

DAILY BULL



The Daily Bull is probably not suitable for those under age 18 and should not be taken seriously... like news about something other than the debate!

Thursday, October 9, 2008

"I'm glad I didn't have to fight in any war. I'm glad I didn't have to pick up a gun. I'm glad I didn't get killed or kill somebody. I hope my kids enjoy the same lack of manhood."

~Tom Hanks

The Healing Power of Oyster Crackers

By Kayla Herrera ~ Daily Bull

It was a rainy afternoon in April the day I discovered that miniscule, bite-sized chunks of carbs could inadvertently alter the very way I exist in this world. The rain, as it usually did, had instigated the demons to skulk from within everyone in my surrounding radius. My sister locked herself away into the depths of Grand Theft Auto and demanded we deliver her meals rather than take the extra time away from the game to travel downstairs (a true Techie there). My mother hung over me like a wilted umbrella, ordering me to scrub the toilet with a toothbrush or wax the floor with old, crispy underwear.

But seriously.

The house was in turmoil and the alcohol had long

...see Oysterlicious on back



My Review of Life

By Matt "Undercover Minority" Villa ~ Daily Bull

I was recently charged with reviewing the newest First-Person Role Playing Game by GodLike productions called Life. Now, when I first heard that Godlike was producing another game, I was as giddy as a school-boy after his first-kiss (and subsequently his first woody), as the last games released by GL have been nothing short of immaculate. Following games such as Universe, Galaxy, and GodLike's lesser known indie title, Solar System, it was easy to say that Life had some big shoes to fill. Shoes that it fills, yet walks as awkwardly as newborn duck in.

The game starts out as many RPG's do, with character creation. Life however does something completely original. Instead of picking your base attributes and designing the look of your character, you instead choose from two "parents", that randomly determine your base stats and looks based off of a mix of their respective "Genes". This game mechanic, though original and fun, is inherently flawed. It took me six tries to get a character that didn't either have a permanent debuff (ADD, retardation, peanut allergy), or look as if someone knocked it out of it's nest with an ugly stick, and it hit every branch of the ugly tree on the way down.

After character creation, the game begins. Your "parents" give your character a name (my character's name was Bartleby), and you are thus a level 0 Human. This level is just a tutorial level it seems, as Bartleby's main goal was to not turn over during his sleep and suffocate. After you hit level 1 you gain your starting skills, such as walking (and if you had good luck with parent choice, crying will even be replaced with talking). Over time these basic skills develop over time to rank 4 walking (running fast) and rank 4 talking (saying sentences). Bartleby was lucky enough to be able to speak, although his sentences consisted of, "Need Poo", and "Hungry".

Once you hit level 6 however, the game starts to pick up. You go to a 12-stage dungeon that basically takes you to a stage per level, leveling you from 6 to level 18, in which you learn more skills like reading and math. At level 10, you get to choose where certain talent points will be allocated to skills, these points make you better at a certain skill, such as being better at math, or athletics. Your appearance changes based on how you play, and the allocation of these talent points. It is possible to fail this dungeon and be forced to start a

...see Payday! on back

The Nobel Prize for chemistry was given to a group of scientists who made animals glow. Why haven't they applied that to humans yet?



Nathan Wonders: Colored Hair

Brought to you by Nathan "Invincible" Miller

So basically anyone with colored hair is automatically cool. can't things be more permanent? Why do hair dyes have to fade?

The end.

...

After many days of deliberation, I could not come up with anything equally monumental to follow up that first proclamation with. A shame that it had to start out that way, it really is. I'm sure I could've come up with a ton of great jokes about aliens, hippies, punks, government agents, robots, bigfoots, or lucky charms, too. Guess I'll have to save them for another day.

Don't you hate that? One minute you're on fire, and the next you're fading away... it's terrible. Why Daily Bull doesn't have a color printer. Drats, and Double Drats!



Why do my awesome statements have to peak so soon? Can't things just stay happy and great for just a little while longer?

I guess that's all part of the circle of life. You dye your hair a really crazy color, goof around for a while, and the next thing you know you're back to square one. I can think of a dozen different metaphors for that, but I'm not gonna put them in here cause I need to leave space for a picture of someone with really neat colored hair like me. Oh wait, I can't.

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Oh yeah, no discounts if you piss us off!

...Payday! from front

profession early, but these professions tend to be low level and make your game experience both shorter and less worthwhile.

If you manage to get past level 18, you can choose to go to a super dungeon that is 4-8 stages, and thus you can unlock more profession options, and the best of the game play. During this dungeon, you pick a concentration that your new skills will focus around. Bartleby was a Electrical Engineer, thus learning about circuitry and higher math than his friend (ally), who was a Forestry concentration. After this dungeon, you finally start a profession, and this sticks with you more or less throughout the entire rest of the game. After these dungeons though, more options of game play open up, such as being able to become a parent yourself, for others to use as their character creation options. The game play is fun, and inventive, if not the same grind as any other RPG. Now

for the technical stuff.

First off, the Graphics are the best and more realistic ever in a game, and every designer at GodLike deserves medals for them. The User Interface and Heads-Up-Display is nigh non-existent, really immersing you in the game play Such as the pain mechanic. In order to know that your character is hurt or injured, you either have to see his injuries or notice that he is feeling pain. The game, depending on how you play, offers up to 60+ years of game play, with excellent replay value. This was a big seller, as most of the RPG's I've played seem to end too early. Life falls on it's face however, has it seems that in all of the amazing innovation and design that went in to the game, they forgot to add a save feature. This means that when you die, that's it, game over, time to start a new character.

All in all, the game is fun, and will keep you entertained for years to come, however the lack of a save feature completely ruins it for me. I give Life a three out of five. 🍌

...Oysterlicious from front

been gone since the last weekend when my grandmother was up to visit. So, what to do?

Set out on the counter under the breast-shaped lamp sat the answer to my predicament. Like a baby fretting for the nipple, I had found the



This was the first thing I thought of when I read this article. Blue Oyster Cult Crackers. Yum.

ultimate suckle point for the intake of irrepressible satisfaction: oyster crackers.

I took the crackers one at a time, savoring each on the salivating surface of my tongue before finally swallowing. By that time, it was already around nine o'clock at night. My mother's rambling died away into the silent buzzing of the rest of the external garden of various colors. The family dog waddled up to my crooked figure on the couch and began to lick my fingers. Needles? Was his tongue swathed with needles? Dancing bare asses with painted wings topped with the beautiful, resounding and multihued vibrations of music of an unknown source delivered me into a

world where there were no regulations or heavy thought processes. Just love.

So as you can clearly see, oyster crackers retain a particular ability to distribute the day's problems into entirely different dimensions. Who needs marijuana and LSD when oyster crackers are readily available at your nearest Wal-Mart or Econo Foods? And better yet, it is completely natural.

So drop the porn and mind-altering substances and experience something real. Oyster crackers changed my life and they can change yours.



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Glowing animals and Blue Oyster Cult Crackers. What'll they think of next? I actually don't know. You see, even creative geniuses like myself, Nathan Invincible, run out of ideas on occasion. It happens.

That's where you come in. You, the loyal reader, can contribute to the Bull. We offer great benefits packages, including: eternal glory, free pizza, having your funny stories published all across campus for everyone to see, great laughs at the meetings, a chance to meet yours truly, and the ability to put on your resume for the next job fair that you will inevitably attend that you wrote for the prestigious *Daily Bull*. Now if that's not an incentive, I don't know what is.

Convinced yet? You don't have to be a perfect writer to join the Bull. We don't require research like the Lode. We hardly even expect you to try. So what've you got to lose, other than maybe a few pounds? Stop on down to our weekly meetings every Wednesday at 9:15 pm, somewhere in Walker. I'm still not sure what room we're in, maybe 140-infinity. Something cool like that. Be awesome. Join the Bull. 🍌

Daily Bull

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