**PARAMNESIA**

Jim Hines / Monitor

**Ohio photography instructor Naomi Vanderkinden discusses her photo series 'Paramnesia' during an artist talk and reception Sept. 17 at the Louie-Meager Art Gallery in the Smith Center on the Fremont campus.**

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**Game On With Vanessa Luis**

The Taken King is here

We begin the expansion with an engaging opening cinematic that leaves us reeling: Queen of the Awoken, Mara Sov, is taking on The Taken King. Oryx – father of Crota – a god in his own right. The battle is raging when Oryx deals a fatal blow that obliterates the Queen's forces and a chunk of Saturn's rings. Already, we are seeing instant character development, beautiful scores, cliff-hangers, and more interesting cinematic. There's even a comedic element that is introduced in some of the later cut scenes, particularly among Cayde-6, hunter leader in the Vanguard: we see much more witty banter and a personality that brings some light to the darkness that the story holds. Nolan North definitely brings an interesting element to the Ghost character as well; he has a goodness to his tone that brings to life a personality that was not there with Peter Dinklage as Ghost.

Some of my favorite improvements in the most recent update/expansion are the smallest. For example, we no longer have to go all the way to the tower in order to turn in bounties! Yes! This has always been a hassle and now it has been solved. Also, we can now hold 16 bounties and 32 quests at a time – no more picking and choosing based on a limited carry amount. Also, most bounties are much more specific – you decide if this is a good or a bad thing. Another plus: The reward system has become much more satisfying.

The new level cap is 40 and your weapons and Ghost now count toward your light level; after level 40 you gain light level only. The Taken are the newest enemies: they are our old enemies – Fallen, Cabal, Hive, and Vex – but bent to the will of Oryx. Each different Taken creature has different abilities; for example, Cabal Psion duplicate, Vex Goblins link to other enemies granting them invincibility. Fallen Vandals have a shield; similar to that of a Titan Hive Acolyte short-distance teleport – Fallen Captains blind you with a floating black cloud, etc. Now, new supers! The Warlock's new subclass – Stormcaller – has an Arc ability that sends bolts of lightning at nearby enemies; it is a great way to clear out a room. It is definitely a short-distance power but it is incredibly helpful offense.

The Titan's new subclass – Sunbreaker – has a Solar ability that allows you to throw multiple powerful hammer at your enemies. This is a medium range super. And finally, the Hunter. The new Hunter subclass, Nightstalker, has a Void Bow and arrow; it is a long-distance power and will wipe someone out with a direct shot. Once the arrow hits it thwarts nearby enemies in order to disarm them and make for an easier attack. The new Hunter ability has turned out to be my new favorite. If you are precise and strategic, the super can be incredibly beneficial.

Now let's discuss some drawbacks. I have to admit, there are still some things that need work.

1. Still no matchmaking for raids. I have to wait for my entire fire team to be finished with their regular lives to join me in this raid, so unfortu- nately I don't have much to report in this area.
2. Legendary Marks are shared between all of your characters. I have mixed feelings about this one. On the one hand, you have the fact that if you neglect your other characters you will still get legendary marks; on the other hand, char- acters have to share what you've worked for on the other.
3. Some quests and bounties require a fire team in order to complete; this is problematic to those of us whose friends don't all play Destiny when we do or to those people who don't have many online friends.

Overall, the positive outweighs the negative and I ultimately rate this expan- sion with an 8.5/10.

There is so much more to experience, Guardians! So pick up your controller and start your battle against Oryx and the Taken army. Tell me what you think on Twitter @vanessaluis or play with me on the PlayStation platform: valarmorghiald.