

Current Events Bobo Kobo

This week, the new champion is Crorem. Baegll and Thummy Thorax were picked as our next set of Nom Times Journalists.

A few reminders this week, starting off with that as per rule 320, you may roll for alignment and create a Nomic political party.

Another reminder is that if players have drafted proposals, they should be putting them in the queue as a way of getting feedback. This is because you gain feedback in two ways, once by way of endorsements and another by way of players being able to read your draft and see it as a draft uninterrupted by game chat.

And finally, players are reminded that they can at any opt into the judge pool and the freelance journalist pool in the actions channel.

Recently Implemented Rules Bobo Kobo

This was a hefty voting week, with six pops coming up to deck. There were three amendments passed and two standalone rules passed.

Prop 331, an amendment to rule 321, passed in a 9 to 2 vote.

Prop 332, an amendment to rule 207, passed in an 11 to 0 vote. Players now have a wider variety of words and phrases that can be used to vote “yay” or “nay” on a proposal.

Prop 333 passed in a 6 to 5 vote. Players can no longer swear in the text channels, and if they do, they must post a video of them washing their mouth out with soap.

Proposal 334, and amendment to rule 317 in an 8 to 0 vote.

Proposal 336 passed in a 5 to 2 vote. “song that plays when you encounter a mobius strip” by KVNNOVA is now the official nomic ringtone.

Proposal 335 failed in a 1 to 7 vote.

Recipe: Beyond Penne Freelance Journalist Alec

During my formative years, I never prepared a meal for myself even once. I was under the impression, as I’m sure many are, that food preparation was ontologically evil and my hands would fall off if I even tried. I am happy to clear this misconception for any still under this belief; as it turns out, billions of people engage in food preparation every day with little to no issue! In fact, most foods are prepared. With that in mind, I thought I would provide a good example of a “meal” to the audience of this paper for posterity. It is a slight variation of a recipe I found on the internet, which I must unfortunately report is ontologically evil.

Ingredients:

- 20 ounces of Beyond Beef
- 16 ounces of penne
- 1 cup of mozzarella cheese
- 8 ounces of alfredo sauce
- 10 ounces of spinach
- ½ cup of panko breadcrumbs
- 24 ounces of marinara sauce
- 8 tablespoons of cream cheese
- 2 TBSP butter

As desired:

- Olive oil
- Butter
- Salt
- Pepper
- Chili flakes
- Italian seasoning

Instructions:

In a bowl, combine the breadcrumbs, mozzarella, olive oil, salt, and pepper. Mix thoroughly.

Boil water in a pot large enough to eventually fit every ingredient (By the end of the recipe, everything will be in one pot). Once boiling, cook penne for 10 minutes. Drain and reserve ½ a cup of the pasta water.

In the same pot, heat a little olive oil. Once it's hot, cook the beyond beef for 5 minutes, breaking it into small pieces and adding some italian seasoning, salt, and pepper.

Stir in the marinara, alfredo sauce, cream cheese, butter, and chili flakes. Mix thoroughly.

Stir the spinach in slowly. Let each toss of spinach wilt down before tossing more in. (This does not change the taste or anything, it is just more convenient than having the spinach all spilling out of the pot at once).

Stir the penne back into the pot with the pasta water you set aside and some salt and pepper.

Once the penne is mixed in, spread the panko-mozzarella mixture evenly on top. Put the lid on and keep it on heat until the mozzarella looks nice and melty.

Take off heat and serve immediately. Don't wait for it to cool off, it will prove you a craven unworthy of the craft.

Opinion: In Defense Of Ritual Casting Freelance Journalist Alec

In a previous issue of this paper, a contributor argued that the Tower of Magi should institute a ban on ritual spellcasting in light of recent misuse. I understand my esteemed colleague’s concerns, as well as those of the general public’s, but I, Kazam Mazak of the Druid guild, feel compelled to argue against what I believe would be an overreach on the part of the Tower.

For one, it must be noted what the real issue at hand here is: Time Stop. It is no doubt that chronomancy is a fickle and dangerous tool for any wizard to use, but this is exactly why the Minute Carta was established seventy-three years ago. What Abacus and others inspired by him like Computalf and Kalqutorix are doing is already a fineable offense under article 25 of the M.C. They should be punished with the obligatory \$12 fine, as is appropriate. It would be an overreaction to punish all ritual spellcasters for the actions of a few wayward chronomancers. As shown by many examples such as the recently averted Eddingwaif Hamlet incident, a good ritual spell can stop a bad ritual spell.

Further, it is not my belief that the

Lifestyle: Jah Ming’s Fish Bobo Kobo

In the last issue of The Nom Times, *Player Spotlight* column, I spoke to Jah Ming about Nomic. In the piece, I made reference to his aquarium. He has two tanks, and last week there was a bit of a fish scuffle.

This week, I sat down to talk to him about it. He has kept fish since college, and has spent about 24 hours a week staring at them. He seems to have a good cleaning routine and takes care of his fish.

Before the war, Jah Ming had 23 fish, but six were lost. In one tank there are now eleven fish and there are six in the other.

Ranging in size and species, he has alien beta fish, chinese algae eaters, discus, guppies, and more. The first tank holds the smaller fish, while the second tank contains his larger and more aggressive fish.

There are a couple fish he wanted us to know about in particular. Frank, the red fish picture here, is a fighting fish. When he was first introduced into the ecosystem, he bullied and killed other fish including his female counterpart. Jam Ming said that “It used to



Frank the Fighting Fish

be he killed and chewed bubble gum. (He’s never chewed bubble gum),” whereas now he is more chill. Frank is in the larger tank and keeps his solitude. He doesn’t fight with the larger fish in this tank.

The other fish of importance is Jah Ming’s archer fish, Archie. Archie was the guilty one in the slaughter. He was moved to the smaller tank and proceeded to kill every guppy he could get his hands on, sparing only a couple. He “can’t be trusted around small fish.”

Another point of interest in Jah Ming’s aquarium is his project to add a



Tank Including Hydroponics

hydroponic system to one of his tanks. He is going to use it to grow herbs.

As interesting a character as he is, Jah Ming clearly has a caring and loving side when it

comes to his fish. Something he likes about them is “that it’s nature and there is an order to things that is incredibly real,” and I personally find that very sweet. He, of course, also likes that they are shiny and colourful.



Comic: Rescue Dog #0001 Crorem

Media Analysis: *Disco Elysium* Freelance Journalist Thummy Thorax

Recently, I have been re-experiencing a game I first played almost precisely a year ago, *Disco Elysium*. The story follows the mind of a man who is a severe alcoholic and literally drinks himself into amnesia. Upon waking up, he begins to piece together the fact that he is a detective working on a murder investigation.

The game is designed in the style of a tabletop roleplaying game (TTRPG), complete with a dice mechanic to simulate a percentile chance of success and a leveling system in four categories: Psych, Motor, Physical, and Mental. The categories you allocate points to affect your choices and the game's plot, much like popular games like *Dungeons and Dragons*. The randomness of some interactions feels very realistic, as even the smartest or most eloquent can mess up.

As you play, different parts of your brain speak to you to offer facts or advice, i.e., your “empathy” could have insight into a person, or your “electrochemistry” really wants you to do drugs. The game is fully voice-acted, and the art style is

reminiscent of an explosion of watercolors. The overall design feels surreal and dream-like, and how you are thrown into the story adds to the “amnesiac” experience.

The story is set in a half-futuristic, half-historical world reminiscent of Europe in the 1950s. There is a diverse cast of characters who add flavor to the world. The atmosphere of the game is somber and tense, but the main character tends to have an absurdist point of view on most things since he literally has no memory of *anything*. The murder your character has been sent to investigate is fraught with political strife and intrigue, with graphic detail. The people in this world genuinely feel like they have a place (or not...) and are fleshed out with lore and personality.

The story can be finished in around 15 hours, depending on your playstyle, but it has many more hours of replayability. I love the art style and gameplay and am super recommend it enough.

Poetry: Yokubō Freelance Journalist Thummy Thorax

water leaves the shore
the rain begins to fall fast
filling bare tide pools

heated concrete steams
the ground begins to tremble
far rushing water

hands meet wholesome skin
the waves crest, kissing the sky
clouds hum approval

earth cracking below
the lightning strikes, alight
thrum of energy

sea quenches the flame
the storm carries on above
smell of soot and soil

new things are growing
sand now glass, ash settles
spirit of creation

This Issue's Freelance Journalists were Alec and Thummy Thorax