

# DAILY BULL



The Daily Bull is probably not suitable for those under age 18 and should not be taken seriously... like snow!

Friday, November 3, 2006

"My father carries around the picture of the kid who came with his wallet."

~Rodney Dangerfield

## Broomball Upgrades

By Michael Denomme  
~ Daily Bull ~

### Plate Mail:

Do you hurt after getting hit with a broomball? Ever got a stick in the shin? Well with the new addition of plate mail, you can cream your opponent and protect your self all in one motion...literally. You'll end up spending so much energy trying to move, you'll only be able to pull it off once. Pick your target well.

### Jet Packs:

Well, to counter act the problem of not being able to move around in plate mail, I have added the equipment of the jet pack. With this added energy, you can either hit your target twice or once really hard.

### Spiked Balls:

Well now that we have plate mail, how about big spiked



...see Broomball on back

## How To: Determine Your Character

By Nick Nelson ~ Daily Bull

After writing my article on dungeon crawling (20 October 2006), I received many requests from people needing help on determining their character. There are many aspects of your overall character that require critical thought before you make your final decisions. As always, I'm here to answer the call with reliable facts and knowledge, whether I want to or I'm forced...

**Race:** Obviously, you're a human (ok, well, maybe you are). When you're playing a game, however, you usually have many options for your race. You should check what the benefits and downsides of each race are (if applicable).

**Class:** This decision will undoubtedly be the most important one you will make. Your class determines the skills you will use and some special abilities you'll receive. Following is a brief description of some common primary classes:

-Warrior/Fighter: master of melee weapons and physical defenses  
-Rogue/Thief: master of stealth, traps, lockpicking, and devastating sneak attacks

-Archer: master of bows (duh.)  
-Wizard/Sorcerer: master of many manipulative and damaging magicks  
-Cleric/Healer: master of protective and healing magicks  
-Bard: the "jack-of-all-trades" class; can do a little of everything  
-Druid: nature-focused class with a mix of healing and elemental damage spells  
-Shaman: tribal-focused class similar to a druid  
-Monk: utilizes hand-to-hand fighting and natural defenses of the body (sometimes, a monk is the main healing class instead)

In most cases, there are specialized and hybrid classes based on the primary classes. For example, necromancers, enchanters, illusionists, evokers, and the like are all specialized wizards or sorcerers. Rangers are druid/archer hybrids, while paladins are warrior/cleric hybrids. Some interesting classes from Everquest are beastmasters (shaman/monk hybrids) and shadowknights (warrior/necromancer hybrids). The main idea is to pick a class that suits your talents and desires best, and if one doesn't already exist, be creative.

...see How To on back

My life runs one 30-day trial at a time!



## Dave's Corner: Going to Hell

By David Klemens ~ Daily Bull

**igod** repenting made easy

---

You are now chatting with God...


Are they exactly the same? ▲

Me: np

God: Ask me another question.



Me: Will I go to hell for masterbating?

God: The oracle says: It is certain. ▼



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### ...How To from front

My favorites include shadowknights, shamans, necromancers, and druids.

**Alignment:** Primarily found in D&D, your alignment encompasses your moral beliefs – basically, how you'll act in a given situation. Alignments are split into good versus evil and lawful versus chaotic. Seeing as I would murder your parents and feed them to you in chili form, my alignment would be classified as “chaotic evil.”

**Attributes:** Attributes can vary greatly from game to game, but D&D attributes fit life best. Depending on which attributes you focus on, certain skills can be significantly boosted (or hampered). They include: strength, dexterity, constitution, wisdom, intelligence, and charisma. If you need definitions to these words, go back to high school.

**Skills:** Your skills are, obviously, where your talents lie. These are typically generated by your class and attribute selections and can sometimes be modified by your race. But, since you're a human around level twenty and you probably have low intelligence and wisdom scores, I'd doubt you have any skills.

Now stop asking me for knowledge and go get it yourself, lazy n00bz. 🐣

### ...Broomball from front

balls? Come on four inch spikes would be great to see on a small blue ball. This way no one could say blue balls don't hurt.

### Flaming brooms:

Now everyone knows how much it hurts when they get hit by the ball when it gets really cold out. So how about a flame throwing broom? The ball will warm and soften up and not be as painful to get hit by (in addition to wearing plate mail.)

### Metal brooms:

Now since the players are wearing plate mail, the brooms need to be a little stronger to stand up to this new stronger surface. So now we had adamantium brooms. That's right! The same stuff that makes Wolverine of the X-Men able to cut through everything and not break any of his bones is now used for the improvement of cheap collegiate entertainment.

### Bonus Points:

Bonus points will be awarded to anyone who starts playing like John Scott.

### Penalty Changes:

Death!

### Cash Prize:

The season winners get their registration money back. Stupid \$20. 🐣

## Bull vs. Bull Duck Tales vs. TailSpin

Duck Tales ~ Joel Fox

I really found myself torn at this dialectic: Duck Tales and TailSpin are both shows that I enjoy immensely. However, after some careful deliberation, I have found that Duck Tales is superior because of one simple fact: it carefully and strategically adheres closely to today's most important philosophical principles of post-modernism and Freudian theory.

Post-modernism is a somewhat difficult concept to explain, but for the sake of brevity let us just call it the reticence towards classical methods through the utilization of classical heuristics. Post-modernism can be found present in nearly every episode of Duck Tales: consider the theme, for example. “Life if like a hurricane, here in Duckberg | Race cars, lasers, aeroplanes – it's a duck-blur.”

To simile life to a hurricane is to comment on the violent nature of and phenomenological distress caused by it, thereby giving form and structure to life via stipulative method; yet, in the same breath, the tune states that “Life...is a duck-blur”

— as in, life is passing by so quickly that it cannot be analyzed via Aristotelian methodologies. Ergo, life is at the same time disturbing enough to catalogue through this show — a very classical method — but at the same time reduced to an obscured visage, something which cannot be defined.

In Freudian theory, individuals are stratified using taxonomy that Freud coined called *structural theory*: within this range are the *id*, the *ego*, and the *super-ego*, and for each type there is a human (duck) archetype that represents that attribute. The three nephews (Huey, Dewey, and Louie) represent the *id*: always wanting and just doing whatever they want, regardless of what trouble it gets them into. Scrooge McDuck represents the *super-ego*: scolding the boys and being generally restrictive. Launchpad McQuack represents the *ego*: he is the mediator between the nephews and Uncle Scrooge, and is generally the actuator of the group (as he transports them and rescues them should they encounter trouble). Gizmo Duck represents the *überman*, or being removed from humanity (or in this case, duck-kind), which exemplifies all three attributes: he is a good person, capable of action, but still with the desires of Fenton Crackshell. His removal from duck-kind is expressed facilely by his mechanized nature.

You'll rarely find such important issues addressed in TailSpin, regardless of how entertaining and astounding the show is. The best you'll get from there is a socialist

labor stratification, in which Rebecca Cunningham lords agency over her pilot Baloo while Kit Cloudkicker attempts agentic shift via subversion, which ties into Marxist theory: however, this does not particularly compare to the depth in which the allegories in Duck Tales delve. 🐣

TailSpin ~ Nic Leatherman

You know what show I miss? I miss TailSpin, and not just because there were two controversial episodes that became banned, but because it showed the big bear-little bear relationship. It was all about looking up to your elders, learning from them, living life, and apparently from the banned episode that I saw the only showing of when I was younger, increasing the sales of weapons through an assassination. I was sad that the show only had 65 episodes, which coincidentally is how many drinks I had before writing this. I used to come home every day looking forward to a new episode in which to watch a bear flying a plane and fighting against air pirates that were a variety of other animals. I remember playing with my friends pretending one was the evil panda (controversially considered racism on the show) and the other baloo. I was kit, who I thought was awesome, especially when he cloud surfed. I even one time considered jumping out of a plane with a string and a board strapped to my feet. I think it would work wonderfully, but sadly I have been banned from flying since then. I guess calling all of the people who were trying to stop me F\*#\$ing air pirates really pisses them off. 🐣



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