

# the weirdSIDE

 NO GIRL  
GAMERS

**Call of Duty:  
United Offensive  
Update**

**Feet and Cheese**

**Exclusive! Interview:  
[TMBJ]Kryan**

**How-To  
Sig Making Basics**

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## features

### Girl Gamers

Have you ever wondered what it must be like to prove yourself game in and game out? AmosMagee describes what it is like to be a girl gamer and gives some insight on how she deals with gamers, gaming communities and devoting time to the games.

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### Sig Making Basics

You have probably seen those cool images in forums and wanted to create something interesting about yourself. FurySpawN writes an introduction to the art of sig making. You should gain the knowledge needed to create a signature (sig) that is an example of your in-game personality.

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### Call Of Duty: United Assault

Call of Duty was GameSpy's 2003 Game of the Year. Activision is working on an expansion pack for the base Call of Duty application. Shadow reviews the details and progress of the upcoming expansion pack release.

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## news



The Weird Side has included two new sections to the magazine. The first is the How-To section, where you get the nuts and bolts needed to build your own sig. (Page 12)

The second new-to-you section is the Activity section that will include TWS's first ever connect-the-dots. (Page 7)

Next Issue: Moments I'd Like To Forget



## EDITORIAL

### Passing Thoughts

By Doughty Gubay

There are a few times when you reflect upon critical points in your life. Recently, I had an occasion that forced me to more-or-less take stock of the good and bad things that have happened to me. I tend to look back at a bunch of things that have determined my path in this thing we call life.

The first nav point was when I was the first kid on the block to have a Green Machine. I rode that thing until the wheels wore through and, amazingly enough, I only had one minor incident where I partially ripped off my fingernail. You may find yourself asking, "Why is that important?" The answer is simple, in my opinion, it was the first application of cause and effect.

Another important point, besides learning that gravity is undeniably real and could care less about imagination, was my first relationship with a female. Her name was Holly McAdoo and we were both in Kindergarten when we promised each other we would get married in 1st grade. Too bad I moved midway through Kindergarten. The point is, I learned that it hurt to lose something seemingly sacred.

Other trivial and somewhat meaningless points ensued throughout my grade school and high school years. Mostly they centered on the fact that if you want something bad enough, you need to commit everything you have to your goal and maybe it will come true.

I employed this mantra preparing for my senior year of baseball. I led our team in several categories and eventually earned a tryout for the minor league affiliate of the Philadelphia Phillies. I gave it my all and then some only to be told that I didn't make the cut. This event taught me humility and humbleness.

I applied to the Air Force Academy, M.I.T. and Penn State. I busted my tail and earned a 1350 out of 1600 on the SAT, and ultimately was accepted to all three schools academically. After a series of events, I ultimately decided to go to Penn State because I could afford it and I wouldn't have to ask my parents for money to put me through school. This decision explained that there are certain limitations to the financial equations.

The main point, if one could be drawn, is that many things that have come to fruition in your life are the result of your experiences. One can only use so much hearsay and conjecture to navigate their way through life. The rest is up to you and your ability to handle a wide spectrum of circumstances. My only advice is that you meet it head on and lose that fear of failure. Some of the best things I have "discovered" in life are the result of some of my worst failures.

# [White Space for Rent!]

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the  
weird side

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The Parents loved him not because he taught good morals, but because he scared away their children and they never had to pay to go to Disney Movies or Amusement Parks again.

Eri the Pig

by: LizudFase



You look thin Eri, are you hungry?



I thought so. You don't get any food though...



Cos you eat like a pig, and noone wants to see that shit.



Hahahahahahaha! Relax it was a joke.



You shouldn't complain so much Eri,



Pigs aren't exactly top of the food chain

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## VISUAL ODDITIES

### Eye Candy

By FurySpawn



Do you like to create images with your graphics software? We have an outlet for your talents!

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 The Weird Side Visual Oddities 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](mailto:doughty_gubay@clantmbj.com) or send a private message to Doughty in the TMBJ forums.



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## PUZZLES & GAMES

What is The Weird Side going to come up with next? With a collective devilish grin we present you with a new and intriguing section called Puzzles & Games. One of this month's activities is The Weird Side's version of connect-the-dots called, Connect-Thine-Dots.

FurySpawn has created our first of hopefully many connect-the-dots activities that are planned to run in future issues.

### Instructions

- Preheat oven to ...

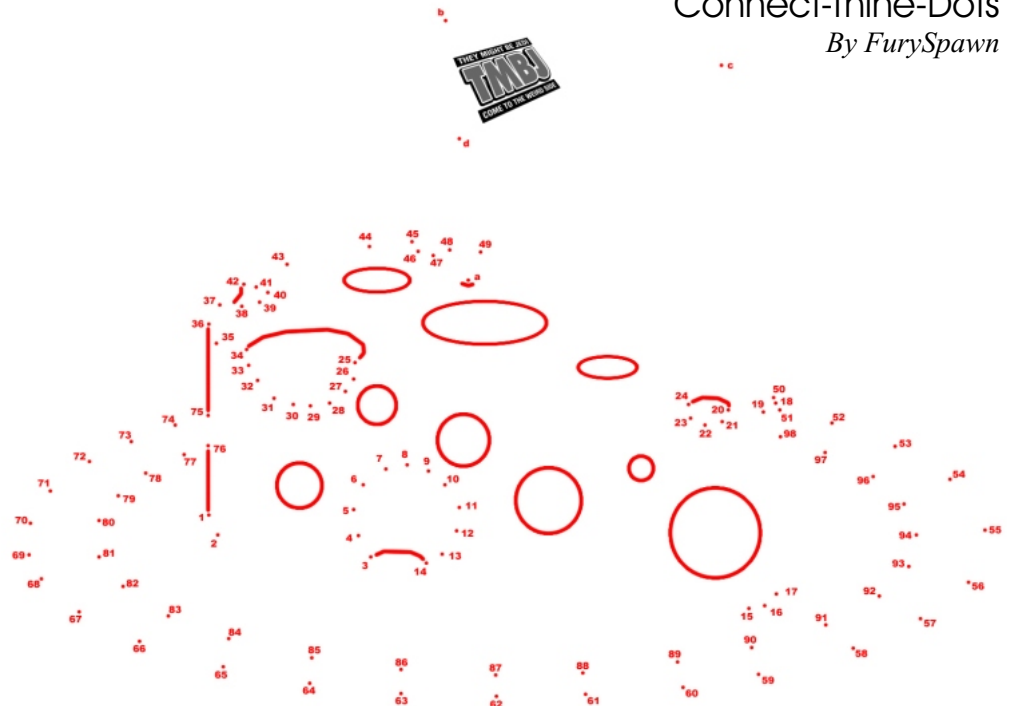
Edit: Oh, instructions for the activity.

Let's start over.

- Find a useable writing implement.
- Find dot number 1.
- Turn your writing implement on
- Put your writing implement on top of dot number 1 and press hard. Really hard.
- Move your writing implement to dot number 2.
- Repeat process until you have passed through each numbered dot.
- If any dots remain and are lettered, find dot lettered A.
- Put your writing implement on top of dot lettered A and press down.
- Move your writing implement to dot lettered B.
- Repeat process until you have passed through each lettered dot.
- Admire your work.
- Check The Weird Side next month for another new yet interesting Connect-Thine-Dots!

## Connect-Thine-Dots

By FurySpawn



AUGUST 2004

CONNECT-THINE-DOTS

# clues

1

Member of the dairy food group

Common topping at your local fast foodery

3

Who cut the \_\_\_\_\_.

A staple of <Insert Clan name here>'s online vocabulary

4

### Disclaimer

The Weird Side assumes no liability for any injury that may or may not occur as the result of or pertaining to the completion of this activity. If burning, itching or other annoying irritation of the nose, eyes, mouth and/or toes persists for seven work days, seek immediate medical attention and ask them their names. By attempting to complete this and or any other puzzles, activities or crafts with this publication, you have nullified any past, present and future litigation against The Weird Side. For those that have stuck with it this long, thank you for making The Weird Side the publication that it is.



## LETTERS

### Letters to The Weird Side

By Mithran

#### **To Whom It May Concern:**

*It has come to my attention that the supercilious nature of petty claims and idol ruminations have caused a great deal of grief to speedily arise amongst the more speculative individuals of the population in the general arena that is the TMBJ forums. Their rumor mongering has enticed the greater community into open-ended yet obtrusive revolt. From what I can tell, it is true: The fornicators of tomboys have coalesced into a distinctive, underhanded and nonetheless terrible cult. The Cult of the Measles has arisen in our midst. It is my esteemed opinion that it should be the Weird Side's position that it should be leadership's directive to ensure the population's responsibility to wipe out the claims from their intrepid surroundings. For this, I believe the HooverVac7000 to be most intriguingly perfect. Thank you for your time.*

**The Bobs**  
**Initech Technology, CA**

#### **Mithran writes:**

Oookay there ... Imagine my surprise, even reading through it again I'm still confused and shocked by the fact that somewhere out there in the Internet, intelligence exists! As for this cult, there are two things I propose to stop them, vaccines and fire. Lots and lots of fire; burn that damn cult away and leave only ashy goodness! Also, the HooverVac7000 sounds perfect, sign me up for three.

#### **Dear Guy Who Reads the Letters and Then Writes Back:**

*SAVE ME! I can hear them outside the door, scratching and chanting my name ... Screaming about mapping and how they want clan maps, I can't take \*quack\* it anymore! It's driving me crazy, and by the way they are banging and scratching they should be through the door within the hour. I need some advice/divine intervention to sort out these fanboys. I just want to be \*quack\* normal again!*

**Anonymous Mapper**

#### **Mithran writes:**

You poor, poor man/duck/beanmonster, hopefully this will arrive in time. The first thing you should do is barricade the door with some overly-complex device that will rain napalm down on the first thing to open the door. Next, you'll want to get as many toothpicks as you can and make a hole in the floor, stick the toothpicks in the hole and you now have a mini punji pit in front of your doorway! Of course, some fanboys may have some brain cells. This is where you'll need to make a pressure pad on the floor made out of a cat. When stepped on, a large tree trunk should fly down and knock all the offenders back out the door. The last resort you have is setting the place on fire and diving out the window in

### 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



a true Hollywood-style action movie scene. Ensure that the apartment/house/room/pond blows up as you dive out for extra points. Then go live in the mountains with a goat called Steve and a Female yeti friend called Moses.

**Dear Mithran,**

***Being a girl gamer I find it hard to be taken seriously. I always get comments about my gender and everyone keeps flirting with me. I really need some help to beat some sense into these fools (editor: with big guns no doubt ;-D). Could you give me any advice which might make them shut up and play normally?***

**Anonymous Girl Gamer #2 of 6**

**Mithran writes:**

So you want to be treated with some respect? My first recommendation is using any object that can cause serious damage (sledgehammer, crowbar, burning bush) and taking it to the knees of the offending parties. Of course, most people are quite stubborn, so you might have to be a little more serious and threaten them with castration. This can scare many guys, but for the most stubborn, nothing will work. The only solution then is to put on a bad wig, call yourself Kevin and speak in a very manly tone. Tell them you are really a man but just like looking like a girl. This will scare even the most stubborn people. Of course, if you don't want to do that you can come over to my place and do the horizontal boogie.

<\_  
>\_  
>\_>

**D34R dU3d3Z**

**OmG wHy D0 j00 S7i11 h4Ng 4r0UNd wI7H d335 nuBZ0rz? I pWN 7H3M 477! h4h4h4!**

**-Yun-**

**Mithran writes:**

Please, will you kindly get a job and stop stalking me before I have to bust out the restraining order?

So, if you have any questions for the guy that puts agony into Agony Uncle, please send all e-mails as LTTWS Questions to Majinvegeta373@hotmail.com. Thank you!

**[White Space for Rent!]**

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## FEATURE

## Girl Gamers - "I'm a Delicate Girl, Go Easy On Me."

By AmosMagee

Say you're playing Jedi Knight 2 and someone connects with the name AmosMagee. It's not exactly easy to tell if that person is male or female. In fact, most would just assume it's some random guy. Or, at least, that's what most thought two years ago. It didn't take me long to be proficient enough at the game to consistently beat guys who thought they were "1337" gamers. Which is kind of a weird thing to consider yourself if you're playing JK2, but I digress. Before long, I was comfortable enough in a small community to join their forums and admit that I was a girl. The guys were shocked. "wtf?! ur a gurl?" was a typical response. After that came the requests for pictures, and then requests for pictures of my boobs. Some even told me to get out that girls weren't supposed to be playing video games. They were even more shocked when they found out my age. Not only was I female, but I was a full-fledged woman! I also had several suitors who tried to protect me. Instead of taking offense to any of this, I just played along with it and even adopted a bind (the title of this article) to taunt guys.

Though girl gamers still probably only make up less than 5% of the gaming population, our numbers are growing. Our biggest hurdles include the misconception that girls don't want to play video games, or that if we do we're only interested in role-playing or puzzle-type games and the stereotypical portrayal of women in video games. *Tomb Raider*, for example, almost got it right. Lara Croft is a strong female lead who doesn't take shit from anyone. The game included action and puzzles to solve. But the designers just *had* to give the girl unrealistic body proportions and painted her clothes on. Oh well, I guess they had to get the guys to buy the game, too. Therein lies the answer though: It isn't about appealing to one sex or the other. I've been playing games like *Quake*, *Doom* and *Unreal Tournament* for a while now. Granted, girls are more interested in the storyline or the characters or the social aspect, so a first-person shooter doesn't seem like it would appeal to the fairer sex. While the majority of us would prefer co-operative play, don't assume we don't have a competitive edge to us. We want to win. But it's not as important to us as the overall experience in the game is. Give us a good story, characters and a world to explore. If there's combat along the way, that only makes it better. Most girls are just not into the deathmatch thing, although I have to admit, sometimes I just want to blow shit up.

The point of this article is not about what games appeal to women. I'd just thought I'd let you guys know what it's like being a girl gamer. Often, girls don't even reveal their sex in an online gaming community. It's easier being accepted into a predominantly male community if you just pretend you're one of the guys. Once they find out you're female, attitudes change. The guys tend to think you're there to wreak havoc on the community and split them up with your feminine wiles (and/or you're romantically interested in each and every one of them) or you're a lesbian or you're there to prove that "anything you can do, I can do better". Generally, these reasons are not true. Sure, there are some girls out there who are just attention whores, or feel the need to prove that they can be one of the guys, but overall, we're just there for the same reason you are: to play the damn game.







Being a prominent figure in a small gaming community like the Jedi Knight one, I get a lot of attention. More often than not, it's about my reviews for the mods for the game thankfully. Though I can't keep track of how many times guys in the community, whether they knew me or not, wanted to date me or just flat out proposed to me. I just take it with a grain of salt now, but there were times in the beginning that the attention was a bit overwhelming. It was as if they had never interacted with a girl before. That's the surest way to drive away a real girl gamer. The real girl gamer isn't interested in dating the entire community. She doesn't want special treatment because of her sex. She wants to tear your face off with a Flak Cannon and I swear it's nothing personal. There have been countless times that I've been on a server (JK2) and some guy who knows me only by reputation challenges me to a duel. When I kick his ass, someone will almost always say, "OMG! You were just beaten by a girl." But don't let that hurt your pride. So what if I'm a girl? You weren't owned by a girl, you were just owned.



## HOW-TO

### Sig Making Basics

By *FurySpawn*

Creating a visual representation of an online persona, a.k.a. a signature, can be both fun and easy with the proper tools and knowledge. Since mid April of 2003, I have successfully completed more than a hundred signatures, with over fifty unique designs. These animated and “still” signatures are even now in use on several alive and dead forums. During this time, I've learned a lot from practice, and infinitely more from others. This is my chance to be able to present some basics of this information to you. Hopefully, you can use it as a tool to inspire you to creativity and flights of imagination.

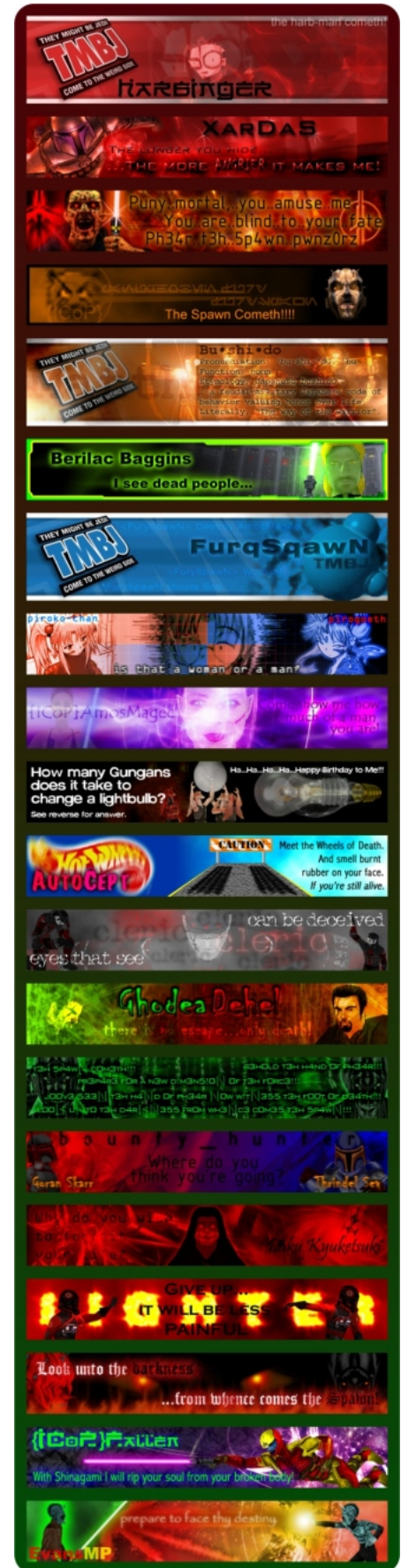
To begin, let's ensure that we have all the tools we need. The most important one is a willingness to work. Like any skill, practice and experience increase your abilities. A creative imagination is a second intangible tool. While this may not be a developed talent, everybody has one; it's a simple matter of using it. The remaining necessary tools are a computer to design on (with a mouse, LOL), a graphic design software package, and a FTP server/site to upload your images to. I also recommend you have the following:

- Optical mouse
- Graphic tablet
- Adobe Photoshop (And any other Adobe design software)
- Macromedia Flash (and any other Macromedia design software)
- High-Resolution scanner
- Photo-quality printer

Now we are ready to cover what I consider the fundamentals. These contain basic artistic design theory, some psychology, typography, and composition skills. I realize that everybody's question is going to be, “And how is this basic?” I won't be going in-depth on any issues, but merely scratching the surface with what limited knowledge I've acquired; furthermore, the ideas presented later on are mantras that most of us have heard time and time again.

Let's start with the most basic and most heard theory, but the most important: KISS. This acronym stands for “Keep it simple, Stupid.” Simply put, this means that the best designs are the simple ones. This is not synonymous with “simplistic”, which has an inferior connotation and means one-dimensional, basic, or unsophisticated. Simple designs are ones that you look at and think, “That's incredible and very creative! But I could've done that! It's so **simple**!” Here are some synonyms for simple: uncomplicated, trouble-free, effortless, clear-cut, and straightforward. To summarize, KISS means to pick one idea and stick with it. But it also requires that you don't over develop and that you know when to quit. The latter skill is the most difficult one for most people, something that almost always comes only with experience. To keep from over-developing your art, or anything you're working on, is to “parking lot” (save for later) any additional design ideas to use on other projects. This will help you to have not just more ideas available, but a much better completed work.

Creative planning is another fundamental. Obviously, working without planning is inefficient and creates a stressed environment and a lack of closure to the job you're doing. A good quote to remember is to “work







# Q&A



smarter, not harder". There are several ways to plan. One is to brainstorm, or start from scratch and toss around several preliminary plans before deciding a course of action. Inspiration from others' work can help the process immensely, provided that caution is used to avoid plagiarism or unoriginality. Try experimentation with tools (software, hardware, and et cetera) as a third alternative, a good way to also familiarize yourself with a powerful software, such as Adobe Photoshop.

A good tool to use while you creatively plan is to ask the "Questions". The reason for this is to form an action plan; in a sense, to plan your planning. The "Questions" are:

- Who is it for?
- What purpose does it serve (practice, gift, etc.)?
- When will it need to be finished (determining the amount of time allowed)?
- Where will it be used (affecting the maturity of the content)?
- Why are you making this?
- How are you going to achieve the effects you desire (steps taken to complete it)?

As you plan your project, you should keep these questions in mind and answer them all before you move on from planning to actually creating your signature.

This next theory is a notch above all the others, in terms of difficulty and maturity. Design in terms of three-dimensionality. What this means to me is to separate the levels of art by level of detail, contrast, amount of action, point of focus, and other characteristics and qualities. The initial focus of your design is the main art, which is/explains the purpose for the design by creating an argument. At a level below that is the secondary art, which supports the main art in terms of artistic design and strengthening its argument. The background of the image creates an environment in which the argument may live. An optional component is the border or frame, whose use disconnects the art from its situation. To explain this in a different way, imagine a stage.

*On that stage are two actors, deep in a dramatic conversation amid a simulated market of props and actors. The attention of the audience is on the two main actors (main art) performing center stage, talking to each other. Yet without the other actors (secondary art), the scene would lose its realism; the same can be said for the backdrop and props (background). Finishing the setting is a curtain (frame or border), which separates the stage from its surroundings (and does not allow for participation from the audience, whereas the lack of one does, e.g. a "holodeck"). An overhead view of the stage would show that the main actors are closest to the audience, while the minor actors are farther away, with the background having the most distance.*

This concept of three-dimensionally conceiving one-dimensional art can be hard to grasp and use at first, like a giant broadsword, but a powerful and efficient tool in the hands of the practiced. Connecting all the components to create a visual flow completes the image, bringing us to the "Circle of Life".

Design with the "Circle of Life". No, I'm not talking about singing lions or shaman baboons. I used the term "Circle of Life" to represent the idea that



## HOW-TO

all design should create a visual flow that starts with the main focal point and rotates through supporting art, typography, and visual resting spots before returning to the main focal point. By doing this, focus is circular and always moving. This prevents “aging” of the design and maintains a sense of life to the art. Like with a master's painting or a sage's proverb, a lot of times, you will notice something new about it. A good example of this is the *Mona Lisa*. At first look, you immediately notice the eyes and the smile. As your focus wanders, you take in the details of her clothes and the setting behind her. Your eyes linger in the soft and faded background for a few seconds, before returning to those winsome eyes that now seem to be mirthfully gazing back at you, those curved lips concealing a mischievous secret. Your gaze follows the same pattern, over and over, picking up new information with each pass. With each circle, you become more and more convinced of emotions existing in a lifeless painting. This is why Da Vinci's masterpiece is still renowned. While few, if any, of us will ever produce such quality, the “Circle of Life” can still work for you to create the same effect.

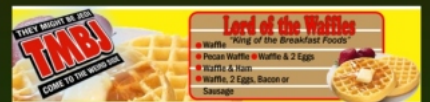
This is more of a sub-topic for our discussion and a very brief section. The purpose of the background is two-fold: to build a foundation for your image and to give the eye somewhere to rest and relax. This is achieved by making it the most simple or simplistic part of the art. The background should also be low-contrast and not as detailed, so that it is visually-relaxing. You can create your own, or take original art and make it your own (remembering to always credit previous authors for their work where necessary). Since we will discuss making somebody else's art your own later on, for now all I will say is to add your unique style to the art and build on it to personalize the art.

First and foremost, text is a verbally expressed art. It can be the main art, and thus the main focus, or support art to reinforce your message through the choice of font and size. As the main art, it identifies the bearer of the signature and is the artistic purpose for the signature. As support art it is secondary artwork designed to connect and support the main art and background. The face and size affects the overall artistic aura, whether it is main or secondary artwork, as we will discuss in this section.

While not all signatures contain a quirky saying, a sage quote, or a humorous joke, they all have the bearer of the signature's name. This can be a screen name, nickname, handle, real name, and etcetera. This is the one textual component that must be included (unless the art used is uniquely typical of the bearer and can take its place).

Basic typography is based on the selection of font faces and sizes. On a simplified level, most faces are selected because of ease of reading, kerning (character spacing), serifs (or the lack thereof), or artistic flair. Generally, the best choice is a thinner sans-serif font. Several examples of this are:

- Arial
- Avant Garde
- Century Gothic
- Futura Light
- Gill Sans
- Helvetica
- Lucida Sans Regular



**Serif Font**  
**Sans Serif Font**



**Arial - Avante Garde**  
**Century Gothic - Futura**  
**Light - Gill Sans - Helvetica**  
**Lucida Sans Regular**

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Jokerman  
PREHISTORIC  
Blackadder ITC  
Scheherazade  
Edwardian Script ITC  
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- News Gothic
- Swiss 721 BT
- Tahoma
- Trebuchet
- Verdana

Font faces affect emotions and focus. Various faces create different ambience. Artsy fonts such as Amazon, Jokerman, or Prehistoric give a fun and playful aura, while fonts like Blackadder ITC, Scheherazade, and Edwardian Script ITC have an ancient or old-fashioned feel. A simpler way is to use **bold**, *italic*, underlined, or ~~striketrough~~ text. Bold text screams pay attention. Italic points out usually unnecessary, but valuable information, or proper names of objects or works. Emphasis is enhanced with underlines and strikethroughs indicate ideas that have been replaced. Size also denotes importance. Extremely large lettering is immediately noticed, while legal loopholes and double-speak are found in the fine print (the very small type). There are no rules for which one is best; it is more of a feeling or a knowing than following an established standard. Just remember that it should be easily read, mesh with the overall design, and be something that you feel good about.

A very, very important part of using text is always employing proper grammar. This consists of the following language rules: spelling, capitalization, punctuation, and correct word choice (including correct word tense, selection of homonyms, etcetera). People will have a hard time taking you seriously if your art has grammatical errors; it is also difficult to focus on the artwork when there are misspelled words or confusing sentence structure. These skills are picked up during elementary and secondary school years and refined through higher education.

Working with text and typography in a signature is more than just using a cool (and usually hard to read) font. It can have a deeper reason, the message. Most signatures will have a favorite quote, adage, poem, or other saying. This is a way for the bearer to express a characteristic about themselves, communicate something that's important to them, and so on. The two questions you should ask yourself when designing the art are:

- What are you trying to convey (emotions, ideas, beliefs, opinions, jokes, etcetera.)?
- Who is the audience?

These questions are important because you need to make your message easy to swallow, but hard to rebut, if you are crafting an argument. The best ways to do this are to sugar-coat your argument by using generic or non-accusatory wording, and subtlety (to provoke thought about what is being said, and not just a harsh, emotional rebuttal). But most importantly, your logic should be self-supporting and have a credible foundation. Most of the time there won't be an argument, but it is helpful to have some tips for when you're using an idea or opinion that corresponds to a sensitive, polar (forcing the audience to either extremes on a position), or volatile topic. It is important to know your target and adapt your style to suit the audience in terms of maturity, reading level, knowledge level, and so on. Also, pinpoint a specific audience; the more specific, the more successful the argument can be.



## HOW-TO

Owning your art means two things. Make it your own by developing a technique(s) and style unique to you, to personalize the experience and to imprint your artistic mark on your work. Several techniques I use include monochromatic color schemes, subtle color changes, bizarre and quirky humor, and poetic or though-provoking messages. Experiment and play around, see which style most piques your interest and enjoyment. The other way to own you art is to take pride in your projects, both during and after work on them. The best results come from spending a lot of time, energy, and emotion; pour your heart and breathe life into what you do (and not merely limited to signatures). If any thing is worth doing, it's worth doing to the best of your ability. I've always been proudest of the work that I gave 110% to, regardless of the outcome. Most importantly, once you're finished, be satisfied and content with your achievement. Comparing it to others' work is foolish, since everyone has different talents, tools, and experience. Look to others for advice and ideas, not for a source of your creative and artistic identity.

Now, over 2000 words later, we've reached the end. Those of you who made it this far awake, I wish you a hearty congratulations! To wrap it up, let's review the key ideas that we've gone over:

- KISS: Keep it simple, Stupid. Your design should be simple and don't over-develop.
- The Questions: Plan your design, and design your art.
- Good design creates a three-dimensional "Circle of Life".
- The background is a backdrop.
- Text is art; use is right.
- Use your own ideas and be proud of your artistic accomplishments.

Thank you for honoring me by giving me the time to ramble about signature making, a small piece of the pie of my hobbies and interests. I appreciate this privilege, and would like to dedicate this first to my old JKII clan, the Illegitimate Children of Palpatine, for giving me a forum (literally) to bombard with my first attempts, and second, to the clan They Might Be Jedi, for being such a wonderful(ly weird) community and the best group of guys and girls I've ever met. Have a great day!



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## Call of Duty: United Offensive

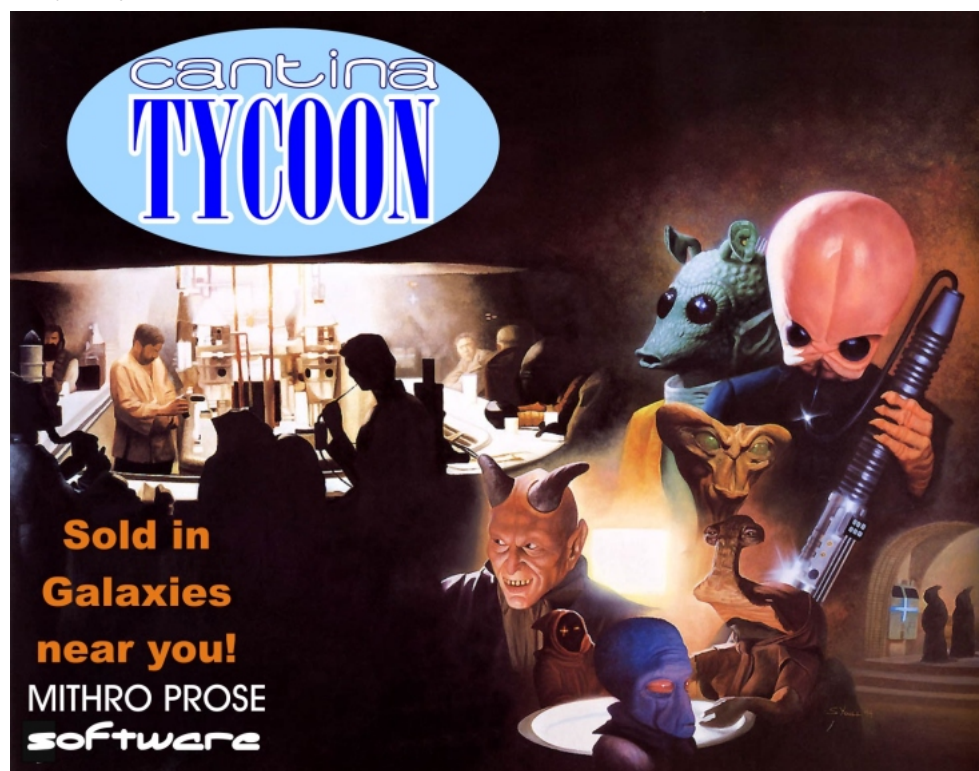
By Shadow



*Call of Duty: United Offensive* is the upcoming expansion pack to the much-celebrated World War II FPS game, *Call of Duty*. The expansion plans to keep the standard American, Soviet and British campaign sections, with the American campaign following the Battle of the Bulge. If you watched *Band of Brothers*, you should pretty much know the things involved in the American campaign. The Soviet campaign follows the battle of Kursk, one of the biggest and bloodiest battles in World War II. The British campaign follows the invasion of Sicily, and will start with some very unique flying combat in which you are a gunner on a British plane. Neat, huh?

The multiplayer in *Call of Duty: United Offensive* is also getting a major facelift. Three new modes will appear, including a "Tank Battle Mode" in which players and tanks will work with soldiers to accomplish tasks, or just to wipe out the other players, and "Domination" mode, which the players capture strategic points on the map, similar to *Battlefield 1942* and other *BF* games.

New weapons will also appear, including Flak 88s becoming usable, bazookas and satchel charges. New maps and revamped textures for both single and multiplayer should provide some good effects as well. Suspected release is not an exact date, but presumed to be around late fall or early holiday season. Be ready to buy the expansion pack by itself, or if you don't have the original *Call of Duty*, try looking for a set of both games so that everyone's happy. Altogether, *Call of Duty: United Offensive* looks AWESOME. The only word for it, and that's coming from a die-hard *Call of Duty* player.



## FEATURE

Interview: Kyran  
by AmosMagee  
Foreword by Doughty Gubay

Part 2 of the BoB interview series contains an interview with the self-titled ballistics expert, Kyran. AmosMagee was assigned to interview arguably the most essential member of the group. Kyran is as standup as one can be in the land of the weird also known as TMBJ. In this interview, you will find that Kyran has been working on something to rival flying croc in between duties in the BoB fold. Enjoy!

**Amy: So, I suppose we should start with the most obvious question: How did you first come to find and become a member of TMBJ?**

**Kyran:** Oh, gosh ... It's been over two years ... Let's see if I can remember all the fun little details ... I had played JK2 since its release, for about a week. Plowed through several of the single-player missions, thought "bleh", and tried online. Bounced around a few servers ... met a whole lot of jerks ... then, I finally landed on LiCk's server sometime in ... what, May? I forget exactly. At any rate - that was my first ... exposure, if you will, to Duck n' company. Forever scarred? You bet - but there was that undeniable hook ... a meat hook, to be sure, but it was mentally tangible as well. And the ping was good, which was a bonus. Back then, TMBJ was barely in its inception as LsR ... and, as the title implies, I became a regular ... the pieces all kinda fell in from there.

**Amy: So you're an original member ... very cool. And why did you stay with TMBJ as long as you have? What keeps you here? (For those who don't understand what TMBJ is all about.)**

**Kyran:** That's a difficult question to put into words ... I suppose the only ones who would truly understand are the ones who, like myself, have been here since the beginning. Prior to my experience with TMBJ, I'd been in a couple other gaming clans - they were all good people, for the most part, and that's a definite plus. But, to borrow a term from VE - they didn't have the "spark" that TMBJ has. There's something within our little community that's incredibly hard to put into words. It's a feeling, a kind of affinity with one another that we share. It's something that extends beyond the game - my other experiences generally ended once the interest in whatever game in which they were formed ended. Maybe a forum now and then, but nothing else.

**Amy: Mm, yes. Sorry for the delay ... found a little something on the forums that I must employ BoB to handle.**

**Kyran:** Anything I can help with?

**Amy: (laughs) Fury remembered that I sang "Oh, Canada" lonnnnnng ago for a friend ...**

**Kyran:** (chuckles)

**Amy: He kept the mp3 and put it up without me knowing.**

**Kyran:** Oh ho?

**Amy: So ... yeah ... something only BoB can handle. Speaking of BoB ... where exactly did that come from? And aren't you a member?**

**Kyran:** (laughs) That's a story ... an old one, but a good one. Okay ... BoB,



## Bio Facts

**FAVORITE COLOR:**  
CERULEAN blue

**FAVORITE MOVIE:**  
SPIDERMAN 2, LOTR TRILOGY, STAR WARS ORIGINAL TRILOGY

**FAVORITE ACTOR:**  
HUMPHRY BOGART AND CARY GRANT

**FAVORITE ACTRESS:**  
KATHERINE HEPBURN

**FAVORITE BAND:**  
CHARLIE PARKER, COUNT BASIE, BENNY GOODMAN, EVANESCENCE, LINKIN PARK

**FAVORITE ICE CREAM:**  
PEPPERMINT-CHOCOLATE CHIP

**FAVORITE COOKIE:**  
DOUBLE CHOCOLATE DOUBLE CHUNK





or more formally - Band of Bastards, was an idea that I, along with Sensory Overlord over there came up with. It was a sort of inner sect within the clan born out of necessity. What it is, quite simply, is a watchdog group for Maddness - when we were gifted with the first Maddness server from Steeef, the place was up 24/7. However, we were still making our move from the LiCk server, and mostly played there. Which meant Maddness was left, for the most part, without admins, and without rules. The place, in essence, was a war zone. So, I talked with Duck and VE, who were leadership at the time, and said, "give me power". They did, and I exercised it. In those days, SO wasn't a member yet - he was, however, a friend. So while I couldn't technically make him an admin, he did make a fine cohort and a second pair of eyes. In little to no time, people began calling us bastards for ruining their fun and making them follow the rules. We took it to heart, and Band of Bastards was born.

**Amy:** *Mmkay ... if you could be any tree ... (pauses) ... no, never mind that.*

**Kyran:** (chuckles)

**Amy:** *When you're not hanging out in IRC, on Maddness II, or the forums, what do you do?*

**Kyran:** Hmm ... well, there's work. I dabble in the insurance business - and during the academic year I sloth my way through classes ... But beyond that, my free time is split between my two loves - video games of just about every kind (been playing since I was 3) and more relaxing forms of entertainment, like books and anime. I also, contrary to popular disbelief, hang out with my friends n' hit the movies on a regular basis.

**Amy:** *If it's possible to narrow it down, who is your favorite author?*

**Kyran:** Oh jeebus. Ha, there's a tough question... J.R.R. Tolkien is definitely up there ... As is Stephen King, Robert Jordan, Douglas Adams ... Feh, I can't narrow that list.

**Amy:** *Hmm. I enjoy King myself. I'm reading The Stand now. Have you read Swan Song by McCammon? (So not part of the interview, just curious)*

**Kyran:** I have, though it's been years. I have a copy of it around here somewhere.

**Amy:** *Did you enjoy it?*

**Kyran:** If you enjoy King, read the Dark Tower series. And, yes. Or at least I think I did - if I kept the book I liked it.

**Amy:** *I read the first book, but I don't recall if I liked it or not. I do intend on reading the series.*

**Kyran:** He just released 6, I'm reading it now ... planned series of 7. The first book is just a teaser. (Kyran smiles.)

**Amy:** *Hmm. Can people outside of TMBJ take advantage of BoB? Are you guys ... employable? (Amy grins.) Is "employable" a word?!*

**Kyran:** Let's see ... And yes, it is. I'm pretty sure we could contract out - given the right tools and an unlimited expense account. SO tends to deal with the finer points of distribution - I'm more of the ballistics end of things.

## FEATURE

**Amy:** *What can you tell us about ... Nippy, is it?*

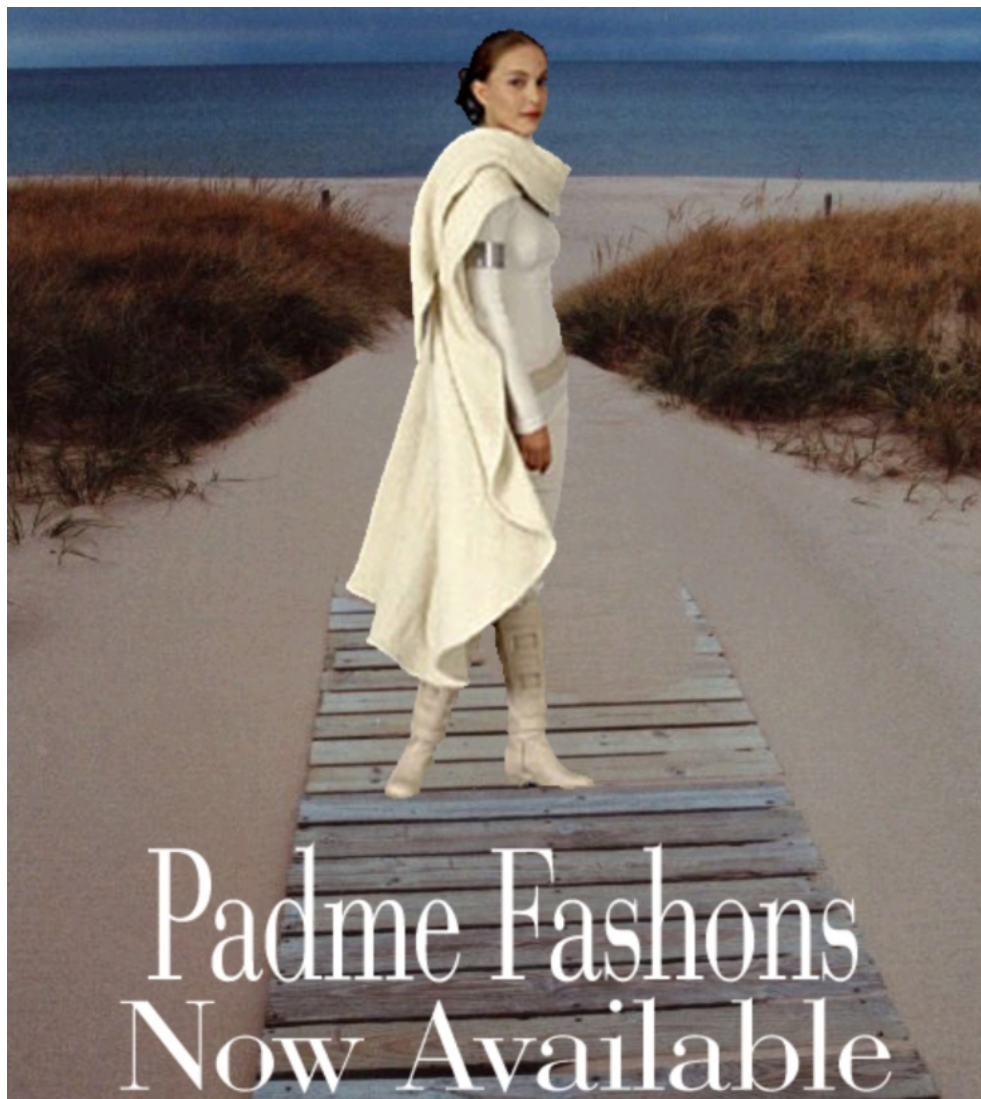
**Kyran:** Ah, Nippy. He's one of our latest achievements in Desert Animal meets All Terrain Assault technology. We've cybernetically engineered a typical southwest armadillo, loaded him out with an assortment of micro-missiles, a minigun and a rocket booster. Plus, he's just plain mean - and bites a lot, hence the name.

**Amy:** *I'll be sure to stay on BoB's good side! So, if you could have any superpower at all, what would you want?*

**Kyran:** It's a toss up between telekinesis and mind control. Not for the fact that I could use my powers for good and all that - simply because they open the best avenues to completely mess with someone's head. Barring that - I'd be Spider-man, because Spidey's awesome.

**Amy:** *Is there anything we should know about you? Anything else you'd like to add?*

**Kyran:** I don't know, actually ... If people want to know things about me, simply ask. As I've told you, to TMBJ, I'm an open book. I'll be up front and honest with anyone who's curious enough to come looking for a little tidbit of Kyran lore. I can't imagine WHY, but hey, there it is.





## Feet and Cheese

By Arrgh



I believe that it is every person's responsibility to speak out against things they find in life that they believe are having negative effects on society as a whole. It is important for people to be involved in their communities to safeguard it against threats that they perceive. To that end, there is a topic of discussion that I find very relevant and important that I simply must speak out about. And that subject is none other than zombies.

First we must ask: what is a zombie? A zombie is defined as "A supernatural power or spell that according to voodoo belief can enter into and reanimate a corpse." Now that all sounds well and good. I mean, being a corpse must be pretty dull and it's probably great to be able to get up, take a walk and eat someone's brains. And I'm sure all the cool kids at school are running around with their voodoo texts raising zombies at night. It's the "in thing" to do. I bet they play some neat games with them too... pin the tail on the zombie, and the like. But zombies are not all fun and games.

The first problem with zombies is hygiene. I have never known a zombie that showered. Ever! And you can tell, those things stink up the place something awful! Furthermore, have you ever known a zombie to use deodorant? I'd be willing to bet good money that you haven't. And that isn't even the worst part of it! No, the core of this whole problem is the utter lack of foot hygiene among the zombie population.

Let me be perfectly clear on this; I find the current state of foot cleanliness in zombies to be absolutely deplorable. Zombies never cut their toenails, they never wash their feet. They walk barefoot over all manner of unclean surfaces and never wear socks and their feet are probably a breeding ground for parasites and disease. Not to mention that they're probably decomposing!

And the zombie dietary problems pretty much speak for themselves! Oh, brains may taste great. I bet you teenagers take your zombies out to get a brain malt at the local dime shop. But this is not a healthy diet! Next thing you know you're going to have an overweight zombie on your hands and that's nothing but bad news. What's sorely lacking in the zombie diet is dairy products. I mean, come on! Zombies are always going on about brains, but you never hear them craving cheese. That's just... unnatural! Even for an undead creature of the night! EVERYBODY likes cheese. I think the message here is pretty clear.

In conclusion, zombies embody everything that is bad in this world. They live cold lives full of foot decay and devoid of cheese. It's not a happy picture! So next time you go to raise a corpse, please... think of the feet.

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## INTERVIEW

### Interview: Lord of the Waffles

By Doughty Gubay

In between the discussion of Sigourney Weaver's aliens and Roswell-type aliens, Doughty Gubay (DG) persists on getting an interview with [TMBJ] Lord of the Waffles (LotW). After a series of buzzing noises and canned spray sounds Waffles emerges from his download portal focused on answering several questions for The Weird Side. Looking a little drained, Waffles sips on some aged blue milk to regain his color as he sits down for the interview.

**DG: How did you get the name Lord of the Waffles?**

**LotW:** Well ... let's see. It started when I played my first online FPS, Half-Life. I played the base game and then discovered "mods". The first was TFC, good ol' game. I struggled for a name that was neat. So, being a psycho (and having my pal Greg help me by using my most hated nickname), I came up with "Wally the Waffle Boy". It had that ring to it and everyone who I played with always loved it. So, I was like "hey, why not". After playing for a while, I entered into a clan called [RAF] which was similar to TMBJ in many aspects. Well, they finally died/moved on, etc, and I "jumped ship", and thus I felt it would be best to change my name. Not wanting to lose my all powerful waffles, I modified my name (which had since evolved into Wally the Waffle Lord, to signify my awesome-ness), to what we have today. I'd also like to note, that I did NOT have Lord of the Flies OR Lord of the Rings in mind. At that age, I hadn't heard of them and, that's stuck with me.

**DG: You are well known and respected for being the silent but yet ever-present XO of MsR. What were some of the highlights of being in MsR?**

**LotW:** MsR ... was just fun! Firstly, it made me feel accepted when I first entered the ranks. Mostly because it was a fairly one-sided Yes poll. I quickly grew close to everyone, and I at the same time, my regular status empowered me to demonstrate the true potential and model of a member by being a nice, yet freakin' insane, character. I also got a lot closer to many TMBJ members because I felt compelled to, being a now "official regular" of their server. As XO, it never felt any different. I never looked at myself as more powerful than anyone, and I never acted that way (I hope!)

**DG: You didn't.**

**LotW:** I always took everyone's ideas/opinions into full account, and tried to be someone that could be turned to for advice. So, it wasn't much else than normal except I had the title, and the job. Instead of being a compulsion, it just became a duty.

**DG: You did an admirable job, I must add.**

**LotW:** Thank you very much. I tried. It was my first real leadership role in anything ... including real life. So, I was hoping not to flub up. It was my first test ... EVAR! Of course, I always had those like [TMBJ] McPhoenix to turn to for advice. McPhoenix was very helpful. But yeah, my props to Peepee. He sure did help!

**DG: You are of German heritage, correct?**

**LotW:** Yes, I am of German descent. My father hails from Germany. He was born in Berlin and lived there for his youth. Our ancestry however, leads towards Bavaria which is in Southern Germany. Which explains my

## Bio Facts

**FAVORITE COLOR:**

BLUE. To be specific baby blue, and navy blue

**FAVORITE BAND:**

It's HARD TO PICK OUT ONE FAVORITE. I shift between several; Metallica, Rush, DREAM THEATER ARE THE 3 biggies

**FAVORITE MOVIE:**

ALIENS, BECAUSE THOSE ALIENS ARE BADASS ... AND THEY ROCK!

**FAVORITE ACTOR/ACTRESS:**

ARNOLD SCHWARZENEGGER BECAUSE HE'S SO PUMPED AND HIS SUPER ACCENT

**FAVORITE ICE CREAM:**

GERMAN CHOCOLATE

**FAVORITE FOOD:**

PIZZA





father's northern accent, but use of southern colloquialisms is very neat. It also means I also have a northern German dialect when I speak. I take pride in my German heritage, despite only being half German.

**DG: Can you speak in German?**

**LotW:** A good amount. Not fluent (shame on me!) but I'm working on that. I plan to speak German fluently, and learn French as well. My father has been speaking German to me for a good amount of my life. We have a nice Christmas around here with lots of yummy food

**DG: I'm half Russian, so I can appreciate some cultural differences that exist around the holidays. Like the names you call your grandparents are different. For example in Russian, Gee gee means old man or Grandfather and Baba means old lady or Grandma.**

**LotW:** Russia also fascinates me

**DG: Do you follow any specific rituals around the Holidays?**

**LotW:** It's fairly American, with bits of German decorations and foods thrown in.

**DG: That's kind of how mine is, except for the Russian Christmas Carols being in Russian. I would love to visit the villages my great grandparents lived in. Have you ever traveled to Germany?**

**LotW:** Not yet. I do plan on it sometime. The hard part is convincing Meghan to go. She's going to say "Then we're going to Japan first"

**DG: Japan is the bomb! No pun intended. It is an amazing place.**

**LotW:** I love the culture. She's all "OMGANIME!" ... silly Meghan. I find their society very interesting if not, confusing ... and yes, I do enjoy anime. Only because American animation is crap and there is some cool stuff. Like Gundam...Gundam 08th MS team...is awesome.

**DG: What is your all time favorite anime movie?**

**LotW:** Hmm. All time favorite...? It's a tie between Akira and End of Evangelion (EoE). EoE was...just...whoa. Talk about Prozac.

**DG: I know you are involved heavily with various school activities. What activity is your passion?**

**LotW:** The band I suppose. It's all I do. Bass is one of my life's few loves and I've met both girls I'd fallen in love with through it, and 2 of the best friends ever as well. Not to mention many many other good friends. Apparently a lot of "lady fans" too. Or so I am told. My personality in the band is very similar to that in this TMBJ area. So you can see how that makes for ... interesting times.

**DG Limping with a Waffle?!?**

**LotW:** Literally.

**DG: I have worked with a few bands over time. Mostly helping them spread the word and in sense manage their affairs for gigs.**

**LotW:** Well, I'm talking about the marching band. For the most part, my band is very...odd.

**DG: Women go goo-goo for dudes that can flat out play.**

**LotW:** As you've likely heard. ;)

## INTERVIEW

**DG: If you were to pattern your style after one person who would it be?**

**LotW:** As much as I'd rather not and seeing as how I have a very blended style ... Well, let's put it this way; my largest influences are Tony Levin, Cliff Burton, Jaco Pastorius, and Les Claypool. I can sound very like some of them, if it calls for it and I can sound very much like myself. I play every style of music, rather, am capable. I don't like to say "oh, I'm a metal bassist" or "oh I'm a sucky, I mean, punk bassist." However, in my free jamming, and playing I'd say I have a very Levin/Pastorius style of playing/soloing. Very groove oriented, funky, and not afraid to experiment.

**DG: If you were to describe yourself as a celebrity who would you describe yourself as?**

**LotW:** Haha, I'd "like" to describe myself as Arnold, because, come on, he's the man. Other than that, I hate celebrities! Because Hollywood should die. A lot.

**DG: If you were going to use Arnold, I'd have to say based on your stature you'd have to be like his calf or some equivalent size.**

**LotW:** Sounds fair

**DG: So what are your plans in real life?**

**LotW:** Well, let's see. I hope to get Jentacular off the ground, and seeing that we can play, that seems very imminent. I'll likely attend a school in the area, got my sights on Boston University, I'd rather not try for Ivy-league...why bother? I hope to major in Music Theory or Performance, and take more language. I don't plan on moving too far. I do like Massachusetts. If I did, it'd be closer to the ocean.

**DG: Where do you see yourself being in 10 years?**

**LotW:** 10 years, well ... that makes me ... 27. I had to do the math. Well, hopefully settled somewhere nice around the coast with Meghan, hopefully starting a family (1 son and 1 daughter), and I'd love it if I could get a career from my music playing. If not, perhaps teaching German to continue the legacy of my all time favorite teacher, John Murray. He's the man period. He lets me act like I do here ... in class a long with my best friend (the same one that co-idolizes Arnold). Bless that man and his humor. I don't know how he put up with me.

**DG: Would your idea of torture be locked in a room with Country Music videos playing or MTV's Jams playing?**

**LotW:** Damn it. My idea of torture is a hidden room in a tree with an albino servant, who operates what I'd like to call "The Machine".

**DG: What do you want your legacy in the community to be?**

**LotW:** Well, I'd just like to be remembered as someone who isn't afraid to lend an ear or a hand. Someone who just kept things lively, if nothing else. My legacy, is hard to say because, I can't imagine myself ever leaving.

**DG: Okay one more question. Do you think Kao is HAWT?**

**LotW:** Let's just say. I'd tap dat!



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## REVIEW

## Café Del Mar

*Written by Maximus*

*Café Del Mar* has a series of great music to relax to. It has very soothing songs that can put you to sleep. There are several different volumes and each has their own theme. Personally I like Volume 6 because it has a tropical feel and it feels so good to just lie down and listen to it.

Because it is more like a freelance type CD, none of the songs are composed by the same artist. My two favorite songs are "Traveller" and "Les Kid Nappeurs Main Theme". "Traveller" is a very relaxing song, it has a very calm chant and an instrument that sounds like a pan flute. Sometimes I turn my fan on and let the breeze hit me while drinking water and flying around in *Battlefield Vietnam*. "Les Kid Nappeurs Main Theme" is very old styled and it reminds me of the cowboy era at first, then kicks in with a jazzy feel. In the beginning of "Les Kid Nappeurs Main Theme" a man is whistling the main theme, but then it gets taken over by bass and guitar.

There are a lot of songs that have a very mellow guitar part in it, which can sooth the soul. The CD has a nice variety of sounds in all the songs and none of it is the same.

*Café Del Mar Vol. 6* is amazing because of its style and all the instruments that are used throughout the songs. If you want songs to just relax to I really recommend this cd, because it has all the soothing sounds and nothing that gets too loud. Also if you want some nice dancing music it's a very good CD to own.

The CD and some samples of the songs can be found at:

[http://www.cafedelmarmusic.com/html/CD\\_col6\\_IN.html](http://www.cafedelmarmusic.com/html/CD_col6_IN.html).



## They Might Be Giants: The Spine

*Written by Maximus*

They Might Be Giants have pulled off another great album named *The Spine*. It contains some songs that have been out previously, but never got a proper release (Ex. Thunderbird).

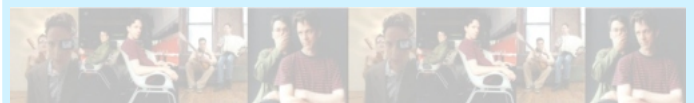
Throughout the album there are a few filler songs, one is called "Spine" and the other is called "Spines". Surprisingly, both of them are extremely well done. Some songs on the CD just want you to start singing with them and then there are those songs that you just want to rock back and forth in your chair. In one song, if I am not mistaken, the guitar part copies a part of the Purple Haze guitar riff. Interesting how one can take another's musical riffs.

*The Spine* contains all types of different styles of music (ex. Rock and weird Techno junk). In the CD, you can look forward to hearing something new, unlike some CDs. Also, if you want to learn guitar or bass parts you can figure them out straight from listening to the CD because the bass and guitar is very distinct. In *The Spine*, the song "Spine" has a very depressing mood; however, it gets better and better until the song just ends.

The CD itself isn't very long, but there are a good number of songs on it. Some musical fine points on the CD are that everything is distinct and nothing covers other sounds. Another thing is that in the songs you can really hear all the extra sound effects, and sometimes you can even hear people talking in the background.

Two of my favorite songs are "Some Bastard Wants to Hit Me" and "Au Contraire," because they bring a new style of music into the CD. In "Some Bastard Wants to Hit Me," they use a lot of synth to make it sound very spacey and in a way like Daft Punk. Then on "Au Contraire," it has a very mysterious sound to it and then it gets into a good mood, but then it goes to a very chilling style.

I recommend that everyone get a chance to listen to *The Spine* and buy it if they like it! I give this CD a 9 out of 10. *The Spine* is a \*Maximus\* Music Choice!



## INTERVIEW

### Riff1 Interview

By Maximus

In this interview conducted by Maximus you'll find out everything you ever wanted to know about the upcoming *Matrix Mod* that Riff1 has totally devoted himself to. You'll get the lowdown about mod features like characters, mod plot and game mode. Enjoy!

**Maximus:** *So, I hear you are making a Matrix Mod. What gave you the idea of making the mod?*

**Riff1:** I just really wanted to start making a map, and I decided on using the lobby from that famous gunfight scene in *The Matrix*. Eventually, I got an epic vision of there being a real good *Matrixy*-type gun fighting system in JKA. Eventually, the map project just grew to a full mod as I strived to accomplish my vision.

**Maximus:** *What exactly are some pluses about the mod compared to other mods out there?*

**Riff1:** Mostly just how badass it is. The realistic guns, the bullet-time system and the over-exaggerated chunks flying off of walls just give it a cinematic flair you don't find in some other mods.

**Maximus:** *Cool! So is there any chance this mod will be coming out to JK2?*

**Riff1:** Probably not. I didn't own JK2, but used a friend's CD. Now he finally remembered I had it and took it back.

**Maximus:** *Oh bummer! Well, what characters will be involved in the mod?*

**Riff1:** The player will be playing as Neo. Trinity will be an NPC sidekick, while the enemies consist of SWAT guys and security guards.

**Maximus:** *Awesome! Will it be for Single Player or Multi Player? Or, better yet, both?!*

**Riff1:** Single Player, although most of the weapons, effects, and even bullet-time can be used in MP. I just don't have MP intended for the mod.

**Maximus:** *Interesting ... When do you expect to release the mod?*

**Riff1:** Right now, that's all in the air for anyone to guess. My mapping program just started to quit working on me, preventing me from being able to add NPC routes. Once I get the problem fixed, expect it out within a few weeks of that moment. Until then though, I can't work around the problem.

**Maximus:** *That stinks. Well as long as it gets released that will be awesome. How long have you been working on the project?*

**Riff1:** Since January. Sometimes I lost interest in it and didn't get back to work for another week or so. And the way the mapping program is all screwed up, I haven't been able to work on it for almost a month now.

**Maximus:** *Heh, so this could have been done much sooner if you wouldn't have lost interest throughout the way. Are there going to be any expansions if the first mod does well?*

**Riff1:** Oh yeah. I have a rooftop level in planning, along with an on-rails helicopter shooting level where you save Morpheus.



## Bio Facts

**FAVORITE COLOR:**  
CYAN

**FAVORITE BAND:**  
Weird Al Yankovich

**FAVORITE MOVIE:**  
THE MATRIX

**FAVORITE ACTOR/ACTRESS:**  
ADAM SANDLER

**FAVORITE ICE CREAM:**  
Edy's 50/50 Bar

**FAVORITE COOKIE:**  
CAFETERIA kind

**FAVORITE SUSHI:**  
UNAGI



INTERVIEW

# THE MATRIX



**Maximus:** Cool, can't wait to see how it all turns out!

**Riff1:** Neither can I!

**Maximus:** So, who helped you on this project?

**Riff1:** Zag helped me make the bullet-time script in the beginning. He just started doing all the scripts from there on. [TMBJ]SensoryOverlord is doing the Neo model, too.

**Maximus:** Awesome! Do you have a website?

**Riff1:** No, sir!

**Maximus:** Such a great mod without a website! Nonsense!

**Riff1:** Meh. I'm trying to stay moderately blue-collar here.

**Maximus:** Hehe! Well, thank you for your time today and everyone look out for Riff1's awesome Matrix mod!

**Riff1:** The official title will be called: *The Matrix Part 1: The Lobby*.

**Maximus:** Thanks again for taking time to be interviewed for *The Weird Side*!



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## REVIEW

### The Bourne Supremacy

By Sensory Overlord

The second thing I noticed was that this wasn't some sort of half-assed attempt to make an action-filled sequel to cash in on a successful original it's an *educational* film. Watching *The Bourne Supremacy*, we learn that Mercedes Benz L-series SUV's are largely indestructible in head-on collisions. We learn that Matt Damon has amazing lung capacity. We learn the road and highway structure of two European metropolises *and* their surrounding countrysides. We learn that a magazine has much spiffier uses than covering topics such as "10 Ways To Tell If Your Man Is Faithful" or providing a source of "cleaning" material in an outhouse. We learn that you can hijack the signal from a Handspring phone in a matter of seconds. This movie should be shown in schools for its sheer educational value.

Or not.

The *first* thing I noticed was that, aside from a somewhat slow opening act (necessary, perhaps to establish the relationship with the first film) is that this movie is fun, but somewhat muddled. Jason Bourne (Matt Damon), the title protagonist of this movie and its predecessor, *The Bourne Identity*, leads a confused and frightened life as a former black-ops agent in a secret department of the CIA. The film itself shows some of the same confusion as its lead character, so let's get the not-so-hot parts of this summer movie out of the way first.

There are moments of brilliance in execution, but there are some shot selections and hurried cuts in the final edit that I'm not sure were intentional. As an example, there's a fight at about the mid-point of the movie between Jason and a former acquaintance of his that has such poor angle selection and is cut so quickly it's difficult to follow the flow of the fight. Maybe we've all been spoiled by the *Matrix* experience, but then again, it's possible that the action was cut up the way it was to heighten the confusion and turmoil in the scene. I'm inclined to think that was the effect the filmmakers were after, but what they ended up with was a bit sloppy. Matched against an opening shot of Bourne running down the beach that seems to last twice as long as it should, I'd rather they spent the film budget on other parts of the movie if it would have helped clarify the action.

Also lacking from this edition compared to the first is the sense of hunted tension. Yes, Jason is being pursued from the outset, but in this case his distress isn't as compelling. Perhaps it's because he's now an established bad-ass and we know that he'll be able to work his way out of any number of obstacles that his peril seems less, well, perilous than in his first outing.

All of this culminates in a final act that serves well to tie up a lot of loose ends, leave room for more stories in the future, and bring closure to the somewhat pointless sub-plot of Russian intrigue that supposedly holds the story together. In fact, all the elements are there for a compelling and deep story, but the movie-going audience isn't exposed to narrative depth in the right places of the story to get a real sense of how deep the conspiracies run. Character interaction is largely a stilted affair, and we often get the impression that these people don't inhabit the same world at the same time. The movie also just sort of slows to a stop after a sequence of scenes that each seem like they could have been final shots all on their own. The final lines are at least entertaining, but without the whiz-bang climax and







tension of the first movie, the whole experience rings hollow.

But then there's the good stuff! The technical production is excellent. A lot of sequences are filmed in such a way that they could just as easily be still photographs and still convey the story in an atmospheric and compelling way. The sound, which is somewhat lacking in the aforementioned mid-point fight sequence, otherwise has all of the crispness and expressiveness as the first one (a highlight of sound production, in my opinion). Glass shatters in car crashes and people enter a state of corpsehood with a reassuring sense of deadness. Violence in this movie seems to actually *mean* something, verging on the same level of impact as Matt Damon's *The Talented Mr. Ripley*, without the uneasy sense of horror that movie inspired in its darker moments.

Other touches, such as a boat-ride into Naples mirroring *Identity*'s opening trip to the fishing village, serve to tell us that the game is now truly afoot. European police agencies seem to have cooler cars than the Ford Crown Victorias I see cruising North American roads. I'm sure the local 5-0 would love to ride in BMWs and Benzes. The car chase scenes in *Supremacy* are easily on par or better than those in the first movie, which was no slouch in that department. There's even a highly entertaining comment about footwear and puddles that caught the fancy of the entire audience.

The thing that sells the whole movie is Jason Bourne himself. Matt Damon turns in a fine performance as a hero struggling with a past he can't reconcile with his present life. His dialogue is fairly minimal, so his physical acting ability makes a difference to a role that a lesser actor would have seemed wooden in. We also get the impression that Jason Bourne could kick James Bond's butt up and down the alphabet. No amount of direction from M or any gimmick Q could conceive would help Bond best Bourne in the spy and "wet works" games. Bourne is a soldier who clearly knows his way around the urban battlefield without the help of overt product placement to save him from danger.

Although there's little in the movie that will require a great deal of thought, it manages to convey an idea without beating you over the head with plot points. Almost as a spy itself, it makes its point and quietly moves on to the next sequence, and, for most of the movie, that sequence is pretty fun.

**Final verdict: Recommended fluff**

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## REVIEW

## Review: 50 First Dates

By Amos Magee

Considering the audience I'm writing for, I was a bit hesitant at first in writing a review of the movie *50 First Dates*. The more I thought about it, though, the more I realized that this is an appropriate movie to review for a gaming community. The movie is a romantic comedy that appeals to fans of both Adam Sandler and Drew Barrymore. Sandler is known for his obnoxious characters in movies like *Billy Madison* and *The Waterboy*, and his more lovable characters like *Happy Gilmore* and, his latest attempt at a more serious role, as Barry Egan in *Punch-Drunk Love*. The happy medium for Sandler is found in the second movie he stars in with Barrymore. *The Wedding Singer* was a small hit for the two and obviously *50 First Dates* was trying for the same success. Barrymore is just as charming in this movie as she was in *The Wedding Singer* and *Never Been Kissed*; though she does keep that kick-ass side of her that many have come to love since *Charlie's Angels*. The roles both actors play really aren't much of a stretch for either, but for once, I was able to see Sandler as a romantic leading man.

The story itself is a bit far-fetched, but if you can just let go of reality for an hour and half and ignore the plot holes, you'll enjoy the movie. Personally, I found it refreshing to see a romantic comedy that wasn't completely formulaic. Sure, there are some of the same themes a womanizing man in his late 20s or early 30s who is terrified of commitment finds the woman of his dreams and gives up all of his wily ways but it's balanced with an original twist. He has the unfortunate luck (or would that be karma?) of falling in love with a woman who has no short-term memory. Thankfully, the film was not Hollywood-ized. The writer/director/whoever-made-the-final-decision-person did not cop out and give the audience what they think they want. It plays it straight through to the end, without compromising.

There are elements of *Groundhog Day* in this movie, but with a younger, fresher face. Fans of Sandler's sometimes-extreme humor will be happy to know that there is a scene involving walrus vomit and Rob Schneider is good for a few laughs. A surprising choice for the very body-conscious brother with a lisp and steroid-induced muscles of the lovely amnesiac is Sean Astin. Gone is his extra hobbit weight for *Lord of the Rings* and he delivers quite an amusing performance.

While this movie certainly won't come close to winning any award for anything, it was an enjoyable film. It's perfect for those nights when you and your date don't feel like going out to see a flick.

Best Advice:

Rating: 3.75/5





OPINION

Ask Dr. Kakarot  
By Kakarot



Dear Dr. K.,

*I am in desperate need of your guidance. I have been dating this girl for almost 6 months now and she and I have got quite a good thing going. Lately, I have started playing FFXI and it has pretty much consumed my life and all my spare time. My girlfriend says that she will leave me if I don't cut back on playing FFXI and concentrate on her more, but I feel like she is asking too much as I feel that I also need time to myself to do things that I enjoy.*

*Please help, as I am in danger of losing my girlfriend.*

Thanks, FFXI fan

Dr. K writes:

I think the best thing for you to do is possibly cut back on your FFXI. If your girlfriend has mentioned that you are spending too much time on it, then it's very likely that you are.

See if you can remember the last time you went out with friends (in real life) and I'm willing to bet that it was quite some time ago. Remember, FFXI fan, you may love both the game and the girl but you would look rather silly taking the game to the movies.

Hope this helps, Dr. K.

Dear Dr. K.,

*I had a fight with my boyfriend the other day as he was on the computer all night fragging n00bs on UT2K4. Normally, I don't mind him playing and I quite often join him for a session or two, but my fave game is Jedi Outcast. I just love playing Friday night CTFs with those crazy folks over at TMBJ, and ShroomDuck is sooo kewl. So is AmosMagee. She is a girl like me and she kicks all these guys' butts. Part of the reason we had the fight is cause my boyfriend overclocked his graphics card too much and it broke. So now he comes over to my house on Friday nights not to be with me, but to play UT2k4. I'm a bit bummed by this as he seems to only be interested in me cause I have an operational computer right now. And his game-playing is keeping me away from mine. What can I do to solve this mess?*

Jedi chick

Dr. K writes:

The best thing I can suggest here is to possibly slap a password on your computer and refuse to tell your boyfriend what it is. If he wants to know why, this will be the perfect opportunity to confront him about his reasons for coming to see you.

If your suspicions are confirmed then I would say drop him like a hot coal and find somebody else. I'm sure there are plenty of better guys out there that would rather spend time with you than with "n00bs" on UT2K4.

Hope this helps, Dr. K.

## OPINION

Dear Dr. K.,

*I have wanted to join a clan for a while now but every time I go to a clan server and ask one of the members if I can join they always say, "sorry we aren't looking for anybody right now." I am fairly skilled as a player and feel I may have gotten a "bum rap from somewhere."*

*Please help, Josh Clanless*

**Dr. K writes:**

In my experience, most clans don't take kindly to a newcomer on their server barging in and asking to join. An on-line gaming clan is like a family. It takes time for the members to get to know you. You wouldn't want some stranger barging into your house and asking if he can move in with you, now would you? This is how the clan sees you.

My suggestion is to find a couple of clan servers that you enjoy playing on, visit their forums and post a hello note, be respectful at all times and don't use too much "1337 speak", play on the servers for a while and make sure you get noticed based on your skill.

Try not to flame lesser players on the server by saying things like "OMG what a newb" and "omg u suxxors n00b", this will only show the clan that you have a bad attitude.

If you follow these guidelines I can promise that the clans out there will take note of your abilities and good attitude and in no time you'll find yourself a part of the family.



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**42**

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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.

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 BOB  
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