

DVD REVIEWS

DVDS COURTESY OF KUNG FU RECORDS, PUNKERVISION & VICTORY RECORDS



CIRCLE JERKS *The Show Must Go Off! Live at the House of Blues*

I want that hour of my life back. Seriously. And I like Circle Jerks. "Destroy You" and "Wild in the Streets" are songs near and dear to me. But this DVD is sooooo slow and sooooo boring even bass player Zander's hilarious backstage antics couldn't save my opinion. This is a basic recording of a recent show in California, and if you've ever been to a House of Blues venue, you know it is not exactly a small, personal venue. So it's just a camera filming these guys playing this ridiculously long set of mostly new songs at a huge theater. Yuck. I spent the majority of the time just waiting for an old song and then, towards the end, I skipped songs altogether. The only enjoyable part, besides the four or five good songs they played, was when singer Keith Morris stopped the show because someone in the audience was spitting at the band. Come on, that's funny. When I watch a DVD of a punk band, I want to see raw footage or a gripping interview, not a bunch of old fucks playing House of Blues gigs for money. What an incredible disappointment.

[*Kung Fu Records, kungfurecords.com*] *Becki Carr*



LEATHERFACE *Boat in the Smoke*

The first time I heard Leatherface's Frankie Stubbs and his shredded larynx vocals, I had to give a nervous chuckle and ask, "What the fuck?" But it was also Stubbs' unorthodox emitting that quickly made Leatherface one of my favorite bands, although one question was left unanswered for some 10-15 years. What could the man with the 20-grit voice possibly look like? Thanks to the latest Punkervision DVD, I finally know. Stubbs is one ugly motherfucker, just as I suspected. This DVD captures the longtime UK punk band at the Camden Underworld in March of 2004, cranking out a set that meanders a bit and focuses more on the band's latter material. Also included is a set from 2001, filmed in what looks like

a basement or squat, which gives a better impression of why this band has become so popular over the years; lots of live energy, great songs, and that amazing Stubbs voice, front and center. Something's missing in the main live set here though; a lack of drive and urgency hinted at in a lengthy interview with Stubbs where he admits playing in Leatherface now will never be the same as in the old days. Still, for fans of the band and those who like melodic punk rough around the edges, this is a must-have DVD. [*Punkervision, punkervision.net*] *Jason Schreurs*



DARKEST HOUR

Party Scars and Prison Bars: A Thrashography

A few years back I worked for a record label called MIA. We had the makings of being the next big label, with a diverse roster of artists including Candiria, Indecision, and Darkest Hour. Unfortunately, just as we were set to unleash Darkest Hour's Mark of the Judas CD, the oil tycoon funding the label pulled the rug out from under us all. Five years or so removed from that ugly incident, you can witness on this DVD part of the Darkest Hour mystique of being one of, if not the, most energetic and insane bands in heavy music today. With roughly 90 minutes of content, Party Scars and Prison Bars envelopes viewers into everything the engaging metal-thrash band has experienced, from getting arrested in Oklahoma, to bassist Paul Burnette's horrifying spider bite, to live footage of the band way back in 1993. What makes this Thrashography stand out from the recent abundance of band DVDs is Darkest Hour avoid the pitfall of just releasing predictable live footage and opt to include music videos, interviews, and random tour material with basically no rhyme or reason. This is by no means groundbreaking or monumental, but it provides the one thing everybody can use a little more of in their lives -- entertainment.

[*Victory Records, victoryrecords.com*] *Bill Gordon*

VIDEO GAME REVIEWS

NEW VIDEO GAME RELEASES



DARK CLOUD 2 *Playstation 2*

So you love Zelda, the Final Fantasy series, and every adventure/level-up game in between. You were looking for more of the same and without realizing, you bought a dud. Well, there's a game with tons to do, pictures to take, and fishing. The game to get is Dark Cloud 2. You start off as a kid with a wrench trying to figure out who your mom is and where she went. You decide to check out this circus that comes to town and that's when all hell breaks loose and your adventure begins. Next thing you know, you're running through the sewer, fighting clowns, rats, and even an elephant. The game-play is pretty smooth for a third-person action/adventure game. Controlling the real-time battles is a plus. It's a game along the lines of Kingdom Hearts, without all the Disney characters and levels. Plus, this game has a fishing contest, fish races, a golf game called Spheda, and towns you get to restore by collecting these sphere things that give you objectives and houses and whatnot to build. All in all, a pretty solid game. [*Level 5*] *Tommy Bilotta*



SUPER MONKEY BALL JR. *Game Boy*

Try to figure this out. You have a game where you roll a monkey that's trapped in an airtight ball through obstacles to try to reach the goal (without falling off the edge) before time runs out, all the while collecting bananas for extra lives. What an addicting game! Then again, I don't know how the monkey stays alive in an airtight ball. Now, as you play the different levels, you get points to can spend towards mini games. There's monkey bowling, monkey golf,

and monkey fight (my personal favorite). In addition to the regular game, there's some extra fun. If you can pass the levels without continuing, you'll get bonus levels. Plus, as the credits roll, you can do some weird banana collecting game and find out what kind of monkey you are. This game kept me complacent on a six-hour plane ride, all during a week-long vacation, plus the six-hour flight home. A fun time for all.

[*THQ/Sega Corporation*] *Tommy Bilotta*



FINAL FANTASY IX *Playstation 2 or PC*

I almost didn't write this review, or do much of anything else this month, and the reason for that is simple -- Final Fantasy XI is more addictive than crack. In the three weeks since I started playing, I've logged approximately 90 hours of play time. In that time I have yet to touch even 10 percent of what this world has to offer. For those that don't know, this game is a MMORPG (massively multiplayer online role-playing game); meaning you hook your system of choice (PC or PS2) up to the Internet and the game is played entirely online with thousands of other players from around the world. The character development and play mechanics are top notch, but what really makes this game special is the perfect blending of a traditional role-playing game with an MMORPG, and the strong feeling of community that develops. While it isn't exactly the most original idea on the block, this is the genre honed to perfection, and I defy you to not obsess over it once you're hooked. If it were possible, I'd break the straightedge and smoke a fat rock of FFXI with no regrets. If you want to find me, look for Moonbeam on the Pandemonium server. [*Square Enix*] *Matt Teishu*