

Students should use or lose tickets

It's almost been a year since the seating fiasco at McArthur Court. Basketball-crazed students were angry and embittered when the seats they paid for with their not-so-incidental fees were taken away by then-athletic director Rich Brooks.

Ah, what can happen in a year.

Now the problem at Mac Court is that students aren't using the seats they are given. This year, student tickets for football and basketball games were available in packages that allowed students to get tickets for all the games at once. Many students took advantage of the new policy and got their season tickets but are just not attending the games. We could understand if the Ducks were having an awful season, but the truth of the matter is that they are having a better than pretty good season. Oregon is even ranked in the Associated Press Top 25. They could very possibly be on their way to a berth in the NCAA tournament.

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This situation leads us to believe that there are students out there who did not pick up their season tickets but still long to see the Ducks in action.

In order to accommodate those students, the ticket office at Mac Court has come up with a new policy. Hunt Holsapple, ticket sales director, said that his office will release tickets 15 minutes before a home game if the third balcony is less than half full. Additional general admission tickets would then be sold for only that balcony. And additional third-balcony student tickets would become available for Oregon students without a ticket but with a current Oregon student identification card.

Holsapple said the problem became painfully apparent when Oregon played Oregon State University. He said students crowded into the seats on the floor, but the balcony seemed almost empty.

Holsapple said that of the 3,651 seats reserved for students about 500 were vacant during the Civil War game. Let's think about that for a minute. That means that during a game that has traditionally been one of the most important games of the season — even when the team was not so successful — 500 students who sat at home wishing they could have gone to the game actually could have gone to the game.

That's why we think this new policy is such a great idea. It takes nothing away from students. As a matter of fact, it gives some students an opportunity they may not otherwise have had. We also think this policy should remain in place after the season ends.

So if you have your season tickets, you should plan on using them or you will lose them.



LETTERS

Taiwanese

One of the worse evils is to separate a people from its culture. Taiwan, isolated in the huge shadow of mainland China, must fight daily against this threat of loss of national and personal identity.

Yet one doesn't have to look farther than the campus of the University of Oregon and the community of Eugene to see how easily well-meaning, good people can cooperate in the stripping away of cultural pride and awareness.

On Jan. 17, the Taiwanese Student Organization was granted recognition as an association. However, what should have been a simple matter of determining the worthiness of the goals of the group became a compelling need to educate those involved in the differences between Taiwan and China since certain individuals felt Taiwan could be represented by the Chinese Student Association. Thanks to the understanding within in the ASUO, the Taiwanese students now have a place where they gather to celebrate their unique and important culture.

Yet, the recognition of the TSO is only symptomatic of a deeply rooted problem. For instance, Anne Moser-Kornfeld, in a thought-provoking article (*ODE* Jan. 30), falls into the trap of associating Taiwan with China Night, sponsored by the Chinese Student Association. She goes on to fault the event for not having "general interest publication[s] on Chinese culture."

Later (*The Register-Guard* Feb. 3), in a story on a dance troupe from the National Institute of the Arts in Taipei, the reporter correctly points out that the group will perform native dances, but then goes on to focus on only the Chinese aspects of the goals of the group.

While some Taiwanese may have Chinese ancestry and some Taiwanese culture may be rooted in China, couldn't the same be said for the United States? But the United States is too far from that gigantic red shadow to be too concerned. Taiwan is not. Taiwan needs the help of good people everywhere in recogniz-

ing, thereby preserving, its national identity and culture. If you want to help or are simply curious about us as a people, a good place to start would be to visit one of the performances of "Tales of the Mountains and the Seas."

When you finish viewing the performance, you should be able to begin to see how we are, in fact, a sovereign nation filled with a rich and diverse art and history. But please do not call us Chinese. We are proud of our nationality. We are Taiwanese.

Shing-Jye Chen
President, Taiwanese Students Organization

Myst engaging

An alternative to Anthony Forney's review of *Myst* (*ODE* Feb. 3):

For well over a year, Brøderbund Software's *Myst* has been on the best-selling CD-ROM and best-selling PC game lists. Computer software titles do not stay on the best-selling lists for that long if they don't have something to offer. Some titles suddenly disappear into that black hole known as the bargain bin. Not *Myst*; it has become one of those rare titles immortalized as a classic because it is original, beautiful, simple and (most importantly) engaging.

This adventure places you in the land of *Myst*, a deserted island full of wonder and mystery. Don't expect the manual to tell you what to do — it won't. But that's the whole point. You have a whole new world to explore and discover.

Looking for clues as to why you are here, you wander among the trees listening to the wind and admiring the beauty of this strange place. A sheet of paper lies near the path and gives you a hint at what to do. Soon you

find a library of books; some are badly burned and some are full of hidden hints. After carefully reading each book, you notice another book on the other side of the room and find a man trapped inside! What is he saying? Should you try to free him? How?

Searching the room a little more, you discover a secret door that leads to a dark, winding hallway. What lies at the end?

This is *Myst*. I and countless other people have been completely mesmerized by this adventure. The exquisite graphics pull you in, the realistic sounds make you listen, and the logical, yet challenging puzzles make you think. *Myst*'s interface is simple and transparent, which adds to the experience of being there.

Refreshingly original, this CD's non-violent slant is perfect for any person of any age. If you are looking for a shoot-em-up with lots of firepower and gore, stay very far away — you will be disappointed. But if you like puzzles and exploring strange new worlds, you'll instantly fall in love with *Myst*.

Minimum system requirements: IBM/compatible: DOS 5.0 or higher, Windows 3.1 or later, 4MB RAM, 386DX33 processor, and a SVGA monitor (640 x 480, 256 color). Macintosh: System 7.0.1 or higher, 256-color monitor, 4 MB RAM. *Myst* is only available on CD-ROM and sells for somewhere between \$40 and \$65 depending on where you go.

By the way, here's a kick for you: Dennis Miller's "That's Geek to Me" sells for a scorching \$3.73 at Egghead. Get it while it's hot! (Hint: it's in the bargain bin.)

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Emerald

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The *Emerald* reserves the right to edit any letter for length or style.