Nerd life: Interview
with nerdcore rap artist Beefy.
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Break out of the stereotype

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Software that tracks software

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Campus geek chic
Watch now at kaleo.org

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Thursday, March 12, 2009
NEWS@kaleo.org

EDITOR **KRIS DEREGO**
ASSOCIATE **MARK BRISLIN**

NEWS

KALEO

A SMALL WORLD

Hackystat brings geeks together

KENT NISHIMURA/KA LEO O HAWAI'I

Hackystat, a system that gathers data about computer software development, is hosted by the department of information and computer science, whose servers are pictured above.

Mark Brislin
Associate News Editor

It doesn't get much geekier than developing a computer system that studies how computer software is developed.

That's what Philip Johnson, a professor at the University of Hawai'i at Mānoa's Department of Information and Computer Sciences, and others the ICS did with the Hackystat Framework, a system that gathers data about the computer software development process.

"I always wanted to figure out how people got really good at developing software," Johnson said.

By tracking how computer software is developed, Hackystat helps students learn software development skills, while also helping professionals become better by pinpointing what works and what could be improved during the development process, according to Johnson

Hackystat works through "sensors" that the program's users "attach" to software development tools, which then gather and retrieve information throughout the software development process and return the data to the Hackystat SensorBase to be analyzed, according to the Hackystat Web site.

Johnson said Hackystat aids developers, or people who write computer software, when they encounter problems with code, or the set of instructions developers give to the computer. He said Hackystat could help direct the developers to others who have more experience with that software to help them solve the problem.

In addition to computer developers and students, Hackystat also aids researchers experimenting with software development, as well as teachers who can use the system to "introduce students to software measurement and empirically guided software project management," according to the Web site.

According to Johnson, Hackystat began in 2001 as a "tiny little system" that has "grown over the years into a fairly large system that thousands of people use," including Sixth Sense Analytics, a software company in North Carolina.

One of the future goals of Hackystat is to "integrate with social networking software," such as Facebook and Twitter, said Johnson.

Another goal Hackystat has is to "facilitate collective intelligence in software development," according the Web site.

"The idea of a collective intelligence is to create a situation where the group is smarter than any of the individuals," Johnson said.

By creating a collective intelligence, the group can maximize the abilities, knowledge and skills of the individual members to help solve common problems, Johnson said, adding that the Hackystat project has gotten to where it is now by groups working together effectively.

Those who have contributed to the Hackystat project are called "Hackystat Hackers," which include students from UH, Germany, Iceland and other places throughout the world, Johnson said.

> ### GOOGLE SUMMER OF CODE
>
> Now accepting applications for students to work on open source projects. Students have the opportunity get paid $4,500 to write code for thousands of open source projects, according to Johnson.
>
> Students who are interested can visit code.google.com/soc/ or contact Philip Johnson and Johnson@hawaii.edu.

Mānoa Minute

Compiled by Alice Kim
Calendar Editor

SHIDLER SPRING CAREER EXPO

+ Thursday, 10 a.m. to 2 p.m., Shidler College of Business. Info: Toni Kruse, (808) 956-9330, toni.kruse@hawaii.edu, career.shidler.hawaii.edu.

WEAVING A TALE OF MANY VOICES: THE MAKING OF MULTICULTURALISM IN THE CONTEMPORARY THEATRE OF TAIWAN

+ Thursday, 2 to 4 p.m., Moore Hall, room 155A. Info: (808) 956-8500.

COMMUNITY PARTICIPATION IN

HEALTH PLANNING: FROM LOCAL WISDOM TO PUBLIC POLICY IN HIV/AIDS PREVENTION

+ Friday, 1:30 to 3:30 p.m., Saunders Hall, room 704. Info: (808) 956-8500.

INTERNATIONAL NIGHT 2009

+ Friday, 6 to 9 p.m., Campus Center Ballroom. Info: International Student Association, (808) 956-8613, hawaii.edu/~isauhm.

THE RHYTHM IN WULU VILLAGE, TAIWAN FILM

+ Saturday, 2 p.m., Shider A-101. Info: Center for Chinese Studies, (808) 956-8891, china@hawaii.edu.

Not all cell phones going slim

Tech Beat

Kris DeRego
News Editor

College students spend an average of 19.2 hours online per week, according to Youth Trends, Inc., but they may be losing the Internet's most popular Web browser. That's okay, though, because they may soon be able to surf the net on an impossible-to-lose cell phone.

INTERNET EXPLORER GOING EXTINCT

The latest iteration of Internet Explorer may be Microsoft's last, reports Randall Kennedy of InfoWorld.

Part of the Microsoft Windows line of operating systems started 1995, has developed into the most widely used Web browser on Internet, attaining a peak usage share of 95 percent in 2002 and 2003. While that percentage has declined in recent years because of competition from new browsers, like Mozilla Firefox and Google's Chrome, Internet Explorer still dominated the browser market as of February, with a market share of 67 percent.

According to Kennedy, Microsoft's replacement browser may employ WebKit, a KHTML-based open source application framework that provides structure for building Web browsers.

Another option Microsoft may be pursuing, however, is "Gazelle," a complete overhaul of browser technology that would enhance security by isolating applications into separate processes.

MIT PROFESSOR WINS TURING AWARD

Barbara Liskov, head of the programming methodology group in the computer science and artificial intelligence laboratory at the Massachusetts Institute of Technology, was named the 2009 recipient of the Association for Computing Machinery's A.M. Turing Award, one of the highest honors in computer science and engineering.

Liskov, the first U.S. woman to earn a Ph.D. in computer science, was recognized for her research in the design computer programming languages. Her innovations have bolstered every major computer language since 1975, including Ada, C++ and Java.

While working on MIT's VENUS operating system, an interactive system that lowers computing costs, Listov refined the use of data abstraction to organize complex programs, showing that abstraction can make software easier to modify and maintain.

The honor carries a $250,000 purse and is often described as the "Nobel Prize" of computing. Listov is only the second woman to win the award.

WORLD'S LARGEST CELL PHONE

Regional cell phone carrier Cricket is partnering with Samsung to build the world's largest cell phone.

The phone, a supersized version of the Samsung Messenger, performs like any other cell phone: A user can place calls, send text messages and browse the Internet in real time.

Chatting on the device is a bit of a chore, since the microphone is several feet away from the speaker, and the phone doesn't fit the tech generation's definition of "chic," but the oversized QWERTY keyboard is perfect for people with arthritis. Or Shrek.

After Cricket unveils the

CRICKET.COM

Cricket, a regional cell phone carrier, has a partnered with Samsung to create the world's largest cell phone, an oversized version of the Samsung Messenger.

phone tomorrow, officials from Guinness World Records will test and measure the gadget. The current record is held by a scaled up Sony Ericsson W810i, measuring 8.2 feet long 3.9 feet wide.

ILLUSTRATION BY WILL CARON/KA LEO O HAWAI'I

Lucas, his dog Boney, his dad Flint and his friends Kumatora and Duster lead the battle against the Pigmask Army in Mother 3.

Game gives birth to fan fervor

FANS BRING THE MOTHER OF ALL JAPANESE IMPORTS TO THE MASSES

Chris Mikesell
Opinions Editor

It's the "strange, funny and heartrending" game that almost never was.

Mother 3 was the 2006 Game Boy advance sequel to the 1994 Super Nintendo Entertainment System cult classic known in the US in its 1995 localization as "EarthBound," produced, directed and designed by Japanese copy writer Shigesato Itoi. It's also a game that English-speaking Nintendo diehards waited fruitlessly to get their mitts on for 13 years.

Nintendo was well aware of EarthBound's fanbase clamoring for the sequel. After hearing word of the project's cancellation in 2000, the fans organized a letter writing and call-in campaign in 2001, and eventually gathered 31,338 signatures in a petition to revive the sequel.

According to the Starman.net fansite coordinating the fanbase efforts, they were able to print out a total of 470 pages of signatures in 6 point font, bound in book form, along with every single piece of fandom for the series – from comics to fanfiction to remixed soundtracks – the site could get its hands on. They sent four

copies of it over to Nintendo, who eventually did finish the project and release the game, but only in Japan.

Mother 3's characters made cameos in other, English-localized Nintendo products like Smash Brothers Brawl for the Wii. The Japanese Web site teased us with pixellated gift-wrapped plot details. EarthBound gave us no closure. Fans wanted more, but Nintendo didn't want to send it across the Pacific. They were simply uninterested in translating the game.

STARMEN.NET

The series has stood out from RPG stereotypes through its use of humor.

When the fans found out, they had one thing to say, or rather, scream: "WHY?"

Nintendo has their reasons. For one thing, it was revealed that the numerous little 16-bit homages to English-speaking bands in EarthBound's soundtrack ran the possibility of prompting litigation, which

even now, 13 years after its initial localization, prevents EarthBound from getting a release on Nintendo's Wii Virtual Console. There might be a similar concern among Nintendo executives with its sequel.

The only other explanation might be that Nintendo just doesn't have enough room in their building for another giant pile of money. Those other piles of revenue from selling more than 100 million DS systems and over 45 million Wiis do take up a lot of space.

So, taking their lead from the anime fansubbing community, the fans finally decided that the only way they were going to get an English version of this gem of gaming would be to simply translate it themselves. Granted, as soon as Nintendo releases an inkling of a trace of a glimmer of hope of possibly taking the translation task on themselves, Starman.net – which hosts the translation patch that alters the pirated ROM of the game – insists the translation patch would come down. The legality of the entire project is in a very gray area.

The closing of that window, though, would open the door for fans to actually buy legitimate copies of the game. Fans have been lining up to pay money for this game for years. They want to throw money at it.

Let us hope someday Nintendo will be willing to catch it.

Languages restrict more then regions

REGION-FREE GAMING NOT A REALITY FOR ALL SYSTEMS

Chad Fujihara
Staff Staff Columnist

Region locking can prevent gamers from playing some of the most popular new releases until they are localized.

CHAD FUJIHARA
KA LEO O HAWAI'I

Nintendo DS Lite: free. Sony Playstation Portable: free. Sony Playstation 3: free. "Free" meaning that these three very prominent game systems – excuse me Sony, "computer entertainment" systems – have no qualms about you or anyone else playing games that may not have originated from the country you happen to be sitting in.

This lack of regional locks means that thanks to the DS, PSP and PS3 systems being region-free, you as a gamer need not wait for a particular game to be released in your home country. Nay, the very moment your game exists anywhere, you can swing by your favorite importer, whether they be online, like the Web site play-asia.com, or "ye olde brick and mortar," such as Toys 'n Joys (toysnjoys.com), and either purchase said game or whine about the delay that makes games arrive a day or two later when being sent to a tiny island in the middle of the Pacific ocean.

The only caveat once you've gotten your mitts on a hot little copy of that just-can't-wait-for-it title is that it'll more than likely not be in your native tongue. Depending on what sort of game it is and how familiar you are with the language, in most situations Japanese, playing an imported game can either be as simple as reading a picture book or as daunting as an Honors level foreign language exam.

Language barriers aside, why wouldn't makers of game systems and game software want all their products to be region-free? Since so many "hardcore" gamers are perfectly fine importing games, there would be no need for costly localization, which usually entails hiring translators, writers, occasionally voice actors and typically a lot of time. There'd be one version of the game released worldwide and then the game's creators could move on to their next big hit, right?

As much as I'd love every game system to be as wide open as the DS, PSP or PS3, there are good reasons for them not to be region-free. For one thing, importing is a costly process and the bulk of the costs are shouldered by the end-user, otherwise known as "the gamer." A game that would cost maybe $50 domestically might cost as much as $80 to $100 as an import. Often, during the localization process, a game may experience additional "tuning" and even receive additional content that makes it worth waiting for as a domestic release.

Region-free games make importing easier, but the same price. The burden of globalization shouldn't have to rest completely on the game makers; more gamers should be opening ourselves up to the rest of the world and the entertainment that exists out there. At the very least, it couldn't hurt to learn a foreign language.

The Bottom Line

Jacob and Wilhelm Grimm did not write fairy tales, they compiled tales from previously published collections and by recording folklore told by peasant storytellers . Their collection "Kinder- und Hausmärchen" ("Tales of Home and Children") was translated into English as Grimm's Fairy Tales.

KALEO
FEATURES
AROUND TOWN

EDITOR **YASMIN DAR**
ASSOCIATE **CARLY YONAMINE**

Thursday, March 12, 2009
FEATURES@kaleo.org

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Beefy busts out nerdcore beats

Chris Mikesell
Opinions Editor

Most nerds would never get the chance to autograph a woman's breasts, but when you're rocketing into the nerdcore rap scene like Beefy, some stereotypes are bound to be shattered.

"At a show I was opening for in Portland, a buxom lady grabbed a sharpie from my girlfriend, who was working the merch booth, and asked if I'd sign her chest. I kinda looked at her wide-eyed, then slowly turned to my girlfriend and asked if that was OK and she just laughed and said sure," said Beefy.

Beefy – or Keith Moore as he is known offstage in his hometown of Richland, Washington – is in the business of shattering nerd stereotypes.

For one thing, Beefy is proof that nerds can rap.

His music is part of a growing nerdcore rap genre that celebrates all things nerdy in hip-hop form, from GURPS to Nintendo and everything in between.

"Nerdcore is hip-hop, usually pointed towards the kind of people who kick it in a basement on Friday night, drinking Mountain Dew, playing Smash Bros and talking about what happened at last week's D&D game," the rapper said. "It's music that encourages people to say, 'Yeah, I'm a geek. I like math and Battlestar Galactica and Street Fighter. What of it?'"

Before Beefy made it big in nerdcore, though, he was in the business of working two part-time jobs – one as a pizza maker and another as a video game store clerk. He started rapping in the eighth grade with the standard gangsta style that saturated hip-hop, but he stopped when he realized that trying to be a thug didn't reflect who he really was.

"I couldn't pull off rapping my lies with a straight face. ... I like to be very personal with my audience and if I start talking bullshit I feel like they can sense it and will call me out as a liar. So, I started making songs that I could perform honestly, that were true," Beefy said.

For Beefy, truth meant not only embracing his inner nerd but also running with it. He released his first two EPs, "Whitesican" and "nerd." in 2005. By 2006, he had his first studio album, "Tube Technology," up for download on his Web site, beefyness.com.

Since then, Beefy's been gaining momentum with his second LP, "Rolling Doubles." Released in late 2008, Beefy's first retail album has come a long way since his days of free download premieres and is now featured as a digital download on both amazon.com and iTunes.

Beefy drew a lot of inspiration from his own nerd life for the album, with tracks like "Dork Date" and "Play With Me," exploring the possibilities that arise when geek guys meet geek girls, whether the guy ends up sweeping the girl off her feet, playing Street Fighter into the night or stammers and stutters when she walks up to him at a LAN party, asking for a CD key.

"I've been in both situations. Never with quite the swagger that I pretend to have in 'Dork Date,' but 'Play With Me' is way accurate," he said.

But for Beefy, "Story Time" is one of his most personal tracks on the album.

"I was feeling bad about being a failure at school, chasing a girl and losing friends, so I wrote a song about it," said Beefy.

His lyrics on the track can cut close to home for some nerds, rapping about how a bad work ethic can result from being just smart enough to get by with minimal effort in high school, or

PHOTO COURTESY BEEFY

Beefy, a nerdcore rapper who's made it his business to speak the truth about nerd life, gives us the scoop on his second LP, "Rolling Doubles."

ROLLING DOUBLES

$7.99 Digital Download @ Amazon.com
amazon.com/Rolling-Doubles/dp/B001EL7W3M

$10 + $2 S+H for the autographed CD @ beefyness.com
beefyness.com/?p=73

about disrespecting yourself by settling for the wrong girl.

Even as a nerdcore rapper, Beefy's goal has always been to just be as real as he can.

"I like to get personal on some tracks to remind people I'm not just some character and that my whole life isn't about comics and video games," Beefy said.

Ever since he stopped trying to be like every other hip-hop thug in the genre, Beefy has maintained his own brand of authenticity, something he thinks that other modern rappers have forgotten.

"At some point I think hip-hop stopped caring about being enlightened and started worrying about being catchy. Auto-tune is killing hip-hop. Screaming 'What!' as a legit lyric is killing hip-hop," said the nerdcore artist. "They need to just get back to doing something meaningful and not just trying to get a catchy hook stuck in everyone's head."

Last week, Beefy returned to Washington from his European debut at the Glitched concert in Amsterdam, the first-ever Dutch venue for the nerdcore genre. But a Hawai'i performance might not be that far off.

"Believe me, I'd love to," said Beefy. "The second someone says 'Hey Beefy, we'll fly you over if you rock the stage for us!' I'll be there in a heartbeat!"

PHOTO COURTESY BEEFY

Rolling Doubles, Beefy's first retail LP, is available for download on Amazon and iTunes.

{ "Rap isn't exclusively about shooting people or being a gangster. It's about rhythm and flow, beats and it's about good stuff. We're not trying to be or make fun of mainstream hip-hop. We're not a parody." }

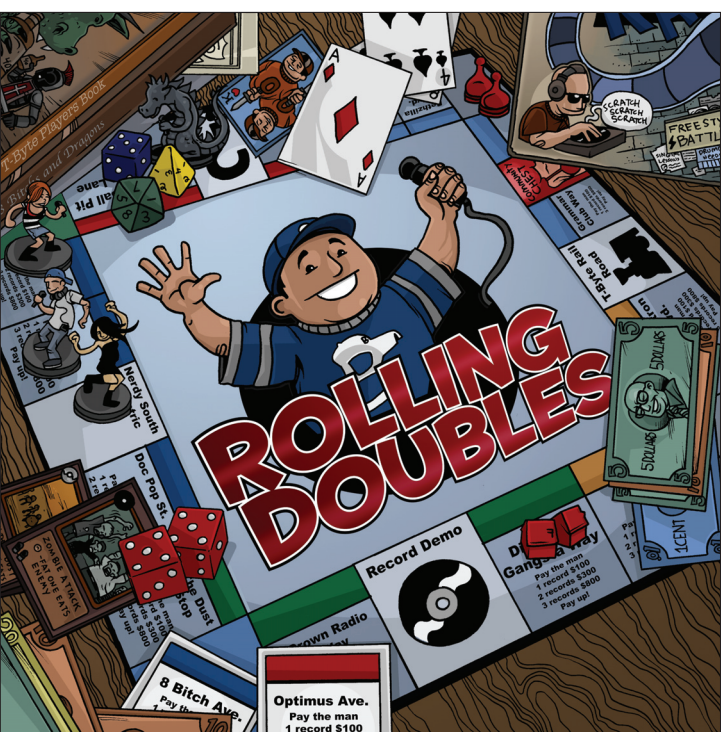Beefy, Nerdcore rapper, Nerdcore For Life Documentary

Top 10 Smarties, techies and dorks … oh my!

{ a sarcastic attack }

Justin Nicholson
Staff Reporter

1 **The Computer Geek:** You guys invented Geek. Need I say more?

2 **The Football Geek:** They know all the words to "We are the Champions" and "We Will Rock You," but have no idea who Queen is. They spend their Sundays consuming 10,000 calories worth of beer and nachos in 3 hours and debating over which professional athlete does not know how to play football.

FLICKR COMMONS

Geek Pride Day is celebrated in Spain on May 25 to commend the premiere of the first Star Wars movie.

3 **The Extreme Sports Geek:** Never let them on an Indo Board at your place of residence, because they will somehow manage to trash every piece of furniture you have in your house by attempting to be Shaun White in your living room.

7 Poker Geek: They read the poker bibles of Dan Harrington and David Sklansky, and play Poker Stars online religiously every night. This is all in hopes of winning millions at The World Series of Poker...one day.

4 **The Movie Geek:** They try extremely hard to convince you that David Lynch movies don't suck. They are absurdly dramatic and speak in superlatives. (That is the best movie, ever!)

8 **The Anime Geek**: Studies Japanese; has more friends online than in real life.

9 **The Star Wars vs. Star Trek Geek**: This is something of an anomaly, and takes Geekism to a whole new level. A Star Wars vs. Star Trek specialist should be the highest status possibly achieved in Dungeons and Dragons.

5 **The Music Geek:** Does not know a single thing about musical instruments, is completely tone-deaf, but have spent their entire trust fund on DJ equipment. They tell you what makes a good band, what clothes to wear and what haircut to have.

FLICKR COMMONS

6 **The Art Geek:** These people are perfectly willing to buy a plane ticket to the Guggenheim for a Minimalist exhibit. They pretend to be fascinated by artwork, while secretly wondering what the hell they are doing there in the first place.

10 **The Not a Journalist that Writes for a College Newspaper Jerk Geek:** This is the type of person that does "Top 10" articles based on unfounded stereotypes to attempt to get a laugh. This person does no research, jokes on something, and hopes they don't get punched in the mouth because of it.

The Bottom Line

To be burnside chic is to adopt the dress, mannerisms and, especially, facial hair of American Civil War officers.

Campus style Geek chic

Carly Yonamine
Associate Features Editor

From novelty t-shirts to pocket protectors, everyone has their own inner geek and a fashionable way to express it.

Name: Kate
Age: 18
Major: Nursing
Favorite superhero: Mermaidman and Barnacle Boy from Spongebob Squarepants
If you could have any superpower, what would it be?: Invisibility
Inner geek: Art geek
*Favorite video game:* Kingdom Hearts
Best geek movie: Superbad

PHOTOS BY CHARLES BRODIE/KA LEO O HAWAI'I

Name: Itsuki
Age: 27
Major: Philosophy
Favorite superhero: Robin from Teen Titans
If you could have any superpower, what would it be?: Teleportation
Favorite geek look: Ninja Turtle backpack
Favorite video game: Online Mahjong
Best geek movie: Wall-e

Name: JC
Age: 18
Major: Biology/ Chemistry
Favorite superhero: Batman and Wonder Woman
If you could have any superpower, what would it be?: Ability to fly
Inner geek: Music geek – loves to play guitar
Favorite video game: Mario Kart
Best geek movie: Superbad
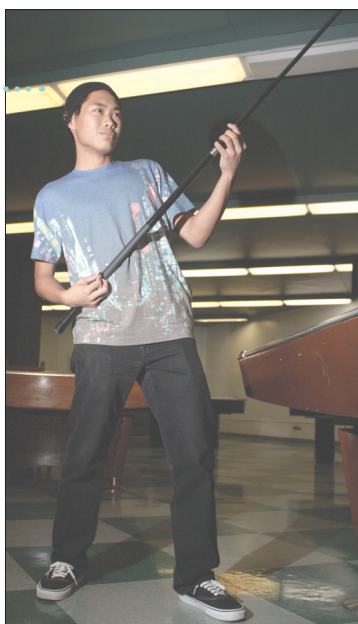
Name: Ben
Age: 26
Major: Asian Studies
Favorite superhero: Nightcrawler for X-Men and Spider-Man
If you could have any superpower, what would it be?: Teleportation
Inner geek: Obscure geek – likes to do things differently
Favorite video game: Metalslug
Best geek movie: Braincandy

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Thursday, March 12 2009
EDITOR@kaleo.org

EDITOR TAYLOR HALL

FREE
PRICELESS

KALEO

Music | An interview with Magnus Pålsson

Taylor Hall
Editor-in-chief

The chiptune scene has only been around formally for five years, when it became known thanks to the formation of the Website, label and collective 8 bit peoples. However, don't tell that to Magnus Pålsson who has been making music on computers since 1987, and has commisioned his music to many indie developers, most recently on "Space Phallus" by Charlies games.

Over email, Pålsson answered some questions about the scene and his history as we discover his love of beds, his first synth band, what "inter-gender communication is" and why he hates Timbaland.

Q: About how long would you consider yourself part of the scene?
A: My first glimpse was in 1987. I had a friend who had a newly purchased state-of-the-art Amiga computer. Soundtracker came with a copy of a computer magazine, and I made my first tune on his computer. It was my first encounter with such a powerful musical program, and I was amazed as to how easy it was to use. After 2 hours I had made a masterpiece. A song so fresh, so cool, so new and astonishing that there was simply no way I couldn't get absurdly rich if I sold it. But we didn't have any floppy diskspace to save it on, so we just had to turn it off and lose my first chance of fame and forture. I can still wake up, screaming, having broken a cold sweat, with my mind racing in anxiety about it. Also, I lost my second masterpiece that I made a couple of years later to a virus, but that's ... just too painful to talk about. But a couple of years later, with the advent to the modems, I started using BBS's and attending copyparties where I could get more songs to play with, is when I entered the community.

Q: Could you explain the feeling when you were first commissioned?
A: One of the finest feelings. I had worked out a custom tune for a game that was running on a competition. If it earned a high ranking, I'd get paid. It did. The best thing was that I could share the happiness with the other developers and we rejoiced as the game gained popularity on the net (since removed). There's something special with a team effort, where everyone puts in their best and share the rewards. Of course ,the money was all used up at a local pub to celebrate! I was truly an artist now.

Q: Where do you see the indie game scene in five years?
A: With the advent of ever-increasing netspeeds, and powerful java/flash/silverlight applications, I can imagine games that are played from a web browser but being fullscreen anyway, with graphics rivaling normal games. Genrewise, there are few new hits that break mold like Tetris did, but I think there'll be better versions of all the themes games have today.

Q: Do you think it will rival the mainstream game developers or do you see more up and coming developers going to indies over big marque games?
A: Indie games will always have their place, mostly because of the freedom they have to create exactly what they want without censorship. For example: I recently made the music for a freeware sidescrolling space shoot-em-up. I didn't look into the game beforehand, I just had a

PHOTO COURTESY MAGNUS PÅLSSON

Magnus Palsson has been writing chiptunes-styled songs for games since 1987.

finished song for it when the dev asked me for permission to use it.

When he sent the game to me, I was a bit suprised; the spaceship was a severed dog's head and the mission was to shoot down different forms of male genetalia that try to ejaculate on you.

So yeah, there's so many unique indie devs, since it really only needs one hard member to come up with and code that kind of a game. Big dominant companies may swallow up the best ones when they spot stiff talent. I'm not sure there's a growing penis shoot-em-up genre that will give rise to an eye-opener for Blizzard though!

It all depends on the terms the dev will be working in. If the environment is cool, he might want to work with a bigger company, if he's independent and successful then he might want to be his own boss.

Q: Favorite piece? Have you written your dream piece yet?
Oftentimes, I like the song I did the latest best. However, one of my favorites is "RetroTune". It's an oldschool chiptune, a fastpaced song with a modern production. My dreampiece is yet to come. Even if I write it, I know I can always make an even better song another day. A dream scenario to write that song would be to connect a cable to the back of my head, matrix style, and just think out the song straight to mp3. That would make for the best tunes every written!

DOWNLOAD HIS MOST RECENT ALBUMS AT
SOULEYE.MADTRACKER.NET

Full Interview
ON THE WEB AT
WWW.KALEO.ORG

EDITOR Will Caron
"Funnier than playing an F.P.S. with a crap frame rate."

No Meat-Heads Allowed!!

Will Caron

NERD CLUB!!

Okay, leth's all take a five minute break.

HEY, WALT!

DO I KNOW YOU?

WHAT? WALT, IT'S ME, ZANE.

BWAHAHA HAHAHAHA HAHAHA HAHA!!

NO REALLY. LOOK.

ZANE!! DO YOU HAVE ANY IDEA WHAT THE OTHERS WOULD DO TO YOU IF THEY FOUND OUT YOU AREN'T REALLY A NERD?!!

GIVE ME A POP QUIZ?

HA.

LOL Girl Problems

2-20-2009 © Duane Fukumoto

OH NO!!! The engagement ring my fiance gave me just broke!!!!

He's gonna be soooo mad!!! Lemme see if I can help...

Trash

All fixed now...

New to Hawai'i — Geek Day Special — J. Seymour

TO BE HONEST, I WAS NERVOUS ABOUT COMING TO HAWAI'I AT FIRST. HAWAI'I IS FAMOUS FOR "BEACH CULTURE" AND GEEKS LIKE ME DON'T "DO" BEACH CULTURE.

AS IT TURNED OUT, HAWAI'I CULTURE IS SO LAID BACK THAT NO ONE CARES IF I'M A GIANT NERD.

ALL GEEKS SHOULD COME TO HAWAI'I!

OH, NO — HE'S KIDDING! STAY ON THE MAINLAND!

EVERYTHING IN MODERATION — by Stanley A. Baronett

GEEK LIFESTYLE

SPORTS

DANCING
DDR

DATING
WHEN WAS THE DECLARATION OF INDEPENDENCE WRITTEN AGAIN?

JULY 4TH, 1776...

Dividing by Zero — By: Justin Koelkebeck

↓ ↘ → + 👊

Hey dude, have you tried out Street Fighter 4 yet?? It is AWESOME!!

Really? I heard it's just an over-glorified remake of Street Fighter 2.

DUDE! WHAT'RE YOU DOING!?

HADOUKEN

↓   ↓   → + Ⓟ

GEEK

DORK

NERD
by Kan Li '09
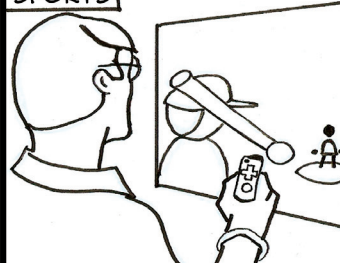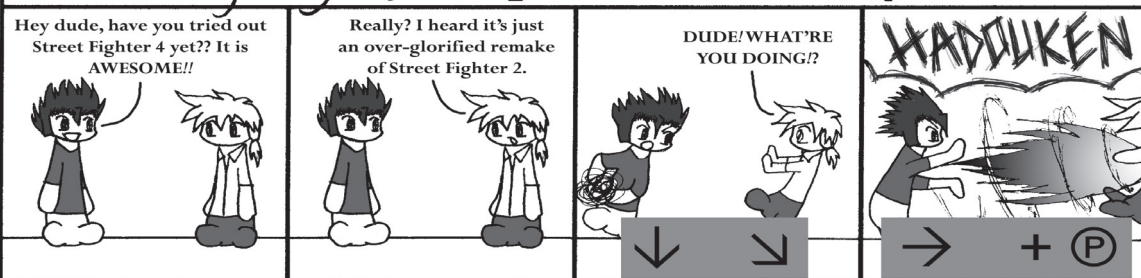
GUIDE TO THE REPUBLICAN LEADERSHIP

Change — by S. Fulmer

Reducing Power = No W.O.W.?! Nooooo!!

F.P.S. stands for "first person shooter" and is popular both as a computer game and a console game.

R.T.S. stands for "real time strategy" and is almost exclusively found as a computer game.

THE Daily Crossword
Edited by Wayne Robert Williams

By Annabel Michaels
Williamsburg, VA
3/12/09

Stumped?
Go to www.kaleo.org for puzzle solutions.

ACROSS
1 School orgs.
5 Sample
10 Type of fencing foil
14 Set of antlers
15 Studio sign
16 Large wine casks
17 __ homo (Behold the man!)
18 French historian
19 Org. of court players
20 Start of a Johnny Carson quip
23 Ambulance grp.
24 Court
25 Peer Gynt's mother
26 Mary of "Where Eagles Dare"
28 Evil spirit: var.
30 Tux adjuster
32 Part 2 of quip
36 Filmmaker Riefenstahl
39 Prohibit
40 Precinct
41 Part 3 of quip
46 Actor Cesar
47 Placate
51 Wee hrs.
52 Cries of discomfort
54 Corn serving
55 Carpool-lane letters
56 End of quip
60 Show contempt
61 Medical prefix
62 Pressing device
63 Window ledge
64 Miscue
65 Female equine
66 Corduroy rib
67 Passe
68 Chopped

DOWN
1 Hunted and killed
2 Puget Sound port
3 Blame
4 Keel extension
5 Italian ice cream
6 Wind: pref.
7 Spanish health
8 Royal headband
9 Che's first name
10 Sewing case
11 Of skin eruptions
12 Crown a king
13 NASA partner
21 Cuddly George Lucas creature
22 Sport
27 Mother of Brunhilde
29 Augusta's state
31 Twin Falls state
33 Hoopsters' org.
34 Rather or Blocker
35 Opposite of ESE
36 Dr. Zhivago's love
37 Me, myself and I problem
38 Blockhead
42 Disney sci-fi film
43 Greetings
44 Singer of M.I.T.
45 One-third of a WWII movie?
48 Chest
49 M. de Balzac
50 Leveled
53 First president of South Africa
54 Swashbuckler Flynn
57 Adjective-forming suffix
58 Juanita's other
59 Capital of Peru
60 Vane dir.

su|do|ku
© Puzzles by Pappocom

Fill in the grid so that every row, every column, and every 3x3 box contains the digits 1 thru 9.

Puzzles will become progressively more difficult through the week.

Solutions, tips and computer program at **www.sudoku.com**

Go to www.kaleo.org for this puzzle's solution.

HARD # 99

			2					4
5	4		7				8	
	7							5
				8		6	1	
	8		1		9		2	
	1	4		3				
1							3	
		3			2		8	9
8				6				

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LITTLE MAN
page 6

Classifieds

Rainbows looking to rollover recent success

Drake Zintgraff
Senior Reporter

It took a few games, but the Rainbow's offense is becoming a force to be reckoned with. The University of Hawai'i Rainbow baseball team struck fire this past weekend, taking a 3-1 series victory against nationally-ranked Mississippi State.

In the final two games of the four game set against the Bulldogs, the 'Bows scored over 10 runs in both games.

"It feels good. ... These last couple games everyone's getting into it. We are starting to come alive with our bats, and it's a good thing," said third baseman Vinnie Catricala about the team's recent spark in offense.

With one more home series before heading back on the road, the Rainbows will look to continue its hot streak this week with a four game series against the Loyola Marymount University Lions March 12 through 15 at Les Murakami Stadium.

"We always like to have momentum going on the road. Winning these last three games definitely put the momentum on our side. If we can come in and win the series against LMU and then go on the road, I think we'll play real well," Catricala said.

The Lions come into the series having lost its last four games after starting the season with an 8-2 record. Junior outfielder Angelo Songco is on a tear this season, slugging .660 with a .523 on-base percentage. The LMU pitching staff is equipped with a strong bullpen led by sophomore Chris Eusebio, who leads the team with a 1.12 ERA and has struck out 11 batters in only eight innings pitched.
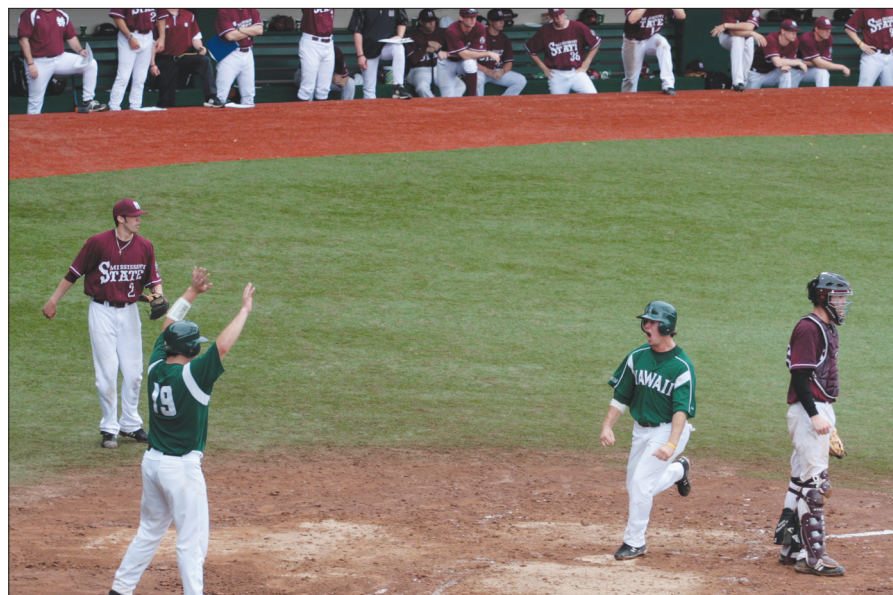
The 'Bows (6-6) are coming off a four-game set against the No.26 ranked Mississippi State Bulldogs at Les Murakami Stadium. After dropping the opening game of the series, the Rainbows picked up three straight wins against the Bulldogs.

"We didn't win on Thursday, but our guys played with toughness and it's a good group. I'm really proud of them and happy for them the way they played this weekend. Now we just have to use that momentum and build on it next week," said head coach Mike Trapasso.

Hawai'i junior third basemen Vinnie Catricala continued his hot start to the season, going 6-16 in the series, including a walk-off home run in Friday night's 'Bows victory. Rainbow's sophomore shortstop Greg Garcia is also putting together a nice season after getting on base 11 times in the series against the Bulldogs.

Freshman Kolten Wong was another key cog to Hawai'i's offensive explosion. In Friday's match-up against Mississippi State, coach Trapasso made the call to move Wong from the leadoff spot, which he had been at all season. Trapasso moved him down to the second spot, which helped Wong get in a groove.

"It takes the pressure off, and it helps me more, because now I don't need to be that one guy who has to take all the pitches and let the team see everything. I can just go up there, and if I get my pitch I get my pitch," Wong said.

Wong described how to use the team's recent success to move forward.

"We are going to carry the momentum with us. We know we can last with anybody. Loyola is going to come in here and they are a good team, so we just got to play like we have been playing."

The Rainbows' four-game set against Loyola Marymount starts Thursday at Les Murakami Stadium. The first three games of the series (March 12 to 14) will start at 6:35 p.m. and the final match-up of the weekend on Sunday, March 15 will see the first pitch at 1:05 p.m.

University of Hawai'i Rainbows baseball player Vinnie Catricala is greeted at home by fellow Rainbow Warrior Landon Hernandez during UH's 10-run streak in the fifth inning during last Saturday's game against the Mississippi Bulldogs.

CHARLES BRODIE
KA LEO O HAWAI'I

2009 Chevron Spring Fling Tournament

(MARCH 11 THROUGH 14) AT THE RAINBOW WAHINE SOFTBALL STADIUM

Wednesday, March 11
* 10:00 a.m. – Wisconsin versus St. John's
* 12:00 p.m. – Radford versus St. John's
* 2:00 p.m. – Memphis versus California
* 5:00 p.m. – Memphis versus Utah
* 7:00 p.m. – Rainbow Wahine versus Utah

Thursday, March 12
* 9:00 a.m. – St. John's versus Memphis
* 11:00 a.m. – Radford versus Utah
* 1:00 p.m. – Radford versus Memphis
* 3:00 p.m. – Wisconsin versus California
* 5:00 p.m. – Rainbow Wahine versus Wisconsin
* 7:00 p.m. – Rainbow Wahine versus California

Friday, March 13
* 9:00 a.m. – Utah versus St. John's
* 11:00 a.m. – Utah versus Wisconsin
* 1:00 p.m. – California versus St. John's
* 3:00 p.m. – Radford versus Wisconsin
* 5:00 p.m. – Rainbow Wahine versus Radford
* 7:00 p.m. – Rainbow Wahine versus Memphis

Saturday, March 14
* 9:00 a.m. – California versus Radford
* 11:00 a.m. – California versus Utah
* 1:00 p.m. – Wisconsin versus Memphis
* 3:00 p.m. – Rainbow Wahine versus St. John's

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Thursday, March 12, 2009
SPORTS@kaleo.org

EDITOR ASHLEY NONAKA
ASSOCIATE RUSSELL TOLENTINO

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