

WHAT HAS REALLY HAPPENED? THE EFFECTS OF A TRILOGY

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1: Stars and Stripes trilogy - Wikipedia

Even though Andromeda has been described as a standalone entry in the Mass Effect trilogy, Walters wants to clarify that this is really launching a new longer story arc for the series. Exit.

Apr 18, Nate said: Is anyone interested in hooking Rey up to a machine to get her midi-chlorian count? It was never anything more than a clunky way to attempt to explain something that never needed explaining. The midi-chlorian count that Qui-Gon gets from the blood test is simply objective confirmation of what Qui-Gon already suspects about Anakin. His count is higher than any lifeform ever. The spiritual aspect from the OT and the idea that the force "chooses" you was always more interesting. Not everyone could use the force but it could be anyone or any family if it was the will of the force. He is the Chosen One. It was the Will of the Force. Never once taught him how to fight, use a light saber or lift anything Luke was already able to force pull his sabre from the snow on Hoth before he even met Yoda. Just let go and believe. What is this idea that Jedi had some obsession with midi-chlorians counts? The Jedi used them as a matter of fact tool for identifying Force sensitives in a massive galaxy. Belief is easy if kids are wizarding objects around or mind-reading. Not so much if they just seem to have great intuition, mechanical skills and reflexes. After several years he could barely pull the Lightsaber into his hand or lift an X-Wing while stableboy by 19 will clearly be able to move a squadron of X-Wings with ease. Young abandoned kids who were forced to grow up too soon and are smarter and more mature beyond their years like Rey and broom boy. Ones who can figure out their own ways to grow in the force through wisdom, self discovery and good old fashioned trial and error. The type who put all their faith and belief in the force because they have nothing else to believe in. This aspect is not "back". It was never in Star Wars in the first place. That is not about Jedi then. It will refine them but they will have the power regardless. So what the ST is saying is that the Force is only for the very, very special who exhibit power in the first place as opposed to the PT where we learn the Jedi identify those with great potential that could with time and training over years become Jedi. This goes for the Chosen One as well. What faith or belief does Rey have? She does all these things without them. We see that directly in the movies. Luke blew up the Death Star with nothing but a mere mention of the force from Obi Wan's "I am" to expand Best just to watch the movie again to get the full context. What he pulled off in such a short time was far more than anything Rey did. Sorry but what are you referring to? Trial and error is virtually instantaneous. What some people seem to be saying therefore is that they wish that Anakin simply was fully "Forced up" in TPM and at 9 was taking Maul down after picking up a Lightsaber for the first time? Higher midi count meant a higher connection to the force. Why bother spending years training anyone when apparently the Force gives them instant downloads of technique they simply use? I prefer the spiritual, coming-of-age journeys represented in the OT and now the ST. We see it for Anakin, Luke and Ben but where is it for Rey? That is her story. So the question for her is why does she know all this?

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2: What's the Mandela Effect?

The effect the ST has had on Star Wars is very positive - way better than EP1 & 2 & not far off the OT in terms of feel & look, chris hayes, Jan 20, #

This tends to happen whenever we talk about Mass Effect: It says something about Mass Effect, that we still feel so strongly about its stories nearly a decade after entering that universe for the first time. Bioware built on the template it established with Knights of the Old Republic throughout the Mass Effect series. Then they become romance partners, and your interactions with them influence how they grow and change and even affect the world around them. So these companions mean a lot to us. I knew publishing my list would be a bloodbath, so we decided on a compromise: The PC Gamer team voted on the companions, ranking them from top to bottom to create this: Of the three men to fulfill this role in the Mass Effect series, Jacob struggles most. James Vega is enjoyably portrayed by Freddie Prinze Jr. His defining moment is , delivered at the culmination of his romance arc. It is the worst moment in Mass Effect. You are the worst companion. The prize was not worth it. Zaeed Massani I still hold a grudge against Mr. Thanks for nothing, Zaeed. James Vega When picking a member of your crew to romance, I think most of us share a general rule: Her back story with Keiji, her former partner in crime, is explored in a powerful, heartfelt way in her Stealing Memory loyalty mission. I voted Ashley for 3rd place, behind Garrus and Mordin. If you left her on Virmire, we cannot be friends. On her loyalty mission, you have to make the decision between Samara dying or killing Morinth, her deadly fugitive offspring. Having an extremist around makes Mass Effect more interesting. Grunt Grunt has a lot going for him. His craggy headscales look awesome. His suit kind of makes him look like Iron Man, if Iron Man skipped leg day for 40 years and bench-pressed an elephant every day. Talk about ruining my immersion. Jack My Shepard was damaged goods. So when Jack came into the picture, of course I saw a lot of my imaginary space person in her. She also had a terrible childhood, orphaned at an early age and subjected to torturous experimentation under Cerberus. Jack is a character molded by forces entirely out of her control, rendered a literal psychopath by the powers that be, with little recourse beyond using her potent biotic powers to kill the jerks. Edginess is an adolescent rejection of the status quo, and having grown up knowing only pain and isolation, Jack has earned the right to be as edgy and emotional as she likes. If she survives Mass Effect 2, she goes on to channel her trauma into activism, training young biotics at the Grissom Academy. She finds a new sense of purpose, and because my Shepherd had yet to sort out his own trauma, helping Jack move past hers was cathartic for him. Subject Zero in the lore, but Subject One in our hearts. Legion Despite a bunch of humdrum sci-fi clichés—robots having an uprising, a collective hive-mind, and questioning whether or not they have a soul barf —Legion manages to remain an interesting character. Even so, she may be the only companion with a story arc that spans across the entire trilogy. Early in Mass Effect Tali provides insight into the quarian relationship with the Geth, which plays a bigger picture in Mass Effect 2. I liked her voice and curiosity, defended the galaxy with her, and cleared her name. One of them had to die, and it would mean the eradication of a species. Her final step into adulthood ends with a heartbreak that Mass Effect was building to for five years. I still feel the sting of it. Thane Krios Thane is a coldblooded killer with a conscience that struggles against his own profession. Plus, who can resist that gravelly voice? My Shepard banged him, FYI. My sweet blue year-old summer child. The easy mistake is to think that the asari scientist is only on the Normandy to serve as some sort of proxy conscience for the player. In practical terms, her academic insight into the Protheans makes her, literally, the smart pick for just about any mission. And as an all-in biotic character, Liara also has one of the handiest toolkits when it comes to combat. But the thing I like most is that she gives the game heart, without it having to be constantly bleeding. By her mummy issues, by her lack of romantic experience, and by her inability to lie—but those doubts are offset by the sense of wonder and hope she brings to proceedings. As such she makes a fascinating alternate lens through which to view the Mass Effect universe. Unlike much of the cast, Liara is rarely sure about her answers check out her doubts about the

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Krogan cure in the third game, for instance, which makes for a consistently interesting travel companion. Liara, it was always you. Urdnot Wrex I played the Mass Effect series with a single rule: What happened, happened, no matter the consequences. I broke this rule only once, in the first game, when an argument led to a shockingly, and I thought, unfairly Wrex being shot dead in a cutscene. Wrex was way too cool to die. However, it soon becomes clear that his upbeat demeanour hides a cold, calculating mind that has spent years dealing with the most difficult decisions in the solar system—decisions that Shepard is drawn into over the course of the second and third games. That machine-gun delivery is a product of a mind overflowing with thoughts, at once demonstrating his scientific brilliance and his anxiety. He has done the moral mathematics—he will kill a million to save ten million—but his genophage is a slow, painful deathblow for the Krogan. As he travels with Shepard, he is forced to watch that species sputter out. None of your companions have faced a dilemma on this scale, but somehow this genius Salarian is able to bear the burden, and still find the optimism to sing a fine bit of. Garrus Vakarian Garrus has an advantage when it comes to a Mass Effect popularity contest: Also, he has a substantial role in all three games—the only other character you can say that about is Tali. Garrus is something else. The journey from that first meeting between a frustrated CSEC officer and a novice Spectre during the Saren investigation to that last charge against the Reapers as a pair of war heroes is one of the best friendship stories in gaming. The idea that Garrus is both dependent on Shepard and overshadowed by Shepard is one of the most nuanced bits of character writing in the series. The kindest thing you can do, when it comes down to it, is let Garrus win that one last shooting contest on the Citadel. Give the guy his moment.

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3: Why no one can agree on what really happened to the US diplomats in Havana

Prior research has shown that children change their original testimony under cross-examination, but the effect of these changes on the accuracy of children's testimony is unknown. The authors examined the effect of cross-examination on the accuracy of 5- and 6-year-old children's (N=46) reports of a contrived event.

Andromeda turns out to be a good game. Away from the criticisms of its facial animations, filler quests, and impotent protests from the froth-mouthed internet picketers “how dare a game feature bisexual people in space! There are some incredible set-pieces, a number of excellent characters, and a load of gorgeous environments to tear around in your tricked-out moon buggy. Still, despite the fact I had fun with it, there was one thing that really bugs me: The original Mass Effect trilogy was wonderfully unknowable. Take the Hanar, a race of floating jellyfish who communicate via bioluminescence translated by machines for other races. They communicate like this because to do otherwise is deemed egotistical in their culture. The Hanar are weird. They use mass effect fields to levitate on land while their floppy tendrils hang limp below them. They apparently have assassins in their ranks, so what, do they sting you to death? This imagination extends across the Milky Way, too, with countless interesting species introduced as the series plods on. Every single one you encounter feels like an invitation to open the in-game codex and dive straight into Lore Town to discover more. It really embeds you into this world and makes you feel like an explorer. You feel like an explorer; Captain Kirk with an assault rifle and telekinesis. In it, we head to actual uncharted space, to a completely new galaxy filled with god-knows-what. Then it turns out that the whole of this galactic sprawl is populated by just two intelligent species, somehow dotted across the entirety of every solar system. The primary race of Andromeda is the Angara, a humanoid species with massive fish lips. Then there are the Kett who spoilers are actually also mostly Angara, albeit with chitinous armour “a product of genetic experiments. In the original trilogy we had the Drell, a race who can vividly remember everything they ever did and recite it like it just happened. Andromeda relied on these races, bringing most of them along in its Ark colony ships to keep players engaged, leaning on the fact that, here, you are the alien. The thing is, even that aspect of the story is underexplored. Imagine you were an Angara seeing a human for the first time. Imagine seeing Ryder, his facial hair-fuzzed cheeks, and his weird extremities. You think Hanar are weird “look at these bizarre bipedal monstrosities! The Angara have barely any curiosity for these races that they have just made contact with for the first time, which takes away from their believability. They should be as eager to learn about you as you are to learn about them and their culture, but they meet you with barely a shrug. The first Mass Effect was full of imagination, but it was a terrible game to play. Honestly, go back and try it now. On the other hand, Andromeda feels great to play, but it lacks that imaginative spark. Expansions could have enriched the world of Andromeda. Imagine if other neighbouring galaxies had their own Andromeda initiative, also realising their best chance of surviving from the Reapers was fleeing to Andromeda. It could have been a melting pot filled with fantastical creatures. Now we probably never will.

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4: Why Cyberpunk Will Scratch That Terrible Mass Effect Itch

There are also widely divergent views among the two groups of doctors who have actually examined the diplomats, as well as among other researchers who have weighed in, on what the underlying.

Embassy in Havana leave the building on Sept. Embassy in Havana reported a strange sound in May, Cuban investigators rushed to the diplomatic residence to investigate. It was an opportunity because visits by the FBI, which has made six trips to Cuba since mysterious incidents that the U. Sometimes called acoustic attacks, the events are often accompanied by a sound variously described as high-pitched, low-pitched, piercing squeals, grinding metal and incapacitating before the onset of symptoms such as ringing in one ear, vertigo, nausea, recurrent headaches, fatigue, cognitive issues, problems sleeping and even hearing loss in a few cases. Cubans investigating this latest incident say they concluded that the unpleasant, piercing sound was a water pump starting up in a nearby home. They said the FBI, which declined to comment, drew a similar conclusion. Yet in June, the United States said the two incidents were medically confirmed and added them to a list of American diplomats and family members who had been posted in Havana and suffered from strange medical problems. That brought the total cases to 10. Asked about the May incident, a State Department spokesperson said: The United States also confirmed in May that a U. But a year after a significant staff reduction at the U. Embassy ordered in the wake of the alleged attacks, there are still no definitive answers on who or what made the diplomats sick. There are also widely divergent views among the two groups of doctors who have actually examined the diplomats, as well as among other researchers who have weighed in, on what the underlying medical cause that produced the symptoms is. Are the Russians or some other player intent on disrupting U. This is such a convoluted saga that it may take years to sort out and agree on a diagnosis. But with the State Department calling the incidents attacks, it seems to favor the weapon hypothesis. Adding credence to the possibility of attacks is that the first incidents targeted diplomats with intelligence assignments and some of the diplomats described directional beams of sound, or energy, that seemed to follow them from room to room, which would seem to indicate a purposeful action. Citing unnamed government sources, NBC reported that Russia is the most likely suspect because intelligence intercepts, or signals, collected during the investigation point in that direction. Some researchers contacted by the Miami Herald say there needs to be consensus first on what happened medically in Havana before any fingers should be pointed. He was asked by the State Department to come up with an explanation of what would have been capable of causing the inner ear problems that doctors and researchers at the University of Miami School of Medicine and the University of Pittsburgh say the affected diplomats share. Drugs and ultrasonic, microwave and electromagnetic stimulation or a combination of those factors are all capable of producing such damage, he told State Department officials at a briefing. At this point in the investigation, he said, some sort of directed energy device is the most likely with electromagnetic pulse stimulation as the leading candidate. The Cuban investigative team, Valdes Sosa said, is preparing its own report on all the theories advanced and hopes to publish it soon. The symptoms are not the same," said Valdes Sosa. Michael Hoffer, the University of Miami specialist in diseases of the ear, nose and throat who examined diplomats in Havana and in Miami, said there is a common ailment that tied all the affected diplomats together. All 25 patients examined in Miami who were truly symptomatic had a "physical injury in or around the inner ear," he said. The most common symptoms in that affected group were dizziness 92 percent, cognitive problems 56 percent, and hearing loss and ringing in the ears both 32 percent, Hoffer said during a recent telephone call-in on the Havana incidents for Pentagon personnel. Not helping either side investigate is that the alleged crime scene is in one country and the diplomats and the evidence held in their bodies is in the United States. The Cubans say their investigation has been thwarted by lack of cooperation from U. The Cuban scientific delegation complained that without access to the U. While in Washington, the Cuban scientists urged cooperation between scientific communities in both countries, but they said the only data shared with them by the State Department was a University of Pennsylvania report that

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appeared in The Journal of the American Medical Association early this year. After reading media reports about the cavitation theory, Valdes Sosa said he instructed his Cuban research team to review all the scientific papers they could find on cavitation bubbles. Meanwhile, researchers at the University of Pennsylvania who treated and examined 21 of the initial 24 U. That raised concerns about a new, unknown mechanism for causing traumatic brain injury. The State Department said the majority of diplomats have now returned to work. But even earlier than that scientists were raising concerns about the Penn findings, because many of the reported symptoms are prevalent not only in the general population but also among people with other neurological illnesses. Christopher Muth and Dr. Steven Lewis, both neurologists at Rush University Medical Center in Chicago, urged caution in interpreting the findings. They pointed out that not only was there "some variability between patients in terms of symptoms that each experienced" but there were no baseline evaluations to determine if the patients had preexisting conditions. Some of the symptoms were based on reports by the patients themselves instead of through standardized examinations, and the diplomats were evaluated a mean of days after the onset of their symptoms. Still, they said the similarities among the 21 cases evaluated at that point do "merit consideration of a common medical, environmental, or psychological event as their potential cause. If they were, it could lend credence to the possibility of mass psychogenic illness. The ailment has nothing to do with hypochondria and is not a made-up illness. Those suffering from stress-induced mass psychogenic illness have real symptoms such as headaches, insomnia, fatigue and dizziness and may require treatment to recover. A famous example is the Kokomo Hum where nearly residents of the Indiana city reported getting sick after hearing a humming sound. No acoustical source of the hum was ever identified. If researchers truly wanted to get to the bottom of the Havana illnesses, he said, they should have conducted a social network analysis that looked at how the patients might be acquainted and whether they had knowledge of others becoming ill. It happens to normal, healthy people. We are all susceptible," Bartholomew said in response to Miami Herald questions. In another letter to JAMA, two neurologists and a neuropsychiatrist from Scotland and Germany noted that there are "high rates of vestibular inner ear abnormalities in patients with anxiety disorders. Part of its mandate includes risk mitigation, but the official declined to comment on any security measures that may have been undertaken. The State Department, however, recently reduced the tour of duty for diplomats in Havana from two years to one, a reflection of "the more challenging conditions affecting U. The United States pulled two-thirds of its personnel from the U. Embassy in Havana last September, leaving only a skeletal staff to carry out essential services. A State Department roster dated Sept. The cutbacks have stretched the diplomats thin, severely hampering visa-issuing operations and outreach to Cuban citizens. But California Republican Rep. Paul Cook, the chairman of the House Western Hemisphere subcommittee, said at a recent congressional hearing that such a staffing level is "essential and prudent until we can determine the cause of these attacks and effectively mitigate it.

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5: How Mass Effect 3's Ending Influenced Andromeda - IGN

We all know that beneath the space opera Mass Effect is really about sexing up the galaxy's sexiest aliens, but you didn't have to be so on the nose about it, Bioware. EDI might have had some fine.

What if Christian never contacted Ana after their break up at the end of book one? Three months have passed since then, but today they are going to meet again Just when everything seemed to be perfect for Ana and Christian their life is taking a turn neither of them ever saw coming Oh and one last thing, some of you were worried that Gideon would die in this story because I wrote about his last will If she is out partying and needs me to drive her home I will let her have it, I think to myself angrily. I ran "Shit, Ireland you need to tell me where you are" while I am talking to her I get up and quickly put some shoes and a cardigan on before rushing into the garage while I am still trying to figure out where she is. You have to help me out here, honey. I have met my cousin Christopher only once and he freaked me out. There is something about him that makes my skin crawl. Did they follow you? Have they hurt you? They were drunk and tried to kick the door to my room in. Terrify his little sister to the point that she is so scared out of her mind that she flees from her house in the middle of the night? Oh, Gideon is going to kill him. Ireland and he have really bonded over the last couple of months. He might be known for being a shrewd and sometimes ruthless businessman, but he would do absolutely everything for the people he loves. When I finally arrive at the north entrance of the park I grab the flashlight from the glove department and go in. I pull her in my arms and feel immediately how cold she is. I swear I kill you when I find you. I floor the gas pedal and we take off. Christopher had his friends over and they scared her so much that she ran. When I found her she was in a park only dressed in a sleep shirt. Is she injured or anything? I have three bed rooms and I am used to having a roommate. I lived with Kate through all of college and she has applied to enroll at NYU in spring, so it would be close. She needs someone to take care of her until she has matured enough to live on her own. After twenty minutes she comes out of the bathroom and we sit down with her in the living room. So, I locked the door to my room and sat on my bed with a baseball bat. What do you mean you sat on your bed with a baseball bat? They drink and I am sure they also pop pills, and once they are wasted they start hammering at my door like every ten minutes or they have fun standing outside my bedroom door speaking loud enough for me to hear all the things they are going to do to me once they get inside. I usually listen to them over the air vent in my room. I scoot closer to her and start to rub her back. Please, you have to tell us. I thought he was kidding, but then they started to throw themselves against the door and I was so scared. I get up and follow him, stopping him last minute from leaving. You are not going to confront Christopher. He crossed so many lines tonight he You are far too angry and the last thing Ireland needs is that you get yourself arrested for killing Christopher. She needs you, Gideon. Lying about what he All I am asking you is to wait until you have calmed down a little. Christopher is a sociopath, lying is in his DNA, he does it perfectly. He will tell the police that Ireland is lying and they are going to believe him. He pulls her in his arms and talks quietly to her. I decide to give them some privacy and make myself a coffee. So, I have my coffee and let them talk until Gideon comes over to where I am sitting at the breakfast bar. Call me if you need something or Ireland wakes up earlier. In the last three months he fell asleep two times here and both times he had one of those terrible nightmares. I wanted to ask him so many times, but I chickened out every time. I look at Gideon and from the look on his face I can tell that he knows exactly what I am talking about. For a moment I think that he will just turn around and leave, but then he goes to the freezer, gets a bottle of vodka out and pours some of it into a glass. He sits down staring at the glass and says nothing I know that what ever he is about to tell me, it is not an easy topic for him. I got bullied in school, people would only refer to me as the son of Geoffrey Cross, the swindler who took the easy way out. From day one he was her golden boy while I was just a bitter reminder of my father. I turned into a really angry kid, I was out of control and about the time when my mother got pregnant with Ireland she had enough. So she had a shrink come over to our house. He would bring a doctor in training with him. A guy in his early thirties. Soon the shrink spend

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more time with my mother than me and I was left alone with the doctor in training. I wanted to fit in I told him no I tried to fight him One time when he I begged him to help me, to get our mom He told her there were no signs of any kind of abuse on me. And with that I was not only labeled as troublemaker but also as attention seeker and liar. I was so desperate I told her Christopher saw it happen and he lied, he told her nothing happened and she believed him. It was years later that I figured out that Dr. Lucas, the doctor that examined me was the brother in law of the bastard who did this to me. He covered for him. Oh my god, who in his right mind would make a story like that up? And your mother how could she not believe you? It was her job as a mother to believe you! I allowed him to You were a child and you believed that this monster wanted to help you, but that is not your fault. I know how you feel about lying and every person who knows you just a tiny bit would believe you. Have you pressed charges against him? I found him anyway and told him that I would use all my fortune to find other victims of him so he would end up behind bars. I want to ask him if he has ever thought about therapy, but stop myself. Getting into therapy was what started all of what happened to him I could make breakfast. I stare at the door for a while and although it is only seven in the morning I pour myself a glass of wine and sit down. Even if a doctor told her there was no evidence, she should have believed him. I am not a mother, but I know if I had child and he or she would tell me something like that had happened I would believe my child no matter what everyone else was telling me. And as I sit there in my kitchen while having a second glass of wine I think about my brother and what he went through wondering how many children have to go through something like this with no one they trust enough to tell what is happening to them or worse like Gideon finding the courage to speak up and no one believes them Your review has been posted.

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6: The Mass Effect companions, ranked from worst to best | PC Gamer

The other issue I mentioned is a much larger one, and has to do with BioWare's entire RPG philosophy that has really come to a head in Mass Effect: Andromeda. It's just too big. It's just.

Not getting enough sleep can lower your sex drive, weaken your immune system, cause thinking issues, and lead to weight gain. This makes it easier to get sick. Researchers even uncovered a reciprocal relationship between sleep and your immune system. Share on Pinterest Both short sleep durations less than 5 hours per night and long sleep durations 9 or more hours per night have been shown to have a negative impact on heart health, according to an analysis published in the European Heart Journal. In particular, your chances of developing coronary heart disease or having a stroke are greatly increased with less sleep. Overnight shift workers may take the brunt of this burden. The good news is that both men and women who slept 7 or more hours per night had the best mortality rates in the group. Share on Pinterest Even missing one night of sleep can lead to some major cognition thinking issues. In a study published by Experimental Brain Research, a group of 18 men were given a task to complete. The next task was completed after skipping a night of sleep. Brain functions including memory, decision-making, reasoning, and problem-solving worsened, along with reaction time and alertness. Researchers suggest that sleep is critical to the process of consolidating the things we learn in the brain. In other words, we need proper rest to lock in new information and commit it to memory. Share on Pinterest Not getting enough sleep could reduce your sex drive. In one study, young men who lost sleep over a one-week period showed a decrease in testosterone levels. Sleeping 5 or fewer hours reduced sex hormone levels by as much as 10 to 15 percent. The men also reported that their overall mood and vigor declined with each consecutive night of interrupted rest. Share on Pinterest Lack of sleep can cause you to pack on pounds. A study examined the relationship between sleep and weight in 21, adults over the age of 18. The people who slept less than 5 hours each night over the course of the three-year study were more likely to gain weight and eventually become obese. Those who slept between 7 and 8 hours fared better on the scale. Researchers examined 10 separate studies focused on sleep and diabetes. Their findings uncovered that 7 to 8 hours of rest is the optimal range to avoid insulin issues that could lead to diabetes. The most vulnerable people are shift workers, commercial drivers, business travelers, and anyone else working long or odd hours. In one study, a group of people between the ages of 30 and 50 were evaluated based on their sleep habits and the condition of their skin. The results revealed that those with too little sleep had more fine lines, wrinkles, uneven skin color, and marked looseness of the skin. The poor sleepers were also more dissatisfied with their appearance than their well-rested counterparts. It could save your life. Then, turn out the lights and enjoy your 7 to 8 hours of beauty and health rest.

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7: Cataclysm by Brian Caswell - DVD

Star Wars Celebration happened recently in Orlando, Florida, and there was a lot of big news and exciting stuff coming from every direction. So, a few things managed to fly a little under the.

Cataclysm by Brian Caswell and Alakazam Effect: You show a standard deck of Bicycle playing cards. On the back of each card you have written a number. You have your spectators name 3 different cards, and those cards are placed face up on the table in plain view. You then pull a photograph out of your pocket. On the photo are the backs of three playing cards, each with a number written on it. Amazingly enough, as you flip over the cards that the spectator has named, the numbers on the back of them match exactly what is on the photo that is still on the table. The teaching of this effect is entirely on DVD. There are no written instructions at all, so if you are a person that really likes learning from written instructions, be prepared to have to watch a video. The DVD is well put together and professionally made. The menu is nice, the audio quality is good, and the video is good. The DVD starts out by giving you the same demo that you can watch on Penguin on the product page. Next it shows you how to make and set up your deck. After showing how to make the deck you are then shown several different things you can do with the included photographs. Finally, there is a section where you learn a few different ways to deal with complications that could arise while doing the trick. Overall I really enjoyed the DVD and thought it did an excellent job of teaching the effect. I have sent a message to the administration of the forums requesting one, so hopefully there will be one soon. The quality of the photographs included with the package is very good. They are clear and on very nice photo quality paper. The other materials needed to do the effect must be provided by the magician Basically, if you can write numbers you can make the deck I have to note for a moment, that although the quality of the photographs is very good, I found that my handwriting was WAY too different from the handwriting on the photographs. However, the photographs supplied have a few other things on them that can be used with an optional effect that is described on the DVD If you have the other items required to do the optional routine, you may want to think about working on getting your deck to match the photos. There are no sleights of hand required at all. If you can find three cards in a deck that is face up, then you can do this trick. I was up and running quite literally as soon as I was done putting numbers on my deck. The hardest part about this effect is going to be working out where you want to keep the reveal I like doing tricks that are more or less self working because it fits my comfort zone as a relatively new magician. This effect fits that bill perfectly. No rearranging or anything. You could probably do it on the street, but you would want the spectators to hold the cards in a specific way. Restaurants would be perfect for an effect like this. I like to take the three cards and have them face up on the table then put the photograph underneath them in an order so that not only do the cards match the numbers on the photo, but so that they are actually in the same order that they are in the photo. The table helps you to accomplish this with ease. Some Other Things to Note: I find that if you do that then people are less likely to want to check out the other things that you do, because they are already "trusting" you. Second, I really think the effect is more solid when you have taken your own photographs. You could even go so far as to make sure that something in the photograph is something that they will quickly see is yours Also, if you take the photos yourself you can keep the copies on your PC if digital or keep the negatives if film so that you can make more copies of the photos when yours eventually start to wear out. You can avoid that by just going and making a new copy of your photo every now and then. Third, there are several situations that you need to avoid when doing the trick. These will become readily apparent when you build your deck. With the correct wording, you should not have to worry at all about running into these types of situations. Even if you do, they are easily avoided with just a few statements. This effect, in my opinion, is fantastic. When I do effects for my coworkers I usually get good reactions with a few "How did you do that? The simplicity of the trick allows you to focus all of your energy on your actual presentation, which we all know is the most important part of entertaining. I really enjoy performing it. Did this review help you? Incredibly easy yet astounding Report this review Pro Privacy ON

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login to see reviewer names on April 2nd, This review is for Cataclysm by Brian Caswell - DVD For an "impromptu" prediction routine using playing cards, this is one incredible little effect. I would venture to say any laymen you perform this for would be completely blown away though magicians might figure it out in a few minutes. This effect is versatile in that it allows you to play it either as a light-hearted routine, or a deeper Derrin Brown type mental effect. Showing a perfectly shuffled deck, you show how each card has a different number on it. Ask three spectators to each choose a different card or one spectator can choose all three, of course. As they choose the cards--no force on your part at all As you flip the cards the spectators chose over, they show to be the same three numbers. The routine is incredibly easy to perform with zero sleight of hand on your part. It resets in two seconds. It comes with the photographs and a DVD teaching you how to do everything. It also includes two other kickers if you already own a B. The only thing you have to do is supply your own red-back Bicycle deck and number the cards with a Sharpie. With two minutes of practice, you are ready to perform this wonderful little miracle.

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In the original trilogy we had the Drell, a race who can vividly remember everything they ever did and recite it like it just happened. There's the Asari, an ancient race of sexually-awakened.

Someone Else May Get it Right Years have passed since a realm of science fiction has captivated us in the vein of Citadel space. For Cyberpunk , we see a similar surrogate in the character of V. In-Depth Customization BioWare engineered the witticism that character creation absorbs the first few hours of an RPG, maybe because their customization menus were the most appealing. Relationships BioWare understood the importance of interactions in a story, therefore created characters with above average staying power. On the surface, Mass Effect relationships linked back to a variety of rewards in the form of knowledge, character powers, story unlocks, etc. The devs gave us enough agency and influence to solicit loyalty from companions or untether them from the world surrounding us. Decisively, however, the bonds we forged had a sweltering impact on the campaign, without which the narrative would have been hollow. They were brief, but the little snippets between V and companion Jackie teased an interesting past and malleable future. And speaking of companions, I cannot neglect to mention the latent power of romance. Without kidding ourselves, romance in RPGs is the catalyst between casual and sweaty playthroughs. By the end of Mass Effect 1 and Dragon Age: Origins, BioWare became synonymous with vicarious love stories, a fact which probably drove a few sales. The best open world RPGs are seamless and natural, therefore must include romance because, like reproductive organs, romance is natural whether you acknowledge it or not. Narrative Consequences By now, everybody knows that gameplay routes without consequences are the illusion of choice. Cyberpunk is all about branching paths, a fact the demo highlighted when it showed scavvers attack V in an epic car chase. The formula included side-quests and the main quest whose completion progressed the story and the world. When the world jumped ahead in time, the player could find a multitude of references to their previous exploits in some form or another. Consequences meant new character interactions, new quests, mementos, emails or even an impact on the overall plot. The beauty is in how BioWare convinced everyone that their choices mattered. We need that back. Though neither game mechanic is unique to either franchise, their similarities are my first indication of yet another parallel in the realm of combat design. You have two games that revolve around weapons with damage types " One uses ballistic, thermal, EMP, and chemical, while another has incendiary, biotic, tech, and other forms of damage expertly weaved into a gameplay architecture. Like the implant chips, Mass Effect and its comprehensive codex of information explained everything from Mass Effect fields to Krogan and their love-hate relationship with Varren. Where the two games are concerned, I found that the two cities invite a keen comparison. The landscapes just ask the player to make questionable decisions, and that immediately evokes a sense of freedom.

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These aren't the only Star Wars projects that nearly came to pass either, so on today's episode of The Dan Cave, we're taking a look at the many, many Star Wars projects that almost happened.

Plot[edit] Part 1: Horatio Caine overhears a woman whose daughter, Ashley Tanner, is missing. Her car is found in the Everglades where the team searches the trees and swamps until they find a severed arm and leg. In the meantime, Horatio calls Dr. Ray Langston, who deduces that the severed leg belongs to his own investigation of a missing girl, Samantha Matthews. Ray travels to Miami, where he and Horatio join forces to discover who is responsible for killing the females. To their shock, they discover that both women were seduced by the promise of making a living through modeling and were exposed to prostitution. What is unexpected is the fact that the girls were dismembered by two different men: As it turns out, a mysterious crime syndicate working outside Miami called the "Zetas" had been funding these men, which leads Ray and Horatio to believe that this case is much bigger than they imagined. Mac Taylor finds a mobile dungeon in the sleeper compartment of the truck and discovers that another woman, Madeline Briggs the woman missing from Miami, was in the sleeper when the accident occurred. Now both Casey the truck driver and Madeline have disappeared after the accident when Casey hijacks a driver. Sid Hammerback examines the female victim in the metal drum, he notices an organ is missing. The team theorizes that the victim was kidnapped and dissected for her liver, which was sold on the black market. When urine found in the sleeper of the truck is examined, it is discovered that Madeline is pregnant. Mac and Ray speculate she is a forced surrogate and Casey might sell her into prostitution until she gives birth. The team tracks the suspect to a pharmacy, where they lose him in a chase but find soil samples in his car. A match is found with the soil samples found earlier, and Mac, Ray and the team head to the location. Casey gives Mac and Ray little information. He admits that he gave Madeline to another trafficker, and she is revealed to be in the sleeper compartment of another big rig truck heading to Las Vegas. Crime Scene Investigation "â€” They theorize that Deedee and Madeline may have lived in the same place and shared the same pimp, so they go to a nightclub and spot another prostitute, Diane, with the same tattoo as Deedee. They arrest her on a bogus charge but get a lead when she calls her pimp from the station. The team follows her to a house where they see one of the pimps, Anthony Samuels, wearing the other earring seen on Madeline. In the house, the team finds a badly beaten Diane. Ray studies the mattress and finds definite matches to the blood of both Madeline and her unborn child. In the meantime, Catherine Willows reviews the security footage from the Tangiers to determine what really happened to Deedee. Catherine discovers that Diane is the murderer; Diane was jealous that Anthony preferred Deedee to her. With no other choice, Dmitri helps the team take down the human trafficking ring and admits he did have Madeline, but let her go because she was useless to him. Ray receives messages from Mac and Horatio; both have made crackdowns on the trafficking ring. Ray finds a way to send Madeline a text message saying her mother loves her in spite of everything that has happened. The message reaches Madeline, and she meets Ray outside the crime lab.

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