



Date of Birth: June 15, 1964, Birmingham, Ala., USA
Relations: Husband: David Arquette (actor)
Education: Studied architecture for one year at Mount Vernon College
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Courteney Cox

Courteney Cox was born on June 15th, 1964 in Birmingham, Alabama. She is the youngest of four children. Cox was closest to her Father, a building contractor, and had a usual mother-daughter relationship with her Mother. When Cox was 10, her parents divorced after 19 years of marriage. Cox stayed with her Mother, Brother and two Sisters, but blamed her Mother for the divorce. She thought her Father was the most fun person in the world and wished secretly that things were back to the way they were before her parents divorced.

Cox finally realized that her parents didn't belong together. Both her father and mother have since remarried, and Cox's Mother is now her best friend. Cox attended Mountain Brook High, a public school in Birmingham, and worked afternoons at a pool supply store. She later saved enough money from that job to buy her own car when she was 16 - a blue Datsun 210. Cox also participated in the usual teenage activities like cheer leading, tennis, and swimming.

In 1982, Cox graduated from high school and then began to study architecture at Mt. Vernon college in Washington. Near the end of her first and last year of college, Cox met Ian Copeland, her stepfather's nephew. They worked together for a New York City music agent.

Though Cox and Copeland were 15 years apart, a romance formed. At that time, Cox wanted to be a model, so Copeland suggested she pursue it, but also try acting. Cox did ads for Noxema and Maybelline and also, had a small soap role on *As*

the *World Turns*. When Copeland found Cox succeeding into her choice of careers, the two called it off.

It wasn't until 1984 that Cox gained national attention as the girl Bruce Springsteen pulled on stage to dance with at end of his *Dancing in the Dark* video. The job paid \$350, but the exposure was enough to springboard Cox to other work in the industry.

In 1985, Cox was in the NBC series *Misfits of Science*, which was dropped in four months. That same year, Cox was cast as Lauren, Michael J. Fox's girlfriend on *Family Ties*. The end of *Family Ties* brought Cox to a standstill in her career. She did several motion pictures after, but it wasn't until 1994 when she got her next big break.

Cox was cast as Jim Carrey's boss in *Ace Ventura: Pet Detective*. Soon after, Cox won the part of Monica Geller on *Friends*. From this point on, Cox is looking towards the future. Success has been a long-time

Notable Appearances:

Friends
Family Ties
Ace Ventura
Pet Detective



COMPUTER

CHECK OUT THE

By Sayed Faiz Apurba (apu2000@mail.com)

Hello again to all of you to the exciting world of internet. Here I am again with you after a long time with some supposedly good sites. Hope you'll like it all.

<http://www.ananova.com>

This site was officially launched very recently. There's much talking going on about this site as I've been seeing it's news in CNN, CNBC and BBC. Upon entering this site you'll meet with Miss Ananova, the first virtual news presenter on the net. You'll be hearing the news of your choice through her voice. Whatever you select, Miss Ananova will do the rest for you, presenting you the news in front of you, just like those newscasters you see everyday on television. I haven't had the opportunity to visit this site, but one of my friend who lives in the U.S told me that it's kind of good.

<http://www.freelotto.com>

It's one of those sites where you have to register first and play online lottos everyday. First of all let me tell you that it's not fake. Sitting in

By RAJIV ASHRAFI (RA)

Hi there! Welcome to this week's Gamecorner! I received *Daikatana* by small mail recently! I had signed up for being one of the beta testers of it but they had enough so they sent me the promo CD after it had been released!

breaking news

MORTAL KOMBAT:SPECIAL FORCES

If you are a Mortal Kombat fan then you will be looking forward to the sequel of MK5! In this game Jax plays the lead role, battling the Black Dragon at the start of the first level. He uses basic punches and kicks, along with his special MK moves to do away with whomever gets in his way (too cool!). A move meter limits the use of special moves until your meter gains power with an "aggressor" meter, resembling the one from MK Trilogy, which increases when you land attacks on your opponents. Then you can perform Jax's dashing punch, ground wave, even fatalities, draining your "moves meter" in the process. Jax also has a healthy arsenal of weapons including a rocket launcher, shotgun, machine gun and timed explosives. MK: Special Forces features about fifteen levels total, with different locations including canyons, tunnels, warehouses and Outworld. When Jax shoots an enemy, they react to the specific place of contact. Enemies hit in the leg wouldn't die right away, but if shot in the head, they are killed instantly. This game also offers new and more powerful bosses, including an appearance by Goro. MK: Special Forces will be released on June 27th, 2000.

NEWS

*EVOLVA released!

Evolva is the landmark first hybrid game that changes before your eyes while immersing you and your team of continually evolving warriors in awe-inspiring, ultra-realistic battles through organic terrain where the enemy & the gameplay is never the same twice.

***THE CREATORS OF THIEF SHUTTING DOWN!**

LOOKING GLASS Studios creators of the *Thief* and *Flight Unlimited* series of games, is in the process of closing down and has cancelled all future projects, including unannounced titles *Thief II Gold* and *Thief III*, reportedly due to dire financial straits despite robust sales of *Thief II*.

*RETURN OF WOLF 3D!

One of the best games of the last century is back again! This time with a new name, graphics engine, better AI and lots of more improvements, which will make *RETURN TO CASTLE WOLFSTEIN* the best game of this century also!

*MDK'S BACK!

If you have played MDK then you will really like the sequel to it MDK2!! This time Kurt is back to save the Earth from the ever menacing aliens (not again!) and well, this time he is accompanied by the scientist and his dog! Interesting! Stay tuned to find out more!

*DOOM 3!

You guys won't believe this and I myself didn't believe this! John Carmack, one of the last remaining founding fathers of id Software, announced that their next game will be a new game in the *Doom* series. I am looking forward to the beta of the game! To know more then visit www.idsoftware.com.

REVIEW OF THE WEEK!

DAIKATANA: AFTER ALL THIS HYPE IT'S ONE OF THE WORST GAMES OF THE YEAR!

I don't know if you will believe this or not but I received the Promo CD of *Daikatana* (original) for I had signed up as one of the beta testers! *Daikatana* had been a project of John Romero, the father of id Software and *Doom* and the founder of Ion Storm, turned out not as everyone had expected it to be! This game turned out to be one of the worst planned, worst designed and worse weapons and worst sidekicks type of a game!

CONFUSING STORYLINE

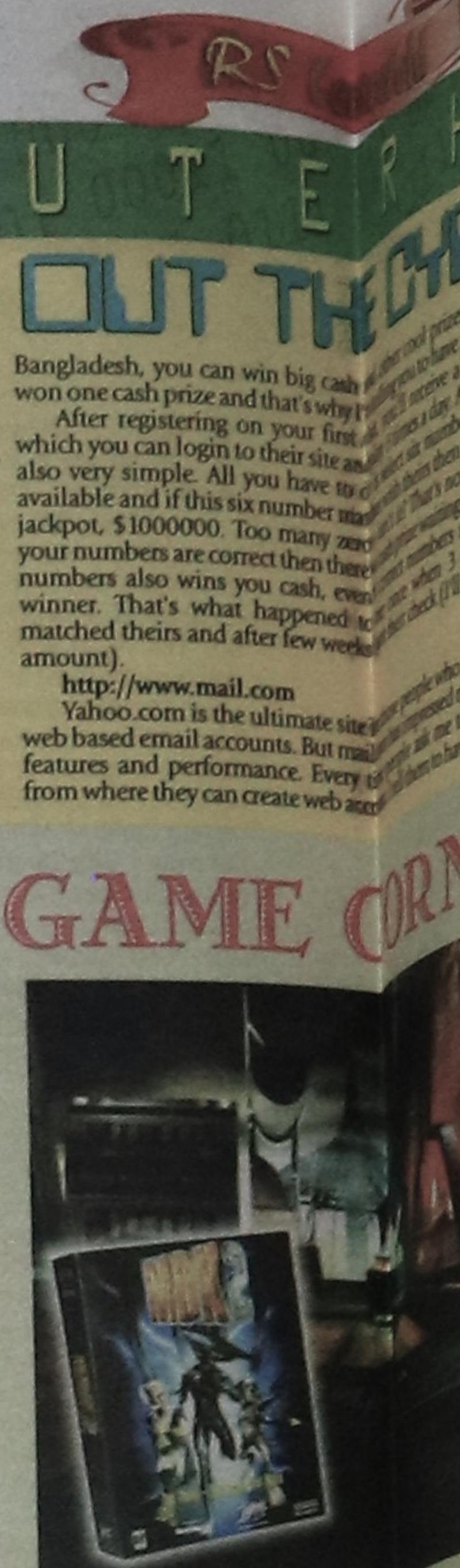
The game's story centers on the mystical sword known as the *Daikatana*. Thousands of years ago, it was forged by one of the ancestors of the story's lead character, Hiro Miyamoto, and commissioned by the descendant of the game's villain, Kage Mishima. The sword didn't end up in the original Mishima's hands, however. It was cast into a volcano by its forger, in an effort to prevent it from falling into the wrong hands.

Fast-forward to the present day. Kage Mishima has found the sword. Mishima uses the power of the sword to go back in time (from the year 2455 in Kyoto, Japan) to claim credit for the vaccine for MMP, a black-plague-like disease. This not only changes the timeline, but makes Mishima rich. The current-day Ebihara's daughter, Mikiko, goes after the stolen sword and is held prisoner by Mishima. This is where you come in. Mikiko's father begs for Hiro's help, right before being cut down by generic ninja



Jackie Chan, Asian entertainer no. 1, stars in *Chinese Connection*. Critics say it's not the Jackie Chan movie you're looking for, but it's still a good movie.

After striking American box-office gold with his action-buddy movie genre with *Rush Hour* and ninjas with *Sean Penn* look-alike *Wilson*, Jackie Chan has been kidnapped by a cross-cultural chow-chow shooting partner. Chan remains busier than a kung fu one-liner and busting heads. Though a little match for *Rush Hour* costar Chris Tucker's *Chinese Connection*, it's still a good movie. One is for the boys—it's about ridin', kickin' and shootin' out to see it.



assassins. For whatever reason, they seek revenge for the death of a man something. This story is very confusing.

REALLY BIG! (LEVEL DESIGN)

The levels of this game are particularly well done. But one part of the levels lose their 3D architecture of the *Daikatana*, and to correct the four distinct time periods: Kyoto, Norway, and near-future San Francisco, are very big and not so much original been taken from *Doom*!

IT'S MORE LIKE DOOM! (GAMEPLAY)

The reason for this game begin at point A (the start of the level) in linear fashion to get to point B by levers, pushing various buttons, and your journey. At this time with new up in games the old style of playing gone but *Daikatana* brings it back. Gameplay! Unfortunately, unlike *Doom* going forward through the game, going backwards into the levels time and you have to retrieve your sidekicks aspects of the game was the present. Ebihara, and Superfly Johnson, and Superfly Johnson is right out of ominous, and uses appropriately laugh (he says "Wassup?" from time annoying after a while). Mikiko, despite being trained as a swordsman as capable and assertive, needs beginning saved in the middle, and the entire game—only to betray the sidekicks have pathing routines than the levels from start to finish about half that. Players are able to give them commands "stay" and "come," and if the more complicated, they perform as ordered too complicated for the simple human to try to fight that things get bad. Death and sidekicks gets killed, players will clear a place, clear an area, then go back to the new place. Having them in combat the game (finish the game that is, go back, get killed while running around frustration, you'll love these sidekicks).

One more thing which is frustrating save it any point, you have to find the place!

The game is also said to have action and RPG, and, in fact, that's what it's all about. The first is in Hiro's "level" mode, points, and when he "levels up," you're in one of five categories.