

Letters to the Editor

Bring back '80s video games

I loved Matt's column in the last week's Clarion. But he failed to mention something near and dear to my heart: 80s video games!! Games like Galaga, Ms. Pac-Man, Space Invaders, Star Wars (the original vector graphics game, mind you), Super Mario Brothers, and many, many more!! I hope this will be remedied.

-BJ Wanlund

Dear B.J.,

I apologize for leaving out video games in my 80's article. It's truly a mistake on my part, as I thoroughly enjoy them. I'm currently addicted to *Soul Calibur III*, which I just purchased two weeks ago from the Blockbuster bargain bin.

To stay on topic, the 80's played a significant role in the development of video games. The ones you listed—*Galaga*, *Ms. Pac-Man*, *Space Invaders*, *Star Wars*, and *Super Mario Brothers*—got their start in that decade, and many continue to grow into gaming behemoths today.

The first game I ever played was *Robocop* for the original Nintendo Entertainment System which debuted in 1989, and was developed by Data East. However, it wasn't until recently that I actually began to appreciate the impact that the 80's had on the gaming world. My personal favorite gaming company is Square-Enix, which was started in 1983, and transformed into Squaresoft in the mid 90's. Then in 2003, the company merged with Enix to become Square-Enix. This infamous development team is responsible for the *Final Fantasy* series, *Kingdom Hearts*, *Bushido Blade*, *Xenogears*, *Star Ocean*, and many other amazing hits. But, it was during the 80's when this company hit it big with *Final Fantasy*: the rest is history.

I suppose I would have to say my favorite 80's game would be the original *Pitfall* for the Atari system. Swinging over pixelated alligators on vines made of equally entrancing squares was one of my favorite things to do when I was growing up. Also, *Pong* was great. This only makes me think that the simplicity of games back then is, in fact, what made them so great—not that the flashy ones of the present aren't fun.

P.S., I hope this response has satisfied your 80's gaming appetite.

Sincerely,
Matt Rutherford
Fellow Gamer
Managing Editor

Where is the evidence?

by Tom Cowan
News Editor



The SGA's special session to decide the impeachment of president Aaron Motley has been a subject of debate and many questions. Some have asked, how could Motley have avoided impeachment when he admitted guilt? I think the obvious answer is that the purpose of the meeting was to decide if Motley's level of guilt warranted impeachment. So let me ask this: would it be possible for senate and house members to vote on this decision fairly without accurate information on what Motley took responsibility for? My question concerns the premises of the meeting—that according to Campus Life, Motley took responsibility for disorderly conduct, failure to comply, lying, and violating alcohol policy. While Motley did not deny responsibility of these charges during the meeting, he later stated that he was unaware of having taken responsibility for all four violations.

Motley claims that the only document he signed relating to his student code violations was a Brevard College Behavioral Agreement. Part of the agreement makes clear to Motley that further violation of the school's alcohol policy could result in his suspension or expul-

sion, but the document does not show relation to any of the other three charges. Motley claims not to have signed or said anything that, to his knowledge, acknowledged his responsibility for anything other than an alcohol code violation.

So if Motley isn't lying or dumbly mistaken, what is the explanation? Dean Sue Yowell, head of Campus Life, could not offer one, and says, "As far as I know, Aaron took responsibility for the four charges." Dean Yowell declined to release or show any documents proving Motley admitted responsibility for the charges.

When I asked Motley if he would have taken responsibility for the other three charges had he understood that he was doing so, he said, "In hindsight, I would have taken responsibility for the disorderly conduct charge, but not the charges of lying and failing to comply."

I would also have thought that it wouldn't have been in Motley's favor to take responsibility for two charges that he didn't agree with, but luckily for him and the interest of the student body majority, four charges of this nature were not enough to tip the scale toward impeachment.

While the answer could be extremely revealing, I don't expect we'll find out the truth behind this situation unless Campus Life can produce a signature proving Motley wrong. You would think that a clearly signed document of this nature would be part of due process when someone formally admits to student code violations. Without such a document in sight, how can we not ask questions? ■

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The Clarion, Brevard College, 400 North Broad Street, Brevard, NC 28712

Send Email to: clarion@brevard.edu