *Virtually Yours*, a virtual dating app that

provides all the proof of being in a relationship — without actually being in one. And then there's Max Kittridge. He might be a former child star, but right now he's in the middle of a divorce and going through the motions. Max takes a gig at *Virtually Yours* creating, what becomes, a highly sought-after profile, making him a top performer at the company. As they navigate their current circumstances, both Eva and Max find that sometimes what you're looking for is right in front of you. **About the Writer:** Jeremy Holt is a Brooklyn-based non-binary author whose most recent works include *Made in Korea*, *Before Houdini*, and *Skip to the End*. They have received high praise from Brian K. Vaughan (*Y the Last Man*, *Saga*, *Runaways*), as well as magician and NYT crossword constructor David Kwong. **About the Artist:** Elizabeth Beals is an Atlanta based illustrator best known for her love of detail, geeky pin-ups, and cover work. She graduated from the Savannah College of Art and Design with a BFA in illustration. When not drawing she enjoys baking, wooing the neighborhood cats, and re-reading all her magical girl manga. **Virtually Yours [on sale September 6, 2022 / MSRP \$19.99/\$25.99 pbk / 120 pages / color / ISBN: 978-1-50672650-2 / Dark Horse Books]** is the latest release from the Dark Horse Books and comiXology Originals print program. It is available for pre-order now through Amazon and Barnes & Noble and your local comic shop.

DARK HORSE TO PUBLISH “EDGEWORLD, A SCI-FI WESTERN COMIC”



Written by Animator and Producer Chuck Austen with Art by Patrick Olliffe, in Print in August 2022 *Edgeworld* is currently in development as an original animated series at Amazon Studios. New York, NY / Portland, OR – Dark Horse, the legendary comic book publisher of

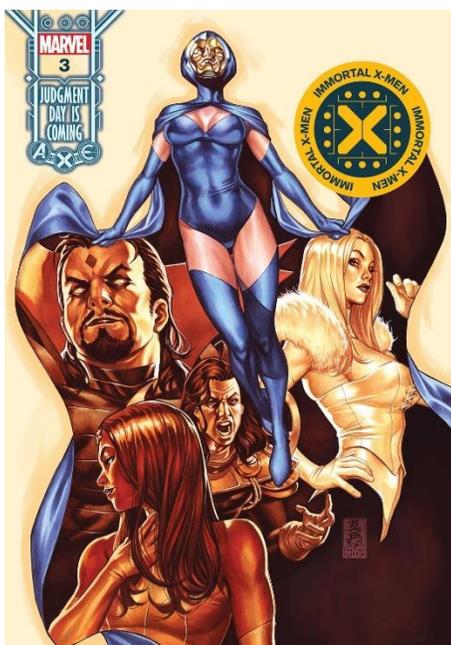
titles including *Black Hammer*, *Hellboy*, *Sin City* and *The Umbrella Academy* will publish *Edgeworld*, an edgy expectation-busting western set in the far reaches of outer space, for the first time in print in August 2022. Written by animator and producer Chuck Austen, who makes his return to comics with his good friend, long-time Marvel/DC artist Patrick Olliffe (*Spider-Girl*; *Hawkman*), *Edgeworld* is a gritty, sexy, potent adventure series that's part science fiction, part detective series, and part western. Joining Austen and Olliffe, in his first

creator-owned comic, are acclaimed colorist Lee Loughridge, and letterer Jodi Wynne. *Edgeworld* is currently in development as an original animated series at Amazon Studios with Chuck Austen and Patrick Olliffe serving as executive producers. “A heady mix of *Firefly*, *Westworld*, and *Deep Space Nine*.” —io9 In *Edgeworld*, Killian Jess is the magistrate and a former United Authority soldier who knows the system, upholds the law, and delivers the verdict—with a vengeance. Alongside native Palan Cheela, Killian fights to protect the planet Pala, a backwater, frontier planet on the edge of known space located beneath a riftgate—the greatest and most valuable discovery in galactic history. Together, the duo must battle alien invasions, military forces, black market traders, otherworldly infestations, drug runners and the disastrous, ecological aftermath of a brutal, planet-wide war, in order to save the world they love. **About the Writer:** Chuck Austen has worked on so many different things he feels the desperate need to lie down. His animation skills have been part of *King of the Hill*, *Steven Universe*, *The Cleveland Show*, and he co-created the hit series *Tripping the Rift* for SYFY. He has spent the last five years as a producer for DreamWorksTV on *Dawn of the Croods*, *Rocky and Bullwinkle*, and *She-Ra and the*

Princesses of Power. He also wrote a lot of comics, including *Uncanny X-Men*, *JLA*, *Superman*, and *The Avengers*. His favorite personal work, by far has been with comiXology, Patrick Olliffe and the talented team on *Edgeworld*.

About the Artist: Patrick Olliffe is a veteran comic book illustrator with over 32 years of experience, working for some of the largest publishers in the industry, including Marvel Comics, DC Comics, Dark Horse and Disney Publishing. His long list of credits include drawing such characters as Spider-Man, Thor, Batman, Superman, Wonder Woman, Captain Marvel, Catwoman, Hawkman, plus for Disney's Marvel Press, Captain America, The Fantastic Four, Hulk, The Avengers, and The X-Men. He is thrilled to be partnering with Chuck Austen and the rest of the team to bring *Edgeworld* to life! **Edgeworld [on sale August 23, 2022 / MSRP \$19.99/\$25.99 pbk / color / 136 pages / ISBN: 978-1-50672834-6 / Dark Horse Books]** is the latest release from the Dark Horse Books and comiXology Originals print program. It is available for pre-order now through [Amazon](#) and [Barnes & Noble](#) and your [local comic shop](#). Written by Animator and Producer Chuck Austen with Art by Patrick Olliffe, in Print in August 2022

Judgment Day Approaches and a Major New Player Emerges As Destiny Of X Continues To Reshape Mutantkind



The next era of X-Men is on the horizon! With fresh new titles, exciting creative team changes, and cast shakeups, DESTINY OF X will be a season of radical transformation for the X-Men line and its characters. The possibilities are endless as the second Krakoa age begins over the next few months. And right now, fans can discover more about what's to come this May in their favorite and most anticipated X-Men ongoing series! JUDGMENT DAY IS COMING! Tying together current story threads in AVENGERS, X-MEN, and ETERNALS, writer Kieron Gillen and artist Valerio Schiti bring you the next Marvel Comics epic this summer. See the first seeds planted for this upcoming saga in issues of Kieron Gillen and Lucas Werneck's IMMORTAL X-MEN! May's IMMORTAL X-MEN #3 will dive into one of the most

fascinating objects in the X-Men mythos: Destiny's diaries! Over one hundred years ago, Irene Adler wrote twelve books. A sequel is long overdue. The main team of Krakoa X-Men won't be safe from the effects of Judgment Day either! Creative powerhouses Gerry Duggan and Pepe Larraz continue their hit run in **X-Men #11**. The women of the X-Men are heading for the hottest action in the galaxy...Gameworld! But if it's true that the house always wins, our X-Ladies might be in over their heads...

THE QUEST IS REVEALED in Tini Howard and Bob Quinn's **KNIGHTS OF X #2**! Betsy Braddock has assembled her Knights! Their mission: to save Otherworld from Merlyn and his powerful henchmen...by finding the holy grail of mutantkind. But Otherworld is vast, and innumerable armies stand in their way. When Merlyn targets the Crooked Market, a safe haven for mutantkind, the Knights must split up. Will Captain Britain find the grail? Will Gambit lead the others into a deadly trap? Death looms over the Knights — in more ways than one. Meet **Mother Righteous** in Si Spurrier and Jan Bazaldua's **LEGION OF X #2**! Legion is offered an unholy deal by this major new character, the self-proclaimed wheeler-dealer of the astral plane. But is the price worth the prize for a young man stuck in his father's shadow? Meanwhile, the Skinjacker grows bold. Not content with stealing identities of other mutants, he turns his powers on the Legion of X... And while newly arrived Arakki badass Weaponless Zsen has a beastly clash with a dangerous X-Man, her chaperone Nightcrawler is otherwise engaged — giving a massage...?

Launched in last month's hit **MARAUDERS ANNUAL #1**, Steve Orlando continues his new run alongside artist Eleonora Carlini in **MARAUDERS #3**. Panic in Shi'ar space! The Marauders are

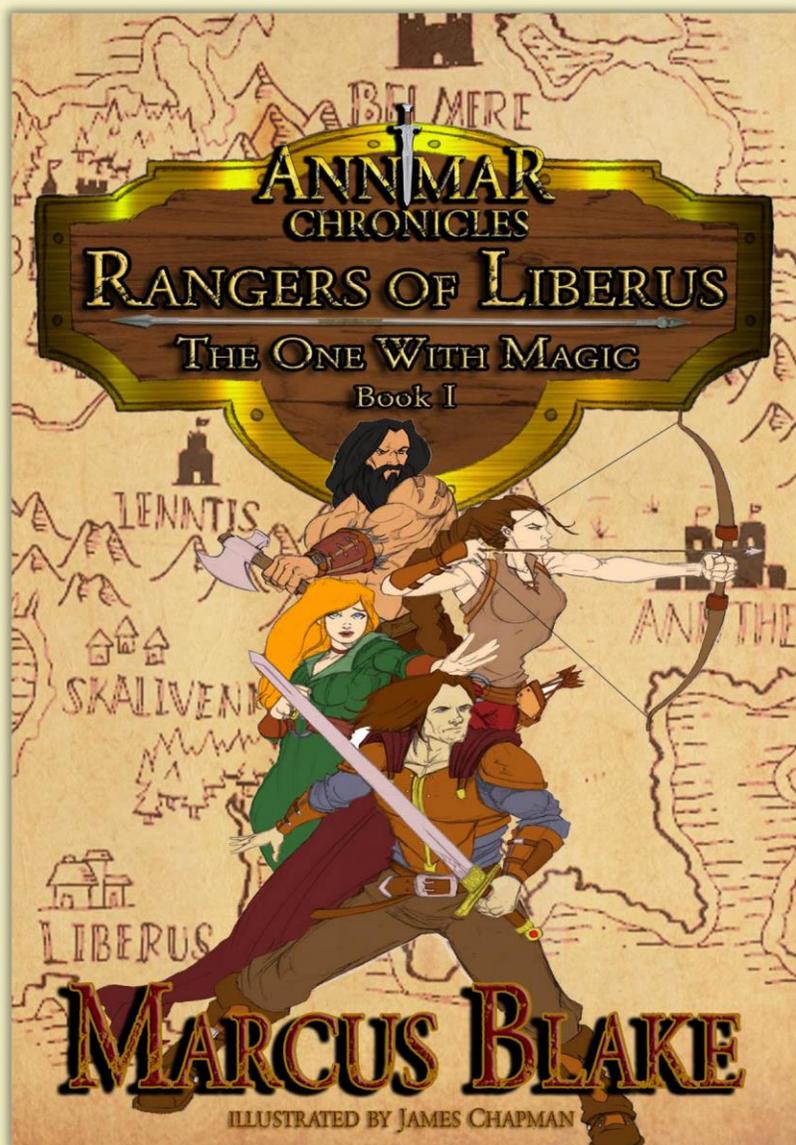
prisoners of the Kin Crimson, a secret society stretching back billions of years, who outrank even the Shi'ar Majestrix...or so they think. But Captain Pryde and the Marauders aren't giving up, not with the Shi'ar holding the last survivors of mutantkind's first generation hostage. With the weight of history looming like a nuclear threat, can Kate Pryde convince Xandra to side with mutantkind against her kingdom?

Vita Ayala and Rod Reis's acclaimed run heats up in **NEW MUTANTS #26**. While the queen is away, demons will play! A new queen has taken the throne of Limbo — Madelyne Pryor, A.K.A. the Goblin Queen! Meanwhile, separated from Limbo, Magik faces an enemy she thought she had banished long ago... Wolverine masters Benjamin Percy and Adam Kubert take Logan deeper and deeper into **DANGER in WOLVERINE #21**! Outnumbered and surrounded, Wolverine unleashes his berserker rage, and Deadpool embraces his deadly fighting skills in a last ditch effort to save mutant lives. But what's with all the Robot X-Men, and what do they have to do with the X-Desk? And over in Percy and Robert Gill's **X-FORCE #28**, Cerebrax stalks the island of Krakoa, and no one is safe! Its hunger for minds is insatiable...but what happens when it absorbs the minds — and powers — of the most powerful mutants?! X-Force will have to STEP. IT. UP. — and Kid Omega leads the way!

And expect planet-size power grabs and enormous omega-level feats in Al Ewing and Stefano Caselli's **X-MEN RED #3**. Tarn the Uncaring waged war and torture on Arakko for centuries. He's the most hated being on Mars...and he sits on their ruling council. Abigail Brand has a plan to remedy that — and reap the rewards. So does Roberto Da Costa. But only one of them can win...and Tarn's going to make at least one mutant pay the price for it!



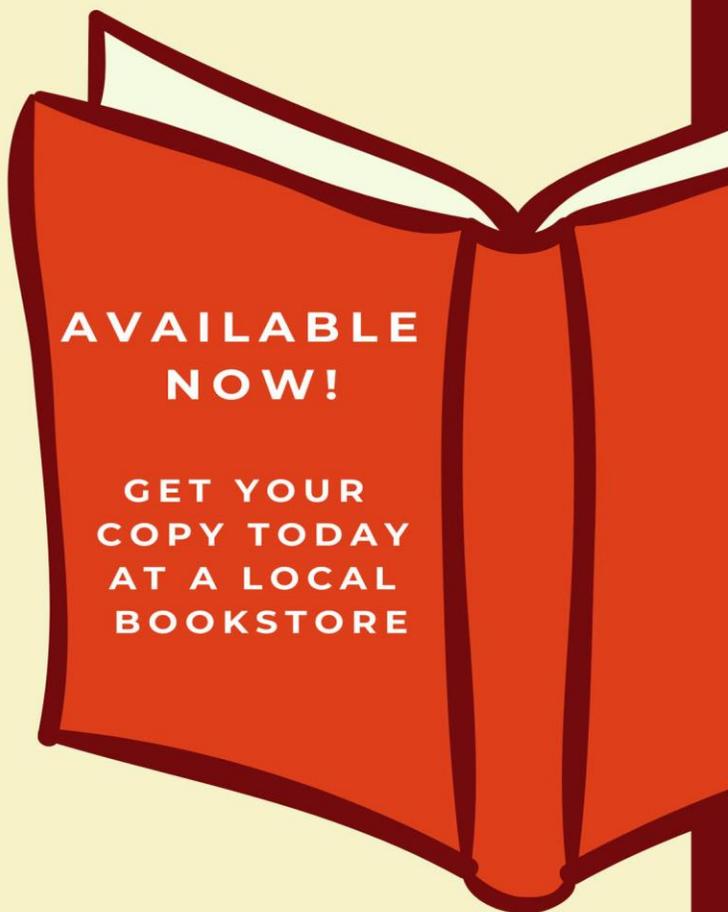
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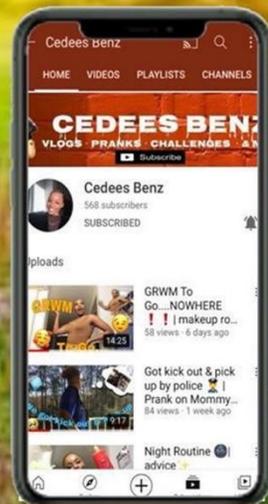
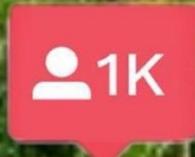
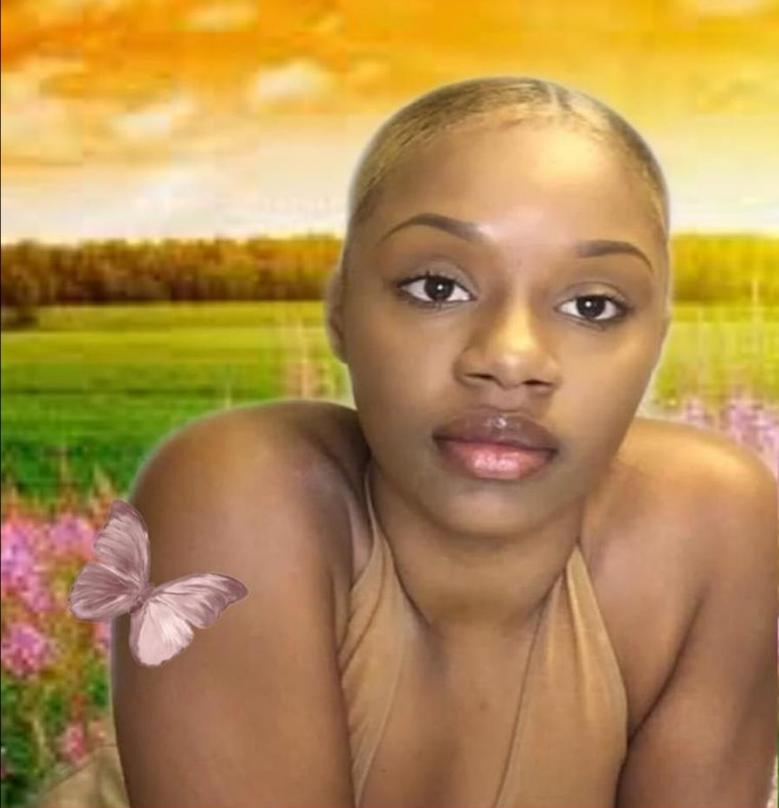
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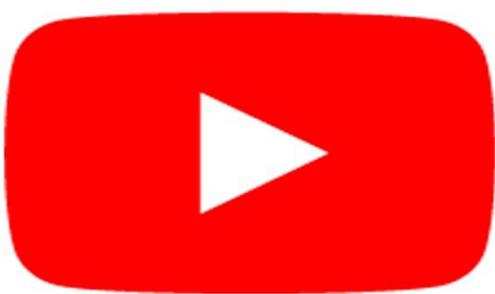
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Sir Paul McCartney Announces the Got Back US Tour



Sir Paul McCartney is set to tour North America this year. The former Beatle has announced the 13-date 'Got Back' arena run, which marks his first tour since his 2019 'FRESHEN UP' jaunt. McCartney will play Washington's Spokane Arena on April 28, with his final stop scheduled for June 16 at New Jersey's MetLife Stadium. In a statement, the 'Let it Be' hitmaker said: "I said at the end of the last tour that I'd see you next time. I said I was going to get back to you. Well, I got back." Meanwhile, there's no chance of the 79-year-old music legend getting lonely on the road - as he talks to his guitars. Macca loves to spend time with his instruments and he even worries that some of them might feel "lonely". Talking about one of his guitars, he shared: "I felt quite guilty in a minor way, so I went over and started playing - and then the song that came out was me talking directly to the guitar and talking about all the times it had helped me." McCartney also likened writing a song to sharing a secret with his guitar. The Beatles star explains in the book 'The Lyrics by Paul McCartney': "There's lots of stuff going on there. "We always used to say that when you sit down with your guitar to write a song, you're telling it your secrets, which then become a song for the world. "But at that moment, when you're alone, the guitar is your confidante. You cradle it. "When you go up to a piano, though, it's almost as if you're pushing the piano away; they're different actions

Q&A on January 30, 2022. Director/producer Peter Jackson said: "I'm thrilled that the rooftop concert from 'The Beatles: Get Back' is going to be experienced in IMAX, on that huge screen, it's The Beatles' last concert, and it's the absolute perfect way to see and hear it". "Ever since Peter Jackson's beautiful and illuminating docuseries debuted, we've heard non-stop from fans who want to experience its unforgettable rooftop performance in IMAX," says Megan Colligan,

completely." For ticket information head to www.paulmccartneygotback.com. The 'Got Back' North American tour dates are:

Thursday, April 28 – Spokane, WA- Spokane Arena
Monday, May 2- Seattle, WA- Climate Pledge Arena
Tuesday, May 3- Seattle, WA- Climate Pledge Arena
Friday, May 6- Oakland, CA- Oakland Arena
Friday, May 13- Los Angeles, CA- SoFi Stadium
Tuesday, May 17- Fort Worth, TX- Dickies Arena
Saturday, May 21- Winston Salem, NC- Truist Field
Wednesday, May 25- Hollywood, FL- Hard Rock Live
Saturday, May 28- Orlando, FL- Camping World
Tuesday, May 31- Knoxville, TN- Thompson-Boling
Saturday, June 4- Syracuse, NY- Carrier Dome
Tuesday, June 7- Boston, MA- Fenway Park
Sunday, June 12- Baltimore, MD- Oriole Park

The 1975 to Make Live Comeback at Japan's Summer Sonic



The 1975 will make their live comeback at Japan's Summer Sonic festival in August. Matt Healy and co - who are currently in England "writing, recording and mixing" their follow-up to 2020's 'Notes on a Conditional Form' - will headline the festival in Tokyo and Osaka on August 20 and 21, following a two-year break from the road. Summer Sonic - which takes place at Tokyos Zozomarine Stadium and Osaka's Maishima Sonic Park - will also see performances from the likes of Post Malone, Megan Thee Stallion, Yungblud and Maneskin. The announcement regarding their live return comes after the 'Chocolate' group deleted

president of IMAX Entertainment. "We are so excited to partner with Disney to bring 'Get Back' to an entirely new stage and give Beatles fans everywhere a once-in-a-lifetime opportunity to watch and hear their heroes in the unrivalled sight and sound of IMAX."

The concert, which features in its entirety in Peter Jackson's original docuseries "The Beatles: Get Back," will be optimized for IMAX screens, digitally remastered into the image and sound

theirsocial media profiles and website, seemingly in preparation for their new era. Matt, 32, previously revealed that being forced to take a break from touring amid the Covid-19 pandemic had been good for the band. He wrote in a letter to fans: "Hello to all my darling The 1975 fans!! I do hope you are all well, considering how difficult things have been this year. It's Matty here. I've been daydreaming about playing shows today – and although we definitely needed a break, I can't tell you how much we miss spending those evenings with you guys. "I think it's fair to say that we maybe bit off slightly more than we could chew when it came to doing two full albums back to back. I don't think the records suffered – if anything I think it gave them a strange energy and the last two records happen to be my favourites – but it definitely took its toll on us as individuals. It was wicked tho, beautiful! Like being beaten up by a magical unicorn! "We had been either on tour or in the studio for nearly 8 years straight or some s*** – and I think that jolt that we ALL felt (globally) back in March as COVID-19 impacted all our lives provided us with a moment to reflect on stuff. (sic).

The Beatles Legendary Rooftop Concert to Get Extended Theatrical Run



The Beatles' unforgettable concert on the rooftop of Apple Corps' Savile Row headquarters on January 30, 1969, debuted as a 65-minute feature at an Exclusive IMAX® Event Screening and Filmmaker

quality of The IMAX Experience® with proprietary IMAX DMR® (Digital Remastering) technology. A global theatrical engagement of the 65-minute feature, "The Beatles: Get Back– The Rooftop Concert," runs February 10 -13, 2022, followed by an extended theatrical release (playing across the UK market in 2D) from February 18, 2022. The complete docuseries, "The Beatles: Get Back," will be available on Blu-ray™ in the UK soon.

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ABOUT MERMAID LOTUS

Ever since Mermaid Lotus has been old enough to hold a pencil, she had a deep love of art and cosplay combining all of the art forms that she adores and allows for self-expression beyond any other medium. From Harley Quinn to Marilyn Monroe to Squirrel Girl, Mermaid Lotus tends to cosplay figures and characters with whom she can personally relate on some level. She's gotten to be a mermaid and a queen and everything in between! When Mermaid Lotus is not cosplaying, she is either crafting or working at her day job as a customer service specialist for a medical company. Currently, Mermaid is also enrolled in classes in the hopes of becoming a psychologist someday, very soon!

INTERVIEW

How did you get into cosplay?

I've always been a huge nerd! Because of my love of anime and video games, I went to my first con at eighteen with a friend and immediately was amazed by all of the cosplayers! I felt like I was really getting the chance to see some of the characters I love in person! It was so much fun, but I didn't really have the courage to cosplay myself until I started dating my husband. We both would throw a huge annual murder mystery party and would dress to match the theme. Our love of

cosplay evolved from there!

Who is your favorite character to cosplay and why?

It's so hard to choose! I love cosplaying Harley Quinn because she's so much more outgoing than I am! It's such a fun excuse to put on a terrible Brooklyn accent and crack jokes with strangers. I enjoyed cosplaying Violet Evergarden recently because I got to hand out letters to people to brighten their day! Cosplay is a great vehicle for offering encouragement to people you don't know since we're all stepping a little out of our comfort zone anyway and cons are places of shared interest.

What tips do you have on making a costume?

I think personally, my best advice is just to lower your standards! I know that sounds strange, but seriously, don't expect perfection the first time around. I used to have the hardest time getting myself to use skills that I haven't practiced (mostly sewing!) and it really hindered my progress. Don't worry how the first one will look, just do it! If you're not sure where to start, ask some fellow cosplayers for tips or check YouTube for some easy instructions! Quite a few prolific cosplayers share tutorials on there for free!

What is your favorite memory of being a cosplayer?

I have so many! Recently, I had a coin tossed to me as Ciri and felt like a real Witcher! I've helped some little kids to believe in magic a little longer as a mermaid, I once sang in a postapocalyptic saloon as Magnolia from Fallout, and I've danced with a t-rex as Squirrel Girl! I've lived a blessed life and a lot of it is because of cosplay!

What advice do you have for fans getting into cosplay?

I've had a lot of people tell me they'd love to get into cosplay, but they don't know how to sew or craft or they're worried that they'll be judged for doing so. My advice is you're probably already going to be judged by others anyway for one reason or another so you might as well have fun! And as for making the costume, you don't have to make your costume to cosplay. I've purchased a lot of pieces and then altered them to fit me or to be more screen accurate. I've also made my own cosplays from scratch. Neither is more legitimate than the other! It's all cosplay!

If you could have a weapon or superpower to fight the forces of evil, what would you choose?



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ABOUT AMERICAS SASS

Will Coherd is a father of two and has been cosplaying for 15 Years. And avid comics and superhero fans, Will has done some of the best Superhero Cosplay in Dallas. From Captain America to Dr. Strange, his attention to detail rivals anything by Marvel. Will has even tried his hand at “Homelander” from The Boys. When he is not Cosplaying, he is making sure customers are happy with Telecom carriers and that they are doing right by the customer. Will Coherd is also a big VR Gaming fan. A Nerd at heart, you can find Will at Conventions, especially in the Dallas/Ft. Worth area cosplaying his favorite characters.

INTERVIEW

How did you get into cosplay?

Like lots of other cosplayers, I think it started with Halloween. My dad was really into unique and elaborate costumes for Halloween, so I naturally followed his lead. He eventually became a Civil War reenactor later in life. My first real cosplay was a Ghostbuster, which I still do today. I had put together a full costume, proton pack and all, when I met the DWF Ghostbusters. They asked if I would like to join and wear it for charity. My immediate response was, “You mean I can spend all this money and cost justify it with my wife because its for charity? I’m in!”

Who is your favorite character to cosplay and why?

Out of all the cosplays, I would have to say Captain America. He was the first character that put me on the local cosplay map. More than that though, the message he portrays and how kids and adults alike just love him. He is also the closest to my own personality. Most other characters I have worn, I have to put on an act or make an effort to portray. Cap is just me in a cool uniform, I don’t have to act.

What tips do you have on making a costume?

Don’t be afraid to try new things or learn a new skill. YouTube has so many great tutorials and videos of other cosplayers that make them to help others. Use things from around the house and get your other family members involved as well. Cosplay can be a great bonding experience with your friends and family and 2 or more brains can be better than 1 when it comes to figuring out how to make things.

What is your favorite memory of being a cosplayer?

Hands down it’s being on the court at a Dallas Mavericks game, standing next to Dirk Nowitzki, singing the National Anthem during Superhero night, dressed as Captain America. Superhero night fell on Inauguration Day that year, so it was extra special.

What advice do you have for fans getting into cosplay?

When making a new cosplay, do things that make sense to you. Don’t be afraid to put your spin on a character. Also, it’s not about the money you spend or how screen accurate it can be. This is supposed to be a fun hobby. Stop worrying about looking better than someone else, that also portrays the same character. I will bet you \$1000 that they didn’t start out looking like that. The DFW cosplay community is very warm and welcoming. When I started, I didn’t know anyone, so I had no one to ask for advice. The first step is to put yourself out there and learn from others by asking questions. Every cosplayer I know, loves to talk about their cosplay’s.

If you could have a weapon or superpower to fight the forces of evil, what would you choose?

This is gonna sound cheesy, but it very much plays into the people pleasing and lift others up part of my personality. That and its not really shown in most Superhero movies and TV shows. I would love to have the ability to super heal other heroes and innocent bystanders.

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Moons May Yield Clues to What Makes Planets Habitable



Earth's moon is vitally important in making Earth the planet we know today: the moon controls the length of the day and ocean tides, which affect the biological cycles of lifeforms on our planet. The moon also contributes to Earth's climate by stabilizing Earth's spin axis, offering an ideal environment for life to develop and evolve. Because the moon is so important to life on Earth, scientists conjecture that a moon may be a potentially beneficial feature in harboring life on other planets. Most planets have moons, but Earth's moon is distinct in that it is large compared to the size of Earth; the moon's radius is larger than a quarter of Earth's radius, a much larger ratio than most moons to their planets. Miki Nakajima, an assistant professor of earth and environmental sciences at the University of Rochester, finds that distinction significant. And in a new study that she led, published in *Nature Communications*, she and her colleagues at the Tokyo Institute of Technology and the University of Arizona examine moon formations and conclude that only certain types of planets can form moons that are large in respect to their host planets. "By understanding moon formations, we have a better constraint on what to look for when searching for Earth-like planets," Nakajima says. "We expect that exomoons [moons orbiting planets outside our solar system] should be everywhere, but so far we haven't confirmed any. Our constraints will be helpful for future observations."

The origin of Earth's moon

Many scientists have historically believed Earth's large moon was generated by a collision between proto-Earth -- Earth at its early stages of development -- and a large, Mars-sized impactor, approximately 4.5 billion years ago. The collision resulted in the formation of a partially vaporized disk around Earth, which eventually formed into the moon. In order to find out whether other planets can form similarly large moons, Nakajima and her colleagues conducted impact simulations on the computer, with a number of hypothetical Earth-like rocky planets and icy planets of

varying masses. They hoped to identify whether the simulated impacts would result in partially vaporized disks, like the disk that formed Earth's moon. The researchers found that rocky planets larger than six times the mass of Earth (6M) and icy planets larger than one Earth mass (1M) produce fully -- rather than partially -- vaporized disks, and these fully-vaporized disks are not capable of forming fractionally large moons. "We found that if the planet is too massive, these impacts produce completely vapor disks because impacts between massive planets are generally more energetic than those between small planets," Nakajima says. After an impact that results in a vaporized disk, over time, the disk cools and liquid moonlets -- a moon's building blocks -- emerge. In a fully-vaporized disk, the growing moonlets in the disk experience strong gas drag from vapor, falling onto the planet very quickly. In contrast, if the disk is only partially vaporized, moonlets do not feel such strong gas drag. "As a result, we conclude that a completely vapor disk is not capable of forming fractionally large moons," Nakajima says. "Planetary masses need to be smaller than those thresholds we identified in order to produce such moons."

The search for Earth-like planets

The constraints outlined by Nakajima and her colleagues are important for astronomers investigating our universe; researchers have detected thousands of exoplanets and possible exomoons, but have yet to definitively spot a moon orbiting a planet outside our solar system. This research may give them a better idea of where to look. As Nakajima says: "The exoplanet search has typically been focused on planets larger than six earth masses. We are proposing that instead we should look at smaller planets because they are probably better candidates to host fractionally large moons." Journal Source: **Journal Source:** Miki Nakajima, Hidenori Genda, Erik Asphaug, Shigeru Ida. Large planets may not form fractionally large moons. *Nature Communications*, 2022; 13 (1) DOI: [10.1038/s41467-022-28063-8](https://doi.org/10.1038/s41467-022-28063-8)

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Wisdom Engendered: Study Finds Men and Women have Different Strengths

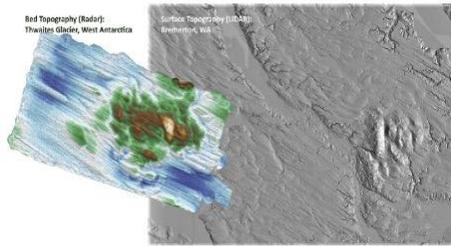


Women score higher on compassion-related items and self-reflection while men score higher on cognitive-related items and emotional regulation. Previous studies have shown that wisdom is a personality trait underpinning mental health and well-being. Recently, researchers at University of California San Diego School of Medicine looked at gender differences relative to wisdom, using two different validated scales. The study, publishing in the February 3, 2022, online edition of *Frontiers in Psychology*, assessed gender differences in wisdom and associated constructs, including depression, loneliness, well-being, optimism and resilience. Six hundred and fifty-nine community-based participants, ages 27 to 103, participated in the study and completed both the San Diego Wisdom Scale (SD-WISE) and the 3-Dimensional Wisdom Scale (3D-WS).

The SD-WISE includes 24 items related to six defined components of wisdom: pro-social behaviors (empathy and compassion), emotional regulation, self-reflection, acceptance of uncertainty and diversity of perspectives, decisiveness and social advising. The 3D-WS contains 39 items covering three dimensions of wisdom: cognitive, affective or compassionate/and reflective. The researchers found that, in general, women scored higher on compassion-related items and on self-reflection while men scored higher on cognitive-related items and on emotional regulation. Generally speaking, the total 3D-WS score was higher in women than in men, but there was no gender difference in the total score on the SD-WISE. In both women and men, wisdom was associated with greater mental well-being, optimism, and resilience and lower levels of depression and loneliness. "We wanted to gain information on potential differences in wisdom between men and women that could impact well-being," said senior author Dilip V. Jeste, MD, senior associate dean for the Center of Healthy Aging and Distinguished Professor of Psychiatry and Neurosciences at UC San Diego School of Medicine. "We found women and men have different relative strengths in wisdom, likely driven by both sociocultural and biological

factors." "Our latest findings are only a piece of the overall puzzle. There are several paths toward achieving a wise life. People approach wisdom differently and looking at gender is one way to assess those potential differences," said Emily Treichler, PhD, first author of the study and assistant professor in the Department of Psychiatry at UC San Diego School of Medicine and a research psychologist in the Desert Pacific Mental Illness Research, Education, and Clinical Center (MIRECC) at the VA San Diego Healthcare System. "Having a better understanding of wisdom and how to improve it has health benefits and value for individuals and society. Other studies have shown that the levels of certain components of wisdom like empathy/compassion and emotional regulation can be increased with appropriate psychosocial and behavioral interventions. Studies such as ours may help tailor wisdom interventions to individuals based on specific characteristics." The researchers emphasize there were limitations of the study: It was cross-sectional rather than longitudinal. And it did not look at wisdom profiles of non-binary people or ask people whether they identify as transgender, and that should be one of the next steps. "More work needs to be done, but we can take what we have learned and apply it to future studies to make the results applicable to different groups, with the ultimate goal of promoting healthier lives," said Jeste. Co-authors include: Tsung-Chin Wu and Xin Tu with UC San Diego; Barton Palmer, Rebecca Daly, and Ellen Lee with UC San Diego, VA San Diego Healthcare System, and VA Desert Pacific Mental Illness, Research, Education, and Clinical Center; and Michael Thomas with Colorado State University. **Journal Source:** Emily B. H. Treichler, Barton W. Palmer, Tsung-Chin Wu, Michael L. Thomas, Xin M. Tu, Rebecca Daly, Ellen E. Lee, Dilip V. Jeste. Women and Men Differ in Relative Strengths in Wisdom Profiles: A Study of 659 Adults Across the Lifespan. *Frontiers in Psychology*, 2022; 12
DOI: [10.3389/fpsyg.2021.769294](https://doi.org/10.3389/fpsyg.2021.769294)

New Radar Technology Records Antarctic Glaciers Losing Ice Faster Than Ever Documented Before



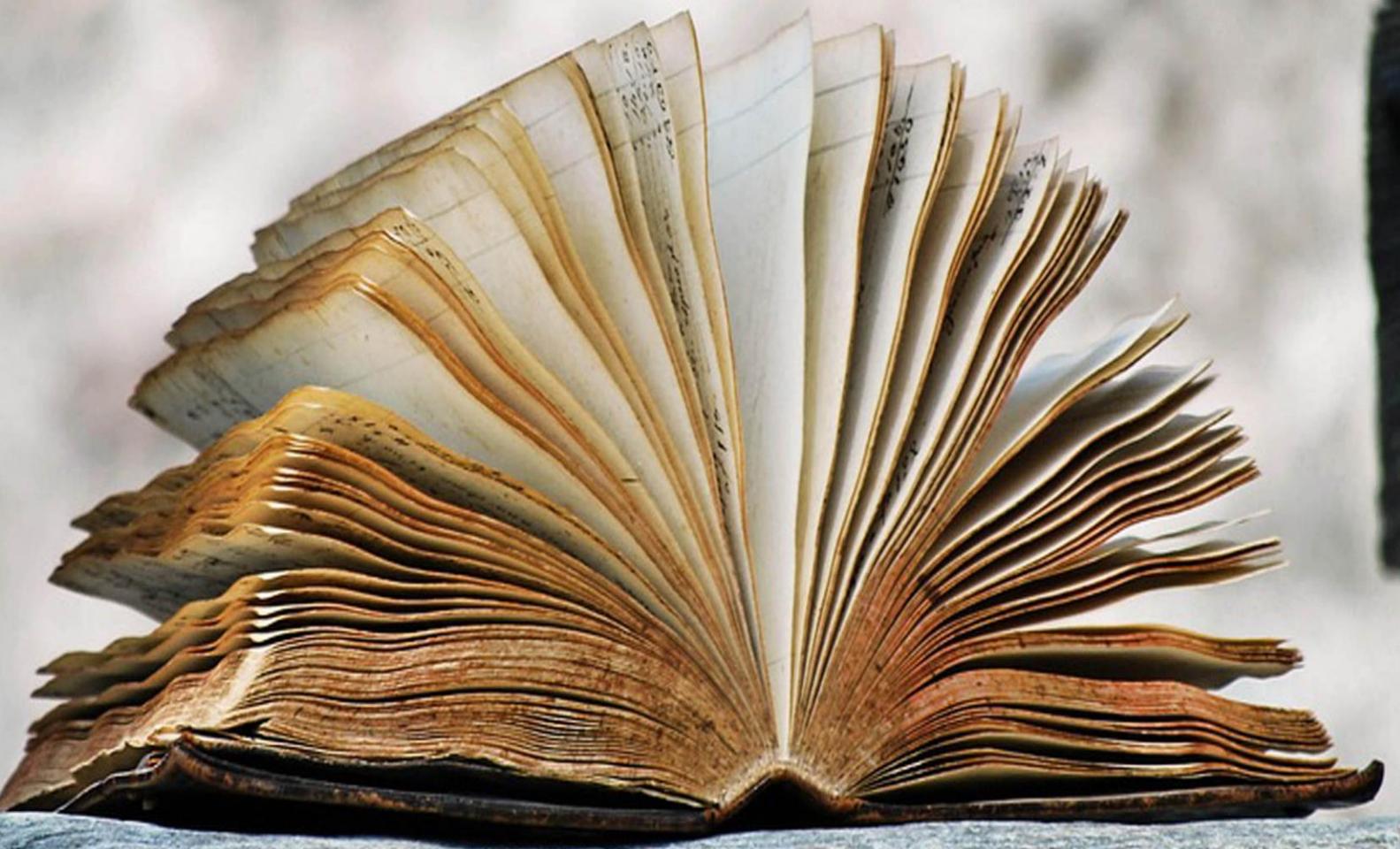
In a new University of Houston study using an advanced remote imaging system known as synthetic aperture radar interferometry, three glaciers at the South Pole are being documented with levels of clarity and completeness never seen before. The new remote sensing data system is not just uncovering icy secrets from Earth's least explored continent, it also is raising alarms about global climate risks -- both present and future. Documentation of the rapid and unprecedented retreat of the Pope, Smith and Kohler glaciers in West Antarctica's Amundsen Sea Embayment is detailed in an article published in *Nature Geosciences*. "Thanks to the new generation of radar satellite, we have been able in recent years to witness retreat rates faster than ever observed among glaciers around the world. That's a warning sign that things are not settling, not stabilizing at all. This could have severe implications for the equilibrium of the entire glacier system in this area," said radar scientist Pietro Milillo, assistant professor of civil engineering at UH and the article's lead author. In this ongoing international study of data collected via the TanDEM-X and COSMO-SkyMed satellites, Milillo is joined by University of California Irvine researchers and scientists from three national space agencies: NASA, the German Aerospace Center (DLR) and the Italian Space Agency (ASI). The research team plans to expand the scientific understanding it gains from the relatively small and less studied Pope, Smith and Kohler glaciers to their giant and fragile West Antarctica neighbors, the Thwaites and Pine Island glaciers, as well as to the entire Antarctic glacier system.

"The issue here is that we found such a high retreat rate -- so high that we actually see these three smaller glaciers could actually capture the basin from the nearby Thwaites glacier, which would cause Thwaites to lose more mass," Milillo said. "In Antarctica, glaciers don't melt because of interaction with the sun. They melt because they accelerate and inject more ice into the ocean. That is one of the principal mechanisms of mass loss." At the southmost point of the Earth, the South Pole is in darkness most of the year. Its extreme weather means researchers can visit for only short periods of time, limiting their research.

(Milillo points out Antarctica is so remote that most often the nearest humans are astronauts orbiting the earth aboard the International Space Station.) "Radar is perfect for those applications. The beauty of radar is that it can penetrate clouds. It can look in any weather condition. It is also an active sensor, so we don't have to rely on the light of the sun," he said. "In the past, we needed to wait several years in order to accumulate enough useful data. For that reason, we could observe only long-term trends. Now we can look at retreats on a monthly basis and can capture a new level of detail that will help improve glacier models and, in turn, refine our sea level rise estimates," Milillo said. Among those monthly measurements, the team measures bi-weekly elevation changes to assess retreat at a glacier's grounding line, the boundary on the underside of a glacier where frozen land meets warmer water.

The grounding line becomes especially vulnerable because the warm water carves out an ice shelf that starts to float and could easily break completely away. "If all ice above floatation in Antarctica would melt, the sea level would go up on average by 58 meters (190 feet)," Milillo said. "If the signals we are looking at are confirmed, the mass loss from Antarctica, as well as Greenland, will rise. As they rise, the sea level will increase." "If all these glaciers melt, the sea water could raise rapidly. With 267 million people worldwide living on land less than 2 meters (6.6 feet) above sea level, an abrupt migration could result. Also, subsidence could eventually see large structures sinking in vulnerable locales, including Houston," Milillo said. "That's why people should care about this issue. Even if doesn't affect their life, it will affect their kid's life and their grandkid's life." For now, Milillo concentrates on the near future, including NASA's plans in 2023 to launch its NISAR satellite, designed to provide even more quantity and more frequent data acquisitions than the current state-of-the-art synthetic aperture radar. Also known as NASA-ISRO SAR, the satellite will measure the changes in ecosystems, dynamic surfaces and ice masses, providing Milillo and fellow scientists a bolder picture of our changeable Earth. **Journal Source:** P. Milillo, E. Rignot, P. Rizzoli, B. Scheuchl, J. Mouginot, J. L. Bueso-Bello, P. Prats-Iraola, L. Dini. Rapid glacier retreat rates observed in West Antarctica. *Nature Geoscience*, 2022; 15 (1): 48
DOI: [10.1038/s41561-021-00877-z](https://doi.org/10.1038/s41561-021-00877-z)

Storytellers





The Life of a Cat

By Sydney Costa

Hello. As you may have noticed, I am a cat. Or maybe not. I am not sure how this works. I understand English.

Mostly.

I have no malicious intent, as most of you humans seem to think. I just like to be alive. What I am about to tell you is my story of living. I think it is rather uneventful and boring, like me. But maybe you will see it differently.

I spent most of my kittenhood in a shelter with lots of other kittens. We were good friends. We played and ate and slept. Not much else happened. Again, my life was boring. Eventually, all of them got taken by humans. I think your term for it is...kidnapping? Or maybe it is adoption. I think it is adoption, but I am not well-versed enough in words to know for sure. Anyways, we were all adopted, including me! I got a nice human owner named Lila.

She named me Bo. I like Bo. It is a nice name.



I will now take a moment to describe Lila, because she is a very wonderful human owner. Lila is a nice person. She has brown fur that is blue at the tips. Whenever she talks to other humans, she says it is purple. I am not sure what purple is. But it just looks like blue to me. She also has strange rubbery stuff that covers the rest of her fur. It is tan, like the fur of my old friend Sandy. Her eyes are chocolate brown. I know what chocolate is because I ate it once when Lila told me not to. She was sad that night, but I was fine. She also has see-through rocks in front of her eyes. She tells her human friends that they help her see, but I think she just wears them because Jack says he likes them.

Lila and I live in a box. It is a very pretty box with a big see-through rock instead of one side. She has tree cases that hold dead trees, which I never understood her love for. Lila says she wants to write a book, which is one of the dead tree things inside her tree case. But when she works on it, she pushes the buttons on my warming seat instead! How does a warming seat make a dead tree book? It is odd. I do not know, but I help her anyway by sitting on her lap when she does it. There are also lots of fluffy things inside our box. I like to nap on them. They are very comfy.

We lived a happy life for many nights and days. We would eat food first, then she would push buttons on my warming seat. I helped her, of course. In the evenings, Lila would leave to...actually, I am not sure what she did. She always said she was going to work? What is work? Is it jumping? Running? Hiding? Well, she also called it a job. I know what that is. My job

is to catch flies and be fluffy, according to Lila. So maybe that is her job too. I do my very best to be good at my job. I hope Lila does too.

Then at nighttime, when she got home, I would wake up and do my job. I protected Lila from bugs and scary sounds. I like nighttime. It is nice and peaceful and quiet. And dark. I like dark.

One night, instead of coming home alone and snuggling me, she brought home another human named Jack. I like Jack. He is very nice to me and protects Lila like I do. He and I always know when Lila is sad. On nights when Lila is sad, he comes and brings noodles and fish. Then we watch a picture on the moving picture box move. I do not understand them, but Lila and Jack like them. They share the noodles and Jack feeds me fish.

I have a very happy life with Lila. But she is sad a lot. She does not think her book will be good. Even though me and Jack try to help her, she is still very sad. One night, I saw her and Jack arguing. He said something about her getting hung by a rope and dying. I like Lila. I do not want any mean ropes to kill her. I looked around our box. In the special part of the box that belongs to Lila, I found the mean rope. So I decided. To protect her, I would eat the rope. And that I did. No ropes are allowed to hurt my Lila. I will eat all the ropes that try to hurt her.

I meowed loudly to wake Lila up. I said goodbye to her and nuzzled my head into her arm. She smiled a really big, teary-eyed smile. I curled up, purred, and snuggled her back to sleep. One last time.

I hope the rope does not kill my Lila.

I woke up in a new form. We call it a guardian form. But when you get your guardian form, you have to leave your regular form behind. And you can only talk to other cats once you get it. Humans call it dying, I think, but to us cats, it is just moving on.

Lila was very sad when she found my regular form on the bed. She cried a lot. I tried to comfort her, but I could not talk to her. She called Jack and they took me to the vet to figure out how I had become a guardian cat. When the doctors found the rope inside me, Lila cried

even harder. I wanted to tell her it was okay, that it was my choice. But I could not help her. On the ride to the cemetery, she told Jack that she was going to take my form change as another chance at life.

I was confused. Lila had not died.

She told Jack that she would make life worth living, even if the world did not see her as something worth living. If she did not see herself as someone that deserved to live. So Jack helped her change.

Lila moved on. She got a new box to share with Jack. She got a new cat and named him Bo Jr.. Bo Jr. got confused a lot. He always asked me why Lila and Jack could not see me, and I had to explain to him what a guardian form was. I think he is still confused, but it is okay. He will understand when it is time.

Jack gave her a shiny finger circle, which is good. Lila said it means true love.

But what is love?

Is it sharing noodles on a rainy night?

Is it snuggling up with a nice person on comfy things?

Is it feeling safe enough to tell someone about sad things?

Is it saving someone from mean ropes?

I do not know. I think I love Lila. And Jack does too. I hope Lila knows I love her. That is why I watch. When she is happy, I am happy, and that is all I want. And talking of happy Lila, she finished her book and made it into a dead tree somehow. From what I watch, people like it a lot! And look!

I am in it!

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Unicorn Dreams

In a majestic forest of wonder
Beneath the feathered ferns, fairies dance.
In a mystical field of flowers
Without touching the ground, unicorns prance.

I treasure these magical moments
Dancing with fairies as moonlight gleams.
With child-like faith, I come here often
To nurture my unicorn dreams.

In a harsh, hectic, hurried world,
Filled with stress and strife
There's little time for frivolous fantasy
As I trudge through the perils of life.

So, I welcome the darkness of night
When magic moments occur, it seems,
As I dance with the fairies in moonlight
Trying to capture my unicorn dreams.

~ Veronica Free



HORIZON

II

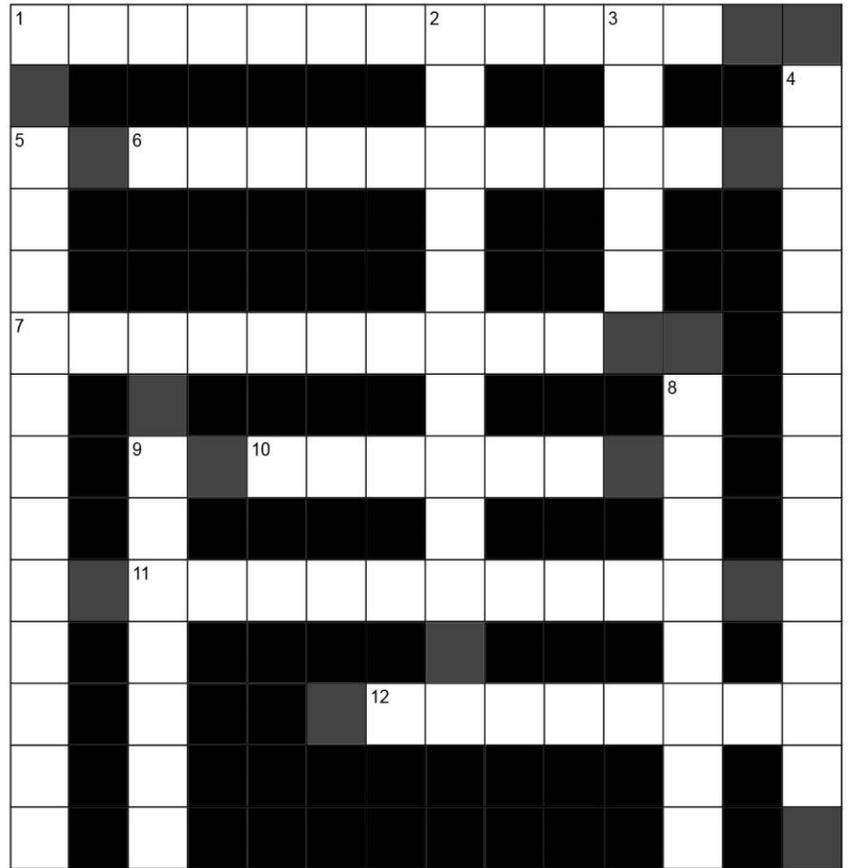
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- 1 "You complete me"
- 6 "Here's looking at you, kid"
- 7 "Here's, Johnny!"
- 10 "I feel the need, the need for speed"
- 11 "You talkin' to me?"
- 12 "Say hello to my little friend"

DOWN

- 2 "A martini. Shaken. Not stirred"
- 3 "Yo, Adrian!"
- 4 "Leave the gun, take the cannoli"
- 5 "Nobody puts Baby in a corner"
- 8 "May the force be with you"
- 9 "I'm mad as hell, and I'm not going to take it anymore"





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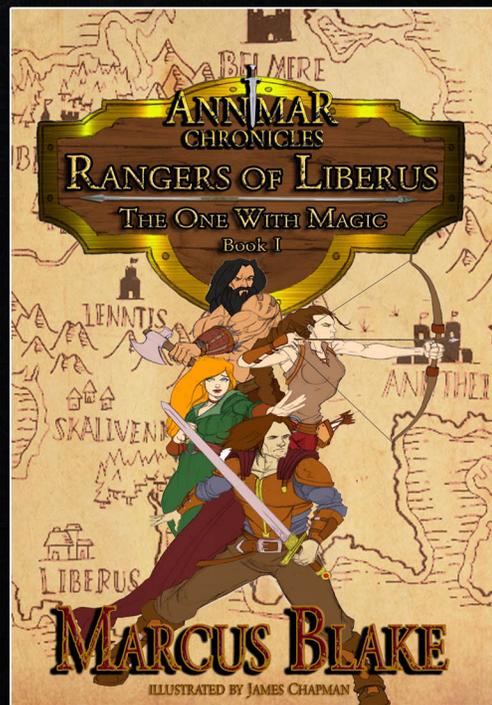
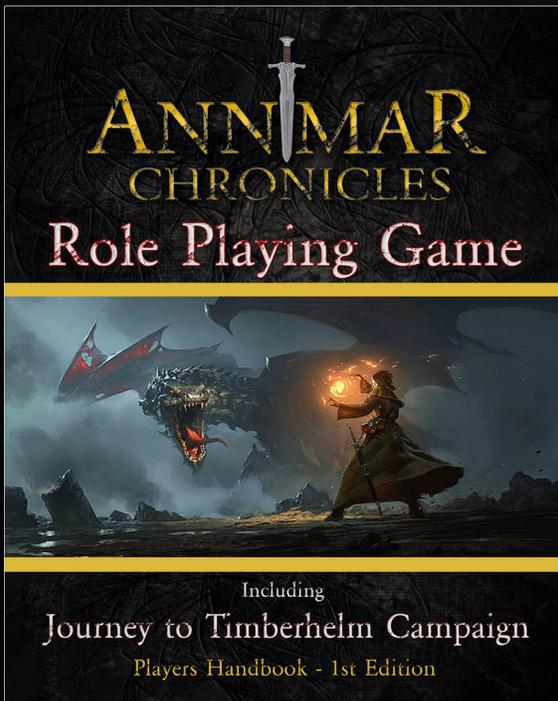
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