

# Features

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## EVENT REVIEW

# Timeless game becomes life of the party

Leaf Roseyfall  
Senior Reviewer

AS A MEMBER OF *THE POLY*, AND AS A MEMBER of the Features team, I feel remiss in having little knowledge of one of the most important aspects of this section: video games. In order to gain an appreciation for the medium, I decided it would be my duty to learn everything I could, starting at the beginning with the most groundbreaking video game of history: Pong.

Unfortunately, at the start, I did not know anyone with a Pong console, until I overheard some people on campus discussing the game, and that they would be playing it this weekend at someone's house. I was blown away; not only was this game decades old, but people were still talking about it and meeting up to play it today. I decided that it would be better to try the game for myself in a large group setting where I can observe a few games before trying my hand.

When I arrived at the arcade, I was a little shocked. It featured the name "Pi Lambda Upsilon" on the front, and then I had to wait in line to finally get in. But wow, when I did, I was super impressed. There were about three consoles set up, and they looked almost like tables. Imagine something the size of an air hockey table or a ping pong table, very large consoles, but that's the only way they could squeeze all the processing power into these primitive machines. Each was set up with multiple plastic cups in a pyramid shape on either side of the machine, with one competitor on either side. Then, the opponents toss a small ball, which I assume must be magnetized to activate sensors within the machines, and try to land them within the cups. If they make it in, the opponent must remove the cup from the board and empty the liquid within it, which I assume is used to weigh down a pressure switch



Jalapeño Whatpepper/*The Polytechnic*

**PONG IS BROUGHT** back as one of the favorites by college students. Reviewer's first attempt at playing the game from the early 1970s was overall a learning experience, although a bit hard to remember in the morning.

on the board. However, I do not yet understand why the person consumes the liquid, perhaps as a tradition at the arcade or to stay hydrated from such a physically intense game. After one person has all cups removed, the victor is decided and another round begins.

After viewing a few matches, I tried my hand at it, and although I had my reservations as a non-gamer, I have to say I was pleasantly surprised by the old game. The

first few games I did quite poorly, but after getting incredibly hydrated with what I can only assume is tap water from the funny taste, I felt fantastic and managed to hold my own. At least I think it did, as it all got a little blurry after several games. And here's a tip for any would-be players: I woke up with an awful headache the next day. I didn't see any screens on the machine, but I think I got really bad eye strain that caused my head to hurt, so word to the wise.

Overall however, I think this is a game that has stood the test of time as a classic, and I can see why it spawned such an impressive medium. The consoles were reliable and incredibly durable; not one featured any malfunctions, even when people flipped them in their victory fueled stupor. I'm seriously impressed, and for those thinking of trying it, just skip the next frat party for once and try this game out for yourself.

## ART REVIEW

# Performance art brings reviewer to tears; must-see

Clef Drumincall  
Senior Reviewer

WHILE MANY OF THE FEATURES ARTICLES WEEK TO WEEK REVIEW RECENT ACTS ON CAMPUS OR INFORM readers about new content, this review will be a bit of both. For the past couple of months, I've been experiencing a wonderful street performance artist, the senior Joey Stein. And while his art may not be everyone's cup of tea, I'm sure everyone should at least give his act a try.

My first experience with Stein, or as he likes to be called, "The Steez," was in my freshman year on campus when he pushed me to the ground and requested my lunch money. I was shocked and appalled at first. "Excuse me?" I asked him at once. He answered me with a swift kick to the gut and a repeat of the demand. It was then I realized, that this was obviously some form of avant-garde performance art by an experienced older student, who was honoring me with an example of his work. I soon gladly gave into his command, and I bid him a good day while he sauntered away.

After this, I seemed to start to build up a rapport with Stein. It would become a daily occurrence to take my lunch allowance, then he began waiting for me after class to use me as an accomplice in his public demonstrations. Usually these acts involve some form of shame, such as "pantsing" me, or giving me a "wedgie." Stein's work seems to transcend modern audience-artist relationships into an art I have coined "Textural Harassment." The way in which he works with his audience is built in layers of interwoven ideas; for example, here is a breakdown for the latest stunt we pulled. First, he corners me in the hallways after my lecture. Then, he brings me forward to a circle of people. After knocking my school work out of my hands, he then verbally asks loaded questions, topics of which range from my sexuality to my parents' sexuality. And after a final bout of physical confrontation, he takes my glasses and uses one of his classic quips, "Great, I could use a spare pair."

Obviously, this type of art is not for everyone; I've even found myself visiting a therapist after the total mental breakdown his work has caused. This isn't the kind of work you would see at Experimental Media and Performing Arts Center or a museum, but it's worth experiencing nonetheless. The Steez has even stated himself, "I'm available 24/7 to give some good poundings to wanting individuals."



Jackaffrey Walkhopper/*The Polytechnic*

**CLEF DRUMINCALL WEEPS** at the beauty of the art that he experienced daily from world-renowned performance artist Joey Stein.

