

The CHS
Sasquatch

Wookiee smuggler from Kashyyyk. Over 200 years old. Top-notch mechanic and pilot. Jabba has large bounty "walking carpet." Friends call him Chewie... or Fuzzba



POWER 6

ABILITY 2

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FROM THE EDITOR

"When's the first Sasquatch coming out?" they'd ask. "October fourth," I'd blindly answer. The first Monday of every month; that was the plan. "And the first Monday in October is the fourth," I'd say. Yup, it sure is. Stupid Teacher's Conferences. I hate them all now.

But either way, it's good to be publishing again. Many of you may not know what the Sasquatch is, and that's all Julian the Hippie's fault. Why do I call him "The Hippie" you ask? Why, all rulers had titles that fit their descriptions: King Richard the Lion-hearted, Alexander the Great, Henry the Eighth... You get the idea.

I'm getting a bit off the subject, though. Let me give you a brief history of the Sasquatch.

At the beginning of my Freshman year three people started a newsmagazine they dubbed "The CHS Sasquatch." Those three people were Julian Lee, Brad Danto, and Jon Myers; all Sophomores at the time. I found out about it through Corey, Brad's little brother, and was brought aboard as a writer and, contrary to my belief, a founding father. I liked writing completely fake news (I think we were all inspired by the Onion) and kept at it.

Well, the Sasquatch continued for two years (in the second of which we introduced multiple copies, but continued our check-out-style of circulation) before Julian started slacking off. I *should* say we continued for two years before he started slacking *farther* off, but it really doesn't matter. Near the end of our second run, Julian would bring issues out less and less often, and perform his job more and more poorly. This is not to say that he did a worse job of copying and stapling the material into issues, but that he started repeating material, and wouldn't even look at what was going in. Needless to say, nobody would write for Julian that third year, and because of this lack of writers, the Sasquatch died.

And now we revive the Sasquatch, but it's not hibernation, it's a total renewal. We've got a new look, a completely new writing staff, and an even newer reader base. And for those of you who have never before held a copy of the Sasquatch, I present you with your first test: reading this entire letter without taking someone's life out of boredom. I hope you passed.

Editor-in-Chief
 Ryan Murray

P.S. Your second test is to return this copy of the Sasquatch to the staff member you got it from. You'd *better* pass that one.

Pagemaker sucks.

News

Baghdad Target of Terrorist Attacks

-Chris Campbell

Iranian Nationalists blew up the capital building in Baghdad today at about 3:15 AM local time after trying to sway the entire U.S. Army into a war with France by playing both sides. Although the attack was a perfect strike against the capital building, the nationalists, upon claiming responsibility for the attack, were quoted as saying, "Sorry. Wrong one."

This may be a warning of another bombing, but we are not certain as of yet. Stay tuned for further development.

Staubli Sucks

-Geoff Poole

Just a reminder.

Lunch Line Reaches Record Width/Height

-Ryan Murray

The lunch line here at CHS broke a few records last week, as it became, as described by the school's principal, Mr. Rosen, "The longest, widest, and most unorganized I'd ever seen." According to Rosen, attempts to make the line wider have failed, but by adding organization, the line becomes thin and extremely long.

Students Extract Nitro Glycerine, School Destroyed.

-Ryan Murray

Austin, TX - Coradale High School was rocked by a violent explosion yesterday, as two chemistry students extracted Nitro Glycerine from a basic mixture of household chemicals. The students were not available for comments, for obvious reasons, but experts believe that the two students had mixed a few random chemicals and thrown the mix into a centrifuge in order to separate the new chemicals that had formed. "And when that kind of mixture gets that much energy, Boom!" commented Prof. Joseph Dunlander, the school's chemistry instructor, who had escaped certain death by leaving the room unattended and had gone to the Teacher's Lounge. "I had left my glasses there. I also had to use the little boy's room."

Sasquatch Editor Sleeps In, First Issue Arrives Half a Day Late

-Ryan Murray

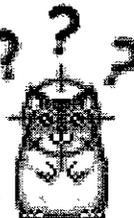
Sorry about that.

Editorials

The Hampster Dance Rages On

-Corey Danto

As many of you may have probably noticed, there is an increasing interest in the "Dancing Hampsters" website. Personally, I find this quite disturbing. Sure it was funny the first time, but for me it got old real quick.



Strangely, some people can't get enough. I am hearing "Yo, dude! Check out www.hampsterdance.com! It's hilarious!" all over the school. Please, people! Wake up!

Whata MON?

-Israel Henderson

You've heard of them, I've heard of them, I'm sure we all have. Spawning from a show pokemon, Nintendo created a game where you could raise, trade and fight monsters. Now you see them everywhere from stickers, to dolls, from school equipment to the card game. Not only that, but there are rip-offs, like digamon and pixelmons, and to be decided later because I'm too busy right now monster rancher. By now I'm sure a few of us are getting sick of them and hoping for them to disappear, like pogs. But are they just some fad or

are they going to stay around a long time, like the classic G.I. Joe or Barbie. I want to hear what you, the reader thinks, so at the bottom of the page there is a little survey*. To me they are just there. I don't hate them but I'm not a fanatic either. I do however have a favorite, Jiggly Puff. I don't know how long they are going to stay but one thing is sure, they have made their mark.

*Editor's Note: The survey didn't make the cut.

New Student ID's are Too Damn Big

-Anonymous

You heard me!

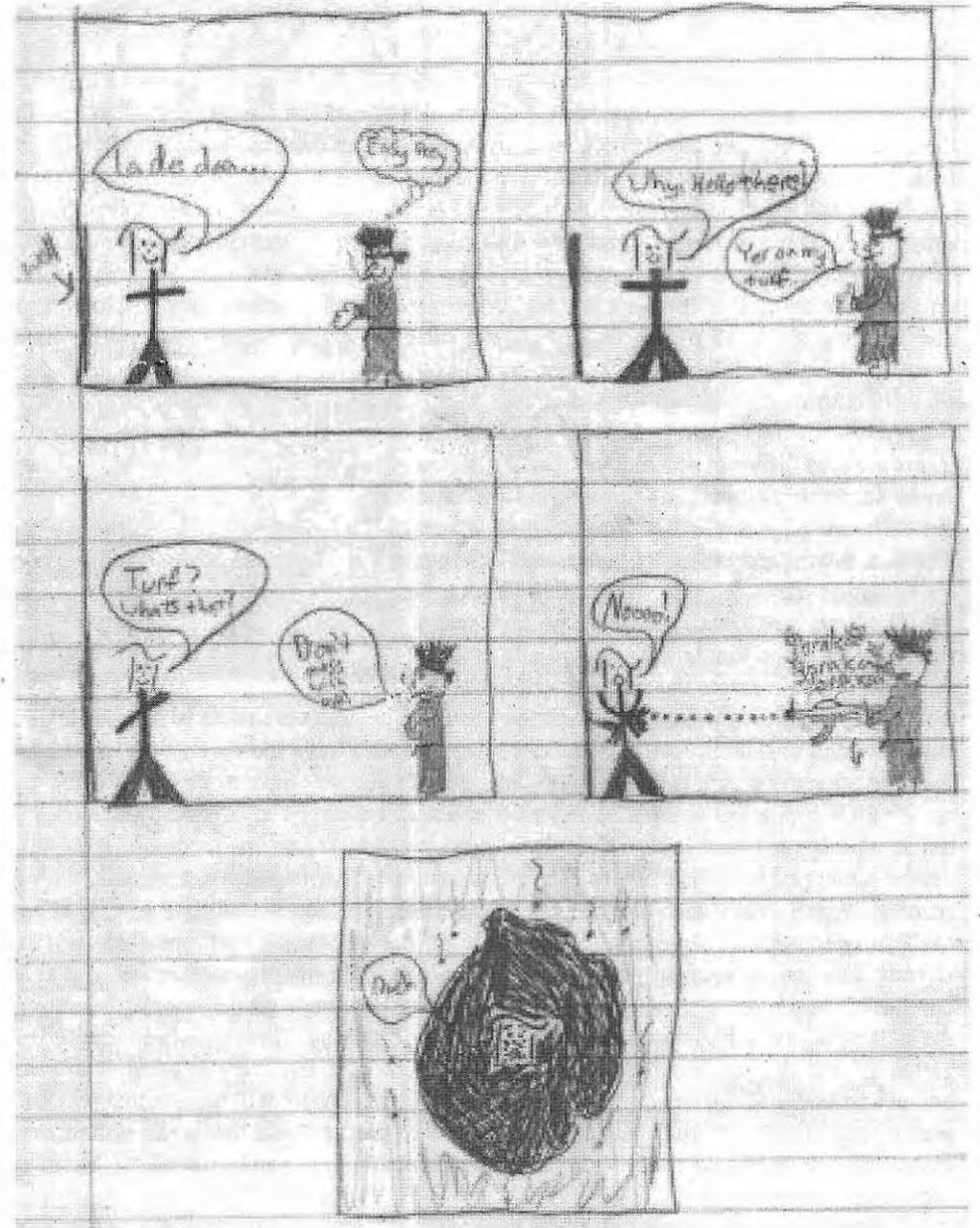
Poole Sucks

-Justin Staubli

He calls me a wimp for having a severe head injury, and I'm out for one week (four practices). Geoff has a stuffed up nose and is out for two weeks (ten practices). Who's the bigger wuss?

*Editor's note: Staubli read Poole's article in advance. For more information, flip to it now.

Written by: Carry Dinto



Due to technical difficulties (thank you pagemaker), the first issue of Mr. Pi could not be shown this issue.

Video Game Reviews

Starsiege: Tribes

Let's see where do I begin? *Starsiege: Tribes* rocks! It is one of the best-looking, most fun, most played games I own. If there is one game you buy, it must be *Starsiege: Tribes*.

Ok, enough hype. *Starsiege: Tribes* is a first-person shooter (like *Quake2*) and it is a blast to play. The basic storyline is this: The game takes place over 1,000 years after the events in the *Earthsiege* games and directly after *Starsiege* (made by the same company). The bad guys have been defeated, and the human race is chasing after the ones left. On the way, they discover jumpgates – wormholes that make it possible to travel across the universe. They use these to scatter throughout the galaxy, and eventually split off into their own little groups, called tribes. What a surprise.

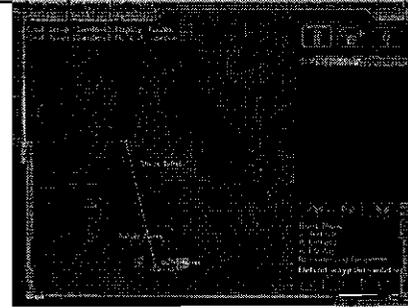
Each tribe has its own beliefs and stuff, but it doesn't matter. *Tribes* is a multiplayer only game, which means that each tribe has whatever the players can do. You will be too busy playing the game to care, though. The gameplay is nice and tight, and there is a big emphasis on teamwork. If your team does not function well together, they will lose. There are different skins, to match the tribes, and different armor classes, depending on the game modification (changing the core game) you play. Each armor class can carry different weapons, so this makes for a well-balanced team game. There are also different vehicles you can fly. If you prefer something other than Capture-the-flag, there are different play modes, with more coming out. The visuals are pretty blocky in software mode, but if you have a 3D accelerator, they will look fantastic. The maps are great, and there are very many user-created maps that take seconds to download. Oh yeah, the arenas are the best I have ever seen!



These maps let you go outside, without any pause! The result is an utterly believable game world, which will completely immerse you. You won't have too much time to admire it though, since the action is constant and intense, and you will have to keep moving.

Of course not everything in *Tribes* is fine and dandy. The keyboard and mouse are the standards for control, but oddly there is no joystick or gamepad support. Everything can be remapped to different keys. There is also a steep learning curve, especially with the commands and responses. There are many to learn, as I have often tried to say, "Cover Me!" but instead said "Damnit!" Then of course, there is the play options. This, as I said already, is a multiplayer only game. If you don't have an internet connection, and aren't connected, you won't get past the main menu. There is a single-player tutorial, but most of the stuff you need to know you will have to learn the hard way. Then, with every multiplayer game, there is the lag. Most of the game is smooth enough, but every so often, it will slow down, and you will fall to your death, or get shot, or something will happen that will make you bang the mouse on your desk. And then there are always the assholes that will refuse to play as a team, or will kill people on their team. Team damage can be turned off, but then it takes away some of the realism.

However, the good definitely outweighs the bad, and most of the bad is being fixed. Version 1.8 is available for download over the internet, and the expansion pack, *Tribes Extreme!*, is coming out soon, with a real single-player game, and new official



maps. If you have a good internet connection, a fast computer with a 3D card and twenty bucks lying around the house, *Starsiege: Tribes* is a must-have game. -Matt Batta

StarCraft: Brood War

This was possibly the most played of my games this summer. Being the sequel and add on to Blizzard Entertainment's award winning *StarCraft*, this game give back the attraction of playing *StarCraft* and, as with the original, allows you to play on Battle.net

In single player, this game gives a more annoying feel to *StarCraft*'s style of warfare, with Dark Archons stealing your heavy artillery and Corsairs making your defense useless for the Protoss, Lurkers ripping apart Marines and Devourers protecting Guardians for the Zerg, and Valkyries nailing Air onslaughts and Medics making Marine/Firebat attacks deadly for the Humans. (Editor's note: That sentence long enough for ya?)

I must admit, Blizzard did a wonderful job advertizing with an array of screen shots and soundclips at least three months or so before the initial release of the game.

In multiplayer, it tends to be a little harder. With all the computer players set to "Campaign Insane" (a much harder level of AI) by default, games tend to end quickly.

One problem I wish they had fixed was the fact that things are horribly out of proportion. One level is a 196x196 tile map which is supposed to be one part of a science vessel, and on a normal (outdoor) map, science vessels aren't much bigger than a wraith.

All in all, this was a good game, which, with a little help, would be excellent. But otherwise, if you like strategy games, and have the original *StarCraft*, this is a game for you. -Chris Campbell

Dear Stupid,

Why is School Food so expensive?

Dear Reader,

The main reason that high school food is so expensive is that it undergoes a lot of processing and taste testing.

To explain a little better, I have done extensive research to bring you the most up-to-date information on the process of making school food.

It all starts at your local prison. Just like some inmates are responsible for making license plates, some make food.

The first step is to make the inmates eat tires from the prison busses. After eating anywhere from 2-4 tires, the inmates vomit them into a large vat. The tires are then cleaned with battery acid and dumped into a nuclear waste facility. The mixture sits there for 3-4 years.

After this wait, they are sent to two different facilities. One third of the mix goes to a goat farm, where milk and other non-dairy products in your lunch are manufactured. The rest of the mix goes to a rubber plant and is mixed with small forest creatures to make a cheap tofu substance, which is used to make most meat substitutes.

As for fruit and vegetables that you are served, they're real (Pretty much the only thing that is.)

I hoped I've helped you understand why school food is so expensive, now.

Thanks for the question,
Stupid.

Poole's Movie Reviews

(Formerly Poole and the Stub)

Waking Ned Divine

OLD NAKED GUYS ON MOTORCYCLES

For the first installment of Poole and the Stub, my cohort, Justin Staubli, decided to slack off and not watch the movie. While I actually took the time to watch this troubled comedy, Justin found Nintendo much more important than the reading public. Basically, Staubli sucks.

The Sasquatch is a very important part of our High School, and even so, Staubli can't find enough time to watch a simple movie. If he had watched it, believe me, this would be a very different article than the one you are reading now. Except for this minor detail, we are off to a good start.

This has nothing to do with the movie, but Staubli also slacks off on the football field. Apparently he got a "concussion" one Monday night and hasn't done much since. His doctor told him he is "out for a week." If it were me, I would have been back out there after only a few days. (Wimp)

Waking Ned Divine starts out funny enough with an innocent Scotsman ripping up what seems like the winning lotto ticket. Even though he didn't really win, the movie continues beyond the point where it should have stopped.

The rest of the first 45 minutes is a wild goose chase to find the *real* winner of the lottery. After they find the real winner, Ned Divine who died from the shock of winning, the rest of the movie shows the town trying to claim the almost five million pounds Ned won. I'm not going to tell you weather or not they succeeded.

If you're looking for comedy, read this article every issue. If you want a comedy-wanna-be, see Waking Ned Divine. It is rated PG mainly for one reason: Just look at the title to the article.

Know it
Use it

Music Reviews

By: Dan Grimes

Korn "Follow the Leader" * *

This is a pretty loud repetitive album with some strange yelling voices. Most of the album is pretty long and boring, but it has its good points. "All in the Family" is an amusing little song where you get to hear Jonathon Davis and Fred Durst of Limp Bizkit yell perverse comments back and forth to each other. "Earache my Eye" is to me the high light of the album because it's the funniest song on it. It also features comedy legend Cheech Marin on it. As for the rest of the album it was very hard to sit through since the songs were pretty much the same thing over and over.

Jimi Hendrix "Live at the Filmore East" * * * * *

This is one of Jimi's best live albums in a long time. On this album he's partnered with The Band of Gypsies on his legendary 1969-70 new years concert. This album features many amazing guitar solos. The album starts out with a 15 minute long version of "Stone Free" and just gets better as it goes on. It also features 3 songs by drummer Buddy Miles. This album is a sure classic that is very hard to ever get sick of.

Blur "13" * * * *

In case no one remembers, Blur is the band who had the hit "wooo hoo" song a few years ago, which the real name is "Song 2". Well Blur has improved a lot since then. "13" is packed with tons better songs that can be very distorted at times. It starts out with a folk sounding tune called "Tender". Then a very distorted song called "Bugman". Most of the album is very strange, but addicting to listen to. I think it sounds best through a really good pair of headphones. Then "13" also features Blur's new single "Coffee and T.V." which has a video about the life of a milk carton and should of won video of the year.

EELS "Electro Shock Blues" * * * *

The Eels are a band that had a song called "Novacaine" which got played a lot on M.T.V. for a while. Well since then Eels have become a two man band with E the brains behind Eels and their master drummer Butch. "Electro Shock Blues" is a very bass filled album with E's very strange style of lyrics and electronic sounds. Most songs are about the abusive family E grew up in and about E realizing his life really isn't that bad. Which is very unlike the debut album "Beautiful Freak" where all E does is let out a bunch of depressing lyrics. "Electro Shock Blues" has many songs that totally sound depressing like "Going to Your Funeral" and "Cancer for the Cure". Then the next song will be a totally happy song. "Electro Shock Blues" has very good, but strange music, that is all a style of it's own.

Volatile Chemical of the Month

With Chris LaCourciere

This month's volatile chemical was widely used in Vietnam. It can be made as easily and burns for an extended period of time. Yes kiddies, it's your friendly neighborhood napalm.

Napalm is made from gasoline mixed with large amounts of Styrofoam. I like to mix the Styrofoam into the gasoline. The gasoline should be poured into a glass bottle (or plastic, if glass is not available.)

Ignition is the hard part. I would suggest going with the Molotov cocktail method. If you have a death wish, you can light it directly. If not, you may wish to make a wick out of a cord of yarn or rope and the extra gasoline in the bottle.

Disclaimer: I'm not fully aware of the safety, legality, or intelligence of use of this chemical, but I'm pretty sure it's not safe or legal. No comment on the intelligence part.

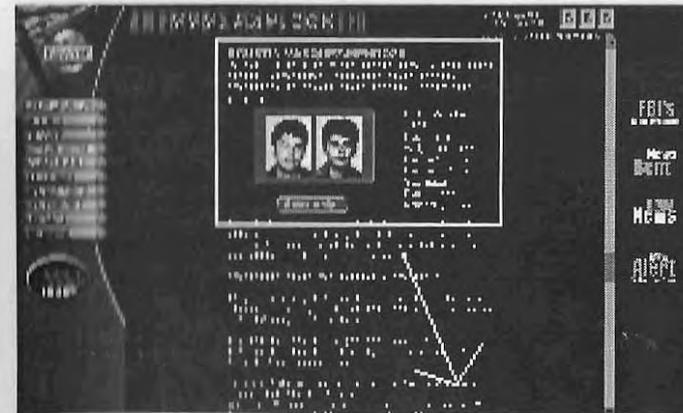
Overall napalm is a very fun and exciting chemical but look out because it may cause lung cancer, brain damage, and loss of sight, hearing, and the feeling of 3/5 of your fingers. Have fun!

*Editor's Note: Adding barsoap to the mixture increases flamability.

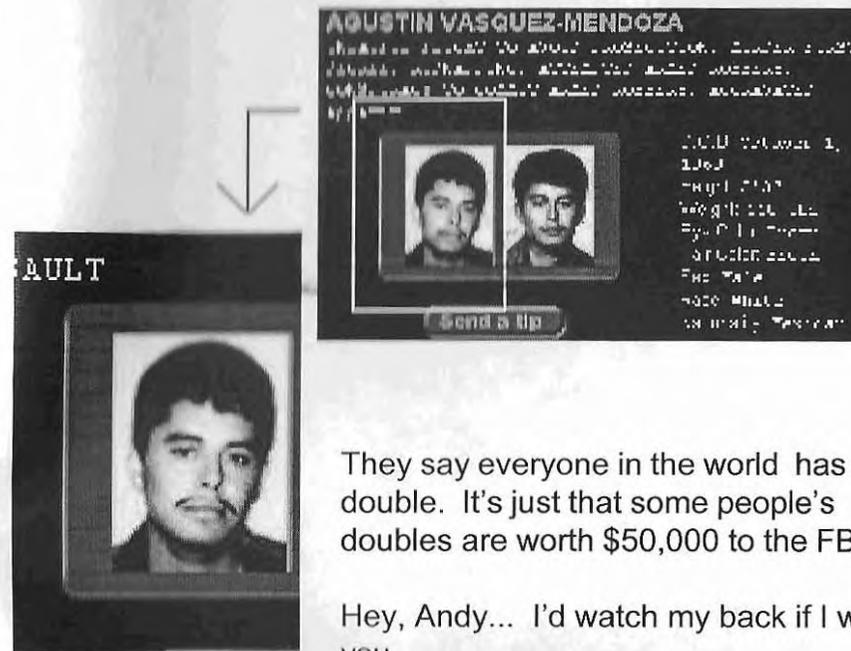
Andy Rumpf Wanted by the FBI?

I was browsing the "America's Most Wanted" website the other day, when I came across the following information in the "FBI's Most Wanted" section (I swear this is all true).

Pagemaker sucks.



And when we zoom in a bit...



They say everyone in the world has a double. It's just that some people's doubles are worth \$50,000 to the FBI.

Hey, Andy... I'd watch my back if I were you.