causewalk. Hey, for some of us, this is the most exercise we ever get. It also helps you meet people; sometimes you're assigned a target and you've never met before. And who could ever forget the paranoia the SAGA player feels as they walk down a crowded hall, hand close to their cocked Rachetblast, eyes scanning the area for any sign of their enemy. If you don't get paranoid while playing SAGA, then you're not playing the game right. (Oh yeah, and if you're not even carrying a nice, loaded Nerf gun...why bother?)

SAGA's not for everyone. Some students are too busy. Some are too poor to arm themselves. Some would rather get their fun in more traditional venues. Some just feel too silly carrying around a toy gun. But don't knock it to you try it. You can't have fun without looking stupid.

Soon the world will be ruled by: <u>-Patrick Mulnix</u> Back to <u>Front Page</u>

## Dis Ny robbinste Chronieler

No. of the local distance in the local distance of the second distance in the local dist

## have the left option. ( ) control of the

## Conten Musi Ole Sevin

STATE OF STREET

The Long of the solution of the long of th

The same state of the second sec