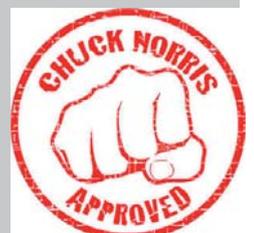


NEW NAME COMING SOON

LEARNING TO A DIFFERENT TUNE Should we be able to listen to music in class time? **BIKE CAGE CHAOS** Is Your Bike Safe? **SOLVING PROBLEMS** Find out where to get reading and maths help



CHUCK NORRIS



1. Chuck Norris can rub two fingers together to make wood.
2. The movie "Texas Chainsaw Massacre" was based on the time Chuck Norris ran out of cereal.
3. Chuck Norris can talk in 4th person
4. Chuck Norris doesn't pay attention, attention pays him.
5. Chuck Norris once strangled a mime with his imaginary cord.
6. COD has a Chuck Norris kill streak... no one's ever gotten to it.
7. Jesus, the Pope and Chuck Norris were in a boat. Jesus got out and walked to shore. Chuck did the same. The Pope tried, fell and drowned.
Jesus turned to Chuck and said, "Do you think we should have told him about the rocks?"
Chuck replied, "What rocks?"
8. When Chuck's daughter lost her virginity, he got it back
9. Arnold Schwarzenegger, Sylvester Stallone and Chuck Norris all die and go to heaven. They see God sitting on his throne and beside him is an empty seat.
God says to them, "Only one of you can have this seat. Tell me why you believe you deserve this seat."
Arnold says, "I believe that I deserve that seat because I have given back to the community by showing the importance of personal fitness."
Sylvester says, "I believe that I deserve that seat because I have been a good role model by teaching people to stand up for themselves."
Chuck then walks over to God, looks at him and says, "I believe... you are sitting in my seat."
10. Chuck Norris won the WPC (World Poker Championship) with only the 2 of Clubs and a green Uno card

Jokes are either created by Wombat Grylls or well circulated on the internet

THE MAG TEAM!

Finally the second issue is here! It has taken over a term to plead, harrass and basically squeeze blood out of a stone in order to fill these pages once more. The journalism team, some members more than others, have worked steadily to put these words on the page.

Again I ask all students, whether you're a writer or not, to contribute anything you want to YOUR magazine. Reviews, editorials, tutorials, feature pieces, random funny thoughts, stories, photographs - anything, as long as it's your own work! Even if you want to email a photo or image for the front cover, it's all appreciated and welcome!

Which brings me to this issue's cover. Teachers and students alike must notice the fantastic artwork that appears around our school. The recent year 8 graffiti work on display inspired me with our cover image. And so I acknowledge the following students who are responsible (from left to right, top to bottom):

- Seong Won Yeom**
- Alpay Keskin**
- Simon Monro**
- Jason Mulya**
- Edward Ye**
- Aravinda Sundravel**
- Srinivas Byreddy**
- Jiazheng Cao**
- Stephen Hay**
- Luke Mansfield**

- Allan Lai**
- Hyungbin Ju**
- Aaron Tatarakis**
- Keshan Kiritharan**
- Lachlan Hartley**
- Brendan Lac**
- Dennis Dinh**
- Sultan Shamsin**
- Abdul El Sayed**

Remember, if you wish to subscribe to the magazine and get your own PDF version emailed straight to you, email New Name Coming Soon at newnamecomingsoon@gmail.com to join the distribution list.

This second issue wouldn't be in your hands without the help and fervent arguments of:

- Cameron Kopecny**
- Chun Kent Chan**
- John Lloyd**
- Joshua Evans**
- Michael Cherniakoff**
- Peraveenan Jeyarasa**
- Santiago Rodriguez**
- Wombat Grylls**

And the watchful eye of **Mrs Gabor**

Editor,
Ms Goulden

NAME YOUR PUBLICATION!

This is your student publication and therefore we on the journalism team think you should get to name it!

Put your suggestions on the 'New Name Coming Soon' moodle page, in the forum specially designated for title suggestions.

The best suggestion will lend its glorious syllables to our publication. The composer shall win eternal game and glory in the history of Homebush Boys High School. Plus a canteen voucher. Good luck!

CHECK OUT OUR MOODLE PAGE

Yes, it's true! Your publication is on Moodle, and will have additional content regularly updated, including polls and surveys, the PDF version of the publication and forums for suggestions.

Visit us on <http://www.homebushbo-h.schools.nsw.edu.au/moodle/course/view.php?id=652> or go to Moodle, click on 'Public' and select 'New Name Coming Soon'

READING GROUP @ SCHOOL

Have you been told to watch your language? Do you want to improve your English? Increase your vocabulary? Well the solution is right here at school! **Every Monday and Tuesday afternoon room 32**, Mrs Edwards and her merry band of volunteers are available to help you work your way to reading brilliance. They are also available **every Wednesday and Thursday morning room 32 from 8am!** AND IT'S ABSOLUTELY FREE!



But you're a confident reader, I hear you say? Well, WE NEED YOU! Mrs Edwards **regularly needs volunteers to help out our fellow students.** Do something valuable for your school and receive recognition for your efforts. It's the sort of thing employers and institutions love to see on your resume! See Mrs Edwards for details.

EDITORIAL: SANTIAGO RODRIGUEZ

BIKE CAGE CHAOS

Space and Security CRUCIAL to the bike-riding public

BIKE RIDERS are feeling the heat of frustration here in Homebush Boys after botched attempts to park their bicycle in 'The Cage'.

Students are provided with a small bike storage area, to cater for roughly 20 to 30 bicycles stacked up against each other. However the popularity of bike transportation to school has increased to the point that the space has become overcrowded. Habitual bike riders are outraged at the fact that they are forced to park their bicycle outside the designated area because of the growing lack of space.

Many students have expressed frustration at the situation. "We need change and it needs to happen now!" commented a student who did not want to be named.

This has meant that vandalism has become an increasing issue. On a regular basis students discover their bicycles have been spat upon, knocked down to the ground and as a result are increasingly scratched and damaged. Recently an anonymous victim here at Homebush Boys who was forced to park his bike outside the cage reported the slashing of his bicycle's front and back tyres.

Recently an anonymous victim...who was forced to park his bike outside the cage reported the slashing of his bicycle's front and back tyres.

Many students have suggestions for improving the current system.

One popular idea is to have the caged area 'sheltered' so that our bikes don't corrode and are not found completely drenched, making it quite difficult to ride home after school hours. Another suggestion



Above: the crowded conditions

that grabbed my attention was for regular bike riders to register their bikes in order to give the school a better idea of the number of people who use the space. Perhaps if the number is large enough this may be enough motivation for the school to provide additional space for bike storage, with racks that would allow bikes to be actually organised and parked in a standing position for easy access. This would also address the common issue of minor damage

caused by the lack of organisation and space. Although the issue of vandalism can be hard to combat, a small security camera positioned over the bike areas would be a great device to discourage

potential vandals, as well as capture those who insist on damaging other peoples' property.



On a personal note, I **Above: the crowded conditions** have encountered problems parking inside the cage. Quite often I find my now-scratched bicycle on the ground after people knock bikes down in order to get to their own.

Although I understand people want to ride their bikes to school and may not be bothered to park them inside the cage,

I warn you it is dangerous to leave your bicycles outside the storage space unless you would like your tyres punctured and slashed. So I urge the bike riders to speak up for a larger, safer space for our bikes.

What do you think?

Go onto the Moodle page for New Name Coming Soon and join the discussion:

<http://www.homebush-bo-h.schools.nsw.edu.au/moodle/course/view.php?id=652>



EDITORIAL: CAMERON KOPECNY

LEARNING TO A DIFFERENT TUNE



Should we be able to listen to music in class?

Ask any student this question and the answer will be unquestionably yes. Ask a teacher and it may not be as certain. There are of course valid reasons for both sides of the argument. A student will claim that it increases their productivity and happiness while they work. Teachers say that it is a distraction and takes away their ability to teach. However, is this really true?

Students often claim that they can increase the amount of work they complete while listening to music. Listening to music can improve a student's focus, something important when studying. It can help to keep them more on track and less likely to become distracted by classmates. This extra focus can help in completing their work and increasing their efficiency. This greater efficiency means that less time is wasted at school, with work being completed more quickly, perhaps even resulting in less homework!

While students listen to music the classroom also becomes quieter with less chatter taking place, making classroom discipline less of a problem. It makes teachers' jobs easier, making keeping students on the right track easier. Students also receive pleasure from listening to music, which has been becoming an increasingly popular past time for teens since the 1960's. School is often seen as boring by students, and by allowing students to listen to music, it would make school a more enjoyable place for them. This will in turn affect the environment at school making it a more popular place.

However, there are also negatives to students being able to listen to music while in class. Many of the points above can also be

reversed and be seen as being problematic. While students may be more productive, the quality of their work can be lessened. The music could be distracting while they work, meaning that they cannot think as well as they can usually. While students' focus can be seen to be positively affected by listening to music, it can also cause distractions when songs are changed or when the apps on the device, which are becoming a

Students often claim that they can increase the amount of work they complete while listening to music.

more and more common feature, are used. Teachers are not as able to communicate as well, making it harder to get students' attention. This can be an annoyance for teachers and reduces their ability to teach well. This is perhaps one of the more serious disadvantages as it will eventually result in less teaching taking place, and thus, less learning. There will also be an increasing push by students

to be able to listen to music in situations that are not suitable. This would become a more and more prevalent issue for teachers as time goes on, a cause of great annoyance and frustration.

Just recently a girl in Scotland was allowed to listen to music in an exam – an unprecedented decision. The girl and her parents forced the issue, threatening legal action if she was disallowed to do so. Claiming that she could only concentrate when listening to her 'favourite songs', the school in the end had to supply her with an iPod, with the music of her liking loaded onto it. While the move was criticised by many groups, it shows the validity of the argument. It confirms that listening to music can help some

This can be an annoyance for teachers and reduces their ability to teach well.

students to concentrate in class and perform better. The negatives of this decision were also quite significant. The effort needed to check that prompts or answers were not hidden on the device is too great for it to happen for every student feasibly, resulting in disparity in results. It could act as distraction to other students if the music is too loud. It also results in exams losing their integrity and becoming more casual in nature, something that should not happen.

While allowing students to listen to music in class does have positive outcomes, it also has disadvantages. It is apparent that students should be able to listen to music, but at their teacher's discretion and in only certain situations. However, it should become more common in classrooms. This way both parties are happy, with many of the positives being carried over and most of the negatives being left behind.



Above: the masked Santiago listening to music

What do you think?

Go onto the Moodle page for New Name Coming Soon and vote on the poll and join the discussion:

<http://www.homebushbo-h.schools.nsw.edu.au/moodle/course/view.php?id=652>

JOHN LLOYD

LULZSEC – THE ONGOING CYBER ATTACKS

Hacking has emerged as an increasing threat in modern times. With technology advancing at a steady rate, now anyone has the ability to search the internet to find and use software capable of breaking into secure systems and stealing information. It is becoming more common for hackers to group together, like LulzSec, in order to be an active threat to corporate and governmental security.

During May 2011 the group called Lulz Security (abbreviated to LulzSec) emerged, creating a website in June with the motto "Laughing at your security since 2011!" From there they began targeting websites with poor protection, often mocking the quality of their security by leaving a message on the website's front page. The majority of the attacks on servers and websites were to simply entertain themselves, or as the group put it "We did it for the Lulz."

The group's first recorded attack was on Fox.com, apparently stealing login information as well as publishing contact details of 73,000 X-Factor contestants. Their attacks continued, gaining world-wide attention after hacking the American PBS (Public Broadcasting System) website, publishing an article stating that famed dead rapper Tupac Shakur was

still alive and living in New Zealand.

From there LulzSec continued to attack websites like Nintendo, Black & Berg Cybersecurity Consulting (who were holding a hacking contest at the time – the reward for which LulzSec declined), a pornography website (re-

leasing subscriber email addresses including several government email addresses) Bethesda Studios, game servers and a file hosting website called Media Fire, publishing usernames and passwords.

LulzSec didn't stop there however, turning on government websites including the InfraGard systems with the messages "LET IT FLOW YOU STUPID FBI BATTLESHIPS," which was accompanied by a video. They later responded about the attack with this message:

"It has come to our unfortunate attention that NATO and our good friend Barrack Osama-Llama 24th-century Obama have recently upped the stakes with regard to hacking. They now treat hacking as an act of war. So, we just hacked an FBI affiliated website (Infragard, specifically the Atlanta chapter) and leaked its user base. We also took complete control



Above: LulzSec logo

over the site and defaced it..."

Later they attacked then National British Health Service and while they didn't take any information or change anything on the site they informed them that there was a breach in the website that should be addressed.

They continued their attacks, releasing minor information and login details from the United States senate.gov site. On the 15th of June they attacked the cia.gov website with a denial of service attack, preventing anyone including the Central Intelligence Agency from accessing the website from 5 – 5.48pm.

LulzSec has proved themselves to be a highly capable hacker group, attacking government and corporate targets. As a small group of internet hackers, they have proved that anyone, anywhere can do serious damage if they have the will to do so. Despite having claimed retirement, the group's attacks have continued. The ability for anyone anywhere to attack and collect information from devices connected to the internet remains as does the risk of LulzSec attacking again. This is something we should all be wary of in our dealings on the internet.

2036 - WHAT THE FUTURE HOLDS...

In the year 2036, there will be more class rooms for the increasing population of students in the school. There will be technology which just scans the class for absences and sends it directly to the system. Elevators will be built in the school so it makes transferring yourself to one class to another faster than usual.

We will have air-conditioners in each room. There will be more flora planted throughout the whole school. They will build more sports gymnasiums for students to play in and more extensions to staff-rooms – many new teachers are coming into the school so the staffrooms will be bigger.

We will have new televisions for students to study movies and having televisions in which you can

insert discs then play without wasting any more money on unnecessary things.

Students will be able to go on more excursions than usual and having the experience to learn more things outside of school. We will have transport which takes us there faster than ever. **Chun Kent Chan**

Just imagine how technology will be in 25 years. New phones as small as a keyboard key can be invented and computers that have all the apps possible to help you do anything. Also life will improve immensely, with machines that clean your house, put your clothes on for you and literally do anything. 50 inch televisions can fold into a phone size so that you can take it anywhere. Voice activated automatic

food makers can be introduced.

At school cloned teachers will be made to teach students. Or students won't have to go to school. Instead they can have an online school programme which can help you at home or even in your bed.

Clothing items can be made into essential items that would fulfil your needs, like shoes with jet boosters, t-shirts with umbrella covering and bullet proof hats.

Hover cars take you to your destination in less than a minute. Aeroplanes will be upgraded so you can travel to very far destinations in less than a minute. In economy class mac book-like laptops will be attached to the seats so you will be entertained.

Peraveenan Jeyarasa

REVIEWS

Amnesia: The Dark Descent - Frictional Games

Amnesia: The Dark Descent is a very, very scary game. Released in late 2010, Amnesia is the work of Frictional Games, a small development team in Helsingborg, Sweden. Frictional Games also created Penumbra, Amnesia's successor.

Amnesia is excellently written and brilliantly developed; in fact it is so terrifying, that after only fifteen minutes of playing I had to stop before I even completed the introduction level. The game's plot revolves around an abandoned castle in a Prussian forest in 1839, and of course (as the title suggests), the usual plot twist – Amnesia.

The plot – Warning SPOILERS!



The game begins with the protagonist, Daniel, staggering along a hallway, fighting to stay conscious and repeating his own name before finally collapsing. You (as Daniel) awake, an

indeterminable amount of time having passed. You are left to follow a trail of red liquid along the halls of the supposedly abandoned castle.

Whilst following the trail, you are led past possessed objects and mysterious footsteps against a background of spooky noises. As you continue, sudden gusts of wind snuff out the candles and submerge you in darkness. All of these haunted phenomena of course caused me to jump out of my seat on several occasions, which led to some hasty retreats back to the main menu to avoid what lay ahead.

The trail eventually leads to a note, left on a table. The note is from – surprise, surprise – yourself, and apparently you have some unfinished business before you can leave the castle behind. You explain (to yourself), that you wiped your own memory after the weight of your past actions became too much to bear and that you seek redemption. Your business in the castle is with the man that tricked you into your past crimes: Alexander – the baron of the Castle Brenenburg. The note also adds as a post script (P.S): There might be an ancient evil of untold power following you and attempting to kill you. Good luck!

While I'd hate to give anymore away, I can tell you that you get chased by invisible water monsters, have to hide from terrifying human experiments and face the true monsters that hide within the castle.

The Gameplay



The atmosphere produced by Amnesia is palpable, so thick in fact that one could carve it with a blood stained butcher knife. Besides the well written plot, the game play focuses on enhancing your horror experience by providing the enemy with sophisticated artificial intelligence

and complex puzzles that force you to think on your feet. Another complica-

tion that arises is the survival aspect that turns your dread into pure fear at the thought of running out of oil for your lamp.

The game's focus on survival helps enhance situations ten-fold as players cannot defend themselves from lurking horrors, and instead must flee and cower fearfully in dark corners or cramped cupboards, waiting like dazed rabbits to be found and turned into a fancy suit. As the game takes an insane turn, the players follow; with disturbing events and prolonged staying in the dark forcing slow camera turning and distorted vision as the players slowly lose their sanity.

The brilliance of the gameplay mechanics allows tension to build as objects falling from stable positions, walls caving in and the sound of footsteps all cause your screen to suddenly distort, causing panic in your character – and you. These mechanics help raise the tension and thus the level of squeamish enjoyment that one gets from running whilst yelling at the top of their lungs from a particularly gruesome monster.

Sound



Amnesia: The Dark Descent is produced by an indie company, meaning that it's often difficult to obtain good voice actors and sound effects, but Frictional Games has done just that. The slow ambience of the castle creeps up

on you with horrifyingly thumps, footsteps and growls from above and below. Often the experience of the game is enhanced by good music, voice acting and a plethora of sounds to fit every action that occurs within the game. Amnesia does more than that.

Amnesia's soundtrack provokes a player into acting a specific way, in a manner that most game developers can only hope to achieve. The slow-paced calming sound of harps often provides a false sense of security in a well lit room. Often this feeling will be shattered through by a sudden tense tone, followed by another before you are spotted and then a sudden accumulating reverberating screech. This forces the player into a panic as the now alert shambling horror rushes towards you, its every step causing the pitch and speed to increase. This accumulates at either a temporary escape or sudden death, neither of which very reassuring knowing that you must once again face the grotesque monster.

Not only does Amnesia have an excellent sound track and fear-inducing sound effects, but the voice acting helps only to enhance the situation and convey the story excellently: the slow creeping voice of Alexander as he urges you to continue with your rituals in flashbacks or the voice of the protagonist asking in confusion as to what is actually happening around him, and more specifically – why does he need to burn this man alive? The ominous tones underlying the plot are only compounded by excellent voice acting, something done extraordinarily well by Frictional Games.

John Lloyd

REVIEWS

Smartphone Apps



APPS FOR FOODIES: THE PHOTO COOKBOOK – QUICK & EASY 5.0

Have you ever wondered how to cook dishes in five easy steps? Well, here is one small, little, convenient app that for \$4.99 will help you cook the MOST scrumptious dish ever!

This app is called "The Photo Cookbook – Quick & Easy 5.0". It has the most delicious dishes ever made in less than 20 minutes. With categories to separate the choices of meat, entrees, main courses and desserts, you'll never have to flip through 150 pages just to find that one dish. If you press on an ingredient it will lead you to a photo, with description and preparation of that ingredient. This app also has a search button to search up your favourite dish with just a snap of a finger. There are also sections for 'Italian', 'Asian' and 'Baking'. If you love Italian food, press on the 'Italian tab' and you'll have masses of lists of recipes to scroll through and cook.

The world of food is at your fingertips. To create quick, easy, healthy and scrumptious food – press buy on the app store, download it and begin your journey in the culinary world. *Chun Kent Chan*



APPS FOR D.I.Y (DO IT YOURSELF) WARRIORS: COLOR SNAP

Have you ever seen a colour you liked, but don't know how to describe it? Well, with this app you'll always find it.

This compact and easy to use app is called "ColorSnap." It has three sections: - "Snap New Photo", "Use Saved Photo" and "Colour Explore."

When you find your dream colour, you load the app and press "Snap New Photo." You scroll your finger over that particular colour and it will tell you its number and name. You can take that information to the hardware store and they can find it for you immediately.

With "Use Saved Photo", you can scroll through your photos and the app will tell and show you the most dominant colour in the photo and again you can scroll your finger over the colour for its code and name.

And with "Colour Explore", you can scroll through all the colours that this app offers to choose your own favourite shade.

To find your dream colour with a single touch – press buy on the app store (it's free!), download it and begin exploring a whole new world of colour. *Chun Kent Chan*

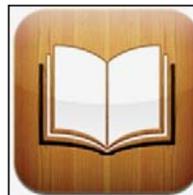


APPS FOR STUDENTS AND BUSINESS PEOPLE: AROUNDME

How many times have you found yourself looking for the nearest petrol station? Have you ever got stuck, needing to go to the nearest restroom in an unfamiliar place? Have you ever gone on a trip and there were no signs to tell where you are? Have you ever been on a date and you can't find a restaurant nearby? Well, I have an easy-to-use, affordable app which can find your way anywhere, any time.

The app is called "AroundMe." This app is the most convenient app out in the app store; load this app and you'll find a list of categories to choose from such as Banks/ATM's, Bars, Coffee Shops, Gas Stations, Hospitals, Hotels, Movies Cinemas and more. Press on one of them and it will show you the closest location to you. Once you have selected the destination which suits you and/or your need press the pin on the map and it will show you a picture of that place and the directions to get there just like a GPS so you won't get lost. It will also show you the contact details and options to follow them on Twitter or Facebook.

If you love free things, this is for you. Get on your computer and get this mobile app. Search your way through the town and never get lost again! *Chun Kent Chan*



APPS FOR OBSESSIVE READERS: IBOOKS

Have you ever read a thick book which weighs a tonne in your bag or your handbag? Have you ever thought of buying a book without leaving your house just with one click and a few seconds of downloading? Well, I have an app which cost less than a cent that gives you the freedom of reading book after book at your convenience, lets you highlight your favourite quotes or lines in the book and saves trees!

This app is called "iBooks." iBooks has lots of effective features which can help you through your reading. One handy feature is 'Brightness.' If you are in a dark room and you want it bright you can change the brightness with just one touch rather than reloading it. The next feature is 'Font Change' – if you are not able to see small letters or words you can change the size of the text by scrolling your finger left to right. This app will also bookmark your favourite page and/or the page you're up to so you don't have to fuss about flicking through pages of text. You also have the option of reading the book in landscape or portrait mode. There is a store tab which you can download the latest books without walking to book store, and you'll save A LOT of trees.

So head home, download it at no extra cost, and read 24/7 until your battery dies. *Chun Kent Chan*

REVIEWS

BORED OF STUDIES ([HTTP://COMMUNITY.BOREDOFSTUDIES.ORG/](http://community.boredofstudies.org/))

Established in 2002, the website's pioneers wanted to provide students with easily accessible help at any time.

Run by students, it offers notes and essays on a wide range of subjects, with forums for additional support.

The website is a great tool readily available to students and teachers. The resources on the website can be a real help. In most cases the notes are detailed and the essays have got high marks. These essays can also act as a guide on how to write essays well, a skill many struggle with.

Not only does it provide summary notes and essays but also other miscellaneous information about the HSC and ATAR together with university guides. There is also direction and guidance from graduated students, with hints and tips on how to achieve the best possible marks.

Bored of Studies is an incredibly helpful tool for students in the hardest years of schooling - the assistance it offers invaluable. An account can be made in minutes, making the fountain of knowledge available to all! *Cameron Kopecny*

SKY SAW EVERYTHING - KONSTANTIN SHELEPOV



The short film 'Sky Saw Everything' is directed by Konstantin Shelepov, produced by Peter Zhel-tukhin and written by Konstantin Shelepov and Karina Gimazova. Released May 22nd, it features a cast of fifteen actors and music composed by Alexander Bulgar. The genre is post apocalyptic, but due to the limited budget, most of the action

takes place around semi-abandoned areas and open fields. 'Sky Saw Everything' has been met with appreciation by the general population and more specifically one community.

The plot of 'Sky Saw Everything' focuses on the events in the life of a man living after a worldwide war resulting in the destruction of government bodies, but not the military. The film starts by depicting an aged man in a raincoat traversing a wide abandoned area whilst narrating. He explains that things had changed since he was young and the plot leaps back to the protagonist, a young man who lives in a community unaffected immediately by the war. This changes, however, when a military officer arrives in the town and starts warning them of the imminent danger the town faces, insisting that they conscript in order to protect themselves. The young man, nonetheless, ignores the warning, instead focusing on a young woman in the crowd. They talk and eventually fall in love, and a montage begins depicting them enjoying themselves, while around them their world is falling apart. Eventually the war directly affects them and they're torn apart. Around the town, a group of armed soldiers evidently looking for trouble start attacking people. They kill a church priest and assault two women.

Torn by the loss of his girlfriend, the young man sets out to find her and joins a group of armed soldiers. While preparing for an upcoming attack, he narrates his goals and talks of a mysterious suit-wearing man who according to legend can grant you a wish. Once he finished narrating, he moves with his group and attacks a group of armed soldiers occupying a half-built building, adopted as a base. There, working as a sniper, he fights with his fellow soldiers to clear the building and hold the area. A fighter from the opposing side however attempts

to retreat and he shoots him down. Upon searching the body, it is revealed that the soldier was in fact his girlfriend and he had just shot her. Desperate he runs off, abandoning his group. There he meets the mysterious suited man, who explains that he can have her back, at a cost. The now alone young man is left to decide whether to risk it and eventually decides to bring her back. Using an aged stopwatch given to him by the mysterious stranger, he reverses time at the cost of his own time and brings her back to life. Alive, she thanks him and then they simply part ways. Alone and having aged significantly, the now elderly man is left at a fire to think about his life, and then begins to wander away, showing that the old man at the start of the video was him a very short amount of time after the events in the film.

While the film is said not to hold anything in common with a popular Russian videogame series titled S.T.A.L.K.E.R., its reception by the Stalker community was highly positive and it's easy to see elements from the game expressed through the film, including the "Wish Granting Man" and the use of a post apocalyptic environment.



The short film conveys an emotional tale of loss and recovery and leaves the viewer feeling contemplative after watching, as the narration discusses the nature of life and love. The film's actual cinematography isn't very well edited, with clumsily shot scenes and the subtitle's translation of Russian leaving the viewer confused. The subtitles detract from the atmosphere and evidently take away from the quality of the films scenes. It forces English speaking viewers to watch the bottom of the screen rather than the actors' faces and removes a lot of the emotion from the scenes.

Overall, however the quality of the film is excellent, with great visual effects, suitable music and a great cast of actors and use of props. I highly recommend this short film to anyone interested. It's a brilliant, high quality short film with an intricate plot and excellent cast of actors. *John Lloyd*

JOSHUA EVANS

JFK ASSASSINATION CONSPIRACY THEORIES



John Fitzgerald Kennedy, the 35th President of United States, was assassinated on November 22nd 1963 at 1:30pm in Dallas, Texas. Harvey Lee Oswald, an employee of the book depository across the road from where the President was assassinated, was charged with the crime.

When Oswald was first interviewed he claimed that he was innocent and that the authorities had set him up. No one will ever know the truth as information on assassination went to the grave with Oswald who was shot dead by Jack Ruby on the 24th November, 1963. Although many have come to the realisation that Oswald didn't fire the killer shot they do believe that he was one of the shooters and that he did know something about the assassination.

Since then, the unsolved crime has been a topic of fascination for experts from many fields – at times the theories have taken exaggerated and unrealistic turns to the point of becoming sinister conspiracies within various government bodies. Below are theories that I think are most logical; all of them happen to be government-related. A lot of people including myself believe that the death of Hollywood star Marilyn Monroe might have been the reason for Kennedy's assassination. It is widely known that Kennedy had an affair with Monroe and probably had some involvement in her death. The report of the affair must have angered many government officials, especially considering that it was the President of the United States of America.

**Lyndon B. Johnson**

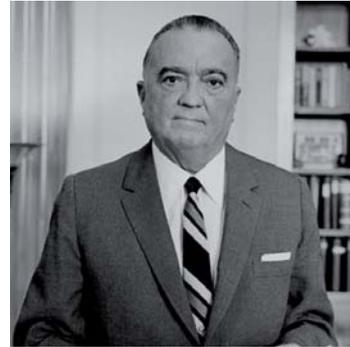
Some people believe that Lyndon B. Johnson, the man that would succeed Kennedy as President of the United States, had some role in the assassination. In 2003, researcher Barr McClennan published the

book, "Blood, Money & Power: How LBJ Killed JFK." Johnson disagreed with Kennedy on a number of issues including America's involvement in Vietnam and the Cuban missile crisis. McClennan claims Johnson, motivated by the fear of being dropped from Kennedy's cabinet, masterminded his assassination with the help of friend Attorney Edwando Clark.

Secret Service Agency

Although the House Select Committee of Assassinations concluded that Oswald assassinated Kennedy, a conspiracy was probable. Among its findings, the HSCA noted that President Kennedy wasn't adequately protected in Dallas by riding in an open limousine. The Secret Service also possessed information

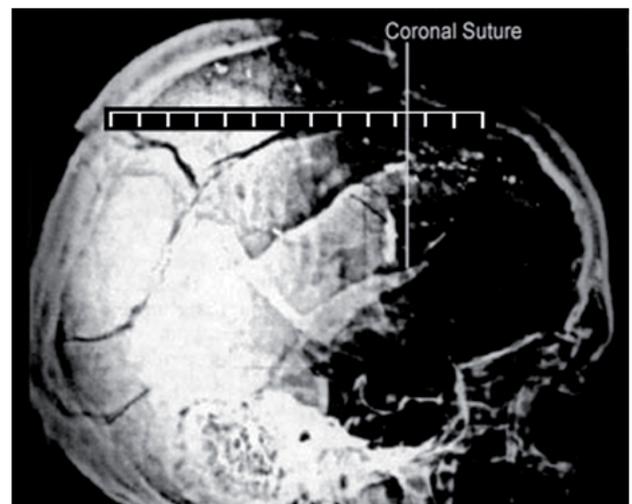
that was not properly analyzed, investigated or used in connection with the President's trip to Dallas, such as assassination threats. Finally the Secret Service in the motorcade were inadequately prepared to protect the President from the sniper.

**J. Edgar Hoover**

Another person who could have been involved in the assassination of Kennedy was J. Edgar Hoover, Head of the presidential Secret Service and one of the first men to know about the warning of an assassination attempt. Hoover had a very good reason to want Kennedy dead as he believed he was

planning to force him into retirement when he reached the age of 70. Mark North, author of "Act of Treason," believes that Hoover either knew of the plans to kill Kennedy and did nothing to stop them, or helped to organise the assassination. In his book "Deep Politics and the Death of JFK" Peter Dale Scott provides information that Hoover and the Federal Bureau of Investigation helped to cover up the real identity of the people who assassinated John F. Kennedy.

Below: JFK's skull x-ray



John F. Kennedy's assassination will always live on in the minds of people around the world. The fact that a man well regarded for his work in civil rights was brutally gunned down in the view of many innocent bystanders shocked the world. No one ever believed that a man so powerful could be assassinated. And it continues to fascinate people to this day as the evidence that was made public doesn't add up. The possibility of government involvement in the death of their own leader was unthinkable and shook the previous trust that people had in their country's leaders. If a President wasn't safe, no one could be. Kennedy's death marked the beginning of a new and fearful time in the world.

JOHN LLOYD

THE COSMIC HORRORS OF H.P. LOVECRAFT



If you've ever read a Stephen King novel, watched the movie **Alien**, or even seen **Ghostbusters**, then you've probably seen a little bit of H.P. Lovecraft's work. Whilst these novels and

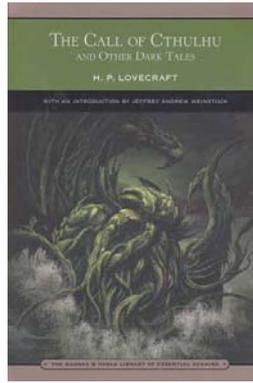
movies may not have been written by H.P. Lovecraft, elements from his works are obvious.

Howard Phillips "H. P." Lovecraft was born on the 20th of August, 1890. He grew up in Providence, Rhode Island, and eventually moved to New York, Brooklyn. In his childhood, he was frequently sick, as well as suffering from night terrors, a condition that induces trance-like nightmares where those suffering from it cannot be easily awoken. This inspired some of his later work. He lived in Brooklyn, New York for 9 years before returning to Providence and eventually died from intestinal cancer, malnutrition and kidney disease in March, 1937.

H.P. Lovecraft worked with several horror elements

including insanity, unanswered questions and the unknown. Often the antagonists of his stories were creatures named "The Old Gods". These creations were often never fully described, as to provoke the reader to imagine the horrors. In terms of insanity, Lovecraft helped forward the idea of an unknown universe – its contents so amazingly complex and horrifying that to even glance upon them would cause an instant loss of sanity, driving the characters of his novels to madness and encouraging the reader to look at the narrative in a new light.

One of Lovecraft's core beliefs was that, the less you knew about the monsters, the scarier they were. Often this has been used by leaving unanswered side stories and hidden objects that encourage the reader to delve deeper into the story, to read closely to try answer the questions left unanswered. This was used in much of his work involving the cosmic horrors that lay in the extra-dimensional planes



of existence that were created in his Cthulu Mythos.

One of Lovecraft's most popular works is the story **Call of Cthulu**. The plot revolves around a manuscript written by the recently passed scholar Francis Wayland Thurston. Through the manuscript it recollects an ancient cult worshipping stone statues of a mysterious monster, eventually cumulating in the actual encounter with the creature – Cthulu. The story was originally rejected by **Weird Tales** (The magazine Lovecraft submitted his work to), but was eventually accepted and widely accepted as a well written literary masterpiece by others.

Call of Cthulu has been attributed as one his most notable works alongside **At the Mountains of Madness** and **The Shadow out of Time**. H.P. Lovecraft's work is often cited as a direct influence on some of today's most popular works of horror and his work continues to inspire modern artwork and horror.

CRYSTAL SEA

A sole figure stood alone in the sea of sand. He was waiting for something, but it wasn't apparent yet what it was. If anyone would have seen the man there, even at a distance, they would most likely have wondered how he had got there and noticed how thin he was, how ravished his features were. Without warning the man turned around and began walking in the opposite direction, past his own footsteps in the sand which were quickly being covered by the shifting grains assisted by the wind. As he walked, the tired man began to hum, a thin wavering rasp that was so quiet that the noise was picked up by the slight wind until it was just a vibration, an empty tone.

He was lost, trapped in the endless waves of sand. The desert had taken him and it was consuming him, wearing away at the essence of his being and if he did not escape from its grasp he

would be transformed into a husk, a shell of his previous self. He was a sacrifice to the desert, an exile, a nomad, an outcast.

It didn't matter which way he travelled, the desert would redirect him. A stumble here, a falter there and slowly the desert would turn his path, covering his tracks so he would not know that he was looping. He moved slowly, the sound of the shifting sand accompanied by his short breathes, each trudging step being one closer to death. It had been two days since he wandered into the desert, and without water he was nearing death rapidly. It was inevitable, as all death is, and this man wore death like a shroud, his acceptance of his fate the only force pushing him to continue, his will to stray further towards death keeping him from reaching it.

The desert waited. There are thousands of ways to die, millions even, but the slowest kinds

were the harshest. Other ways were often quick; a short amount of pain, then nothing. The desert was in no rush, as the best sacrifice was one that accepted its fate, welcomed it even. Death would only take them when they had accepted their fate; it would wrap around them and take them into its embrace filling their being and drawing them to the void.

As they slipped away the desert would cover them, and they would become part of it, their remains becoming just another part of the desert, as faceless and identityless as the dunes and the small dead plants that were scattered amongst weathered boulders.

Despite his acceptance of fate, an air of determination lingered over the man. He would continue, he would push on. The desert would have to wait.

John Lloyd

CAREERS AND OPPORTUNITIES

VOICEWORKS



WRITING OPPORTUNITIES

Voiceworks is a national, quarterly magazine that features exciting new writing by Australian young writers. It is a unique opportunity for young writers and artists (under 25) to publish their poetry, short stories, articles and comics, illustrations, drawings and photos, as well as receiving

feedback on their submission. They pay \$100 for each accepted piece. If you would like to submit content to the magazine, please check the website for more information. <http://www.expressmedia.org.au/voiceworks/index.php/submissions/>

MATHLETICS
Inspiring Better Results

MATHS HELP @ SCHOOL

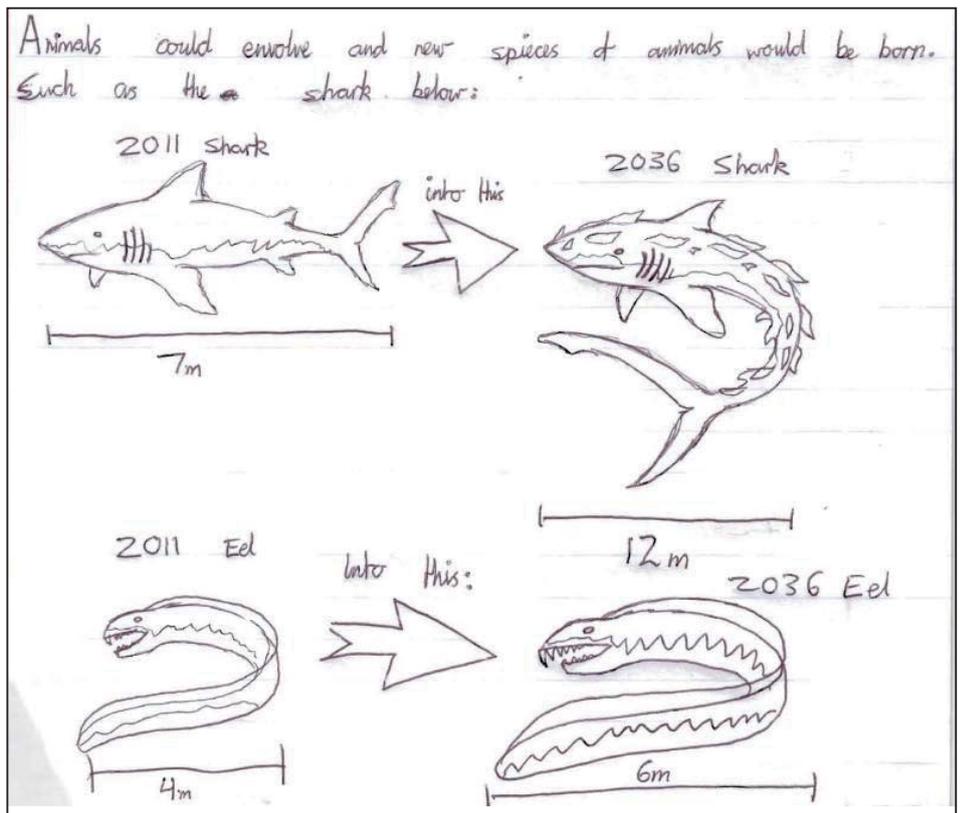
Falling behind with your Maths work? Or are there some concepts you just don't get in class? Well, never fear, because FREE help is available! **Every Tuesday morning from 8am in the ILC**, Mrs Edwards is there to help you out with your Maths problems. Work your way through the Mathletics program and never get your dog to eat your Maths homework again!

Alternatively, help is also available **every Tuesday and Friday lunchtime in room 50** with Ms Gobel - come along and solve all those Maths problems plaguing you. Again, absolutely FREE!

THINKING ABOUT THE FUTURE

As many students are no doubt aware, the school captain Erkan Altun organised for a time capsule to be constructed and asked for everyone to contribute various items for posterity. The time capsule was buried on the 16th of September, 2011 and will be unearthed in 25 years time, in 2036, to coincide with the 100th anniversary of Homebush Boys High School.

As someone who took a brief peek inside the capsule before it was buried, I can tell you all sorts of odd items went in, including late note slips, awards and I even heard rumours students were going to squeeze in an old computer or laptop. Best of all, a copy of the first edition of this student magazine, in glorious colour, also went in, so that future students will see the thoughts and concerns of the present student body.



This got many students thinking about the future, considering just how different things would be. Two reflections are included on page 5. Above are some fantastic sketches by Michael Cherniakoff demonstrating how animals might evolve in the future.

He also suggested that in the future, "some people might have robot caretakers who care for and protect the house, cars can fly, not just on earth, but also into outer space and we can have teleporters teleporting anything into space with teleporters on every planet, even in other space dimensions where we want to go."

What do you think the future will be like? Ms Goulden

