

the weird!side

JULY 2004

MsR Tribute

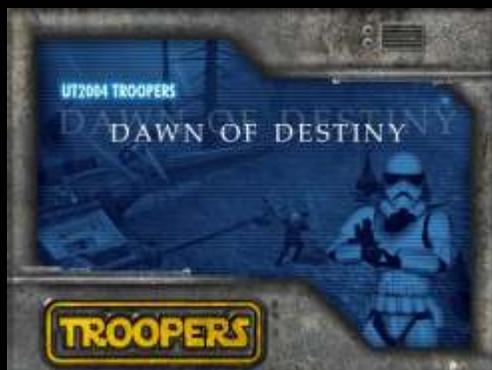
An Outside View
of the Weird Side

FFXI - Reviewed

MODS - Troopers Review

Exclusive! Interview Extravaganza

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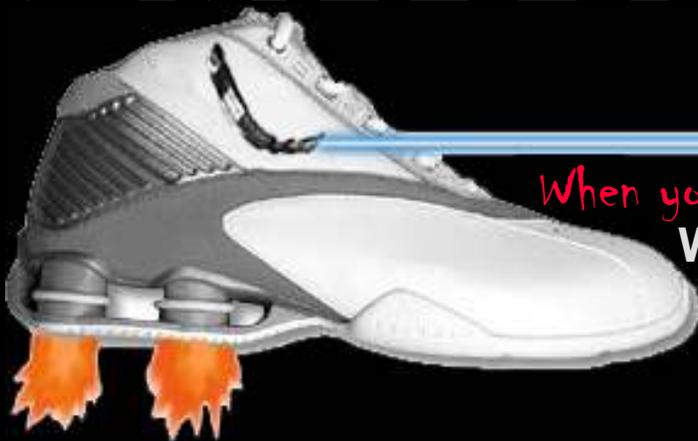


PLUS: Troopers Mod Review



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features

MsR Tribute

In the past 2 months the MsR clan has gone through a metamorphosis from a server regulars clan to a stand-alone clan named Flying Ferret Squad (FFS). Commander [FFS]Cybershark authors a tribute article to the former Maddness Server Regulars detailing the history of the clan.

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An Outside View of the Weird Side

Looking in from the outside is not always a pleasant thing. [TMBJ]Daku describes his experiences being in and around the TMBJ clan and gives a little insight to the culture of the clan.

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Final Fantasy XI Reviewed

You've heard people devoting tremendous amounts of time to this game and may be unsure why. You may have even wondered about what power leveling is. [TMBJ]M. Chrono contributes an explanation to these topics and a basic strategy for playing Final Fantasy XI.

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interviews

This issue is the investigative issue. SensoryOverlord (SO) and Rhad are interviewed in Part 1 of 2 in the BoB investigative series. The conclusion to come in our next issue.

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news



The Troopers Mod for the make something for UT2k3 contest took 2nd place. [TMBJ] Shroomduck was among the development team members.

The team has been currently working on the UT2k4 version, which is expected to be ready for download by the release of this issue.

The Weird Side staff and TMBJ and FFS clans applaud your efforts.

EDITORIAL

MsR Magazine - The Journey

Written by Doughty Gubay

It's been quite eventful in the TMBJ and FFS communities since the first magazine. I have participated in the evolution of MsR taking flight and have watched Cybershark and Drumstick pilot the Flying Ferret Squad in a great direction. The process was not an easy one and, as is true with most things, good things come slow.

I could go on about how the members of TMBJ and FFS can be considered role models and construe a decent analogy to apply to some aspect of your life. This is not the place, nor is it the time to transfix some life lesson to the members as I know them. What I would like to focus on in this paperspace is something that is the lifeblood of our electronic community, humor.

Humor for some can be as simple as reading a line of text and noticing "the" being spelled t-e-h. For others, it may involve a slapstick element like repeated groin shots with a half boot twist. A select group of individuals, who shall remain nameless, get some entertainment just watching people try to be funny.

I know what you're thinking. "What's the point?" The answer, in my opinion, is pretty straightforward and answers the following question: Why do people in TMBJ and FFS keep being active in the forums and visiting the IRC channel? It's because there are some hilarious things that happen in these places.

The people that invest their time and energy in these areas care about one thing, having fun! I dare you to connect to the TMBJ channel and not have at least 6 or 7 chuckles in thirty minutes. As you'll read in one of the feature articles, the culture in IRC is as laid back as Larry Flynt in a morality hearing. It's one of the few places you can go to escape the duldrums of real life and go on about your day with a smile on your face smelling like cheese. For those of you wondering about the culture, smelling like cheese is a good thing.

I guess I really feel a need to supply you with something useful to try in your own situation, so I will leave you with this exercise. The next time you open a fortune cookie, add the phrase "in bed" to it. Here are some examples:

Save now for future calamity ... in bed.

You will not be allowed the satisfaction of a peaceful transaction ... in bed.

Opportunity is knocking at your front door ... in bed.

No matter what goes wrong, it will probably look right ... in bed.

On that note, enjoy this issue. We have expanded the magazine a great deal to offer a more diverse publication. When you're done reading this magazine you can use it to line your e-birdcage. Seriously, have fun with the magazine and I hope you have as much fun reading it as we did putting it together for you.



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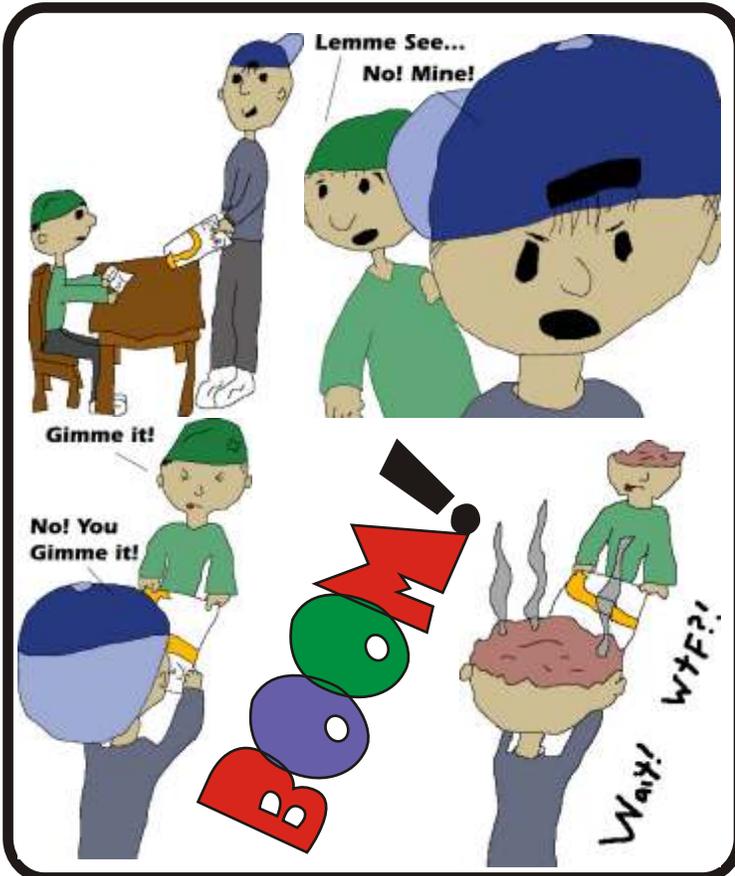
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Contributions by: Shadough & LizardFace



Letters to the Weird Side

Written by: Mithran

Dear Letters-and-Tomatoes Dept.,

Recently I won a dueling tournament on JK2 the clan who arranged it gave a prize of their choosing, the problem was they chose a thong for me. Now it doesn't bother me too much but I have a reputation to look after. I haven't given my address and I'm afraid if I do they'll come and deliver it personally. Then ask me to model it. Any suggestions?

Signed, Ravage

Mithran writes:

Well, I don't see what the problem is. If I were in your shoes I'd gladly take it and even possibly do a little dance in it. I mean, what's wrong with being dressed in nothing but a thong, bouncing and jiggling about... Okay I'm going off topic. Well, my suggestion is that when it does come (with personal delivery or not) is to make a flamethrower from a CFC can and a match. Then burn the thong! In fact don't wait, go to the central post office and burn it there! Make sure to burn a few letters whilst there too! We know what letters contain don't we! **BILLS AND BILLS AND BILLS.** Do the world a favour and burn those walking farce factories to the ground!

Hope that helps, Mithran

D34r Letters-and-Tomatoes Dept.,

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Signed, 1337 14\0r

Mithran writes:

... well, that was unusual, tell you what Ted (I'm calling you ted because I don't want my intelligence lowered any further than it has been from reading your letter), I'm a fair guy, so I'll just take it that you're not the sharpest knife in the drawer. I might not be MsR or FFS or whatever they are now, but I'm sure they don't like seeing drivel like this. My suggestion is to douse yourself in any highly flammable liquid (preferably vodka) and then come talk to me again. I'll happily light you up like a Christmas tree.

Hope that has made you sleep easier, Mithran

Letters Continued on Page 26

[White Space for Rent!]

WANT TO HELP US GET RID OF WHITE SPACE?
CONTACT STUART FISTY AT DOMANI001@HOTMAIL.COM FOR DETAILS.

Send us a letter!

It's as simple as emailing your question to doughty_gubay@clantmbj.com or majinvegeta373@hotmail.com. If you need advice from a weird source, we have plenty to offer from that realm!

Get a free signature when your letter makes the pages of the Weird Side!

Rules: Only one letter per issue per household. Eligible entries will be notified prior to publishing deadline. Signatures will be 595 x 145 pixels (WxH) and emailed to winning entries. International shipping charges may apply... NOT!



The Weird Side Fridge Art by: [TMBJ]doughty_gubay

Can you remember back to when your Mom or Dad took the pictures that you drew and put it on the refrigerator? How about the family outing pictures? Well, this is The Weird Side version. The photos are taken from The Official Pic Thread Thingy

Every issue will have new images that are submitted by The Weird Side readers and production staff or as posted in the TMBJ forums. Send an email to Doughty if you are interested in submitting a photo, drawing or other graphical design for the TWS Fridge Art Section.

Special thanks to all Involved for their submissions. Enjoy!

For information on how to submit artwork or a photo email Doughty at doughty_gubay@clantmbj.com or send a private message to Doughty in the TMBJ forums.



An Outside View of the Weird Side

By Kyuketsuki Daku



TMBJ Clan Website:
<http://www.clantmbj.com/>



In June of 2003, I took my first look into The Weird Side. I had only recently bought *Jedi Knight 2*, previously having no way to play it. While hopping around servers, I came upon the JK2files.com server where I met [MsR]BeebaJanus. In my first encounters with Beeba I learned how to play the game. He taught me many things with patience, and even directed me to his clan's forums.

After a while, I hit up www.clantmbj.com/forums and made my way to the Maddness Server Regulars section. In it, I found a group of people who seemed to really enjoy just hanging out together. Sure, they played games, but their biggest enjoyment was sitting around in the IRC channel chatting the night away. I found this to be the same with their parent clan, They Might Be Jedi. In fact, the only thing that really separated these two entities was the name. Upon further investigation, it became clear that even the people who just hung around were part of this community, an integral one at that. That's the hitting point of The Weird Side, it doesn't matter who you are, you can be a part of the community.

After my first venture in, I left for a while and didn't return for nearly two months. I did pop in every once in a while, just to see what was going on, but I had found somewhere else to hang. When I returned, though, those who remembered me welcomed me back with open arms. It was at this point that I realized what this entire group was about. While the overlying theme is for a game, everything revolved around one thing, friendship. Age doesn't matter here, sex doesn't matter here (though you might get a little more attention [wink wink]), experience doesn't matter here. People, however, do matter here. I've made some of my best friends in this community, and I've never even had the opportunity to meet them face-to-face.

The talent in The Weird Side is exceptionally high, too. Modelers, mappers, skimmers, and artists of all types reside in the community. I've never seen them deny help to anyone, either. People come and go, but if anybody needs something, someone will be willing to help. That's one of the more amazing things that go on here. Everybody is very giving of their talents and abilities. I've seen people make brand new models for another community member who was working on a mod and needed something unique and new. But these talents don't simply extend into the technical world.

There have been times people in the community have needed someone to talk to, and I've seen people stand up and come to their aid. Some clans that are completely game based don't seem to care nearly as much as the people in this group. That's what sets [TMBJ] and [MsR] apart from the rest of the gaming world, the friendship that supersedes all else. I've been the confidant and the confider. I've found people willing to help whenever someone has a problem, but I've also seen people exploit this. Though there's a lot of kindness, people who take advantage of others are not taken lightly.

Now that I'm on the inside looking out, I see that things are exactly the same, which only serves to further drive home my point. No matter where or who you are, this community holds friendship above all else. You get in, you get some more forums, you get a cool tag, but you're still with your friends, and those friends never leave.

INTERVIEW

Two Guys Talking About Setting Stuff on Fire

Written by: Doughty Gubay

Amidst the din of the pancakes versus waffles and flying croc versus flying shark discussions, I was able to entice [TMBJ] SENSORY OVERLORD into taking some time to sit with me for an interview. For those of you new to the community, SENSORY OVERLORD (SO) can be considered a mainstay of the TMBJ community and one of four full-fledged members of the BoB.

Doughty Gubay (DG) taps SENSORY OVERLORD on the shoulder. A few moments go by and SO is unresponsive. Doughty opens up his trunk, walks behind SO and taps SO on the shoulder with a mace. SENSORY OVERLORD recoils in horrible delight.

DG: How did you happen to become involved with TMBJ?

SO: Within minutes I was having a great time. I just kept coming back after that. Shortly after LsR became TMBJ, I was voted into the clan. I think they'll get over the error of their ways eventually.

DG: So you are an original TMBJ'er?

SO: Nope! I was around a lot, early on, but the clan was already around when I showed up. It was still very young, but I didn't really think much of joining a clan back then. It took a while to realize that this was a different kind of clan ... more of a community. As I got to know the players, and they got to know me, I think it just became more of a natural fit. I still feel like the new kid on the block, sometimes.

DG: As is the case with about 90% of the members. I know many of the people that frequent IRC, myself included, have a great respect for your graphic design talents. I was curious as to how you have accumulated so much knowledge of the various programs. Is it a hobby or is there a sinister side to you?

SO: Talents? I don't know if I have any talent, per se... I'm just a keen student of the science behind the arts. LizardFace is probably convinced there's a sinister side to me. He seems to think I'm a robot of some sort. But I keep telling him ... I'm a real wooden boy. I don't believe in doing things poorly. If I'm going to do it, I'll do my darndest to do it right.

DG: Where did you come up with your screen name?

SO: I came up with it in my basement. But ... I'd love to claim I came up with it. The truth is, I'm not sure if I did or not. I know when I came up with it more than how.

DG: Who came up with it then?

SO: My cousin and I were playing some edition of You Don't Know Jack when we both heard, or thought we heard, the words "Sensory Overlord." We fought over who should get it. I won it fair and square in a game of Doom 2. I thought my name applied well to the sort of interests I pursue, anyway. It's a bit of a play on words, and it implies the sorts of things I like it to imply.

Bio Facts

FAVORITE COLOR:

INFRA-BLACK. IT'S THE COLOUR YOU SEE JUST AFTER YOU GET HIT BY THE BASEBALL DROPPING FROM THE GLARE OF THE SUN AND JUST BEFORE YOU PASS OUT.

FAVORITE BAND?

IT DEPENDS ON MY MOOD. I COULD SAY THE BEATLES ONE MINUTE, E.S. POSTHUMUS THE NEXT MINUTE, OR GO IN FOR A ROUND WITH THE FAMILY J.S. BACH.

FAVORITE MOVIE?

To Kill a Mockingbird, with GREGORY PECK.

FAVORITE ACTOR/ACTRESS?

MY FAVOURITE ACTRESS IS A CLOSE FRIEND OF MINE. SHE'S BEEN IN LOCAL STAGE PRODUCTIONS, BUT SINCE SHE'S BOTH A FRIEND AND AN ACTRESS, SHE'S CLEARLY MY FAVOURITE. OF PEOPLE YOU'D KNOW, WELL ... I DON'T REALLY HAVE A CLEAR FAVOURITE, BUT MEL GIBSON AND CHARLIZE THERON COME TO MIND.

FAVORITE ICE CREAM?

NOT SO MUCH A FLAVOUR AS A COMPANY, BUT I LOVE THE STUFF FROM LA CASA GELATO, HERE IN VANCOUVER. THEY HAVE ALMOST 200 FLAVOURS AT THEIR STORE AT ANY ONE TIME, AND EACH ONE IS A HAND-MADE MASTERPIECE.

FAVORITE FOOD?

BLUEBERRY-filled pierogi with a LIGHT, SWEET VANILLA SAUCE.



DG: What is this underground society known as BoB?

SO: There are a few explanations of what BoB is. One is that we're a secret organization with our own sinister purposes funded by syphoning money out of poorly-managed government programs (and McPhoenix's wallet) in the pursuit of greater means of mass candy-flavored destruction. The more realistic story is that we're not that underground at all. There are four people in BoB. Me, Kyran, Rhadamanthus, and ViperEye.

DG: Isn't [TMBJ] LizardFace a member?

SO: Honorary member. Cast your mind back. Back to a simpler time full of simpler things, when simple folk tilled the soil and didn't have to worry about the Hiltons dropping by to ruin the countryside.

DG: Next thing you know goose steppers will be strolling by. Who came up with the concept?

SO: None of us! Well ... That's all part of the story, really. When LsR was still on the LiCk server, an LsR member named Steeef set up his own server. The LiCk server was full almost all the time, so I'd head over to his server to play a bit. I wasn't in the clan yet, but I knew the rules that the LiCk server was run under very well. Steeef's server, called the Maddness, was theoretically under the same rules -- But those were wilder times, and a lot of players simply didn't follow the rules. Kyran would come by a lot at this time to play with me (we were always dueling each other anyway) and to be an official set of administrative eyes on the server. Most of LsR was still playing on the LiCk server, so there weren't a lot of people to enforce the rules. While I wasn't an administrator yet, I kept a close eye on how people were playing, in the hope of bringing some civility to the wilderness, as it were. I'd tell Kyran or any other present admins about players that they might want to keep an eye on, themselves. It was the interplay between Kyran and myself that led to the idea of BoB. His method of administration was very cut and dried. He had little time for people who were out simply to ruin other people's gaming experiences. We'd sort of do an unintentional good-cop/bad-cop thing, where I'd try to convince people to play by the rules.

DG: Very interesting. Being relatively new to the community one may misinterpret the BoB's purpose.

SO: More than a few people's last words before getting booted involved calling us bastards. So I said to Kyran, "Hey, why not just call ourselves the Band of Bastards and be done with it?" Sort of an official badge. It was a hard-nosed, but fair, style of administration that I valued, and Kyran and Rhadamanthus practiced. So, we invited him to join the party.

DG: How did VE fit into the picture?

SO: I'm not sure HOW ViperEye got in, but since he showed up one day assuming he was in, I guess that qualified him, on some level, as a Bastard, too. At least on the same level the rest of us were. Plus, you couldn't argue his administrative pedigree. He probably has a ribbon to show for it. We capped the member unofficial limit at four, partly to play up the idea of BoB. A little clever phraseology, and some help from the rest of the clan has helped to raise the Mystique of it all ...

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REVIEW

Final Fantasy XI

Written by: M. Chrono

Take one world-renowned video game franchise. Add a revolutionary gaming style. Then, for kicks, throw in two completely different cultures and mesh it all into a single world.

This is the world of Vana'Diel; the game, Final Fantasy XI. But hang on! This isn't your average Final Fantasy game. Square-Enix brings us their first MMORPG (Massive Multiplayer Online Role-Playing Game, similar to Everquest and Star Wars: Galaxies) experience in the form of their largest franchise. Two years ago, Square-Enix (then, Squaresoft) gave birth to the twelfth installment of their successful Final Fantasy series.

But why didn't we hear about this? In a surprise turn, it was first released in Japan (as are most games) on the PlayStation 2. At the time, it wasn't anticipated to be as successful as it is today (MMORPGs haven't caught on like they have in other countries), but as their fan-base grew SE changed their stance and in a stunning move released it as a cross-platform PC game. FFXI is the first game in history to be played across multinational and multi-platform servers. That's right, PC gamers and PS2 gamers play on the exact same servers.

So where do we begin? There are 5 races to choose from, each with different strengths and weaknesses. There are the Humes, known for their technical prowess. The Galka are tall, quiet beast-like creatures who are known for their gentle strong nature. Elvaans are known for their arrogant but amazing fighting ability. If you're into speed over grace, there's the widely-admired Mithra race (the sex-kittens of FFXI). Finally, the mages of Vana'Diel are known as the Tarutaru. Don't let their cuteness fool you; Tarus are known as some of the most powerful mages and scholars of the world. After creating your character, you're taken to the home-town of your choice (City of Bastok, Kingdom of San d'Oria, or the Federation of Windurst). Each of the three starting cities yield different advantages and disadvantages according to your race.

When you start out, you are given a cutscene and tour of the city you chose to begin your adventure in. From here, you can do many different tasks. There are almost 5,000 other players across the world sharing the same world as you (over 30 different worlds) so remember that you aren't alone if you need a helping hand. Most new players choose to wander outside of the city walls to level their character. So what is your role in the world of Vana'Diel? Well, that is left totally up to you. If you want to be a healer of the world and help those in need, go with White Mage. If you want to be a nasty conqueror of worlds, well, perhaps Black Mage is more for you. Upon leveling the basic jobs to Level 30, you unlock the ability to gain Advanced Jobs, which add more flavor and variety to the game. It is also around this time that your role in a party is more solidified.

So what's a party? After playing around and gaining some levels, you will start to see that there are some battles you cannot win alone.



M. Chrono is one of the elder statesmen of the Crimson Guard.



It is around this time that many players start to group into what are known as parties. Parties can consist of a maximum of 6 players, and can mean the difference between victory and horrendous defeat. A good party is always balanced between offense and defense, but the players (you) make the difference! At later levels, partying becomes a necessity in order to survive some of the darker, deeper dungeons of the game.

How do I make money? Earlier on in the game, money can be incredibly hard to come by. The most interesting part of FFXI is your ability to make money in any way you possibly can. The economy in-game is player-based, so don't be surprised if you find yourself trying to barter with another player to get the items you want! Want to be known as the best cook on the server? Join the Cooking Guild and learn how to make status-boosting foods and drinks! At later levels, you can even leave your signature on an item for players to carry around (just picture it, a sword with YOUR name on it). The core marketplace for the game is the Auction House. This is where 90% of the commerce in Vana'Diel takes place. Hundreds of players can be seen here daily, buying and selling various items and equipment. If you're strapped for cash, pick up some pickaxes and head into the various mines scattered around the world and mine valuable ore. Or, if dangerous mining isn't for you, pick up a stick and head down to a watering hole and fish till you're blue in the face. Be careful though, you may fish up something dangerous!

So what's the catch? As with most other MMORPGs, you must pay a minimum monthly fee to play Final Fantasy XI. If the \$12.95 fee isn't a problem, you must also face the fact that you are not the only human being playing this game. There are times when you will come across players that aren't quite as nice or playful as you'd hope them to be. GMs (Game Managers) are in place to take care of most of these problems, but diplomacy is encouraged in most player disputes. Also, since the servers are indeed multi-national, there is a steep language barrier in place amongst Japanese and North American players. It seems as if this would be a bad idea on the part of Square-Enix, however, many optimistic players see it as a chance to bring some cohesion and interesting experiences to each respective society.

No seriously, what's the catch? Still interested? Wow! Well, other than the monthly fees, other players, and language barriers, the only other factor in the game is you! While it isn't required, remember that the purpose of the game is to have fun, and how you have fun is solely dependent on what your idea of fun is! Between fishing, making your own equipment, mining, gardening, decorating your mog house, hunting rare animals for expensive items, and controlling the market to make a living; you do indeed have a full plate on your hands!

So give me some good points! Well, as I stated. One of the most entertaining aspects of Final Fantasy are the players you come across and the diversity of cultures. Besides every last activity stated above, you can make a name for yourself however you see fit. You can be known as the single greatest and most generous White Mage on the server, or the most notorious Dark Knight of the land. Role Play! It's fun! When you make

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FEATURE

Troopers Mod Review

Written by: AmosMagee

One of the most anticipated mods to be released for Unreal Tournament 2004 has to be Troopers: Dawn of Destiny. The Troopers team has been hard at work on this mod for two years now. They first developed the mod for UT2K3, but then converted when UT2K4 came out. I recently sat down with ShroomDuck (**SD**), the Lead Art guy for the mod and asked him a few questions about Troopers.

Amy: So Shroom, in the latest release of Troopers, what can we expect? What has changed, what's new?

SD: So much is new. About 10 new weapons, a few new maps, a new gametype (Objective), and LOTS of polish to the gameplay.

Amy: What is the appeal of Troopers? That is, why would someone want to play the mod, rather than just the base UT2K4 game? (Aside from the fact that the mod is based in a Star Wars universe.)

SD: The gameplay in Troopers is a lot slower and a lot more tactical than in base UT2004. Beyond that, we've spent a lot of time doing research and work on our particular theme.

Amy: What was the focus of the mod when Troopers began and has that focus shifted because of the new features of UT2K4?

SD: The original focus was to create the most realistic Star Wars shooter ever made. The only shift in our focus has been exactly how to accomplish this goal. We're really happy with how things are heading right now.

Amy: What exactly is your role in the team for Troopers?

SD: My role is 'Lead Art'. I not only do a great deal of the artwork itself, but make sure our other artists are staying on theme, and I approve that art before we make it final. I also coordinate with the modeler and coder leads to integrate all this. Beyond that, I'm creating maps, music, and generally helping to sculpt the game into our vision of the Star Wars universe.

Amy: What is one thing that you've contributed to the mod that you are most proud of?

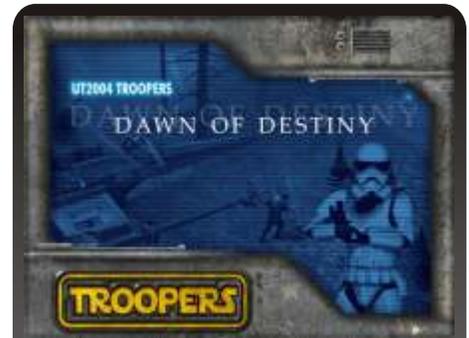
SD: I'd have to say the visual layer of polish that I put over everything. We've had a lot of comments of how professional things like our GUI, packaging, HUD, etc., look. I'm very proud of that, and glad that I can elevate the mod to a certain level to best showcase the work of the entire team.

Amy: What does the future hold for Troopers? Can you give us any exclusive info about what we can expect in the next release? (that is, after the June 6th release)

SD: The main thing we're excited about is the integration of Vehicles into gameplay. However, the main focus for us is going to be continuing to tweak gameplay until it's perfect, and content, content, content!

Amy: So far, what is your favorite map, weapon and game type?

SD: Map: Mos Eisley. It's brilliant, and really gives me that 'I'm in Star Wars!' type feel. Favorite weapon is easily the E11. I LOVE the 'burst' firing mode with it. My favourite gametype is easily Objective. This is now





the focus of Troopers, and it is really working nicely.

Amy: And do you prefer to play as a Rebel or Imperial? (Amy smiles)

SD: I prefer to play as a Rebel. I think it's because I did the Rebel skins ... HOWEVER ... it's the Stormies who have the E11 ... so I'm kinda torn!

Fortunately, I was able to be a beta tester for the mod and had a chance to take a look at what the Troopers team has accomplished since their last release. I did play the mod back when it was made for UT2K3 and I wasn't impressed with it. However, since then, there have been many additions, including maps, weapons and gametypes, and it's definitely worth the download.

One thing to keep in mind with Troopers is that it is a bit slower than base UT2K4. The aiming and firing of the weapons is much more involved, complicated and probably a bit more realistic. They really do stay true to Star Wars with the weapons and the maps. My favorite weapon, so far, has to be the DLT20-A. And as much as I love the Capture the Flag (CTF) gametype, I think for Troopers, I have a new favorite: Objective. Whether you play as an Imperial or a Rebel, completing the objectives, or defending is equally challenging. The maps are huge, but for Objective, this doesn't present a problem since in most cases, with each objective completed, spawn points move closer to the next target. The classes are quite balanced and while I prefer playing as a Trooper or an Engineer, I never felt too limited as a Medic or Scout.

Maybe interested in the whole first-person shooter thing and what you really want are ships. Yeah, you guessed it. X-wings vs. TIE fighters. Everyone who plays the Deathstar Trench objective map seems to have nothing but praise for the ships and the gameplay. I'd love to tell you all about the map, but seeing as how I blow up before I even reach the first objective, I haven't even seen the whole map.

No matter which gametype you choose, be it Deathmatch, CTF or Objective, you'll have a great gaming experience. The team managed to breathe life back into an old theme. If you love Star Wars, you're going to love this mod. Even if you're not the biggest fan of Star Wars, you may get sucked in by the beautiful maps, or maybe the smooth gameplay, or possibly from the new weapons, or aiming system, or the newest gametypes. If you download only one mod for UT2K4, make it Troopers: Dawn of Destiny.

For more information on Troopers: Dawn of Destiny, visit their website: <http://www.ut2004troopers.com>.



INTERVIEW

Interview with Havok

Written by: Maximus

Havok is classified as a consigliere within TMBJ's forums for good reason. His ties between TMBJ and MsR are legendary and his assumed role as an advisor validates the title. Maximus (**MX**) and Doughty (**DG**) earn an opportunity to sit down with Havok in IRC to conduct this interview.

MX: So how did you come up with your name?

Havok: I used to play counterstrike at my friends house over LAN. I'd always play as UnnamedPlayer and I liked the name Havoc (from comic book fame). So one day I kinda just put em together, and I came up with UnnamedHavok. Changed it to Havok because I didn't like the C.

MX: Very Clever!

MX: So how long have you been in TMBJ?

Havok: Too damn long! (Havok laughs)

MX: I see so you are one of the older guys?

Havok: Yessir. I joined September 12, 2002, in TMBJ's fifth month.

MX: So, where were you before TMBJ?

Havok: I was the head admin for a JK2 server titled *KnightHawks* and was also one of the founders of the Jedi Order {O}

MX: So, what do you do when you aren't at the computer?

Havok: Sleep, watch movies, eat and go to hell (err, school)

MX: So, you created MsR correct?

Havok: Yes, co-founded it with Snowball.

MX: What made you decide to make it?

Havok: Well, one day Snowball had started to discuss it in #tmbj. That is, discuss making a server clan. And I, thinking it would be a cool idea, offered to be the TMBJ advisor for the group.

DG: What was admission into the clan like? Meaning, were there mass people automatically brought in?

Havok: Hmmm, I wouldn't say automatically brought in. The people who were deserving and who the current TMBJ members of the time had gotten to know were admitted in.

MX: So, overall it was really on how well they were known and their attitudes?

Havok: Yeah.

MX: In your opinion, what is the defining trait of TMBJ?

Havok: Everyone is unique in their own way, for better or for worse.

MX: How did you get into TMBJ exactly?

Havok: Well, unfortunately, the server I was admining for (*KnightHawks*) was closing down, and I needed to find a new home. The server owner had lost his mind and decided to just kill it. So having known Shroom and



Bio Facts

FAVORITE COLOR:
BLUE

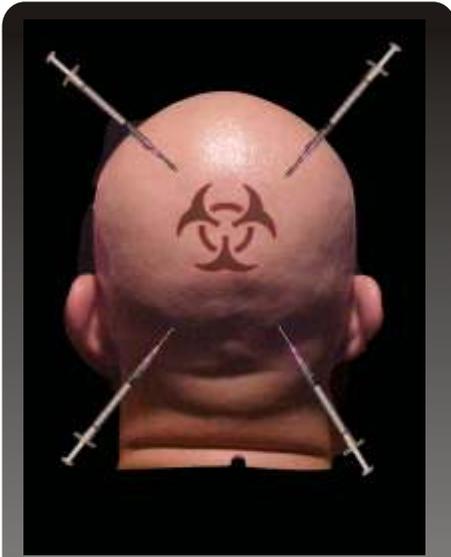
FAVORITE MOVIE:
Godfather I

FAVORITE ACTOR:
ROBERT DE NIRO, AL PACINO

FAVORITE BAND:
NIRVANA

FAVORITE ICE CREAM:
CHOCOLATE

FAVORITE COOKIE:
CHOCOLATE chip



VE beforehand, I started to become more of a regular here. Before I knew it I had gotten to know everyone and was admitted in.

MX: If the world blew up and you could only have two things to keep to yourself what would it be? ...In better words, everything around you blew up so you were the last one left.

Havok: TV & Beer. I was going to put playboy but beer is good.

MX: How many times have you shot Bob before?

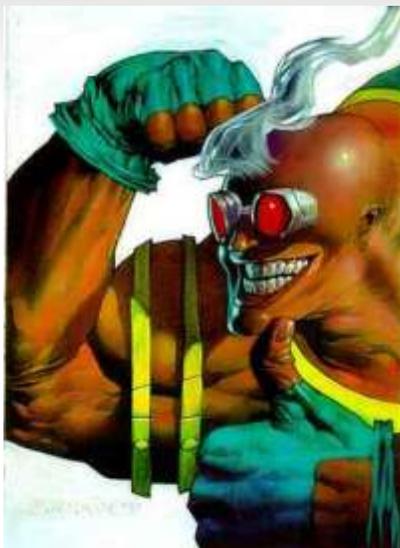
Havok: None.

MX: How can you prevent yourself from shooting him!

Havok: I sic him on other people

DG: If you wanted people to remember you for one thing, what would it be?

Havok: That I speak what's on my mind, and that I'm honest with my opinions. All the time.



Who does it... ?

Have you given up trying to skin because it's too confusing?

Well here's your way to learn how!

and you'd have to

be stupid not to get it!

**RASIN
HECK'S!
Skinnings
For
Idiots!**

<http://jediknight.filefront.com/file.info?ID=18746>

INTERVIEW

Interview with Rhadamanthus

Written by: Doughty Gubay

In the wake of recent computer troubles, [TMBJ]Rhadamanthus (*Rhad*) finally has been able to get online. Wading through a debate of tennis sneakers and Amy Tapes, I was able to peer into the blackness and mystery of one of TMBJ's Executive Officers. Rhad is one of the four horsemen, the group referred to in TMBJ land as the BoB.

DG: Is his Majesty ready to be interviewed?

Rhad: Let me rouse him.

DG: What does your screen name really mean?

Rhad: Rhadamanthus is a figure from Greco-Roman mythology. He is one of the three judges of the underworld, and the governor of the Elysian Fields.

DG: What did he judge?

Rhad: The deceased. I'm not quite sure, but I think he judged the Asiatics specifically.

DG: You have a rep for being a badass JK2 player. What kind of training, if any, do you employ to hone your skills?

Rhad: I have NO idea where this reputation comes from, but I think I was fairly decent in my "glory days". To train, I simply fight. Chrono and I butt heads quite frequently in combat, and it becomes quite fast compared to normal duels. In CTFs, I just use strafe/circle-jumping and I'm generally a support player.

DG: I'm a support player too. I bring the real players lunch and drinks. (DG laughs)

Rhad: Jedi have to eat, too! Someone's gotta do it, right?

DG: Having been elected to an XO position, can you briefly explain what some of the duties of an XO are in the TMBJ clan?

Rhad: It can be primarily construed as 90% social leadership, 9% discussing policy, and 1% waxing EtherWolf's feet.

DG: I know that you have an in-depth knowledge of Oriental foods and customs. How did you gain this knowledge and more importantly, why?

Rhad: A part of the interest is generated by my being a small part Mongol and I've always been fascinated by the culture. In textbooks, there's usually one or two chapters dedicated to Chinese and Japanese history, but I never found it enough. Through reading loads of literature and studying Oriental art, I've become even more fascinated. Eastern history and culture is equally as important as Western, and different messages can be extracted from it. Chinese and Japanese isolation made their cultures extremely unique, and their philosophies are just as valid as Western philosophies.

DG: So it's more of a thirst for knowledge than anything else?

Rhad: Yeah.

DG: Have you ever visited the Orient?

Rhad: No. I plan to do so, though!

Bio Facts

FAVORITE COLOR:
DARK TEAL

FAVORITE BAND:
FRANK BLACK-BASED BANDS

FAVORITE MOVIE:
THE WALL

FAVORITE ACTOR/ACTRESS:
CHRISTOPHER WALKEN

FAVORITE ICE CREAM:
BLACK RASPBERRY

FAVORITE FOOD:
REINA PEPIADA EMPANADAS



DG: Can one apply for Honorary Member status with the BoB or is it an invite only type of thing?

Rhad: Pretty much invite-only, but asking doesn't hurt. Too much.

DG: If you were stranded on a spacestation, what would you desire most?

Rhad: Just like any good space-traveler, a towel. Most useful item in the universe.

DG: When do you plan to control the world?

Rhad: Oh, I guess a year after college or so. One mustn't rush these things.

DG: How much longer until you possess the solar system?

Rhad: Probably a month or so after I control the world. The universe is on my "to do" list.

DG: What are some short-term plans for your life outside of TMBJ?

Rhad: Well, I'm heading to Cancun for the second time in a few weeks to check out some of the Mayan ruins I missed the first time around. Other than that, reading. I'm interested in taking up iaido (if I can find a dojo near me).

DG: What about long term plans, if you have anything remotely definitive?

Rhad: I plan to go to Harvard Med., Dartmouth, Worcester Polytechnic or the Massachusetts Institute for Technology. I'll probably grab a doctorate or something and pursue a permanent career. Medicine or nanotech sound attractive, might do something dealing with both.

DG: I see you like taking the easy way out.

Rhad: Indeed.

DG: Is there anything you want to add to the interview such as more questions, sushi recipes, or... cheese?

Rhad: Cheese. And... yeah, I think a question about my heritage might be fairly interesting.

DG: I remember you mentioning that you have a Russian heritage in a discussion from IRC. What other heritage do you have coursing through your veins?

Rhad: I'm predominantly Hungarian, though that doesn't say much considering there are multiple Hungarian tribes that were quite distinct. I'm mostly Viking, Cossack, a bit Turkish, an incredibly small fraction Indian, with some Mongol thrown in. I'm a blood relative of Genghis Khan. My ancestors were not exactly pleasant.

DG: Of the nationalities you described, what kind of rituals do you observe around holidays or celebrations, such as birthday parties? Which one do you enjoy most?

Rhad: Well, I'm a small part Jewish as well, so there's the entire Chanukah thing going on. Most normal American stuff ... Fourth of July and what have you. Though Indian cuisine night at my home is widely anticipated. I can make a mean kabob. (Rhad smiles.)

DG: Rhadkabobs increase STR +3 VIT +2 ... erm ... sorry.

Rhad: Latent effect: Gastrointestinal troubles.

FEATURE

IRC Channel #TMBJ: Casual Hangout for the Strong at Heart

Written by: Lord of the Waffles & Doughty Gubay

Of all of the crazy nooks of the internet to land in, I had to land myself in this soup of weird. Certainly, Clan TMBJ has quite its reputation as just a friggin' sweet group, but most who are not involved in the community (or haven't been for a significant time) don't realize that it's not games or our tag that keeps us together. The heart of the entire community is nothing else than its IRC channel.

The channel is one of the best places to become accustomed to us odd fellows, play some games, or just chat in our berserk conversations. Most of us take kindly to ~~fresh~~ new people, so don't be afraid to pop in and just say "hi!"

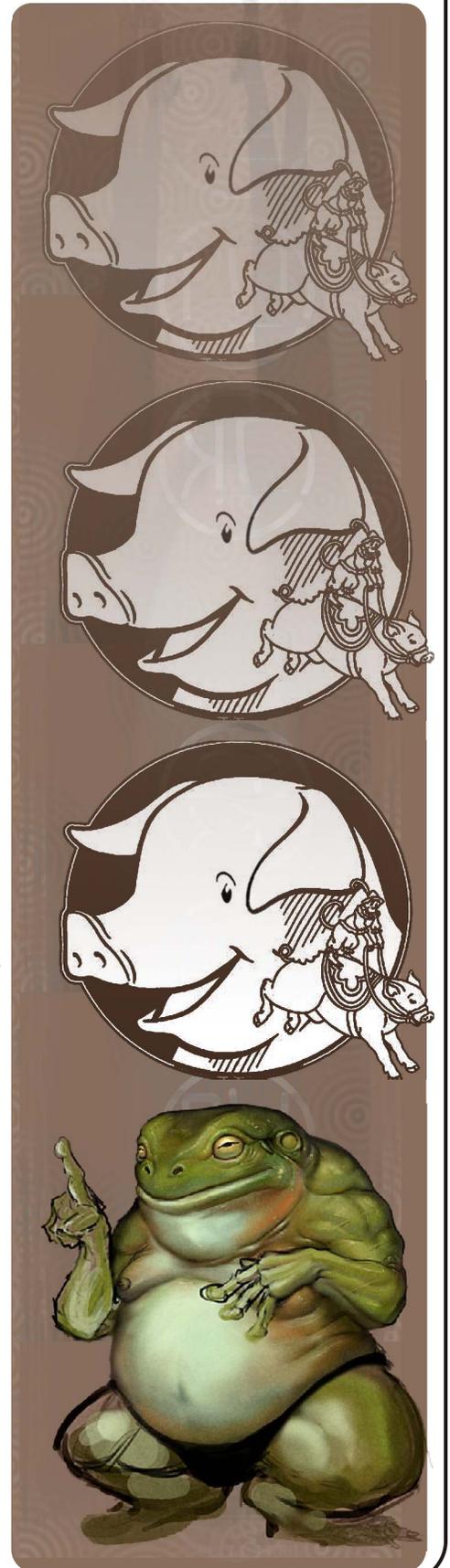
Now, if there's one thing I've noticed with a lot of the newer people, is that they are often intimidated (or at the least, very confused) by the conversation that occurs in our channel. Now naturally, a lot of people *are* shy, but not everyone I've seen can be. The biggest thing to become accustomed to is our scathing sarcasm. The #tmbj channel is probably one of the largest receptacle of ill-mannered mockery and cruel cynicism on the 'net, but it's all out of love. Tough love. If you find yourself at the butt end of a joke, it's usually a compliment. The mood in the channel is usually light. I can easily enter the channel and just be ready to unwind after a stressful day, and know there I will find friendly greetings and that crude humor that the regulars of the channel have come to be so fond of.

Expect to be preened, slapped, vaporized, eviscerated, defenestrated, incinerated, and have your taco kicked. This is usually a sign that you're slowly being accepted into the community and that channel regulars are becoming familiar with you. It's important to familiarize oneself with the manner in which one uses emotes. Emotes are used to express emotions by describing actions or feelings in the third person. These can be helpful to portray or embellish your thoughts and feelings within the channel.

Among the various activities (and I use "activities" loosely here) that randomly occur in the channel, the most structured and arguably the best is TMBJ Trivia which is normally hosted by [TMBJ]ViperEye. Just about everyone in the channel participates in answering trivia questions referencing TMBJ's history, clan personalities, and vital statistics.

About 3 or 4 times a year, the Annual TMBJ Pig Roast is held in the channel. I know what you're about to ask and I stress that this community is known as The Weird Side. The Pig Roast can best be described as a rock concert infused with a heavy dose of dancing bears, cheese, pie and various breakfast foods. This gala event requires one thing which is as good as an invitation; your overactive imagination. Maybe an extra pair of undergarments, prosthetic fangs, and a snorkel. It never hurts to be prepared.

To be a bit more succinct, you should expect to have a great deal of fun in the #TMBJ IRC channel if you like sarcasm, are an avid gamer, can take a joke, like the omnipresent smell of cheese, and most importantly love to make people laugh with you. The main point of this article is to illustrate that the community is to be able to have fun escaping reality... for the time they can afford to get away from the rat race called Real Life. I hope to see you in the channel. You won't be disappointed. Catch you all on the flipside known as channel #tmbj, on irc.gamesurge.net.



REVIEW

Starship Troopers II

Written by Doughty Gubay

If you are expecting a CGI-laden cinematic experience with political overtones and a bevy of half-naked women being chomped by extraterrestrial insects, you'll be disappointed. In fact the best I can say about the presentation is that it will not disappoint you if you're expecting yet another awfully written sci-fi sequel.

The movie starts up on a stranded platoon of Federation Troopers, which manage to escape total annihilation by making their way to a ravaged outpost. The low budget for the sequel is painfully apparent in the chase sequence that used more smoke and mirrors to imply that a brood of insects was in pursuit. The lack of quality effects took away one anticipated bright point.

The lack of special effects becomes secondary to the evolution of the plot. Those of you planning to endure the 92 minutes of sci-fi hell, I'll just say that these buggies go Alien-like as the treachery goes on. The movie features Lawrence Monoson, Ed Lauter, Kelly Carlson, Sandrine Holt and Richard Burgi, and was directed by Phil Tippett.

Best advice: Steer Clear

Rating: Solid 2/5



Battlefield Vietnam

Written by Maximus

- Dice brings us yet another part of the Battle Field series and this time it takes place in Vietnam. The game is during the Vietnam War, you can play on the American side or the Vietnamese side, your pick. Throughout the game there are many historical facts in the maps. You can learn about the new technology that was invented and the famous battles that occurred.

- Throughout the game you encounter new features. There are many new vehicles, including a small motorcycle, helicopters and different types of fighter planes. In the game there are four different classes to choose from, each with their own type of weapon. There is the Assault class, which comes with a knife, pistol, rifle, grenades and binoculars. Then there is the Demolition class, which contains a knife, pistol, blast rifle, mortar and explosives. One really fun feature is the music options, you can play your favorite music from that era, plus you can also add up to 26 songs of your choice! Another feature is the wide array of traps that you can use, like the rolling spiked logs or land mines.

- In Battle Field Vietnam the single player is fairly simple due to the weak AI systems. It should only take 2 hours to beat. The Multiplayer system is extremely good due to all the servers that were made. In Multiplayer you have a wide array of commands from "Go! Go! Go!" to "Need Air Support!" All of it makes the game much more interactive.

- Battle Field Vietnam is very similar to Battle Field 1942, but in my opinion it has that little spice that makes it much better. Currently the game is \$39.99 in the U.S. so if you are looking for a good war game BF:V is the way to go!

- **Pros:** Helicopters, booby-traps, diverse map types, intense environments, and a music player

- **Cons:** Uses a lot of system resources and a boring single-player AI

- **Best advice:** A Maximus Choice
- **Rating:** 4.75/5

REVIEW

Gaia Online

Written by: Shadow

Let's Go-Gaia!

Gaia Online (www.gaiaonline.com) is a very large site that started out as anime centered. The site now harnesses vast subjects, and anime is just one of the many, many subjects discussed on Gaia.

On Gaia, you'll find that you don't have just any old avatar, but your avatar is instead a little figure, male or female, that you can buy clothes and accessories for in any of the site's four stores. Everything you do gives you gold. Posting, answering polls, writing reviews, and even clicking on the banners every twelve hours. As said earlier, gold can get you items. If you don't think many of the store items are for you, or you want to top of that ol' outfit, head on to one of the forums, the Gaia Exchange. There, you can trade users gold for items, or sell your own items to other users. There are special items that come in "special events" (flying trunks, pink gift boxes, and glowing links) that give you special items, and the glowing links gives you one-thousand gold.

If you head on into Gaia, you might be a little amazed or disappointed. The site is only in Alpha testing stage, but it still offers a lot. Mini-games, a friends' list, and other things are planned for the future. How far in the future? Nobody knows. Only the **admins**, and they're not going to tell.

But even if you don't like anime, you can head to one of Gaia's other forums and discuss just about anything. If you're a real gold hunter, head down to the Chatterbox to spam for gold or to the exchange to sell off your items or event items.

Gaia also offers much more for its users. The **admins** plan events for the "major" holidays (Christmas, Halloween, and Easter) and there are even other events (the anniversary ball, the annual ball, etc.).

Attack of the Mod Squad!

Gaia is moderated by a large team of moderators, and there are two types of mods, and each has a different job. General moderators, the ones with **green** names, take care of things like spam, hackings, scams, and more. Dedicated moderators, the ones with **purple** names, are assigned to a forum or forums and move threads, delete spam, and more. The mods are extremely friendly and hand-picked by the **admins**, so you don't need to worry about that.

Background History?! Not that!

Gaia was started by a group of college anime fans looking for something to do, when they had an idea for a "small anime link-list with a community." But then their ideas expanded, and Gaia turned into a full RPG site. Derek Liu, better known as **Lanzer**, is the programmer and the one that had the idea to start this community. He and his team of **admins** work tirelessly to produce feature and item updates and fix any problems that may arise.

In other words, if you like RPGing and having a good time with friends, Gaia is the place for you.



INTERVIEW

Interview with Polo

Written by: Maximus

After several instances of begging by Polo, Maximus (**MX**) was assigned to sit down with the dynamic Polo and conduct an interview. Polo is considered to be from the new generation of TMBJ members that was a former member of MsR. Maximus is also a former member of MsR and aspires to one day don the TMBJ tag.

MX: Where does your name Polo come from?

Polo: Polo...well let's see...I've had many names in my time here in the TMBJ community. First I went from Heaven_47 which was my original alias in many games, to Polo.

MX: Was it like: "Oh I like this name!"?

Polo: Well..marco...polo...it just worked.

MX: So, why are you into acting?

Polo: I just enjoy being a part of something bigger, acting allows me to escape, per say.

MX: It's just like another world for you?

Polo: Yes, it's entering something beautiful.

MX: How long ago did you get into TMBJ?

Polo: uh if I recall it was around early December.

MX: Have you enjoyed it ever since?

Polo: ...I enjoyed it before I was in TMBJ. I love the community. I love everyone here.

MX: What would you be doing if there was no TMBJ community?

Polo: ..well, I wouldn't be on the computer as much...no, id probably still be in my old clan, slowly fading away.

MX: What are some of your greatest memories about TMBJ?

Polo: I've got like 30; how many can I use? Just in TMBJ? or in the community?

MX: Your choice.

Polo: Well, the first week I was here Chrono played a concert in the then TS2 program. He played a never-ending song and it was so awesome because it was just soooo funny, he rhymed about everyone...and that was where I first met VE and Rhad and Chrono...it was just great, and then it's gotta be when I got into TMBJ, Amy and Bob were there and I fell out of my chair and screamed. Bob said I basically popped his ear drum. It was great because I fell out of the chair as soon I screamed.

MX: If you could choose one person that is like your hero either in real life or on the net, who would it be?

Polo: Rhad.

MX: For what reason?

Polo: He's been my friend for the longest time and he listens to me and uses me for sex and he helps me. He's my best friend here.

MX: What do you think your main trait is?

Polo: My main trait is...I'm compassionate. I may be a hyper freak sometimes but I have a stable head on my body...though I may worry a lot, I always care about other people before me.

Bio Facts

FAVORITE COLOR:

GREEN

FAVORITE BAND:

RADIOHEAD, TMBG, EMINEM

FAVORITE MOVIE:

SPIDERMAN, GLADIATOR, ALL GODFATHERS, SCARFACE

FAVORITE ACTOR/ACTRESS:

MEL GIBSON, JOHNNY DEPP, CATHERINE ZETA JONES

FAVORITE ICE CREAM:

ICE CREAM SANDWICHES

FAVORITE FOOD:

PASTA

OPINION

LizardFace Off

Written by: LizardFace

Traditional Nursery Rhymes

(Why You Should Be Scared of Your Grandmother)

After some prodding in the right direction (thank you Gubay), it dawned on me that there's a subtler, and altogether darker side to all those nursery rhymes your grandma used to sing to you when you were a kid. Bear with me! I'll explain further, and remember, these are real nursery rhymes!

'GEORGIE PORGIE'

GEORGIE PORGIE, PUDDING AND PIE,
KISSED THE GIRLS AND MADE THEM CRY.
WHEN THE BOYS CAME OUT TO PLAY
GEORGIE PORGIE RAN AWAY.

Anyone remember that creepy guy wearing a trenchcoat that used to hang around your school yard and give you a dollar for dropping your pants? No? Well somebody appreciates his sterling work enough to give him his own nursery rhyme. It seems he finally got the courage to chase the girls around instead of giving me dollars to drop my pants. Congratulations George!

'DADCE TO YOUR DADDIE'

DADCE TO YOUR DADDIE, MY BONNIE LADDIE,
DADCE TO YOUR DADDIE, MY BONNIE LAMB!
YOU SHALL GET A FISHIE, ON A LITTLE DISHIE,
YOU SHALL GET A HERRING WHEN THE BOAT COMES HOME!
DADCE TO YOUR DADDIE, MY BONNIE LADDIE,
DADCE TO YOUR DADDIE, AND TO YOUR MAMMIE SING!
YOU SHALL GET A COOKIE, AND A PAIR OF BREEKIES,
YOU SHALL GET A COATIE WHEN THE BOAT COMES IN!

Paying child laborers with cookies and fish is a neat trick if you can pull it off. When I tried it half of them died of malnutrition and then I was busted by the human rights commission. I'm sure the dead kiddies made a tasty alternative to cookies and fish for the live ones, though. Ignore the references to being the kiddie's 'Daddie', and when the 'boat comes in', what those kids did in their spare time was no business of mine.

'BAA BAA BLACK SHEEP'

BAA BAA BLACK SHEEP, HAVE YOU ANY WOOL?
YES SIR, YES SIR, THREE BAGS FULL.
ONE FOR THE MASTER, ONE FOR THE DAME
AND ONE FOR THE LITTLE BOY WHO LIVES DOWN THE LADE.

An oldy but a goodie. You've got to admire a poet with such an efficient economy with the English language that he (or she) can fit references to hard drugs, S&M, transvestism and child crack-whores in a four line rhyme.

Continued on Page 27





Relationships - The Good, The Bad, and the Meatball

Written by: Polo

You know, love and relationships have many forms, many ways of surprising you when you least expect it, and sometimes, all too, often it's incredibly good at kicking you while you are down. Oftentimes I have experienced what it is like to share each of these unique experiences and I must say it has made me a stronger man, changed me from boyhood to a world of an unknown manhood and life itself.

Advice is hard to give when you are continually asking for advice yourself, but I suppose for someday when a.) I reflect on this and b.) I finally open my eyes and see what I was so confused about I'll realize advice is the best thing one can do for another person. So in reality, everyone has different experiences with girls/guys, whether it be different intimacy, seriousness or closeness. Relationships are never the same and you must have trust in order to have a good relationship with a significant other, otherwise the future of the relationship becomes very dim.

The greatest thing about having a relationship is the closeness one can share with the opposite sex, holding hands, walking through the park, kissing, making love; all of it is part of the infinite bond a man and woman share. With relationships, one is in a constant sense of anxiety and happiness at the same time, and that is something that nothing else amounts too!

You know, for a long time I was afraid that I was doubting my feelings for my significant other, but it wasn't until the help of many and my own inner strength that I realized the feelings I had were normal and eventually would go away or I would begin to cope with them. The first couple months with my girlfriend (which have been fantastic) came with that majestic jolt in the heart one feels when they feel anxious and happy at the same time. Eventually this notion passes because of constant time with the mate or because of being very comfortable with them.

I suppose in the end this is all mumbo jumbo because when it comes down to it, a great man once told me something. He said: "If you can't decide on something, don't decide at all; the consequences are far too great." That man was my father, and he has opened my eyes to many things.

To close up this little editorial I'm gonna say some final words:
Hakunamatata ... no past ... no future.

Enjoy life, and if it spits in your face, get back up and spit back at it ... only not violently. We don't need anymore violence than we already have.

[White Space for Rent!]

WANT TO FIND THAT SPECIAL SOMEONE?

CONTACT STUART FISTY AT DOMANI001@HOTMAIL.COM FOR DETAILS.

ODDS & ENDS

Letters to The Weird Side

Continued from Page 6

Dear Letters-and-Tomatoes Dept.,

I have problems with not dying in CTF's. I will get the flag, then three seconds later, I get fragged. Could you give me any advice on how to prevent this?

From, Anon (most likely Yun)

Mithran writes:

Here's the deal. As your imminent doom comes from 17 defenders flying at you screaming strange war-cries, all you need to do is unleash the psychotic monkey fire from within. After calling upon the ancient spirit of the monkey you should be able to wipe the floor with 16 of them and then unleash a rather scary attack which burns everyone on the map to a crisp. Of course, if that fails, I guess there is always the absorb/speed/heal-and-cry-like-a-little-girl-every-time-someone-hits-you tactic. Which is also perfectly viable.

Love, Mithran

Dear Letters-and-Tomatoes Dept.,

HOW DA HEL CUD U ASOCIAET UR WIT THOSA TMBJ LM3RS?????! I HAET THEM THERE RUL3S R 2 STRICT AND THAY BAN3D MA FOR MAKNG A M3ASLY 240 POSTS IN AN HOUR111!!1 OMG WTF LOL I HAET TH3M AND WISH THEYD DEI111!!1! OMG WTF

Signed Someone with Issues

Mithran writes:

Erm... I think that I know you from somewhere, as there are few people that can churn out that much spam an hour. If I do know you, please leave me alone or I shall get a restraining order placed upon you so that if you are on the same planet as me I am freely allowed to burn your nostril hair out.

Remember, peace not war, Mithran

Well, that's all from me for this month. I hope I receive some letters from all the crazy people out there that want replies. Mithran.

If you have any questions for our resident pyromaniac, send them to: majinvegeta373@hotmail.com and clearly mark the subject as LTTWS. Just so it isn't taken as spam and burned profusely. Ed. Not that my name is Ed or anything. I'm just editing this. Sheesh, back off. Hey, where'd you get that syringe...?

Liquidation Sale! Stim Packs 50% off Wholesale

ENIGMA

Expect the inexplicable!

The Benjy and Frankie Show

What **IS** the **Ultimate** question?

42

CHANNEL

Weekdays 5:30 PM

Blue Milk

"what every little Jedi needs"

WARNING!

The Empire would like to warn you that becoming a Jedi may be hazardous to your health

Find Blue Milk at your local HOTT Emporium!

MsR Tribute from Page 8

However, with nearly a month of hardship, the clan is now back on track, led by former [MsR]Drumstick and [MsR]Cybershark. With the clan's evolution they have selected the name Clan [FFS] The Flying Ferret Squad, and are now on their way towards an even brighter and better future, no longer as the stepping stone for TMBJ, but as, in a way, a sister.

LizardFace... from Page 24

'BIRD SONG'

I HAD A LITTLE COCK ADD THE
COCK PLEASED ME,
ADD I FED MY COCK DOWN
UNDER THE TREE;
ADD THE COCK WENT COCKETY
CROW:
THEN JOINED IN EVERY
NEIGHBOUR'S COCK
ADD MY COCK BELLED UP TO.

Sometimes God just hands you one.



Final Fantasy XI

from Page 13

friends, shell out some gil (the currency of Final Fantasy) and purchase a Linkshell. This is similar to a private IRC channel for everyone who equips a Linkpearl and chooses to listen in on some of the happenings of the world. Making friends is essential to your enjoyment of this game, so try not to make any enemies!

Ok, so what about the bad things? Well, without going into too much detail Some of the classes, when combined with the right jobs, are more optimal than others. This creates a sense of elitism and repetitiveness to the game. At times, since you depend on other players to advance in the game later, it can be difficult to even score a party to gain a single level. At later levels, you would have to spend almost 5 hours to gain a single level! For casual gamers this can be stressful, but hardcore players will fit right in. Since you are playing with other human beings, and those human beings also have their own opinions and issues, it can create some bad blood during your gaming experience. Thankfully Square-Enix implemented a blacklisting command that allows you to ignore the players that are ruining your gameplay experience. There are many server-side issues that can frustrate you as well (such as an enemy's impeccable ability to see and hit you from 3 miles away even if you are running). The game heavily emphasizes partying for you to advance, and unfortunately that is the only way to efficiently level. If you tried to beat easy enemies instead of parting (and trust me, later on that is all you will be able to handle) it would take you up to and exceeding 8 hours to gain *half* of a level.

All in all, Final Fantasy XI is an amazing experience that you have to see for yourself. Once you learn the ropes and get a feel for how the game works you will find yourself immersed in a world and storyline that other RPGs could only hope to accomplish. When it comes down to it, you play the game the way you want to play in order to have a great experience. Just don't forget that there are millions of others who want the same.



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REVIEW

Call of Duty

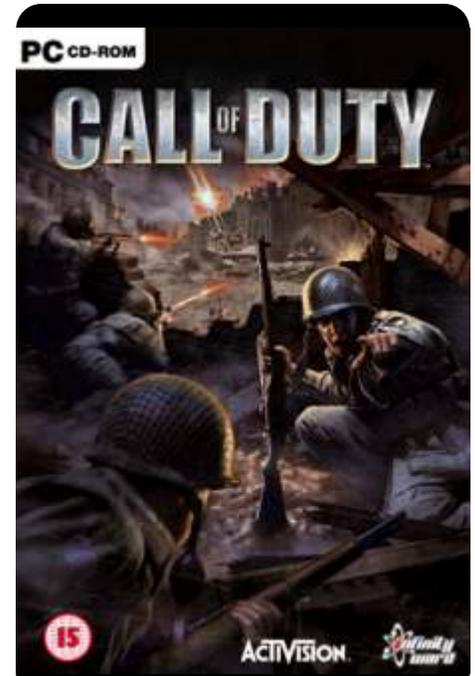
Written by: Shadow

Call of Duty, the real-time war first person shooter, has been sweeping reviewers off their feet since its release. Winning over 70 game of the year awards, this game is considered one of the best PC shooters to people across the globe. One reason that many people like about it is that it has an ability to transport you and make you feel as if you were in the war itself. Its way of making the frantic fighting and emergency tactics, combined with the loss of colleagues and being shuffled through places, guns blazing, just seems to hold the player's attention.

Call of Duty's single player mode is by far an advanced system. The AI of your fellow soldiers and commanders is astounding, given that they fight along with you and have health, status, and basically everything you have. They don't just stand there, waiting to be killed. They help you, and even shout things like "Sniper!" or "Enemy Spotted!" The single player is split into three parts, in which you are a soldier in the American army, British army, and Soviet army, fighting the German Nazis. If you have seen the movie *Enemy at the Gates*, the Soviet part should be quite familiar to you. Another thing about the Single Player is its advanced graphics and mission difference. Missions range from taking out artillery batteries, taking over a city with a tank, driving through the countryside in a car, shooting German soldiers and taking over cities and strategic points on foot.

The multiplayer is a slightly different experience in the Call of Duty realm. The ability to play with teammates from around the world in several different playing styles, such as Headquarters, where you must defend a certain point to gain points and the other team tries to destroy it and then make a different point of their own, Search and Destroy, where explosives must be planted by a team and the other tries to prevent the planting or defuse the bomb after being planted, Team deathmatch and deathmatch, where you try to kill other players, and Retrieval, where one team must get something and return it to a certain point, while the other team tries to prevent that from happening. The Multiplayer also offers a wide range of maps, each one very diverse from the next, and also released a tool set to allow the creation of custom maps and mods.

Some features shared by the multiplayer and single player styles include the moving crosshairs for realism (or no crosshairs at all). The moving crosshairs are pretty standard, being wide when you are moving, large when standing still, smaller when crouching and smaller yet when lying down (prone). Each weapon has a different standard of accuracy, and therefore affects the wideness of crosshairs in each position. Each type of weapon has a different weight, allowing certain running speeds to differ depending on the weapon the player is carrying. Also, the ability to bash with any weapon and look down the sight/aimer of any weapon allows for extreme accuracy, but when looking down the aimer, you move incredibly slow, to reflect the amount of concentration. Each nationality (American, British, Soviet, and German) have different weapons, most often one rifle, one submachine gun, one machine gun, and one sniper rifle, but there are exceptions. Americans have two normal rifles that have fast-firing, and the Soviets



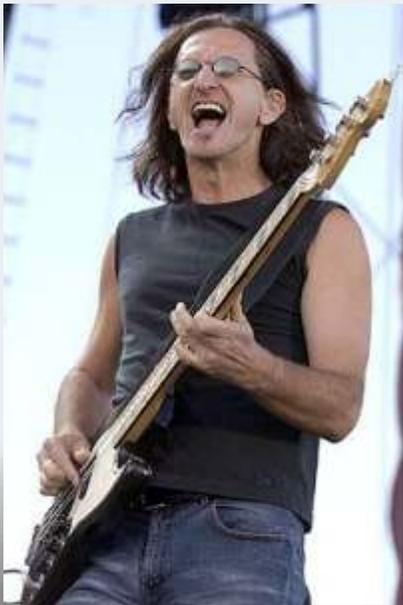
are deprived of a machine gun. But if you want the other team's gun, you have the ability to pick up the gun of a dead person, and you are allowed to have two main guns at one time. After that, if you wish for a gun, you must drop one of your two main ones and pick up a new main one (all in one easy button press). Some guns, such as the German MP44, can change shooting styles. One button press and you have a semi-auto gun for long range attacking, and when someone gets close just switch it back using the same button! It allows for guns to be used for different purposes and encourages you to play around.

All around, Call of Duty is a first person shooter expanded to give a full experience of war. Its new, fresh playing style that differs if from the Medal of Honor series is what makes this a truly addicting and fun game to play.

REVIEW

Rush in Rio

Written by: Lord of the Waffles



- | | |
|--------------------|---------------------|
| Tom Sawyer | Dreamline |
| Distant Early | Red Sector "A" |
| Warning | Leave That Thing |
| New World Man | Alone |
| Roll The Bones | O Baterista |
| Earthshine | Resist |
| YYZ | 2112 |
| The Pass | Limelight |
| Bravado | La Villa Strangiato |
| The Big Money | The Spirit of Radio |
| Trees | By-Tor & The |
| Freewill | Snow Dog/Cygnus |
| Closer To The | X-1 |
| Heart | Working Man |
| Natural Science | Between Sun & |
| One Little Victory | Moon (CD ONLY) |
| Driven | Vital Signs (CD |
| Ghost Rider | ONLY) |
| Secret Touch | |

Seeing as their 30th anniversary just kicked off, it seemed all too proper to introduce some of our readers to one of the greatest bands of the universal time line. None other is this group than, voila, Rush. Rush has been making sweeeeet music for 30 years with no signs of slowing down (which, is a great relief to all of their hardcore fans). Rush has made dozens of studio albums over the course of their careers including several all live albums. Rush In Rio is the latest of these live albums, and their latest release as well.

Obviously, one of the most noticeable aspects of the album is the "live" sound (which isn't exactly unexpected). However, the mix of the album isn't as good as one would hope. The bass is very powerful and has Geddy's crazy punchy tone, but sometimes can be too trebly and too powerful, often overshadowing the other instruments. Now, if you're a bassist like myself, you don't mind it too badly (especially because hey, it's Geddy Lee), but for the average listener it may stick out too prominently. For the new listener too, some of the music can be harder to discern. The crowd itself is actually fairly loud as compared to several other live albums I have listened to, but that's a minor fault, if a fault even. After all, you don't entirely listen to a live release for the sound quality. All in all, the recording could've had a higher-quality mix, but there are no major (reasonable or logical) complaints.

Now, once the bad is done with, we move onto the good. Rush In Rio is a great album to introduce anyone to Rush. Thirty-one of some of their best works are on the 3-disc set, and none of them ever get boring. It's a good variety of their works, with disc one being a lot of their older stuff, disc two being their newer works, and disc three being from their mid-years for the most part. Disc one is my personal favorite (I can never tire of "Roll The Bones"). Every song is executed to perfection (I can't find a single mistake), and even added to. A lot of the songs on the second disc, being from Vapor Trails, have guitar fresh solos added in, which boost a certain area previously lacking in each song.

The music itself, is just Rush, defined by lots of "weird" time signatures, "weird" riffs, and a band that can consume \$19,000 of cheese in one sitting. Some of the music is actually comical, in a "weird" sense. In one such track, "La Villa Strangiato", a longer instrumental, the band breaks down midway into what expert guitarist Jeff Hall quotes as "a beautifully funny bridge". Lots of complex and technical riffs line each song, so the listener is never bored. Despite having a consistent tone (such is a consequence of live playing), each song has its own vitality and style.

The Rio set was a milestone in Rush's history. Rush has always depicted itself as a weird band in itself, with talent oozing from its pores. I'd recommend catching onto a few other of their albums, such as 2112 or my favorite Moving Pictures, for a real Rush experience. Progressive rock at its pinnacle, let's hope these boys don't ever stop making their noise until they're long and gone.



SPECIAL

E3 2004 - Special Report

Written by: Riff

Every year in the video gaming industry, a special event known as the Electronics Entertainment Expo (E3) takes place. Basically, it's a huge event held indoors, where beautiful displays, women and games are found in every booth. Hundreds of video-game developers show off their finest work of the year for the first time to the public and press. With its 10-year anniversary this year, many people are agreeing that this year's E3 is the greatest yet.

This year, two classic competitors in the video game industry, Sony and Nintendo, both stole the show with their impressive new handheld systems.

The Nintendo DS (Dual Screen), due out sometime late this year, will feature wireless multiplayer gaming through 802.11b technology, beautiful graphical capabilities, an innovative design, and overall groundbreaking technology. The DS features two separate screens. One folds back from the handheld while the other screen, a few inches below the first one, is a touch-screen pad supposed to be used to provide the player with quick maps, item management, or possibly the interface for the handheld system's online options. To demonstrate its capabilities, *Metroid Prime*, a game that looked just as good as an early GameCube game, and a direct port of *Mario 64* were shown on the DS.

The Sony PSP, or PlayStation Portable, will come packed with graphics that seem to be more stunning than the DS, while also sporting features such as an incredibly sleek design, but some have doubted its functionality due to the fact that its comprehensive disk system will drain battery life. Some have speculated that making games for the system will be rather expensive. Nevertheless, games produced on the PSP are sure to be on the brink of our technology standards, and already, high-profile franchises (such as the *Metal Gear* series) are developing highly-anticipated titles.

E3 wouldn't be E3 without the hundreds of games scattered all over its facility. Nintendo is making a very nice comeback this year with tons of great sequels, such as *Resident Evil 4*, a new *Metroid* game that will be the first in its series to include multiplayer, and a drop-dead-gorgeous *Zelda* game with realistic graphics, which was groundbreaking news for fans of the series who disliked the childish look in the most recent games of the series. Sony is just as big this year as it has been, providing a plethora of sequels. *Grand Theft Auto: San Andreas* will continue the GTA series in a San Francisco/LA-style city. *Prince of Persia 2* will be a darker sequel to *The Sands of Time* with a new combat system. A new *007 Golden-eye* sequel was said to be in the works. New details on *Metal Gear Solid 3* were revealed: It will include tons of survival tactics to keep your character alive, such as hunting, using camouflage, and knowing which plants and snakes are safe to eat. PC developers also gave an amazing show this year. *Half-Life 2* and *DOOM 3*, some of the most talked-about games for months now, received some healthy competition with a new demo of *The Sims 2*, details on the now-popular dark hunting game *S.T.A.L.K.E.R.*, and an



awesome new first-person shooter named *FEAR*, which will include *Matrix*-style kung-fu moves and bullet-time.

E3 is part of the gaming culture that hardcore gamers aren't able to live without, and is also a major selling point and economic strategy for developers to take advantage of as well. One day of the event can be a huge spectacle, and this report has barely scratched the surface of many of the titles gracing the exhibition this year.

CLAN UPDATE

FFS Update - MsR Evolves!

Written by: Cybershark

Founded December 5, 2002, Madness Server Regulars [MsR] sprouted under the guiding and helpful wing of They Might Be Jedi [TMBJ]. For nearly a year and a half, MsR served as a stepping stone into TMBJ, and a place where regulars on the Madness server, and later just in the TMBJ IRC channel could come together as a clan; all that changed, however, on April 20, 2004, when MsR underwent its "evolution", and under some pressure from TMBJ, finally took flight into a fledgling clan of its own.

After a month of struggle, with the departure of some of its old faces such as its old Clan Commander Andromeda and Executive Officer Lord of the Waffles, what was once clan MsR is now ascending towards a bright future as a clan of its own. With this evolution comes the taking on of a new name, the Flying Ferret Squad [FFS], and the establishment of a clan server of its own, on Jedi Knight: Jedi Academy (24.49.11.86). In the interests of become a valued server within the JKA community, [FFS] urges anyone interested in a fun and enjoyable JKA experience to stop by and have some fun! Please also visit us on our forums at <http://www.clantmbj.com/evolution>, and our IRC channel [#ffs](irc://gamesurge.net).

A new leadership for the clan has also been appointed, and many reforms can be expected over upcoming months as the clan works together to form a solid foundation from which to grow while still retaining that one key aspect that sets it apart from the majority of clans that skill and experience won't get you into the clan, but your personality and friendship will. Currently, the proud leaders of the Flying Ferret Squad are commanding officer [FFS]Cybershark and executive officer [[FFS]DRUMSTICK.

FFS Team Members

[FFS]Adamus
[FFS]Beechbone
[FFS]Cerberus
[FFS]Cybershark
[[FFS]DRUMSTICK
[FFS]Nightcrow

And the Winner Is...!

Written by: Doughty Gubay

On April 28th, 2004, TMBJ held an open duel tournament run by [TMBJ]AmosMagee and [TMBJ]ShroomDuck. Sixteen of the finest duelers combated for the heralded title of Top Dueler. The duel tournament was a random pairing employing the 2 out of 3 format played on the TMBJ map.

Top honors were decided by a Ravage vs. [TMBJ]ShroomDuck duel with Ravage winning the duel. The winner of the tournament won a TMBJ Signature Series Thong. The top five were as follows: Ravage (Winner), ShroomDuck, Kaoran, Yun, and Maximus.

As of the deadline for the article, there was no word on whether or not Ravage had received the garnered garment. Ravage has had a series of endorsement offers as a result of the tournament achievements. Stay tuned to the TMBJ forums for the next tournament.



ODDS & ENDS

Interview

We're nothing special, really. We're just real sticklers about fair play and the rules that lead to it. The idea is not to use our administrative powers to give ourselves an edge ... or to make other players feel inferior. The idea is simply to level the playing field. I think the way Maddness turned out was in some small part due to our work, though in larger measure due to the rest of TMBJ joining in.

DG: So Lizard is an honorary member because of his reputation?

SO: Well, Liz is as honorable as you're going to get. His reputation speaks for itself, too. Plus, he's Australian. And you know those guys are tough (it must be true -- I saw it in the movies).

DG: I do have to say that I admire your diligence toward leveling the field. Maddness 2 and 3, at the time, were the only servers I ever played on. The main reason, early on, was because the rules were followed. Over time, I got to know some of the members like Harrison and Ice while playing.

SO: That was the idea. We always wanted the same sort of environment that we first came in to. Where players who were brand new to the game would be helped out, and people who were, in all honesty, jackasses would get the boot. Great guys, both of them.

DG: And I can't forget Amos either!

SO: Neither can I. Even after all that drinking. She's ruined me for other women? No. Gamers? No. I don't think I could handle the idea of any other AmosMagee in my life. That's a good thing, Amy. If you're reading this...

DG: You are going away on vacation and your flight gets redirected towards the U.S., what city are you hoping you get redirected to?

SO: Continental US?

DG: Yes. Well, almost. You can include Alaska.

SO: That's something Canada's been trying to do for DECADES, but you guys claimed you bought the whole thing. Anyway... That depends. If I want to enjoy my vacation, probably someplace like New Orleans or Boston. If it were a matter of convenience, Seattle. I could practically walk home from there. But, on the proviso of New Orleans OFF the hurricane or tourist season.

Continued from Page 12

DG: Your cable box is on the blink. You only have three stations to watch (MTV, ESPN, CNN) what station would you watch most?

SO: Given the choices, I'd probably go outside and meditate or something. If I had to pick one of the three, the lesser of evils is CNN, if they weren't so cursory in their coverage of global affairs, I'd put them higher on the list.

DG: If you were going to spend 30 days away from civilization as you know it, what would you make sure you took with you to pass the time? Besides a watch.

SO: This begs the philosophical question of whether man can actually leave civilization, or if he takes it with him wherever he goes. Any worthwhile item I take with me is an extension of my civilization, thereby negating the isolating effects of the question. I'd have to answer with... writing supplies. I'm always coming up with ideas and I'd need to get them down, and when that gets boring, I can re-invent flight and send paper airplanes off into the hypothetical void to see if they catch fire or something when they meet its edge.

DG: That's the kind of paper airplane I'd like to toss around myself.

SO: Yeah. When you get right down to it, burning stuff is cool, despite the incongruity of the statement.

DG: I think most people have a pyro fetish.

SO: "Give a man some fire, and he'll be warm for the night. Set a man on fire, and he'll be warm for the rest of his life."

DG: Until the embers die out.

SO: There's a sort of divine symbolism in your words.

DG: The magazine should title this interview like a Zappa song. A Couple of Guys Talking about Setting Stuff on Fire.

SO: Just don't title it like a Zappa child.

DG: Goodness no.



SPECIAL

Stuff

Written by: AmosMagee



What can you say about the word “stuff”? Well, what can't you say? The word “stuff” can be used as a verb, a noun, an adjective, an adverb (okay, that's a bit of a reach) and is a word that should've been embraced in our language long ago. “Stuff” can be used to describe just about anything! There have been many references to stuff by several famous people.

“Ambition should be made of sterner **stuff**.” William Shakespeare
“Do not squander time for that is the **stuff** life is made of.” Benjamin Franklin

“The cool thing about being famous is traveling. I have always wanted to travel across seas, like to Canada and **stuff**.” Britney Spears
“The two are unrelated. I'm not into turtles or space **stuff**.” Harry Connick, Jr.

Even George Carlin did an entire bit on stuff.

So stuff can be possessions. You can describe someone's qualities with the word stuff (“he's got the right stuff”). Stuff can be nonsense (“don't give me that stuff”). Information that you're not quite sure how to classify, or that is unspecific can be stuff (“that article had some good stuff in it”). What do you do to a turkey? You stuff it. What you stuff it with is totally up to you. You can tell someone to shut up by telling them to “stuff it”. You can have a stuffed nose. So to stuff something could mean to fill, or to obstruct. Or maybe you ate too much of that turkey that you stuffed and now you're stuffed. And stuff can be an all-encompassing kind of word that can be used to describe something you can't find the right words for. It ends a sentence perfectly when you sum everything up with “... and stuff.”

Stuff is the English language's perfect word. Well, that is, until I do an article on the word “like” ... 'cause like, that word is almost as useful and diverse as the word stuff. I suppose, in the end though, you could say that stuff is everything in the known universe. Technically speaking. Matter is the stuff of the universe. And since matter makes up everything that is ... then everything is stuff. Y'know? But let's not get too philosophical here and break down the meaning of stuff to the point where there is no meaning of ... um ... stuff. So since my deadline is looming nearer and nearer, let's just wrap this stuff up and I'll finish by saying that stuff, is pretty damn important ... and stuff.



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 B V A A X V C D V K V G F U O H F N V H X D H G M N B V F G
 F L M N W A F F L E S B E G W O P I T I O L L H U I O L L N
 L J K N M H G F H J N L F D G A T Y R G F Y V O O R G V C S

word find

Using the word bank below, find the words hidden in the puzzle below. Look up, down, across, diagonally, backward and forward to find the hidden words. You may also find some hidden words as a bonus. Solution next issue.

ÆTHERWOLF
 ALPHAMANG
 AMOSMAGEE
 ARKANGEL
 ARRGH
 BEECHBONE
 CHEESE
 CLUMSY
 CRACKED
 CURRY

CYBERSHARK
 DAKU
 DOUGHTY
 DRUMSTICK
 DUEL
 FURY
 HAVOK
 ICE
 KAORAN
 KERRIGOR

KYRAN
 LIZARDFACE
 LLAMA
 MAXIMUS
 MITHRAN
 NINJA
 POLO
 RAVAGE
 RHADAMANTHUS
 RIFF

SENSORY OVERLORD
 SHADOW
 SHROOMDUCK
 TACO
 TROOPERS
 VIETNAM
 VIPEREYE
 WAFFLES
 WEEN
 WEIRD

BODY BY RAVAGE

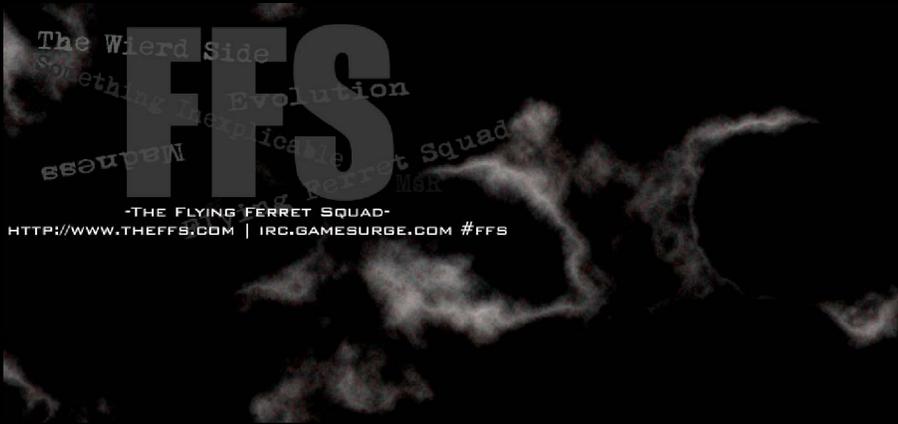
TMBJ Duel Tournament
CHAMPION



Strengthen, sculpt and shape your body! Body by Ravage has produced the Total Jedi Trainer with a breakthrough Bi-Directional Pivot Arm. The Total Jedi Trainer features exercises like the Chest Press; the Abs-tractor; the Back Extension and the Biceps Curl. Plus, by moving from one exercise to the next in a continuous circuit you can get a fat burning aerobic workout too! With its easy One-Pin Positioning, the Total Jedi Trainer instantly adjusts to your height . . . whether you're a Jawa or a Wookie. The Quick Connect Power Bands offer 10 different levels of resistance, ranging from a light tone-up to a muscle-building challenge. Measures 24.5" W by 41" L and weighs 44 pounds (20 kg). Folds to less than 2 feet high for convenient storage. Total Jedi Trainer will accommodate up to 300 pounds (137 kg).

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THE ALBUM



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