

# “IT” Movie doesn’t live up to hype

Author Stephen King is notorious for having books that will keep you on your feet and even have you jumping out of your seat at times. His book “It” was recently remade into a movie. While it is not the first movie based off of this book, it caused a lot of excitement among people on social media. If one were to watch the trailers for the movie, they would possibly feel the fear that King goes for when it comes to his productions.

I was personally very excited for this remake movie directed by Andrés Muschietti since I had seen the original and read the book many times. After watching the movie in theaters, I left feeling very unsatisfied and let down. The trailers made it seem as if the movie would constantly keep watchers on the edge of their seat, but I found myself dozing off a handful of times. Don’t get me wrong, there were some parts that got me, but overall the movie was made out to be as a bigger deal than it really was.

Seeing Pennywise the Clown, also known as “It”, for the first time definitely

got my attention, but after he appeared on the screen a few more times he wasn’t really that intimidating anymore. I think they produced this movie a little

too modern for my liking. A lot of the graphics seemed extremely animated to me and I was

more surprised by that than I was by anything that happened in the film.

I don’t think that this was the best on-screen version of the story that was portrayed, but at the same time, I’m not sure I would not recommend this movie to someone else. I think I could appear as a good movie for someone who has not seen the original or has not read the book, someone with no background knowledge of the story. I wish I wouldn’t have wasted \$8 on a ticket to a movie that really let me down, but I wouldn’t take

## Movie Review Katherine Cox Photo Editor



that chance away from anyone.

Based on a lot of posts by different people on the internet, the movie so far has a 50/50 vote on being good or not. Although I may not agree with the people

who are against me, I can’t blame them for not knowing any better.

*Katherine Cox is a freshman majoring in early childhood education. You may contact her at Katherine.cox2@sckans.edu*

# ‘Madden 18’ not living up to expectations

EA Sports released their annual Madden game on August 25, and I was first in line for the midnight release. I was disappointed in the outcome of the product.

After a few weeks of playing the game, a game in which I have purchased every year since 2004 when Michael Vick from the Atlanta Falcons was on the cover, I realized that there were fixes to be made on the game.

This year’s cover athlete is five time Super Bowl winning quarterback, Tom Brady of the New England Patriots. Madden came out with a special edition of the game to honor Brady, called the G.O.A.T. edition (Greatest of All Time).

This edition allowed you to purchase the game early, in addition to multiple add-ons to the game, and bonus material, such as player codes for a game mode called ‘Ultimate Team.’ This

requires the game player to have online play available for their respective consoles.

Getting to the problems I have with the game, I would like to start with the physics of the game itself. EA Sports has constantly advertised their improvements to the physics of Madden year after year, and year after year I have noticed those improvements. In last year’s game, ‘Madden 17,’ I thought they had perfected the mechanics. This year I think they have actually taken a step backwards, in terms of the physics of the players themselves.

An example of what I am talking about is the route running of players on the sidelines. I have noticed in this year’s Madden that receivers, tight ends, and running backs will run to the side line, but will continue their route out of bounds.

When throwing a sideline pass,

you have the ability to make a “possession catch” which makes the player you’re throwing to keep his feet inbounds while attempting the catch. However, these players will almost glide out of bounds, and then catch the ball.

I have also noticed the inconsistency in the passing game. As a wide receiver you have the option for a possession catch, a running catch, or an aggressive catch. In this year’s game, more so than last year’s, I have noticed the rise in the amount of dropped passes from wide open receivers when using any of these types of catches.

On another note, the franchise mode is a lot of the same from the previous years in Madden – not a lot has changed. The only noticeable difference to me is the amount of injuries to star players.

An example, in my franchise

with the Dallas Cowboys it is week five, and I’m not playing with star players Ezekiel Elliott, Tyron Smith, Sean Lee, and Jason Witten.

## Game Review Tanner Carlson Assistant Editor



I realize injuries are part of the game, but at the end of the day it is a video game and I want to play with the star players on the game, not the back-ups.

EA Sports, and Madden created their first ever story mode in the history of the game called ‘Longshot.’ The actual story itself is great, and the production is second to none. It feels as if you’re watching a heartwarming movie.

However, that is exactly what was wrong for me. The story mode is basically an interactive movie, and I was hoping to actually play more football than I did. The story mode has you, the player, make decisions for the main character to determine his fate in getting drafted to the NFL.

The best part about video games in today’s world is that the companies never stop working on them. They can update the bug and fix problems. I can only hope that they fix the annoying issues that I have endured with the game.

I gave ‘Madden 17’ a rating of 9 out of 10. This year’s ‘Madden 18’ is anything but the “G.O.A.T. edition” of the game, as I have given it a 6 out of 10.

*Tanner Carlson is a senior majoring in communication. You may contact him at tanner.carlson@sckans.edu*