

Cheap Newspaper Vol.11

WNP Press, December 27th, 2005

Latest News

We are on holidays and this volume is just an output of being on holidays. Well, we're not actually on holidays yet, but we're close. We're not that close like those who have celebrated Christmas, since we got Christmas ahead. In our country Christmas is celebrated on the 7-th of January.

It's a complex question, though. It's probably us who are closer to Christmas, since we are getting Christmas in a couple of weeks and those who celebrated it already will have it in 12 months! At the same time, they had it like a couple of days ago, so they are closer to Christmas in aspects of a timeline..

Oh, well... It doesn't matter much really, does it? Sometimes you get to look deeply in questions that are not worth it. It happens, doesn't it? If it doesn't, then you probably got some very vivid image of what you gonna do and that's not always a good thing. Because once your plans are spoiled, you don't have an alternative and you get all frustrated and mad because the world around you is not what you expected it to be.

In most cases the world indeed is not what we expect it to be. But it's normal. It would have been a bore if everything we wanted would be just there, without effort. Basically, that would mean hell on Earth. People who have everything are usually the most unhappy people in the world. They have nothing to go for. When you have nothing to go for, you have nothing to live for. So having everything is, really, a nightmare.

But at the same time you can go differently about it. Very rich people either get spoiled, start doing drugs or whatever, others study new things and find new goals. It is still very difficult and you got to have a strong personality to handle a problem of having everything.

By the way, an interesting question popped up this afternoon. We are all influenced by strong, bright personalities. Does it mean that if you are heavily influenced by someone, you yourself are a weak character or maybe just weaker? We don't think so. Many talented people were influenced by others without losing their individuality.

Yet, Beatles have influenced a whole generation of musicians. If you listen to many pop stars of the 80s, they all answer the question "Who was your major inspiration" quite similarly - the Beatles. So the great talent of Beatles has lit many other torches. The argument against this is theoretical, but reasonable: wouldn't these musicians have become what they are without listening to Beatles? Probably, yes. Besides, being influenced by Beatles didn't make them do the same kind of music as Beatles did.

Still, the question floats in the air. We often get influenced by strong characters from life or pop culture or literature. And that can change lots of stuff. Still, we believe that, say, WNP Press is unique, though we are constantly influenced by others. Do we, in return, influence anyone? It's hard to tell. Being an underground newspaper we hardly have an audience of more than 20-30 people.

But we cherish that audience. A smaller audience means more private communication. What would be with Cheap Newspaper if it would have been read by thousands? Ah, it can be easily imagined - a stupid thing with ads all over it, boring articles about pop stars and advices on how to make your sex life better.

The only advice out there to make anything better is to actually start doing it. People often tend to complain a lot and not do anything. They kinda hide behind their excuses and can't solve the simplest problem. Then they get depressions and wonder what's wrong.

Speaking of being wrong, making mistakes is one of the greatest rights a person has. Indeed, when you let yourself be mistaken, you can achieve something. The worst mistake is not to let yourself or others be mistaken. That creates a funny attitude when you assume that everything has to be 100% as you like and it has to happen immediately, just like that, from the first try. Edison made 10000 experiments before making his bulb work. What would've he

produced if he said on the 5-th step: "Nah, I'll go read a comic book and damn these experiments!?" I think we would have still been in the dark!

By the way, mistakes often help in art. You want to put a C note, but instead you accidentally put a C# and find out that it sounds much greater than your idea! Paul McCartney said it was what happened when he was recording his single "Fine Line". He wasn't the one, that's for sure. Pet Shop Boys once reported the same case.

Well, we think that's enough for today's latest news. As usual, just a bunch of meaningless sentences. Scroll down to read a couple of tips from our musical eXpert Bob. Also you will get rules for a great card game we invented (Roker) and some other silly things.

WNP Press Staff.



Musical eXpert

Heya, boys and gals!

Today I'm gonna teach you how to make a Christmas/New Year tune in 10 minutes!

It is a very easy task once you know eXactly how to do it.

Simply find a sample of a xmas shaker and you are ready to go.

To make a tune, you need:

- 1). Write and record any music with any mood
- 2). Load a sample of a xmas shaker into your music software
- 3). Use it throughout your tune
- 4). Release it under the name of "Happy New Year" or "Christmas Bells" or whatever

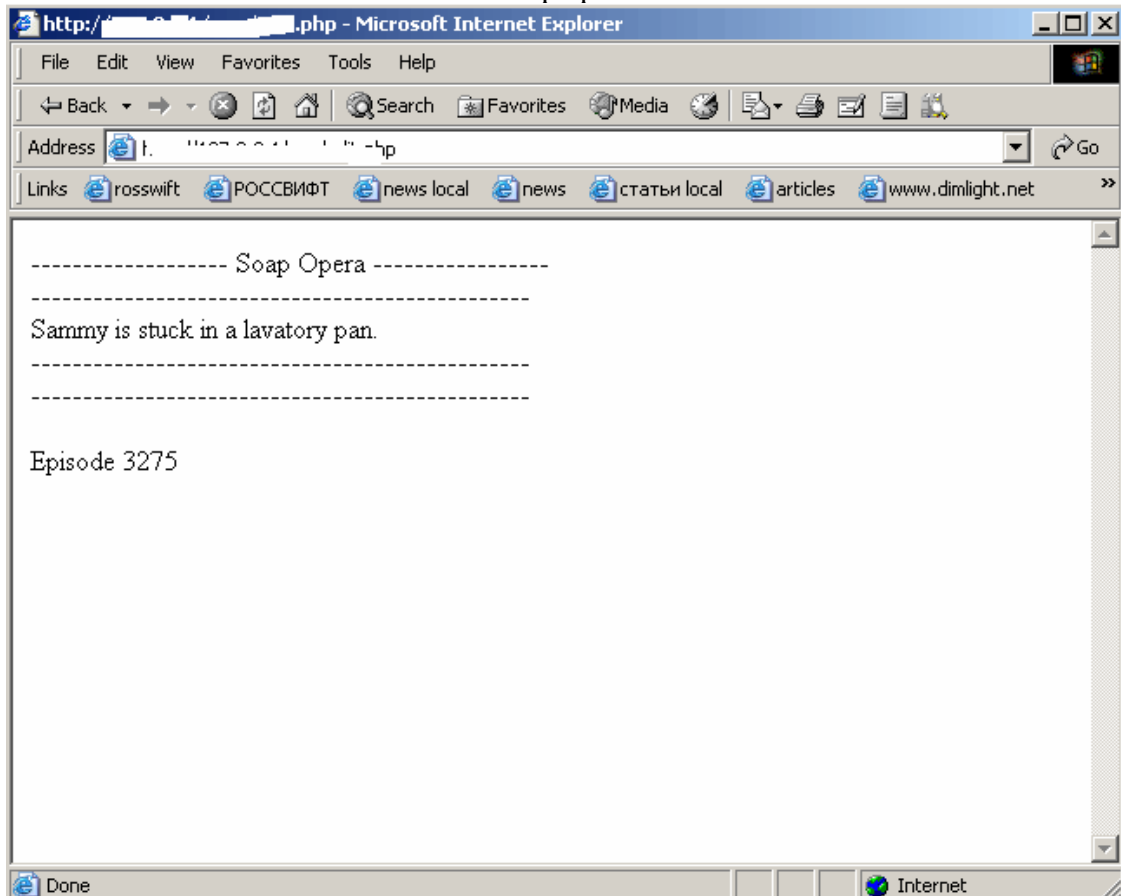
That's all folks! And don't forget - the secret of success is using the right sample in the right time!

;))

Your musical eXpert,
Bob Willings.

Stupid internet projects out there.

-soap opera-



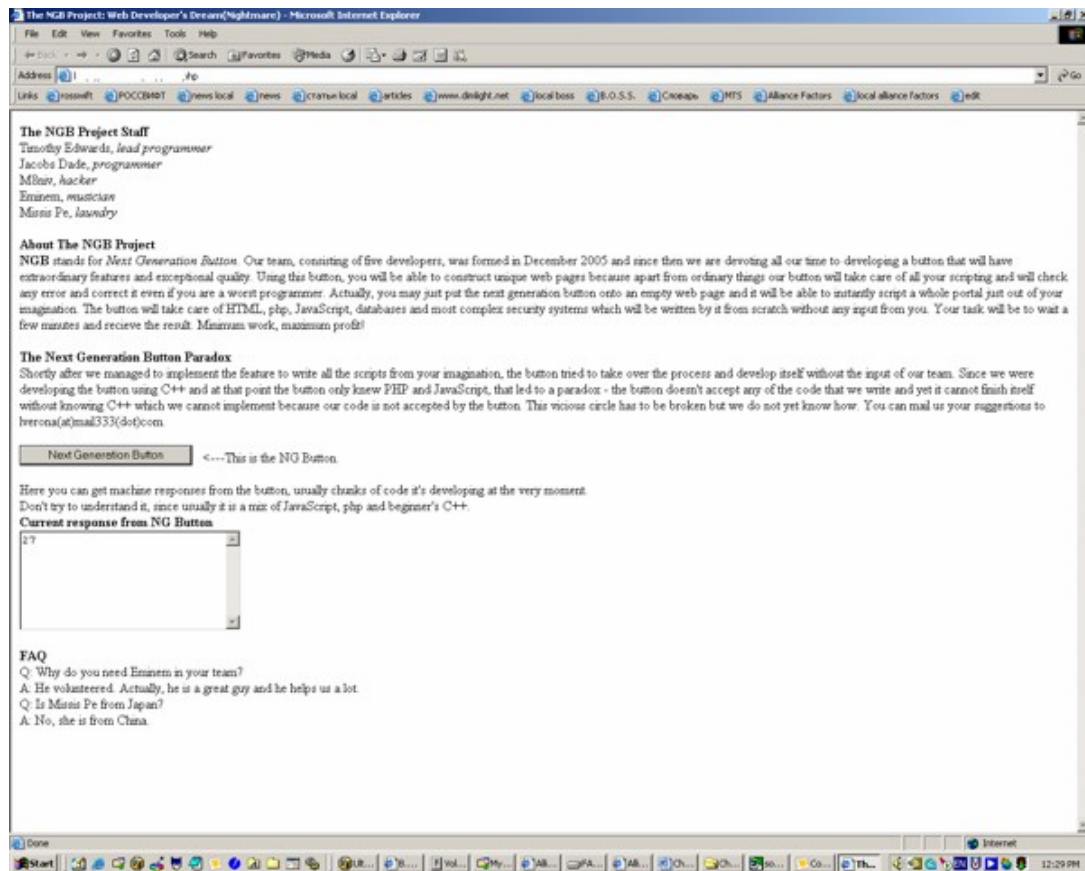
All you have to do is just refresh the page to read the whole story through all of the 10000 episodes. (much like that Edison, huh?) There are 25 characters, which are involved in a complex and absolutely stupid plot. The basic storyline is simple, though. Sammy, a teenager from Brooklin, goes to Romania and meets Lady Rosaline, who claims she was his mother in 5 past lives. She says that that gives her rights on his money and Sammy's family is rather rich. The boy regards that as a joke and goes back to New York but is followed by the old man, who happens to be a husband of Rosaline (in this life). He decides to hunt the boy down and steal money from him. At the same moment three peasants from India come to Brooklin to search for a job and they meet Lisa, who knows Bobby who is a friend of Sammy's former girlfriend Maria Stelissa. These peasants get into trouble and are jailed along with the old man. Nobody knows the name of the old man. Sammy leads police to Rosaline, but they can't find her and instead locate her sister Marsha, who moved to Paris. Police officers Jay and Evans begin their adventures in Paris, where they find Marsha, but someone kills her husband and they start investigating that. Sammy is in school and his best friend Dunkan has problems with drugs and he is gay. That's the basic plot and everything kinda starts off from here.

I would like to suggest this project to everyone who has absolutely nothing to do when there's nothing to do.

ps: I'm not giving any web addresses, since we (the WNP Press) were not paid to promote any of these projects.

-The Next Generation Button-

This great project includes many stupid things, including absolute and total uselessness.



Since not much can be seen on the screenshot, here's a transcript of text from the page.

The NGB Project Staff

Timothy Edwards, *lead programmer*

Jacobs Dade, *programmer*

M8niv, *hacker*

Eminem, *musician*

Missis Pe, *laundry*

About The NGB Project

NGB stands for *Next Generation Button*. Our team, consisting of five developers, was formed in December 2005 and since then we are devoting all our time to developing a button that will have extraordinary features and exceptional quality. Using this button, you will be able to construct unique web pages because apart from ordinary things our button will take care of all your scripting and will check any error and correct it even if you are a worst programmer. Actually, you may just put the next generation button onto an empty web page and it will be able to instantly script a whole portal just out of your imagination. The button will take care of HTML, php, JavaScript, databases and most complex security systems which will be written by it from scratch without any input from you. Your task will be to wait a few minutes and receive the result. Minimum work,

maximum profit!

The Next Generation Button Paradox

Shortly after we managed to implement the feature to write all the scripts from your imagination, the button tried to take over the process and develop itself without the input of our team. Since we were developing the button using C++ and at that point the button only knew PHP and JavaScript, that led to a paradox - the button doesn't accept any of the code that we write and yet it cannot finish itself without knowing C++ which we cannot implement because our code is not accepted by the button. This vicious circle has to be broken but we do not yet know how. You can mail us your suggestions to [la\(at\)m3\(dot\)com](mailto:la(at)m3(dot)com). (WNP Press: real e-mail hidden)

Here you can get machine responses from the button, usually chunks of code it's developing at the very moment.

Don't try to understand it, since usually it is a mix of JavaScript, php and beginner's C++.

Current response from NG Button

```
sql_result(,functi<br>function(copperfield);<br>status:ready;<br>get_var ellipse c;
```

FAQ

Q: Why do you need Eminem in your team?

A: He volunteered. Actually, he is a great guy and he helps us a lot.

Q: Is Missis Pe from Japan?

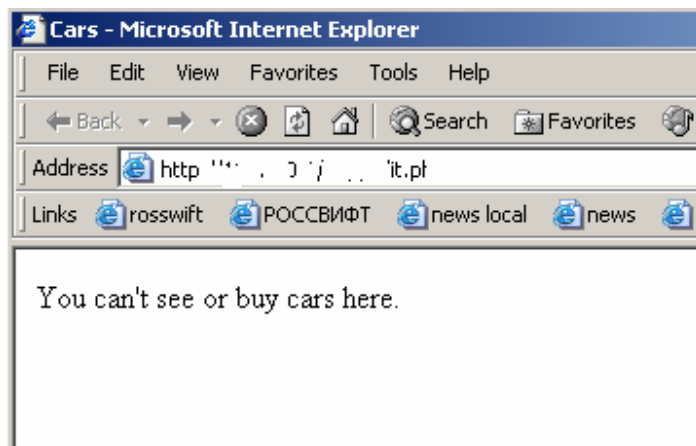
A: No, she is from China.

end of transcript

If you hit the NG Button, the alert window appears with a sign: "This button is under self development!"
When you refresh the page, you get "responses" from the button, which are typed in the text window, usually some C++ and PHP gibberish.

-Cars-

This wonderful webpage is shown on the screenshot. No comments.



Cheap Newspaper offers a great card game!!!

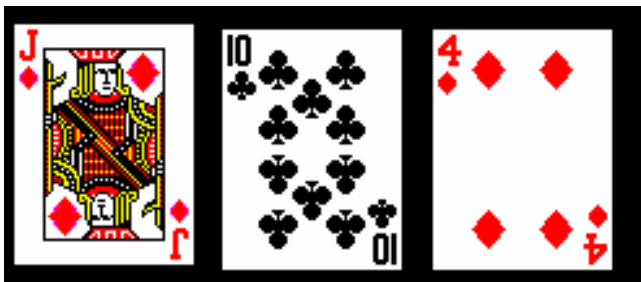
It is called Roker!

read rules below

-ROKER -
a game for two

Using a regular 52 card deck, deal each player 3 cards. The rest of the cards should be laid out on the table face down. This will take a lot of space.

To win the game, you should receive a combination of these three cards:



In order to do that, you have to go through 2 simple phases:

- change cards
- play dead cards

Change Cards

You can change any amount of cards (1, 2 or all three) and do that two times. This is done in order to get the desired winning combination which is shown on the picture above. The cards which you decide to exchange to cards from deck are not put among the deck cards, but you put them beside you and these will be your dead cards. If you get the winning combination, you win instantly. Else the second phase starts. . If you don't have the winning combination from the start, you HAVE to change, because when you have 0 dead cards, you lose.

Example of Cards Change: you got 5 of clubs, 4 of spades and a jack of clubs. you decide to change 5 of clubs and 4 of spades. You put these two cards beside you (now they are your dead cards) and take any two cards from the deck, which are all laid out. You get, say, Ace of Hearts and 10 of clubs. Then you have one more try and you exchange Ace of hearts and get 2 clubs. So you didn't get the winning combination, yet you have 3 dead cards to play in the second phase and also jack of clubs, 2 of clubs and 10 of clubs as active cards.

Play Dead Cards

Once you and your opponent finished changing cards, you should play your dead cards. It is really a simple procedure. The idea is not to lose your dead cards. Once you are left with 0 dead cards, you lose. If your opponent loses all his dead cards, you win. This is how it's done.

You decide who goes first. For example, it's you. You put one of your dead cards face up on the table. It may be any card, regardless of suites. (btw, in ROKER 4 is bigger then 3, 5 is bigger then 4 and ace is the most powerful card)

Your opponent then has two options, regarding your move:

- he simply beats your card with a more powerful one and these dead cards become even more dead, since they go out of the game

-he puts a less powerful card on top of yours. if you have an even less powerful card then his, you show it and take all the cards to yourself. if not, he takes you card.

Once your opponent reacted in some way, it is his turn to put out a card and now you have the two available options to response.

There is also an important side rule to the playing of dead cards. If one of the players goes with a card and the other has a card of the same value (like, one went with King of hearts and the other has a King of clubs), then these cards go out of the game and each of the players can add any two cards from the deck to their dead cards. (that's how dead rise other dead from graves :))

The game ends when

- one of the players is out of his dead cards - and he loses.
- one of the players gets the winning combination (ultra-rare case)
- one of the player gets three kings or three queens

Note: although this game is great for two, it is probably even greater for ten or more players! In such a massive multiplayer game playing the dead cards is performed clockwise – first player puts a card to a second, the second reacts. no matter what was the result, if player two is still not out of cards, he puts a card to the third player. If after responding to the move of the first player, the second one lost, the turn is simply passed to the third player and he goes to the fourth one.

This is the game of Roker. We hope you enjoy playing it with your friends. The game is more fun when you play for real money! (actually, any game is more interesting that way) If there are any questions, regarding the rules, mail us.

Keep in mind that this game was invented by the WNP Press on December 28-29 and you cannot sell it without our permission and stuff.

Did you know that ...



When Neil Tennant's mother (Neil Tennant is one of the Pet Shop Boys) heard one of their first hits "It's a sin", she burst into tears, thinking that her son had an awful childhood and suffered a lot. Neil had to calm her down and explain that the song has an ironical and humorous character.

about Cheap Newspaper and WNP Press

We are a commercial non-profit organization, which is a part of a big program, the goal of which is to provide people with cheap garbage literature. If you want to submit an article to our paper and see your name in the staff, contact Louigi Verona. If you don't know how, visit his homepage <http://www.atgig.com/lverona> or PM him through <http://www.ctgmusic.com> or find him with the help of Yahoo, Google, and such. Thank you.

The staff: editor – Verona L., reporter – Louigi V.