

DAILY BULL

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

Thursday, March 27th, 2008

"It is impossible to travel faster than the speed of light, and certainly not desirable, as one's hat keeps blowing off."

~Woody Allen

On Behalf Of... USG

By Kyle Thorton ~ Daily Bull

This is a new weekly column that the Daily Bull will be featuring that will act as the voice of seldom heard groups. Some of the groups that could be featured include polygamists, cannibals, and people who don't give a damn either way on abortion. This week the Bull is pleased to hand over the written microphone to the Undergraduate Student Government, as they recently met with various groups to appropriate SAF funds for the upcoming year. "Writing" on their behalf is the President of USG, Bob Niffenegger...

I, President Bob, would like to start by thanking the Bull for giving us this opportunity to educate you the voter on how we, USG, decide what group gets how much money. Many of you might not know this, but as the folks around the Physics department are aware I'm quite funny. I can be heard making various prof's giggle throughout the halls. But don't take

...see Niefenlgiveup on back

The Legend of Pong: Rise of the Anti-Paddle

By Simon Mused ~ Daily Bull

Atari has recently announced that they plan on creating another sequel to their 70's arcade hit Pong with new features, story, and gameplay mechanics. That's right I said another. There are multiple remakes and re-mastered editions reaching Pong IV, along with Super Pong, Pong Doubles (two player co-op), Quadrapong (four players! Gasp!) and Doctor Pong. They've also branched out and made single players pong where it's you verses a bunch of bricks in Breakout, the Pong for the antisocial. But this new Pong, The Legend of Pong: Rise of the Anti-Paddle, will be the Pong to end all Pongs.

This Pong will have a fully immersive story spanning 3 disks. The graphics are breathtaking, with enough foliage dew and luminance to make you think the planet just got a fresh waxing. The music was spectacu-

lar, combining the musical talent of John Williams of Star Wars fame, Nobuo Uematsu of Square Enix, AC/DC, Daft Punk, and the re-animated corpse of Mozart with the standard 'beep' and 'boop' of the original Pong.



The characters have a relatable quality that makes it feel as if you are facing the grave dangers of our hero's quest yourself. The motion capture was done so well you'd think that you were watching live-action human movement (due to budget constraints 93% of FMVs are actual human beings in front of a green screen; you could hardly tell the difference). One could only imagine the size of the balls those actors were sporting.

The developing team was also not shy in implementing anime cut scenes and cell-shaded graphics where necessary! Don't be surprised when a fleshy human (William Shatner) is car-

...see Pong 2.0? title on back



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The Steaming Pile

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Interesting USG Allocations

ASMTU 3.0 "Accessibility"	Bureau of Club Bureaucracy Institute
The Society for Keepin' it Real	Venture Capital Club
Kappa Kappa Kappa	Students for Apathy
Helium Miner's Guild	Society for Extravagant Hats
Lode Proofreaders	Fans of Fanservice Fans Club
Tiny Fingers Club	The "Better Than Your Club" Club
Transgendered Students Against "The Ratio"	The Cult of the Albino Squirrel
Propane Proliferation League	The Albino Squirrel Hunter's Society
People Who Love People Who Hate Pandas	Apollo Debunker Debunker's Association
Students Against Things	Daily Bull -\$3 and a brick of hate Thanks USG!
Hide-and-Seek Club	



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...Pong 2.0? from front

rying a compelling discussion with a spunky, bug-eyed anime chick.

The game follows the adventure of a dashing, young 18 year-old (the only ones qualified to save the world apparently), voice-acted and motion-captured by William Shatner, as he quests to save some princess who appears to have been chosen by lottery to be in mortal danger. You quest around the Kingdom of Eightbit, recruiting allies of various species and hues all the while defeating hordes of goblins, crumbling dictators, and frequent mini-games involving interbreeding giant chickens with their parents and masturbation contests. The story revolves around an evil spirit called the Anti-Paddle that possesses your brother and slaughters your family in one of the most gruesome random acts of violence ever to be depicted in claymation. You and your brother meet face-

to-face after 3 disks and 50 hours of straight FMVs and have one last sword fighting action sequence with Quicktime events involving colorful button-mashing just for the hell of it. Your swords break and your shields fly off in opposite directions...

Now here comes the part were you actually get to control the character! It's you and your brother as he holds up his shield of Anti-Paddle magic and you with your shield of Holy Pong. In the charbroiled walls of the castle with no escape you notice the base of the back wall has become terribly weak. Yet you also take note that the wall behind you is also ready to crumble at any moment. You use your shield to cast a spell on a nearby cannonball to give it tremendous momentum and launch it towards your foe. The enemy deflects with their shield! The battle begins!

The gameplay received exciting new tweaks this time around. Now developers added forward movement (Oh Lawd, I think I just crapped myself), a hate meter, AI, and mana gathering! Granted the mana cannot be used since you don't know a single magic spell, though you can read about the awesome ones in the game manual! There are invisibility spells, fireball casting, and demon summoning! When the head of development was asked how these additions would change the strategy used in previous Pong games his reply was "There was a strategy!"

To be a fair reviewer I must point out the flaws of LP:RAP. If one could look past the shoddy controls, obvious plagiarism of nearly every game on the market, and Nazi propaganda, then this version of

Pong could easily replace all other games in your collection (which it will since it immediately writes its own data into all nearby data storage devices it comes within 3 meters of, including your brain).

The release date for Legend of Pong: Rise of the Anti-Paddle has not been officially stated, but fan speculation seems to be that it will be released a few months before the mystical game Duke Nukem Forever hits shelves on Jupiter. Because of the awesomeness that is this game, no modern console or PC could ever hope to run it. It will be released for the Xbox Hypersphere (infinite degrees of fun!), Nintendo Mario (it might as well), Game Boy Supreme Lord of All Mankind (already is in my book), Playstation 5000, and the IBM Blue Gene Supercomputer Home Edition.



... Nieffengiveup from front

my word for it, take my word for it. See right there, I'm already making you laugh. Here's a good side-splitter you can read out loud to your chums between classes.

Knock, knock. (Read with another person) Who's there? (You read again) The USG. (Back to your chum) The USG who? (You again, last time) The USG Budget Committee, hope you filled out all the relevant forms for us to read. (You can throw in "buddy" if you're really close chums.)

I know, I just thought of that. But moving on to more serious matters, I would like to address the notion that's been going around that in some ways the Committee is corrupt. This is simply not true! Kristen Sem-low might count all appropriations

in terms of equipment the women's soccer team won't get, but that's just her way. Trust me, you don't want to screw with Kristen and her way. In case you're wondering the \$1000

the Paintball Club won't be getting equals 50 shin-guards, and the \$500 we could give to Intervarsity correlates to around 40 soccer balls. If you want to look at someone, look at Shazoo. I'm pretty sure he's skimming somehow, but the man is crazy. I've seen him ride a surfboard with wheels around campus.

Some of you may be wondering exactly how a budget meeting works; then again some of you were too stupid to understand why ASMTU was a superior form of government. How it works is, a student organization will spend a couple weeks making a budget. These groups will carefully research what it is they need for the coming year and how much it will cost. They then bring that budget to USG and we'll look at it for around 5 minutes and slim it down. We do that in minutes! Of course as Idi Amin, former benevolent ruler of Uganda, said, "Expediency in government is next to godliness." Remember, that money is money every student pays to MTU, and a group that less than 25% of the student body voted for decides what to



Duke Nukem > Pong

do with it. That's pretty darn good!

What is really difficult about USG's job is making sure we have enough money to cover everyone's needs. Now, just because we had over a \$100,000 left over last year doesn't mean everyone's needs weren't met. It just means we did a really good job of sliming everyone's budgets down, and USG is going to make sure that that money is put towards important uses. We're looking into buying an 8 by 12 foot inflatable screen for the most profitable group on campus, the Film Board. This way we can watch a movie outside together, and the kicker is the thing only costs \$10,000. We'll have over \$90,000 we can appropriate still, plus there could be even more to add to the pot after this year's budget hearings. So get set for what USG has in store for you; we assure you, we can afford it.

This is Bob Niffe...yeah, wishing you a happy and safe rest of the semester. Remember don't let seasonal depression get you down. Buh-Bye.



Daily Bull

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