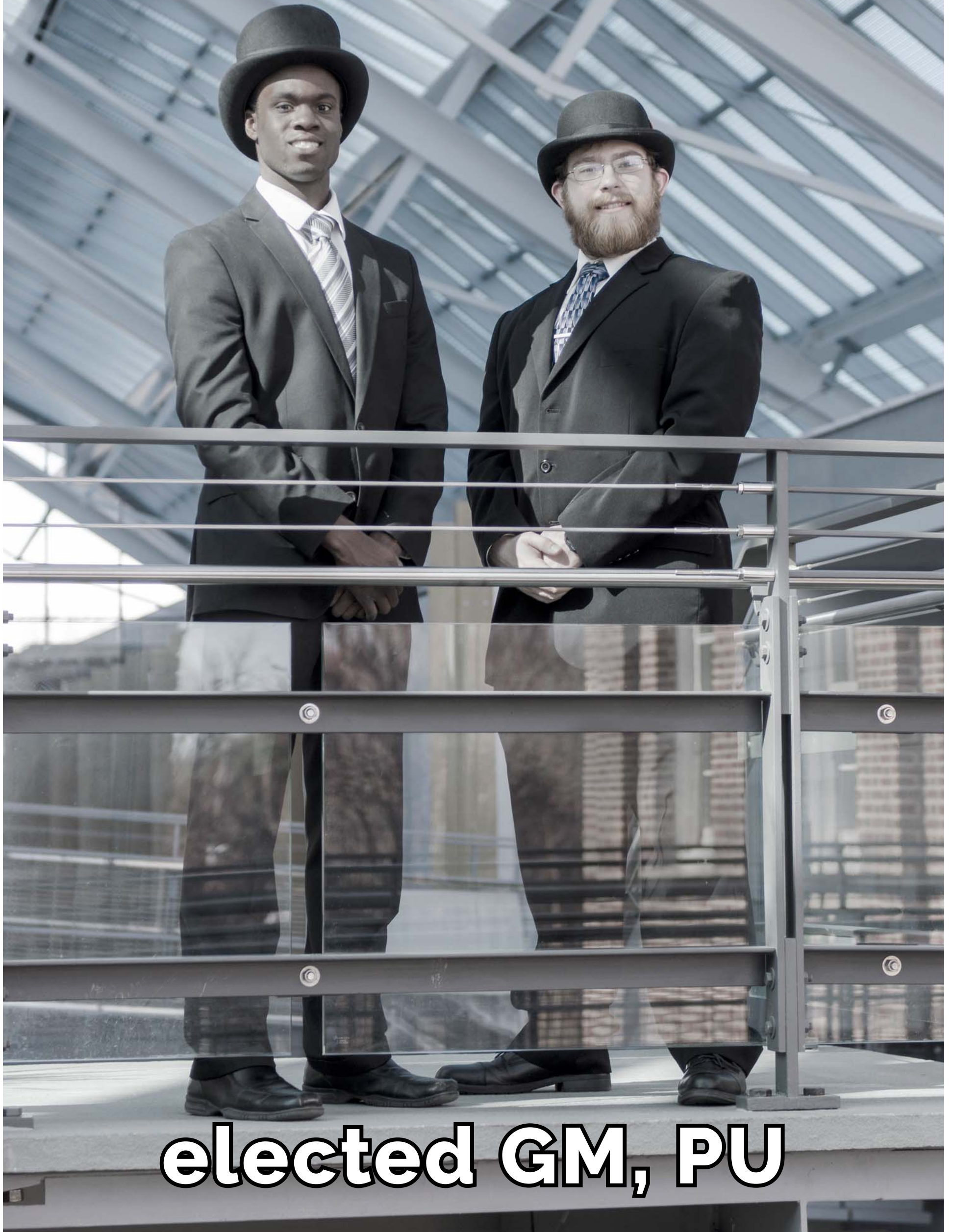


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Flowers, Dvorak



elected GM, PU

STUDENT GOVERNMENT

Dvorak wins PU election

Kelsey McNeely
Senior Reporter

ON FRIDAY, APRIL 24, THE RESULT OF THE President of the Union runoff election was announced in Mother's Wine Emporium. Nick Dvorak '16 won the election, held earlier that day, with 85.32 percent of votes. 13.47 percent of the student body voted in the runoff election.

Dvorak ran a write-in campaign after initially withdrawing from the PU race. In the Grand Marshal Week PU election held on Thursday, April 16, Dvorak received 14.957 percent of votes and his opponent Greg Bartell '17 received 35.9 percent. However, because no eligible candidate reached the 40 percent threshold, a runoff election was required.

Dvorak has proposed plans for possible changes to club and Executive Board operations. E-Board representatives will be expected to meet with their clubs at least once a month. Also, clubs will be asked to create four-year plans for budgeting. A four-year plan would theoretically enable clubs to plan major expenses years in advance. If clubs are having a problem with the PU or their E-Board representative, they can submit complaints or feedback via an online form.

Applications for the Executive Board are currently available and can be found in yellow folders on bulletin boards throughout the Union, as a PDF at <http://poly.rpi.edu/s/x0m1c/>, and as a Google Form at <http://poly.rpi.edu/s/1odcx/>. The deadline for E-Board applications is 11:59 pm on Wednesday, May 6.



Jack Wellhofer/The Polytechnic

NICK DVORAK '16 won the PU election with over 85 percent of student votes.

STUDENT ACTIVITIES

Students discuss American Sniper

Kelsey McNeely
Senior Reporter

UPAC CINEMA'S SHOWING OF *AMERICAN SNIPER*, originally scheduled for Friday, April 10, was postponed after a request by the Muslim Student Association to cancel the showing for that night. UPAC Cinema and the MSA released a joint statement explaining that the film would be postponed to Sunday, April 26, and a panel discussion would be held immediately before the screening.

Sunday's panel discussion was only open to members of the RPI community. Additionally, photography and releasing names of the panelists were prohibited. Associate Dean of Student Retention and Success moderated the discussion. The panel consisted of two members of the United States Armed Forces, panelists one and two, and two Muslim RPI students, panelists three and four. Attendees were invited to write questions for the panel. Trzepacz introduced the discussion and requested that attendees be respectful and seek to understand first before being understood.

The first panelist, an Army veteran who had served in both Iraq and Afghanistan, started the discussion by sharing statistics on veterans suffering from post-traumatic stress disorder. He explained that, "This film is a way to relate what happens in war to the general public." He also asked attendees to remember that, "Military members themselves don't determine the operations or where they are deployed. That is decided by the Commander in Chief and the Secretary of Defense."

The second panelist, who had served in the United States Marine Corps prior to college, added, "*American Sniper* is about the harsh realities of war." She explained that, in war, soldiers have a different mindset that is completely different from normal life. "There is a division between who you are and who you need to be in war for self-preservation."

Panelist three attempted to shed light on concerns some Muslims have about the film. "The main problem with *American Sniper* is it continues

See SNIPER, Page 3

GREEK LIFE

FIJI hosts Islander Week

Fraternity raises money to help downtown fire victims

Chris Leong
Senior Reporter

ON MONDAY, APRIL 27, PHI GAMMA DELTA, ALSO KNOWN AS FIJI, kicked off their Islander Week on the '86 Field. The chapter set up an inflatable obstacle course and sold non-alcoholic strawberry daiquiris, hotdogs, and hamburgers from 8 am-5 pm. Donations were encouraged for runs through the course, but were not required. All money raised during Islander Week will go to help the families displaced by the fire on Fourth and Washington streets on April 10, 2015.

On Tuesday, April 28, following the kickoff event, FIJI tabled in front of Russell Sage Dining Hall. Once again, the chapter sold hotdogs, hamburgers, and non-alcoholic piña colodas from 8 am-5 pm, but they also promoted their Evening of Performances

at their chapter house, the former First Baptist Church, in downtown Troy. They hosted Pumper, a pop-punk band composed of RPI students, who played covers of popular songs, like "I Just Can't Wait to Be King," from *The Lion King*. Additionally, Sheer Idiocy performed after, playing games such as That Darn Clap and Pledge Break. The Rusty Pipes went on following RPI's first and only improv group, closing the night by singing songs such as "Latch," by Disclosure and "My Body," by Young the Giant.

Future Islander events for the week are a frisbee tournament on the '86 Field at 3 pm on Wednesday, April 29; dunk tank on the Rensselaer Student Union patio with Alpha Gamma Delta from 8 am-5 pm, on Thursday, April 30; and Duct Tape a FIJI outside RSDH from 8 am-5 pm on Friday, May 1.

Weather

8-Day Forecast

Day	High/Low	Precip.	Hum.	Wind
Wednesday	69° / 46°	4%	30%	11 mph
Thursday	63° / 47°	20%	39%	6 mph
Friday	58° / 48°	24%	39%	8 mph
Saturday	64° / 44°	10%	35%	7 mph
Sunday	71° / 45°	12%	34%	9 mph
Monday	77° / 49°	13%	31%	10 mph
Tuesday	78° / 57°	24%	35%	14 mph
Wednesday	72° / 56°	37%	32%	10 mph

STUDENT SENATE

Senate hears student petitions

Jack Wellhofer
Senior Reporter

THE 46TH STUDENT SENATE held its first meeting this past Tuesday. Newly elected Grand Marshal Marcus Flowers began the meeting by recommending Keegan Caraway '18 and Joshua Rosenfeld '16 be appointed as secretary and parliamentarian, respectively. The Senate approved Caraway 14-0-2 and approved Rosenfeld 16-0-0.

Most of the Senate's business this week was related to petitions that have recently gained the

required 250 signatures. The first such petition was the *American Sniper* petition, which wanted to allow UPAC Cinema to show the film *American Sniper*. Since the sponsor of the petition removed his or her signature, there was no presentation. Justin Etzine '18 and graduate student Jen Church both felt that the petition was unnecessary, since *American Sniper* was shown last weekend. The senators voted 14-0-2, supporting the intent of the petition.

The next petition was the Give Us Our Jar Lids petition, which, as the name implies, aims to get lids for the Mason



Dan Bruce/The Polytechnic

GRAND MARSHAL MARCUS FLOWERS '16 LEADS the first meeting of the 46th Senate.

See SENATE, Page 3

Senate: No lids for Grand Marshal Week jar-mugs

From Page 2

Jars given out during Grand Marshal Week 2015. Michael Han '16 motioned to amend the motion to charge the GM Week committee with investigating a possible solution. Paul Ilori '17 was opposed to this change, saying that the GM Week committee is a subcommittee of Rules and Elections, which is effectively dissolved. Etzine said that it would be good to broaden the scope of each petition to prevent similar incidents from occurring again. He also suggested it might be good to have some preemptive steps to prevent future dissatisfaction, such as having the E-Board or Senate preview the mugs beforehand. Graduate student Spencer Scott warned against micromanaging the GM Week Committee, and Ilori pointed out that it is an open committee, so, if students want change, they should join it. Ilori also said that he looked into buying lids for the run-off of the President of the Union race, but was unable to find 3,000 jarless lids in the Capital District region in only three days. The Senate then passed the amendment 7-5-4 and the entire motion 9-5-2.

The final petition pertained to bringing fruits, vegetables, and other healthy food options to Father's Marketplace and was presented by Etzine. He said that he would like to see more healthy options brought to the Rensselaer Union, and that Father's would be the ideal first location. Josh D'Amato '18 asked why the petition was also not aimed at expanding healthy food to the dining halls. Etzine responded, saying that sometimes students don't have time to eat at the dining hall or that many students don't have a meal plan to eat at the dining halls. Joe Venusto '17 motioned to amend the motion to charge both the Hospitality Services Advisory Committee and the Union E-Board Business Operations Committee with further investigation. This change was deemed friendly, and the entire motion passed 17-0-0.

The meeting closed with committee reports, however most of the committees are currently inactive. Ilori, on behalf of R&E, wanted to re-emphasize that it was difficult to get jar lids in time for the run-off election and that the next R&E committee would likely not discuss the matter. This concluded the first meeting of the 46th Senate.

Sniper: Veteran and Muslim students share views on film



Courtesy of Warner Bros

BRADLEY COOPER PLAYS Chris Kyle, the subject of the controversial film *American Sniper*. UPAC Cinema showed the movie on Sunday, April 26.

From Page 2

the trend of correlating Islam with violence. There is no good Muslim in the movie and that's not realistic." He also explained that this problem is not unique to Muslims. "Every couple of decades there's a new media target. A couple decades ago, it was the Russians." Panelist four noted that the insurgents in the film don't look very different from him and his family and hoped that, "viewers don't paint the situation with a broad brush."

The panelists were then asked what about this film in particular has sparked so much controversy. Panelists one and two cited *American Sniper*'s level of visibility and success as possible causes of controversy. "*American Sniper* is the first movie about these wars that has been widely successful," panelist one explained. According to panelist two, the film was so successful because, "Chris Kyle was a name we knew. What happened to him catapulted the film into the limelight."

Trzepacz asked, "Is there a particular moment in the film that the viewers should take note of?" Panelist four noted a scene where Kyle claims to not know what a Quran looks like. "People will draw their conclusions based off of what they know. Putting myself in his shoes, I would also have reservations. What

he knew about Muslims probably came from the terrorist attacks on September 11, 2001." Panelist two cited a scene in which Kyle becomes tense when he sees someone watching him and his son at a car repair center as an example of the different mindset a soldier has in combat. "His entire demeanor changed. It's really difficult to separate pre-war and war mentality." Panelist one discussed the opening scene in which a child is holding what Kyle believes is an RKG-3 anti-tank grenade. Kyle is torn between shooting the child to save soldiers' lives and possibly taking an innocent life. "That grenade, while it doesn't look impressive, can actually kill people inside a tank. He has a split second to make the decision to shoot or not shoot."

The discussion ended with questions from the audience. Only one question was asked, "Is there a way enemy combatants be portrayed to not offend Muslims?" Panelist four responded, "No, because if that's what happened, that's how it should be portrayed."

Editor's Note: Names and information regarding panelists and members present at the discussion were withheld at the request of the panelists and the Rensselaer Union

INCIDENT BLOTTER

INFORMATION
PROVIDED BY
PUBLIC SAFETY
INVESTIGATOR
TERRANCE BURNS

Wednesday, April 22

Darrin Communications Center

Theft: A Jazzman's employee had a laptop bag and wallet stolen while making coffee. The suspect was wearing a dark blue jacket and a gray ski mask, and the whereabouts of the suspect are still unknown. Later that day, an Environmental and Site Services employee located the missing bag in a second floor restroom, but the wallet is still missing. Troy Police Department completed a report.

Sage Avenue

Fire: Troy Fire Department responded to a fire alarm activation at a house on Sage Avenue. The fire was believed to originate from a garbage can on the second floor bathroom and was determined to be unintentional. Upon TFD arrival, an occupant had already extinguished the fire. The Department of Public Safety was notified, and an incident report was completed.

Rensselaer Union

Auto Accident: An auto accident involving a pedestrian occurred at the corner of 15th Street and Sage Avenue. TPD and DPS found an individual in the road, who appeared to have a head injury. The patient was transported to Samaritan Hospital by TFD, and a medical report was completed. TPD completed a motor vehicle accident report, and the Dean of Students' Office was notified.

Thursday, April 23

Folsom Library

Illness: An employee reported experiencing abdominal pain. The subject was transported to Samaritan Hospital by RPI Ambulance.

Rensselaer Union

Larceny: DPS officers caught a student stealing a wet floor sign from the Rensselaer Union front entrance. The property was retrieved by DPS and brought to the DPS office. An incident report and a grounds for disciplinary action report were filed for petit larceny, and DOSO was notified.

Saturday, April 25

Center for Industrial Innovation

Criminal Mischief: A DPS officer noticed that a window was shattered on the CII A-Wing, across from Jazzman's Cafe. Only the exterior pane was broken. Environmental and Site Services were notified, and a report was filed.

Experimental Media and Performing Arts Center

Criminal Mischief: A caller reported a shattered window pane on the north side of the building. The glass pane was imported from Germany and valued at approximately \$3,000. An incident report was completed.

Center for Biotechnology and Interdisciplinary Studies

Hazardous Material: A student reported seeing an unidentified liquid spill next to the fume hood in a laboratory. The student was not sure where the spill was coming from. As a precaution, the fire alarm was activated by DPS, and the building was evacuated. TFD investigated the spill and concluded it was not a chemical spill, but a leaking refrigerator.

Nugent Hall

Assault: A student reported getting assaulted by two individuals. The student was punched in the face and the suspects ran off in the direction of Tibbits Avenue. The student did not require medical attention and met with DPS officers to describe the suspects. A witness also called DPS to report the incident and described seeing six suspects: two white males and four black males. The witness' information was forward to TFD, and DOSO was notified of the incident.

Sharp Hall

Assault and Robbery: A witness reported seeing a student assaulted and robbed of a cellphone while walking beside Sharp Hall on Bouton Road. The individual endured multiple injuries to the head and face, resulting in a black eye, redness, and swelling of the face. A group of males were deemed responsible, and are believed to be the same suspects from the previous incident outside Nugent Hall. The student was evaluated, but not sent to the hospital. The surrounding areas were searched, but no suspects were found. TPD filed a report for the robbery. The DPS completed a medical report, and DOSO was notified of the incident.

Join The Poly!
**Improve your
communication skills!**
Make friends!

Editorial

Wednesday, April 29, 2015

Relay better organization

On Friday, April 24, RPI's Relay for Life was held in the Armory. Relay for Life, run by the American Cancer Society, is an annual event that raises money towards the fight against cancer by having participants walk, either individually or in teams, for twelve to 24 hours.

Sadly, this year's Relay was disappointing. From an incredibly low turn-out to general disorganization throughout the event, the *Polytechnic* staff was dissatisfied with what could have been a spectacular event. Many of the events of the night, especially those conducted by Relay For Life, seemed to be more focused on the theme of the event, Disney, rather than the purpose which Relay for Life stands for. For example, the trivia game included questions about Disney characters and very few questions about cancer or preventative measures which is information that could benefit students.

No reporters or media organizations from *The Polytechnic* or RPI TV were permitted to enter without paying the entry fee, and therefore, no article could be written about the event. This is contrary to previous Relays for Life held at RPI, which *The Polytechnic* has covered over the years and even included a spread.

The 2017 and 2018 Class Councils also donated \$2,000 towards providing food for attendees to the event. However, volunteers who came to the event for the sole purpose of distributing the food were expected to pay the \$20 entry fee and register as an attendee. The issue was solved with the workaround of entering through a back door, but multiple volunteers had already paid the entry fee.

Finally, we are concerned with the American Cancer Society's discretion with the division of raised funds. Because a significant amount of money is spent on advertising, merchandise, and other costs unrelated to research, survivor assistance, etc., not as much money actually goes to the fight against cancer than could be spent. According to *Combined Financial Statements* released by said organization in recent years, the American Cancer Society has only spent approximately 60 percent of the money raised towards actual cancer research, prevention, detection, treatment, and patient support. Other related charities spend upwards of at least 80 percent of their revenue on the above services. Perhaps other, more direct donation options would be more beneficial to the ultimate cause: eliminating cancer.

We look forward to seeing next year's event, in hopes that organization and procedures will be improved.

EDITORIAL NOTEBOOKS

You are an undergrad once Make memories that last a lifetime now

MY SUNDAYS ARE ALWAYS SHOT. BUT I guess that's because I planned it out that way. Amongst fraternity business in the morning, *Poly* business meeting in the afternoon, and more fraternal obligations during the evening, I don't have any me time. But that can wait for after college.

No one really talks about what happens after you graduate. How most, if they have a job, go through the motions every day. Wake up at 7 am, go to work at 8 or 9 am, then leave at 5 pm. After work, when they get home, they quickly have dinner and then just want to relax until they go to bed at 10 pm. Work is fatiguing. College is the only time that this rigidity and enervation does not exist. I'm not exhausted by the time it hits 5 pm. From when I wake up at 10 am until at least 2 am every day, I'm up at classes, in meetings, doing homework, eating with friends, and exercising. And like an old man, I may complain that my back hurts, but getting out there, making sure that all my responsibilities are said and done, is my first priority.



Chris Leong
Contributing Editor

You only college once. Sounds silly, but think about it for a second. Save those that are going to graduate school (godspeed to y'all), none of you are going to

be experiencing college life again. It'll be hard to involve yourself in as many organizations. It'll be hard to establish those wide social connections that we have at school. We have over 110 student clubs and groups and almost 40 greek chapters. Once we graduate, whether we all go, this centralized type of organization disappears. There won't be some kind of student union that consolidates these distinct clubs and organizations; we will have to search for that ourselves and let me tell you straight up, it's difficult and it sucks. Even if we do find those groups that we seek outside college, we may not find that same fulfillment that we do at RPI.

So I admonish you, to take advantage of your time here. Don't sit alone in your room playing video games. At least leave your door open or get outside and find others that also love the game

and play with them. Don't say "I have too much work;" that's a load of platypus pickles. When I have an assignment or project I always say that, but in actuality, I procrastinate. Bad. And I know that I'm not alone. But if I have an obligation night that cuts into that working time, I become efficient. I stop browsing Facebook and Reddit because I have a sense of urgency. "Chris, stop procrastinating, or you won't sleep tonight." That's what gets me. Lastly, don't be like high school me and say I'm too tired; I don't remember all my dreams anyways. But I do remember that one time I got out of my room and played some pick up basketball. I'll always cherish that clutch fade-away-three I made against some guy that was four inches taller than me.

Make your college days memorable and interesting. No one's ever going to look back and brag about how much sleep they got or how many video games they beat. People will, however, talk about how they went to the Passion Pit and Matt and Kim concert, or stayed up late at Relay for Life. Remember, you only college once.

the polytechnic

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Views expressed in opinion columns provide differing viewpoints to help balance the newspaper and do not necessarily reflect the opinions of the Editorial Board. These opinion columns, other than those granted to certain student government organizations, are granted on a semesterly or yearly basis by the Editorial Board. Those interested in starting a column should email edop@poly.rpi.edu for details.

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Career-oriented academics Editor desires fewer mandatory classes

I AM OF THE OPINION DON'T DO SOMETHING UNLESS IT IS worth it to you. What irks me is when I am forced to do something I see as having no real value to me. Case and point, high school. I was forced to take two years of Spanish to graduate and I can only remember the most basic of sayings. All those hours of class time could have been better spent elsewhere where it would actually help me. I have no plans on ever living or even visiting a Spanish speaking country, so I resent the fact that I had to waste time and effort to learn it.

Another example is English classes. The last time I remember having a grammar lesson was in sophomore year. Freshman year was the last time it was a major part of the course. During my sophomore, junior, and senior years, I was forced to read books I did not want to read, some of which were absolutely atrocious. I love to read; I used to read about an hour and a half every day, but they were books I wanted to read. I have seen very little profit from taking junior and senior English, but what profit I did see is vastly outweighed by the time that was wasted sitting in class.

Coming to college, I had hoped to get away from meaningless classes. While certainly true, there are still a couple courses I am irked with. Mainly, those courses are the humanities section of the

humanities and social sciences required courses. I based my picks for classes on those solely which are the easiest. Unfortunately, all the seats were taken five days prior to my registration. I was lucky and could switch around a social sciences course to fill the slot, but I am sorry for the poor chap who is being forced to take and pay for a course that will have no meaningful impact on his life or career.

Some of you may say it is to make us more well-rounded individuals, and others might say it gives us a chance to explore what we may like or dislike. Well, I knew I wanted to be in a science, technology, engineering, or mathematics-related field my freshman year. I wish I could have taken more math classes and a broader range of sciences, but no, I was forced to take classes that haven't helped me as much as the others would have. As to the well-rounded statement, I highly doubt my boss is going to ask me to draw a self-portrait. I understand there are more facets to the well-rounded statement and while I see the point of it, I don't agree with the point.

Maybe I am still too young and naïve to realize how all of this will affect me in the long run, but at least it will be interesting to look back and see my thoughts at the time.



Tyler Carney
Associate Composing Editor

**The Poly reminds you to not tear down posters
(or their tape).**

TOP HAT

GM encourages committee participation

Newly elected GM looks forward to a term of student awareness

Marcus Flowers
Grand Marshal

ON TUESDAY, APRIL 28, THE 46TH STUDENT Senate held its first meeting, with the focus of addressing the petitions that we've received, and continuing the open call for Senate leadership.

First, we addressed the petition "Allow UPAC Cinema to show *American Sniper*." This petition came at a time where there was a misunderstanding in how this was being handled. UPAC Cinema withdrew the film of their own volition, so that they may coordinate with the Muslim Student Association to host an informed discussion on the subject of the film prior to its showing. As this has already passed, the Student Senate recognized the petition, and expressed its support of cultural sensitivity.

Second, we addressed the petition "Give Us Our Jar Lids," which refers to students desiring lids for their Grand Marshal Week 2015 mugs. We responded to this request by charging the GM Week Committee with looking into possible options.

Our last petition for the day was "Bring fruits, vegetables, and other healthy food options to Father's," and was charged to both the Hospitality Services Advisory Committee as well as the *Union Executive Board Business Operations Committee*.

After answering to student issues through the petitions system, the Senate's focus is on finding our new leaders, so that we can resume our full operating capacity. The following positions are available, with a little bit of an explanation on each:

Treasurer: Manages the budget of the Student Senate, and further the committees within the Senate.

Secretary: Maintains minutes from meetings and makes them available to the public.

Vice-Chairman: The vice-chairman of the Student Senate works with the Grand Marshal to organize the Student Senate, and oversees the work of all the Senators, as well as regular Senate operations such as document organization.

Academic Affairs Committee Chairman: As chairman of this committee, one works to develop solutions to student issues in regards

to their academic and career goals. The chairman of this committee is also responsible for maintaining the student connection to the Faculty Senate and its committees.

Community Outreach Committee Chairman: This committee is being reinstated to improve the student connection with Troy by working with the Troy Business Improvement District, as well as coordinating with other student bodies at nearby colleges.

Facilities and Services Committee Chairman: This committee works to develop solutions to student issues regarding the facilities and services of the Institute through projects and discussions with the Institute administration.

Hospitality Services Advisory Committee Chairman: This subcommittee of the Facilities and Services Committee is responsible for discussions and initiatives regarding student dining services at RPI.

Student Government Communications Committee Chairman: The chairman of this committee is responsible for coordinating the Senate's strategies in communicating

with the student body, including social media and outreach events.

Student Life Committee Chairman: The chairman of this committee coordinates initiatives with the intent of advocating for student rights and quality of life issues. This includes a wide range of project areas, from student handbook policy to residence hall improvement recommendations.

Web Technologies Group Chairman: This committee works to support the Senate and the student body by offering technology solutions to fit the student needs. This can range from website development for a Senate project, to ongoing projects such as the RPI Shuttle Tracker.

My final note to students is that if you have any interest in making changes to your campus, you do not have to be elected to be a part of a committee. These committees are largely comprised of students who find these projects interesting, and hope to make a difference on our campus.

If you have any comments, questions, concerns, or are interested in learning more about these positions/committees, you can reach me at gm@union.rpi.edu.

DERBY

Dvorak undertakes challenges his office will face

Applications for '15-'16 Executive Board positions available online

Nicholas Dvorak
President of the Union

HELLO RPI, I HOPE YOU'RE DOING WELL.

With President of the Union Week 2015 over and the nightmares of jar lids slipping into memory, I would like to take a moment to thank the students of Rensselaer for selecting me as their next President of the Union. It was a wild ride, but it only stands as a warmup set for the work-out that will be this year in office. Regardless of who you voted for, I am here to represent all students, and I give you my solemn oath that I will work day in and day out to ensure I do so the best I can. I hold a great pride in our student government, and truly believe that we can make great strides over the next year and beyond.

If you're a regular *Poly* reader, I'm sure you know what I'm going to talk about next, but if not, you're in for a

treat because Executive Board applications are live! Do you want to get more involved, gain practical experience, and give back to your fellow students in a meaningful way? If you answered yes to any of those questions, then the E-Board may be the right fit for you. Executive Board members are tasked with actively managing the \$8.4 million operating budget of the Rensselaer Union in addition to overseeing club operations, addressing a wide variety of issues, and working with a dedicated team to improve the student experience. The skills honed through an E-Board position are invaluable, and allow you to get both hands on, practical experience and work to give back to the community as a whole.

The application is open to all students regardless of class year, and I sincerely encourage anyone interested to apply. Applications are due by Wednesday, May 6, 2015, 11:59 pm. This year, in addition to the regular

PDF applications, I have also implemented a Google Form that can be used! Physical copies of the application can be found in the yellow folders on the Union bulletin boards. The PDF can be found under <https://stugov.union.rpi.edu/eboard/>, and the Google Form can be found at <http://goo.gl/forms/na6vho731j/>. Physical copies can be turned in to the Union Admin Office or Student Government Suite, Mailbox E1, electronic files can be emailed to pu@rpi.edu, and Google Forms can be directly submitted.

I look forward to hearing from you, and to working for the Rensselaer community over the next year. As always, if you have questions/comments/concerns, feel free to email me at any time at pu@rpi.edu. If you want to chat, stop by my office hours, swing by Pub Chats, or shine The Derby Signal on a cloudy Troy night. Have a great week!

The Polytechnic
will be holding
elections on
Saturday, May 9 at noon in
Mother's Wine Emporium.

CRYPTOQUOTE

A Cryptoquote is a simple substitution code where each letter that appears may stand for a different letter. The substitutions are consistent throughout the puzzle. Punctuation is not translated.
For example: AMXBMAAYQ = ENGINEERS

“U xla’j zalk kys yb nrfbx
gs puwb. Grseb ua jyl-
nb prnj glgbajn yb plfbx
puwb glhb jyra yb bfbh
yrx ebwlhb. Alj ocnj yun
puwb - raselxs’n puwb;
gs puwb. Rpp yb’x krajbx
kbhb jyb nrgb rankbhn
jyb hbnj lw cn kraj. Kybhb
xux U vlgb whlg? Kybhb rg
U qluaq? Ylk plaq yrfb U
qlj? Rpp U vlcp x l krn nuj
jybhb rax krjvy yug xub.”

— Xbvzrhx
Eprxb Hcaabh

SUDOKU

				3			8
3		5		9	7		4
	6			1			
9				7	4	5	
2	5					7	3
	7	3	1				9
			5				8
8		4	9			5	2
5			3				

Instructions

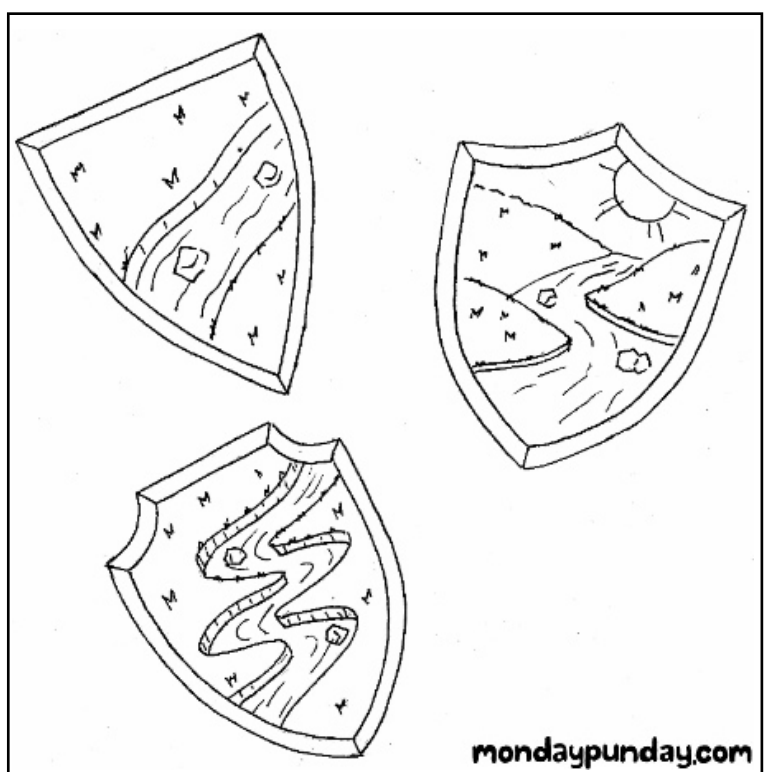
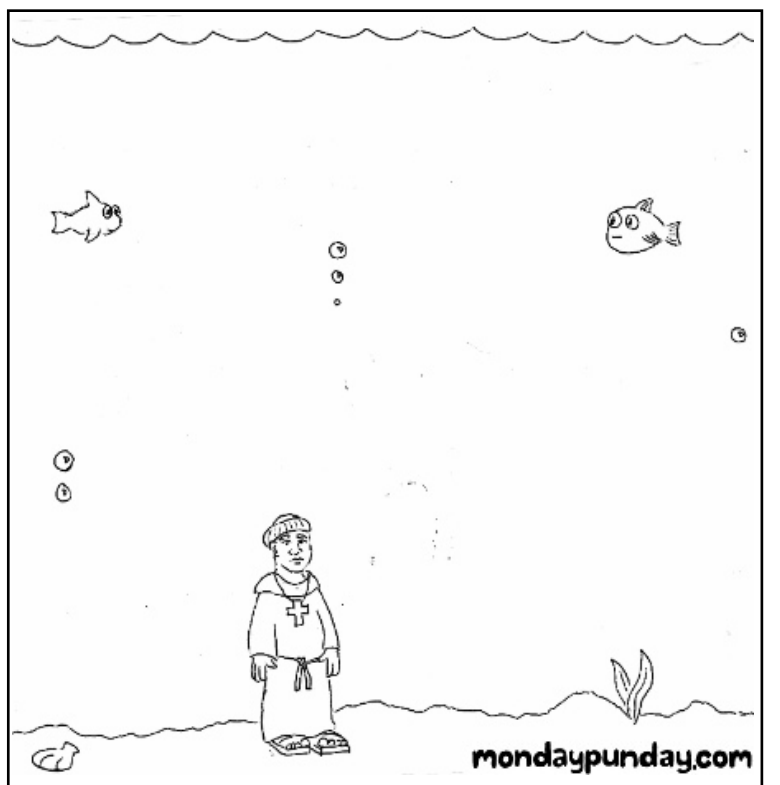
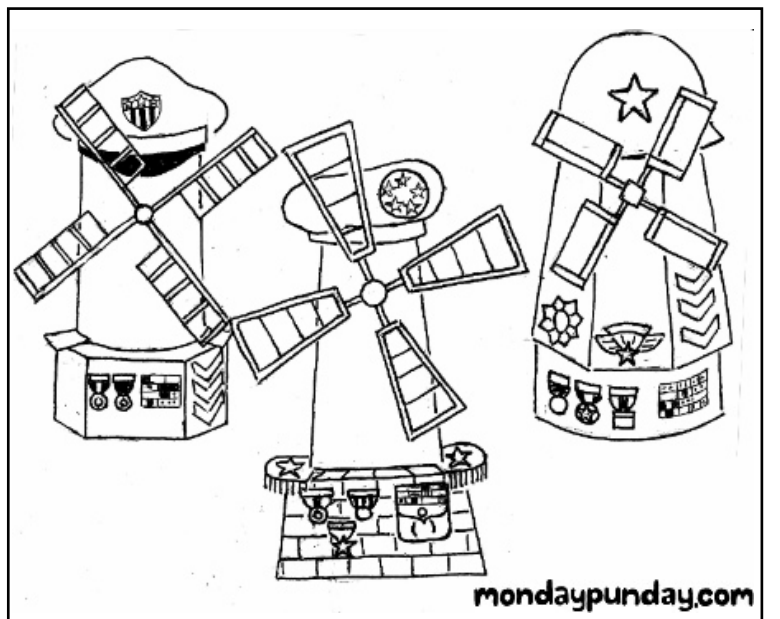
Fill in the grid so that each row, column, and 3-by-3 subsquare contains exactly one occurrence of the numbers 1 through 9.

TOP TEN LIST

Top Ten conspiracies

10. Chuck Carletta is a clone
9. Crop circles
8. Public Safety are Free Masons
7. Illuminati runs Senate
6. EMPAC was built by aliens
5. Postergate
4. Kyle Keraga is Emperor of the Union
3. Jet fuel can't melt steel beams
2. The weather machine
1. SAJ is actually Kim Jung Un

MONDAY PUNDAID by Matthew Broussard



WORD FIND by Maria Kozdroy

Words can be found forwards, backwards, up, down, and in both diagonals.

NHL Teams

Y D E V I L S E T S P I O M K
 T T J U V P T L E F E S C S Y
 P B Z Y U S X E Z M N T A E D
 E R R T E K U A R C A D N N U
 V X V U K C Q C M P T I A A S
 I B J L I U Z P W Y W S D T P
 S L U O S N W P Q W Z M I O A
 R K U G L A S G N I W D E R Y
 R A W P A C O Y N D R D N S B
 E O N Q N T I Q Q U Z K S O L
 Y D R G D U L Z F N M I K L A
 L H S T E J E S L A T I P A C
 F T M A R R R G J E N E M Q K
 D U C K S N S E B G N Q D D H
 H D A W F K F O S G S W R J A
 Z P T V D W M V U U Z A D G W
 U W I L D A I I R X Y P A Y K
 R O G H N X N Q Z N X S X E S
 J S F O O S F A E L E L P A M

- Blackhawks
- Bruins
- Canadiens
- Canucks
- Capitals
- Devils
- Ducks
- Flyers
- Rangers
- Islanders
- Jets
- Kings
- Maple Leafs
- Oilers
- Penguins
- Red Wings
- Senators
- Wild

ASNWERS

Here are the answers to this week's cryptoquote, sudoku, and mondaypundays.

5	9	2	3	1	8	6	4	7
8	1	4	9	7	6	5	3	2
6	3	7	5	4	2	9	8	1
4	7	3	1	6	5	8	2	9
2	5	6	8	9	4	1	7	3
9	8	1	2	3	7	4	5	6
7	6	8	4	2	1	3	9	5
3	2	5	6	8	9	7	1	4
1	4	9	7	5	3	2	6	8

Mondaypunday
 answers:
 general mills
 deep friar
 brooke shields

Blade Runner

"I don't know why he saved my life. Maybe in those last moments he loved life more than he ever had before. Not just his life—anybody's life; my life. All he'd wanted were the same answers the rest of us want. Where did I come from? Where am I going? How long have I got? All I could do was sit there and watch him die." — Deckard

UPAC CINEMA

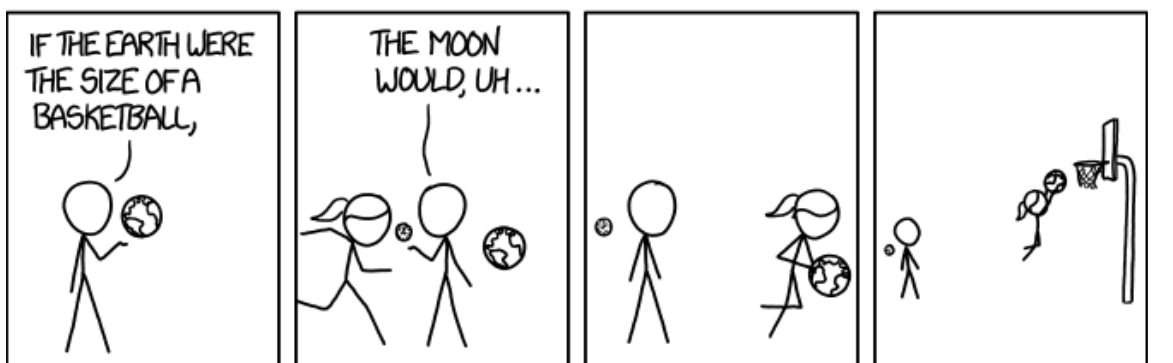
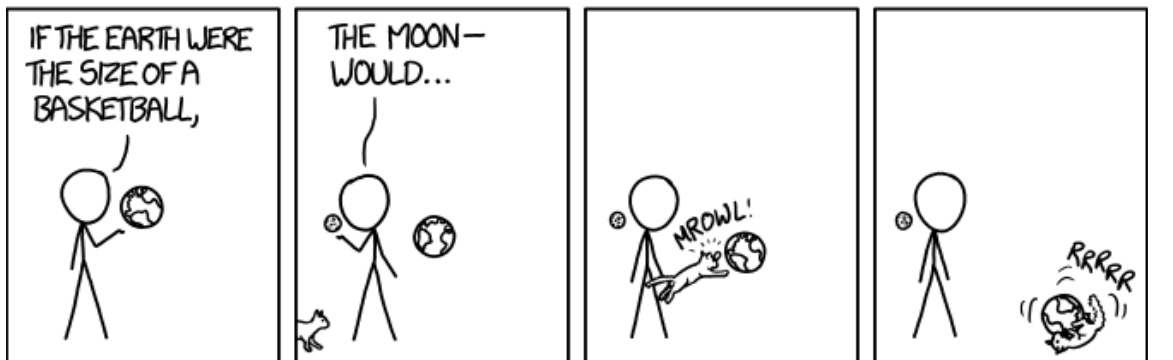
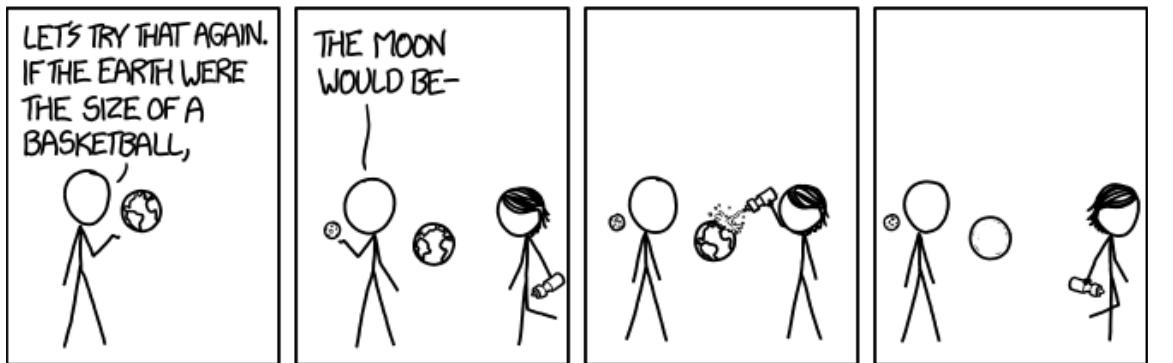
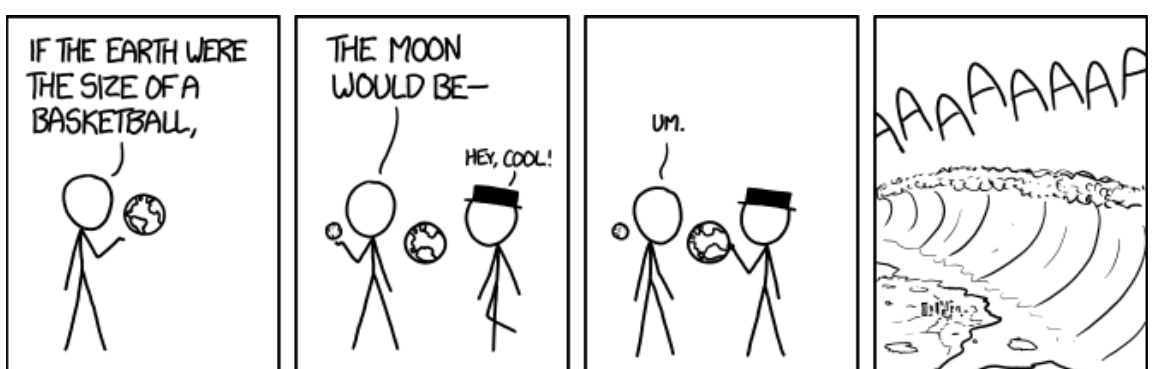
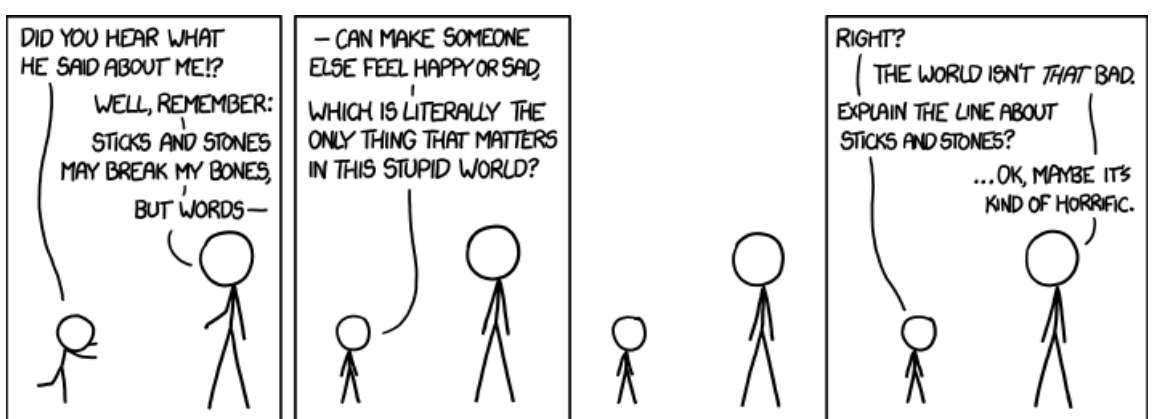
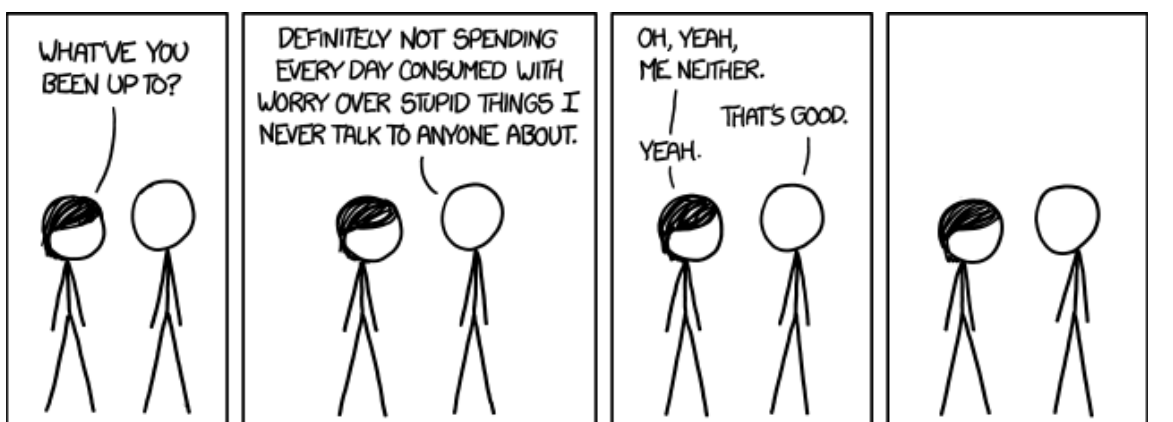
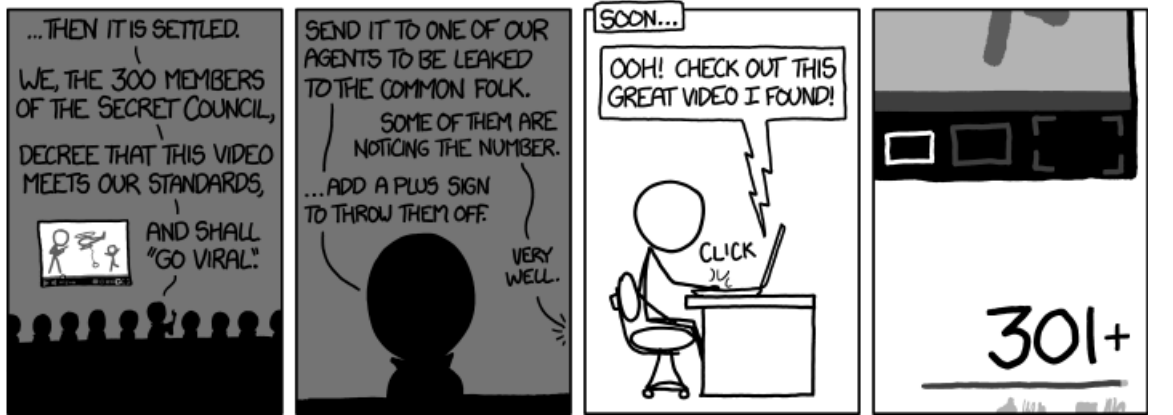
The Spongebob Movie

Friday • May 1, 2015
 7 pm, 9:30 pm, & Midnight • DCC 308 • \$2.50

DAYBREAKERS

Saturday • May 2, 2015
 7 pm, 9:30 pm, & Midnight • DCC 308 • \$2.50

XKCD by Randall Munroe



Do you like drawing comics? Draw comics for *The Poly!*
 Email us at comics@poly.rpi.edu

Events

Wednesday, April 29, 2015

Wednesday

April 29

The Department of Mechanical, Aerospace, and Nuclear Engineering presents Professor Tony Huang from Pennsylvania State University. His colloquium is titled "Acoustic tweezers: manipulating particles, cells, and fluids using sound waves." It will be held in DCC 330 from 10:30–11:30 am.

The Materials Science & Engineering Seminar Series continues with guest speaker Dr Douglas Allan, from Glass Research at Corning, Inc. His presentation is titled, "Relaxation for Fun and Profit." It will be held in the CII 3051 from 11 am–noon.

The Department of Physics, Applied Physics and Astronomy presents Dr. Sidney Nagel from the University of Chicago. His lecture is titled, "The Life and Death of a Drop." It will be held in DCC 324 from 4–5 pm.

The RPI Relief team is holding an organizational meeting for its campaign in support of the victims of the Nepal Earthquake. Participants will mobilize and choose the organization for which funds will be raised. It will be held in Academy Hall 4200 from 6–7 pm. It will run until May 13. For updated information on the campaign, check the RPI Relief Website and Facebook page.

THURSDAY

April 30

Congress Street (from 8th St. through 15th St.) will be closed on Thursday, April 30, 2015 from 8 am–4 pm. A revised and temporary west shuttle will be in effect this Thursday. Polytech/Congress St. shuttle stop will be moved to the Polytech parking lot for both pick-up and drop-off. Note that this revised, temporary route will certainly impact the West Shuttle time schedule.

Spring 2015 Student Course Evaluations open at 12:05 am. They will be available for completion until May 13.

UPAC Concerts and the Rensselaer Union 125th Anniversary Committee present MS MR at the East Campus Athletic Village. Tickets are \$18. Doors open at 7 pm and the concert starts at 8 pm.

FRIDAY

May 1

Sigma Phi Epsilon sells breakfast sandwiches to benefit Big Brothers Big Sisters. Cost is \$2 and will be sold near the walkway from 7:30–10:30 am.

An annual tradition continues with GameFest. The event kicks off at 7 pm with a games–research student panel and live electronic music by the PULSE collective. The student-designed video game exhibition will begin at noon on Saturday in the Experimental Media and Performing Arts Center. James Portnow will be this year's keynote speaker. He will present on Saturday at 4 pm in the EMPAC Theater.

The annual drag show will be held in the Academy Hall Auditorium from 8–10 pm. Tickets are \$5 in advance or \$10 at the door.

The RPI Players present *Dirty Rotten Scoundrels*. Lawrence Jameson makes his lavish living by talking rich ladies out of their money. Freddy Benson more humbly swindles women by waking their compassion with fabricated stories about his grandmother's failing health. After meeting on a train, they attempt to work together, only to find that this small French town isn't big enough for the two of them. Cost is \$5 with RPI ID. It will be held at the RPI Playhouse from 8–11 pm.

SATURDAY

May 2

Troy Compost seeks volunteers. Troy Compost has been organizing a number of big composting initiatives in Troy, such as the Farmer's Market foodscraps collection, a project that diverts food waste from landfills to get composted at local farms instead. Volunteering with us is a two-hour, low-intensity gig that does good work for a community organization. Contact Guy Schaffer at schafe@rpi.edu for more information.

Union Programs & Activities Committee Cinema presents *Daybreakers*. Screenings are at 7 pm, 9:30 pm, and midnight in DCC 308. The cost is \$2.50.

UPAC Concerts presents Wild Adriatic with The North & South Dakotas as their last show of the Spring Concert Series. It will be held in Mother's Wine Emporium from 7–10 pm.

Sunday

May 3

Study Break at the Pub. All ages welcome. Prices are wings for \$.50 and soda for \$1. Cash only. There will be trivia and prizes. It will run from 7–8 pm.

MONDAY

May 4

The Biological Seminar Series presents graduate students Drew Peifer and Pengwei Zhang. Zhang's seminar is titled "Mechanistic Analysis of Kinesin-2 KIF3AC." It will be held in the Bruggeman Conference Center in the Center for Biotechnology and Interdisciplinary Studies from noon–1 pm.

Guinness and wing night will be held at the pub. Enjoy discounts on both from 4–11:30 pm.

The Mueller Center hosts free Sahaja Meditation Classes, open to students, staff and faculty. Spend an hour to learn a simple effective way to de-stress and revive your energy, or, if you are so inclined, get yourself 'blissed out' sitting comfortably in a chair. Learn from someone with more than 30 years practicing and teaching meditation to newcomers. Class runs from 6:15–7 pm.

Tuesday

May 5

Cinco de Moes! Celebrate Cinco de Mayo with \$5 Burritos all day.

The Department of Chemistry and Chemical Biology presents Professor Daesung Lee. His seminar is titled "New Chemistry Mediated by Ruthenium Alkylidenes beyond Metathesis." It will be held in DCC 337 from 4–5 pm.

***The Polytechnic* will be holding elections for the Fall 2015 semester in Mother's on May 9 at noon.**

Sports

Wednesday, February 18, 2015

BASEBALL

Engineers win on walk-off RBI in 10th

Joe Saulsbery
Senior Reporter

ON SUNDAY AFTERNOON, RPI Baseball hosted the College of St. Joseph (V.T.) Fighting Saints for a non-league game at Robison Field. Pitching dominated as both teams managed just a single run through nine innings of play. In the bottom of the 10th inning, a groundball by senior centerfielder Jared Jensen allowed sophomore pinch runner Matt Lawrence to score the winning run for the Engineers.

RPI senior pitcher Sean Conroy allowed just one base runner in his first three innings, and thanks to a subsequent double play, faced just nine batters in the first three innings. On the mound for St. Joe's, Tyler Kunzmann matched Conroy by holding the Engineers for the first three innings of play. RPI did record hits in each inning, however, and got runners on first and third with one out in the third before Kunzmann squeezed out of the jam with a strikeout.

In the top of the fourth, centerfielder Nester Velazquez doubled into the right field corner with one out. Then, with two outs, Kunzmann helped his own cause by singling past Conroy to put the Fighting Saints on the board.

St. Joseph held a 1-0 lead until the bottom of the seventh. Senior second basemen Tim LeSuer walked to lead off the inning. He subsequently advanced to second on a passed ball. Then,



Jack Wellhofer/The Polytechnic

SENIOR PITCHER SEAN CONROY THROWS a pitch to junior catcher Chris Holomakoff. The Engineers defeated the Fighting Saints 2-1 on Sunday.

after a sacrifice bunt put LeSuer at third with one out, sophomore right fielder Thomas Desmond hit a groundball to the right side. St. Joseph's fielded the ball and threw it home, but the throw was late, and LeSuer scored to tie the game at one.

In the top of the ninth, the Engineers ran into trouble. Fighting Saints left fielder Miguel Calderon reached on an RPI fielding error. Velazquez walked to put runners at first and second. Then, right fielder Connor Martin singled to left field and pinch

runner Alec Babyak ran from second to home. RPI freshman left fielder Christian Spagnuola fired home and junior catcher Chris Holomakoff applied the tag to the speedy Babyak. The play saved the tie for the Engineers and the game went to extra innings.

In the top of the 10th, junior pitcher Charles Parslow came on in relief of Conroy and retired all three batters he faced in the inning. In the bottom of the inning, Spagnuola singled past St. Joseph shortstop Jordan Matos with one out. Then, Lawrence pinch ran for Spagnuola. Sophomore Sam Lawrence pinch hit for Holomakoff and walked to put runners on first and second.

Senior designated hitter Tyler Listing walked to load the bases. With one out, Jensen stepped to the plate and hit a slow dribbler past St. Joseph pitcher Eric Carroll, allowing M. Lawrence to score for RPI.

Conroy gave up just four hits and one run and struck out eight Fighting Saints over nine innings of work. Parslow earned the win in relief and improved his record to 3-1. LeSuer tallied two hits, including a double, while Listing, Desmond, and Spagnuola each recorded one.

The Engineers also played two games at Western New England University on Saturday, winning and losing one each. In the first game, Jensen picked up his fourth win of the season, giving up three earned runs in five innings, while sophomore pitcher Adam Aponte earned a save, his second of the season. The Engineers also traveled to Williams College yesterday, defeating the Ephs by a score of 13-4. To round out their regular season, the Engineers will play two games at Robison Field this weekend against Liberty League rival Rochester Institute of Technology.

MEN'S LACROSSE

Rensselaer dominant against Raptors

Joe Saulsbery
Senior Reporter

RPI MEN'S LACROSSE FINISHED ITS REGULAR SEASON LAST SATURDAY AT THE EAST CAMPUS STADIUM against the Bard College Raptors. One period was enough for the Engineers to take firm control of the game, and they won by a final score of 19-1.

In the first period, senior attack John Nolan scored his first goal of the season to put Rensselaer up 1-0. Bard attack Henry Blosfelds responded three minutes later with a goal to tie the score at one. What ensued was 54 minutes of dominance for the Engineers.

Fourteen seconds after Bard tied the score, junior John Phillips put Rensselaer ahead for good with his second goal of the season. Then, Nolan scored again assisted by senior attack Scott Crow to give RPI a 3-1 advantage with 6:26 remaining in the opening quarter. Later, two goals by junior attack Patrick Finn rounded out the scoring in the first period.

Bard found no answer for RPI's speed and strategy, failing to score a goal in the final three periods of play. Meanwhile, Rensselaer took advantage of the mismatch to score 14 goals over the last 45 minutes of the game. Nolan scored five goals to lead the charge for the Engineers. Finn tallied a trio of goals while Crow and standout sophomore attack Breannain McNeally each scored twice. McNeally's two goals in Saturday's game brought him to a regular season total of 35 goals, the fourth most in the Liberty League conference.

In the fourth quarter, sophomore attack Matt Krecicki, freshman midfielder Rhett Adley, senior midfielder Alex Lewek, and freshman attack Zachary Lukas all contributed their first goals of the season, while freshman midfielder Nick LeSaint scored his first collegiate goal 2:38 before halftime. In addition, sophomore midfielder Jake Weidner scored his 22nd goal of the season early in the second period.

In net, sophomore goalie David Gibbs played the first period, allowing one goal on two shots to earn his 10th win of the season. Then, freshman Parker Smith stepped in for the second and third quarters, stopping the lone shot he faced during that span. Finally, junior Troy Manchester came in to close the game, making three saves in the game's final quarter to help the Engineers to a 19-1 win.

The Engineers finished the regular season with a record of 10-5 overall and 4-3 in the Liberty League. Due to a tiebreaker, the Engineers didn't make the Liberty League conference tournament. They still, however, have a chance to make the National Collegiate Athletic Association Division III tournament. The field will be announced on May 3.



Jack Wellhofer/The Polytechnic

FRESHMAN MIDFIELDER LANE MEYER CHARGES into the Bard zone. The Engineers crushed the visiting Bard Raptors by a final margin of 19-1.

GAME REVIEW

New blood delivered by FromSoftware

Bloodborne presents a tried challenge with true, merciless gameplay; not to be missed

Geoff Rosenthal

Senior Reviewer

Patrick Hesselbach

Staff Reviewer

Geoff's View:

WORD OF WARNING: IF YOU'VE PLAYED A FromSoftware game before, I would suggest skipping to Patrick's view. Because of this, I have a terrible confession to make. I'm a filthy casual. I've never played any games created by FromSoftware, meaning no *Demon Souls* or either of the *Dark Souls* games. Truthfully, I wasn't even sure I'd want to play one of these games; every time the experience has been described to me, the mechanics seem needlessly complicated. And through playing, I've discovered I'm half right; while the game is complicated, it has become clear why the base mechanics between these games is so similar, because it is an incredibly rewarding and well constructed system.

At first, it's a little overwhelming getting into *Bloodborne*; with three weapons to choose from, and two guns, it can be a bit much to start, especially if you have no idea what anything does. However, I happily found that the weapon I chose, the cane-whip, while definitely the worst, served me just fine. In fact, I was able to buy the other starting weapons just a small time into my playthrough and found myself using one of them, the pole-axe. If the weapon names sound hyphenated, then it's because they actually serve as two weapons. Every weapon has two forms, the cane-whip can serve as a blunt weapon in cane form, or as a sharp range weapon in whip form. These transformations are quick and seamless, allowing you to transform even during combos. And while this game is harsh, it is far from unforgiving, being able to retrieve your currency of blood echoes lost upon death by simply returning to where you've died. The combat is brutal; most enemies can kill you in one or two hits, but it forces you to quickly memorize not only the layout of the area and enemy locations, but patterns where enemies might ambush you or traps might appear.

My favorite part of the game, however, is the incredible world. Set in this awesome gothic city, in one continuous map, you traverse a Lovecraftian wet dream. Minus the trips you spend in an upgrade area, you could traverse the entire map without seeing a loading screen, and you should be happy about that, because it is amazing. The world is in the 13th century gothic architectural style, with creepy weeping statues, and a wonderful blend of



Courtesy of Sony

THE HUNT BEGINS: the player protagonist of *Bloodborne* enters on the night of a hunt, a semi-regular purging of an affliction that causes people to turn into beasts, and it is the hunters' duty to cleanse the city of Yharnam of this Lovecraftian disease.

winding residence streets, muggy forest caverns, dark castles, and many other places. Not only is this place huge, but the world feels real, with an intense attention to detail in not only making the area look fantastic, but flow with the enemy placement and combat.

This game has shown me why people like other FromSoftware games; the mysterious Lovecraft-inspired story, the gorgeous scenery, and the fast paced combat makes the experience of getting back up after being repeatedly knocked down so much sweeter. If you have a PlayStation 4 and haven't tried this game yet, please do; it is one of the best games I have played in recent memory.

Patrick's View:

Having played the *Dark Souls I* and *II*, *Bloodborne* has been an absolute treat. The common theme of every *Souls* game so far has been the presentation of a seemingly insurmountable challenge, followed by victory after mastering the situation, and *Bloodborne* is no different. The biggest differences for veterans

coming to *Bloodborne* are the faster combat, weapon choices, and the almost complete removal of shields. All three of these play upon each other to create an experience reminiscent of *Dark Souls* while still defining itself as its own game. Attacks, dodges, and counterattacks come out much faster than in previous titles, which, when combined with a lack of shields and a mechanic for regenerating lost health by quickly retaliating, leads to a gameplay style focused on constant offense. Players who choose to retreat whenever hit will soon find themselves out of blood vials, the games "health potions," which the player is limited to 20 at any given time. All considered, *Bloodborne's* fights are fluid and active, an interesting and welcomed change from the slower and more reserved fights of previous titles.

Combat isn't the only thing that has changed in *Bloodborne*, though; returning players will most likely find the lack of variety in covenants and the absence of New Game Plus secrets very concerning. While the NG+ cycles and PVP and PVE covenants added countless

hours to the replayability of the *Souls* series, *Bloodborne* instead focuses on its Chalice Dungeons. New to the series, Chalice Dungeons are a combination of fixed "story" dungeons the player can advance through; these are randomly generated dungeons for each player, and can connect to ones shared by other players. The dungeons feature several bosses not part of the main story, some that are, and a few variations of the stronger enemies. Each dungeon consists of three to five layers, each containing its own boss. The endgame loot is found exclusively in the more difficult Chalice Dungeons, including variations of the normal weaponry with different blood gem layouts, the most powerful blood gems themselves, and even a unique weapon only found in these dungeons.

The biggest mistake a veteran of this series can make is walking into *Bloodborne* looking for *Dark Souls III*. However, if you leave your notions of what a From game should be like behind, you will find a wonderful title that challenges you, tantalizes you, and more often than not, kills you.



Courtesy of Sony

GAMEPLAY IN BLOODBORNE INCLUDES farming for blood vials in order to continue the quest, as well as finding quicksilver bullets.

EVENT REVIEW

RPI shows off at annual charity talent competition

Maria Kozdroy

Staff Reviewer

THE NINTH ANNUAL RENSSELAER'S GOT TALENT BROUGHT SEVERAL UNIQUE PERFORMANCES TO THE floor in Darrin Communications Center 308 on Monday night. The Alpha Omega Epsilon sorority hosted this show to raise money for the desired charity of the winner's choice. Each contestant and/or group went up onto the stage for nearly five minutes to excite the crowd, as the crowd voted through text after all 13 performances. Advice was given after each act from three of the four judges: Kyle Keraga '15, Morgan Schweitzer '16, Kevin Guo '16, and another judge who was randomly selected.

The Delta Kappa Epsilon fraternity and The Brown Bag sponsored this event. Third prize winner was Richard Lin '18 who performed diablo, or Chinese yo-yo, and shocked the crowd when the lights went out halfway through the performance. He went into a box and pulled out a light up diablo, and managed to play in the dark. He received a freshly baked cake prepared by AOE members.

RPIgnite won second place and a \$30 gift card to The Brown Bag for their drumming performance, as the group members acted as they were riding a bus while keeping up a cool beat! The group to earn \$250 of all the proceeds raised to go to the charity of their choice was RPI Bhangra. The six person dance team brought high intensity and enthusiasm to the night, and even earned a \$75 The Brown Bag gift card for themselves! RPI Bhangra chose the 15-Love initiative, based out of Albany, N.Y., who has the goal of helping out inner city kids through tennis as their charity of choice.

There was a decent sized audience with a \$5 admission, yet to many, there was a lack of advertising of the event. This was a fun show and I wish more people could have shown up!

GAME REVIEW

Sequel game s-killfully steals reviewers' hearts

David Hodson
Ethan Spitz
Senior Reviewers

David's Take:

KILLING FLOOR 2 IS THE SEQUEL TO *KILLING FLOOR*, WHICH WAS released by Tripwire Interactive in 2005, and is a first person shooter that works exclusively as a "PvE" game where players band together to fight off increasing numbers of weird zombies called "zeds." Each round, the players are awarded money for their kills and can use that money to buy better weapons and body armor, fighting until they reach the boss after a set number of rounds. Pro-tip: never forget the body armor.

This is a decent premise for a game, and if you look at my Steam record, *Killing Floor* is twelfth on the list of games I've spent the most time in, so clearly there's something there. The real uniqueness to both games in the franchise, and therefore the source of replayability, comes in how each player selects a sort of perk set that alters how they play. It isn't a class system, because there are no weapon or ability restrictions, but a medic can use the healing ability a max of 200 percent faster and 50 percent more effectively. Another example: everyone can buy and use any of the shotguns, but when a fully leveled support character wields one, they do 25 percent more damage and their shots pierce 635 percent more. You level your place in each of these perk sets, earning unique rewards like free body armor, the ability to drop ammo, or even further bonus damage based on the set.

Overall, I think it's a decent game. In my opinion, it's a great thing to share with friends over a beer. It gets a little repetitive, but it's a real test of skill to defeat the boss and jump to the next difficulty level. The game is fairly polished, but the developers have explicitly stated that we can expect six new and different perk sets, alongside new maps both when the developers release them and the map making community gets rolling, so the game is only going to get better, and it's solid right now.

Here is the kicker though, the game is 30 bucks. It's a well developed and supported game with very good visuals and an active community, and it is going for half the cost of similar games. If you like shooters and if you're a fan of "horde-mode" style game, I say buy it. If a horror theme and a very bloody style bother you, then don't.

Ethan's Take:

In case you haven't played the original *Killing Floor*, THE game takes place in Europe where the company Horzine Biotech's experiments have gone awry, causing a massive outbreak of these cloned creatures called "zeds." You are part of a group of civilians and mercenaries who have banded



Courtesy of Tripwire Interactive

TRIPWIRE INTERACTIVE MAKES an entertaining sequel to its first *Killing Floor* game. The gameplay includes fighting off hordes of zombie-like creatures, named "zeds", using firearms in a bloody battle.

together to fight against the outbreak. To do this, you willingly enter "zed-laden hot zones" to exterminate all zeds. On April 21, Tripwire Interactive released *Killing Floor 2*, which is a major overhaul of the original *Killing Floor*.

The game starts with you dropped off in the middle of the "hot zone." From there, you fight wave after wave of zeds until you reach the final boss, who will most likely kill your entire team, assuming your team was good enough to get to the final boss in the first place.

One of the key features of *Killing Floor 2* that I think is pretty cool is that instead of making the zeds more bullet absorbent as you increase the level/progress through the waves, they make the zeds act more intelligently/aggressively. Basically, instead of having to empty an entire magazine into a zed to kill it, the zeds move so fast that it becomes difficult to shoot them before you have an entire horde clawing at you. This makes it ever so satisfying to headshot a zed and see its head explode.

Killing Floor 2 brings a major update to the graphics and animations of the game. When reviewing the game, I switched back and forth between the original and *KF2*. The difference is night and day. *KF* really looks like an older game with boxier graphics and repetitive animations. *KF2* upgrades its game engine from Unreal Engine 2 to a "heavily modified" Unreal Engine 3,

enabling life-like graphics. These new graphical changes include generally improved rendering quality and textures, persistent gore (which is awesome and disgusting at the same time), and adaptive lighting. In regards to adaptive lighting, it is not only a visual effect; it affects gameplay, because the longer you stay in one locations, the darker it becomes as your stray bullets and explosions start to knock out light bulbs. The game's animations are also pretty spectacular. In order to revamp the old animations, Tripwire Interactive went full out and did high-speed motion captures for all zeds, players, and weapons. This gives all the animations super smooth and realistic movement that was not seen in the original. Plus, it's more fun because, rather than each zed dying the same way each time, they crumple to ground in hundreds of different ways based on how you kill them!

The game also adds new types of zeds and three beautiful new maps to play on. I must note that the game is still in development and is only available for early access, which means maps, weapons, new bosses, and more are still to be added!

David's rating: 8.5/10
Ethan's rating: 9/10

Skylines: Roundabouts rule new city builder

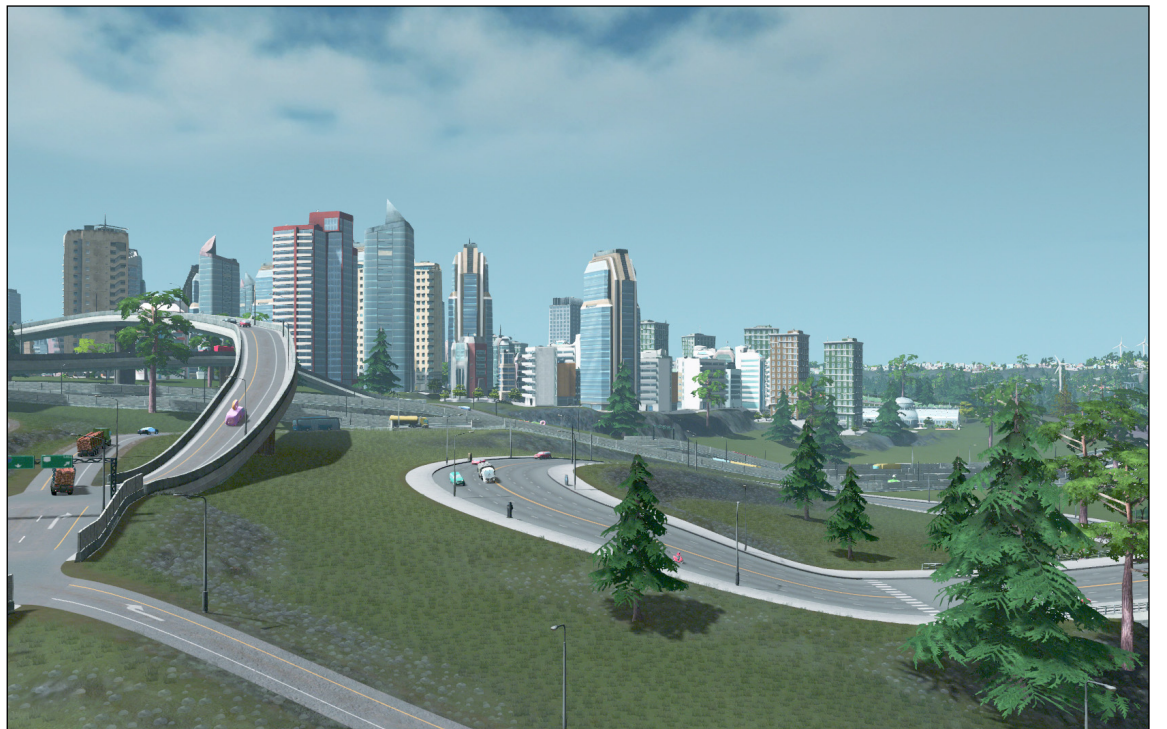
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One of the aspects I enjoy about this game is the casual feeling it has. While you do have to manage a budget, trash collection, pollution, and dead Cims, the game isn't going to have a big "You Lose" screen at any point. There aren't really any goals in the game except for having a larger population to unlock all the buildings. If you want to build a high-density, bustling, downtown metropolis, go for it! If you want to build a midwestern farm town with a single cargo rail connection, you can do that too! This game is great for some casual, stress-free fun.

The biggest focus this game has is traffic management, which makes sense since the developers, Colossal Order, are best known for their mass transit simulator series *Cities in Motion*. For me, I think managing traffic flow is super fun. I could watch the traffic flow smoothly through a city for hours. At first I was designing my city in a grid style, with lots of four-way intersections. This worked fine up until the point where my industrial district had an economic boom. The

huge influx of trucks left my poor little highway connection looking like Los Angeles at 5 pm on a Friday. It turns out traffic lights and four way intersections can really create flow problems. Then I discovered the glory of the roundabout. A rare sight in the United States, roundabouts let vehicles travel through an intersection without ever stopping. This beautiful system is now installed at every major intersection in my city. Once they are unlocked, the bus lines, metro, and train stations are all also useful for reducing congestion. Cims are green thinkers, opting to take public transportation or even a footpath to their destination if possible.

My one major complaint with this game is the traffic artificial intelligence. Sometimes I really question what my Cims are thinking when driving around. Many times I have found roadways to be congested because Cims don't use lanes to the fullest extent, or they decide that it's necessary to switch lanes in the middle of the highway, or some variation of that. It's



Jack Wellhofer/The Polytechnic

CITIES: SKYLINES PROVIDES gamers with a next-gen city builder. The game's focus lies in traffic management with an emphasis on green options as the Cims in-game try and use public transportation.

annoying to find one lane full of vehicles and the other two open because they are all preparing to exit the highway in three kilometers. In the same vein, I would like to see some more traffic management in the game.

Some of my problems could be solved if I could change turn lanes, add timers to traffic lights, and fix priority signs.

Overall, I am very happy with *Cities: Skylines*. Colossal Order has made a fantastic city builder

that I see myself putting many more hours into. If a city building and traffic management games piques your interest, I highly recommend this game. No one who I've convinced to buy it thus far has been disappointed.

Features

Wednesday, April 29, 2015

EVENT REVIEW

Trains in Davison round the track again

Jack Wellhofer
Senior Reviewer

AFTER SPRING BREAK, MY FRIENDS AND I WERE discussing the new door that popped up on the side of Davison Hall. I told them that the new door allowed the Rensselaer Model Railroad Society to access the New England, Berkshire, & Western model railroad; a historically accurate model of the New England railways as they were in the 1950s. We heard that the club was running their trains on April 25 and that it was open to the public, so we decided to go take a look.

The new entrance felt more welcoming than the last time I had been to the display during Navigating Rensselaer & Beyond 2014. My friends and I wandered through the various towns and countrysides modeled by the club, observing the extreme level of detail and members of the club enthralled in their work. When we reached the very back where we met John Nehrich, an RPI graduate and member of the club since 1968, he immediately offered to give us a tour, since it was very clear we had no idea what was going on. Once per semester, the club members get together to run their trains and simulate what it would have been like to organize the rails. Passenger and cargo trains travel from station to station on a time table, filling out information at each stop to keep things running.



Jack Wellhofer/The Polytechnic
THE MODEL TRAINSET RUNS underneath Davison in one of the largest collection of historically accurate railroads in the world. The display is highly worth the visit.

What I really love about this model is their effort to bring historical accuracy to a truly remarkable time in Troy's history. Nehrich feels that the model railroad hobby has become inbred over the years. Clubs look at what other groups are doing and try to model that, instead of looking outside their basements and garages to the real thing. NEB&W prides itself in being the largest collection of historically accurate railroad models in the world.

Before adding or changing something, research is done using old photos, insurance maps, and sometimes a bit of guesswork. Nehrich says that doing all of the research and construction, rather than purchasing pre-built models, makes the rich history of the era more intimate. John gave me an unexpected but absolutely fascinating history of Troy. I think we as students see Troy as "just the town that RPI happens to be in," when Troy was once a hugely successful town. I never knew that at one point Troy was the fourth richest city per capita in the United States, or that as many as 135 passenger trains in 1915 passed through the station that used to be across the street from Blitman Commons.

I really think that every student should find an opportunity to see this amazing model and learn about Troy's prosperous past. Nehrich works in the Mueller Center and is available for Whistle Stop Tours on Mondays, Wednesdays, and Fridays. I highly recommend his brief tour.

SHOW REVIEW

RPI drum group sets stage on fire

Maria Kozdroy
Staff Reviewer

A FEW WEEKS AGO, I RECEIVED A Facebook invitation to the "Things You Miss" event. I opened up the event page, and saw the amazing panoramic of the RPIgnite group center ice at a hockey game. I missed that performance in February, but I knew for sure I was not going to miss it this time. I've only been to demonstrations from this amazing drumline group and wanted more.

A group of friends and I went off to the RPI Playhouse this past Saturday afternoon, April 25, to check out the performance and watch our friends up on stage. President of RPIgnite Trent DeVerter '16 introduced the crowd of students, family members, and all others excited for this concert. First on stage was the Avant Garde Alumni Drumline, a group that was formed several years ago based in Saratoga County, N.Y. Each player dressed with a black shirt and jeans, ready to play. The music that came out of this group was quick and on beat. The center drummer on the "four bongo drum" stared with a flat face into the audience while continuously beating. The group played several one to two minute songs; I cannot recall the beat of each song, but each one was very upbeat.

It was now time for the group with white T-shirts with the unique

black and red semicircular design to perform. DeVerter sat center stage while reading *The Polytechnic* while a beat evolved around him. Despite the entire show missing the dialogue due to technical difficulties, the music that came out of the 16 drummers was phenomenal. They played on their signature trash bins, as well as paint cans, ladders, and chairs. Most times, either one or two of the members would begin, while more people walked onto stage with an object and joined in, maintaining a constant beat.

Each beat was played in a different scenario, one of which I really enjoyed was when Jason Woods '17 played on a bunch of five gallon buckets and bins that were put together as a drum set. There was much creativity put into each scene. One member of the group was opening and closing a newspaper which provided a unique background beat. The entire show lasted around an hour and a half, and ended ironically with DeVerter opening *The Poly* for the viewers to see, as there was duct tape spelling out "The End."

This was my first official time going to an RPIgnite performance, and I'm very excited to go to the next one! There is a lot of talent and creativity in RPI students, and this was surely demonstrated in Saturday's show.

GAME REVIEW

Colossal Order's brand-new game does not disappoint

Jack Wellhofer
Senior Reviewer

ABOUT A MONTH AGO, I WAS PROCRASTINATING WHILE ON the Internet when I stumbled across a video review of *Cities: Skylines*. After just a few minutes of watching the reviewer build roads, place services, and watch a city spring up, I was sold. But like any college student, I'm not made of money, and most games run \$60 a pop. But for only \$30, the PC game *Cities: Skylines* feels like a steal.

When you start a new game, you are given a two by two kilometer plot of land and a highway connection. From there, you must build roads, zone

districts, and wait for people to move in. You have to build police stations, medical clinics, firehouses, and parks for your citizens, called Cims, to be happy. It's also important to make sure that you have enough power for your city and that your water intake isn't downstream of the sewer. I did that once and my Cims were not happy. They let me know through Chirper, a program similar to Twitter. Cims go on Chirper to let you know what's going well in the city and what could use some work. When I forgot to add a water line to a new neighborhood, a Cim complained with the Chirp "When is the @mayor going to provide water? It's getting expensive showering with bottled water!"

See SKYLINES, Page 11



Courtesy of Colossal Order
COLOSSAL ORDER'S NEW GAME OFFERS gamers an interactive experience for city building. Gamers can manage the traffic density, pollution, budget, and much more.