

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



IT'S BEEN
183,112
DAYS SINCE SWEDEN
WAS FOUNDED

-Like The Onion, but shittier!

Dear Daily Bull:

Dearest J. Benjamin

Dear Daily Bull,

Lately, I've been feeling a bit lost. I've made education about sustainable systems and environmental conservation my life's mission, and I enjoy that so much that I've surrounded myself with aspects of that in many ways in my life. I bike most places, I buy fresh produce from local markets to avoid packaging and shipping carbon costs, I've reduced the amount of meat in my diet and red meat especially, and even my house in the forest has a living roof,

like one with grass and flowers on it. Every day I feel like a hobbit, like I'm going to step outside with my bare feet and some pipe-smoking, grey-cloaked wizard is going to roll up in a cart and give me some ring that's going to start a whimsical adventure.

I have so much fascinating knowledge about sustainability, ecology, climate change, landscape, and the arts, but alas, I have no one to share it with. I would really like to be able to take next summer and teach what I know to bright college students eager to learn and make a difference in the world, and give them "interdisciplinary field experience" throughout "an environmental community project". I'd take students of any major, and even offer "essential education credits".

What should I do to get students to come and check out this really neat program of mine?

Sincerely,

Sustainability in Sweden



Dear Sustainability,

It's a good thing that you are very excited to share your knowledge with students and those preparing to shape the future. These are dynamic times with challenging struggles from climate change, and the subject of sustainability has never been more important.

I would suggest that you reach out to students at Michigan Technological University, especially those who can attend an info session on Thursday, November 7th in the Campus Library from 6:00—7:30 pm in room 224 for a program discussion and some free pizza. It sounds like you are looking for students at any class level, and offer something that may be a valuable way to spend a summer if they don't get an internship. MTU students are already used to the cold, so Sweden in the summer might as well be Cancun.

Sincerely,

The Daily Bull

Civilization VII will be Open-World Sandbox

And Other Features begat by Sid Meijer himself

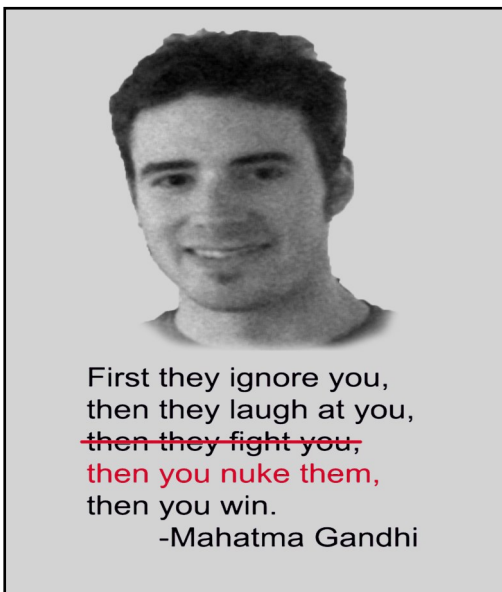
DJ Benjamin

Sid Meijer's Civilization VII has been announced with much hullabaloo and hubbub, as Civilization fans around the world rejoice at yet another installment in a venerated series for them to sink their time and money into. After launching Civilization 6 a whopping eight years ago with a huge step up from Civ 5 in terms of features and gameplay complexity, Firaxis has set the bar high for themselves. According to the prerelease materials they have announced, it's clear they think they've delivered.

Having witnessed the flash-in-a-pan success of games like Fortnite, Firaxis has announced that Civilization VII will be free to play and live service. Instead of charging for the game and the DLC, Firaxis will be monetizing the game via unskippable ads at the end of each turn, and microtransactions that allow you to purchase customizable cosmetics for your leader of choice. They hope this will attract players who are new to the series, and allow them to keep delivering fresh content via live updates, keeping the game fresh and dynamic.

Some of these cosmetic options take the form of a revolutionary step that even Todd Howard himself hadn't conceived of: purchasable slider options in a character customization screen. The base game will allow you to customize your own leader, allowing you to choose from some predefined abilities and changing your character's appearance between a few preset selections. However, you can unlock customization sliders with a few quick purchases for the low-low price of 123,939.99 ^d. They are also offering an optional hardware peripheral that can be configured to punch you like Muhammad Ali's alarm clock to get you to stop playing because it's been like 8 hours and you're slowly morphing into a vegetable.

In addition to microtransactions, Civ VII will have several new modes. These include a Battle Royale PvP mode, building on what was trialed briefly in Civ 6; a split-screen Co-op mode, where two players control the same civilization but cannot see what each other did until the turn ends; and Twitch Integration, where a streamer's Twitch Chat can directly run their civilization. They've also listened to players' wails of agony and made some quality of life changes, including: adding more keyboard shortcuts to let you rage quit the game easier, removing nukes from Gandhi, renaming the "Next turn" button to the "Just One More Turn..." button, UI updates "borrowed" from modders of Civilization 6, and giving Gandhi more nukes.



The
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Hi, my name is Big Al, and I approve this message