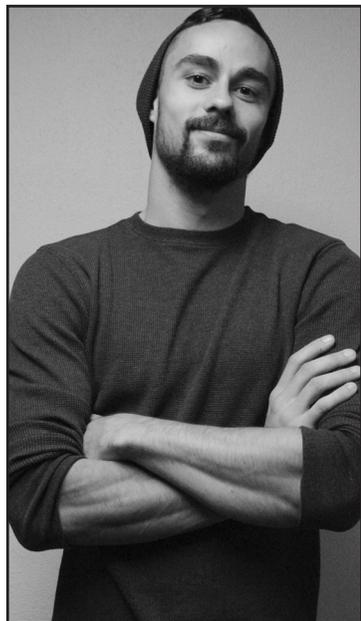


# Eccentric November tradition continues

**Personal Column**  
**Dalton Carver**



November is a time for many things, including cooler weather, holiday food and jumping in big

piles of raked leaves. However, while the days are getting shorter, it seems that beards, moustaches and sideburns are all getting longer.

The month of November has become a time period known for replacing baby-faced boys with mammoth-faced men. Individuals across the world take a vow to not shave their facial hair until December rears its wintry head.

However, while many people lock up their razors and shaving cream, some may wonder where and when the fall tradition came from.

Originally, not shaving during the second-to-last month of the year was a way to raise awareness for animal cruelty.

According to beardmania.com, the movement was started in 1999 by 80 men in Australia who grew out their moustaches for the

Royal Society for the Prevention of Cruelty to Animals. Only hair above the lip was allowed in this organization, however.

Eventually, the goal to raise awareness shifted to humans. In 2004, another group of Australian men decided to use “Movember” as a month to highlight the health issues of prostate cancer and male depression.

The fad eventually found its way to the United States in 2006, resulting in the Movember Foundation raising over \$550 million towards their cause.

Another organization, by the name of No-Shave November, grew in 2009. Instead of being based in a country, this newer group claims the World Wide

Web as its home. Like the other organizations, No-Shave November has the goal of raising money for a good cause. They teamed up with the American Cancer Society in 2013 and haven’t looked back since. No-Shave November is very active on social media, using clever hashtags to spread the word about their cause. You can find their information at [www.no-shave.org](http://www.no-shave.org), as well as the social media platforms they inhabit, including Facebook, Instagram, Twitter and Pinterest.

Despite having similar goals and methods, Movember and No-Shave November are two different, hairy holidays.

Movember deals specifically with different kinds of moustaches, while No-Shave November accepts any kind of facial hair, patchy or no. Movember also

tends to deal with more classy facial hair. In other words, you may need to purchase some moustache oil. No-Shave November, however, allows anybody to just let their facial hair run wild, no grooming required.

Many individuals have their personal reasons for not shaving during November.

Some want to show off their masculinity for the ladies and some just want their face to be warm when the cold weather swoops in.

Whatever reasons you may have, November is prime time to wear your facial hair.

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# ‘Shadow of Mordor’ showcases stunning playing experience

**By Jacob Jimmerson**  
*Staff reporter*

Your blood begins to boil. You feel goosebumps slowly growing on your arms, legs, and back of your neck. You feel the grip on your controller tightening up, and you begin to feel a bead of sweat drip down your forehead. This is the feeling that “Shadow of Mordor” brings to you when you play through the game. But, there are some areas that lack from it being an all-time great.

Middle-earth: Shadow of Mordor is an action role-playing video game set in “The Lord of the Rings” universe, developed by Monolith Productions and released by Warner Bros. Interactive Entertainment. The plot of the game takes place between the events of “The Hobbit” and “The Lord of the Rings.”

It was released on Sept. 16 by Microsoft Windows, PlayStation 3, PlayStation 4, Xbox 360 and Xbox One. It was given the rating M for mature.

The game begins quickly and throws you into an intriguing start

to the narrative and the vigilant combat in the game with a short

have unlocked more of the abilities and skills.



tutorial. However, the story fades away as you play the game and is inconsistent. There are only a couple of truly interesting points in the plot that are worth paying attention to and that you will probably enjoy.

It’s unfortunate for a game like this to be strong in every single category, but yet lack in what should’ve been the easiest part for the developers.

The gameplay and creative are fantastic, innovative and addictive. It truly gets you pumped up and gives some adrenaline rushes. The combat finishers are terrific and give you a sense of accomplishment.

However, the great combat system doesn’t come into full force until later in the game when you

The creativity grabs the attention of the user. The sounds, character designs and crazy abilities are all huge aspects of “Shadow of Mordor.”

The enemies will remember you if you try to fight them and die trying. They will say something such as, “I thought I killed you! Now I’ll have to do that again!”

I have never seen this in any other game and it is an amazing feature.

Innovative ideas are incorporated into the abilities and in the enemy system.

The abilities are split into wraith and ranger abilities. You’ll find yourself spending a while trying to decide which amazing ability to try next. By the end of the game, you will have a full arsenal of abilities that you can use creatively to torment the enemies.

The enemy system is terrific. There is some sort of memori-

zation that the artificial intelligence has been given. You also have to interrogate captains and worms by grabbing them to receive Intel on captains and war chiefs. You can later turn this into a political war if you play your cards right, which can be strategically fragment.

If you enjoy games with great combat systems and open worlds, I suggest that you try “Shadow of Mordor” out. I give it four out of five stars because I believe it was outstanding in every single category other than the plot. This still had its moments of showing greatness.

If you like the “Lord of the



Rings” trilogy and fun, violent, blood boiling games, this is a game for you.

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