

ARTS & ENTERTAINMENT

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I knew she was there. I tried to find her at least 20 times. Bullets shot out from nowhere, so I dove down a pipe. My time was running out.

My pupils dilated by the lack of light, I made a last-ditch effort to find her. My friends watched with brownie breath.

And then, she was mine. Well, actually, she was Mario's. A chorus of electronic music blared and the princess thanked me (Mario) for saving her, and my entire summer was over in one fell swoop.

It started with a few innocent trips over to my friend Jennifer's house. Jen's mom made the most wonderful monster waffles, and I couldn't leave without trekking down to the basement to play a few games on the Nintendo.

This was Nintendo before CD-ROM, before virtual reality, before interactive gloves and three-dimensional images.

To three small-town junior high girls with no lives outside of Kone Komer, this was the summer of 1988. Jennifer, Barb and I sacrificed a tan and camped out in Jen's basement while the summer sun boiled outside.

What started out as a few shots at level one turned into a major competition, and by the end of the summer, Jennifer, Barb and I were no longer good friends. We were the Mario brothers, Luigi and Mario, caught in a vicious feud of sibling rivalry.

During the summer, we worked our way through a canister of sunflower seeds, our eyes glued to the set, too engrossed to go upstairs for lunch or dinner.

One day, after going on a weekend vacation, I discovered—to my horror—that Jen and Barb had surpassed me and made it to the fourth level.

I had to devise a tactic. I bought my own Nintendo and practiced hours into the night. Once I stuck with Mario for nine hours, breaking only to eat lunch.

So, to make the saga short, I eventually found the princess. And that was it, totally anti-climactic, until I bought Super Mario Brothers 2 and a slew of other games and spent much of my freshman year holed up in the basement.

It scared me, really, and when it came time to pack it up and go to college, the Nintendo retired into the basement until Christmas, when I received a 7-Up Spot game.

Needless to say, my brothers and I were not seen until New Year's Eve. But then I found a life. Or maybe I just can't afford the neat-o, new computer games.

Any more, though, I don't give a damn about some two-dimensional princess. Let her rot.

Paula Lavigne, sophomore new-editorial major and Daily Nebraskan senior reporter.

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Band still having a barrel of fun

By Gerry Beltz
Senior Reporter

Math Sladky formed the Math Sladky Polka Band about 42 years ago. The band has changed quite a bit over the years, Sladky said, but the barrel keeps on rolling.

Sladky of Lincoln leads both the three-piece and the five-piece versions of the band.

"Back in the '50s we had an eight-piece band," Sladky said, "and we played on what used to be KLMS, now KMEM.

"We were the KLMS Polka Band, and there was a live broadcast every Sunday, and the rest of the week it was recorded music."

The number and distance between jobs has changed also, Sladky said.

"Used to be three nights a week," Sladky said, "Canada to Texas, Ohio and Michigan to western Nebraska and Kansas and both Dakotas.

"Today, it's about 50 to 60 jobs a year.

"There's people that get tired of playing," Sladky said. "I keep looking and finding new members.

"I wish I had a list of all the young ones that I broke in and got started, and there were lots of seasoned ones.

"That would be one long list."

One name that would be a part of that list is Ron Havlovic, a junior psychology major, who is both a tuba and bass player in the band.

Like many of the people who dance to the music of the Math Sladky Polka Band, Havlovic said polka music was a part of his past.

"As far back as I can remember, my dad always had polka music on," Havlovic said, "so you could say I grew up with it."

The heritage of the music also draws people out to listen to the band, Havlovic said.

"There are lots of Czechs and Germans in this area," Havlovic said, "and that's basically the music they grew up with."

Being a member of the band has been enjoyable, he said.

"You get to see a lot of the countryside and meet a lot of new people," he said.

Future plans for the Math Sladky Polka band include a two-week tour of Europe this summer.

"It's actually been in the plans for the past 1 1/2 years," Havlovic said, "and everything was finalized last month."



Jeff Haller/DN

Junior Ron Havlovic plays a sousaphone along with the rest of the Math Sladky band Sunday night at the Blue River Lodge near Crete.

Polka dancing can be fun for everyone, Sladky said, not just for the older generation.

"But it's been put down like it's

old fogey or something," he said.

However, Sladky said, all hope is not lost.

"I'll play for someone's 25th

anniversary, and the kids come because Mom and Dad said so, but the kids will come up later and talk to us and say, 'We had a lot of fun.'"

Go, shogi tournament will honor visitor

By Bryan Peterson
Staff Reporter

To honor a visit to Lincoln by Takahashi Matsumoto, Consul General of Japan, the University of Nebraska-Lincoln will host its first go and shogi tournament today at 2 p.m. in the Nebraska Union.

Matsumoto, an experienced go player, will join 10 others in playing the game that originated in China two thousand years ago and has since spread throughout Asia and the rest of the world. Shogi, a chess-like game from India, is not as popular in Lincoln.

Kari Yanai, a sophomore economics major, began playing go

about six months ago.

"In Japan, go and shogi are played primarily by older men," Yanai said. "Most of the players in America are younger."

As go's popularity increases at UNL, Yanai said she hoped the tournament would become an annual event.

"We would also like to start a UNL go club," she said.

Go players take turns placing black and white stones on a square grid made of the intersections of 19 horizontal and 19 vertical lines.

Although go has far fewer rules than chess, it is a much more complicated game, said John Ertl, a junior French major who plays both

games.

"They are both strategy games, but chess has a more linear form, while go is more abstract," he said. "Go begins with an empty, larger board which is gradually filled with pieces. In chess, pieces are gradually removed as a certain ending is approached."

Ryoko Sasaki-Shuss, a lecturer in the Department of Modern Languages and Literatures, contrasted the games of go and shogi by saying that shogi was like chess while go was a game centered on gathering territory rather than capturing a piece, as in chess.

In conjunction with Matsumoto's visit, the public is in-

vited to join Sasaki-Shuss' Japanese language classes to witness performances of the Japanese tea ceremony in the Kawasaki Reading Room, 1126 Oldfather Hall, at 9:30 a.m., 10:30 a.m. and 11:30 a.m.

The discipline of studying tea, sado, is only one of many Japanese pursuits dedicated to the refinement of the self, Sasaki-Shuss said.

"Games like go might be pursued in the same way," she said. "We use everything for the refinement of the self."

"The game of go is not for winning and losing," said Sasaki. "Those are secondary. The most important thing is to refine and polish oneself."