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BAYNE STILL ADJUSTING TO DAYTONA 500 PRESTIGE

What happens to the miracle winner of the Daytona 500 ... a year later?

Trevor Bayne, only 20 at the time, won NASCAR's most prestigious race in only his second try at the Sprint Cup level. His year had some rather dramatic ups and downs. Bayne, from Knoxville, Tenn., missed a portion of the schedule while dealing with a mysterious illness that required treatment at the Mayo Clinic. He then won his first Nationwide Series race at Texas Motor Speedway in November. The Cinderella story of Daytona didn't change much in the long run. The Wood Brothers hoped to use the victory to gain sponsorship sufficient to compete in the full Cup schedule. That never materialized. Neither did a full-time Cup ride for Bayne this year. He will again compete for the Nationwide Series title while running a limited Cup schedule in the Woods' No. 21 Ford, which receives support from Roush Fenway Racing.

Bayne's performance last year at Daytona was impressive throughout the month of February. Though few expected him to win the 500, most thought he was a driver to watch, based on his performances in other races and practice sessions leading up to NASCAR's premier race. This year conditions have changed, though.



Trevor Bayne's Cinderella story of winning the Daytona 500 last year makes him a driver to watch for this year's race. He'll be running the Wood Brothers No. 21 Ford. (John Clark/NASCAR This Week photo)

"I don't have a lot of experience with 'pack drafting,' so for me it's something totally new again, just like last year coming into the two-car (bump-drafting) deal," Bayne said. "It was kind of fresh, a totally different mindset. If that's how it's going to be, you just think for yourself."

"I think it can be fun, but it's definitely a lot more nerve-racking than the two-car draft. With the two-car draft,

you can obviously just sit back a little bit more and wait it out and then go when you need to and ... it's a little bit easier to make passes."

In some ways, Bayne is still getting adjusted to being the Daytona 500 winner.

"I'm kind of in the same mindset that I was last year," he said. "Last year I came in thinking there's no way we can win this, and now I'm coming back saying there's no way we can win two in a row, but then the Wood Brothers keep showing up with great race cars and they keep showing up with the guys that can do it and that can win, and I think that's what's so important."

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GAME CONNOISSEUR

"FEEL THE BEAT: RHYTHM GAMES YOU MAY HAVE MISSED"

---CONNOR PELKEY AND
DR. ANTHONY BETRUS

Chances are you've heard of Guitar Hero, Rock Band, Dance Central, or Just Dance, and many of you have been enjoying these games for years. These, and other games like them, are known as Rhythm Games, as in order to succeed in the game you have to feel, react, and sync with the rhythm of the music in the game. If you've never had a chance to play a rhythm game we strongly recommend that you do. There is a very satisfying and unique feeling you get when playing this type of game. When you connect with the rhythm (and for some this may take longer than others), it is a full and rich experience, almost like performing in a band, singing in a choir or even like participating on an athletic team with good chemistry. The experience goes beyond the typical game experience, and makes rhythm games very approachable for the casual or non-gamer. Some of these rhythm games have appeared in previous columns, but these types of games have been around a lot longer than the column, so we'd like to share with you some of the earlier incarnations of rhythm games.

Perhaps the most commonly seen rhythm game in the last ten years would be Dance Dance Revolution, or DDR. Some schools have even adopted this in their Physical Education programs due to the vigorous foot stomping required of the player (over 100 steps per minute on the advanced levels). With dozens of versions on every platform imaginable, it's not hard to get your hands on it. Continuing to work backwards, Donkey Konga, a 4-player drumming game for the Gamecube, had a great feel, and was great for kids. A game that involves the use of Maracas is Samba de Amigo, which was originally released for the Dreamcast, and more recently for the Nintendo Wii. And the "Beatles of Rhythm Games"

would have to be PaRappa the Rapper, originally released for the Sony Playstation in 1996 and now available for the Playstation Portable (PSP). PaRappa also spawned a spin-off series that featured a guitarist named Lammy the Lamb. UmJammer Lammy was the first guitar-based rhythm game, released for Playstation in 1999. PaRappa the Rapper is now available on the Sony PlayStation Portable and UmJammer Lammy is available on Sony Playstation Network.

And if you are into the really "off-beat" (sorry!), here are a couple of nuggets for you. Gitaroo Man was produced by Koei in 2002 for the Sony PlayStation 2. In comparison to some of the other games mentioned it is not as strictly rhythmic. In fact, it's more of a flow because you use the analog stick to navigate a pathway while occasionally hitting various buttons in rhythm to the song. The game really makes you feel like you're playing a sweet guitar solo on stage and/or battling a musical demigod with your musical prowess. The game was not released in very large numbers in North America, however it was re-released in 2005, so you may be able to find it for Sony PlayStation 2 or PSP. And finally there is Rez, originally released for the Dreamcast, and now in HD for the XBOX 360. It is a psychedelic beat-travelling game, and has spawned a series of similar independent games, including Audiosurf, Beat Hazard, and The Polynomial, among others. Each of these games is available on personal computer via Steam, although none of them include the optional "Trance Vibrator" add-on available for Rez (Google it if you want a laugh). While relatively new to the scene, rhythm games, with their intuitive, approachable, and satisfying gameplay are surely here to stay. It certainly is an area to watch, as some of the most interesting and innovative games come from this genre, even if they aren't always mainstream.



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1. Which band's albums are known by the colors silver, black, red and gold?
2. What song do The Animals, Lou Rawls and Paul McCartney

have in common? (Think: Sam Cooke.)

3. Name the singer who re-released "Summertime Blues."
4. What year did "The Midnight Special" first air?
5. Which group had a hit with "Dedicated to the One I Love" in 1967?
6. Name the Joe Cocker and Jennifer Warnes 1982 duet in the film "Officer and a Gentleman."

(Answers on page 19)

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