

Rose-Hulman Institute of Technology

## Rose-Hulman Scholar

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The Rose Thorn Archive

Student Newspaper

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Winter 12-8-2006

### Volume 42 - Issue 11 - Friday, December 8, 2006

Rose Thorn Staff

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## News Briefs

By Kyle Kamischke

### Moon base... or bust

NASA has announced that it plans to establish a base on the moon in order to facilitate manned trips to Mars in the future. The base will be placed on the north or south pole due to higher levels of sunlight exposure. The extra sunlight will allow for the increased ability to power the base via solar power. The decision to create the base was determined to be better than to conduct individual missions to the moon. The scientists behind the project feel that the astronauts should be able to use the moon's natural resources to maintain the base. A NASA administrator believes that there will be a continual human presence on the moon's surface by 2024.

### A Christmas Story

On December 3, a 12-year-old South Carolina boy was arrested and charged with petty larceny. His crime was opening a Christmas present early. His mother, Brandy Ervin, called the police and reported that her son had opened a present containing a "Play station Game Boy" without her permission. In an interview, Ervin described her son as disruptive and she hoped that the arrest would teach him a lesson since he was doing poorly in school.

### Got brain cancer?

Chances are good that the cancer wasn't caused by a cell phone. A large study conducted in Denmark shows that there is no link between brain cancer and cell phone usage. There were almost half a million participants in the study whom averaged about 8.5 years of cell phone use. Some participants had even been using cell phones as long as two decades. The results showed that there was no increase in brain cancer of any type.

#### Weather

Friday  
Mostly Cloudy 37 Hi / 24 Lo  
Saturday  
Sunny 40 Hi / 24 Lo  
Sunday  
Mostly Sunny 41 Hi / 24 Lo

Provided by [www.weather.com](http://www.weather.com)  
Weather for Beijing, People's Republic of China

## "A Wizard...*arrives precisely when he means to*"

Gandalf the Grey

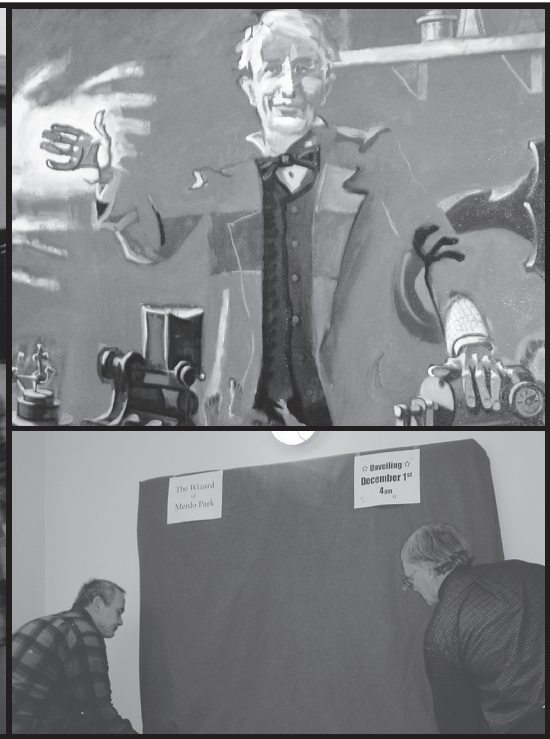
Fred Webber  
Staff Writer

Steve Letsinger, Rose-Hulman's Art Curator, presented the newest addition to Rose's art collection, entitled "The Wizard of Menlo Park" Friday at an unveiling at 4 p.m. in Moench Hall. The piece was painted by Mike Neary of Terre Haute and features Thomas Edison with a few of Neary's renderings of Edison's inventions. The painting is located on the top level of Moench Hall just outside the HSS department, near smaller portraits of Marie Curie and other scientists whose work has been influential in the last century. The 4' x 6' painting was commissioned last year by the HSS department's Elsie Pawley fund and Administrative Services.

Neary spoke briefly at the unveiling about the research involved in the painting. Over the past year, Neary researched various inventions of Edison's as well as his personality.

"The thing that really struck me is that he was not only a scientist and inventor, but also an astute business man," exclaimed Neary. One story he told was when Edison tried to sell his first invention, the vote counter, to the U.S. Congress, but they declined. After that, he always researched the market prior to inventing.

The painting features the vote counter along with a talking doll (Edison made the first one), a phonograph, and light that one assumes is coming from an electric light. Neary explained that he tried for the baroque effect of allowing Edison to fade into the background, but used color instead of shadows. The end effect of the painting is that Edison's head and hands are much



Christina Davis / Rose Thorn

Left: Art Curator Steve Letsinger and Terre Haute artist Mike Neary admire Neary's painting.  
Top Right: "The Wizard of Menlo Park" as it appears in Moench.  
Bottom Right: The unveiling of the painting by Letsinger and Neary.

more visible than the rest of his body. The painting was to be a complement to Edison and his achievements, Neary said.

"I want to thank Rose-Hulman Institute of Technology [for] being such a supporter of local artists," said Neary, who is a professor at Indiana State University's corrections program. "It's a great support, [a great] institution for offering support." Neary usually paints figure compositions, such as the Wizard at Menlo Park, but also paints landscapes and the occasional still life. "I always try to have something going on, I don't always have a commission first."

Neary says he usually paints first for his own needs, then tries to see if anyone is interested in buying the

work. Neary has been painting for around 35 - 40 years.

Rose-Hulman's collection features hundreds of works, which according to Letsinger include not only paintings, but photographs, sculptures, and ceramics. The last time something was added to the collection was about a year ago, when a painting by Peter Bruning was unveiled above the southern Moench Hall exit. Bruning was also in attendance at the unveiling. "They're both local artists; both very talented," complemented Letsinger, adding that Rose makes an attempt to support local artists.

"We thought this was a great way to symbolize the intersection between technology and art," said Caroline Carvill, Department Head of

the HSS department and Professor of American Literature, of the painting. "We thought it was very important to add art works to the collection that center on technology and science. We're hoping to add more such works in the future." According to Carvill, this painting is the second in the series. The first was commissioned jointly by the HSS department, the PHOE department, and Administrative Services.

Neary took time to mention a new exhibit that is opening at the Halcyon Contemporary Art Gallery, at 7th and Ohio this Friday from 7 to 9 p.m. Neary said that the gallery is run by local artists. According to the Terre Haute attractions page, the art gallery is for artists in a six county region comprising the Wabash Valley.

## Second blood drive of year "pretty good"

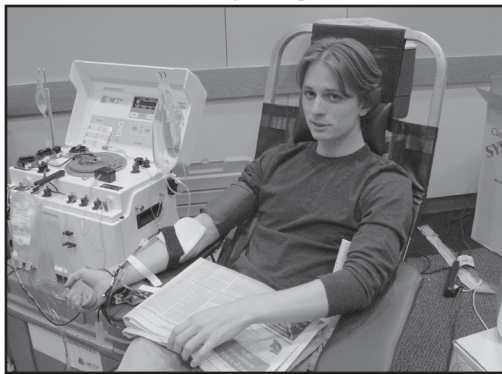
Tiffany Parrott  
Staff Writer

The second blood drive of the year turned out "pretty good, better than the first" says Mike Miller, blood drive volunteer doctor. The "silent heroes" of Rose blood donors steadily came through this past Tuesday and Wednesday. Over 100 units of blood were drawn, weighing up to about 150 pounds.

Hospitals will order the blood for the needs of its patients; Rose-Hulman produced enough of the life-giving fluid for more than two orders. Rose is amongst many other local ed-

ucational institutions that participate in the blood drive, but Rose "always has the largest turnout" says Mills.

Over the next seventy-two hours the blood will be tested for diseases such as AIDS as well as cholesterol levels. Then, all of the blood will be used within the next week for various purposes. The primary use of donated blood is for victims of motor vehicle accidents, who need two to four pints each. However, blood used for intensive procedures, such as heart surgery, may take over one hundred pints of donated blood. Overall, Rose will provide about 110 people with the gift of life.



Andrew Carlson / Rose Thorn

A Rose student enjoys a newspaper while donating blood at the winter blood drive.

### News

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coin drive

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### Entertainment

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Knytt

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no trans fat for you!

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### Sports

Women's basketball  
team preview

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### Flipside

"You don't walk up to  
somebody and start  
honkin' on their breasts."

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# Upcoming community events

					Friday	Saturday
					December 8	9
					•SWE's Exploring Engineering, 8:00 a.m., Vonder. Dining Room •Campus College Bowl Competition, 6:30 p.m., Union •Performing Arts Show, Classical Pianist Edward Auer, 7:30 p.m., Hatfield Hall	•Women's Basketball, vs. Bluffton University, 1:00 p.m., Hulbert Arena •Men's & Women's Swimming, vs. Millikin University, 1:00 p.m., SRC •President's Appreciation/Holiday Party, 6:00 p.m., Vonderschmitt Dining Room
Sunday	Monday	Tuesday	Wednesday	Thursday	15	16
10  •Rose-Hulman Performing Group's Holiday Show, 2:30 p.m., Hatfield Hall •Rose-Hulman Family Holiday Party, 3:00 p.m., Kahn Rooms/Vonderschmitt Dining Room, Hulman Union	11  •Start of Intramural Racquetball Competition •BCM's Conversational English for International Students, 4:00 p.m., BCM House •Men's Basketball, vs. Fontbonne University, 7:30 p.m., Hulbert Arena	12  •Diversity Council Film Presentation, 4:30 p.m., Hatfield Hall •Countdown to Commencement Program, "Understanding and Evaluating Your Offer", 5:30 p.m., Faculty/Staff Dining Room	13  •Career Services Job Interviews, all day •Intramural Chess Tournament Registration Deadline •Institute Meeting, 4:30 p.m., E-104	14  •Student Activity, Gift Wrap Day, all day, Kahn Rooms •Hadley Hall Holiday Open House, 2:00 p.m., Second Floor Lobby •Ann Arbor Film Festival, 7:00 p.m., Hatfield Hall •Wrestling, vs. MacMurray College, 7:00 p.m., Hulbert Arena	15  •A-Team Food Drive Collection Day •Women's Basketball, Rose-Hulman Invitational, 6:00 p.m., Hulbert Arena •Ann Arbor Film Festival, 7:00 p.m., Hatfield Hall	16  •Bikes For Tykes' Bicycle Assembly Day, 8:30 a.m., Facilities Office •Women's Basketball, Rose-Hulman Invitational, 1:00 p.m., Hulbert Arena

\$6.50/hr

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## Classifieds

### Tutor Needed

North student needs pre-calculus tutor. 243-0230 or 243-3911.

### Beds Available

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### Trail's End Cafe 40

Menu features homeade cooking, desserts, and daily specials. Close to campus. Dine in, carry out, or call ahead and we will have your order ready. 6710 E. Wabash Ave. 877-4002.

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*“Working to keep the Rose-Hulman community informed  
by providing an accurate and  
dependable source for news and information.”*

**The Rose Thorn is published on Fridays  
first through ninth week each quarter.**

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The *Rose Thorn* welcomes and encourages comments from its readers. We request that all letters to the editor be less than 600 words in length.  
THE DEADLINE FOR CONTENT SUBMISSION IS 5 P.M. TWO DAYS PRIOR TO PUBLICATION

All content should be submitted to [thorn@rose-hulman.edu](mailto:thorn@rose-hulman.edu) or to the *Rose Thorn* Office (Hulman Memorial Union room 249).

The editors reserve the right to edit submissions for clarity, grammar, length, and factual errors. The editors reserve the right to accept content changes submitted after deadline.

All letters must contain the writer's signature (electronic form is acceptable) and contact information (e-mail address and/or phone number).

The views expressed in the *Rose Thorn* are those of the original author and do not necessarily represent the views of the *Rose Thorn* staff or Rose-Hulman community.



# Illuminating Rose

Ken Meyer  
Photo Editor



Rose students took a study break to enjoy holiday music and hot chocolate in Hadley Hall before heading outside for the annual tree lighting. When Gerald Jakubowski, President of Rose-Hulman, turned on the lights to the tune of Christmas carols played by the clock tower bells, some of the trees on the entrance road lit while others burned out fuses along the road. This is an improvement over the first tree lighting three years ago when extension cords were strung over the roads in front of Hadley Hall and four fuses in the building were blown.



## Strawberries infected at Jamba Juice

Tyler Wise  
Mustang Daily (Cal Poly)

San Francisco-based beverage chain Jamba Juice said Tuesday that several of its chain stores located along the West Coast might have used contaminated strawberries in late November.

According to Jamba Juice, a business that originated in San Luis Obispo, CA, one of its suppliers, Cleugh's Frozen Foods, notified the company last week that routine testing in a Salinas food processing center found that its frozen strawberries tested positive for *Listeria monocytogenes*, a potentially harmful bacteria.

Cleugh's, a subsidiary of Canadian organic food company SunOpta Inc., said in a statement late Monday that it had voluntarily recalled the strawberries. The strawberries in question were shipped to several Jamba Juice stores in Southern California, Arizona and southern Nevada.

As soon as information about the contaminated strawberries was relayed to Jamba Juice, the stores removed all strawberries delivered from Cleugh's and disinfected all of their equipment, according to a press release.

San Luis Obispo has two Jamba Juice store locations, and each said they are doing their part to ensure that customers aren't purchasing beverages containing contaminated strawberries.

"We actually never received a shipment of the suspected contaminated strawberries from the supplier," said Christyn Rossiter, Chorro Street Jamba Juice manager and kinesiology senior. "No Jamba Juice store from Camarillo to Paso Robles received the shipment and the supplier took back all the strawberries before they were delivered."

Of the 32 menu items currently available at Jamba Juice locations in San Luis Obispo, 20 contain strawberries. Though Jamba Juice warns that smoothies containing strawberries consumed from Nov. 25 to Dec. 1 may have been contaminated, the San Luis Obispo locations said they haven't heard of any illnesses related to consuming the beverages.

"As far as we know there hasn't been anyone who got sick from a smoothie containing strawberries," said the manager of the Marsh Street Jamba Juice who preferred not to be named.

Concerning the contaminated strawberries and possibly related illnesses, Jamba Juice has produced a customer information flier that details the extent of the contamination in addition to information about what the beverage company has done to rectify it.

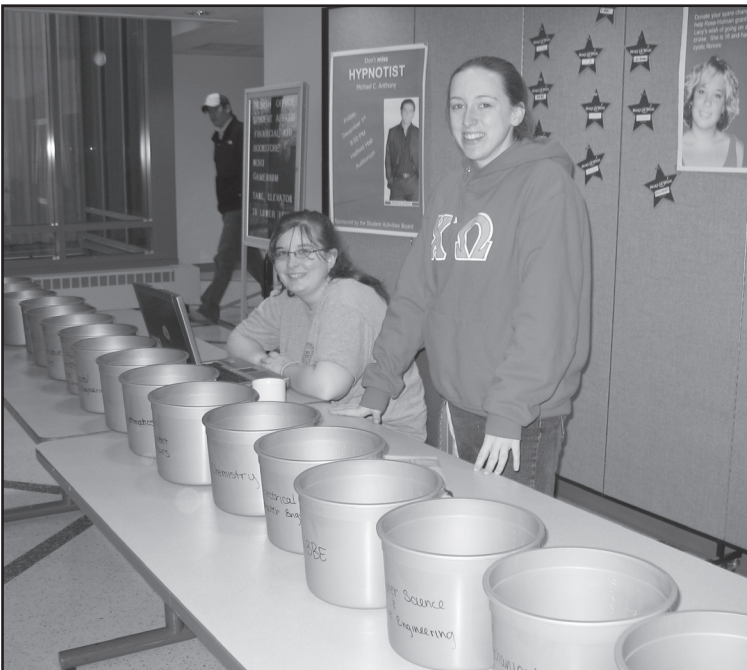
The flier also contains information about the *Listeria* bacterium and its symptoms that can include fever, muscle aches, nausea and diarrhea.

If you have purchased a beverage containing strawberries from Jamba Juice and are experiencing any of these symptoms, Jamba Juice asks that you call 1-877-464-5689 or visit their Web site at [www.jambajuice.com](http://www.jambajuice.com) to arrange a blood test or reimbursement.

This information has come in the wake of several fruit and vegetable related illnesses including the recent finding of green onions served at Taco Bell contaminated with the deadly E. Coli bacteria.

As of Wednesday, green onions have been removed from all 5,800 Taco Bell restaurants and four New Jersey Taco Bell chains have been closed after a dozen people became ill after eating entrees containing green onions according to a press release.

# NEWS



Joseph Barlan / Rose Thorn

The competition was fierce as every academic and administrative department filled their own bucket with coins and sabotaged others' with bills to help raise money for Make-a-Wish.

## Coin drive brings change

Chris Casillas  
Staff Writer

On Tuesday, November 28, the Student Activities Board began a fundraiser project, which supported the Make-a-Wish Foundation and concluded with the Kevin Sharp presentation on Tuesday in Hatfield Hall. The goal of the fundraiser was to raise over \$6000 to help Lacey, a local girl who has Cystic Fibrosis. SAB came up with the idea to have a coin war between the academic and administrative departments. The rules of the game were simple: coins are positive, and bills are negative. The department's buckets were placed on tables in the Student Union and the Commons for the four days the fundraiser was being held.

Emily Curtis, a Freshman Biomedical Engineer, was the fundraising coordinator for this event. "The fundraiser went really well. There was a lot of support from campus, which was really appreciated."

The totals were low on Thursday November 30, with only having raised close to \$300, but made up for it in the next day. Due to the rivalry between the academic departments, several of the staff departments took off with the lead.

The competition ended on Friday December 1, with a total amount of \$2227.57 raised altogether, including the donations received by Alpha Phi Omega and RHA. Student Affairs came in first, collecting the most change, with a positive \$246.81 and the Math Department following in second place with \$78.27. The

last place department was the Civil Department with negative \$16.57. Student Affairs was the biggest collector, managing to fill three large jars full of change.

Aside from the Coin War, Alpha Phi Omega contributed approximately \$400 to the fundraiser from their "Sock-It-To-Me" fundraiser. Members of APO walked around campus with giant socks filled with coins, collecting spare change from students in their rooms. The Residence Hall Association also donated \$400 towards the Make-A-Wish fundraiser.

Donna Gustafson, the Associate Dean for Student Services and an advisor for SAB, also helped with supporting the fundraiser. "I am proud of the interest our campus community has shown in reaching out to help make Lacey's wish come true."

## A quick questionnaire:

*Got nothin' to do on Wednesdays?*

*Resume looking a little empty?*

*Taking a humanity but haven't written in awhile?*



## Join The Rose Thorn!

### Meetings on Wednesdays

5:15 p.m.

0-157

Be there, or be bored!



# Talent Show Dazzles

Albert Mui  
Photographer

Last Saturday night, Hatfield Hall played host to the annual NSBE talent show. Audience members were awed by the three hour show which consisted of an impressive display of skill, varying from musical troupes and soloists, dance routines, and unusual talents. Each act was scored by three judges, and at the end of the show, the top three scores were voted on by the audience.

Eager to shake off their math and science personas, the performers put on a sparkling display of musical and artistic talents. There were several vocal, piano and acoustic guitar virtuosos, with performances by Michael Nguyen, Kristen Parrish, and NSBE president Shaina Steward. There was also a group performance by the ATO House Band. In addition to these, there were several electrifying numbers put on by the RHIT Dance team, the Knock Tyrnal Dance Troope, and Collabo — the USI dance team. Each act was unique in its own right, and the

varieties of performances left the crowd very satisfied.

However, there was one act that was very different from the rest. Jeremy Goodsitt and his magnificent Chinese yo-yo stole the show as the most unique act of the night. Using his two batons to guide the unorthodox contraption, he executed several magnificent spins, releases, and catches that really wooed the crowd. Then the lights were dimmed as he continued his act in the dark—but with a special, lit yo-yo that produced a rave-like effect.

At the end of the show, the judges determined that the performances by Michael Nguyen, Collabo, and Jeremy Goodsitt were the most impressive. From these three choices, the audience awarded 1st place to Jeremy Goodsitt, 2nd to Collabo, and 3rd to Michael Nguyen. The winners were awarded cash prizes for their efforts. Additionally, many gift certificates and prizes were handed out during the show, via raffle drawing. A portion of the proceeds from the show went to the American Cancer Society.



Andrew Carlson, Photographer

Left: Casey Collier in a duet. Right: Kristen Parrish on acoustic guitar. Bottom: the ATO House Band

## Hasn't this already happened?

Andrea Brown  
Layout Manager

"What if you had to tell someone the most important thing in the world but you knew they'd never believe you?" This is the memorable line from the trailers of the movie *Déjà Vu*. Directed by Tony Scott, this action flick follows ATF agent Doug Carlin (Denzel Washington) as he tries to solve a heinous crime. During his investigations, Carlin is lead through both space and time trying to save lives, find love, and stop a crazed criminal all in a couple of days.

After an explosion on a ferry in post-Katrina New Orleans, Carlin is in a chase to find the bomber. During his investigation however, circumstances bring other events of the day to his attention. He then finds himself not only looking for a bomber, but also for a murderer. He ends up searching back through time to save the

dead woman as well as the hundreds of people that die in the explosion.

This movie challenges everything I view as reality. It touches on moral and ethical topics dealing with time travel and what would be acceptable if it were possible. I like the fact that risks are taken and both good and bad results are shown when people make decisions that could be deemed morally or ethically wrong.

While watching the movie I was beginning to get frustrated because of the lack of *déjà vu* moments. However, the movie redeems itself by the end with a moment that makes your jaw drop. I won't give too many details away for those of us who haven't seen it yet. Overall I'd recommend this movie. It keeps your attention from beginning to end if not quite with suspense then with the scientific marvels they have to show off.

## "Knytt" is small but oh, so shiny

Gregory Weir  
Humor Editor

"Knytt" is a game created by amateur artist, musician, and coder Niffas where you collect the eleven scattered pieces of a UFO in order to get back home. But that's not what it's about.

What "Knytt" is about is exploration. You are a little cat-monkey thing called the Knytt, and in the course of the game you will run, jump, and climb your way through a beautiful and atmospheric little world. The UFO pieces might as well be mystic crystals or golden coins; what matters here is the journey, not the destination.

On the game's website, Niffas lists his four inspirations as "Ico," "Doukutsu Monogatari" (or "Cave Story"), "Seiklus," and "Shadow of the Colossus." If you recognize any of those names, you'll be impressed to know that Niffas does each of them justice.

The world you explore is detailed and varied, which is impressive considering the "Cave Story"-inspired, pixilated graphics. Your character is under 30 pixels tall, but he animates flu-

idly as you jump and wall-climb around caves, fields, mountains, and clouds. "Ico"'s influence is clear in the atmosphere as well as an area that you might recognize from that game. "Shadow of the Colossus" lends its beam-of-light guidance system, and "Seiklus" contributes a huge world with bizarre environments. Niffas takes all these influences and combines them with polish.

Indeed, "polish" is the key word here. Everything in the game is shiny and well-crafted. Movement and navigation is smooth and easy; your little monkey-thing behaved just like I expected, and I found myself racing through the world, having fun just *moving*. The music and sound is pretty and haunting, and it fades in at just the right times. The world is full of little glowing details and animated inhabitants. The game almost achieves perfection.

Almost. There are a few flaws in this jewel. First, the premise (remember those UFO parts?) is pretty uninspired for a game that's this gorgeous. It feels out of place, and several times I almost missed a part because I forgot I

was even supposed to be finding them.

Second, death is instant when it occurs. There are tons of save points, and few enemies, but I fell into water or lava countless times. For a game that's this peaceful, I'd expect a kinder attitude toward danger.

Lastly, all you do is run and jump. There's one (cool) point where you push something, but you can't do anything else. This especially sticks out in areas with other characters in the background. I wanted to be able to wave, or wag my tail, or do *something* to communicate with these other creatures. Many of them are mysterious or funny, like the man who stares out over the ocean or the pair fishing in lava. I wanted to acknowledge their presence, but all I could do was run by.

The game is short, but it's free, and there are lots of secrets and places to explore apart from the main quest. I highly recommend you go to <http://knytt.ni2.se/> and check it out. This is one of the few games that I've played that made me smile the whole way through.

## The Beginning is the end

Lissa Avery  
Editor-in-Chief

Arthur C. Clarke's "Childhood's End" tells the story of Earth's occupation by the Overlords, an alien race that appeared out of nowhere in spaceships hovering over every major city in the world. The Overlords bring peace, prosperity, and a world government to Earth, not to mention the end of religion, mysticism, and many forms of science. Time brings progress nonetheless, however, and the Overlords leave Earth to its fate, bowing to superior intelligence.

"Childhood's End" would have been mind-blowingly amazing if the dialogue hadn't reminded me of F. Scott Fitzgerald's "The

Great Gatsby." As it was, it was a half-point shy of mind-blowingly amazing. Unlike "The Great Gatsby," "Childhood's End" had a sufficiently interesting plot that the dialogue was only minimally distracting.

Honestly, the character development isn't anything worth writing home about, but the ideas Clarke presents and the plot twists in which he presents them make the story. I certainly don't want to reveal the twists, but Clarke has some fascinating ideas on what purposes an invading alien race might have. He paints a picture of the universe beyond Earth that evokes that feeling of sublime desolation I feel when I look at certain images from the Hubble telescope. It's

beautiful, yet saddening.

Clarke seems to posit in the novel that the universe isn't a fitting place for homo sapiens. This doesn't sit well with me, as it seems to be a cop-out both in the novel and in real life. There are a few other occurrences and theories espoused later in the book that bother me, too, including some time-warping/transcending that seemed particularly implausible.

All in all, though, "Childhood's End" is well worth the three to four hours it will take to read it. It's one of the few "classic" pieces of science fiction literature I've read, despite my strong interest in more recent sci-fi works, but it's one that is very thought-provoking.

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# Burger King's new X-Box 360 games impress gamers with entertainment, price

## “Big Bumpin” Bumps Big

**Ryan Schultz**  
News Editor

Fancy this, a \$4 Xbox video game that is actually better than games costing 20 times as much. Believe it or not, “Big Bumpin’,” one of a trio of games released by none other than Burger King, is a blast to play.

The premise of the game is simple, you choose a character from the Burger King commercials (or “have it your way” and make your own), and drive around in a bumper car plowing into three other players. The controls are stupid easy; rotate the joystick and you move in that direction and push A for a brief boost.

Interestingly enough, this game provides four different variations on the classic knock-’em-till-they’re-senseless bumper car. You play a sort of hot-potato game (my favorite), a king of the hill game where the hill is moving, hockey (think air hockey with bumper cars), and elimination.

Missing from all of this is simple bumper cars, where you drive in a circle and peg other players (omitted perhaps because half the fun of bumper cars in real life is giving terrible whiplash to your intended victim). Instead, the elimination game functions like “Battlebots,” with tiny arenas, pits, saws, and a lot of blowing up.

In addition to the individual games, players can enter pre-defined tournaments, where score is kept round to round, and, in sin-

gle-player mode, new cars can be unlocked (they just look different; each model functions the same).

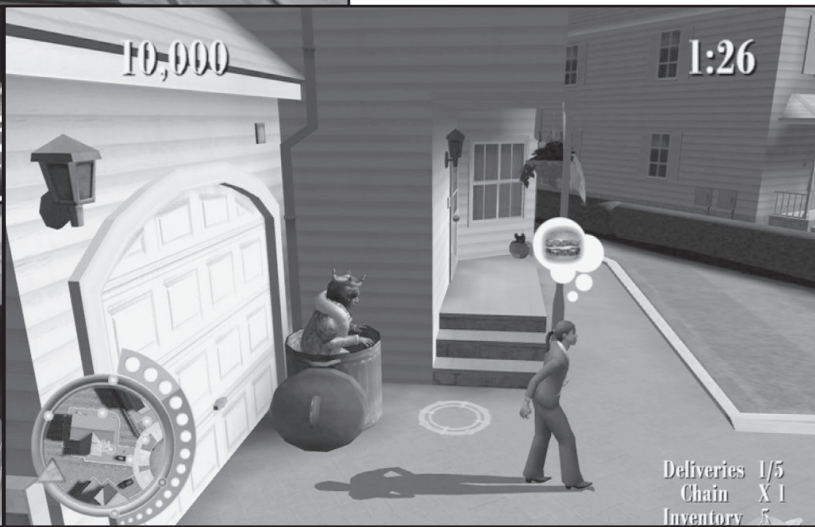
What impresses me the most about this game is how spot-on it is. It’s not fancy; the graphics are almost first-generation PS2 bad (at least they’re smooth). But, this is a game where the mechanics of driving the cars are so close to real-life that at times driving this virtual bumper car is just as frustrating as driving a bumper car in real life.

“Big Bumpin’” is most fun when it can be played with four players...in fact, while testing the game with my suitemates, we may have had so much fun that we may have gotten in just a tad bit of trouble with our RA. If you don’t have three available friends to play with, the single player mode is not a let-down. The computer takes over the remaining three

spots and is really hard to beat.

Despite all of this game’s strengths, there are a couple of flaws that are evident of this game’s lower production values. While you have a boost that you can use, there’s no indicator as to when the boost is available. Also, while the game offers sufficient options, those options cannot be accessed in-game. Another minor beef: the game doesn’t do a fantastic job of telling you where your character starts (leading to a few seconds of disorientation/confusion at the start of each match). After playing for a while, I realized that the game starts characters in the corner where their health meter appears, but this is not readily apparent, and on some levels, you don’t start in a corner.

Bottomline: This thing is definitely worth the \$4; it’s a fun, well-made time-waster.



Top: The Burger King prepares for a burst of blinding speed. Left: The Burger King prepares to slam an opponent into the wall. Right: The Burger King prepares to leap from the trash and give someone lunch, a heart attack, or possibly both. The Burger King is a king of many talents.

## Tiny Bikes, Huge Fun

**Philip Becker**  
Staff Writer

I was happy with “Pocket Bike Racers” the moment the game displayed itself on my screen. The menu played a goofy little song and had an obviously superimposed Burger King riding a tiny motorcycle as he exaggeratedly leaned into fictional turns and waved at invisible passers-by.

“Pocket Bike Racers” is what it sounds like, if it sounds like anything. You can play as Burger King characters (the new ones, not Kid Vid, Boomer, or I.Q.) on tiny motorcycles and race them. Characters include the Burger King himself, Subservient Chicken, Whopper Jr., Brooke Burke, Various Burger King Employees, and even a create a character mode.

The racing is of the “kart racing” variety – think “Mario Kart.” You drive between cones to raise a power meter which can be spent on progressively more powerful power-ups, or the same meter can be spent on speed boosts. This mechanic adds a layer that most kart racers don’t have; should I shoot one homing missile, two normal missiles, or shield myself and boost a few times?

There are four other modes of play as well. “Hardcore Racing” is racing without the power-ups, “Battle Royale” is playing to use weapons to score hits, “Cone Trial” is racing to the power up

cones, and “Ultimate Time Trial” which gives you a full boost meter that ticks down as you race for the best possible time. These modes aren’t quite as fun as the main mode, but do mix things up a bit to make completing the single player circuits more exciting.

The single player circuits consist of the same five levels for each gameplay type. They are all very interesting and include interesting side paths that don’t save time but include cones for a quick power-up. Achieving first on every circuit also unlocks additional bikes that have individual speed, handling, and acceleration stats.

This game isn’t perfect by any means. The AI isn’t the brightest (especially on the easy circuit – but that was probably intentional) in many cases. Battle mode suffers from the game only including five tracks, since you are trying to find players on a circuitous track to shoot them, instead of the fun mazes in games like “Mario Kart.”

My biggest complaint is that the backyard track is broken. It includes a few ramps, so in the modes where racing to the cones is important, the AI will drive against the circuit (which is a handy strategy in those game types) but then get stuck running into a ramp the wrong direction. This map also has the most ridiculous shortcut ever put into a racing game; it skips a huge portion of the track and puts you a few yards away from the finish line.

Overall, I’d have to say this game is worthy of a purchase for any Xbox (or 360) owner. Its soundtrack is fun and the graphics are surprisingly impressive (I could see my racer’s reflection in a puddle on my 360!). The gameplay offers an interesting depth with strategy and easily extends the fun with online play. This game’s few drawbacks are easily overlooked when you remember you’ve paid 12 times as much on games that were much, *much* worse.

## Sneak King: Not just a clever pun

**Aaron Meles**  
Opinions Editor

Think “Splinter Cell” meets “Crazy Taxi” with a little bit of The “Sims” mixed in, and you’ve got Sneak King, a new game from Burger King for the Xbox 360. In it, you play the King, the creepy guy in that giant mask from the most recent wave of Burger King commercials. As the game’s name implies, he is very sneaky. And he’s armed with a whole array of burgers, fries, hash browns, coffee, chicken fries, and any other fast food that the unsuspecting people in the game may desire.

When you enter the game en-

vironment, you will notice two things. First, the graphics are actually pretty decent for a \$4 game, and second, that the King is the most fruity looking character you’ve ever seen. His robe, tights, and the enormous grin frozen to his face will continue to make you laugh at every ridiculous cut scene through the game.

As the King, you must tiptoe your perpetually-smiling self around while avoiding being seen by passers-by. In order to help you on your quest, there are numerous hiding places such as trash cans, hollow logs, and piles of leaves placed strategically around the map. From the super-secret positions, you can

leap at unsuspecting people and present them with a tasty morsel, always resulting in cheers and excitement, rather than the fear and terror I think I would feel if someone in a King suit ambushed me with a Whopper.

The more dexterous you are when you present a hungry character with food, either by sneaking up behind them or jumping from a hiding place, the cooler the dance and flourish the King performs. He does all the classics: the train, the arm wave, the moon walk. There is also a style points system based on how hungry the person is, how close you were to them, how many people you’ve delivered to in a row with-

out being seen, how good your flourish was, and whether or not you jumped from a hiding place or not.

The game is based around completing a set of challenges, such as “feed 3 hungry people in 2 minutes” or “feed 5 people without getting seen at all.” Once you have completed 10 challenges in a map, you can move on to the next, each with progressively cooler scenery and increasingly difficult challenges.

Some of my favorite aspects of the game are the hilarious, often pointless, additions to the game play. For instance, you have the option to enter a first person mode in which you can survey

the scenery through the mask of the King, which basically means that the screen turns black with the exception of two eyeholes, while a Darth Vader-like breathing noise is played.

In addition, the King often displays his prowess with the martial arts: he can punch down trees at the sawmill level and large vertical pipes at a construction site.

While the game play is simple and most of the challenges aren’t too challenging, Sneak King is definitely worth the \$4 it costs. The concept as well as the execution is quite good, and I was constantly trying to win enough challenges to get to the next level and see what kind of people the

All images courtesy of media.xbox360.ign.com



# A plan for Iraq at last



Here's  
your new  
opinion

**Aaron Meles**  
Opinions Editor

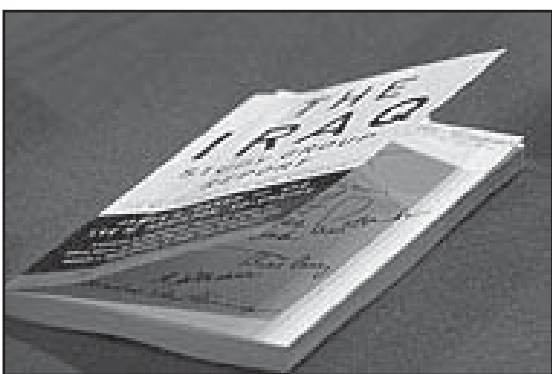
Wednesday, a bipartisan commission called the Iraq Study Group sent a report to President Bush that rebuked his current strategy for handling the war in Iraq and proposed a radically different approach to the war. It is easy to dismiss this report as another hollow assault on the handling of what is a very complicated situation in the Middle East, but I believe this report is much different from previous attempts to publicly disagree with the President's Iraq policies because it lays out a comprehensive, specific plan of action.

Another characteristic that sets this report apart is the fact that it was created by a commission of five Republicans and five Democrats, indicating that the blindly divisive partisanship that has marked the debate over the Iraq War had been set aside. Furthermore, the report uses elements of plans that have been introduced from both sides of the aisle, including Senator Carl Levin's proposal of a gradual,

phased withdrawal with General John Abizaid's idea of embedding more U.S. troops with Iraqi units.

The report divides its solution into two aspects of Iraq's situation: the internal, dealing with government-building and increasing national security, and external, involving Iraq's neighbors and the international community.

With regards to internal Iraqi affairs, the report suggests that the U.S. set certain "milestones" to which the Iraqi government will have to strive for in order to continue receiving U.S. military and economic support. Using these incentives makes sense in order to entice the Iraqi government into getting things done. President Bush's current promise of not leaving until "the mission is accomplished" provides no reason for Iraq's government



*The Iraq Study Group Report* was created by a bipartisan commission and released Wednesday.

to work to solve their security problems. Continuing to not use a deadline system like this is like assigning homework with no due date: you might as well not assign it at all.

As Iraq completes the milestones, more and more U.S.

troops will be gradually pulled out of Iraq and an increasing number would be embedded with the Iraqi army, serving as advisors and assisting in combat operations. Doing this will ensure the Iraqi army's smooth transition into taking responsibility for national security while at the same time withdrawing as many American brigades

as possible. The report's internal strategy is the perfect compromise between extremes: troops will be pulled out of the country gradually and according to a timetable, but the Iraqi government will not be left unprepared to fend for itself.

External to Iraq, the report proposes that convincing Iran and Syria to assist Iraq by controlling the flow of arms and insurgents into the country. While the thought of working with Iran has been dismissed lately because of its nuclear program and general diplomatic hostility, the report is dead on about bringing them in to aid in Iraq's reconstruction. While it is a fundamentalist state, unlike Iraq it is a functioning state. Having dealt with many of the same



President Bush, Vice President Cheney, and members of the cabinet meet with the Iraq Study Group in June 2006.

ethnic and religious conflicts that Iraq has, it has a better understanding of the values and concerns of the citizens of Iraq.

Iran is also the home of many Shiite clerics who are currently encouraging much of the sectarian violence in Iraq. If the tables were turned and Iran had a stake in Iraq's stability, they would be forced to use their power to stabilize the country.

Opponents of the external plan say that Iran and Syria will demand concessions and incentives from the U.S. in order for them to cooperate. If fact, knowing how badly we need them, they would probably demand a lot. However, obtaining the help of these two influential Arab countries will take a lot of pressure off of the U.S. and start

building a trust between Iraq and its neighbors, which will be critical for the nation down the road.

This report is a pivotal document for the direction of the war in Iraq. Those in opposition to the war have loudly proclaimed that the current strategy being used in the country is not working and should be changed. And until now, only the flaws in the current strategy have been championed, without a remotely feasible alternative proposed. With the publication of this report, a fundamentally new plan, based on research and expert testimony, has been spelled out in detail, thus clearing the way for very real and promising change to occur in this difficult situation.

## A healthy New York City?

**Andrew Klusman**  
Staff Writer

On December 5, New York City Health Commissioner Thomas Frieden announced that restaurants will no longer be allowed to use most frying oils that contain trans fat by July 1, 2007, and they will have until July 2008 to eliminate their use of trans fat from all foods served. Is this a good thing? Of course!

The Board of Health passed the trans fat ban unanimously, and thus made New York the first city in the USA to ban artificial trans fats at restaurants, which includes everything from a corner deli to the high-end bakeries.

The restaurant industry originally complained that the old deadline was much too soon and restaurants would be unable to respond to the changes in such a short time span. After thought by the Board of Health, the deadline was pushed back to accommodate the wishes of the restaurants.

According to an article in the Washington Post, artificial trans fat is the most dangerous fat in modern diet; it sends up the level

cholesterol, which increases the risk of heart disease.

Restaurants have until July 1 to switch to oils, margarines, and shortenings used for frying and spreading that have less than 0.5 grams of trans fat per serving. In addition, everything else served that is not in the manufacturer's original packaging has to have less than 0.5 grams of trans fat by July 1, 2008.

To further look out for the health of New Yorkers, the Board of Health now requires restaurants that publicly provide nutritional information to prominently display calorie information on menus. This is mainly aimed at chains that post nutritional data on brochures or posters (such as McDonald's).

According to the Associated Press, with information compiled from the Food and Drug Administration and the American Heart Association, 40% of trans fat that Americans consume comes from commercial baked goods, such as cakes, cookies, crackers, and doughnuts.

Some complain that they have the right to eat trans fat food as they please. Well, good for them. But do keep in mind,

these people are also those who, in 20 years, will be ranting about their right to have access to quadruple bypass surgery as a result of their poor eating habits.

There exists a concern, however, that restaurants will switch

to the also undesirable saturated fats. That issue coincides with the call to promote healthier living, and that eliminating trans fat from a diet will not make a person more healthy. The ban on trans fat should be hailed as a large step into a good direction,

but there must be more calls for living healthier.

It is appropriate that New York City leads the fight against unhealthy trans fat. It is, after all, named "The Big Apple." Hopefully it will still taste as good as before.

## 1000 Words by Erin Hudson





## Sports Briefs

by Mike Ferguson

### Gators and Buckeyes to battle for national championship

The University of Florida Gators are slated to play the Ohio State Buckeyes for the NCAA college football national championship in the Tostitos's National Championship game. The Gators' bid in the national championship game instead of the Michigan Wolverines has stirred much controversy among Michigan fans and BCS critics alike, who feel that Michigan deserves the place in the championship game.

### Dodgers strengthen staff at Winter Meetings

The Los Angeles Dodgers strengthened their roster with three key additions on Wednesday. The Dodgers stocked their battery by signing former San Francisco Giants starter Jason Schmidt to a three-year deal worth \$47 million and former Philadelphia Phillies catcher Mike Lieberthal for one year and \$1.15 million. The Dodgers also inked Luis Gonzales to a one-year deal for \$7 million.

### Cubs sign Lilly

The Chicago Cubs signed starting pitcher Ted Lilly to a four-year deal worth \$40 million on Wednesday during baseball's Winter Meetings. The former Toronto starter has a record of 58-53 in eight seasons in the major leagues with a 15-13 record and 4.31 ERA last year for the Blue Jays.

# Women's basketball team opens season strong

Rachel Howser  
Staff Writer

The women's basketball team has put forth a great effort so far this season with their 7-1 record. There are several factors that could be attributed to their successful start, including the addition of a new coaching staff and the return of several experienced members of last season's team. The Engineers are also new members of the Heartland Collegiate Athletic Conference (HCAC) this year.

Senior Rebekah Forsyth stated, "There is a lot of excitement about this season because we have a lot of great girls on the team, we have a lot of talent, and we just moved into the HCAC."

I attended the Anderson game last Wednesday and a couple of things stood out to me when I eyed the Engineer bench. The first thing I noticed was the sheer number of players on the team. This year there are 13 women on the roster in comparison to only 9 on last year's squad.

The second thing I noticed was that the coaching staff had changed. I immediately took a double take because standing at the sideline was none other than Coach Jon Prevo, who took on the responsibility of head coach of the women's team at the end of September. Prevo had been the assistant coach of the men's team for the last 12 years. Joining him in the huddle as assistant coaches were Pina Lissaman and first-year assistant coach Robin Downs.

Sophomore Liz Ridgeway com-

mented on the new coaching staff, "I think that Coach Prevo is a great coach because he really knows basketball. He always works so hard to make sure we are well prepared to face our opponents so that we can really do our best. Coach Lissaman and Downs are amazing, too. Not only do they know the game, they know what it's like to be a high level female athlete. They are not only our coaches, but they are our friends,"

Another key factor in the early success of the team is, of course, the team members. Ridgeway said, "The girls are great! Not only is this one of the most talented teams in our conference, but because we are all friendly and care for one another, I really believe we are going to go far."

The Engineers have six returning members from the 2005-2006 season, including three starters. The team has also added five new members that will bring about much needed depth.

Freshmen Julie Hart stated: "I'm excited that I was able to join the team during such a great year. The girls are amazing and we have a great start to the season. Coach Prevo really knows what he's doing, and I'm excited

about the rest of the season and the three more to come."

This was supplemented by junior Katie Tharp. "I think that we will be really good this season. We have a ton of talent, and we now have a coach that knows how to use it. Coach Prevo is a great coach. He really knows the game, and he is trying his best to relay his knowledge to us; he is doing a great job!"

The Rose-Hulman women's basketball team plays its next game at home against Bluffton University tomorrow at 1 p.m.

Senior Rebekah Forsyth said, "We appreciate all the faculty, students, and staff that come out and support us. Our fans are great and we absolutely love them!"



Rose-Hulman News  
Rebekah Forsyth shoots in recent action for the Rose women's basketball team.

# Men's basketball drops home opener to Franklin

Rose-Hulman News

Franklin College withstood a late Rose-Hulman rally to earn a 58-50 victory in the Engineer men's basketball home opener on Wednesday night.

Jon Neill and Luke Tudor led the Grizzlies with 14 points each, while Dustin Marshall added 11 for Franklin.

Senior David Yaraschefski paced Rose-Hulman with 12 points on 5-6 from the field. Junior Jason Bednarko also reached double figures with 10 points. Junior Phil Sundling helped direct the offense with a career-high six assists and six points.

Franklin shot 34% from the field but relied on 20 offensive rebounds in the victory. The Engineers shot 50% from the field in each half but committed 20 turnovers in the contest.

Franklin jumped out to a 31-19 lead at halftime by scoring eight consecutive points midway through the opening stanza. The Grizzlies led 18-15 after a three-pointer by Rose-Hulman senior Brian Bibb, then scored eight points over the next three minutes to gain the double-figure halftime edge.

In the second half, Franklin extended the lead to a game-high 15 points on a three-pointer by Tudor at the 19:02 mark. The Engineers

chipped away at the margin, moving within 41-33 on a three-pointer by Bednarko with 13:08 left.

Franklin again earned a double figure lead at 43-33, before the Engineer defense stiffened. Rose-Hulman held the Grizzlies without a point for 6:32 to move within 43-39. Franklin responded



Rose-Hulman News  
David Yaraschefski led the Engineers with 12 points.

ed to gain another eight-point lead at 51-43 on a three-pointer by Neill with at the 1:53 mark.

Rose-Hulman began its late charge with a free throw by Bednarko and a layup by junior Phil Sundling with 55 seconds left to move within 51-46. Junior Jared Moore stole the inbounds pass and passed to Bendarko, who buried a three with 47 seconds left to cut the margin to 51-49.

The Grizzlies hit five consecutive free throws to regain a 56-49 lead and held the Engineers to just one point in the final 45 seconds to move to 3-3 on the season.

Rose-Hulman dropped to 3-3 overall and 1-2 in league play. The Engineers host Bluffton University in HCAC action Saturday at 3 p.m.

# Wrestlers earn five placements at Championship

Rose-Hulman News

Junior Dan Goodwin finished second at 133 pounds to lead five Engineer placements at the 2006 Little State Championships at Manchester College on Friday and Saturday.

Goodwin finished 3-1 overall with a pair of pins to earn a slot in the championship match, before falling to Shane Perkey of NCAA Division II Indianapolis.

Two Rose-Hulman wrestlers captured third-place honors. Sophomore Tyler Goble and junior Jesse Evans each dropped early matches before winning the consolation bracket of the championships.

# Swimmers place high at DePauw

Rose-Hulman News

The swimming team compiled a total of 11 top 10 finishes at the DePauw University Swimming Invitational last Friday and Saturday.

Junior Adam Effinger led the men's efforts with a second-place finish in the 100-butterfly in a time of 51.78 seconds. Effinger also placed ninth in the 100-breaststroke in a time of 1:04.95.

Sophomore Nick Lee came home ninth in the 200-backstroke (2:06.21) and eighth in the 50-freestyle (22.93 seconds).

Freshman Landry Carbo earned seventh-place in the 200-butterfly with a time of 2:08.96. Junior Jacob Sorensen finished eighth in the 400-individual medley in 4:48.72, while sophomore Steven Vande Lune placed ninth in the 500-freestyle in 5:06.59.

Lee, Effinger, Vande Lune and Sorensen combined for a third in the 400-freestyle relay in 3:19.57, and the team of Effinger, freshman Chris Routh, Sorensen and Lee placed fifth in the 200-free-style relay in 1:31.32.

On the women's side, freshman Stephanie Hance led the way with two top 10 efforts. Hance came home sixth in the 200-backstroke (2:21.17) and added a seventh in the 100-backstroke (1:06.26).

Freshman Deborah Aleksa contributed a pair of ninth-place finishes to the team score. Aleksa was ninth in the 200-individual medley (2:26.92) and the 1,650-freestyle (1:06.34).

The swimming season continues with a home match against Millikin tomorrow at the Sports and Recreation Center.



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Wacky Prof Quotes

"And I'll probably tell some lies here purposely, anyway."  
-- Prof. Mutchler, being clear

"You know what I'm gonna do, instead of killing you?"  
-- Prof. Galinaitis, creating a friendly learning environment

"If you want to get in a midriff battle, I'll take you on."  
-- Prof. Sanders, being sexy


"In other news, Lebanon is slipping into Civil War. Merry Christmas."  
-- Prof. Casey, being festive

"On other happy notes, let's talk about Darfur."  
-- Prof. Casey, still looking on the bright side

"Awww... I hate calculus."  
-- Prof. Ditteon, finally admitting it

"There are some procedures which require access to the back."  
-- Prof. Mellor, on his wife's medical technique

Send your prof quotes or other humor material to [flipside@rose-hulman.edu](mailto:flipside@rose-hulman.edu)



modified from [Andrew Davidhazy](#) / Rochester Institute of Technology

The hazardous spray of an infected person.

Cover thy mouth, heathen!

Ryan Schultz  
News Editor

So I'm walking to lunch one day, and coming down the stairs toward me is another Rose student. All of a sudden, he looks me straight in the eye, opens his mouth, and coughs like he was barfing up his lung. His mutated strains of *Streptococcal pharyngitis* came hurtling at me at a bajillion miles an hour. There was no way I could get out of their path. I was shot down like K-Fed when Brittany decided to deny him the poontang. Thanks.

Okay; giving this unnamed dude the benefit of the doubt, maybe it was one of those "oh-my-God-I'm-going-to-cough-in-the-next-1.5-milliseconds" coughs and there just wasn't time to get the mouth to the sleeve. Maybe.

Or maybe this guy is an idiot and has never been enlightened about the benefits of preventing the spread of an infectious disease. Dunno. I know plenty of people here at Rose, and while some can be a touch inconsiderate, none strike me as the kind of person who would struggle with

a concept this simple. But then again, I've been wrong before.

Here's the scoop, kiddies: cover your mouth! Whether you cough into your shoulder, elbow (better) or your hand (not as good), doesn't matter; just don't spray your contagious, disgusting, viral infection on to everybody else who happens to be in the wrong place at the wrong time.

Yeah, it's that time of year, when people get sick. Get over it. When you're sick there are things that you need to do to care for yourself and those around you. Before break, that flu bug stormed through campus, hitting people in the stomach like a raging-mad pitbull bent on tearing out your intestines. Now the sore-throat-cold-thing epidemic has started. Be aware! Care for your fellow Rose-Hulmanites! Spreading a disease is like shaking somebody's hand then immediately whipping out a Sharpie and writing "butthole" on their face. Not a nice thing to do.

You don't want your germs, and I *definitely* don't want your germs. Keep them to yourself, man. That's just gross.

This Day in History

In 1969, the President announces that the war is ending and that we have won. About three years later, we withdraw. Two years after that, the communists enter Saigon and win the war.

In Addition

You know, you'd think it'd be interesting to hear someone summarizing the history of Rome really fast, but it turns out that it's kind of boring. Lots of emperors. People get poisoned.

Doe: a deer; a deadly deer

Philip Becker  
StaffWriter

It was a dark evening. The sun had set earlier than it had the day before. I was an innocent young man on the way to my innocent car to drive to some innocent place, when I came upon a brush with death.

As I walked down the sidewalk parallel to Apartment Res, I glimpsed two shining eyes in the field where the volleyball court lies, just beyond the shrubbery. They bounded out to reveal the full silhouette of a deer.

The hairs on my neck stood up. I was at full alert. I had heard tales of such beasts and seen them from the safety of my car, but I had never

bounded from the shrub. It hung close to the first and looked back at the shrub as another deer appeared. It was closely followed by yet another deer.

There were four deer and only one of me. My situation was feeling more dire than ever. I recalled the story my friend shared of a drunken fool who took down

of "force equals mass times acceleration" was all it took for me to realize this mighty beast could trample me on a whim.

Using a technique I learned from the film "Jurassic Park," I stood perfectly still — like a deer caught in headlights — hoping it wouldn't see me. But my fear multiplied as another deer

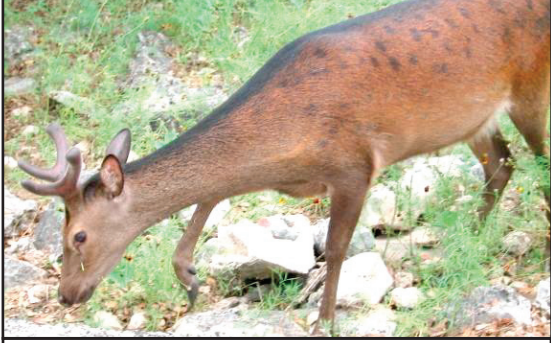
a deer with a knife, so being sober I assumed I could take at least one of them in the charge. I reached into my pocket. Without a knife I was forced to draw my only weapon: an ink pen. I clicked the back so that the inked ball emerged and hoped it was truly mightier, then apologized to myself for even thinking that

hackneyed joke.

The deer didn't even notice me before, like some sort of *deus ex machina*, a car turned the corner with headlights blaring. It immediately caught the deer's attention. Feeling free, I began to slink towards my car, only to freeze again after a couple steps. A fifth deer appeared from the shrub, unshaken by the headlights, its beady, black eyes

stared unwaveringly into mine.

The car pointed its lights at the first four deer, the deer stood frozen, and the fifth deer and I held our fierce deadly gazes. After what felt like years, all three parties slowly departed in an uneasy truce. I pocketed my pen, grateful there was no need for it to spill blood on that night.



Lunkwill / Wikipedia

This grizzly deer is reported to have eaten a kid.

less fortunate.

If you see someone counting change, offer to sort the pennies. If they are collecting warm clothing, offer to patch up the holes. If you see someone leaving out boxes to collect cans, structurally reinforce those boxes so they won't collapse under

the overwhelming generosity our campus displays. Just help out however you can. It doesn't have to be big. Heck, it doesn't even have to be noticeable! Just do... *something* for the caretakers of the poor and despondent. We'll all feel better if something is done.

But who helps the philanthropist?

James Zhou  
StaffWriter

We all love philanthropy. If you do not agree with that statement, stop reading this newspaper, you heartless bastard! Many are the times we are greeted with their cheerful holiday request to donate to their various good and noble causes. But who looks after all these kind and caring individuals when they break a leg carrying socks stuffed with change, or starve by spending thirty-six consecutive hours helping people donate blood? No one!

Well, I will not stand for this absurd and unjust situation. If we do not help those who help others, who will be left to help the ones that the ones who help others are no longer able to help? So I call upon the good hearted students of this campus who are not currently engaged in helping the less fortunate to help those who are currently helping the

- Top ten cutest things on the Internet
- Thorn Production Staff  
Good Folks
10. A mouse riding a duckling riding a kitten riding a puppy riding a fawn riding a mouse.

9. Kids running off of a cliff like lemmings. But *cute* kids.

8. A hypocephalic monkey riding a rocket-powered unicycle... in *space*.

7. People trying to get dates on an Internet dating site.

6. Catsinsinks, stuffonmycat, bonsaikitten, spykitten, catterrorist, yourcatismygod, kittensandthecatswholovethem, and ohmygodtheresacatonmyeyegetitoff.com.

5. Impotently indignant Slashdot posters, feebly waving their tiny arms in pointless rage.

4. More puppies. Hundreds of puppies. Piled to the sky.

3. MySpace.

2. The hellspawned abomination that is Sludgehog.

1. George Bush in that flightsuit he got for his birfdy last year.

1/2 EVIL!

HAVE YOU NOTICED THAT IT'S COLD OUTSIDE?

\*SIGH\* YES. I NOTICED.

I MEAN, REALLY COLD. FRIGID.

RIGHT. IT'S COLD, WHAT'S YOUR POINT?

CAN YOU HELP ME MELT MY BOOKBAG?

WOAH. IAIT'S GONNA BE PISSED.

THE ABSOLUTE SUM OF ALL EVIL...

...GOES BACK ONLY TO THE DAWN OF TIME.