



Though *The D-Pad* has taken steps toward its own independence, and although we still fully support – and work for – *The Clackamas Print*, the paper that gave us our start, it has become clear to the *D-Pad* staff that we have a correction of our own to make:

We're sorry, Microsoft.

The X-Box 360's we purchased over the summer have proven that they're not the complete waste of the American dollar they were once thought to be.

For example, the new X-Box Live Gold and Silver. They both allow on-line multiplayer, on-line co-op, game and content downloads, and micro-transactions. For Gold level, however, it's only \$60 a year to allow myself to enter tournaments I have no interest in, just so my mediocre stats can be tracked by some guy named "n00bKilla" in Scranton, Pennsylvania.

My free Gold trial is finally up, and I'm not exactly sure how I'm going to be able to enjoy this sub-standard version of X-Box Live ... except that Silver is exactly the same! I guess, to supplement my cheapened experience, I'll have to rely on the exclusive, downloadable X-Box Live media content.

Like the episodes of "Red Vs. Blue" we can only get ... never mind. Apparently, they have a *web site*. Or what about the free TV "previews" I can download? If we want to fill the hard drives of our 360's with all the same commer – um ... "previews" – that we enjoy from the TV, isn't it our right? Only the genius of Microsoft can bring real-life advertising to the virtual world of gaming. They're just brilliant that way, I guess. A brilliance which is definitely reflected in Microsoft's latest on-line innovation: micro-transactions!

A "micro-transaction" is a way to purchase really important content such as extra levels, characters, weapons and wallpapers. Now, when developers push a game out to meet some ridiculous corporate deadline and they forget something they meant to tweak in their game, Microsoft can just make its X-Box Live customers pay for it, or deal with it. Everyone knows that a well-behaved consumer will just pay the fee for arbitrary game content and like it, and we appreciate that.

The last thing we want to apologize for is having standard-definition televisions. Clearly, the guys that put together this incredibly fun and cost-effective piece of machinery hate anybody who can't afford an HDTV, and we feel absolutely awful for making them so upset. Our games still work, but we suppose it's our own fault that our current TV's couldn't handle Dead Rising's tiny – or "high-def" – 3pt font.

So we're sorry, Microsoft, for saying all those mean and hateful things about the cost of the X-Box 360. Your new machine is a gift that keeps on giving, and clearly we were wrong.

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# Mystery of statue revealed

Liz Travers  
*The Clackamas Print*

Walking around campus for a couple of days will make a person notice things he or she didn't see the first time around – for example, a giant statue with a bolder hanging from it displayed in front of Barlow.

The statue was constructed by Rick True, who teaches in the art department. Created in 1998, it was one of two pieces that were purchased for the school from an art show, the other being the two-horse statue by the main road leading up to the bus stop.

The real question here is ... what is it? The answer is far more profound than expected.

True was in his workshop one day, working with a wrench that hurt his wrist, thus the title "Tendonitus." Examining the statue, you can see the form that holds up the cylinder (the wrench) resembles a hand. The hanging part of the statue is the tension he felt in his wrist after using the wrench for so long.

This is not the only piece by True on campus. The leaves hanging in Roger Rook are his as well. Both were completed and donated over the summer.

He also participated in a collaboration piece with Dave

Anderson; it is on display in the auto shop.

True became an artist so that he would not have to explain ideas. He wishes to "create questions" with his art.

Along with teaching, he is an active part of the Cultural Arts Committee.

Though True is pleased with the piece, he feels it needs refreshing. He also prefers sculpture because people interact with it, making it part of daily life.

"I want to expose people to a lot of different ideas, processes, and creativity," he said.



# Idol hopeful recalls his audition experience

David Stark  
*The Clackamas Print*

With the sixth season of "American Idol" coming soon, tens of thousands of hopeful idolons (possible contestants) head to various cities to audition for a chance to become a national icon.

For many, the dream of becoming an idol is easily worth the hours of waiting in excruciating conditions.

For one such individual (who will remain anonymous), the first day began at 4:45 a.m., so that he could get a good place in line. Upon arriving promptly at 6:00 a.m. – before then, officials stated that people would be turned away – he discovered there were already hopefuls in a line of truly Disneylandish proportions.

In order to pass the time, our idolon enjoyed the classic game of *The Legend of Zelda: A Link to the*

Past. Fortunate, considering the fact that people were pressed together like sardines.

By seven o'clock, the line had started moving, and within 20 feet had stopped. Twenty minutes later, it moved another 10 feet. It continued at this pace for the next three hours.

At the front of the line, an official was giving out orders over a megaphone. He sounded like the adults from the old *Peanuts* cartoons.

So by the end of the day, our aspiring idolon had succeeded in his registration, coming away from the experience with bracelets and tickets for himself, and his date.

When the day of auditions finally arrived, everyone was emotional and concerned as, after all, it was then that the chaff would be separated



Internet Photo

from the wheat. People lined up and were led into the Seattle Center, a large stadium capable of seating up to 17,098 people.

The air practically crackled with excitement when executive producer Nigel Lythgoe arrived. Lythgoe informed the collected idolons, which numbered approximately 9,000, that they weren't looking for

talent, they were searching for the "X-factor," a quasi-magical attribute separating winners from singers.

After hours of waiting in seats that caused a whole host of lower back pains, our idolon got his chance to audition. His song of choice was "Last Kiss," made famous by J. Frank Wilson and The Cavaliers. After singing his heart out, the judges gave their verdict.

Our aspiring idolon, his head crushed after being told that "Sang great, but wasn't quite what [they] were looking for," left through what officials dubbed the "not winners" exit.

Some cried while leaving, others merely scowled and cursed, but our idolon held his head high. He gave his hardest, did his best, and if he didn't make it then it simply wasn't meant to be.

# Theater program stays active through summer

Andrea Simpson  
*The Clackamas Print*

The Clackamas Repertory Theatre, a professional extension of the theater program here at Clackamas, put on two highly-entertaining productions this past summer.

"I Love You, You're Perfect, Now Change" provided a comedic look at the highs and lows of dating, romance and marriage. This musical comedy, written by Joe DiPietro and Jimmy Roberts, was well-received at the Osterman Theatre.

Their second production, "Fuddy Meers," received an equally positive response – a comedy about a woman with amnesia and her attempts to unravel the mystery of her so-called family, including her kidnapping husband, her pot-smoking son, and an ex-convict with a foul-mouthed puppet.

Both of the CRT plays were directed by David Smith-English, the head of the communication and theater department.

The theater program at Clackamas offers one major production each term, in addition to three to five student-directed, one-act plays.

The Fall Term production of "Romeo and Juliet," also,



Adam J. Manley Clackamas Print

In the Fall Term production of "Romeo and Juliet," student Jennifer Whitten will be playing a servant, and student Jake Dannen is a stage manager as well as the character, "Abram."

directed by Smith-English, has a cast composed of both experienced actors and new hopefuls. The title characters are played by CCC students Colton Ruschinsky as Romeo, and Sarah Wilson as Juliet.

"I'm delighted to see the group we have beginning this year. They show a lot of promise," said Smith-English.

Smith-English is look-

ing forward to acting classes, another aspect of the department. The acting classes offered this term will include Acting 141, 142 and 143. Also offered will be weekend sound seminars regarding how to operate the state-of-the-art sound equipment in Neimeyer Hall, as well as other basic sound equipment.

This December, the

Clackamas Repertory Theatre will be producing the Charles Dickens classic, "A Christmas Carol," directed by Karly Love. The show runs Dec. 1 through 24.

Later this week, the department will update their Web site, including all new features and information. It can be accessed at <http://dept.clackamas.cc.or.us/theatre>.