BREAKING THE ICE

Considering safety of fast-food workers
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Men’s basketball loses close game to Toledo
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BGSU dining fights against food waste
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Chillabration brings citizens out of heated homes to celebrate winter
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PHOTO BY MICHAELA DAVIS
City mall open despite national decline

David Escobedo
Reporter

Malls were once the center of consumption for many Americans. By going to a mall, one could get a unique shopping experience that was not provided anywhere else.

There was convenience in having lots of different shops in the same building. People would make a whole day out of just roaming around and window-shopping while munching on cinnamon-flavored snacks and sipping ice-cold lemonade. Going to malls was often the excuse when a scorching summer day was unbearable for many. There were a number of reasons to go to malls. Now, however, malls do not have the same connotation they once held in the mind of shoppers. There are still quality malls out there to experience, but some have a different fate.

The Bowling Green mall could have once been the center of consumption in the city. But now it stands only as a relic of a past era, showing its age. The aesthetic of the building looks like it could be the setting of a film made two decades ago. There is still life within the mall, but it is fleeting. Only a handful of businesses remain open, including a discount store and a saloon. Yet, there is an odd charm to the place. Photos of the mall’s antiquated structures and shops would bring readers a better view of its timeworn walls.

The Woodland mall remains an oddity. Though perhaps too old for it to draw in huge crowds, it has niche stores inside. The Fringe Thrift Store has many cheap clothes for those who cannot afford to spend so much on clothing. The theater still offers people in town new releases at reasonable prices. The mall may be on its last legs, but it’s still chugging along nonetheless.
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Fast food employees work harder than we acknowledge

Bea Fields
Columnist

Have you ever driven in a Level 1 snowstorm to deliver food halfway across town, witness a car spin out in front of you and, upon arrival, realize that the customer did not leave a tip? Sometimes at work, my coworkers and I underline the whopping $0.00 tip you left us before we give you your order because we all want you to know that we know you are either too broke to order out or supremely rude. Delivery drivers and waiters alike have the same problem, and it’s you.

You are our problem. Many of us in the food industry can barely stay afloat because our wages and hours are horrendous. We have more to do on the job than you realize: catering, customer service, cleaning your beer vomit in the bathroom every Saturday at 4 a.m., flushing the toilet you forgot to flush.

Oh yeah, I almost forgot, stopping you from unbuckling your pants and urinating in the middle of the freaking lobby.

There is a common misconception that fast food workers are lazy, and our jobs aren’t that hard. That’s why you don’t see hit television dramas about Taco Bell or McDonald’s (I’d watch it though).

Many of us are deeply uninformed about the fast-food industry. Sure, there are benefits that come with the job. After one or two years, you store all the B.S. and every negative event that has transpired in some unfathomable place in the depths of your soul.

The reality is that some workers don’t even qualify for the benefits that are promised. Either they are too old, have something going on with their means-tested governmental aid or have families that depend on them. Fast food workers aren’t always teenagers at their first job!

It takes a certain kind of resilience to go into a grease bucket every day and know that the world around you just doesn’t really care that much about who is prepping gross and unhealthy food.

Hundreds of thousands of crew workers probably didn’t choose to work there. Yet, it seems to me that customers think most crew workers had some kind of choice.

If you work in food service and are reading this, I just want you to know you deserve better. Better wages, better tips and better benefits. Rent is getting harder to pay and student loan debt is a looming national issue that no one seems to really go into.

The world is getting pretty expensive, and literally everyone is feeling that heat, but no one person has the right to take that universal frustration out on you and your kitchen.

Facing your fears in college

Mary Ross
Columnist

We all have fears, unless you’re superhuman in the sense that nothing scares you.

I have many fears, many of which I am not going to talk about but are still very real fears. I’m scared of wearing shorts to the gym. I’m scared of alienating people. I’m scared of speaking to large groups of people. I’m scared of elevators. I’m scared of failure or screwing up.

The worst part about having so many fears is many of them have manifested themselves into my college experience in one way or another.

I don’t have enough athletic pants in order to work out every day before laundry day, so one day a week, I have to wear shorts to the gym or just not go at all.

The person I am drives people away, many times before I realize what I am doing.

I am taking a public speaking class as part of my class load this semester, which forces me to speak in front of a large group of strangers.

I am terrified, more terrified than I probably should be, of elevators, but I sometimes have to take the elevator up to my dorm room.

I am terrified of failure or screwing up and yet I constantly put myself in situations which cause me to fail in some way or another.

Part of me thinks I am an idiot for putting myself in scenarios where I constantly have to face the things I am scared of most. But when I heavily consider it, I realize I am the opposite of an idiot.

By facing my fears every day, I have become a stronger person. I have become more confident, and I have come to know myself better. I’m challenging myself to move past my fears and grow into the best person I can be.

And to me, this is what college is all about. Yes, we are all here to receive degrees to help us land jobs in the future, but college is also a huge learning experience. We learn how to manage our time, workloads, relationships and more all in the few short years we spend here. And we also can learn how to manage our fears.

Many times, in the world I witness, adults are controlled by their fears. I have watched my cousins work in fields they hate because they are scared a career change will hurt their family. I have watched older friends stay in harmful relationships because they fear being single or alone. I have heard my family members say degrading things about other people because they don’t understand them and therefore fear them.

But I have also heard stories of people who faced their fears and came out on top. Stephen King’s first book was rejected 30 times, but he kept overcoming his fear of rejection until he was able to publish his first book. Kris Carr turned her fear of dying from cancer into many self-help books and an entirely new lifestyle, which has been adopted from people everywhere. Adele, Rihanna and Beyoncé all have stage fright, but they constantly work to overcome this fear, which is evident in their incredible performances.

College is the time to face your fears. It is terrifying, but it’s also incredibly rewarding. I recommend you all start small, like I did with elevators. I started by riding in the elevator once a day with other people until I was more comfortable to ride an elevator by myself.

Once you conquer the small fears, begin to work on your bigger fears until, one day, the things that terrify you most begin to project you forward.

“The things that terrify you most begin to project you forward.”

— Mary Ross — Columnist
Here is why the six-week break sucked

Morgan Ward
Columnist

Having a six-week break is not something students at other schools can brag about. But in reality, were we really bragging? Sure we had some extra time to rest, work and get stuff done, but was it really worth it? This six-week break sucked for just a number of reasons.

1. Spring semester goes until the middle of May.
I was so happy to get out the first week of May and go on little trips in the nice weather with my friends before we all had these things called summer jobs. I went stir crazy in my dorm the last weeks of school because it was so warm out, and now I feel as though I am about to slack off. Speaking of slacking off ...

2. I was so lazy over this break and still am.
Yes, I had an internship and tried to do stuff, but six weeks of being able to lay on the couch with my dog and Netflix was amazing. It ultimately made me really lazy and not prepared at all for classes to start. I feel like I’m failing eight classes when I am only in five.

3. I lost touch with some of my friends.
Being in BG earlier, I was able to hear about people’s awesome breaks. People trying to cram fun last-minute trips and adventures in. All I got the beginning of this semester was, “Yeah I watched murder shows and documentaries all break.” Don’t get me wrong, that’s awesome but not as exciting as planning last-minute trips to Chicago. Some people also didn’t know how to pick up a phone and text people. It literally takes five seconds to write “Hi” in a text.

4. I felt like I didn’t want to go back to school, at all.
Believe me, I am going to finish school, but a lot of thoughts were running through my head. Last semester was a rough semester for me, and I was lucky enough to have this break. But the break made coming back so hard. I was sad to leave my family after so long. I didn’t want to sleep without my dog like I have been through those weeks. I miss my home friends and the bond we have.

5. I went to so many places by myself.
Don’t get me wrong. I love going to do things on my own and being independent. But doing that for six weeks was not the move. Hopefully the next winter session will be more beneficial and hopefully not as long!

VIA GOOGLE IMAGES
Flowers can be one of the most romantic gifts significant others can give. The small gesture means a lot to many people but what a lot of people many not realize is the meaning behind what you’re giving.

The tradition of assigning meaning to flowers came about during the Elizabethan era. Expressions of outward emotions were restricted by society during the time and flowers became a way to communicate specific thoughts and feelings based on the color and beauty of the flowers being given.

The red rose is the most iconic flower that conveys love and romance. A bouquet of red roses is the most popular Valentine’s Day gift ordered from many florists.

Carnations are another popular choice as a gift on Valentine’s Day. Carnations are a perfect way to convey admiration and love without coming on too strong. Many people opt to give carnations as a budget-friendly alternative to roses since they also carry strong meaning.

And the underdog for Valentine’s Day is the tulip. Many people opt to give carnations and roses because they are the most conventional, but the tulip is also a beautiful flower that comes in many colors. The red tulip conveys the message of true love. Gene Klotz, fourth generation owner of Klotz Floral Design and Garden prefers tulips to standard roses.

Klotz Floral Design and Garden is gearing up for the busiest week of the year for florists across the world. Klotz estimates 300 delivery orders for Valentine’s Day in Bowling Green on top of the constant pickup and walk-in orders they also receive. Klotz’s thrives as one of only two florists in Bowling Green so customers should be sure to place their orders early.

Klotz will continue to take orders for delivery and pickup for Valentine’s Day through the holiday. He warns that customers should place their orders sooner than later. Unpredictable weather conditions may stall flower shipments and flower deliveries.

Klotz offers a special of a dozen roses for $39.99 and is the place to go in Bowling Green for both exceptional quality and service. Customers can order pre-made arrangements or build their own bouquets and vases by visiting the Klotz Floral Design and Garden website at www.klotzfloral.com or by calling at (419) 353-8381.

Expressions of outward emotions were restricted by society during the time and flowers became a way to communicate specific thoughts and feelings based on the color and beauty of the flowers being given.
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Heart-Shaped Gifts Just Got Tastier

Pizazz, Turtle cookies and their signature Frosted Sugar Cookie, Peanut Butter such as a Heart Shaped Vanilla Buttercream Day.

For More has a menu specifically for Valentine’s Day. Similar to Insomnia, offering in advance. You either know right off the bat what would be an ideal present for them, or you’re scrounging around their Pinterest to find something they like.

An easy gift that no one is ever really opposed to is food.

Chocolates are always a main go-to for Valentine’s Day but there are other ideas to give that special someone, or even to treat yourself with.

Many places in Downtown Bowling Green offer specialty items on their menus for the week of Valentine’s Day.

Two of the most popular cookie places in Bowling Green, Insomnia and The Cookie Jar and More, offer a variety of Valentine cookies and specials for the holiday. Insomnia is offering cookie cakes either six inch or ten inch between $10 and $22. They also have pre-made decals that you can choose to put on top of the cookie cake when ordering.

Similar to Insomnia, The Cookie Jar and More has a menu specifically for Valentine’s Day. The menu includes specialty cookies such as a Heart Shaped Vanilla Buttercream Frosted Sugar Cookie, Peanut Butter Smooches, Turtle cookies and their signature chocolate chip cookie. They also have four packages you can choose from, heart-shaped cookie cakes, and even chocolate covered strawberry cookies.

Another food to keep in mind is pizza. Pizza places are also now becoming known for making heart-shaped pizzas for the holiday.

One local pizza spot that offers these savory treats is Pisanello’s Pizza. They offer many options for their heart-shaped pizzas; you can choose from any size, your choice of toppings and also any type of crust; either stuffed, thin, or Chicago style.

Another local pizza joint that offers these pizzas is Campus Pollyeye’s. Pollyeye’s is known for their stuffed breadsticks however this week they’re main item is also heart-shaped pizzas. Just like Pisanello’s, you can choose from any size, toppings, and crust for the same prices as their regular pizzas.

Cookies and pizza are not the only treats you can get for a special someone or yourself this Valentine’s Day; some local restaurants downtown are offering specials for the weekend. For instance Easy Street Café is offering a steak and shrimp combo meal for the price of $16.99 a person.

Bowling Green offers a variety of restaurants to go to this Valentine’s day and also many places where you can order in advance.

Valentine’s Day Cards

Original Messages from the Heart

February tends to bring back sweet memories of decorating shoeboxes and exchanging valentines as a young kid in school. People of all ages participate in these exchanges of affection on this “national day of love,” but have you ever wondered exactly how Valentine’s Day cards became a custom and how long this has been going on?

The idea of sending valentines to loved ones can be traced back to the Middle Ages when people would sing or recite verses instead of giving actual cards. Around the fifteenth century, written cards became the new token of affection for Valentine’s Day. According to History.com, the oldest known handwritten valentine dates back to the year 1415 and is a poem written by Charles, Duke of Orleans, to his wife while he was imprisoned in the Tower of London.

Exchanging valentines through mail gained popularity in the 1800’s because of advancements in printing technology and because the postal service became more affordable. By the end of the 1800’s, Valentine’s Day cards were made entirely by machine.

History.com also tells the story of Esther A. Howland, also known as “Mother of the American Valentine,” because she was one of the first and most successful American printers to mass-produce and sell valentines. Howlands valentines were known for being fancy as they were created with real lace, ribbons, and colorful pictures.

Today, greeting card companies create a large variety of Valentine’s Day cards with the intent to convey the many different messages that consumers want to give. Many companies, such as American Greetings, offer a selection of printable cards on their website that can be customized and also convenient for those who would rather not make a trip to the store. There is also the option to send an E-card to that special someone through email and even via mobile device.

The U.S. Greeting Card Association estimates approximately one billion valentines are sent each year worldwide. This finding makes the day the second largest card-sending holiday of the year, behind Christmas with 2.6 billion. Next time you’re thinking of purchasing a card for Valentine’s Day, you will know it has some history to it and it’s not just a tradition the card companies started to reel you in!

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February 11, 2019 | PAGE 7
Teamonade’s new album is refreshing, raw, relatable

Brenden Accettura
Pulse Reporter

The newest release by local indie artist Teamonade includes everything I ever look for in an indie album. Raw recording style, relatable lyrics, and a true human touch.

I was most impressed with how much I enjoyed listening to these songs on repeat. Every pass-through of each song made me appreciate it more and more. From the impeccable rhythm in the drums to the satisfying guitar and bass lines and beautiful vocal melodies throughout, Teamonade has complete control over their sound.

Throughout the EP I enjoyed the differences between each of the styles of the individual songs. There are so many indie groups that have a cookie cutter sound on every song. In Teamonade’s case, each song takes a fresh perspective, which is both an impressive feat for an artist and refreshing to hear for a listener. There is a feeling that the album was self-produced, which is by no means a bad thing. In fact, one thing that I feel has ruined a lot of great indie bands in the past is a sense of overproduction. This album can easily be dubbed a true indie mix, including some imperfections that, in fact, make it the perfect indie EP.

If you like really being able to hear the artist playing on the track as if they are playing right in front of you, give Teamonade’s THIS IS YOUR ONLY WARNING a listen! Here are my thoughts on each of the four songs on the EP.

DO and Die: This song is an incredible song to start the EP off. If you like smooth transitions between various feels all within the same song, this one’s for you. Being the first song on the EP, it is a great introduction to the EP and the band’s sound. I found the vocals for the entire EP to be one of the most interesting parts, as there seems to be two distinct styles throughout. The time feel switch that occurs several times in the song is very hard to pull off, however Teamonade masterfully does it several times throughout the song.

Wreck: You’ll have to check out the album yourself for this song. Show them some support, you won’t regret it!

Exist: This one takes the cake for my favorite song on the EP. The first thought that popped into my head when listening to this song was how much it sounded like Silversun Pickups, one of my favorite bands. The guitar switches between a classic clean sound to a fuzzier sound with some crunch make for an amazing chromatic run throughout the song, which I absolutely fell in love with.

Bliss: What I found most powerful about this song was the chords and harmonies. While the melody is a classic Teamonade melody, incorporating two voices and vocal styles, the chords are complex enough to add a very nice density to the song, yet are digestible enough to be easily listened to and enjoyed from the first listen to the last.

Hopefully you enjoy Teamonade’s new EP as much as I did. Below are some links to where you can stream the EP keep up to date with the band, and view their other works. Enjoy!

Bandcamp: https://teamonade.bandcamp.com/
Soundcloud: https://soundcloud.com/user-934935531/sets/this-is-your-only-warning
Instagram: @arnieparmie
Facebook: https://b-m.facebook.com/teamonade/
Twitter: https://twitter.com/arnold_parmesan
Spotify: https://open.spotify.com/

Kingdom Hearts III thrills players

Adam Gretsingr
City Editor

Kingdom Hearts III is here after 13 years, and the ratings are in: it’s mostly great, but the “mostly” part might get to some players.

Kingdom Hearts III, the newest game in the series, is praised for its gameplay, ridiculed for its concept and respected for its longevity. The concept of the game is well-known: you play as the spiky-haired, keyblade-wielding Sora as he goes through different Disney worlds and defeats forces of darkness with companions Donald Duck and Goofy.

What is less known is the overall plot of the game, which has players fighting against the hard-to-pronounce Master Xehanort (or Ansem or Xemnas, depending on the game) in his scheme to apocalyptically reset the Universe through plot devices like data worlds, fake people and summoning the X-blade (pronounced Keyblade) with 13 versions of himself.

Kingdom Hearts’ story is understandably convoluted, and unless players complete the previous seven plus games or watch one of the hours-long plot synopsis on YouTube, they may be lost at best. The game itself summarizes the previous installments in the opening cutscene and journal entries, but it may not be enough to cover every part of the plot for new players.

Additionally hard-to-swallow is the pace of the narrative. Most of the plot vital to the game’s overarching story is placed in the last five or so hours, with only some details trickling through before and after completion of the Disney levels. This creates an experience that can feel lopsided story-wise.

Players who are following along, however, will find an overall satisfying storyline that helps resolve a number of character-driven conflicts throughout the series. One or two characters could have used better moments, but most plotlines are resolved in excellent ways.

Narrative can be questionable for this game, but the gameplay will leave few doubting its greatness.

Sora has an immense arsenal of moves to take down the hordes of enemies he will face, including: sword combos, magic spells, character summons, keyblade transformations, team-up attacks with partners, reaction commands, desperation moves, parkour-based attacks, robot piloting opportunities and attacks based on Disney Parks attractions. This diversity of options gives players the means to get through the game in nearly any way they want. Some attacks can feel more like set-pieces, but the unwanted ones can be skipped over with a press of the L2 button or outright ignored.

In addition to this are the many abilities, level-up options for characters and weapons and difficulties players can use to cater the gameplay experience to their preferences. All these options can be used in vibrantly-realized worlds that supply everything from an open-world city to focused maze-like dungeons. The number of gameplay options here is astounding.

However, these options do little to fix the game’s issues with difficulty. Most encounters at most difficulty levels can feel trivial if players act wisely. Though I experienced many “game overs” on my playthrough of the hardest difficulty, many other players reported beating the game on the same difficulty with only one or two tries, although I know I’m not particularly skilled at the gameplay. For a skilled player who doesn’t take advantage of the optional “no experience points” mode, the game can seem like a cakewalk.

This game is the “true” sequel to one of the most beloved action role-playing games of the 21st century, released more than 13 years ago in 2005 (for Japanese players), Kingdom Hearts 2. Though at least five original, essential-to-the-plot games have released in the interim, many fans have been waiting solely for this installment. According to anecdotes and common sense, people have “grown up, been born and died” waiting for this game, poring over every detail of every
Games need to be more like games

Jacob Clary
Sports Editor

Video games are a medium that can do something no other medium can: giving control to the person consuming the video game. Television, movies and books allow the person reading or watching to see what is happening to the characters, but in a video game, the player has choices and is an actual part of what happens in the story. Games need to start trying to separate themselves from their competition, because that’s why people choose to play a game over watching another episode of something on Netflix. They’re a completely different thing, with the ability to do things no other pop culture medium can, and they should utilize those aspects better.

Video games used to know they were video games, like in an RPG when the player can choose to save a supporting character or let them die, and then that choice matters later in the story. Since those days however, it feels like video games are trying to become more like their big brother, the movie. This is all right in some instances, but it’s been happening more often than it should. Naughty Dog is the developer with the biggest pedigree in these kinds of games, with “The Last of Us” and the Uncharted series focusing heavily on their story instead of the gameplay. The gameplay is serviceable, but the reason to play them is the story, especially “The Last of Us.” These stories are good, but they don’t inherently feel like video games to me. They feel like movies with small swatches of things to do in between cutscenes.

This is the problem with a lot of games today. They take control away from the player to show them something that could easily be shown in gameplay. I don’t like having a game stop to show me something. This has only gotten worse with games becoming better looking. They want to make sure to show you the nice and shiny cutscenes they spent a lot of money on, and that gets annoying when it consistently happens.

The importance of a story in games has also led to something I mentioned earlier, player choice, to be increasingly excluded in games. One of the series that was a poster child for choice, the Fallout series, has been diluted down to the most common denominator. “Fallout: New Vegas” had some of the best dialogue in any game I’ve played, and yes, it wasn’t made by Bethesda, but “Fallout 4” and “Fallout 76” don’t even try to make it seem like your choices matter. It’s insulting to the player and a shame because Fallout would be one of the best series on the market if it had the great worlds as well as a dynamic dialogue system.

However, with choice comes the problem of having to consider all the different ways a player could complete certain missions or the whole game. The developers would need to make sure the story is fulfilling for the person who wants to be a good character, as well as the person who wants to kill every NPC in sight and that is difficult to do. But that doesn’t mean they should take out all player choice, because some people play games just for that.

Stories have also caused games to become more linear, because they need to make sure the player sees everything they want them to see, in the right order. The term “walking simulator” has started to become a type of game for this very reason, which is a kind of game that has the player walking through an environment and not doing much else. Games can offer so much more than just a game where you walk around and do nothing. There are some good ones, such as “What Remains of Edith Finch” and “Firewatch,” but then there are some that don’t give the player anything to think about or look at to make the game interesting.

Video games have the potential to be one of the best mediums because of its ability to tell stories. That also includes letting the consumer be a part of that story as well as make choices that could change the story in big ways. The problem is that games feel like they are going smaller in all of the things they are trying to do so they can go bigger in story and an open-world that doesn’t necessarily help the game better itself. It’ll be interesting to see if games continue to become even more diluted to appeal to the widest possible audience, and if it does, you’ve got one disappointed gamer right here.

“Resident Evil 2” remake tense and stellar

Jacob Clary
Sports Editor

Remakes are a difficult nut to crack. Sometimes they are just a graphical upgrade, like the Spyro trilogy, but then there are other times the remake completely changes everything about the game, and that instance is exactly like the new remake of the horror game “Resident Evil 2.” The original game, which released in 1998 for the original PlayStation, featured a fixed camera, and what people now call “tank controls” because of the difficulty of controlling the character. The remake, however, replaces the fixed camera with a third-person camera like “Resident Evil 4” and controls like a game of this era as well.

The most obvious aspect of the game right off the bat is the game is graphic. I had never played the original game so I didn’t know what to expect in terms of locations I would see, so it was awesome to be surprised. The main location, which is the police station, is beautiful and amazing to explore. Even the beginning approach to the police station, which includes a trek through a crowded street, is absolutely amazing work in setting up a foreboding atmosphere. You know the police station is where you need to be, but it also won’t be exactly what you’re hoping for, which is shown in the tone of the image. The rooms in the station, which are your standard fare in a police station like offices, weapon rooms and a firing range, are nice but the game doesn’t only exist in the station. I was happy to see more unique places, especially in a horror game. I was worried the game would only take place in a police station, and that would be it. I was happily surprised to find that to be false.

The enemies also look great, which is weird to say, because they actually look grotesque and scary. There are a few different enemy types, like your standard zombie, then something called a “Licker,” which is on all fours, and looks like its skin is turned inside-out. There are a couple others, but I won’t spoil them. The regular humans also look great.

The movement of them is very realistic, and at some points the game felt like a movie in that regard. Overall, the visuals might be my favorite part of the game, just because it perfectly sets up the tense atmosphere of the game. “Resident Evil 2” isn’t one of those horror games which is waiting to scare you with a jump scare. It’s more of a tense game, which loves to challenge you with a pack of zombies in a dark environment, and is a refreshing change of pace for horror games. I love that about the game because too many games ruin a good, scary, atmosphere with an overabundance of jump scares, leaving the player not enjoying the tense aspect of the game anymore. You begin to go in to every room and know where the game will try and scare you, but because “Resident Evil 2” doesn’t do it at all, it is able to scare the player with a sound, or a look, or just not having any enemies in a room. The player expects something in every room, so when there isn’t, it leaves me reeling, and it throws off my game.

Read the rest online @ bgfalconmedia.com.
Downtown becomes hotspot for winter fun

At the Frozen Swamp Tent, 9th Ice Creations worked on his sculptures. The theme was Winter Athletes on Ice.

Tyler George, an Olympic gold medalist, held a curling education class and curled against the Bowling Green Curling Club.

At the Frozen Swamp Tent, 9th Ice Creations worked on his sculptures. The theme was Winter Athletes on Ice.

Oliver Hazard was the headlining performer at Chillabration.

Merchants filled downtown Bowling Green, including fresh produce vendors and more indulgent treats during the chocolate crawl on Friday.
Men’s basketball loses Battle of I-75

Evan Hayes
Pulse Editor

The men’s basketball team’s hot start to their conference schedule hit a snag Saturday as the Falcon’s offense came crashing down to Earth, losing in front of their home crowd to rival Toledo in the Battle of I-75, 78-71.

After a 13-game stretch that saw the Falcons (16-7, 8-2 MAC) shoot over 42 percent from 3-point range, the MAC’s top 3-point shooting offense shot a woeful 5 of 27 from behind the arc and 38.8 percent from the field overall in the game. The Falcons missed four 3-pointers in that span, and a layup by senior Antwon Lillard with five seconds left ended the game.

“They made shots. They made shots, that was the difference. They were able to score, we didn’t score and that was the difference,” head coach Michael Huger said. “They were able to get the stops because we missed, and they were able to execute on the offensive end, and that was really the difference in the game.

“We did a very good job offensively. They were the better team tonight,” Huger said. “They played extremely well, and that was the difference in the game.”

The second half, which saw seven lead changes, ended with the Rockets going on a 7-0 run over the last two minutes of the game to secure the road win. The Falcons missed four 3-pointers in that span, and a layup by senior Antwon Lillard with five seconds left ended the game.

“They made their free throws down the stretch, and that’s the game.”

Junior guard Dylan Frye led the team in scoring with 17 points, while senior forward Demajeo Wiggins recorded his 15th double-double of the season with 16 points and 11 rebounds. Sophomore Daeqwon Plowden scored 11 points, grabbed six rebounds and collected two blocks and three steals.

Guard Chris Darrington led the Rockets in scoring with 20 points, while forward Nate Navigato scored 14 points. Guard Jaelan Sanford recorded 12 points and 11 rebounds.

The first half was back and forth, with both teams struggling to find their groove early on offense. The Falcons shooting was cold, while the Rockets saw their offense hampered by early sloppy play, committing 11 turnovers and 10 fouls. The Rockets took an early 19-15 lead on the boards, a lead they would maintain the entire game.

“We gave up way too many offensive rebounds that led to key baskets for them. ... Just a will to go grab the ball; we’ve got to learn from that tonight,” Wiggins said.

The lead changed hands nine times, with both teams going back and forth at each other.

Women’s basketball takes 10th straight loss

Zane Miller
Sports Reporter

The Falcon women’s basketball team was defeated by the Miami RedHawks 82-75 Saturday, as the team goes to 0-10 against conference opponents this season.

“We’ve got to get better down the stretch and finish the game,” head coach Robyn Fralick said. “We’re close. ... The only answer is to continue to work and get better.”

The game started out with Miami jumping ahead early, maintaining an 18-10 advantage just past the halfway mark of the first quarter; however, the Falcons began fighting back in the final four minutes of the quarter as they clawed the Miami lead down to just 21-17 at the end of the first. Junior guard Andrea Cecil led the Falcons on offense with 11 points.

“We finished the first quarter with three consecutive stops,” Fralick said. “When you do that, you put yourself in a good spot. And for us offensively, if we get stops, we’re better because we get better early spacing and better early ball movement.”

The second quarter again saw the Falcons keep the momentum going, jumping out into a sizable advantage and taking a 42-33 lead into halftime as the team outscored Miami 25-12 in the second. Cecil again set the tone on offense, scoring 7 for a total of 18 points in the first half.

However, the third would see Miami scoring 7 for a total of 18 points in the first half.

Despite the loss, a number of Falcon players still had strong individual performances, notably Cecil, who earned 24 points total, along with sophomore guard Madi森 Parker, who had 13 points, including 8 points in the fourth. Senior guard Sydney Lambert and sophomore center Angela Perry each added 10 points.

In the fourth, the back and forth competition continued as the teams traded the lead throughout the first six minutes of the quarter. However, as Miami held a slim 71-70 lead, Miami junior guard Lauren Dickerson rattled off 8 consecutive points on a jumper and a pair of 3-pointers as they pulled ahead 79-70. The Falcons would put up a strong effort late, cutting the lead down to 4 with less than a minute remaining, but it wouldn’t be enough as Miami went on to win it 82-75.

“I thought we did a good job on (Dickerson) throughout the game,” Fralick said. “At the end, she really hurt us.”

The team will next play on Wednesday night at home against the Buffalo Bulls.
Beyond the tough competition, Falcon gymnastics put on their third annual Diversity and Inclusion Night with the help of We Are One Team. WA1T is a campus organization that works with student-athletes to promote social justice through sport. After-School All-Stars, a program from Toledo committed to keeping children safe and helping them succeed in school and life, joined the Falcons and fans in Anderson Arena to celebrate.

Turner is excited for another chance to work with WA1T and showcase their mission. “I think it’s a great opportunity for our student-athletes to learn more about each other, their campus, the human experience and treating everybody with respect. I hope they take away a lot from that and realize they’re more than just athletes here.”

The gymnastics team hosted Lindenwood and Ball State University Friday at the Anderson Arena. Non-conference foe, Lindenwood, finished on top with 195.35. Ball State, a Mid-American Conference opponent, finished second with a final score of 194.075. BGSU finished third with 192.625, dropping their overall record to 0-9.

Jovannah East placed third in the all-around with 38.625, tying for first on vault and taking second on beam. Lexi Augustine scored at least a 9.725 in the three rotations she competed in, tying for second place on floor with a 9.800. Leslie Delgado took second overall on bars with a 9.850, while freshman Paige Bachner took third on beam with a career-best 9.825. Despite some highs, the Falcons low score of 47.350 on bars set them behind.

“I’m not very happy with tonight. I think we have a lot more to put out in competition. I didn’t feel they were replicating what they’ve been doing in practice, especially on uneven bars and a little bit on floor exercise,” coach Kerrie Turner said. “I appreciate that they stayed together. They kept the cheering going; they tried to stay focused and finish the meet, but I just don’t feel like we’ve really been getting close to our potential.”

There is still more than half of a conference schedule remaining, so there is room to make up some ground. The Falcons hope to regroup next weekend with two home meets – 6:30 p.m. Friday against Towson and 2 p.m. Sunday against MAC opponent Kent State.
Thrift stores like Goodwill are useful for saving money but the other side of the equation — donation — is to many an important moral duty, especially during the cold winter months. A selection of local charities exist to ensure that people don’t have to be cold and homeless during the harsh season.

The First Presbyterian Church on South Church Street has a crew of six people who come in to sort the things that have been donated and then put them into the shop, says Mary Jane Saunders, the church’s co-pastor. Saunders believes that while winter is the most important season for clothing donations, it’s beneficial to donate year-round.

“We ask for things in-season because that helps a lot. On the third floor we store things like winter coats, even if they’re donated during the summer, because it’s something that people really need,” she said.

In cases where too many clothes are donated or some of them are not usable, the First Presbyterian Church has arrangements with Easter Seals and Salvation Army for clothing that can’t be used to be sent out for fabric recycling or refurbishing.

It’s important for people to know that getting donated clothes from the church has a no-questions-asked policy, according to Saunders.

“There’s not an expectation that you have to be destitute to get them, we like to see the clothes recycled, so particularly we’ve encouraged college students to come and take a look and see if there are things that are helpful to them. Quite often people have been able to get a suit for a job interview or something. We’d like for more and more people to not only donate clothes, but come and take what is there,” she said.

The Fringe, a thrift store located in Woodland Park Mall, sells articles of clothing for a single dollar. Lead staff member Sally Green says they share donations with agencies such as the Cocoon and the Salvation Army. They also assist people who have suffered from fires and other serious losses. She also mentions that about one fourth of the clothes donated to The Fringe cannot be sold due to holes, rips and stains.

“We don’t sell anything with holes on it, spots on it, whatever. That might be a fourth of what we receive. At that point we set up a program to give it to another place called Our Earth that helps people around the world. If it has a stain or something on it, it’s still good clothing, it’s just not something that we could sell,” she said.

The Fringe needs clothes year-round and is currently asking for donations of summer and back-to-school clothes for kids of Wood County.

“When we get to that point in October, usually, the Salvation Army does a backpack giveaway and we send vouchers for each backpack for the people to come over and shop for school clothes for their kids. It’s usually a $5 per-child voucher,” Green said.
A winter festival appeared last weekend to keep Bowling Green residents and visitors warm in each other’s company this winter.

The Bowling Green Convention and Visitors Bureau held the town’s 11th Winterfest Chillabration Feb. 8 and 9 throughout the city, which featured visitors from Olympians and bands.

Tyler George, a member of the 2018 U.S. Men’s Curling Team that surprised the sports world by winning gold, came to the BG Curling Center to host a championship game for the Perrysburg High School Curling Club.

The event was on Friday, and was made up of a set of exhibition games and various meet-and-greets. He also taught interested up of a set of exhibition games and various wintry shapes for local businesses in the Huntington Bank Parking Lot.

Four carvings were unique, as they showed different winter sports figures inspired by pictures and models. These images included Hamilton and George performing, models from Julia’s Dance Studio and the BGSU Hockey Team.

Roth said each ice block took about three days to make and that the festival’s carvings were among the 900 or so carvings he had helped complete since September 2018 — though some of these were pumpkin carvings.

Roth also said that, though the festival was fortunate the weather was cool enough to stop the sculptures from melting, the 20-degree temperature and lack of cloud cover for the sun's rays did harm some of the carvings by making them crack from the inside out.

Among the other activities at the event were art shows for Bowling Green High School students, a for-fun marathon, a community reading event and a winter farmers’ market.

This event provides the “community vibe we’re looking for,” Todd McGee, head of the planning committee for the event said.

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McGee, who has only been working for the Winterfest for the past three years, said he wanted to help give the town a good reason to leave their homes in the middle of winter.

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Dining services wants no fry left behind

Maxwell Hess  
Reporter

Over 500 pounds of food are wasted every week at The Oaks and Carillon Place consistently throughout the school year, Dining Services Director of Marketing and Communications Jon Zachrich estimates. Proteins and fries are the most common wasted food and the Oaks produces more waste than Carillon Place, primarily due to its larger size. The food waste that occurs at The Oaks is well known among students.

Senior Visual Communications Technology student Noah Eblin said, “In The Oaks, specifically there is a lot of food waste, and I know they try to cut down on it, but there is a lot of food waste.”

Eblin was concerned about groceries as well. “If I get salad or grapes, and it’s just for me it usually goes to waste, because I can’t eat it all before it gets rotten, just like any produce really,” he said.

For students living in a residence hall or apartment, Zachrich recommended keeping an eye on the expiration dates of groceries and consuming leftovers soon after their first preparation date.

“A good rule of thumb is once something is opened or it cooled in the fridge, it should be eaten in seven days,” he said.

Zachrich gave recommendations in a phone interview on how to avoid food waste.

“Most of the food waste is avoidable in the dining halls by personal actions like only getting one plate at a time, taking smaller portions, and asking for a sample from a BGSU Staff member,” he said.

Other actions students can take include not overloading plates to prevent food from falling off the plate, turning around slowly while holding food and using portion control to reduce unneeded food intake.

Dining Services does take action against food waste. For example, Zachrich says that dining services takes fresh fruit that is unlikely to be purchased individually by the expiration date, and reuses it in its salads. When questioned if it was possible to have zero food waste, Zachrich said not yet, but responded that they were working on it.

“Zero food waste is a great goal that we always strive for in all of our locations. We are not there yet but continue to invest in making it a reality through pre-consumer composting, programs to reduce waste and future investment in programs like post-consumer composting.”

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Christopher Kline has been in the food business for over 25 years. That’s plenty of time to learn, grow and develop new ideas for the culinary arts. Kline wanted to run his own steak house at one point in time, but caught wind of a different path.

BurGers BG was the name of the restaurant that suddenly closed down last year in October. Employees and customers alike were wondering what happened to the establishment. A little over two months passed before the business rebranded as BG BurGers, emphasizing that the restaurant was under new ownership with a new menu.

With this rebranding, they are entirely committed to having quality food served to each customer. They now also have their meat coming from the local Belleville Brothers Market, further increasing their burger quality. “You’ve gotta have quality. As a chef, I go through and taste almost everything, everyday,” Christopher Kline said.

“The only place I would even consider it would be Bowling Green. I just love this town so much,” Lisa said.

The Klines decided to keep the old business sign instead of having to wait through months of city planning and paying for a new sign. They rebranded themselves as BG BurGers, with a focus on high-quality food served in the downtown area.

Employees and customers alike were wondering if the restaurant was under new ownership with a new menu.

Not everything was easy for the Klines, though. Having to rebrand to customers that had already been to the previous restaurant proved to be tough. The Klines had to reinforce the restaurant’s new ownership and new ideal of providing quality food. This reinforcement has paid off, with a number of positive reviews coming in from Yelp, Facebook and other web sites.

Something new the restaurant brings with it is the smartphone app for ordering. With the app, customers can put in their order, pay and choose to have their order delivered or pick it up themselves, without having to call in.

The Klines are also looking forward to the return of a Bowling Green classic: DiBenedetto’s subs. DiBenedetto’s Pasta and Subs was a restaurant that operated in Bowling Green for around 30 years, shutting down in 2009. The retired owner, Ralph DeBenedetto, intends to teach Christopher how to make his famous subs to serve at BG BurGers. DeBenedetto’s role will be more of a consulting one.

BG BurGers is located across from campus, close to Campus Quarters and TanPro. They are open from 11 a.m.-10 p.m. Tuesday through Thursday, 11 a.m.-11 p.m. Fridays and Saturdays and 11 a.m.-9 p.m. on Sundays.