Dessert company bringing business, jobs

By Nick Phillips
Sports Editor

Robeson County, the town of Pembroke, and the surrounding communities received good news when Steven Roberts Original Desserts and Ticklebelly Desserts announced it will be opening a bakery in Pembroke in the summer of 2011.

Steve Fabos, CEO of the dessert company, announced the decision to bring the facility to the area on April 12 at COMtech, along with Charles Kosmin, chairman of the company’s board of directors, North Carolina Gov. Beverly Perdue, U.S. Rep. Mike McIntyre and State Secretary of Commerce Keith Crisco.

The new bakery provides Steven Roberts Original Desserts and Ticklebelly Desserts with the capital to manufacture and ship their innovative, signing desserts to clients and consumers across the nation to continue to meet clients’ varied scaling needs.

“Steven Roberts Original Desserts and Ticklebelly Desserts offer dynamic, innovative product development followed by the capacity to bring our clients’ products to market on multiple platforms at multiple levels,” said Kosmin in a press release.

The dessert company will create 54 jobs in the next three years, and that number could grow higher in the future.

The company’s third bakery will be located on Jones Street in Pembroke near Pembroke Elementary School.

A job fair for the new company will be held at Robeson Community College’s COTM tech, and the company will advertise in newspapers and online for Monster, Career Builder, and the North Carolina Job Connector.

“We’re thrilled to be part of the Pembroke community and we look forward for our new team members help us to continue to first to market with the newest desserts,” Kosmin said.

The company was founded in 2007 and is privately held.

Incubus returns after five-year recording hiatus

By Kaylon Wyatt
Editor

One band that has been a stable in the alternative rock genre is Incubus.

Review

Since in debut in 1991, the band’s last room for development has been their poetic lyrics and monumental albums.

Lead singer Brandon Boyd is the epitome of brilliant lead-singer-poetry and would not disappoint.

It’s that time of the year where the weather is getting warmer, the school year’s coming to a close and a lot of gamers find themselves with an inordinate amount of time on their hands.

Luckily, over the last couple years, the gaming industry has been featuring the potential of launching games during the summer months.

Review

So if you’re tired of the same old franchise games you see each holiday season (Onslaught of Activision), there’s a handful of games coming out soon that should not be ignored.

First up, we have two power-house titles being released this week. April 19 is packing the one-two punch of 2 Portal and the Mortal Kombat.

Portal 2

Portal 2 is essentially a first-person action/puzzle game and is developed by Valve. Your main weapon is a gun that creates and exit points for portals which, when used correctly, will get you through impassable obstacles.

The main draw of the game may be the series antagonist, GLaDOS. A self-aware computer in the same vein as HAL from 2001: A Space Odyssey, GLaDOS is like a female computer but come on, she’s wittier and sinister overtones.

Plenty of new tools have been shown in trailers for this sequel. Guns can now shoot propulsion and repulsion gel. The former allows you to gain speed to slide across a surface and the latter creates a Boson’s deathball.

With co-op gameplay and co-op survival capabilities that allow users to save their game data in the cloud and play on various platforms such as Windows, Mac and the PS3, Portal 2 also has the potential for its technical advancement.

Though I’m assuming many games are going to look closely at how Portal 2’s End portal looks on how to use portals, it’s a test to see if you can make a perfect panel.

Mortal Combat

The simply titled Mortal Combat is the follow-up of the first franchise after the teen-rated DC Universe entry was met with little fanfare and publisher Midway de-clared bankruptcy.

The game returns to its 2D look of the original three games. You choose your fighter’s look and glory by pushing the games Mort-rat ing hard.

The character roster consists entirely of fan favorites from the past, which, for those of you not feeling PS3 owners will receive the special treat of playing Konoids of the God of War series in the roster.

Hopefully, the game sells well enough to keep its characters, levels and most importantly, its sales so we can see out through the course of the year.

L.A. Noire

Rockstar Games releases another new IP on May 17, the same day as Portal 2. This PS3 exclusive continues as their surprise hit of 2010, Red Dead Redemption.

As the Vita continues to fail, L.A. Noire is set in the era of 1940s and 50s Los Angeles, where you’ll play as a private eye who, over the course of time, becomes a LAPD detective.

The game provides an addition to the game’s score and cinematography, allowing for a classic film noir or more recently, L.A. Confidential.

While these factors alone make the game a true original, the game is just another in a good story of how you’ll visit crime scenes, look for clues, take notes and interview wit- nesses and suspects.

The game is getting praise all across the board. Another Rebrechar can technology, which allows for more realistic and in detail that the players will be required to test if suspects are lying through their teeth or telling the truth.

L.A. Noire will also be the first video game ever to have a premiere at the Tribeca Film Festival.

Ninjatown

The setting of this sequel will be moved to a fictitious New Orleans-inspired location. Almost all environmental objects can be utilized in combat, making battles the perfect place for your fac- ing storm.

This is a completely abstract and comple- mentary the electropop soundtrack. The game will be released in the summer and will most likely associate it with the 1980’s pop culture.

Creator Tetsuya Mizuguchi provides the music, which integrates sound, vision and touch into one cohesive seamless experience.

Apparently, the game will also be available on the PS3. I don’t know if that means it will include support or not. Regardless, it’s in my hands. We’ll see what experience the offer by the frayed.

Duke Nukem Forever

Since 1996, the 1996 game has become the longest running joke in gaming. After a long wait, the wait is over. The game was announced for PlayStation 3 on the game’s official website.

So far the critics love this new entry.

A successful game is the story of Cole, a bike courier set in the era of 1940s and 50s Los Angeles, where you’ll visit crime scenes, look for clues, take notes and interview wit- nesses and suspects.

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