

The Weekly Ink Waster

December 2, 2003 #3

Uh...hi...whatever.

I'm not feeling particularly creative today, so please don't complain if this Ink Waster isn't up to snuff. I've been wasting time on the webpage, fooling around, making it look good, adding pages, so please visit at www.geocities.com/vperpetua! Email at byronperpetua@yahoo.com.

The GloFish

A Texas company has begun to sell the GloFish, a genetically altered, but otherwise inexpensive and standard, fish. It borrows genes from another marine animal with this capability. What a waste! Who needs fish to glow in the dark? Is it some cheap form of lighting? Is it just a novelty for easily amused people? Who knows? Who cares? Luckily, the process is painless for the fish, but really. Picture yourself in your local pet store: "Now for sale: Guppies \$1.80, GloFish \$3.00! Get 'em while they still work!" Ridiculous.

Where are my columns?

I didn't get any columns this week! Bummer. I'll try to get one in next week. Sorry, guys! There's something I just thought of, though.

Random Sims Tip of the Week

If you want to put trees or outdoor plants inside a room but The Sims won't let you, delete 1 section of wall, put in the plant (you may still have to delete floor tiles), and replace the wall. And there you have it. Enjoy, and remember this is an experimental method, so don't be surprised if your Sims start walking through mulberry trees or parking their butts down in front of a tulip patch and instruct them to switch to the Horror channel.

Reviewing The Simpsons Hit & Run

The Simpsons Hit & Run is a silly game in which you play various main Simpsons characters in an effort to stop the alien's evil plan to create a popular TV show showing the silly antics of humans when they drink Buzz Cola ("Safe for Everyone! that we know of.") The large levels and open gameplay allow you to spend as much time as you want mindlessly cruising around Downtown Springfield bumping into the Bumblebee Man and various mascots for the Springfield Isotopes baseball team. There are 49 total missions and loads of coins to collect, boxes to break, vending machines to kick, cars to drive, and gags to watch. You'll sit there staring at the

TV like you were 3 and it was your first time watching Barney.

Dog Evolution

I think humans are to blame for the slow evolution of dogs. We care for dogs so much, everybody survives and dies after living a good life, and because we help the dogs so much, natural selection does not occur. Everybody's said "Bad dog!" sometime, but what about "Bad human!"? Now you have an excuse.

The Ever-Present Question: Do kids have too much homework?

There, I did it. I let off some steam, and I let an article title stretch across two lines.

The Ever-Present Question: Do kids have too much homework?

Oh, sorry. Was I just talking about things that make no sense and do not relate to the article? I apologize. Lo siento.

The Ever-Present Question: Do kids have too much homework?

Okay, that's my final reminder to get the lead out and start working on this! I want your comments: Do kids have too much homework? Let me share my 2 cents (whoops, I meant 5 cents. Come on, I write this thing!); The amount of homework being given to us is moderate, but it should be cut back for the vacation. I ended up doing more than I would over a weekend for

my Thanksgiving vacation. Come on! It's a vacation! Give us a break! Ok, that's enough. Email me at byronperpetua@yahoo.com and share what you think. P.S. Anybody who complains about the measly 60 minutes we have to practice this week is an official target for ranting in the next issue. I'm not bluffing. I practice 1:30, maybe 2 hours each week. Don't disappoint me.

And your say about my work

Email me and tell me how I'm doing. I love feedback. And thanks for keeping the Ink Waster alive for, let's see, 1...2...3 issues! Wowie! Enjoy, make copies, get this to everyone! Thanks a bunch. BTW, I've been working my butt off on the website, so please appreciate my efforts and take a peek. It makes me feel so warm inside.

Byron Perpetua

byronperpetua@yahoo.com
www.geocities.com/vperpetua
(Check out the new website!)