

Out of this World

Deadlines is approaching for those wanting to go to Madrid this Summer on the study abroad program. Pay by December 1st!
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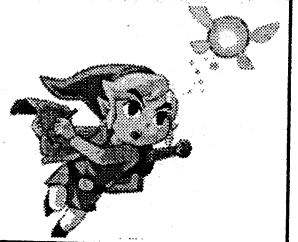


The Sting

www.thesting.org

Phantom Hourglass

Yes, it's finally out! The new Zelda... for the DS! Find out the strengths and weaknesses in this new take on a beloved classic.
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November 12, 2007

Made with much stress

Volume 62, Issue 5

Anticipate a rise in the activities fee

Twila McConnell
Editor-in-Chief

Maybe you've seen the signs for the upcoming town hall meetings in the Student Center Theater on Wednesday, November 13th at 12:00 pm and 9:00 pm. If you haven't considered going, you may want to reconsider.

SGA President Kevin Moss has proposed a \$10 increase to the activities fee to take place over the next two years at SGA's last meeting on November 6th. In his proposal he points out that the current fiscal budget is \$375,000. Right now, four organizations (Student Activities Office, Student Government, Campus Activities Board, and The Sting) take up over 75% of the budget, leaving 74 organizations with only \$87,000 to split between them.

Many of these organizations, such as FSAE Racecar, Concrete Canoe, Underwater Submarine,

Steel Bridge benefit SPSU greatly by spreading our name and evoking interest in the school through winning at competitions. We also have many professional organizations like NSBE, SHPE, IEEE, AIAS, as well as our Greeks, which help bring in and retain students.

Kevin states that: "SGA has found itself ... unable to fund any of the 77 student organizations per their requested fiscal budget. ... The buying power of our \$375,000 is not equal to previous years."

But what caused the controversy? SGA recently allotted FSAE Racecar over \$18,000 after fiscal budgets were allotted (they were originally allotted \$6,000). That's more than The Sting was allotted and over even FSAE's original requested amount of \$17,211. Why did SGA do this? FSAE constantly requests money for the rest of the year due to not originally being allotted enough

money. This \$18,000 was given to them on the condition that they could not come back and ask for more.

There are only three organizations which received the amount of money they requested. Those three are Campus Crusade for Christ (\$640), SPISA (\$1,000), and various SGA funds totaling \$41,500.

Once this proposal was made, Tom Samford, SGA Public Relations Chair, was quick to point out that the Board of Regents isn't going to approve a "half-baked" proposal and, with the deadline for budget increases on December 14th, there simply isn't enough time to write a proper proposal. "I would like to see us put together a really good proposal for next year," Mr. Samford said.

Barry Birkhead, Dean of Student Affairs, wanted SGA to consider that a parking deck is being discussed for this campus and you can't use state money to pay for parking so SPSU

will have to find another way to pay for it - usually translating into more student fees. However, Mr. Birkhead also pointed out that faculty and staff don't have to pay for parking at SPSU, although at Georgia Tech, where the parking fee is \$500, faculty and staff

has to pay.

Regardless, something has to happen in order to continue to fund our organizations, and if you have a suggestion, consider attending one of the town hall meetings or e-mailing Kevin Moss at kmoss@spsu.edu.



What organization are you a member of?

Photo courtesy spsu.edu

Soccer starts strong

Karen Asay
Editor Emeritus

"[They] exceeded everyone's expectation," commented Jeff Hughes when asked how the soccer team did his season. Mr. Hughes also stated he was impressed at how competitive the team was.

This fall was the SPSU soccer team's first season. The team plays in one of the toughest conferences in the country and managed to obtain an 8-8-2 (8 wins, 8 losses, 2 ties) record. The team also held their own when playing the four teams in the conference ranked in the Top 25 or the nation. Two of those games were lost by only one goal and one ended in a tie.

SPSU's soccer team is primarily freshman, seven to eight of which are starters. This fact means most of the team has never played at college level before so the team's performance was, as Mr. Hughes said, above expectation.

A benefit to having no seniors in the team is the entire team can return next season, and Coach Momeni says, "All of the teams starters from the end of the season are returning next year." He also states that three players are undergoing surgery and the team is looking forward to having them back and ready for the reseason next August.

One of the freshman players, Mamadou Danso, is going to the All-Conference First Team and is the SSAC New-comer of the Year.

According to the team's website, Mamadou Danso "helped the team with 5 game winners and 16 goals in as many matches." He is ranked second in the nation in both shots per game and shots on goal per game.

Other outstanding players mentioned in the team's season review were James Grant for "his 4 goals and 8 assists" and Eric Ati for his "quality goal-keeping." However, soccer is a team sport so every player was needed for the team to have the season they did.

The soccer team's strength is their defense. Coach Momeni stated, "We lost six out of our eight matches by only one goal." He also said the team has "the best Goal Keeping tandem in the region," which is evident by the team's first place ranking for the fewest goals allowed per game.

On the other hand, the team does have some work to do when it comes to scoring goals. Coach Momeni stated, "We had a core of good attacking players that created many chances, but just could not finish." This was true for their last game against Emmanuel. The team had 26 attempted goals but still lost the game 0-1. Coach Momeni plans to work on this for next season.

Mr. Hughes stated, "The team is fun to watch and the teamwork they display on and off the field is incredible." He also praises Coach Momeni for the great job he did putting the team together. "He did a good job recruiting and coaching the team," commented Mr. Hughes.

New competition team?

Karen Asay
Editor Emeritus

Professor Scott Tippens of the ECET department is trying to start a new competition team to compete in the Solar Decathlon. For this competition, teams need to design and build a house that can run on its own energy.

The competition is held in Washington DC every two years and currently has 20 teams competing.

This competition team would need members from the architecture, construction, electrical and computer engineering technology, and mechanical engineering technology departments.

The architecture students are needed for the design of the house, construction students for the building of the house, electrical and computer engineering technology students for the solar energy and electrical systems for the house, and mechanical engineering technology for the heating, cooling, and ventilation of the house.

Other majors like technical communications and information technology would also be helpful to this team. One area the team will be judged on is its communication materials, like a website and brochure explaining the team's work. Also, most of the houses are smart houses so they have computer controls and a network.

Professor Tippens first objective is to gather interest in the competition from both students and faculty.

Tippens believes it is important to get a faculty member from each needed department so all disciplines needed for this project have a faculty resource. "I can help with the electrical and solar energy part of the project but the architecture, heating, cooling, etc, I can't," stated Tippens.

Also, the team would need students from all needed majors to participate.

The Solar Decathlon has two goals: creating houses that can run on solar energy and educating the public about environmental ways to get energy.

Since the competition is held in Washington, DC, all competing teams have to transport their houses there.

The competition lasts nine days during which the house will be displayed to the public. This display involves the team giving a tour of their house and distributing brochures they created to the public.

These activities are the main way the competition achieves its goal to educate the public.

There are two main hurdles to overcome before this team can be officially created. One is finding the money needed to create this house and transport it. Two is getting enough interested students

and faculty members to make the team feasible.

Money is a major issue because building a house is expensive without having to purchase solar panels and special glass for the windows. The house has to be similar to a one bedroom apartment with all the electronics normally in a house, like a refrigerator, washer, and dryer, which are expenses.

The house also has to be transported to DC. Tippens talked to one team who spent \$40,000 on transporting the house alone.

To help with the initial costs, there is a grant for starting teams, but donations and sponsors will be needed.

Getting enough students and faculty members interested in the team is another issue. Tippens said the average team is at least 20 to 30 people. Besides for the work involved in designing and building the house, during the competition six students need to staff the house through out the nine days of the competition. This fact is a problem since the competition is held half-way through fall semester.

According to Tippens, most teams do shifts of a few day but this requires more people and increases travel costs.

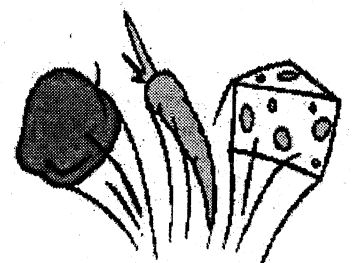
Tippens stated that SPSU has the knowledge to compete in this competition. The question is, does it have the resources to do so?

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....Poetry?
Yes, Christiaan steps away from the norm and tries his hand at a more gentle art.
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The night of the goat
If you couldn't make it, read Jason Howard's overview of the best moments from the Greek's Goat Night. Pictures of men in boxers included!
Page 8

Feast!
Adam brings you the best hot spots for a cheap lunch in the SPSU area. It's probably not what you'd expect! (No Taco Bell!)
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Want to go to Madrid?

Dr. Nuhfer-Halten
Professor

This is the third year that there will be a program in Spain for SPSU students. The program in Madrid takes place during the month of July, with the last three days of the program take place in Paris.

The total cost for the program is \$3595 -- which includes air fare, room (single room with shower and toilet), board (except for Sunday night), and health insurance. There is a supplemental fee if you are leaving from Atlanta.

There is no tuition fee because SPSU students will receive credit (6-7 hours) for the courses

they take in Madrid by registering for two directed studies during the following fall semester. You do NOT have to register at SPSU during summer term for this program.

Courses offered for this trip are:

- SPAN 1001
- SPAN 1002
- SPAN 2001
- SPAN 2002
- Plus other 2000-level, 3000-level, 4000-level, and graduate level Spanish courses.

Please contact Dr. Nuhfer-Halten (SIS Dept. J308, bnuhferh@spsu.edu), who is on the faculty of

this consortium of universities, for advising in the program.

Also, if you are planning on attending, you must contact Dr. Nuhfer-Halten to verify submission of a copy of the registration form and a copy of your check (both of which you send directly to FORSPRO).

The deadline for the cheapest registration fee (non-refundable \$100) is December 31. However, if you are interested in meeting this deadline, please contact Dr. Nuhfer-Halten **BEFORE DECEMBER 1**. After that, she will be unavailable until the start of Spring Semester.

See program details at www.foreignstudy.com.



Who doesn't want to see the magnificent architecture of Madrid?

Photo courtesy www.valdosta.edu

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Karen Asay, Editor-in-Chief

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Twila McConnell, Copy Editor

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The Sting welcomes letters praising or criticizing editorial policies or opinions. Letters should be typed or neatly printed, double spaced and should not exceed five hundred words. Letters must include a name, address, and phone number for verification purposes, but names can be withheld upon request. Unsigned or unverified letters will not be printed. *The Sting* reserves the right to edit letters for style, content or size. All letters are run on a space-available basis. Please send all letters to *The Sting*, Southern Polytechnic State University, 1100 South Marietta Pkwy, Marietta, GA 30060, or drop them in the box outside of our office in A252, or e-mail stingeditor@gmail.com.

ORGANIZATIONS

Articles written by organizations to inform the campus of activities and events are welcome. Articles must be submitted in electronic format (e-mail, disk) by the deadline printed below. All such articles are subject to editing for style, content and size, and are run on a space-available basis.

JOINING *The Sting*

Any student paying Activity Fees is eligible to join *The Sting*, though final decision is made by the Editor-in-Chief. We prefer creative students who have passed English 1101. Come to our meetings Friday at 1:00 PM in A252, upstairs in the student center, or call (678) 915-7310. This includes YOU, all you so-called members that never attend. *The Sting*: It's not a job, 'cause a real job pays more.

DEADLINE

Deadline for the next issue is **Thursday, September 21 at 11:00 P.M.** Articles submitted after this time will not be printed in the next issue of *The Sting*, except through special permission.

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You're doing it wrong

When food fights back

Jasmine King
Staff Writer

So I was originally going to write my first rant about something else, but there's something else that I (and probably all of you) have been getting increasingly upset with lately.

Do you know how absolutely nauseating it is to have to go through ten or twelve food-encrusted cups every meal just to find one clean one? And I felt bad at the beginning of the semester whenever I had to ask for my food on a CLEAN plate, but now it's a habit. I mean, we take our dishes to the creepy guy at the sinks every day—does he actually wash them, or does he just stack them on that little cart, crumbs and sauce and all?

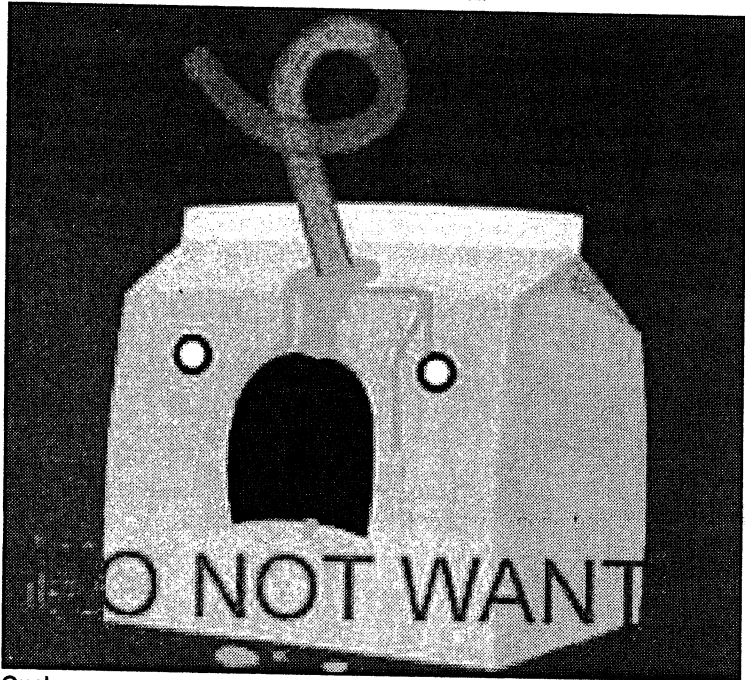
Also, is it so much to ask for EDIBLE food? I'm not paying over a thousand dollars a semester

for chicken wings that shank me as I bite into them (HOW does one make chicken SHARP anyway?), or complete bastardizations of all of my favorite foods, or—I said no, I didn't want that noxious substance on my fries, isn't no the same in English and Spanish?

...Okay, I don't mean to sound so horrible about it—I mean, this IS a rant, but it wasn't supposed to come out quite this...angry—but honestly, this is kind of out of hand.

People whine about everything, but there are even Facebook groups devoted to the state of the cafeteria.

I like the option to purchase meal plan because it means that I'm not confined to eating ramen every day, but as I said before, you would think that for the money that some of us spend, we'd get something a bit better.



Ouch.

Photo courtesy forums.nikeskateboarding.org

Say goodbye...

Jessica McNally
Staff Writer

It is with a heavy sigh that I bring you, the broke and ultra cheap college student, some unfortunate news. The Rowan's family has had all they can take of the second-hand-retail-flea-market

circus, and are retiring. Over the next few months, Rowans will be discounting their merchandise for quick sells. Please, if you haven't already, drop by their location in the Town and Country shopping center on Roswell (where Burlington and AJC are) and have a look around. You owe it to yourself.

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FEBRUARY 18th -----FEBRUARY 29th -----90% OFF

The Middle

Poetry Corner

Christiaan Funkhouser
Senior Staff Writer

Why? Why am I publishing poetry I wrote for a class instead of writing an article? For one simple reason. I'm frustrated with the constant bickering and arguing that the left and the right does. It saddens me to see people not arguing ideas but slamming individuals. And, I wanted to take a break from it.

I was going to write an article about "Captain Propaganda" but instead, I'm including these poems, in hopes that you guys will read them and hopefully get something out of them.

My first poem, *Agathokakological*, is an attempt to showcase through our own hypocrisy a lot of times, the fact that we all are, agathokakological (consisting of both good and evil). We as humans are such diverse creatures that we are capable of everything. I sincerely believe that all good, including morals comes from God, and therefore he is what keeps us from being like Hitler. With that said, I understand that not everyone that follows God is moral, and there are a lot of people that are moral who believe in the non-existence of God.

But the morals and the belief in right and wrong, ultimately comes from God and therefore regardless of ones belief in God, all morals come from him. I just hope after reading that people will think about the fact that we are Agathokakological, and look at their actions through that viewing glass.

In *A Four Word Letter*, I wanted to get across the idea that we are very different then God. A fellow classmate and my professor brought to my attention people off the bat read, "four letter word" which implies something prophane. I liked this concept and took it a little more in my final revision. The most important thing about this poem, in my opinion, was using four words to describe the letter which in itself, was four words.

Agathokakological

We are Hitler.
We are Mother Teresa.
We hate.
We love.
We are Agathokakological.
We consist of both good and evil.
We praise Robin Hood.
We penalize stealing.
We destroy.
We create.
We are Hitler.
We are Mother Teresa.
We drink because we were hurt by alcoholics.
We kill because someone murdered.
We make people objects, taking their humanity.
We make ourselves objects and lose our own.
We are Agathokakological.
We consist of both good and evil.
What makes us Hitler?
What makes us Mother Teresa?
Every human is this way, we cannot change.
Every human is capable of anything.
We are Hitler.
We are Mother Teresa.
What enables us to give?
What causes us to hate what we don't understand?
I know I have the answer, and you might disagree.
The answer lies in God, and all that you believe.
We are Agathokakological.
We consist of both good and evil.
We are Hitler.
We are Mother Teresa.

A Four Word Letter

I wrote a four word letter –
About innocence and purity; guilt and profanity.
I wrote a four word letter –
About love and hope; hate and despair.
I wrote a four word letter –
About justice and right; vindication and punishment.
I wrote a four word letter –
About perfection and wholeness; deficiency and emptiness.
I wrote a four word letter –
About beauty and grace; destruction and contempt.
I wrote a four word letter –
About creativity and imagination; malice and restriction.
I wrote a four word letter –
About life and growth; death and stagnation.
I wrote a four word letter –
And here is what it said:
"Opposites: God and Man"

Know your foe in 2008

Stuart Michelson
Copy Editor

Those willing to be honest with themselves have long known that leftist extremists who seek their own personal power and advancement before the well being of the United States have hijacked the Democratic Party. The party that was once one of principles and firm leadership is now the American powerhouse for socialist thinking. Big government expanding progressives have so far removed the party from the ideas and healthy perspective that it once brought to the table that the party is no longer sensible. Despite the popular lie, the Democratic Party is the party of the rich elitists. Just look at who pays the most taxes, and what class the most Democrat campaign contributions come from.

In recent decades we have witnessed the failures of the Carter and Clinton administrations, which both did untold amounts of damage to this country internationally and weakened the national security of this nation. We watched the Clintons be accused of murder in Arkansas, we saw Bill disbarred, we watched bogus campaign contributions roll in, we saw them get away with the

bill. They haven't seen a bill they could not solve without shoving a tax hike into it."

The Democrats have allowed themselves to be defined by corruption and scandal, and willingly accept the media's free pass for their treason and criminal behavior (ie: Sandy Berger, Bill Clinton, Hillary Clinton, William Jefferson, Ted Kennedy, Barney Frank, Gary Condit just to name a few off the top of my head, and if you do not know who these folks are, you should look them up and learn something.) In fact the Democratic Party itself as an organization was slammed with \$719,000 of fines for fraudulent campaign donations in 1996. Recently Hillary, the presidential candidate, has been hit with her own campaign contribution problems, which are strangely similar to those we saw with Bill's campaign. Hillary got her free pass for "not recalling" the details around Whitewater, yet funny we gave no such pass to Scooter Libby for "not recalling." Alberto Gonzales and Bush take the fall for 8 attorney firings, when Bill Clinton was hailed as a hero for firing all 93!

Also there is no doubt that the Democratic Party has also allowed its image to be defined by radical

(over 4 million dollars.) That aside, no American should even consider voting for the party that Al Qaeda has openly endorsed for 2008.

So what is next in the Democrat playbook? Higher taxes? Surrender? Amnesty? -Most assuredly that and more. The playbook is short, and sadly most American's memories are even shorter. Enter Hillary Clinton. She has been hailed as invincible, and yet her campaign's strength seems to be faltering. The latest debates have shown her contradictory positions on the war remain unanswered, her desire to give illegal immigrants driver's licenses has come to light. Many books have been released chronicling Hillary's bitter and angry personality. They have exposed her often vulgar tongue and cruel self serving nature.

Those that stay on top of the political arena are aware of her shameful behavior and ill treatment of General Patraeus (an American hero), her plans to end the Bush tax cuts permanently, her plans to raise your taxes by billions of dollars, and her weak stance on Iran and other external threats to America. She has accomplished nothing of note in her career and has no executive experience. Many argue she was in the

to replace it with shared responsibility for shared prosperity."

3) "(We)...can't just let business as usual go on, and that means something has to be taken away from some people."

4) "We have to build a political consensus and that requires people to give up a little bit of their own...in order to create this common ground."

5) "I certainly think the free-market has failed."

6) "I think it's time to send a clear message to what has become the most profitable sector in (the) entire economy that they are being watched."

Everyone that has read the Communist Manifesto or is up on their Communist history understands how chilling the prospects of an American presidential candidate making these statements are. There are more than a few websites dedicated to debunking these quotes as out of context, but having reviewed them it appeared to me that the best defense offered for Hillary's making them was that she has said things in contradiction of them. Okay then, more flip-flops from Hillary, why am I not surprised? Besides, despite the fact that she has made several contradictory statements to those

we are going to change the way Washington works. I've laid out very specific plans about how to do that. I'm going to take \$10 billion away from a lot of these industries, starting with money from the HMOs that are getting too much out of Medicare, starting with the no-bid contracts for Halliburton; starting with the defense industry that needs to be pared down and reined in. I've been very clear about that. And I intend to implement that."

This is just one of many examples of how she lives up to the quotes above. She plans to just take \$10 billion dollars from the private sector. She also had previously said she wanted to take \$35 billion from ExxonMobil. Does this sound like someone who is willing to act on her extreme socialist tendencies? I think so, and triple shame on the media for failing to expose this more.

Why bring this up? Why does it matter? It matters because the free world is in danger. We already have slid very far from what the Founders created America to be, and the last thing we need is a big government pushing, tax raising socialist running things. Not only that, her weakness on defense and the war on terror will most certainly result in ferocious



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Whitewater scandal, the Vincent Foster controversy, letting Osama Bin Laden escape, the Lewinsky scandal, countless other sexual charges against Bill, and handing over our technology to the Chinese for free. We have seen the post-Clinton administration damages on our economy early on in the Bush administration. Even more recently we have seen the failure of the new Democratic Congress, which has not accomplished anything of note and boasts a lower approval rating than President Bush, and he is the media's punching bag.

President Bush blasted them on the 17th of October saying, "Congress is not getting its work done. The House of Representatives has wasted valuable time on a constant stream of investigations, and the Senate has wasted valuable time on an endless series of failed votes to pull our troops out of Iraq and yet there's important work to be done on behalf of the American people. They have not been able to send a single annual appropriations bill to my desk, and that's the worst record for a Congress in 20 years. They proposed tax increases in the farm bill, the energy bill, the small business bill, and, of course, the S-CHIP

anti-war leftists such as Cindy Sheehan and Code Pink. They are the party of MoveOn.org. They are the party that will take cheap shots at our military, insult them, spit on them, and undermine their efforts. They are the party that frequently through Harry Reid, Nancy Pelosi, and John Murtha gives aid and comfort to our enemies abroad. Reid has declared the war lost, Pelosi says our troops are failures, John Kerry accuses them of terrorizing women and children in the night and calls them terrorists, Murtha refuses to apologize for calling our Marines at Haditha (recently proven innocent in a court of law) murderers. Others have called our troops Nazis, and Dick Durban has equated our detaining of enemy combatants to a Soviet Gulag. These are the same congressman that were elected on an "end the war" ticket, and have failed to do so on multiple attempts. These same Democrats are the ones who claim to support the troops. They had the gumption to sign a letter smearing Rush Limbaugh and accusing him of abusing our troops, and then did not have the moral courage to match his donation to the Marines in response from the sale of their smear letter on eBay

White House for 8 years, and that is her experience. Former Clinton advisor Dick Morris can be quoted as saying in response, "so was the pastry chef."

But those are the topics surrounding Hillary that are popular among the media. But what about the even more socialist side of Hillary, the side that she fears will bring her entire empire down? It is no secret that Democrats are sold to government programs by expanding government through your tax dollars. One social program after another takes us further and further from what the Founding Fathers intended. Hillary is no exception, however she goes even further and has made frightening statements that are clearly on the same level as what we would expect to hear from Karl Marx. Hillary Clinton made the following statements, and although they are all over the web, they were compiled in this order by Neil Boortz on his website:

1) "We're going to take things away from you on behalf of the common good."

2) "It's time for a new beginning, for an end to government of the few, by the few, and for the few...and

above, her record proves that this way of thinking is a priority for her. I also observed that when put in context of the entire speech or answer, the context only solidified the point that she is a Marxist, not the other way around.

Neil Boortz I think correctly observes that, "It's ironic to me that the countries who suffered under the rule of Marx's worker's paradise have largely rejected so many of the tenants set forth in his Communist Manifesto, while the one country that held communism at bay for over 70 years and eventually destroyed it still embraces many of those ideas."

Sure, we all know Hillary loves socialism, just look at her proposed socialized medicine plan, but she has even more terrible things in the works. She made the following statement in the most recent Democratic presidential debate that has been largely ignored by the media. "Well, I think we were making progress in the 1990s and I am very proud of the progress we were making until, unfortunately, the Supreme Court handed the presidency to George Bush, and we have been living with the consequences ever since. I think it is time for us to step up and say

attacks on American soil, and it will be the average innocent American that will suffer horrifically. The devastation of what are distant attacks that we observe on our televisions can be a reality here at home. We learned what Clinton foreign policy was in the 90's in Somalia, Kosovo, and Iraq. Hillary will make Bill look tame.

The feminist candidate who hopes she can ride into a Democratic nomination will hopefully be defeated. I completely support Hillary's right to run in America, and if someone wants to vote for her I support their right to do so, however they should know whom they are voting for. They should know that the Hillary portrayed on television is not the real Hillary. Her supporters deserve to know who she really is, and be honest about it, but if they do not know then they should know that if they value higher taxes, abortion rights, weak national security, a weaker economy, socialism, government programs, big government, corruption, wage controls, leveling mechanisms, and a president who will flip flop her inexperienced hand into your wallet, then by all means vote for Hillary.

The Legend of Zelda: Phantom Hourglass

Spoiler Alert: Zelda gets kidnapped and you have to rescue her.

Cary Chichester
Staff Writer

Developer: Nintendo
Publisher: Nintendo
Platform: Nintendo DS
Genre: Action-Adventure
ESRB Rating: Everyone

Link's back. The hero that, in 14 different titles, has managed to sail the world, turn into a wolf, split himself into four, cross dimensions, and travel through time, just to rescue the princess from the evil Ganon and save the world in the process. As one of the most revered franchises in video game history, Legend of Zelda games are usually preceded by high expectations, and Phantom Hourglass was no exception. It definitely raised a few eyebrows with its touch-only control scheme and its attempt to please casual gamers instead of just the hardcore crowd. If the past year has shown us anything, however, it is that Nintendo is a company that constantly gambles and almost always wins (rare failures include the Virtual Boy).

Phantom Hourglass picks up exactly where Wind Waker left off and starts with Link cruising along with Tetra (a.k.a. Princess Zelda) on her pirate ship in search of a haunted ghost ship so that they can raid its loot. When they do find it, Tetra jumps onboard and instantly vanishes along with the ship. Link jumps after her in a rescue attempt, but falls to the ocean in vain and wakes up on an unknown island with a strange fairy trying to wake him up. The fairy introduces herself as Ciela, and with the help of her, her grandfather Oshus, and the sea captain Linebeck, Link begins his quest to save Tetra. Oh, and he also has to save the world, can't forget that!

The graphics in Phantom Hourglass are definitely some of the best the DS has to offer. The cel-shading does a surprisingly good job of recreating the world of Wind Waker in a handheld format. The cutscenes in Phantom Hourglass are full of expressive characters that are animated very well, which, when combined with the game's superb graphics, make for the best cinematic presentations currently on the DS.

The character designs are also top-notch, each character looks unique and has an interesting personality. Ciela is the first fairy we've seen since in seven years, and while she's as upbeat and talkative as the previous ones, she too has her own story to tell. Her grandfather Oshus is the archetypal wise-man and Linebeck the traditional selfish guy that becomes an ally, but both of them have their own secrets and quirks that stop their characters from being too predictable. While the major characters have well developed stories, most of the minor ones are meant for humor relief. This is without a doubt the funniest Zelda game ever made; the humorous cutscenes and the joke characters constantly make this a game that will keep you smiling.

The most obvious innovation

that Phantom Hourglass brings is its unique control scheme. Every single action, just short of turning on your Nintendo DS, can be performed by touching the screen. Honestly, this control scheme works so well, I can't imagine another handheld Zelda game reverting back to traditional D-pad controls. Moving Link around is as simple as keeping the stylus in the direction you want him to run, which allows for a lot more accurate movement in a 3D game than using the D-pad.

Battling is definitely a lot more fun with the touch-only controls. Using your sword is simple and fun; just swipe forward to stab, draw a small circle for a spin slash, and double-tap an enemy for a jump attack. If you were surrounded by enemies in a previous Zelda title, you might end up mashing the attack button rapidly. This time, you end up constantly tapping and swiping the screen, which ends up being a lot more hectic and fun.

Of course your sword isn't your only weapon, you'll have

and bow & arrow. To use your boomerang, you just draw a path for it. This allows for puzzles that require complex boomerang throws and the ability to hit multiple enemies without taking too long to aim. The bomb, which wasn't always the best weapon to use in previous games, gets a nice little upgrade this time around. Tapping where you want to throw it makes it a lot more accurate, and its new ability to explode the second it hits the ground eliminates all previous experiences of throwing a bomb and hoping it will explode in time to hit the enemy. Your bow & arrow, which has always been fun, has never had such precise aiming. Simply tapping in the direction you want Link to shoot makes aiming a lot more accurate than even the pointing-function in Twilight Princess. This allows you to instantly shoot in any direction, and this fast-paced shooting makes the bow & arrow a lot more deadly.

Anyone that has played Zelda before knows that your map is about as important as your sword.



Phantom Hourglass definitely contains the best cinematic presentation of any DS game to date.

Photo courtesy by: ign.com

your own mini-arsenal of weapons to combat evil, which becomes a double-edged sword. The main gripe is that to access your other weapons, you have to tap the items icon, then tap on the item you want to equip, and then tap on it again to use it (and of course, using the weapons themselves require further tapping). As you can guess, doing this much tapping just to use an item doesn't work well with fast-paced action. Nintendo does, thankfully, provide a remedy to this. Using the buttons or the d-pad, depending on which hand you're holding your stylus in, allows you to bring up the items menu and use your equipped item. This makes item usage more efficient since you end up using both hands instead of just one. Now pressing buttons and using the stylus at the same time might be a bit too hectic for some, and since Nintendo is trying to appeal to a casual crowd, this alternate item usage technique is only shown in the manual and not explained in any of the in-game tutorials, which is a bit unfair.

Every weapon becomes a lot more fun, such as a few of the returning favorites, the boomerang, bomb,

Phantom Hourglass features the best map in the entire series. Most DS games don't know what to do with the second screen, so they end up using it as a map. Luckily, in a game like Zelda that is so heavily reliant on maps, this becomes a huge advantage. You never have to pause the game to see where you are, since your map will always be above you on the top screen. You can also make notes on your map to help you remember where things are or write down solutions to puzzles. The only little annoyance to this is that every time you need to write something down, the game constantly has to remind you to do so and then ask you a second time if you're sure you've written something down. So while taking notes is pretty cool, having the game constantly ask you if you've done so insults your intelligence and makes it feel like a nagging parent.

Well we've established that using the stylus in the game is pretty cool, with a few small annoyances, but just what do you do in this game? In a nutshell, you sail to different islands around the world and use your different tools to collect the

items you need. Some of these islands have ancient temples that are riddled with enemies and puzzles that you must defeat/solve to proceed to the end where you defeat the temple's boss and collect the sacred artifact it holds. Aside from sailing to different islands, this is how most Zelda games operate, where there exists a terrible evil that cannot be vanquished until the sacred artifacts have been collected.

Since this is a game that tries to appeal to a larger crowd, a lot of what you have to do is easier than most previous Zelda games. Temples have an average of three floors that are each pretty small, so the temple design is a stark contrast to that of Twilight Princess. While this means that we won't have anything as ungodly as the water temple (for those of us that remember), it does create a new structure that I'm sure Nintendo won't abandon anytime soon. Every time a person spends a couple minutes solving a puzzle, a path is opened that leads to the entrance so that players will not have to

and every time you come back to the temple you are forced to resolve those puzzles. There are helpful features such as secret paths that can let you bypass puzzles and a warp point that lets you warp to the halfway floor of the temple, but it's still hard not to be a little annoyed.

There's a lot more to do than just being cooped underground in temples, however, so a bulk of your time will be spent exploring the large world this game has to offer. Each island has its own purpose with different characters and tribes, while some are just meant to provide extra items for you. Some of your side-quests will include searching for treasure maps to find out where treasure lies on the ocean, fishing for legendary fish, collecting spirit gems for new powers, shooting games, an island in the shape of a giant maze, and a lot more. You'll still be collecting heart containers like previous games, but this game does away with heart "pieces", meaning that you're only able to find full heart containers. While this does make the search a lot shorter than other games, you have to work harder to get them! The main annoyance for the entire game, however, is the length. The main story is around 15 hours, with an extra 5 or 10 depending on how many side-quests you complete. This is about a quarter the length of most Zelda games.

There is a pretty cool multiplayer game in Phantom Hourglass, although it's not as much fun as the single player game. It's pretty much a game of capture the flag where one person plays as Link trying to bring trifold pieces to their base, and another person playing as three guards that try and stop him. Those playing as guards must draw a path for them and use them to try and catch Link, which they accomplish by locating where he is on the map. Those playing as Link can hide themselves from appearing on the map on certain areas, and must use these areas effectively when trying to capture a trifold piece. After the guards have captured Link, or the time limit has been reached, the players switch sides. While the multiplayer mode isn't something you'll be playing for too long, you are able to get items in your quest if you play often, and it does offer at least a little bit of enjoyment.

Phantom Hourglass successfully continues to provide players with enjoyable quests and innovative puzzles that we have come to expect from Legend of Zelda games. The new control scheme and easier temples make this game more accessible to those that aren't veterans. While the short main quest won't be appreciated by anyone, it doesn't mean that every hour spent isn't filled with new and fun things to do. Zelda fans should already be finished with this game, but those that aren't die-hard fanatics can use this game to jump on the Zelda bandwagon since it was designed to appeal to them. Despite whatever minor faults this game has, that doesn't stop it from being one of the best games for the Nintendo DS and a hell of a lot of fun. 9/10

Odin Sphere

Five characters, five stories, one epic adventure

Sean Fine
Senior Staff Writer

Game System: PS2
Genre: Side-scrolling real time RPG

It's impossible to deny that we're at least one year into the next generation of console games, but despite that, several game companies have still been producing games for systems like the PS2 and these final additions are surprising. *Odin Sphere* is one such game that takes already excellent Norse Mythos and transforms it into a game that in a world that will blow your mind.

Story: When you begin *Odin Sphere*, there isn't any explosive intro, nor do you just start off by watching one character do something. No. When you start, you find yourself in a study of sorts, books stacked high and tomes littering the floor, and you also find yourself in control of not a warrior, but a little girl and you find a single book on the ground. You pick it up and start reading it and then, like the *Neverending Story*, you find yourself viewing the novel's events as the girl reads on.

Including this beginning book, there are six books total, each one tells one of the five main characters' stories and backgrounds and a final book that wraps everything together. Through each of the five characters, you witness the events surrounding the war between Demon Lord Odin and the Fairy Kingdom, a powerful cauldron that destroyed an entire nation, the death of one of the great dragons, and several other major events, from the viewpoint of five different nations, and while you'll learn each nation's history, law, and problems, the characters themselves have their own inner demons to fight against.

The story is told through cutscenes that really bring out the emotions and thoughts of each of the main characters, including their joys, their worries, and their pains. Gwendolyn, the first protagonist, seeks to find the love from her father, the great lord Odin, who

shrugs off the news of his other daughter's death as if it were nothing. Meanwhile, Cornelius, the prince of another nation called Titania, wakes up one day to find himself not only in the netherworld but transformed into a furry rabbit-like creature, so he sets out to seek a cure to his curse.

Through it all, the characters really have a way with connecting with players, whether it's through sheer badassery, or through the occasional monologue, but if there's something you'll learn from each character's story, it's this: Gwendolyn has father-issues, Cornelius' is a furry, Mercedes' mother has large mammaries, Oswald is a badass, and Velvet is just plain hot. No ladies and gentlemen, I'm not spoiling anything. In all seriousness however, players will easily have semi-deep conversations over the intricate story and which character (perhaps even a minor one) is their favorite.

Gameplay: The game is a side-scrolling real time RPG, but at its core, it really feels more like an action game that requires more skill than levels. Each character has their own physical attributes and abilities that can grant them certain advantages over the hordes of enemy players will tear through. For instance, one of Gwendolyn's main abilities is to spread her valkyrie wings and glide through the air and then thrust her spear down with a ripping bombardment of damage on foes, while the next character Cornelius cannot glide, but his jumping ability is much greater; furthermore, he can become a spinning wheel and pain to enemies foolish enough to hit him. In short, while you might find yourself going through the same areas as a previous character, the abilities of your current character vary enough that it doesn't become repetitive.

One major thing that bugged me was that although the physical traits of character differed greatly, the magical part of the deal isn't too original as most characters will learn the exact same spell, just in a different order, but you won't be throwing spells off left

and right though because of the limit on your spells. The game is more about melee skill than spell nuking skill

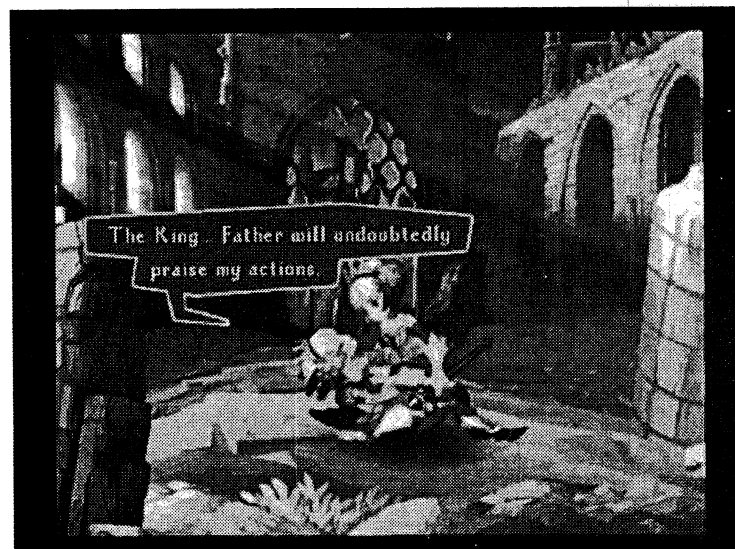
While skill is always an excellent factor on how good your avatar is it's always wise to level up when the going gets tough. In *Odin Sphere*, leveling takes a bit of a different approach. Instead of just a character level that you increase as you fight, you instead have a Psypher level and a HP level.

Your Psypher level determines the strength of your weapon as well as your MP gauge as well as what spells you can cast. You level up your Psypher by absorbing phozons, spiritual energy that your enemies release when they die. Your HP Level determines basically how much HP you have; the higher the HP level, the higher your HP, but leveling it works a little differently. Instead of absorbing phozons, you take seeds you find, plant them, let them nourish on the phozons in the area and eat the result. That's right. You get more health through eating, and you'll grow nearly anything, from mulberries to napples to sheep. You heard me. SHEEP!

In addition to what's already a pretty fun fighting system, the game also incorporates an interesting alchemy system that has you building up your alchemic materials before making the final product, which potions of a huge variety, so that you can create as many phozons as you can.

Alone, all these elements sound interesting, but when you find yourself, scrambling through your inventory in the midst of battle, so that you can make that napalm potion to blow away your foes, the game can become extremely rewarding, especially with the many epic boss battles.

Despite a few exploration problems, where in order to go through battle area, you follow a circular path and choose an exit to another circular path, and so on and so forth, the game is surprisingly fresh, especially with the simple yet amazingly complex battle system. And to those seeking a challenge, fear not, for the game



War is not without sacrifice, as Gwendolyn discovers

Photo courtesy www.siliconera.com



Bosses like Unicorn Knights are tough, but they provide fun encounters

Photo courtesy Gamepro.com

brings plenty of difficulty and you will die often. Not to be frustrated though, since the only penalty of death is to start the current area over with the items and level you began with. Even if you find yourself stuck, you can just warp back to town to train some more.

One other complaint I had, besides the whole spell thing, is that in the final book, the game becomes so difficult that you're practically forced to go through each character's story mode just to get them up to snuff against the challenges. Is it worth it? You better believe it!

Graphics: The graphics in *Odin Sphere* can be described in one statement: Next-Generation 2D gaming. It's composed mainly of well-drawn sprites that are practically the game's concept art and serve as the basis for the animations that the characters and environments move. While in battle, the characters have plenty of acrobatic maneuverability, but the true expression of each character comes out in the cut scenes, as the character will react with the environment and other characters as though that's how all games should have their character's react. The game moves very smoothly, except when dealing with too many enemies, the most frequent times this happens being the Netherworld.

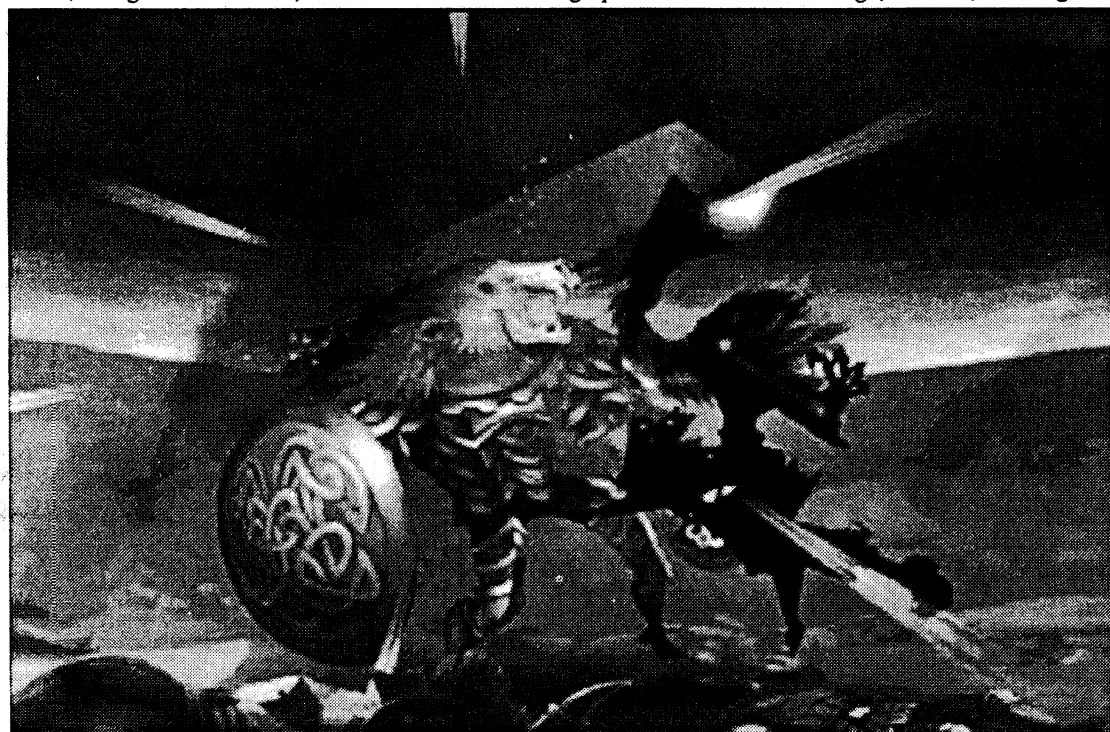
While 2D games have slowly been dwindling out of the mainstream of the gaming industry, it's always good to see a game that's not only fun but also uses its 2D animation style to express art in a unique and beautiful way. Roger Ebert may claim that games aren't

art, but then again, he never played a game like *Odin Sphere*.

Sound: When it comes to Japanese game becoming translated, the usual problem is that the voice acting is usually horrendous, but thankfully, the voice actors given to the character take their parts seriously albeit sometimes, a bit too seriously. Certain scenes can be a bit overdramatic with the English voice actors, but it's almost never over the point of pain, but if you're one of those weaboos who can't stand the English language at all in your games, then there is a Japanese track that you can listen to instead, so be grateful. In my opinion, the voice acting in English is excellent, especially when it comes to the major characters and sometimes, they can deliver a better performance than their Japanese counterparts.

The music in *Odin Sphere*, much like most fantasy games of late, take excellent orchestral talent and forge a splendid composition of music that, when combined with the splendid acting of the characters, can make a player cringe from the sheer sadness of the moment to feel even more like a awesome warrior as they confront a titan of a foe. It helps that each different area not only has their own out-of-combat music, but their own battle themes.

Overall: *Odin Sphere* is like a gem hidden beneath a pile of crap that the many third party developers created for the PS2, but it's still relatively new. If you can find a copy, buy it, cherish it, and never let it go. It'll give you a fantasy adventure you shouldn't be soon to forget. 9/10



Each character has their own special moves, like Shadow Oswald here.

Photo courtesy www.siliconera.com

There's no such thing as a free lunch

Though cheap ones are abundant

Adam Myers
Staff Writer

The academic year is three months old and, for incoming freshmen and anyone else overpaying for a campus meal plan, that means three months of cafeteria food has past. I know that I grew tired of eating in the Student Center basement by this point in my freshman year, and I found myself ordering Taco Bell five times a week.

Now, there's nothing wrong with Taco Bell for those who pass through their drive-thru sparingly. For me though, I soon became sick of Grade D beef and processed cheese sauce. That's how I became the Gastropod. Others get through college sustaining themselves on a Ramen diet, a prospect so terrifying I don't even want to imagine it. But considering the budget of most college students, combined with the sparse amenities of the residence halls on campus, eating out is often the most logical option to avoid the monotony of the cafeteria.

That doesn't mean that Taco Bell or the other fast-food options on Cobb Parkway are the only reprieves from mystery meat and cup noodles. The easiest plan is to save eating out for lunch, when traditional restaurants typically lower prices to attract heavier business. Recently, I went to two recently-opened nearby restaurants to try out their lunch specials, both advertised on their storefronts to be priced at under \$5. Would their offers be too good to be true?

First on the bill was **BJ's Country Cooking** [611 S Marietta Pkwy, Marietta], located just west of campus on the 120 Loop in a former Arby's. BJ's is but one of a large number of upstart restaurants in the Atlanta area looking to revive affordable home-style cuisine. It also promises a lunch special for \$4.73, plus tax. (That's an even \$5 with tax included.) When I arrived

there just after noon on a Monday, the line for service extended to the door. That's a good sign.

For the aforementioned \$5, one gets the standard meat and two vegetables, plus choice of bread and a drink. The food is not too much different than what might be offered at the campus cafeteria, except that it actually tastes good. Their baked chicken was not dry, their macaroni and cheese not congealed, and their green beans not overwhelmed by the flavor of bacon. For the price, it is definitely a good deal: it's nearly a dollar less than lunch on campus for those not on the meal plan, with superior food quality to boot.

The second restaurant prominently touting a \$5 lunch I visited was **Rodopi European Cuisine** [1995 Windy Hill Rd, Smyrna], located at the former site of one of those Brazilian cowboy-style, meat-on-spit joints that were all the rage in the city a few years ago before being overwhelmed by the sheer quantity of competing hibachis as the preferred option for special occasions. (Personally, I blame the Yakuza for driving most of them out of business.)

A word of warning to the uninformed: when the word "European" is mentioned in restaurant speak, the connotation is almost always "Slavic." French, Greek, or Italian restaurants will refer to themselves as such; a restaurant serving Spanish food will do so in very small portions and call itself a tapas bar; a restaurant serving cuisine from the British Isles will add a few beers on tap and call itself a pub; and a German restaurant will take the pub concept, add a patio, and call itself a beer garden. In the window at Rodopi was a poster in Cyrillic promoting whom I could only surmise was an eastern European pop star. The restaurant was indeed European, but not from any part of Europe I was familiar with. (By the end of

my meal, I determined by the flags and plates adorning the restaurant's walls that the its country of origin was Bulgaria.)

The former Soviet Bloc is not known for much, and its food does not qualify as "much." I ordered the kavarma (chicken or pork slow-cooked in a white wine sauce with mushrooms, onions, and peppers), which I found pleasing. However, I did not necessarily have high expectations for it. In fact, I was more disappointed that the "\$4.99 Lunch" banner adorning its signage turned out to be misleading: their specials began at that price with stuffed peppers, which the restaurant had sold out of by the time I arrived there at 2:30 on a Thursday afternoon. My order turned out to be \$5.99. While Rodopi certainly serves a niche for the Atlanta area's Balkan community, I wouldn't recommend it, unless as a change of pace from more conventional fare.

Of course, these two restaurants are a very small representation of the dining options in the Marietta/Cobb area. Where else can a good lunch be found at a low price near the SPSU campus? In my opinion, any discussion begins with **Baby Tommy's Taste of New York** [Cobb Pkwy, Marietta], undoubtedly the best pizza by the slice in the area. I have dreams at night imagining is chicken parmigiana pizza, a massive slice of which can be had for \$3.50. It also features an espresso-based cola drink called Manhattan Special; unlike the ill-fated Coca-Cola Black, though, Manhattan Special does not taste like week-old enema waste (the most disgusting thing I could think of when I first tried Coke Black). Taste of New York can be found on Cobb Parkway directly across from campus, although the present closure of SPSU's Cobb Parkway exit makes getting there somewhat complicated.

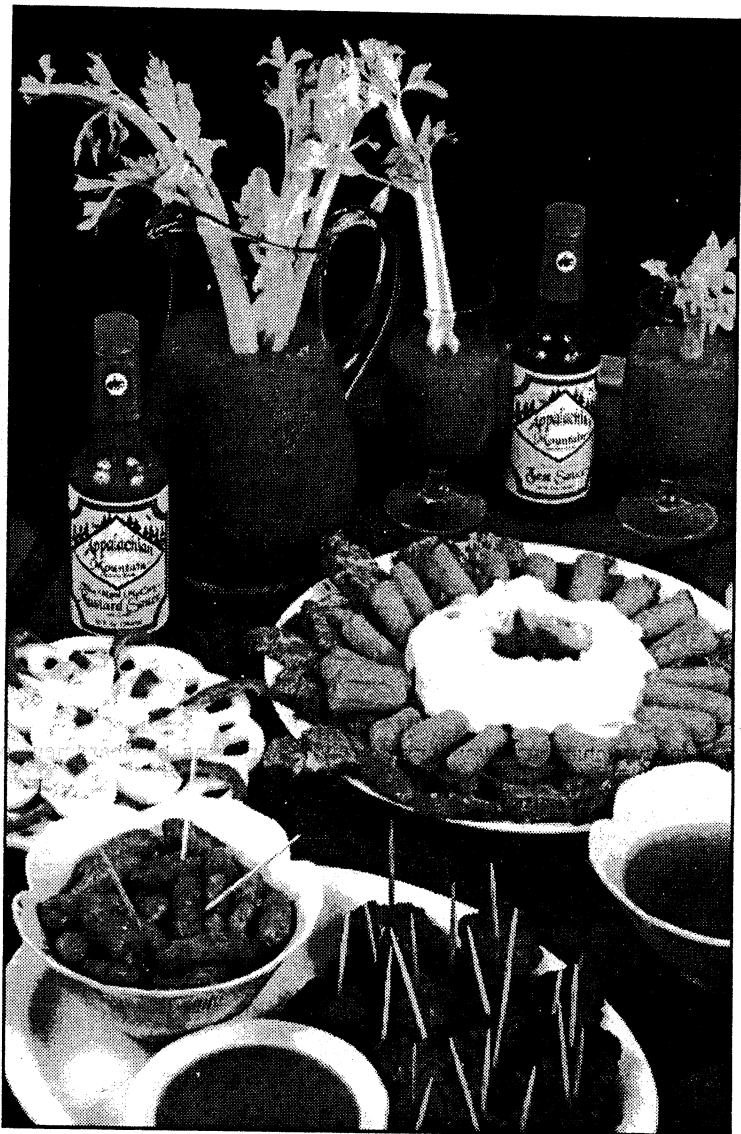
Developers consider Cobb

Parkway in Marietta to be unfriendly to sit-down or fast casual restaurants, hence the abundance of fast food and the absence of a burrito joint anywhere nearby. While Moe's is stingy on options and Chipotle stingy on tortilla chips, **Willy's Mexicana Grill** in the Delk Spectrum shopping center [2900 Delk Rd, Marietta] offers the best of both worlds. Marinated chicken, beef, pork and even tofu fill their burritos, and the chips are complimentary. Willy's is closer to campus than either of the southwestern big shots, and at \$5.25, their burritos

are cheaper too.

Finally, for those who venture to Marietta Square, my favorite spot for cheap eats is the **Australian Bakery Café** [48 S Park Sq, Marietta]. Don't be feared by the reputation of meat pies or Vegemite: both can be quite delicious and free of botulism. In addition, their pastries can't be beat.

I know all of you readers out there have your own favorite lunch spots, and I'd like to hear them. Send me an e-mail at amyers@spsu.edu, and I will hope to feature your favorites in a future column.



Good food, cheap prices, wait're you waiting for? FEAST!

Photo courtesy www.allergyclinic.co.uk

Local alcoholics corner

Triple X drinks

Karen Asay
Editor Emeritus

Ever wonder why so many of your friends were born in August and September? Well, apparently, the holiday season puts a lot of people in the mood so starting this month people have sex more. Oh and guess what? November is nine months before August.

To go with this theme, I will explain three XXX shots: Blow Job, Sex on the Beach, and G-spot.

Blow Job

Come on guys, you know it would be funny to ask a bartender for a blow job. Actually, this event might be more amusing to your friends because probably after asking that you are going to get smacked. Don't mess with the bartender; they can cut you off or, in this case, smack you.

The recipe for making a

proper Blow Job is a half shot of Irish Cream and Kahlua topped with whipped cream. (I wonder what the whipped cream is supposed to represent...hehe.)

Guys, if blow jobs tasted this good you would have an easier time get one from your girlfriend.

Sex on the Beach

This drink has to be my favorite shooter. It tastes good and goes down smooth. Also, I perceive the shooter to be better than actually having sex on a beach because you don't have to spend the next couple days figuring out how sand got in certain places. However, I have never had sex on a beach so I can't be 100% sure.

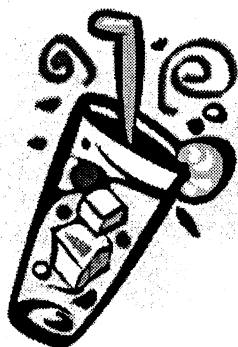
The recipe for this X-rated shot is half a shot of vodka, peach schnapps, cranberry juice, and grapefruit juice. Like always, I suggest not using Mr. Boston vodka.

G-spot

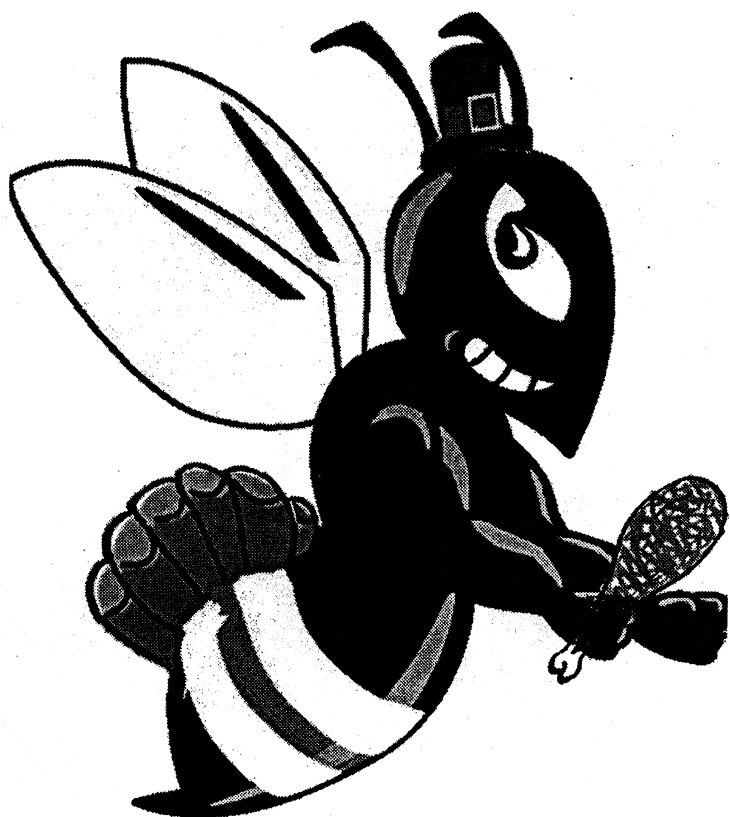
The all powerful G-spot is now in liquid form. OK, so that statement was little lame. I'll admit it.

To make a G-spot shooter, you need a half shot of Southern Comfort, raspberry liqueur, and orange juice. Don't really have anything else to say about this shot; I think I've made enough perverted jokes already.

I hope you enjoy these X-rated shooters. Remember to drink responsibly.



Happy Thanksgiving



Goat Night: A great success!

Jason Howard
InterGreek Council, President

"What the heck is Goat Night?" is what a lot of people were probably saying to themselves when they read their email, saw the scrolling marquee, or were invited to join the facebook group.

Goat Night is a tradition that has been alive on Southern Poly's campus for over thirty years with campus organizations. It is a competition between different groups that is all about letting loose, having a good time, and - oh yeah - goats.

The tradition can be tracked back to about 1973 where there are numerous versions of what truly happened. One version says that a student secretly put a goat in the records office where said goat ate files.

Another version says that a goat was placed in the Dean of Students' office and given laxatives.

It is not sure what the true story is but the students reacted by having created a Goat Day Celebration.

Goat Night had been primarily a Greek activity, but has had other organizations participating too. It involved the cross-dressing of men and goats, eating free food, a lip synching contest, tug of war, best dressed

goat competition, and a cream sucking contest.

This year Goat Night consisted of a week of events that included a banner competition, a penny war, eating competition, skit competition, and dance contest.

The annual banner competition supports both the male and female SPSU basketball team. Each banner is displayed during the basketball season in the gymnasium.

This year's submissions were fantastic including a 3-D banner, airbrushed hornets, and a Michelangelo masterpiece.

The penny war was something new that the InterGreek Council tried for this year's Goat Night activities. This event was held on Tuesday October 16th in the Student Center lobby with all the money being donated to the Susan G. Komen Breast Cancer Research Fund.

How it works is each organization received a jar that donations are place into. Pennies count as positive points, for example One penny = 1 point. Silver coins/paper money (nickels, dimes, quarters, dollar

bills) count as negative money. For example one nickel = -5 points; one dollar = -100 points. The goal at the end of the day is to have the most positive points for your organization. It was pretty intense during the last five minutes of the penny war when \$20 bills began being placed in organization's jars along with \$25 bricks of pennies.

At that the end of the day all the Greek organizations had raised a total of \$628.34 for Breast Cancer Research.

The main evening of Goat Night was Wednesday, October 17 when the eating, dancing, and skit competitions were held. In the eating competition, each organization has a two person team that must scarf down Krystal's cheeseburgers and drink a frozen drink in the fastest amount of time which leads to a huge stomach ache and brain freeze.

The skits consisted of a

Monty Python re-enactment, Bob Barker's *Price is Right* Game, Celebrity Jeopardy with Scarface & Sean Connery, a Britney Spears intervention, Mike Vick goat fighting, *Talladega Nights* dinner scene and a super hero Goat Girl.

The dance competition was loaded with unexpected surprises and a reoccurring theme used by most. Soulja Boy's *Crank That (Superman)* was heard throughout the night on many occasions.

The dancing highlight was Sigma Nu's dance routine that began with well choreographed dancing that evolved in to gymnastic stunts, including back flips, and ending with a step routine.

Other mentionable performances were Pi Kappa Phi's *Risky Business* rendition where a dozen guys were dancing

on stage in their boxers, a button up shirt, sunglasses, and knee high socks.

Tau Kappas Epsilon's black light dancing to club music was great and broke down into a slow groove with "Teke in a box."

Another stellar performance was Gamma Phi Betas tribute to the Spice Girls and Alpha Xi Delta who showed us how to do the Spiderman.

The night was full of entertainment and competitions with the fraternities and sorority cheering, chanting and supporting their members on stage.

In the end, 3rd Place was awarded to Alpha Xi Delta. There was a two way tie for second between Sigma Pi Fraternity and Pi Kappa Phi Fraternity.

The overall winner for 2007 Goat Night was Sigma Nu Fraternity.

