

A tour of Evergreen...

by Reynor Padilla and Bryan Theiss
CPJ Editor and Interim A&E Editor

Where the heck is the CAB? Come along on our tour

The College Activities Building (CAB)

The CAB is probably the most walked through building on campus. You will walk through it on your way to class, on your way back from class, and until they lock it up, you'll walk through it in the middle of the night while you are bored.

The CAB is the gateway from lower campus (where some of our nuzzly little homes are) to the feigned magnificence of upper campus and its splendid pastel grey pallet.

Aside from being a place to go to do nothing, (kind of like Pooh-bear), the CAB is where you go to eat at the Deli, the Greenery, and the lower level vending machines.

The Greenery is easily the CAB's best kept secret. It's a cafeteria with a variety of food but due to strange hours, many people do not know that it exists. The legends are true, though. According to a CPJ informant who camped outside the entrance for 36 hours, it is open for both breakfast and lunch.

Other CAB activities you will participate in include buying your books, buying stamps, mailing packages, getting cash, and turning in articles to the CPJ. Overall the CAB is the building where you will spend the most money (though you can work for the paper at no charge).

The third floor of the CAB is where you will find the offices of most of Evergreen's

student groups, such as the Environmental Resource Center, the Native Student Alliance and the Evergreen Queer Alliance. The CPJ is also located on the third floor of the CAB.

The Women's Resource Center, unlike the other student activities, is on the second floor of the CAB.

The Housing Community Center

The Community Center is a hotbed of housing culture. In addition to a wonderful laundry center, a pay phone, and pop machine, the building contains The Branch, a handy on-campus convenience store that has provided many car-prived housing resident with evening food. They have a great price on Shasta, the bargain soft drink that gives even Safeway Select a run for the money. The advantage with Select is that it's a quarter per can, but Shasta has raspberry creme flavor.

Also not to be missed is the Corner Cafe, a student-run business with a constantly shifting menu of vegetarian and vegan food at decent prices. There is plenty of room inside to eat your

dinner, though you might want to look out for open mic night which does not always provide for a relaxing dining atmosphere.

The steps outside of the building are a nice place to watch the Evergreen daredevil skateboard stunt show.

Students who live in Phase II housing also know the Community Center is the place where that annoying, rhythmless drumming comes from.

The Library Building

The Library Building contains a section nicknamed the "library," which could also be called "that place where you borrow books." Due to a rather clever system that "library" employees have invented, you can give them a card and they'll give you books. Of course you have to return them by the end of the quarter, but that's plenty of time to skim through them and look at the pictures. You also get to pick

out which books you want to take. In fact they've gone so far as to list all of them in their computers.

The Library also contains the media center, photo services, editing rooms, the Washington State Film Library, Academic Planning, the campus TV Studio and the stop-animation studio. But chances are you will spend the most time in it's marvelous classrooms, exotic computer center and lengthy lines.

All the student and academic support services are located in the Library building so if you need help with your career planning or academic planning, go down to the first floor of the Library building to the academic advising area.

If you need services for a disability, resources for students of color or first generation college student services, you can get that down there too. The first floor of the Library can help you with almost everything.

see **Tour of Evergreen** on next page

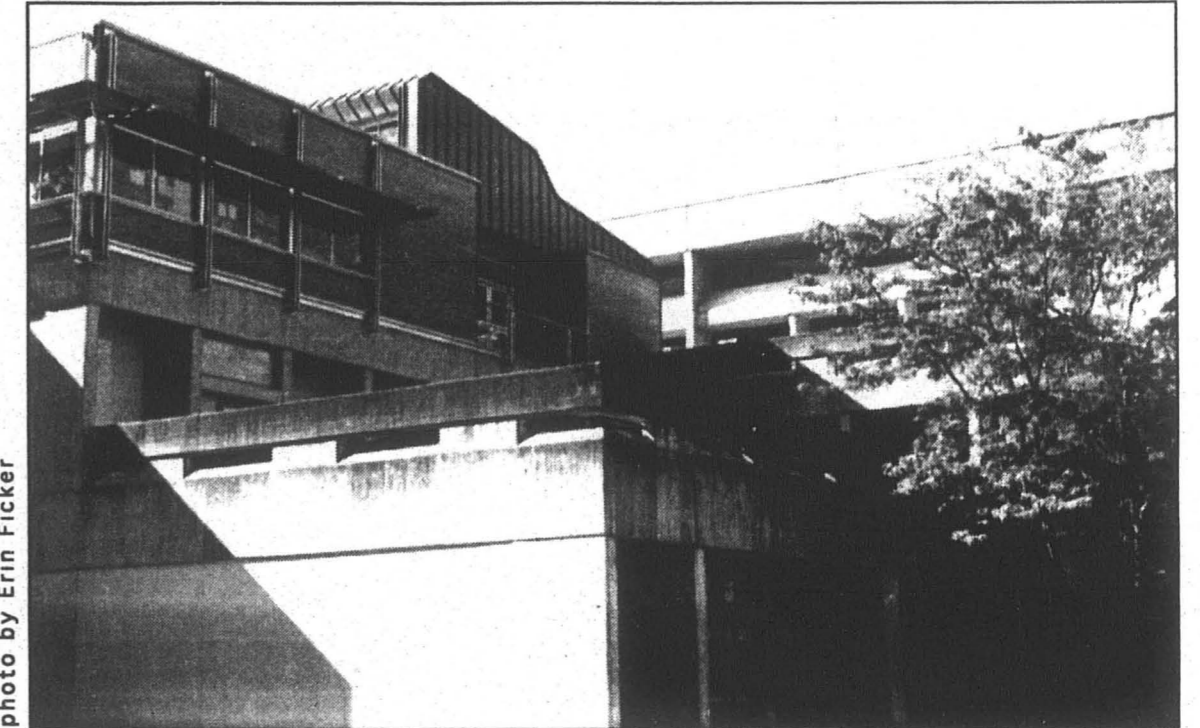
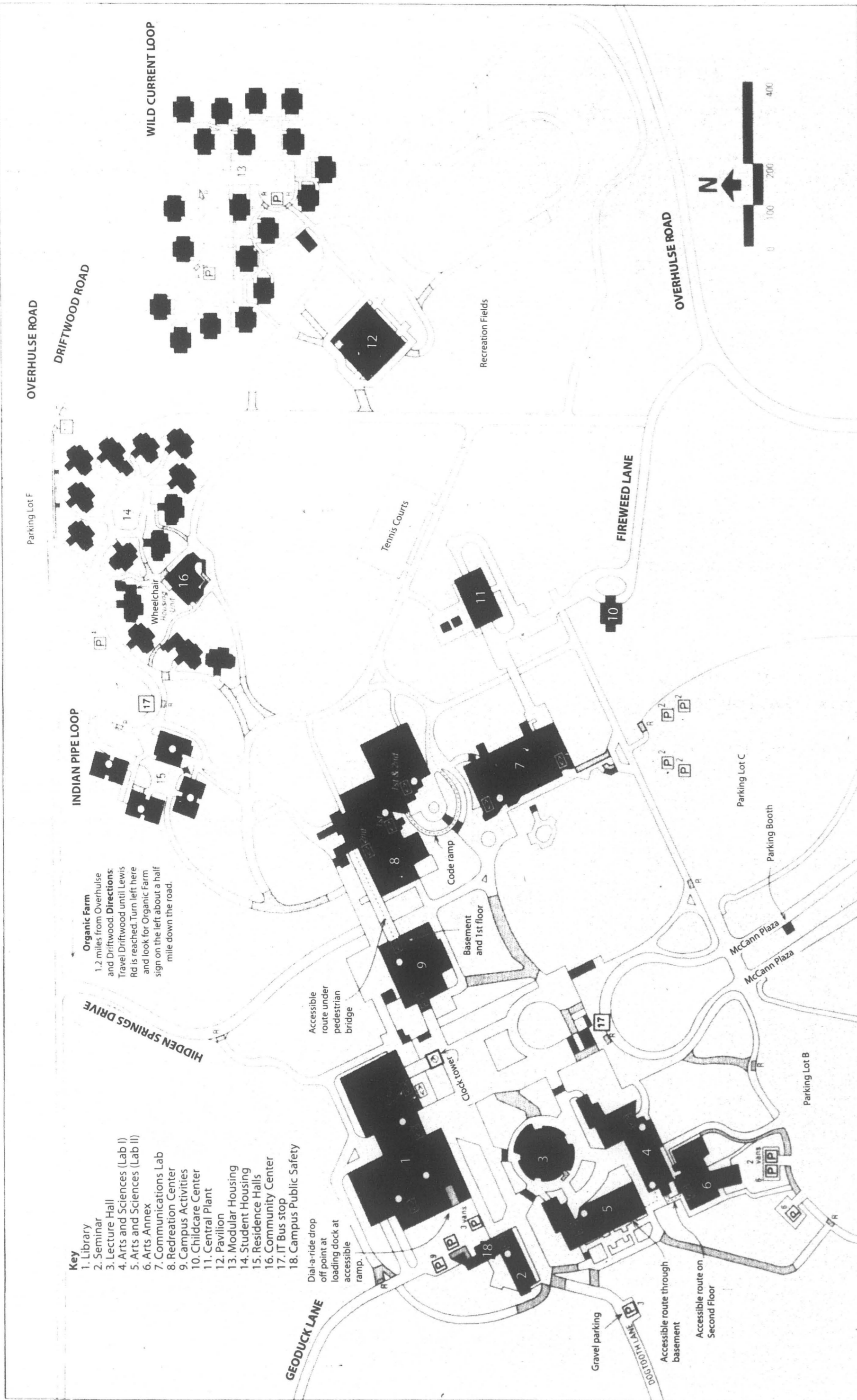


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photo by Erin Ficker

Labs I & II

The Labs I and II hold a lot of incredibly expensive, highly sophisticated scientific equipment. The labs have many classrooms, and laboratories containing fancy machines with unpronounceable names like "microscope" and "pencil sharpener." They also have the largest collection of taxidermy on campus, unless you count dead bugs trapped in light fixtures in the dorms.

The Arts Annex is allegedly part of Lab I, though I have never seen an actual clash between the scientists and artists working so close to each other. You would think that their diametrically opposed philosophies would lead to some sort of violent and despicable live entertainment, but no such luck. Students of both science and art programs can go to their classes without fear of reprisal.

Phase I Housing

Phase I is a fancy sci-fi name for dorms A-D. If you call them "Phase I" instead of "dorms A-D" then you can pretend you're in a movie and run around making laser noises.

A-dorm is the tall one. It's the most handy of these particular dorms since it contains the Housing Office, a state of the art laundry center and a big screen TV.

The TV is in a place called The Edge, which may or may not be named after the guitarist from U2. It's a room on the second floor where people can show movies and hold other housing activities. Keep a look out for Housing activities that offer free pop and popcorn to Housing residents.

A-dorm is also known for its loud and

see **Tour of Evergreen** on next page

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This ain't no strat council

Communications Building

The Communications Building has been proclaimed the sassiest building on campus by many a hip-and-with-it-greener. The Comm building contains some of the many recording studios on campus. In the Comm building you will also find the Animation Studio, rooms for practicing music, pianos to play and the film editing suite. There is the costume shop, the Recital Hall and the Experimental Theatre, which is where most student performances are held.

The Mods

Contrary to popular belief the Mods don't ride scooters (get it?).

FACT: Listen young ones, to the legend of the Mods.

Once upon a time the Mods were mobile

homes that were refitted to be Campus Housing. When the college was first built they were put at the farthest possible point away from the classrooms to be temporary housing. As the years went by the school grew and grew and grew. Despite the construction of the high-tech and modern Phase I-III Housing, the Mods still maintained their magical hold on the campus. The Mods could not be defeated, and eventually Evergreen could not beat the power of the Mods and relented. The school's official treaty with the Mods dictates that all that is magical and weird is to take place in the eastern Mods.

It is a little known fact that some of the Mods are equipped to transform into powerful robots.

MYTH: "Mods" stands for "Modular Housing."

The Lecture Halls

You will recognize the lecture hall building because it is round. You can go inside whenever you want to get lectured. It might be a better idea to go inside at your program's scheduled time. See your faculty for details.

You might also be able to catch a free film or guest speaker at the Lecture Halls. Pay attention to flyers around campus and the Calendar page of the CPJ for showtimes.

The Seminar Building

The Seminar Building has a lot of classrooms in it, which could theoretically be used for seminars. It also has a lot of faculty offices, the health center and the parking office. The Health Center is the place where you go when you get sick, the parking office is the place you go when you're sick of getting parking

see **Tour of Evergreen** on next page



photo by Erin Ficker

One of Evergreen's beautiful units of modular housing.

obnoxious parties.

When the power goes out, A-dorm also offers a wide selection of dark stairways to stumble up and down blindly.

Dorms B-D are similar to A-dorm, but they are smaller and don't have the same sorts of handy facilities. They do, however, have calling card phones and courtesy phones (dial 9 before making your local call).

The first floors of B and C dorms are the best living choice for lovers of nature and wildlife. The splendor of nature is only a window hop away. Just beware of litter thrown from the upper floor and chipmunks who climb through open windows to eat your chocolate.

Phase II and III Housing

Phase II and III Housing are the bigger budget sequels to Phase I Housing. They were originally called *Phase II: The Revenge* and *Phase 3-D*, but neither title stuck.

Phase II and III consists of E through U, dorms which are bigger and nicer than Phase I Housing. They are, however, more expensive and have more annoying fire alarms. In their defense, however, Phase II and III fire alarms sound a lot like laser guns, which fits in well

Welcome to the New Look at The Evergreen State College Bookstore

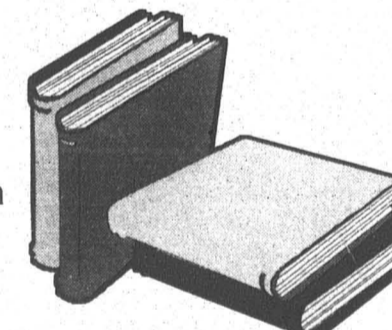
Hours

Sat. Sept. 16 11am-3pm

Sun. Sept. 17 12am-4pm

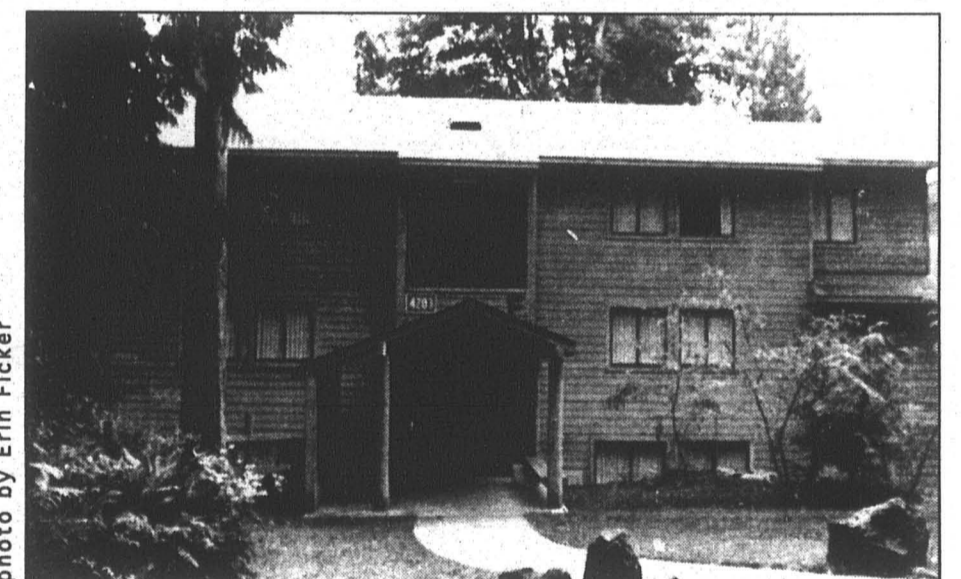
Mon. 18 to Thur. 21 8:30am-6pm

Fri. 22 onward 8:30am-5pm



✓ Check your orientation packet for coupons to use at the Bookstore

photo by Erin Ficker



F-dorm in Phase II housing

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tickets. You can get free condoms at the Health Center, but the best way to avoid parking fines is abstinence.

The Campus Recreation Center

The Campus Recreation Center is the on campus hotspot for all your recreation needs. It has a swimming pool, weightlifting rooms, basketball courts, racquetball courts and an outdoor rock climbing wall (an indoor one is rumored to be in the works). You can also check out many types of sports equipment.

Best of all, the CRC has locker rooms, the best place to go for locker room talk and to relive vintage high school trauma.

Other places to go on campus...

KAOS 89.3 FM is community powered public radio. Any member of the Evergreen and Olympia community is welcome to come into KAOS and get trained to be a DJ and have her or his own radio show. Punk rock, folk, jazz, hip hop, reggae and other forms of music are all a part of the plethora of KAOS programming. Feel free to add your musical obsession to the menu.

The *Cooper Point Journal* is the student newspaper of the Evergreen State College. You can find it for free all over the school, but please don't refrain from slipping money under the door at CAB 316.

The *CPJ* is produced entirely by students, who are completely responsible for its content. The faculty, staff and administration of the school have absolutely no say about the editorial content of the *CPJ*. Every member of the Evergreen and Olympia community is welcome to become a part of the *CPJ* staff, and there are even a few paid positions available.



photo by Erin Ficker

Evergreen's Arts Annex building

Some famous TESC Alumni

Charles Burns '77: comic book illustrator and author, creator of *Big Baby* which launched *Liquid Television's Dog Boy*. His books include *Hard Boiled Defective Stories* and *Skin Deep: Tales of Doomed Romance*.

Matt Groening '77: cartoonist, and creator of the *Simpsons* and *Life in Hell*
Lynda Barry '79: cartoonist and creator of *Marlys and Maybonne* and *Ernie Pook's Comeek*, wrote acclaimed play *The Good Times Are Killing Me*

Craig Bartlett '81: animated the Penny cartoons on *Pee-Wee's Playhouse*, and directed a few of the later *Ren and Stimpy* episodes.

Steve DeJarnett: screenwriter/director, wrote and directed the cult classic *Miracle Mile*, wrote *Strange Brew* and episodes of *X-Files* and *Aeon Flux* (71-74).

Steve Thomas '74: Hosts the PBS Show *This Old House*.

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JOIN CPJ

The *Cooper Point Journal* is Evergreen's student newspaper. Writers, artists, photographers, designers, editors and other expressive people are needed. Weekly staff meetings are Mondays at 5:00 pm. Paid Positions available. All are welcome.

• COOPER POINT JOURNAL •

Third Floor of the CAB • Room 316 • In the back of Student Activities

A guided bus tour of Olympia

A starters guide to Oly survival

by Dawn Hanson
Managing Editor

Here you are, finally at Evergreen. But now that you're here, you can't wait to get off-campus. For new students that leads to the question, "Where do I go?", and for students without a car the additional question, "How do I get there?"

Besides making friends with those lucky enough to own an operating vehicle, students have the option of taking Olympia's own Intercity Transit (IT). For the cost of a dollar, you can purchase an all-day pass, good for any IT route, or pay fifty cents for a one-way ride. For Evergreen, the IT provides services to Downtown Olympia with two routes, the 41 and the 44.

The 41 operates seven days a week and leaves the Evergreen Library Loop twice an hour, at five and thirty-five minutes after the hour with the first bus leaving Evergreen at 6:05 am and last bus leaving at 11:05 pm on weekdays. This route provides the faster and more direct service of the two buses to Downtown Olympia from Evergreen.

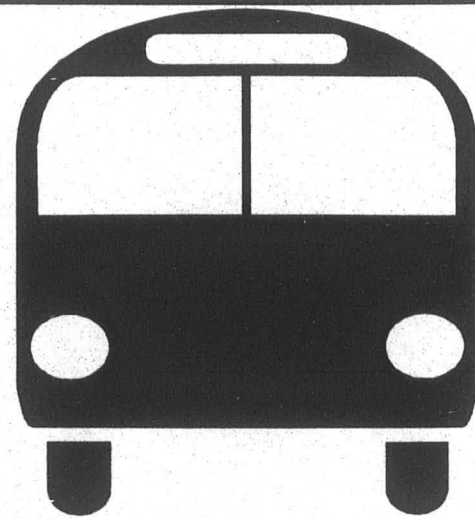
This busline travels mostly through residential areas before reaching Bowman Street. Walk a few blocks east down Bowman and you'll be at the Westside Olympia Food Co-Op. Besides having one of the best free boxes around, you can fulfill of your organic food needs.

Continue on the 41, and it will hit the intersection of Division and Harrison streets.

This is where two of Olympia's larger thrift stores, Value Village and the Salvation Army, are located.

But if you really have the urge to go shopping, the bus to take is the 44, which services Capital Mall. The 44 leaves Evergreen at twenty-five and fifty-five minutes after the hour. Unfortunately though, this bus does not operate on Sundays and stops service to Evergreen at 7:25 PM.

Bus 44 travels past two supermarkets (Top Foods and the new-and-improved Westside Safeway), two drug stores (Payless Drugs and Drug Emporium), a variety of fast food stops (including Taco Bell and Burger King), a Target (which has been described as an upscale Walmart, in case you're not



familiar), a Barnes and Noble bookstore and the mall.

The Capital Mall is not that great of a mall, even as compared to the others in the area. Still, it does have the mandatory mall stores like Wherehouse, Camelot Music, the Gap and B. Dalton for your shopping pleasure. For those bargain shoppers, the Capital Mall offers the Dollar Store, where one can buy candles, silverware, and paper towels all for (yup, that's right) a dollar. For movie lovers, there is the Capital Mall Cinemas, the only movie theater in Olympia that shows first-run mainstream movies. But before you run-off, a word of caution: Capital Mall is a favorite hangout for many Olympia teens on Friday and Saturday nights. Enough said.

Both routes eventually make it to the Olympia Transit Center in Downtown Olympia.

If you are in need of low-budget, highly collectable entertainment, head for Danger Room Comics on Fourth Avenue. Formed by former Evergreen students, Danger Room offers a friendly staff and a variety of "alternative" and mainstream comics.

But if you are in need of other types of reading materials, like magazines or newspapers, go over to Bulldog News, also on Fourth. At Bulldog News, you can find virtually any magazine imaginable. Plus, if you find yourself a little bit homesick and wanting to know what's going on at home, you don't have to ask Mom and Dad to send copies of your local paper (unless you are from Hawaii, then you're out of luck). Bulldog News has a variety of newspapers from all over the country that will do the job.

When you are in the mood for seeing a movie, and want to avoid the mall, Downtown Olympia has two theaters to choose from. If you find that you don't want to spend all that much money, the State Theater on Fourth Avenue offers second-run movies for a dollar. In the past six months, the State has shown everything from *Pulp Fiction* to *The Pebble and the Penguin*.

The other theater in town is the Capitol Theater on Fifth Avenue, home of the Olympia Film Society (OFS). OFS shows films every Sunday through Wednesday. They have also sponsored special events in the past like a special screening of *Pee-Wee's Big Adventure* and a midnight screening of *Naked Lunch*, which you shouldn't take the bus to see, unless you don't mind having to hitch a ride back to campus or want to spend all night downtown. OFS also sponsors the annual OFS Film Festival, which will take place this year from October 20 to 29.

The backstage at the Capitol Theater is the place to see (and experience) many renowned (and not-so-renowned) bands. In the past year Bikini Kill, the Melvins, Kicking Giant, Lois and Sky Cries Mary all played the Capitol.

If you get hungry, you can always head a few blocks east of the transit center on Fourth to the home of some damn-fine pizza, the Old School Pizzeria. For only ten dollars, you can get a large cheese pizza (it's so good it doesn't need a topping). If hunger is not reason enough, you can always play pinball.

Now go forth and explore. These are only a few of the cool things Olympia has to offer. It is time for you to find your own. But don't forget the last bus leaves the transit center at 10:30 pm. (CPJ)

Networking can be the key to your future

By Jimi Cunningham
Interim Layout Editor

To most students, attaining a degree would seem to satisfy the ultimate goal of attending college.

Unfortunately, it's not that easy. The woeful reality is a degree just isn't enough to impress prospective employers these days. I really hate to use a cliché, but in this case it couldn't be more apropos. "It's not always what you know, it's who you know."

Don't get me wrong, the experience and skills procured while attending school are great assets to possess, but even more important are the connections that are available to every student. Networking should be essential in every student's journey through school.

Networking is basically connecting with people working within your area of interest,

and by interacting with people sharing the same concerns you will branch your contact base. These contacts could lead to your next job.

A good place to start would be the Student Activities office in the top floor of the CAB. For example, a student interested in getting a job working with the environment could contact the Environmental Resource Center, Community Gardens and Wilderness Center. Each of these groups deal with a variety of topics concerning the environment and best of all you would be interacting with a group that holds the same interests and aspirations as yourself. Through these groups you can gather information on businesses or groups outside the school, contact them and offer volunteer service or look into possible internships. If you're told that your offer is

appreciated but isn't applicable to the organization at that time, don't feel you've reached a dead end, ask about other groups or businesses that might be interested. The beautiful thing about networking is it's never ending as long as you put out the effort.

Professors are also extremely important connections. They are a perfect example of networking within themselves. In order to keep up to date on information pertaining to their field, they are in constant communication with fellow peers, groups, organizations and businesses relating to their perspective field. Instructors are here for you, so by all means use them.

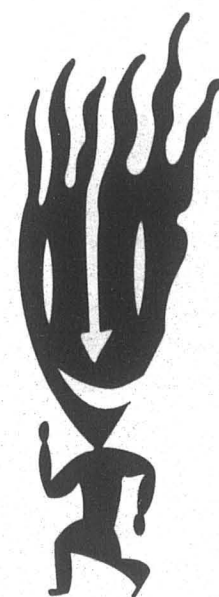
Another great use for committing to these services is that they add some meat to your resume. Take that skinny, worthless and weak resume that weighs one gram dripping wet and

beef it up with all the wonderful volunteer work you worked so hard at. Impress your potential employer. Impress your friends!

Even though four years of school may seem like a long time, don't delay. I have numerous friends that have already graduated without using this exceptional outlet, and if I had a penny for every "If I'd only..." well, you know.

The last thing you want to happen when you get out of school, "Now what?" It would behoove you to keep the momentum going. Having these contacts will give you a huge jump start on your unprepared peers. The contacts you make while in school could be the most critical ones you make in life. I implore you, use this tool that's readily available for you. It costs you nothing monetarily - but it could in the future.

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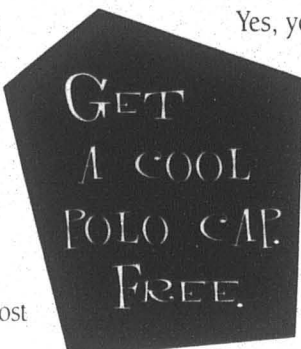
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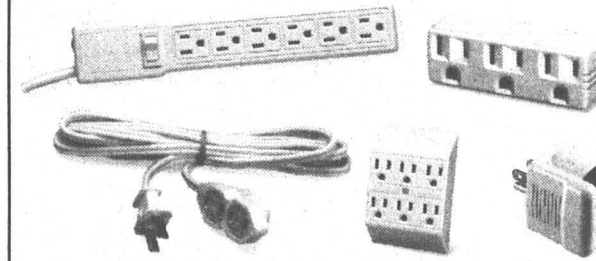
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REN AND STIMPY CREATOR RE-EXPLORES MANLINESS WITH COMIC BOOK #1

by Bryan Frankenseuss Theiss
Interim A&E Editor

If you liked the early episodes of *Ren and Stimpy* created by John Kricfalusi and his company Spumco, you might have wondered what the Spumco gang has been up to since those groundbreaking episodes. A few years ago, Nickelodeon fired Kricfalusi from his own show and replaced Spumco with their own animation studio, Games. Kricfalusi soon announced his intent to produce theatrical shorts using new Spumco characters such as Jimmy the Idiot Boy, Sody Pop, and Cigarettes the Cat.

Since then, Spumco has been popping up now and again with overpriced but spectacular memorabilia. They have taken out ads in animation magazines advertising cels from their still-not-released theatrical shorts as well as expensive talking dolls that say things like "Kiss me on the butt" and "Take it like a man." They've also sold cheap children's paint sets with beautifully designed packages and inaccurate advertising claims.

Now Spumco has created an actual story using some of their characters, but in the medium of comics rather than animation. The aptly titled *Comic Book #1* is a 64-page, oversized newspaper publication from Marvel Comics.

The story, by John K. and Richard Pursel,

involves Jimmy the Idiot Boy's day on the job as a Turtle Food Collector. The plot wanders as Jimmy stumbles around looking for bugs and making funny faces.

Spumco fans should be pleased. The book hits on a lot of the major Spumco obsessions: drool, neck hair, bloodshot eyes, disgusting extreme closeups, blatantly false information about the animal kingdom, and good ol' All American Manliness (the issue's primary theme). Jimmy's hairy, ultra-macho boss fills him with feelings of duty and honor, telling him things like "be proud of your sack!" and "A lot of turtles are countin' on you, boy, and I am too. I got faith in you kid!"

Later Jimmy ends up in a fist fight with



JIMMY THE IDIOT BOY ABDUCTS AN INSECT IN SPUMCO'S COMIC BOOK #1. ARTWORK FROM MARVEL COMICS.

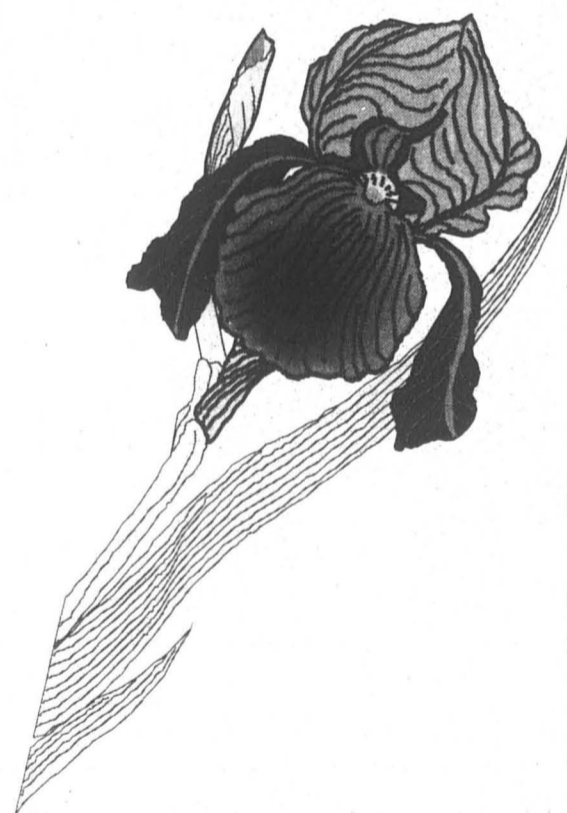
could be interpreted as an obscene pun). This leads to bonding between George and Jimmy as George teaches some tricks of the Turtle Food Collector trade that he learned as a boy.

The art is drawn by Jim Smith and John K., inked by Shane Glines, and colored by Rick Altergotti, and it is wonderful. Every exaggerated hand gesture and facial expression is executed with love and style. Kricfalusi excels at character design and even if the story wasn't so funny, it would be entertaining just to see these guys move around and mug. It's hard not to look at these pictures without thinking "I wonder what this would look like animated" — a lot of the story's humor is in its exaggerated movements. Still, it works great as a comic book and is a refreshing alternative to dialogue heavy comics.

The only real drawback to *Comic Book #1* is that due to being a Marvel comic, it is priced at \$6.95. But as the cover proclaims, it is an excellent book "In Service to Mankind."

an insect, which impresses the infamous George Liquor (a *Ren and Stimpy* character who was banned from Nickelodeon after someone at the network realized his name

Marvel comic, it is priced at \$6.95. But as the cover proclaims, it is an excellent book "In Service to Mankind."



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Feel like getting involved? Looking for ways to get connected with others with similar interests as you? Interested in developing practical skills that will last you a lifetime? Student Activities Administration and the members of the S&A student groups invite you to visit our offices on the 3rd floor of the Campus Activities Building.

Our hours are: Mon. 8-6pm, Tue. 8-8pm, Wed. 8-8pm, Thurs. 8-8pm, and Fri. 8-5pm.

Employment Opportunities: Many groups are offering paid coordinator positions for the 1995-96 academic year. To pick up a job application or for more information, stop by CAB 320.

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How to make a really good schlocky movie

by Bryan Frankenseuss Theiss
Interim A&E Editor

People like me would like to ignore it, but everyone knows that the film industry revolves around money. If it looks like it could make a lot of money, the film will get made. But how does a hotshot producer know when something's going to be a hit? Sometimes

they can bank on star power — even a remake of Andy Warhol's *Sleep* could be a smash hit if it starred Jim Carrey. But what can be better than a bankable star? That's simple: characters and concepts that have already been tested.

Entire movie genres can come out of a basic adaptation concept — for example, there are enough movies based on comic books (*Superman*, *The Rocketeer*, *The Mask*, *The Crow*, *Tank*

Girl, *Timecop*, etc.) that casting debates have become staples of many comic book letter pages. It's hard now for a comic to gain a following without at least garnering a rumored (and later aborted) movie deal. Unfortunately, flashy, mindless formula-films like this summer's *Batman Forever* ignore the actual stories and characters that have kept their source material around for so many years and justify it with the mentality, "It's just a comic book! Ha ha ha ha ha!"

Movies based on TV shows are similarly common, though perhaps less successful financially. Unimaginative studio execs apparently thought that *The Beverly Hillbillies* and *Car 54, Where Are You?* were infallible cultural phenomenon, at least until their big screen adaptations bombed both artistically and financially.

I think it's time for a new movie-based-on-a-phenomenon to come along and at least give us some cinematic crap that sucks in a more enjoyable way. The best way to do this is to base the film on commercially proven source material that fans don't put as much of an emotional investment into as, say, comic books. Some geniuses in Hollywood already thought of this, and forging ahead into new genres. Following are introductions to a few up-and-coming big screen adaptation trends, and suggestions for new ones.

Video Game Movies. *Super Mario Brothers: The Movie* was the first to test this peculiar genre. From the producers of best picture winners *Rain Man* and *Dances With Wolves*, and co-directed by the creators of the classic TV series *Max Headroom*, it is still one of the only video game movies that seems to have taken effect.

Rather than adapting the popular video game characters literally (which could have been great in the right hands), the filmmakers chose to re-interpret the characters and concepts in a context where they made sense. Perhaps unfortunately (but still interestingly), this is not a movie about a flying plumber with a raccoon tail and ears who eats flowers and jumps on flying turtles. Instead, it's about an alternated dimension which was created by the meteor that allegedly rendered dinosaurs extinct. What really happened, according to the prologue narrated by Dan Castellaneta, is that dinosaurs were zapped to another dimension, where they evolved into a race of humanoid.

Dennis Hopper, in one of his strangest roles in recent years, plays the spiky-haired dinosaur leader Koopa, who attempts to fight off Princess Daisy (Samantha Mathis), Mario Mario (Bob Hoskins) and Luigi Mario (John Leguizamo). During their quest the Brothers bounce around on spring-powered boots, play with the baby dinosaur Yoshi, fight off Koopa's "devo gun" (which turns dino-people into turtle headed oafs) and avoid eating the mysterious fungus that surrounds the kingdom.

Not everything works in this bizarre sci-fi action adventure, but you have to respect them for trying. Considering how popular *Super Mario Brothers* was at the time, it's amazing that they didn't opt to make a schlocky and obvious film version.

The same cannot be said for *Double Dragon*, a much less original *Karate Kid*-cum-*Toxic Avenger* movie about personality-less martial arts brothers who run around fighting and fighting (and get this) fighting against the various street gangs who control the city. Robert Patrick (best known as the shapeshifting T-1000 of *Terminator 2*) plays the conniving villain, who wants to get some sort of magic medallion that gives him silly powers that he somehow thinks will lead him to rule the world.

The appeal here, instead of looking for the good ideas, is to watch how viciously the filmmakers ruin any spark of imagination that happened to be in their script. The story (by the talented *Batman: The Animated Series* writer Paul Dini) seems to involve some original ideas for the dystopian society the characters live in. A satirical newscast at the beginning is the only fully successful scene in the whole film. Near the end the filmmakers at-

tempt to convince you that the reason it is a dystopia is not because it is a police state, but because those darned gangs are so troublesome. This might have been easier to swallow had the clever theme-gangs (including one made entirely of mailmen) had not been thrown away in inept action sequences that made the gang problem seem less than intimidating.

The Jean-Claude Van Damme vehicle *Street Fighter* didn't even impress fans of the game. It is most notable as Raul Julia's unfortunate last film. This summer's somewhat-similar *Mortal Kombat*, on the other hand, is the most financially successful video game movie yet, and like *Super Mario Brothers* it has some of the qualities of a really good movie. The plot involves a sort of supernatural *Enter the Dragon*-style tournament that will decide the fate of the world. The sets and visuals are spectacular, and most of the fight scenes are well staged. But video game purists will be happy to know that the characters are all one dimensional and it is impossible to give a rat's ass about them or their conflicts. This is not a movie about people, it's a movie about people who beat the hell out of each other! And every time you hear obnoxious techno music, you know it's time to patty!

Suggestions for future video game adaptations. I think it's time to dip into the old school video games that laid the groundwork for the more complex games of today. *Donkey Kong: The Movie* could be a more action-oriented prequel to *Super Mario Brothers: The Movie* which explores Mario (Steven Seagal) and his pre-plumbing occupation of zookeeper, as he faces off against a barrel throwing gorilla and tries to figure out why the hell they call it a donkey.

Balley/Midway's Pac-Man would be the first attempt at a pretentious video game adaptation. Bearing little physical resemblance to the video game, this elegant gothic horror film would tell the romantic story of Pac-Man (Kenneth Branagh) as he wanders through a haunted labyrinth. During his journey, Pac-Man shows that he has the soul of a poet, as he courts a mysterious waif known only as Ms. Pac-Man.

Trading Card Movies. The questionable potential of trading card movies is only beginning to be tapped. This may have something to do with the fact that most trading cards today are based on movies already. Or it might have to do with the fact that it's just not a very good idea.

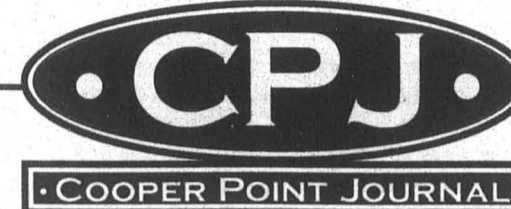
So far, the only brave pioneer to set foot into this territory is Rod Amateau (director of the Michael J. Fox TV movie *High School USA*) who brought us *The Garbage Pail Kids Movie* in 1987. Audiences and critics weren't very kind to the film, despite the fact that it was about a bunch of people in masks who urinate and flatulate a lot. Perhaps it was ahead of its time.

Surprisingly, the second entry into this genre is being made by a director who actually wants to make a good movie. Tim Burton is hard at work on *Mars Attacks!*, an alien invasion film based on the '60s collector cards. What's unusual about the source material (when compared to *Garbage Pail Kids*) is that the cards actually tell somewhat of a story, and have plenty of visual and thematic springboards for a good movie. And if it's successful, Burton already owns the rights to the sequel card series, *Dinosaurs Attack!*

Suggestions for future trading card movies. This genre isn't exactly bubbling with possibilities. *Baseball Cards: The Movie* just wouldn't work. The only thing really worth examining would be a *Garbage Pail Kids* sequel and/or remake. With the new renaissance of gratuitous computer generated effects as well as the growing popularity of second grade toilet humor, the time has come for *Garbage* Mania.

Movies based on crappy kids show that are already based on something else. *Masters of the Universe*, which stars Dolph Lundgren

see "Crap" page 12



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"Crap" from page 12

as the aptly named He-Man, is a dull and unimaginative *Star Wars* rip-off bearing little resemblance to the dull and unimaginative cartoon based on the exciting and muscular Masters of the Universe line of action figures. It is hard to imagine what the filmmakers were thinking when they made this movie. The title was sure to keep adults away in hordes, and the lack of connection to the cartoon didn't impress many kids.

After all, every little boy knew what He-Man was about. He was really strong, so he could lift mountains and kick ass! But this He-Man is just a guy with a sword. What's more, the real He-Man lives on Eternia. It's not a very exciting planet, but it's more interesting than Earth. So the writers of the movie decided to transport He-Man to Earth and have him hang out with a couple of annoying teenagers.

Even a shameless trashophile like myself has a hard time sitting through this, although it is fun to count the blatant *Star Wars* rip-offs, which even includes the score. It is also amusing to see Skeletor pop his head out of a lava pit after the credits and yell, "I shall return!"

Teenage Mutant Ninja Turtles isn't quite as bad as *Masters...*, and it's even a little better than the shoddily animated series loosely

based on the serious, gritty, black-and-white comics. But the turtles in this juvenile action flick look an awful lot like Howard the Duck, and they try to convince you that eating pizza and saying "dude" a lot is the epitome of rebellion. Oh Bill and Ted, what have you unleashed on the earth? I'm not sure any movie with a Surfer Dude character should be remembered past the '80s.

Mighty Morphin Power Rangers: The Movie is another story — it captures both the *Saved By the Bell* brainlessness and the Japanese super hero/giant robot rip-offs of the TV show (which was based on the more imaginative Japanese show *Jyurangers*). This is a movie about kids who seem to have no parents, homes, or personalities, but they sure are good at skydiving and rollerblading! And when they come across an ancient evil planning to take over the world, they turn into armored martial arts maniacs and kick ass with style. Though the Ranger's off planet romp with a skimpily dressed new age warrior is a bit slow, it's worth it just for the mediociously animated computer generated giant robot fights at the end. It should also be noted that the filmmakers for some reason tried to attract hipper audiences — the soundtrack contains tracks by They Might Be Giants, Devo, and Buckethead, alongside such cheesy greats as

Snap, the Mighty Morphin Power Rangers Orchestra, and Van Halen.

Suggestions for future movies based on crappy kids shows that are already based on something else. The possibilities for this one are endless, thanks to the spate of '80s cartoons based on TV shows and movies. Personally, I would like to see live action versions of the *Punky Brewster* cartoon (Robin Williams could play Glomer) and *The Adventures of Mr. T* (written and directed by T himself).

Another innovative idea might be *Find Waldo in This Movie* starring Ed Begley, Jr. as the elusive Waldo. Technically it belongs in this category since it would be a progression from the inept Saturday morning cartoon based on the popular picture book series by Martin Hanford. The movie, however, would be closer to the spirit of the original books in order to satisfy hardcore Waldoheads. It would be sort of an anthology, with four 20 minute crowd scenes connected together by a wraparound crowd scene. Audience members will be reminded to stay quiet and not give it away when they spot Waldo.

Offering semi-serious competition to Waldo would be *Hilary Knight's Where's Wallace?* based on the often overlooked 1964 find-the-escaped-zoo-monkey-in-the-crowd book which Hanford's books shamelessly rip-

off. But this would only belong in the genre if you consider that the *Where's Waldo?* cartoon might as well have been based on Knight's book, so her movie might as well be based on the cartoon.

Movies Based on Fast Food Chains. Though there has not yet been a true fast food chain movie, the genre has been briefly tested in the Taco Bell scenes of *Demolition Man* and the opening scene of *Batman Forever*, which doubled as a McDonalds commercial on television. America loves it, so here's hoping Hollywood will dive in right away.

McDonaldland: The Movie obviously has the most potential, with it's wealth of characters and imaginative settings. McDonalds film division could easily get big name actors and actresses to fill the shoes and masks of Ronald McDonald, Grimace, Hamburglar, and Birdy. Willard Scott could have the honor of playing Mayor McCheese, and some hip rock star (perhaps Trent Reznor) could make a cameo as the obscure alien character, CosMc.

Burger King has potential as well. Just get Sean Connery to play the King and everybody'll go nuts. They loved his cameo as a king in *Robin Hood: Prince of Thieves*, and his supporting role as King Arthur in *First Knight*. Now give the audiences what they want: Sean Connery starring as the most important king of the 20th century.

Taco Bell would obviously have a very different tone. With a hip alternative "dinner music" soundtrack and starring the guy from the Taco Bell commercials with the fake Jamaican accent, it could be a chase movie about a couple of buddies wanted for a crime they didn't commit who are forced to "run for the border." Along the way, they could learn the treasured secrets to cooking authentic Americanized Mexican food.

And isn't it about time for *Wendy's* to hit the silver screen? In addition to their photogenic owner Dave Thomas, this movie could include an animated version of the red-headed "Wendy" logo, and the long awaited comeback of the "Where's the bee?" lady.

Groundbreaking adaptations of comics and TV shows. Even with the limitless other mediums to adapt from, comic book and TV adaptations still have the potential to grow if producers would just pick their material right. Any old super hero comic will not push the envelope. You have to pick something that hasn't been done before.

I suggest an epic religious horror film based on the comics work of Jack Chick. You know those little fundamentalist Christian tracts you find in bathrooms and phone booths on occasion? Jack Chick wrote and illustrated those, and his work is so ripe with original themes and eye popping visuals that it is practically begging for a big screen treatment.

A dedicated writer-director who understands the material could work wonders with it in live action. Imagine what a handful of enormous soundstages could do with the setting from any of his apocalypse themed stories. Chick's evil guillotine-mobiles and demonic Christian rock stars need to be seen in live action to be fully comprehended. And imagine what the wizards at Industrial Light and Magic could do with the character God. What special effects feat could be a more impressive follow-up to *Casper*?

In the world of television, I think the way to break new ground is to adapt a news show to the silver screen. *Sixty Minutes: The Movie* could easily attract the *Forrest Gump* audience. And imagine *Hard Copy: The Movie*. It's just like the TV show, but sleazy and exploitative enough to warrant the \$6.75 ticket price. Plus, the bigger budget will allow for more elaborate and ridiculous methods of spying on people. And of course it's open for endless sequels, since the stories never have to be linked.

The key, I think, is imagination. If you don't have enough creative juices to come up with an original concept of your own, you have to at least be original about your lazy recycling of other people's original concepts. Until Hollywood figures this out, we're going to be subjected to the same old forgettable crap summer after summer, and the epic *high crap* of our dreams will never arrive. **CPJ**

Hi! Welcome to your friendly neighborhood Calendar Page ☺

Saturday, September 16

Meet Evergreen President Jane Jervis at the **no-host brunch** in Library 4300 from 11:30 am to 1 pm. Reservations are required.

Take a look around your new campus and find out where your classes by taking a **campus tour**. They meet on the first floor of the library building at 3 pm.

Eat even more free food at the **parent/student reception and dinner** beginning at 4 pm. Contact the the Alumni Affairs and Annual Fund Office at 866-6000, x6551 for details.

Go backstage at the Capitol Theater and experience the **Demolition Doll Rods and Quintron** with Flossy the unicorn and Howardian for only \$5. The show is scheduled to start at 9 pm.

Want to get out of town? How about out of the state? Head down to Portland's LaLuna for the **Five Fingers of Funk** with guests **Supersonic Soul Pimps**. Tickets are \$5 in advance, show begins at 9 pm.

Sunday, September 17

Looking for more ways to finance your education? Go to the **basics to finding scholarships workshop** from 9 am to 10 am in Library 1600.

If you couldn't get in (or you couldn't get enough) the first day, you've got a second chance at the **no-host brunch**. Begins again at 11:30 am.

Want to learn how to party responsibly? Go to Housing's **How to Host a Safe Party** workshop from 6 pm to 8 pm in the Community Center. A keg of root beer will be provided.

Free videos are being shown in the Community Center from 8 pm to 11 pm. All students are welcomed.

Monday, September 18

Suck up to your professors before your first day of class or choose what class you want to be in at the **academic fair** from 10 am to noon on the second and third floors of the Library lobbies.

Learn how you can join the CPJ and other organizations at the **activities fair** in Red Square from 10 am to 2 pm.

Thursday, September 21

Go down to the Capitol Theater and see a film from director Jean-Luc Godard, **Germany Year 90 Nine Zero**, a spy thriller set in East Berlin at 6:30 pm.

Tuesday, September 19

Head to the Greenery for a special night of music with **Chris and Johnny**, a Montana-based duo, and Seattle singer Carolyn Currie from 7 pm to 9 pm.

While you're there, remember to **register to vote** with the good folk from KAOS Radio.

In the mood for something different? Go to Housing's **Game Night** from 7 pm to 11 pm in the Edge, Housing's Social Space.

Wednesday, September 20

Learn the ins and outs of seminar before stepping into the classroom! Attend **seminar savvy for first year students** in CAB 108 starting at 11:30 am until 12:30 pm.

Love Tim Roth (of *Pulp Fiction* fame)? Catch him in action in *Little Odessa*, the story of a hit man in the Russian ghetto of Brooklyn's Brighton Beach. The film starts at 9 pm at the Capitol Theater.

Practice makes perfect, so make sure to go to the **model seminar for first year students**. Bring your brain and your book, *The Lone Ranger and Tonto Fistfight in Heaven*, to Library 4300 at 9 am sharp. Lunch will be provided.

Lend a helping hand to several Olympia area organizations and participate in a **volunteer day**. You can sign-up at the Geoduck guide table in front of the Library beginning on September 15 to volunteer at the Thurston County conservation district, Homes First, Bread and Roses and the Food Bank.

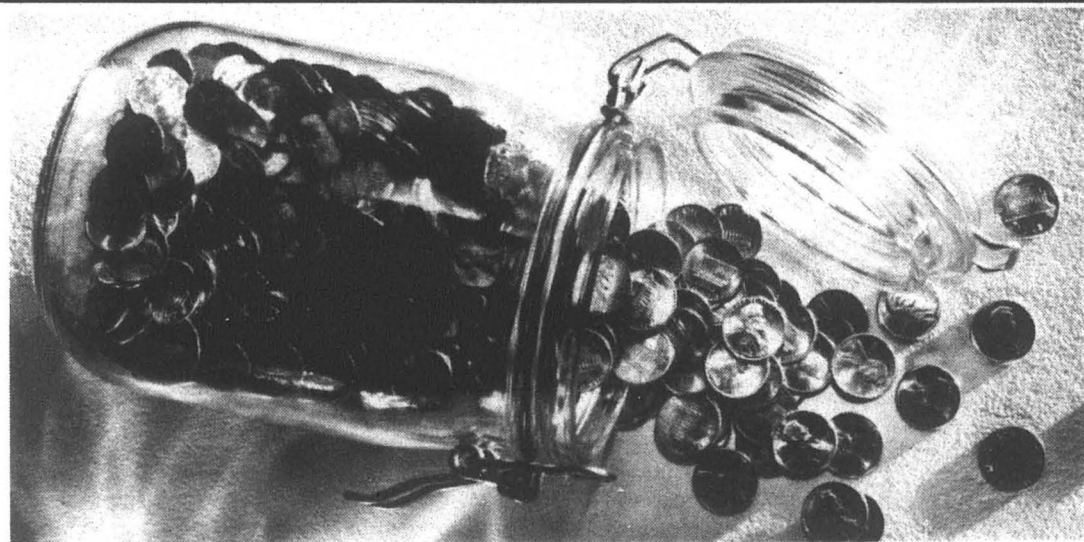
Friday, September 22

Celebrate the grand opening of **Evergreen's long-awaited Longhouse Education and Cultural Center** at 3 pm.

One last chance for free food! Attend Housing's **"Last Supper" Dinner** outside of A & B buildings between Housing and the Recreation Center. Dining starts at 5:30 pm.

Feel like a film? Head to the CRC for an **outdoor viewing of Pulp Fiction and the 3-D adventure Creature from the Black Lagoon** plus cartoon shorts. First film starts at 9 pm.

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SEPTEMBER

- 18 Circo Payaso. Los Payasos Mendigos perform a circus extravaganza. Comedy starts 12 noon. Red Square, free
- 19 Cafe Verde Coffeehouse: Chris and Johnny with Carolyn Currie open the coffeehouse season. 7:00 pm. CAB Lobby, free
- 22 Longhouse Grand Opening ceremonies & concert featuring: Buffy Sainte Marie, Jim Boyd & Sherman Alexie. 3:00-Grand opening, Longhouse. 8:00. CRC, \$7/\$12 advance
- 22 Drive-in movies without your car. Featured movies: *Creature from the Black Lagoon* in 3-D (PG) and *Pulp Fiction* (R). Outdoor Rec. Pavilion. in case of rain. 9:00 pm or dusk, outside CRC, free
- 23 Accessing Your Resources: College Student Leadership Conference. Student leaders and activist from area colleges will participate. Keynote speaker, KIRO-TV's, Tony Ventrella. 9:00 am-4:00 pm. Lib. 1st floor, \$25

OCTOBER

- 3 Cafe Verde coffeehouse featuring Amy Read. Seattle-based songwriter. 12 noon. CAB, free
- 11 KAOS 89.3 FM and The Mountain 103.7 welcomes Windham Hill/High Street recording artist, Patty Larkin and her band. It's folk/rock music meets the beat generation. Stewart Lewis opens. 8:00 pm. Longhouse, \$8/12 advance

23 Listen to one of the most intelligent people around, author & social analyst Noam Chomsky. He's one smart cookie. 12 noon. CRC, students free

31 Cafe Verde Coffeehouse: Tricia Alexander 12 noon. CAB Lobby, free

NOVEMBER

14 16th Annual Seattle Stand-Up Comedy Competition. This will be a semifinal show featuring 20 of the nation's up and coming comics. Raw and trash. 8:00 pm. Recital Hall, \$3/\$5

30 A special Cafe Verde performance with Judy Gorman. History of women & music. Performance workshop on 11/29. 7:00. Longhouse, free

DECEMBER

1 "End of the Quarter" Blues Jam 3 top-notch blues/rock and alternative blues bands. A night so hot, you'll be smokin'! Bands TBA. 9:00 pm. Location TBA., \$3/\$5 door

An introduction to the Geoduck Guides

Here's a brief description of your Geoduck Guides, students that are here to answer your questions. You can find them outside of the Library at a their table all of Orientation Week.

- Andrew Forshee** — As co-coordinator of Jewish Cultural Center (JCC), he can help students interested in more information about the JCC.
- Michelle Hofmann** — Teaches literacy and spends time at Safeplace Rape Relief and Shelter Services.
- Anna Davidson** — Is involved in many Services and Activities groups on campus.
- Erin Ficker** — Last year she served on S&A board

- and took photos for the *Cooper Point Journal*.
- Carrie O'Neill** — Worked as a co-coordinator for the Women's Center and will be taking sculpture in the fall.
- Aimee Cruver** — Was co-coordinator for Women of Color Coalition last year and is a member of Umoja. Interested in counseling and social service work.
- Linda Mae-Richardson** — Works in Human Resources and is interested in community development.
- Jessica Finch** — Works on campus and will be taking the Science of Mind program.
- René Juarez** — Was co-coordinator of MEChA last

- year and wants to become a lawyer.
- Naomi Ishisaka** — Has been involved in Women of Color Coalition, ASIA and the *Cooper Point Journal*. Will be a First Peoples Peer Counselor this year.
- John Ford** — Is the news director at KAOS community radio and is involved in communication. Works with the Men's Center and the CPJ.
- Tammi Anderson** — Is a member of Evergreen's swim team and is interested in the environment.
- Kim Wilkins** — Will be taking a class on Student Originated Software and will be creating her own software programs. She also plays on Evergreen's

- soccer team.
- Todd Clark** — Involved in the Gaming Guild, SODAPOP and is interested in being a disc jockey. He likes science fiction, fantasy and computers.
- Mali Munch** — Is the co-coordinator of SODAPOP and can give insights on living in Seattle.
- Jules Sibbern** — Was last year's co-coordinator of the Evergreen Queer Alliance and will be this year's coordinator of the S&A Board.
- Arthur Dennis III** — Was last year's co-coordinator of Umoja and has served on the S&A board. He was also the coordinator of SPAZ, the Student Produced Art Zone.

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Evergreen Expressions announces its 1995-96 line-up

The Evergreen State College announces its Evergreen Expressions performing arts series line-up for 1995-1996, featuring nine performances of diverse, innovative and vibrant music, dance and theater from around the world.

Highlights of this year's season include two shows at Olympia's Washington Center for the Performing Arts. Donald Bryd/The Group, one of the hottest dance companies

currently touring the U.S. and Europe, will make their Olympia debut. And the enchanting Dancers and Musicians of Bali return for their first performance since 1989. Performances on the Evergreen campus include sizzling Latin American jazz, South African song and dance and traditional Native American theater.

Ticket sales begin

September 18 at Yenny's, Rainy Day Records, The Evergreen State College bookstore, Four Seasons Books and the Bookmark. Tickets for Donald Bryd/The Group and the Dancers and Musicians of Bali will also be available at the Washington Center box office. Tickets for performances at Evergreen can be purchased at the Expressions box office an hour before showtime.

Evergreen students can get the best package deal when they purchase a Flex Pass. The pass allows students to be admitted into and six events for \$20, not including the two Washington Center dates, or pay \$50 for admission to five events including the Washington Center dates.

Evergreen Expressions will have a table at the Academic Fair for purchasing the Flex Pass or call 866-6833 for more information.

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Advised sale price good through Saturday, September 30, 1995.