

ARTS & ENTERTAINMENT

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VIDEO GAME

This year's big showdown: Sega, SNES

By Gerry Beltz
Senior Reporter

History is full of dramatic rivalries: Coke vs. Pepsi, Kirk vs. Picard, less filling vs. tastes great and now ... Super Nintendo vs. Sega Genesis.

Players and retailers agree that each video game system has its strong points, but everyone has his or her favorite.

John Trumble, assistant manager at the Game Player, 1637 P St., said the Super Nintendo Entertainment System was superior to the Sega Genesis hands down.

"Technically speaking," Trumble said, "the SNES is better."

Trumble said Super Nintendo had more colors available — 256 compared to Sega Genesis' 64, custom graphics processors and 16-bit sound, compared to Sega's 8-bit sound. A bit measures how much information a system can process at once, he said.

"I could go on and on about this," Trumble said.

Jason Larson, a freshman engineering major and Super Nintendo man, agreed with Trumble.

"I like the graphics better on SNES," Larson said, "(Genesis) graphics look too cartoony."

Randy Abel, manager of Audio-Visual South, 3219 S. 13th St., said each system had its own audience.

"The SNES is more restrictive as far as blood-and-guts go," Abel said, "They aim for the younger generation."

"Sega does it all; they don't hold back. They still make games both for the young crowd and mature audiences."

Trumble cited another difference in the games available for each system.

"The Genesis leans more towards sports and fighting games," Trumble said, "while the SNES does well with role-playing and



Bret Gottshall/DN

strategy games."

Freshman Scott Monroe said he focused on game variety when he purchased his Genesis system.

"I got a Sega because they've got better sports games, and SNES doesn't have as many options,"

Trent Stier, game adviser for the Game Player, said the quality of available games also affected the competition.

"The SNES has better color, more processing power and better graphics," Stier said, "but the Genesis in general has better titles available."

Todd Spellman, a sophomore pre-physical therapy major, rides the game-playing fence. Spellman

owns both the SNES and Genesis, and is pleased with both systems.

"The SNES has better graphics and games," Spellman said, "but the games for the Genesis are cheaper."

Tag Herbek, a freshman elementary education major, started out with a Super Nintendo but changed sides.

"I sold it to get a Genesis," said Herbek, "I was unimpressed with the selection of games for the SNES."

"I've always been fascinated with aviation, and I have two different flight simulators for my Genesis."

The Nintendo-Sega competition heated up when Sega recently in-

troduced Sega 32X, which allows Sega Genesis owners to play 32-bit games.

But Trumble said there had been problems with this new technology.

"The additional hardware has been proving uncooperative," Trumble said. He said he had heard complaints about systems breaking and taking too long to load.

"A lot of people are having a hard time even making it work right," Trumble said.

Although Sega and Nintendo currently have the lion's share of the home video game market, Trumble said the two companies would be pushed to second and

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manager of Audio-Visual South

third place, with 3DO (32-bit) technology moving into first.

"Panasonic 3DO is going to take the lead in the next year," Trumble said. "The 3DO is, in my opinion and that of everyone else who works here at this store, the most advanced machine available now."

Stier said both Sega and Nintendo had 64-bit systems coming within the next year. Sega will release the Saturn, and Nintendo will release Ultimate-64. But Stier said the additional time that 3DO software and hardware have been in the market would lead to that system's success.

Stier said Sega and Nintendo would play catch-up for a year when their new systems come out.

"It always takes at least one year to come out with quality games, and Panasonic has already gone through this time," he said. "They will be on second-generation games that start pushing the hardware to the limit."

Trumble said Panasonic's good planning would help 3DO stay competitive. Panasonic has improved its technology, brought its prices down and has more third-party licenses (game development companies) than either Sega or Nintendo.

"I have a hunch that they are going to be around for a while," Trumble said.

Academics, leadership basis for 'spooky' society

Each spring, the University of Nebraska-Lincoln senior honor societies induct new members. As a member of Mortar Board, I get to help with this year's applications and selections.

To publicize this event, Mortar Board "spooks." I don't know why we call it that, but it involves donning black robes (a la graduation) and black masks and walking around campus.

Perhaps it's called spooking because people wearing masks and robes look spooky. Nonetheless, I enjoyed my one spooking experience because my mask made me feel like Catwoman.

Spooking is supposed to be a publicity stunt of sorts. Students are supposed to be curious about Mortar Board and want to know more. "I want to look like



by Rainbow Rowell

Catwoman, too," they're supposed to think. "How can I join?"

I joined four other Mortar Board members to spook some residence halls Tuesday night. We walked into a few crowded cafeterias and announced that applications were available.

Some people listened. Some people kept eating. And a highly vocal minority showed they had no idea what we were doing.

"It's the Klan," someone commented. Still others whispered about secret societies, cults and bizarre rituals. One person threw food.

I admit, I was surprised. I'd never thought of Mortar Board in such exciting terms before. But I still feel obligated to clear up some misconceptions.

I admit the robes are kind of weird, but the Ku Klux Klan wear white robes. Mortar Board members wear black robes. The Innocents (another UNL honor society) wear red robes. People getting out of the shower wear bathrobes, and Jesus wore a purple robe.

To my knowledge, Mortar Board is not a secret society. (If it is, no one has told me.) We have no secret handshake. No passwords.

Perhaps in decades past there was more secrecy and mystery attached to Mortar Board and similar organizations. I guess the robes and masks are leftovers from that era.

That doesn't mean other societies aren't weird and bizarre. The Innocents, for example. Why the red robes and hoods? And what's with the devil in their logo? I've even heard they tackle their new members.

Sounds pretty fishy to me ...

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