Police: University student victim of armed robbery

The victim in Wednesday night’s on-campus robbery was a 22-year-old female USC student who had just left the Blatt PF Center and was walking east on Wheat Street when she was approached by a man from behind and told to “turn around” near the intersection of Wheat and Pickens streets.

Upon turning around, the woman saw the suspect, standing two feet away holding a black pistol at his waist, the report said. When he repeatedly ordered her to give him her iPad, she did, and he left, heading north on Pickens, the report said. The suspect was then joined by someone else who has not yet been identified, the report said.

The incident report described the suspect as a black male with dreadlocks wearing a “black puffy jacket” approximately 5 feet 10 inches, 180 pounds and between the ages of 20 to 25.

Carolina Alert, USC’s emergency notification system, sent out email and text message notifications and tweeted out the link to a USC police crime alert, which initially described the suspect as being 5 feet 7 inches and 180 pounds.

The armed robbery Wednesday night happened near the corner of Pickens and Wheat streets around 10:30 p.m.
since then," Hallman said. "He'll
work every day. He needs the
way he intended for us to do it.

The sidewalks he stands on
when handing out tracts, he said, are
not property of USC, but of the city of
Columbia. Hallman said he has asked
permission multiple times from the
school for a permit to stand on the
actual campus, but it has never been
granted.

"I have just as much access to
the students where I'm at as I do on
campus," he said.

Hallman was arrested Feb. 9, 2010,
his USC police officer who
told him he was trespassing on
university property, Hallman
said that though he was not actually
on campus property, he took
his signs and walked away to another
sidewalk, handing out flyers along the
way. The officer arrested him, he
said, and took him to the Richland
County police department.
The court dropped his case, he said,
because they had nothing against
him.

"All of this opened up doors
(for ministry) I would not have been able to
doit without," Hallman said.

A television evangelist preaching
about Jesus was the trigger that made
him realize he was missing Yahweh's
enlightenment in his life close to 30
years ago. He had a successful job at
the time; however, notifications were not
sent to students during other incident
due, according to Prill, there was no
imminent threat.
The first incident, which took place
in September 2011, occurred an hour
before it was reported to police. The
second, in October 2011, had about a
week before an alert was sent to
students through USC Alert.

Anonymous tips can be submitted
to CrimeStoppers at 1-888-CRIME-
SC. The phone number for text
tip submission is 274675.
Good Luck!!

Beat the Tigers!

CAROLINA VS. CLEMSON

Friday, March 2
Charleston
Joe Riley Park
6 pm

Saturday, March 3
Columbia, SC
2 pm

Sunday, March 4
Clemson, SC
2 pm

Be sure to visit your favorite retailer for your officially licensed Gamecock Gear!
Political neutrality key to student experience

Rick Santorum defended Sunday earlier criticisms, that he had made comments in strong liberal bias he has seen in American universities. Higher education, according to Santorum, produces "intellectual meek," that defend a brand of political correctness that favors conforming to the right and limiting the left.

"College life is about exposure to ideas not only in class, but also from individual connections."

Gambling could bring mixed blessings

Current practices drive economic impact in doubt

South Carolina successfully implemented a campaign in 2010 to ban video poker machines from the state. However, it was a billion-dollar industry that generated tax revenue for the state—and massive campaign contributions for its politicians. Once the ban was finally law, there was little desire to allow gambling to enter the state.

Two years and one recession later, the pressure is back on. A wave of lawmakers and former politicians are now serving the gambling industry as lobbyists, questioning the positive impacts of casinos on job creation and the economy. Both the Cherokees and Catawbas rely in the state are attempting to build casinos on their lands, while new plans involving Internet poker cafes are also under negotiation. Some spokespeople for the casino machine machines attempt to bypass the decade-old ban on legalization.

There are mixed theories on the benefits of legalized gambling. Some economists point out that gambling is a little less than a socially-harming measure, where no new goods or values are created. The other side point out the usual costs of earning a fun a week, like special police operations and officials behavior.

Ultimately, the only way casinos will be allowed is if the state is more than just one. The power is if tourists visit from out of state and put their money in the state. South Carolina already has two casinos.

Gaming could bring mixed blessings

students turned out for a fundraiser event

Dance Marathon contests limits, conviction

Hundreds of participants stayed on their feet for 24 hours, only one charity event that raised around $77,000.

The experience was fantastic for Katelyn Miller, a junior in business. "It was a really hard work, but it was worth it," Miller said that the participants marveled. "The experience was awesome."

Yet the stories I heard and people I met, and helped make it complete was different. Of the 500 participants at the Dance Marathon 2012, about 100 were mostly about kids. Mostly freshmen had participated in the past. They were surprised to see the initiative to raise money and help these kids. Dance Marathon is a great way to share their experience and allow you to appreciate your health.

We can share the experience with some of the next students, and the more diverse perspectives, the better the results.
Mantras blend genres, bring high energy

The Mantras, whose music is a blend of rock, improv and jazz, will play at 5 Points Pub on Sunday with Dopapod.

Kristyn Winch

The Mantras is a melting pot of sound. The band, which formed about seven years ago in Greenville, N.C., stands as “a couple of guys in music school, playing around,” according to its keyboard player Justin Powell.

The current lineup has only been playing together for around a year, but The Mantras have maintained the same musical roots, blending a variety of genres to deliver a high-energy performance.

“We play anything that strikes our fancy,” Powell said. He added that the band has played in Columbia two or three times, and he’s “ready to go back.”

Powell said The Mantras change the set list every night, and Sunday show will be no different.

“We try to make a point to mix it up,” Powell said. “We do like playing covers. We never play every night, and Sunday show will be no different. “It’s a festival, I get into it more,” Powell said. “And anybody can drive out to the middle of nowhere, to the woods for music. It’s a more committed crowd.”

A plus to playing indoor shows, though? “Air conditioning is nice,” Powell said. A minus? “No openers.”

“If you have to miss The Mantras’ Columbia show because you’re out of town for spring break, don’t worry. The band has gigs in Charleston and Savannah, Ga., in the upcoming week, so if you’re anywhere in the area, come on down. “It’s nothing against Billy Crystal. It’s just that his opening musical number was a rough start for the ceremony.

“I know very little about acting. I’m just an incredibly gifted faker.”

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“Mass Effect 3,” the final installment in BioWare’s “Mass Effect” series, is set to launch March 6.

“Mass Effect 3” brings the style of the series to a new level with fresh artwork, improved combat system and new options.

The fight for the galaxy finally comes home to Earth with the March 6 release of “Mass Effect 3,” the final installment in BioWare’s “Mass Effect” series.

The highly-anticipated game hopes to offer both longtime fans and new players an engaging role-playing experience.

Acting as more than the finale to Commander John Shepard’s saga, “Mass Effect 3” has the chance to set the tone for future action-RPGs.

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Man, Shepard’s story in “Mass Effect 2” was neither worthy of player immersion nor competent enough to make use of a galaxy-sized map. The coalition-building dynamic of “Mass Effect 3” has the possibility both of maintaining a thread of tension and urgency while bringing out every detail of the Mass Effect universe — from cultural nuances to age-old conflicts among different races. Shepard leaves Earth with a multitude of planets and cultures at his disposal, yet a single burning question leaves the narrative fresh and interesting: Can he pull the galaxy together in time?

Another advantage is a shift in emphasis toward the RPG elements. Special ability options have been increased, and the actual building of a player’s individual Shepard has become more interactive. In “Mass Effect 2,” an ability’s final upgrade came with two options that usually complemented either aggressive or defensive play style. These choices come much earlier in “Mass Effect 3,” with ability choices appearing as early as the third upgrade. Incendiary Ammo, for example, can either be upgraded in terms of its damage from Shepard’s weapons alone or as a damage percentage shared with team members, with upgrades available into the fifth and sixth levels. This move toward more customization adds to the player’s experience and enhances the action, allowing a player to approach combat in a more creative fashion than just cover-based shooting.

Yet what “Mass Effect 3” added to its RPG elements seems to have come from its action elements. Motion controls now include dodges, rolls, climbs and -lops — a dizzying array of moves that clash with the standard forcefulness closely associated with Shepard’s character. Approaching a point of cover now comes with an added aspect of anxiety, as players wonder whether or not Shepard will duck to avoid the incoming Cerberus fire or roll directly into the open. And since enemies are more armored and more powerful than ever, this worry is certainly an unwelcome concern that could weigh heavily on the game’s moments of combat, which is — as always — the other pillar of any action-RPG success.

The balance between action and RPG has always been a delicate one, but the “Mass Effect” series has shown itself capable of navigating these two genres with ease and innovation. “Mass Effect 3” will undoubtedly be even more proof of this, providing players the chance to see fast-paced game play and concentrated character development complement each other in an engrossing narrative. The fight for Earth may end March 6, but the real battle starts for fans everywhere who take part in this last chapter of Shepard’s story.

Fast-paced game play and a strong narrative are among the most successful elements of “Mass Effect 3.” Comments on this story? Visit dailygamecock.com/mix
**The Daily Gamecock**

**CLASSIFIEDS, ETC.**

**Friday, March 2, 2012**

**HOUSING**

The Retreat - 2 Bed/2 Bath, 1.5 miles from USC. $365 / month. 803-553-2842

**EMPLOYMENT**

Student Assistant

Student worker looking for experience who has some basic computer skills, ability to use computer, typing skills, making copies, data entry, putting tops on books, cleaning, and other duties as required. Hours will be between 9-11 a.m. and 2-4 p.m. Students interested in working will be required to apply and complete paperwork at Campus of Columbia Office of Student Employment. 803-784-1901

**OPPORTUNITIES**

South Carolina head coach Ray Tanner said that "Chappie" is the hardest worker on the team. "He brings a lot of heart to our program. He’s a kid that’s going to be important for us going forward," Tanner said.

"He has a good attitude and he’s a hard worker," Goff said. "He’s not afraid of the grind. He’s not afraid of the big picture that tennis is. He’s a great tennis player and he’s going to do a lot for us."