The Daily Bull is probably not suitable for those under the age of 18 and should not be taken seriously...



it's only

4

-like The Onion, but shittier!

## Things to do on the 21st of March

DJ Benjamin

We've all been there: you're facing another Tuesday night and don't know what to do with yourself. Sure, you could spend the night doing homework, staying in like a *nerd* and being "responsible" and "studious". Or you could hydrate the night away as so many engineering and computer science students are wont to do. Of course, you can't stand to lower yourself to the level of playing League of Legends (you're not that desperate), so what are you to do? Never fear! The Daily

Festival of Love, Arts, Radiance, & Empowerment

Join Local artists, musicians, community orgs, and student groups for events, raffles, and activities! Live music played throughout the event with a concert to finish the night!

MARCH 21ST IN THE ROZSA
FAIR FROM 6-8PM
CONCERT FROM 8-10PM

WITH MUSIC FROM:

SCHIS SOING TWICE DEADMORTH
FLOSTWOOD'S BACK CHSBLORD
AMARANTHUCS

SUPPORT FROM:

THEROZA
DHIAND BEST
WILLER HORDON
SIV HEROSTRIS
WILLER HORDON
SIV HEROSTRIS
MUJORES
MOLIGHER
MOLIGHER HORDON
SIV HEROSTRIS
MUJORES
MOLIGHER
MOLIGHER HORDON
SIV HEROSTRIS
MUJORES
MOLIGHER
MOL

Dance with Swing Club at Spring FLARE!

Ever wanted to learn to swing dance? Groove to some classic jazz, blues, and swing tunes with some of the chillest people on campus! Swing club will have a table (and possibly a dance floor? Jury's still out on that one). Feel free to dust off those dancing shoes and dance without worrying about how you look (don't worry, you can't look sillier than me, I dance like an ostrich with osteoporosis).

Bull is here to give you all sorts of ideas of stuff to do!

## Check Out Spring FLARE in the Rosza lobby, 6-10 PM

A ton of clubs have come together to make this celebration of diversity, arts, and love possible. I'm talking the Sustainable Futures Association, Keweenaw Pride, KYCA, and a ton of Greek Life and just a ton of other clubs focused on creativity and diversity. There'll be life musicians, local artists, and booths for you to say hi to all your favorite clubs hint hint wink wink. Come check it out!

## Say Hi to Daily Bull Staff at Spring FLARE!

We'll have a table! Come visit us, say hi, contribute to our Special FLARE pile and the trial run of our brand-spanking new Crowd-Sourced article writing process, where everyone submits a word or short phrase and we have to make an article using all submissions we get. We'll also have a special, serialized, non-fungible edition of the Bull exclusively available at Spring FLARE, so don't miss out! You'll never be able to complete the collection without this special edition piece.

## What It's Like to Play a Dead Game

DJ Benjamin

So for years, I've played a RTS game called *Rise of Nations*. The game was released in 2003 and, in my humblest of opinions, it's aged like a fine wine. It plays well without many glitches, it's incredibly well balanced, and it's super-duper configurable, especially when you get into the Scenario Editor and can basically make the game be whatever you want it to be. The gameplay itself is much like *Age of Empires*, but more economy focused. You build cities, gather resources, and then build and army and go wreck shop, all in real time. While the game is primarily geared toward multiplayer, there is a ton of single-player content that's an absolute blast. Which is good, because the multiplayer scene is basically dead except for one group: *The tournament players*.

Don't get me wrong, there's nothing wrong with people being good at a game. But it can get *real* annoying sometimes when you're just hoping for a nice casual game and then people are rocking up to your only city with catapults and horsemen when you just researched how to build a temple. The early-game has been optimized to high hell and it feels like Star Craft players will take a break from developing carpal tunnel to take over the lobbies, robbing you of any fun you might have. It doesn't matter if you're good at late game, or if you just play the game casually—you'll lose in 10 minutes, no fun for you.

If you don't want to put up with all of *that*, you're left with the singleplayer content. Fortunately, there's a lot of it, but after 900 hours it feels pretty limited. The game really could have benefitted from being open-source to modders, because it would be really cool to add new nations to play as or new units— or fix some of the 2003 quirks that, while charming, limit the game a lot. The AI is showing it's age too— so if anyone knows of someone who's broken this game for singleplayer stuff, let me know, I'd mod the hell out of it. In the meantime, I'll stick with the scenario editor, turning the game into a zombie-apocalypse survival-management game, or recreating historical battles/campaigns.

Dead games are like that comfort movie you've seen a million times but you watch again anyways. There's nothing new to them, but that familiarity is comforting and enjoyable, even if sometimes you wish there were more. Unless, of course, you try to optimize the game to win tournaments against the only other 10 people who still play the game.





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Hi, my name is Big AI, and I approve this message