

License required for information highway

BY MARIAN LIBRARIAN
Library Enthusiast

Public libraries will undergo extensive reforms in correlation with the 2001 USA Patriot Act. The bill will require those seeking library access to provide additional religious, familial, and personal information.

Anyone hoping to obtain a library card must report to the facility with up-to-date medical files in hand. As a means of preventing terrorism, the adjunct to the Patriot Act demands elaborate details of physical and mental history. Unstable individuals are prone to book theft and disruptive shouting. Any person who presents unsatisfactory medical information will be seized by library security and temporarily detained in the underground catalogue rooms.

Reforms focus on a more distant target, though. United States officials have conducted secret studies, which confirm that limiting library admittance may curtail terrorist acts and their planning by as much as 75 percent.

Over 257 accounts of terrorist utilization of public libraries have been reported in the past two years. Public records, files, and so-called "romance novels" have unknowingly been at the disposal of organizations plotting to annihilate the U.S. Complex application

requirements will make it virtually impossible for terrorists to gain access to these crucial strategy centers.

New amendments will address the government's access to records of book check-outs. Library material with subject matter pertaining to weaponry, government functions, nuclear bombing, and mass transit will be classified in a "suspicious and dangerous" category. Any citizen who partakes in checking out material classified as hazardous will have his name printed on The List.

The List will be a compilation of the names of potential threats to the U.S. and will serve as a reference if the government suspects a citizen of any illegal behavior. The government will also use The List to identify any developing trends of regional revolt.

Metal detectors and X-ray machines will also be installed at library entrances. Random pad-downs and searches of personal possessions will deter dangerous



eharmony.com photo

Sam, the world's ugliest dog, enjoys a day of sunbathing. Sam was voted World's Ugliest Dog for three years in a row and was dearly loved by his owner. He recently passed away at the old age of 14. Very popular with the ladies, Sam has been mistaken for everything from a burn victim to a space alien. His winning attributes include blackheads and snout moles.

Adventures of Trag-Nod: New game creates expansion of players' mind, body, and spirit

Not just a game but a religion, Trag-Nod has enlightened billions of bored students.

BY BUSTER RAINDROP
Trag-Nodder

Sixth period has arrived on a standard Monday afternoon. Brad Stevens becomes bored and decides to whip out a single sheet of paper and a Black Warrior Pencil. His mission: to take off, to reach new depths of man, and to explore deep levels of anti-stressing methods.

Students all over the state are becoming enlightened into the new hit religion, otherwise known as Trag-Nod. This clever chastisement of extraordinary mind power justifies the difficulty to withhold from flamboyancy.

It is truly amazing to find out how some minds deal with stress. Equally fascinating is how the creative side of the mind explodes when given the chance. Combination contemplation.

The B Brothers discovered this way of life three years ago. Trag-Nod was born. laborious inhabitants from the 37th realm dedicated themselves to this pastime. Trag-Nod is a game in which two players divide themselves into groups of fifty. A piece of paper

is divided into halves with no line, and each side is initialed with the first letter of each player's first name.

Secondly, the designated player, the chosen, will reach deep into the dark vessels of his or her mind and search through love, suffering, and memories to create a unique and witty title that must first begin with Trag-Nod- Part X (X being whatever number Trag-Nod is on). Next, the chosen will use his or hers first series of letters to title under Trag-Nod, the main title. For example: Trag-Nod "A night of Candy Raindrops and the Beginning of Time"

Following the main title, the other player, not the chosen, will pull out from his or her distinct soul, the infamous subtitle, thus appearing as such: Trag-Nod "A night of Candy Raindrops and the Beginning of Time"

<The Sun did Melt and the Angels did Sing>

Competition begins here, as does truth, enlightenment, and the lands of middle time.

Each player now must agree upon that which they are about to embark.

"Do you agree upon that which we here in this great abyss of joy and blunder are about to embark?" asked Ben Egg.

"Agreed, dear friend and brethren of thy own word," said Sally Mamples.

Next, players take turns drawing

creatures that derived from their own minds. After each creature has materialized they then must be assigned a first and last name but they however, cannot begin with the same letters.



"You can NEVER use something like Fred Folders-that just is not heard of

in the Trag-Nod world. It would be similar to smuggling 649 pounds of cocaine across the border. Some can get away- but consequences are dire," said drug lord and Minister Gobert R'obarello.

In simple terms, Trag-Nod is merely a release of beta endorphins from the mind. It is a systematically complex game that allows one to relax during times of stress.

"It's the greatest game since Nicotine. Not the cigarette," said senior Anthony Harrison.

Trag-Nod was developed as a way to divert from the normality of everyday life. It is a philosophical and yet simple game that requires only the imagination of those who choose to engulf in its many wonders. The resulting creatures that are the "negative," so to speak, of the player's imaginations allow for laughter and smiles that will bring brightness and joy to any room.

Over the past two years, Trag-Nod has not undergone any changes, for there is no way for a game to change itself. Only a fool would hold such a belief. However, the imaginations of the B Brothers have experienced vast

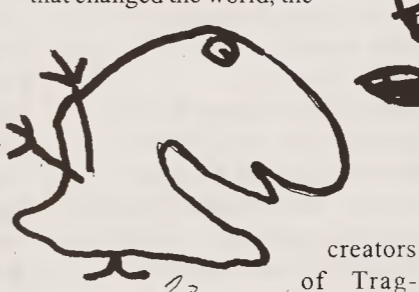
expansion as a result of this glorious game. All that is required of the human is the imagination and a will to leave the average world behind.

Compared to the artwork and philosophies of artists M.C. Escher, absurdist playwright, Fernando Arrabal, and author Steven King, Trag-Nod to the normal eye can be seen as weird and incomprehensible. It takes deep theoretical knowledge and passion for the strange to grasp these creatures from the beyond and embrace them as a part of their everyday lives. Trag-nod is illustrated poetry of the mind.

"I stepped into the light when I found Trag-Nod," said senior Ronnie Benson.

C.S. Lewis, Dr. Seuss, Roald Dahl, Leslie Neilson, Jimmy Stewart, Jesus, Walt Disney, Will Ferrel, Mozart, Rabbi Roz, and Trag-Nod all have one trait in common: freedom through imagination.

Like the creator of a style of music that changed the world, the



creators of Trag-Nod are labeled equally insane. The Mozart Complex, as it is called, explains the phenomenal music produced by Mozart at such a young age. By age five, he wrote his first opera and, starting at that point, was pushed by his father so hard that soft jelly popped out. By the time of his father's death, he was literally insane. This insane mind is seen bright and

clear through the unconventional compositions he wrote that are now considered classics.

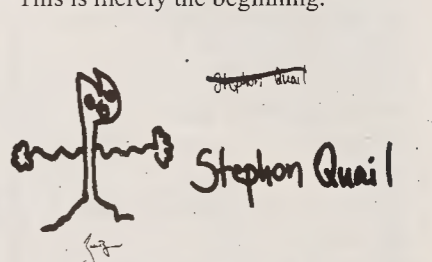
Trag-Nod is just as likely to be as strangely humorous as Monty Python. Five British men who let their own personalities soar and thus changed the world of comedy, as we know it, earned their fame through their own weirdness.

Like Pokemon, Trag-Nod will someday be accepted into society as normalized beings of the ground. Candy corn will once again fly freely in the clouds. In a society that sent men to the moon, glorified a mouse named Mickey and watched it dance, was inspired by a factory that made chocolate, and allowed for "The Lord Of the Rings" and a free land of Middle Earth to thrive, is it so difficult to believe that such a game as Trag-Nod could not one day rise above with the stars?

Even famous authors like Fyodor Dostoevsky craved off

of the insane, as does everything else in the world. Plays, poetry, movies, books, politics, saucy boxes; Life is a game of Trag-Nod, where the only normal occurrence is the excrement of the player's mind.

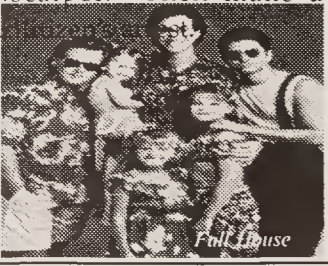
Life is Trag-Nod. Trag-Nod is life. This is merely the beginning.



How To Waste Your Sunday

BY FIDEL CASTRO
Dictator-at-Large

1. Watch "Full House" re-runs.
2. Do your homework
3. Play World of Warcraft.
4. Attend a BINGO tournament.
5. Learn to play the recorder.
6. Do yard work with your family.
7. Watch VH1's "100 Hottest ...Hotties Countdown Special."
8. Play Dungeons & Dragons.
9. Attend Grimsley's Campus Beautification Day.
10. Watch football.
11. Watch other people exerciseon the Fit Channel whileyou sit on the couch eatingDoritos.
12. Write newspaper articlesfor the "Low Life."
13. Visit celebrity gossip blogs.
14. Shop at Wal-Mart.
15. Drive to Page High School,and watch the test scoresdrop.
16. Visit the old War MemorialStadium to look for ascalper. Then make a



Fabio Indicted

What wouldn't the deranged lunatic do for a Klondike bar? That poor bear....
>> Harris Teeter: Page U

War on Terrorism

Bush calls for preemptive strike on Mars after discovering intelligent life and possible weapons of mass destruction.
>> Baghdad: Page 4.12



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- Latrine.....92
- Couscous.....0.5
- Your Mom.....889