

# DAILY BULL



The Daily Bull is probably not suitable for those under age 18 and should not be taken seriously... like our Lady Husky basketball team's competition!

Friday, March 20, 2009

## Breaking News!

By Nathan "Invincible" Miller ~ Daily Bull

Man have I got a story for you! Over break, I had the opportunity to watch the news. Egads, why would I do such a thing with my spare time?! Well, I guess you could say I did it for science. That's right. I wanted to test Don Henley's theory that all news is Dirty Laundry, and to see for myself whether there really was anything worth watching on the nation's premier news networks.

Thus, I sat myself down one fine Wednesday and turned on CNN Headline News at 5 pm sharp, determined to watch a whole hour. I started my stopwatch. And I began what may have been the longest 60 minutes of my life.

The first thing I noticed was that it's no longer Headline News. It's HLN. What does HLN stand for? This country really sucks Now. Seriously? Are we that retarded of a society that we have to make an acronym out of a three-syllable phrase? It actually takes longer to say HLN, and it sounds a lot less natural. Try it.

As I watched, I kept track of approximately how long each news segment

took. There's a minute of the octuplet story, followed by about half a minute of economy woes... it was very tedious. After the first 10 minutes, I zoned out and stopped listening to what they had to say. I was glad I had my iPod going in the background and a slushy to eat, because I can't imagine ever actually watching HLN intently. Hearing clips of Nancy Grace babble on is worse than any professor I've ever had. Even Agin the wizard.



*Supposedly more intelligent.*

And then it was over! Hooray! Now the real science began: was there any good news, or was it all bad? Here are the totals for the amount of time each type of story was covered in one hour:

- 7.75 minutes – Killing Sprees
- 6.75 – Child Killer Trial
- 4 – Other Violence (Mexico, other shootings, fight club at a school)
- 1.25 – A 9 y/o had an abortion after being raped by her step dad
- 6.75 – Chris Brown/Rihanna violence issues
- 2.5 – Octuplet story

...see Huey Lewis & The News on back

I love it- once it gets above freezing for a few days, it's against the rules to get cold again. Welcome to Houghton.



## Nathan Wonders: Movie Sex

Brought to you by Nathan "Invincible" Miller

I also watched Watchmen over everything. But those sex scenes in break (I watch them, ha ha, bad Watchmen were pretty spectacular. joke), and like pretty much every During a nuclear explosion? With a single other movie that is rated PG- supernatural being? I'm sold.

13 or higher, there were a few sex scenes. A lot in fact. Don't take this the wrong way – I'm not complaining. But they did bring up a point that has been nagging at my brain for years: Do they actually have sex in the movies? And if so, how do I become an actor?



Seriously though. Why wouldn't they want to have real sex? Generally the people involved are attractive, right? No problems there. So what's the use in faking it when you can do it for real? So what if they can act and pretend to have an orgasm. I'm sure there are

Now in my defense, I'd just like to say that I believe much anything in the movies. This excludes the three newest Star Wars films, because I imagine why anyone would want Jar Jar Binks running

*Don't ask...* plenty of porn stars who can 'act' just as well. Besides, it's a heck of a lot more believable if they're actually, well, you know. Maybe they have a little clause in their contracts about it. "I agree to take a \$1 million pay deduction to have real sex on screen." We may never know.

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"I have noticed that the people who are late are often so much jollier than the people who have to wait for them."  
~E. V. Lucas

## Superheroes Unite!

By Ray Martens ~ Daily Bull

Lately, through both the reading of the Bull and various online forums, I have seen a lot of articles and such about having super powers. It's not uncommon for someone to look at the sky and wish they could fly, or to want to be able to shape-shift into some form to do things that are just not possible for a human to do; lifting a bus for example. However, I may have found a solution for everyone's super-powered fantasies... City of Heroes.

This game literally places a super hero under your command. You start off by selecting what type of hero you want to be, which controls what powers you have. If you're a front end guy who just likes to smash shit, you run with a tanker, and if you like the idea of blasting your foes with energy, fire, ice, or good old psychic

...see Super Duper on back

- ...Huey Lewis & The News from front
- 7 – Obama and Economy related
- 1 – Other Politics
- 1.75 – Grandma's & Technology (no joke)
- .5 – Polar Researchers
- .75 – Toddler saved from river
- .75 – Deer break into convenience store
- .25 each – Space shuttle delayed and plane lands safely with broken landing gear
- 16.75 - Commercials

This adds up to around 58 minutes. The remaining 2 minutes consisted of the intro and various whooshing HLN logos during transitions between finding decapitated heads in Mexico to Chris Brown domestic violence stories. The question now is, what does it all mean?

In an hour of standard prime time news, you should expect to spend 44% of the time watching stories specifically about violence and kill-

ing. This equates to an R rated movie. 28% will be commercials, which is ridiculous. They should pay me to watch that garbage. About half of the time spent on the Octuplets and Obama was not good news, and the whooshing and intro are more often than not about the bad stuff. This means that of the 43.25 minutes of news you see, 77% is bad, 10% is irrelevant, 8% is general government news, and 5% is actual good, make-me-feel-warm-inside news.

5%. That's how much CNN HLN dedicated to the nice side of a story without being critical or bringing up how many people died. That's pathetic. Even emos are happier than that. And 77%? I think that is a clear indicator that Crap is King. People really do love their dirty laundry. Either that or they like watching "perfect" looking women read Teleprompters all the time. One way or the other, we're screwed. Go U.S.!

And for those keeping track at home, I didn't watch any other station. I can safely assume that Fox and others are just as bad offenders as CNN. That and I didn't want to spend more time than I already had in front of the boob tube cooking my brains.

...Super Duper from front

energy you simply choose to be a blaster. There are more types, which offer various things as well. Then you delve even deeper into your character's powers by selecting what type of powers you want from both a primary set and a secondary set. For example, if you chose to be a blaster, you have various types of energy you can utilize. Let's say you want to shoot fire, then you select the Fire primary, and take one of the two powers that is available. You can

## Continued Languish

"realism in games"



always get the other later. Then you can choose a secondary power set. For blasters, their secondary sets are manipulative, designed to keep your foes off you. Either by knocking them back, rooting them in place or slowing them down. Hell, you can even confuse them into attacking their own buddies.

Once you've chosen your powers, you get to choose how your character looks, right down to his or her height, body build, facial features and hairstyles. You can then pick your costume. You are allowed to randomly generate one, select from the dropdown list if you are running with a certain theme, or you can go through piece by piece and put one together. I'm not talking just pick your suit, chest emblem and cape either. I'm talking like you can choose if you want gloves, what kind of gloves, whether you want them finned like Batman, or any of the literally hundreds of combinations possible. There are nearly limitless possibilities with the costumes, and you can even go through and have the computer make the colors automatically match for you, or you can manually choose

each and every color your costume has, what styling you have on each piece (Since you can add a layout skin on top of the model of pretty much every piece of your costume).

After you finally have your character looking the way you want, you then choose your super hero name, battle cry (Can always be done later too), and even your hero's history. Where did they start off? How did they get their powers? Was she a hooker who had one too many visits from a local nuclear tech and now she can fly? All of that you can figure out and explain in your character's bio, which can be read by anyone who takes the time to inspect your character.

After all of this, which can take anywhere from less than 5 minutes to nearly an hour, depending on how long you spend on your costume, appearance, and the luck of the draw on the naming (Captain Amazing will pretty much guaranteed be taken on all servers) you begin your days in the life of the super hero you created. Busting up thugs, saving old ladies, putting out fires, stopping bank robberies, you can do it all...

...unless you don't want to... If you want to be the one robbing the bank, lighting the fires, robbing the old ladies or just laying the smack-down on those sissy heroes, you can just log into City of Villains. While both games are stand alone, they also interact with one another and share a subscription, so if you pay for one, you get both. Either way, get out there and let your mind run wild with fantasies of saving, or destroying, the world!

Ahhh I got my hands blown off! I can't hold a gun! Ahh!



## Daily Bull

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Nathan "Invincible" Miller

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