

ISSUE  
16

# HOOPS

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MERCURY  
REV



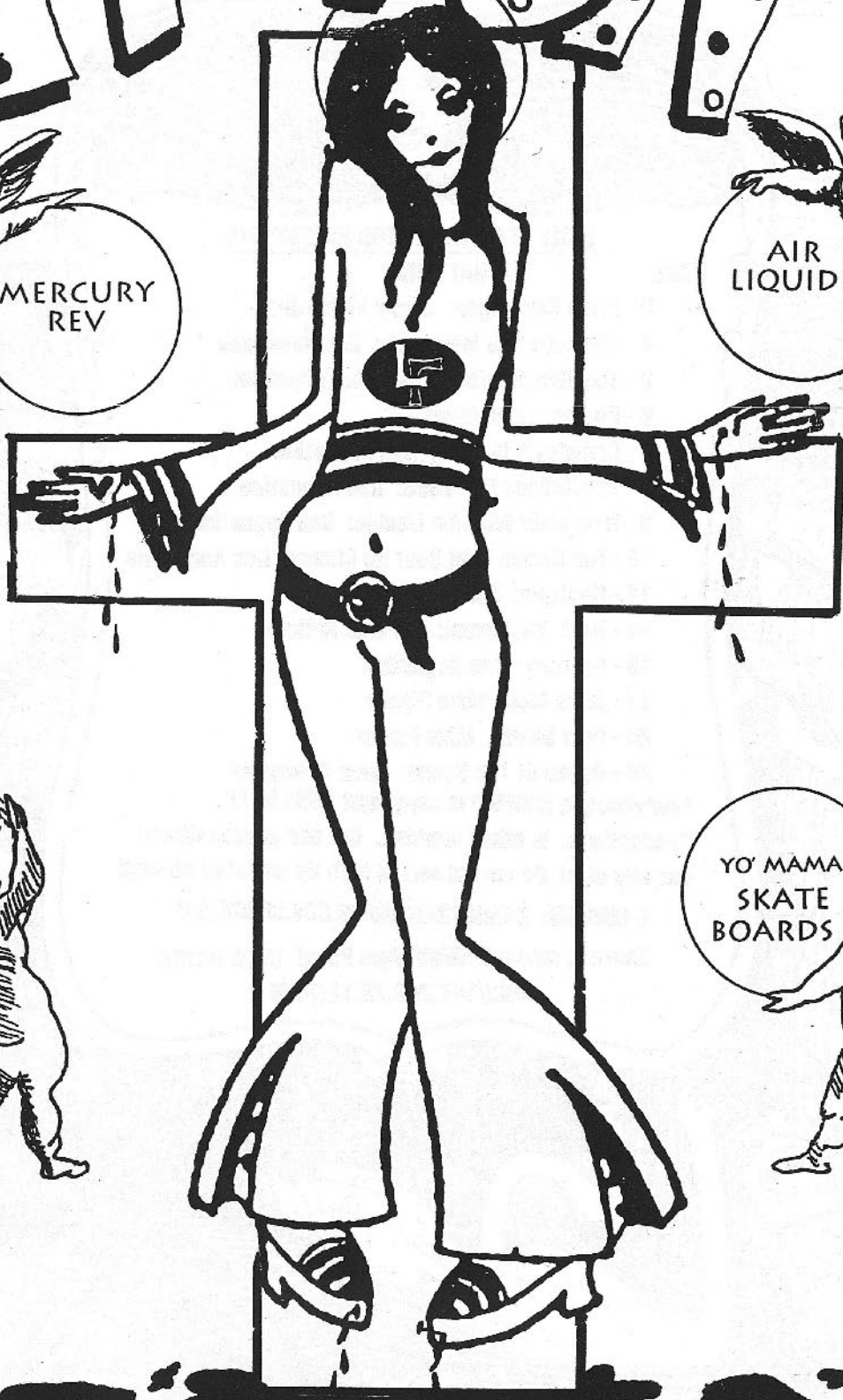
AIR  
LIQUIDE



PREDICTIONS  
FOR  
'96



YO' MAMA  
SKATE  
BOARDS

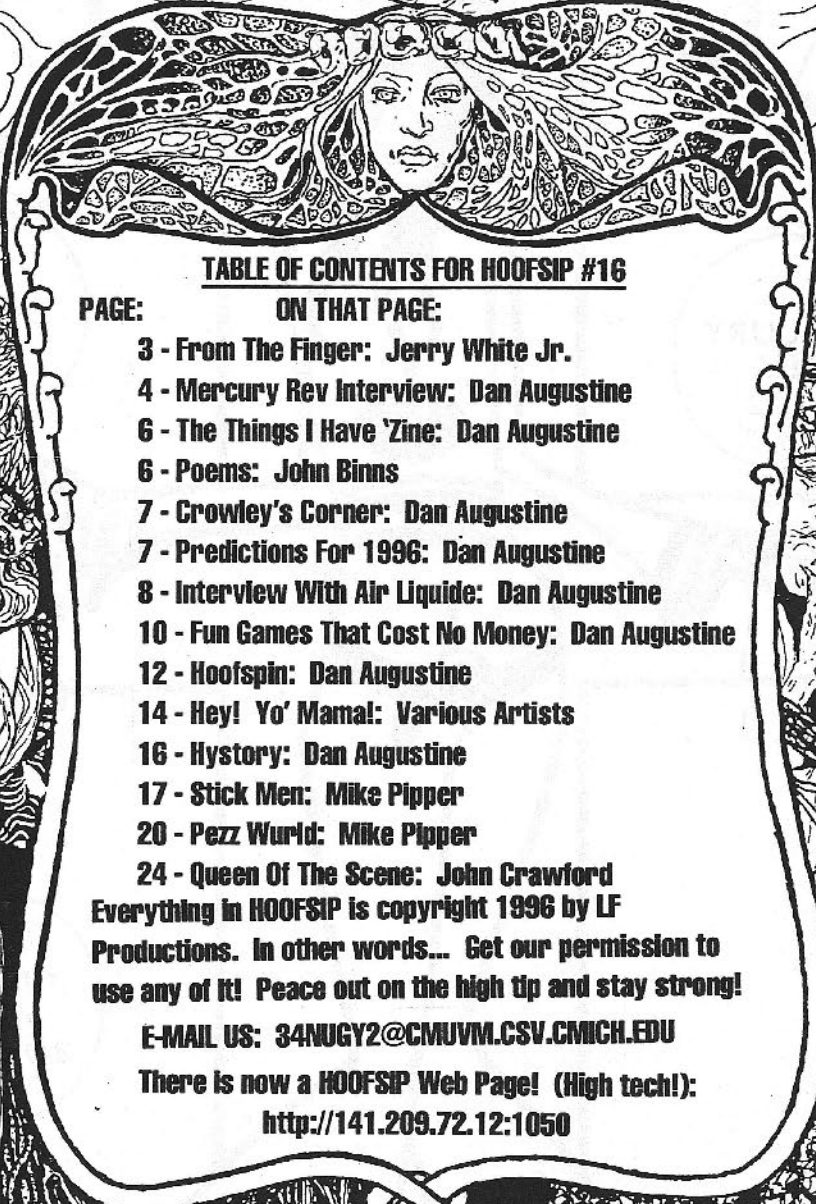


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There is now a HOOFSP Web Page! (High tech!):

<http://141.209.72.12:1050>

... Ah, what it is... I am back! 30 Minutes Of Madness is back! Hoopsip is back! Everything is back except for dead things! Yes, in a most triumphant fashion, Lethal Finger Productions finished both the 12th and the 13th episodes of 30 Minutes of Madness before 1996 could rear it's ugly, fuckin head. These were the only shows done in 1995, so if you're not a hard-core Hoopsip reader, you might be a bit lost about this 30 M.O.M. shit... so -

Here it is, the low down on the new shows, what they're about, who's in them, and how long they are (they are approximately thirty minutes long). Episode 12: Begins with a dreamy video montage to a loop of **My Bloody Valentine**. The show's first short stars Danton - the editor of Hoopsip, John Ryan - the orchestrator of music for most of LF Productions sketches, Joe - a member of **Vent**, and Jessey, this guy that lives in Kentucky. At any rate, wait, whoa... I have to stop this. First of all if I describe everything on both shows, Dan will have to add 17 pages to this issue, not to mention that it will ruin any and all surprises to the viewer. Well then... new paragraph.

Hmm. I feel like I've cheated you all and now the flow of this column is for shit. You know, this was supposed to be a big cool thing - me, Jerry Wayne White Junior, returning to my post at the **LF** Finger column, and now I'm sure that most people have stopped reading. \*Sigh\* Ugh! I just let this sit for two days, hoping to come back to it and find a new flow, but nothing. \*Grunts\* Nooo! I just walked away for eight years and still no flow. But you know, it's funny how you, the reader, can have no concept of the time I spent away from the keyboard. I really don't care to expand on that thought.

Okay, maybe I should talk a little more about the shows. The highlight of episode 12 is an awesome piece entitled, **PCP ROBOT**. It's a creation of Joe Hornacek's that took him over eight months to complete. It shows different aspects of the **PCP Robot's** life, as

well as some humans that get sucked into his world. Seriously, and without prejudice, I think it's the best single subject video short LF Productions has made since we were founded in 1903 (er, 1990)!

Now the 13th show is a whole different freeze-tag game. It is the best show we've ever made, with some of the most innovative editing we've ever done. And as the producer/creator/editor/and all that of 30 Minutes Of Madness, I must say that it's the closest I have ever gotten to replicating the ideas in my head, which means... I'll get an idea for a show, the way it looks, sounds, feels, etc. Then I make it, and I usually like what I make, but it is far different than what I had originally thought of. This show is very close to my original idea. I'm not saying that it is better just because of that, I just think it's neat.

That's all I want to say right now about the shows. You can just watch them when they come on TV, Fridays @ 9:00pm, starting January 19th, 1996. That's TCI cable channel 52, you know. Of course if you're one of our readers in New Zealand, that info means titty to you. That's why Hoopsip now carries little order forms that you can fill out and drop in an envelope, so you can see the shows, hear the punk rockocity of **Vent**, and all that. I think it's easy to note that we're cheap. That is due to the fact that we are underground (not by choice) and we don't think that you should have to pay big bucks for our shit (we know you won't, yet) and the system is all fucked up and the government is killing our women and raping our babies and - okay, jokes over, another new paragraph.

Or should I say last paragraph. I hope you're not pissed at me, I tried to do my absolute best in writing this month's column. Dan's probably gonna turn my pen over to Claire S. Parkinson, or Tim Atwood next month, so don't be too surprised if I'm not here. And don't be surprised if I'm kicked out of LF Productions altogether, Dan can be a real demon sometimes. Well, buh bye.

*Johnathan Donahue, guitarist and vocalist for*

# Mercury Rev

**INTERVIEWED BY: DAN AUGUSTINE**

*This interview with Johnathan Donahue of Mercury Rev was conducted back in December at Alvin's in Detroit. I was sick that day, so I unfortunately had to leave after their second song. (I did hear all of their sound check though, which was cool because they did stuff by Allman Brothers, Bob Dylan, and Neil Young.) The interview itself was hard to transcribe, because they had some shitty blues music blaring (not cool blues music like Allman Brothers, Bob Dylan, or Neil Young...) throughout the bar, and as I sat listening to the tape, I heard more of the crappy music than I did of Johnathan. Well, I'm done complaining, so here's the interview:*

DAN: Could you tell me a little bit about the Tettix Wave Accumulator (R) that Grasshopper plays?

JOHNATHAN: It's a machine we invented over the course of a year and a half. He doesn't really bring it on tour, because we only have two, and they're kind of fragile. We're waiting for the patent to clear. He uses it on the record.

DAN: He doesn't have a patent on it yet?

JOHNATHAN: He applied for a patent, but it takes time. It takes a certain waiting period.

DAN: Are there other instruments the band has built?

JOHNATHAN: Yeah, we built stuff, but nothing that was that complicated. I mean that had a lot of electronics involved. It was built with the help of a guitar tech friend of ours. A lot of things are made, but they don't last more than the songs.

DAN: Whatever gave you the idea to fill plastic toys with gun powder?



Grasshopper, Suzanne Thorpe, Johnathan Donahue, and Jimmy Chambers

JOHNATHAN: The spaceships? I think that was just pure boredom at the time. We had rocket ships and we packed them with gun powder.

DAN: You then recorded them exploding for your records?

JOHNATHAN: There's some on "Yer Self Is Steam". They don't really sound like they're necessarily exploding, but they're on the record. Little bits and pieces we recorded on things like this (*picks up my portable tape recorder and waves it around*).

DAN: Have you ever blown up any of these spaceships on stage?

JOHNATHAN: No. They were just sort of things that were happening in our basement.

DAN: Every time I hear your music, I'm reminded of science fiction or fantasy or Disney movies. Have you ever considered doing sound tracks for any movies?

JOHNATHAN: We've done a lot of sound tracks, but not for like "Batman" or "Ace Ventura". They're all like nature films or like stuff by young film makers, but nothing that's ever been a major block buster.

DAN: Have you ever seen anything that you thought might be a UFO?

JOHNATHAN: Yeah, a few times, nothing I would say definitely for sure. Mostly out West. (*yelling to a roadie:*) Didn't we see something that looked like a UFO?

ROADIE: Yeah. It was that flying white object. It was more hovering then flying.

JOHNATHAN: But I wouldn't say for sure it was a UFO, it just looked like it.

DAN: You've done shows with **Ride** and **My Bloody Valentine**, which makes perfect sense to me, you all seem to have a similar sound. But then you also did a show with **Bob Dylan**?! How did that happen?

JOHNATHAN: It was one of our first shows ever. I don't really know how it came to. It was in New Haven, Connecticut, it was a long time ago.

DAN: **Mercury Rev** played Lollapalooza's second stage a few years ago, but got kicked off the tour, because you were "too weird". What's your opinion of Lollapalooza now, and the whole idea that they're trying to mainstream a lot of the underground bands, but at the same time, kick people off tour for being "too weird"?

JOHNATHAN: We did it because Perry (*Farrell - Lollapalooza organizer, member of Jane's Addiction and Porno For Pyros, and money grubber*) asked us to do it. Then we got thrown off when we weren't quite on tour with Perry. So it was no big deal. We've been thrown off stage before, but not for being "too weird". It didn't really matter to us. I don't think any of us cared that much.

DAN: Do you take your dog on tour?

JOHNATHAN: Time to time.

DAN: This time?

JOHNATHAN: This time I didn't bring her because it's a long four week tour, and we're doing a lot of driving, and the dog can only be in the car for so long. We pick her up in about a week, for the rest of the tour.

DAN: On one of your EPs, there's a track of you as a child. What was the purpose of you putting that on there?

JOHNATHAN: It's myself and **Grasshopper**. We put it on there in case I wanted to give it to my mom.

DAN: So, did you give a copy to your mom?

JOHNATHAN: Yeah.

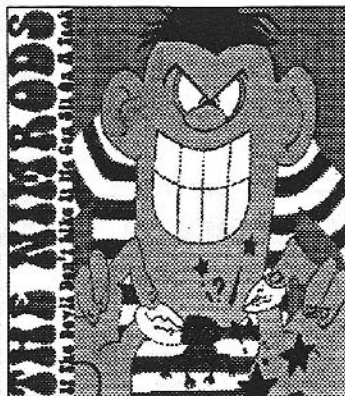
DAN: What did she think of it?

JOHNATHAN: She gave it to my relatives.

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VACATION HOUSE RECORDS

# THE THINGS I HAVE 'ZINE

'Zines reviewed by: Dan Augustine

## Censor This



**CENSOR THIS** - #3, \$2.00, 48 pages: Office Max gave me some trouble about running off copies of HOOFSIP #15, saying it was "vulgar and pornographic". Huh! Office Max should see this 'zine! Censor This indeed! It has some of the most vulgar and pornographic stories and pictures I've seen in awhile. Especially the pictures of freaks, bloody people, and the woman with the vagina on her forehead. The stories by the postal worker and circus boy aren't anything to show your mom either! In between all this vulgarity are interviews with **Fifi**, **Jawbreaker**, **Dr. Strange**, and **Schleprock**. Plus recordings reviewed, poetry, comics, and an article about eating shit. This article alone gets kudos from HOOFSIP, the 'zine known for it's love of poop stories! (Censor This, P.O. Box 5551, Pasadena, CA. 91117-0551)

**PSYCHOHOLICS UNANIMOUS** - #28, \$1.00, 24 pages: Page after page after page of movie reviews, a couple pages of 'zine reviews, and drive-in movie updates. Features reprints of old movie ads. (Joni Lee, 309 Quimby NE, Grand Rapids, MI. 49505)

1-361

1-41



1-39

BY: JOHN BINNS

## THE LITTLE WHITE LIES

I was no fool,  
Did I not go to school?  
And what did I learn? -  
Some money to earn?  
Well the road leads on  
And nearly gone  
Are the little white lies  
Which took me by surprise.

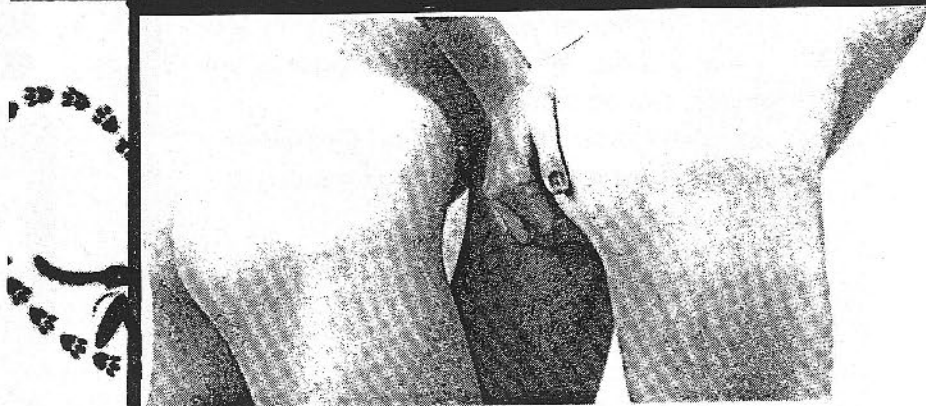
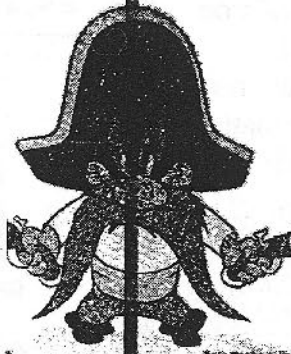
## A SOLID BEAT

It's got a solid beat  
So you can tap your feet.

## STOP AND CONTEMPLATE

Take a look around  
And dig the sound  
Of the saw-tooth blade  
Or the digging spade  
And stop and contemplate  
The erstwhile fate  
Of a changing land  
Where the truth is canned  
And a monstrous noise  
Stirs the girls and boys  
To faster go  
While I take it slow

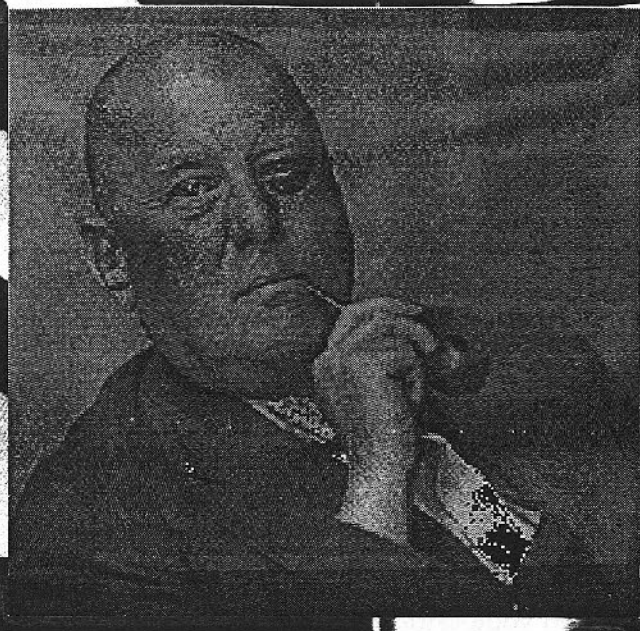
1-46



hoopsip is good.

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Mr. Crowley:

Hi, my name is Francisco. Lately I have been receiving some flack about something I did. You see, I'm in a ska-punk band called Voodoo Glow Skulls, and we use to be on the small, independent record label Dr. Strange. Then we moved to Epitaph, another independent label, but not quite as small. They have had some bands reach the mainstream, such as Offspring and Rancid, and because of this, some people are saying my band sold out, and is no longer punk. But believe me, we are! If people would only understand how punk Epitaph really is. I mean, they're not as "commercial" as everyone thinks. What can I do? Can I still stay on Epitaph, and still seem "punk enough" at the same time?

-give me someone I can trust

Francisco

Frank:

Voodoo What Thou Wilt.

-d.c.

# Predictions For 1996

(ALL GUARANTEED TO HAPPEN!) By: Dan Augustine

*While tabloids run predictions such as "Michael Jackson will grow 50 ft. tall and eat the Empire State Building", and other such nonsense you know could never happen, HOOFSIP runs predictions that are guaranteed to happen!*

## FEBRUARY 14, 1996

In classrooms across the United States, pieces of paper cut into heart shapes will be distributed to everyone. Candy, also in heart shapes, will have sayings stamped on them. They will taste like Pepto-Bismol.

## JULY 4, 1996

Across the United States, the skies will light up with a spectacular display of lights. Many people will be brought to emergency rooms with fingers injured or missing from small explosives.

## OCTOBER 31, 1996

People across the United States will put on hideous or funny costumes, and go from door to door begging for free candy. Gourds will be placed on front porches with the insides carved out, and faces carved on the outside.

## NOVEMBER 28, 1996



On this day, many people will eat more food than they normally do. A big dead bird will be on tables across the United States. A lot of people will tune their TV sets to a channel in which a bunch of men in padded uniforms and helmets tackle each other and throw a oddly shaped ball around.

## DECEMBER 25, 1996

Days before this date, some people will put real pine trees in their homes, while others put replicas of pine trees in their homes. They will then hang bulbs, tinsel, and other decorations on the branches. Then on this day, people will tear decorative paper from these boxes placed beneath these trees. Parents will lie to their children and tell them that a jolly, fat man in a red suit came down the chimney and placed the gifts there.

## DECEMBER 31, 1996

People will treat this night unlike any other. For some reason, the stroke of midnight on this night will result in much hugging, kissing, crying, singing, celebrating... In New York City, a big ball surrounded by lights will be spotted in the sky.

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☞ Dan Augustine, 2398 Lee, Utica, MI. 48317. ☜



*This is the very first time that I ever conducted an interview over the phone. (All the others have been in person.) I kind of preferred this - no sound checks, music, or club noise which permeates most my interview tapes, making them difficult to transcribe. Just the crisp, clean sound of a telephone (insert pindrop noise here). About the only other thing I need mention here is this: I'm glad Jammin' Unit called me, and not vice versa, because he was calling me all the way from Berlin, Germany. Wow! I hate to see that phone bill!*

DAN: Hello?

JAM: Can I speak to Dan?

DAN: This is.

JAM: At the phone?

DAN: Yeah.

JAM: I'm from **Air Liquide**, and I thought that maybe we'd make an interview together. It took me three times to dial the right number.

DAN: Where you calling from?

JAM: Berlin.

DAN: Wow! You're calling from Germany?

Wow! I guess I'll start with some of these questions I have ready here. How do you compare European and American techno?

JAM: I have only been to two techno parties in America, and I think techno is not so much at your side, it's more a house scene. I have no experience with American techno music so much, except for the big cities that have used techno for a long time, like Detroit.

DAN: So you haven't really been in the states too much?

JAM: I have been to New York a few times, and I have been to San Francisco. We have made a performance there, and that's it.

DAN: When you played in San Francisco, it was at the Robot Wars, are you planning on playing there again?

JAM: The next Robot Wars was all ready.



## A TELEPHONE INTERVIEW WITH JAMMIN' UNIT OF **air liquide**

BY DAN AUGUSTINE

My brother played there. I'm not a technician, but I'm really fascinated by robots.

DAN: When you perform live, do you have to use less equipment then you do on the albums?

JAM: Oh definitely. Because if we were to use the equipment we have in the studio, we'd need a plane. We have much stuff, and heavy stuff.

DAN: Does this make it difficult to recreate the songs live?

JAM: We never recreate tracks, because we make freestyle, and it's always something new.

DAN: Besides being in **Air Liquide**, you also run many record labels. Is each one devoted to a specific music, or is it just different forms of electronic music?

JAM: Every label has it's own sound and own producers. That's why we have different labels. They're all about electronic music.

DAN: One of my favorite groups out of Germany is **Kraftwerk**. Now you had their engineer build some equipment for you, right?

JAM: The guy's **Sebastian Niessen**, and he is the technician of **Kraftwerk**, and also works on our instruments sometimes. He plays very good live sequencing. He has his own sequencer, and he brings them to the concert, and it sounds very good, and it fits

into the sound of **Air Liquide**.

DAN: Have you collaborated with anyone else?

JAM: We collaborate with many friends. Like my brother, he is in New York, he's called **Khan**. And also friends from around Germany. But not with **Madonna** or **Micheal Jackson** (laughs).

DAN: What's your favorite Atari 2600 game?

JAM: Atari 2600?! I only play Sega! I started with tennis on TV. Tick-tock-tick-tock. Then I moved to Pac-Man on Commo-

dore, and after that it was a big gap, then I only played Nintendo Game Boy. But soon I will buy a Sony Play Station, and this will be really very important for my life.

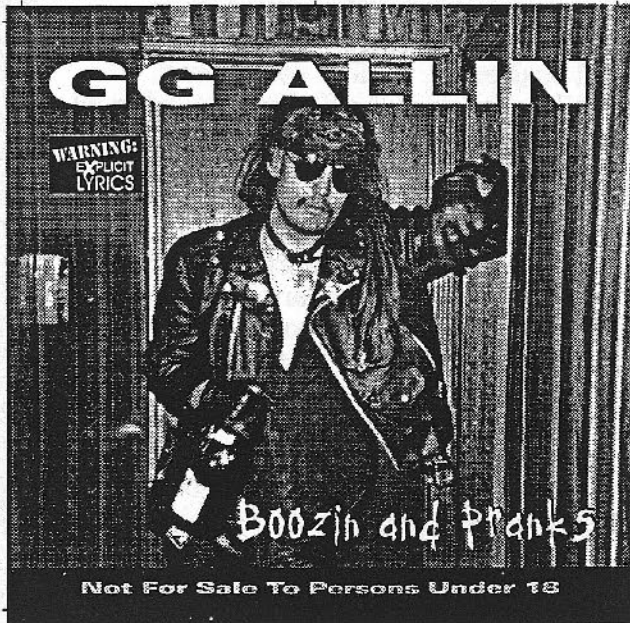
DAN: There's so many terms for the type of music you do - techno, rave, electronic, ambient... Which one do you prefer?

JAM: We always make one style. It doesn't matter what name we use, or what label we use, we always make electronic freestyle.

DAN: You don't really care for labels, do you?

JAM: Not so much.

# THE CLASSIC ALBUM



If any of you are unfortunate enough to own a copy of "Music To Make Your Ears Hurt", released in 1989, then you'll be happier than a punk rocker at a Sex Pistols reunion when you hear this 2nd volume. Songs by bands from across the U.S.A. have been compiled together to make your ears hurt and your neighbors sick. So get ready for a truly Punk-n-Roll listening experience and "MUSIC TO MAKE YOUR EARS HURT TOO".

## Music To Make Your Ears Hurt Too

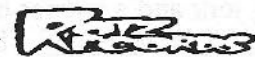
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THE CEDAR STREET SLUTS - DER LUGOWEH  
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- BOORISH BOOT - Death Mission 7" EP
- THE CEDAR STREET SLUTS - Songs By Working Girls LP, Cass, CD
- VARIOUS ARTISTS - Music To Make Your Ears Hurt LP, Cass, CD

EP \$5.00, LP & Cass \$7.25, CD \$12.00. All prices include postage within USA.



# Fun Games That Cost No Money - Part VI

by: Dan Augustine



*The last time HOOFSIP ran a FGTCNM column was in HOOFSIP #11, since then we've received requests to run another. So here it is, Fun Games That Cost No Money - Part VI! And remember, if you would like to send us a list of your favorite games that cost no money, then feel free to do so. Our address is on the table of contents page.*

**REAL LIFE FROGGER** - This is like the video game, Frogger, but it's done for real! Two things are required for this game, a frog and a busy highway. If you live in a suburb like me, a frog is easy to come by. There are still a few ponds and marshes close to my house that I can go to and catch a frog at, or sometimes I'll happen to find a frog hopping around in my backyard. If you live in a city where no frogs are to be found, except maybe in a pet store, then you'll have to go in the pet store and steal a frog. (Remember, this is Fun Games That Cost No Money, so spending cash is out of the question!) Anyway, set the frog at the side of the road by a busy highway, stamp your hand behind the frog, so he begins hopping, then sit back and see if it makes it to the other side without getting smooched. Place bets on whether or not it makes it across. You may not be allowed to spend money during this game, but you sure can try to win some if you like.

**A.M. SAY 'EM** - Get a group of people together. Tune a radio into an A.M. talk radio station. (I'm sure you or someone you know has a radio, if not, then get out of the '20s!) Anyway, let the bozo on that station babble on for a few seconds about the economy, or the president, or whatever, then turn down the radio, and finish his/her comment with something humorous. When you finish, the next person turns the radio back up, and repeats what you just did, and so on and so forth. This game is always good to do during radio talk shows of people you don't like, because you can finish their comments by saying, "...and furthermore, I'm a big jerk and a wiener head!"

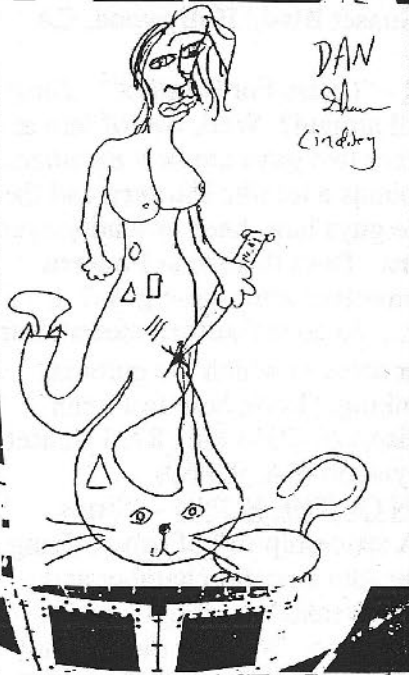
**ALPHABET BOMBING** - This game was written about in HOOFSIP #11 by Matthew Karcher. It did not appear in the FGTCNM column of that issue however, because he wasn't telling you *how* to play the game, but

about his personal experience playing the game. So now I will tell you *how* to play this game. Next time you have to shit, go to a place that starts with the letter "A", such as an Arby's Restaurant, or an A B C Warehouse, and shit in the toilet there - but don't flush! Leave the log(s) floating in the toilet for someone else to discover. Of course, no one will know who left the shit, making you the "Phantom Pooper". Then the next time you have to shit, go to a place that starts with the letter "B", such as a Big Boy Restaurant, or a bicycle repair shop, (that's right, it doesn't have to be a proper noun), and do the same. Keep doing this until you get all the way through the alphabet, leaving "bombs" in various public bathrooms of local businesses, and then when you do lay the final "stick of dynamite" at the zoo or Zoot's Coffeehouse, or where ever, then pass the task on to someone else, have them alphabet bomb the local businesses. Before you know it, there'll be enough shit floating around in all the local businesses' toilets that... Well... I don't know... There'll just be a lot of shit!

**FOOD WARS** - Food fights are for babies! Have an all out food war! When I was a lad of 16-17 years of age, I worked at a restaurant, I use to steal cartons of eggs from that place. My friends also worked at restaurants at that time, they would also steal eggs from their place of employment. Then on days off from work, we'd get into our cars and drive off to a different neighborhood. Now your car is gonna get messed up during this game, so you might only want to play this game if you have a junker you don't care about. As for going to a different neighborhood, this is a game in which you may piss off your neighbor's dad, and you don't want to do that! So anyway, drive out to this neighborhood, bring passengers if you like to help you out, and start driving around, chasing each others car, and throwing eggs at each other's cars. It's an all out war! When all the eggs are used up, make sure you go through a car wash before driving home, so no one suspects a thing! Ha ha ha!

**SURREALIST DRAWING GAME** - I learned about this game in an art history class I had last semester. (And I thought most stuff I was learning in school was bullshit...) Anyway, the surrealists use to

get together and one of them would start a drawing, but not finish it, and then cover up all of it, except for the bottom half, with a piece of paper. The next person would start drawing from there, and then repeat the same steps as the previous person. This is much like the party game in which everyone takes a turn writing a paragraph, and then covers all but the last sentence up, and then passes it on to someone else, except it's a lot more fun! A sample drawing follows, which was done by Shane, Lindsey, and myself.



**COPY STORE COLLAGE** - Go to the local self-serve copy store in your town, dig through the trash cans for all the rejected copies, take them home, cut 'em up, and make a collage! A collage I made playing this game follows.



The heaviest music you'll hear from T.N.



WIDESPREAD  
HUMAN  
DISASTER

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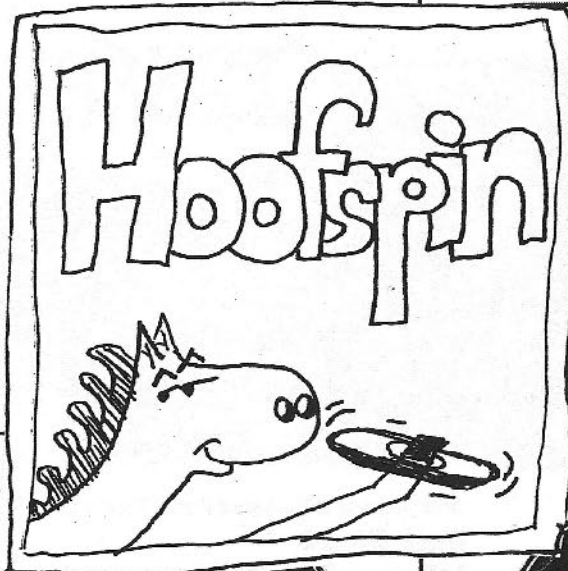
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RECORDINGS REVIEWED BY: DAN AUGUSTINE

**SHIV** - "Flayed And Ashamed": Punk that has vocals with a snotty attitude, and guitar that pounds out those three or four chords in a ballistic way. Good stuff indeed! (Thirsty Ear, 274 Madison Ave., Suite 804, New York, NY. 10016)

**APOCALYPSE LATER** - "Adolescent Hate Music Volume 1": These guys sent me a tape awhile back, which I reviewed a couple issues ago. They then sent me this one, with a whole list of instructions to go along with the review, such as: "don't mention our names in the review", don't rant about how much it sucks... I respect that, but are they *that* embarrassed about it? Okay, the production value isn't as good as the other one they sent me in the past and some of the singing is real whiny, cracked voice sounding, but it is kind of like the other in the way it has a variety of sounds (punk, nice, '60s sound, others...), and some of the songs on this appear on the other. But, I kind of liked this one. It made me laugh. Some songs are very funny. This one is \$3.00. (Apocalypse Later, P.O. Box 412, Oxford, MI. 48371)

**BATTERSHELL** - "Beautiful Princess Of Spit": Four songs on this one. (Don't they call these EPs or something?) Anyway, the first three songs are kind of cutesy-girlsy sounding, then on the last song, it seems as if Tammy (the lead singer) gets tired of being cute, and blasts forward with some



1-133

punk-like vocals. A neat CD! (Battershell, c/o Ng Records, 622 Broadway - Room 4b, New York, NY. 10012)

**GUNJAH** - "Politically Correct?": Dis seedy started owt wit' a kool rap sound, kinda like **Body Count**, butt then gott 2 chee-z 4 me. Then tha last track wuz kool 2. Y couldn't da hole seedy B kool? If U R wondurin' Y sum of da wurdz R spelled rong in dis revue, it's B-cuz dats tha way da songs on dis seedy R. (Noise, c/o CBM Inc., 8721 Sunset Blvd., Hollywood, CA. 90069)

**KREATOR** - "Cause For Conflict": These guys are still around? Well, two of 'em at least, the other two guys are new members. Anyway, sounds a lot like **Pantera** and the likes. These guys have been around *longer* than **Pantera**. Does this mean **Pantera** patterns themselves after these guys? I don't know... At least **Pantera** steers clear of the guitar solos in which the guitarist must be thinking, "Look how fast I can play!" (Noise, c/o CBM Inc., 8721 Sunset Blvd., Hollywood, CA. 90069)



2-126A

**CHILDREN OF THE BONG** - "Sirius Sounds": A spaceship full of robots firing their rayguns into an echo-chamber and speaking in a tweaked-out tongue into a digital microphone. Way out music man! (Mammoth/Planet Dog)



2-127A

**BUTTERFLIES** - "Bored Room": Very indie rock sounding. A little bit early **R.E.M.**, a lot **Polvo**. Rocks harder then both, screams more then both. Only three people in this band, you'd think it was more though from the range of sounds they produce. (Ng, 622 Broadway #4B, New York, NY. 10012)

**THE HUMBERS** - "Live Forever Or Die Trying": Did this band form in 1990? Or 1978, then take a time machine into 1990? These guys humpin' rock, punk style! This is their **Epitaph** debut, but you may also want to check out some of their past releases. Includes a cover of **The Clash's** "Protex Blue". (**Epitaph**)



**THREE BLUE TEARDROPS** - "Poised In Hate": The first release from the new all rockabilly label, **Teen Rebel**. So, now you know what type of music this is. What can I say about rockabilly? You know how it goes... Country, rock, gospel, blues, all that

1-172

stuff. Nods to **Eddie Cochran**, **Richie Valens**, and **Brownsville Station**. A lot more demented though. (Teen Rebel, P.O. Box 442341, Miami, FL. 33144-2341)

**RUBY** - "Salt Peter": Kind of an industrial sounding band, featuring a **P.J. Harvey** sounding lead singer. Track 10 ("Bud") sounds more like **Ella Fitzgerald** though. Lead singer use to be in **Silverfish**. Guess that explains the wide range of sounds.

(Work/Creation)

**BLACK LIGHT RAINBOW** -

"Juggernaut": Free in Flipside #99. I can see why this one's free, it sounds like shit. (Holy Plastic Distribution, P.O. Box 46, Huntington, NY. 11743-0046)

**NOFX** - "Heavy Petting Zoo": Punk, hard-core, melodic, humorous. That's the best thing about **NOFX**, you never know what they'll give you. They don't miss any of these genres on this one either. They continue to fuck with you. (Epitaph)

**THE WHO** - "A Quick One": Yet another re-release in The Who catalog. Besides having the ten tracks which came on the original, it also features ten additional

tracks. Some of these are from the "Ready Steady" EP, while others are previously unreleased. Covers a wide range of sounds, from humorous to bubble gum to surf.

Some of these tracks sound like the boys had been kicked in the nuts. (MCA)

**CRUTCH** - "Sold By Weight": Some okay stuff, but not really anything to get too excited about. I've heard this all before.

Kind of mainstream alternative sounding with a bit of hard-core. In the vein of **Pearl Jam** or something... (Bong Load Custom)

**VITAMADE** - "Everything You Need":

More or less of the above. (Actually less.) (Bog Load Custom)

**DISARRAY** - "Widespread Human Disaster": These guys rock hard. Huh-huh-huh. You said "hard". (Inner V.O.I.D., P.O. Box 975, Dickson, TN. 37055)

**GRAVITAR** - "Gravitar": A noise band that sounded more organized on this CD, then they do live. Also, there is a hint of heavy metal in their sound. (Charnel Music, P.O. Box 170277, San Francisco, CA. 94117-0277 or Gravitar, P.O. Box 47, Okemos, MI. 48805-0047)

1-200A

1-858E

FAST FUCKED FILTHY & FURIOUS

# THE HUMMERS

LIVE FOREVER OR DIE TRYING

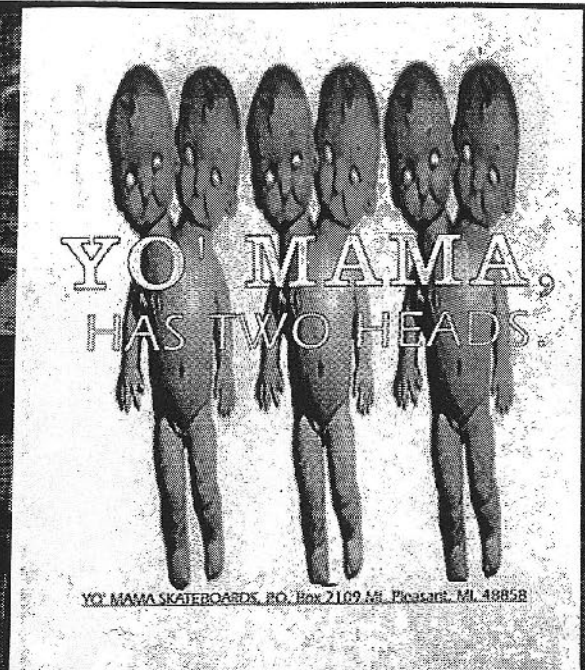
THE NEW RECORD ON EPITAPH!

# HEY! YO MAMA!

An art class I had last semester at Central Michigan University called Graphic Design III (ART 335) proved to have some pretty neat projects. One, which will be the subject of this article, had the students come up with a logo for a fictitious skateboard company called "Yo' Mama". The instructor, David Stairs, introduced this project in a very funny way. He passed dittos out to everyone with the assignment description on it, he then left the room, and came back all decked out in skater's fashion and riding a skateboard. He was no longer David Stairs in this costume, but now a skater named "Slack". So he explained the assignment, and answered questions, all in "skate dude speak". So anyway...

A few weeks later everyone's assignment was hung up in the classroom, and we were all giving our critiques. After the critiques, David -er Slack gave the next assignment - design an *ad* for "Yo' Mama Skateboards". When I asked what magazine this ad would appear in, Slack said, "Trans-World Skate". I then asked if I could design mine for a different magazine, like "Big Brother". Slack said, "Sure." He then asked if that was my 'zine. I told him, "No. Mine's called HOOFSIP." He then made the announcement of, "Okay, design the ad for HOOFSIP." Wow! Using my 'zine as the basis of an assignment - at a university! I felt honored, shocked, and embarrassed all at once.

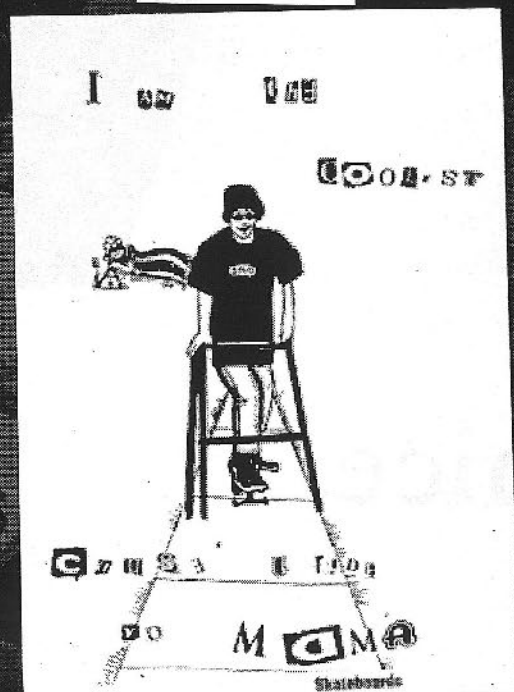
Along with this article are some of the students' art work from this assignment. Look at them nicely.



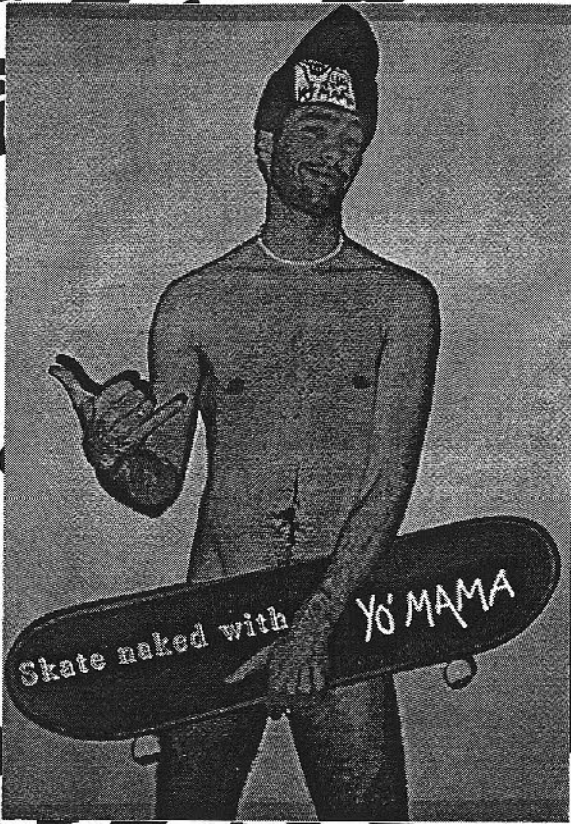
JAY SHURTLIFF



ANGIE PENNY



JEANETTE PLATT



Skate naked with Yo MAMA

TammIE BiGGS

EARTH

XCKJUVIA...  
 bakjsnc...  
 gjdsbfaj, se...  
 AD, zkhdfqdkj asgb, mfxhc, jvbk jaudob. fbn  
 sjdkfbzmnxcava uvkvtqaysrdg fukvntBARSDG  
 kb, cjhv  
 bakzu  
 jhvj



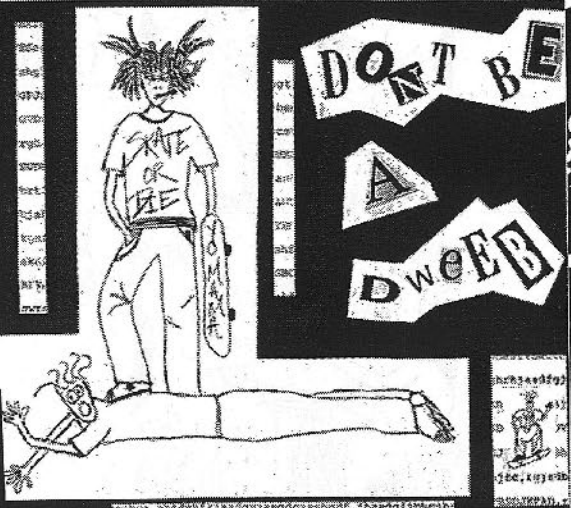
10,000 B.C.      1300 B.C.      800 B.C.  
 117 A.D.      1099 A.D.      1837 A.D.  
 1950 A.D.      1970 A.D.      PRESENT

FIND SOME TIME TO SKATE WITH YO-MAMA

man or said  
 JOe NiCKrAnd  
 you like

jave him

YO! LIKE 4 ROUN  
 SKATEBOARD'S



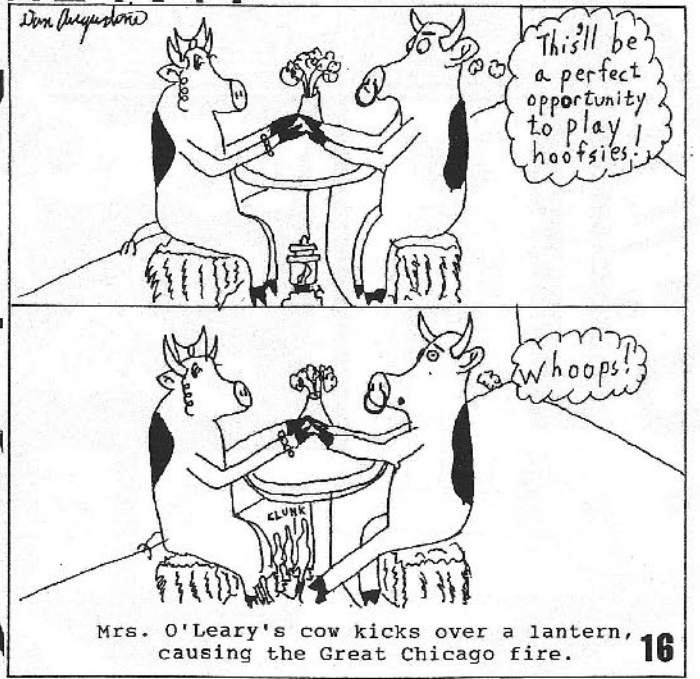
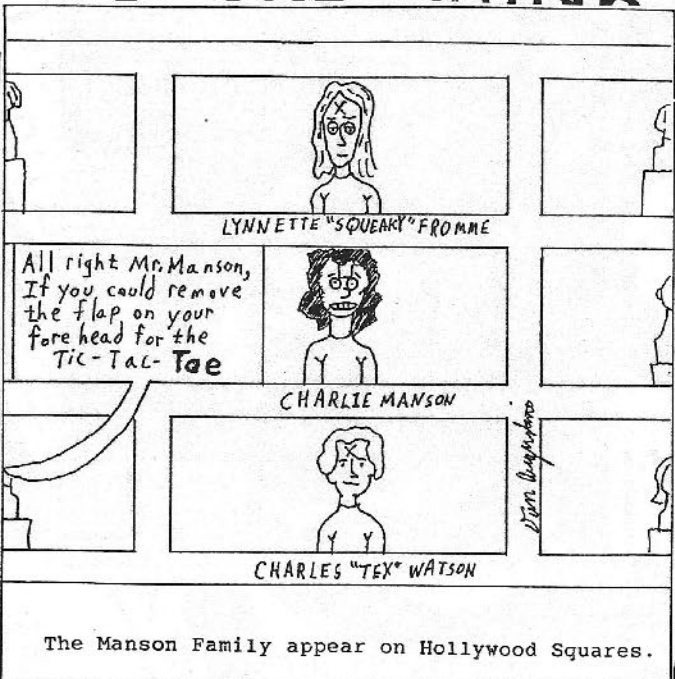
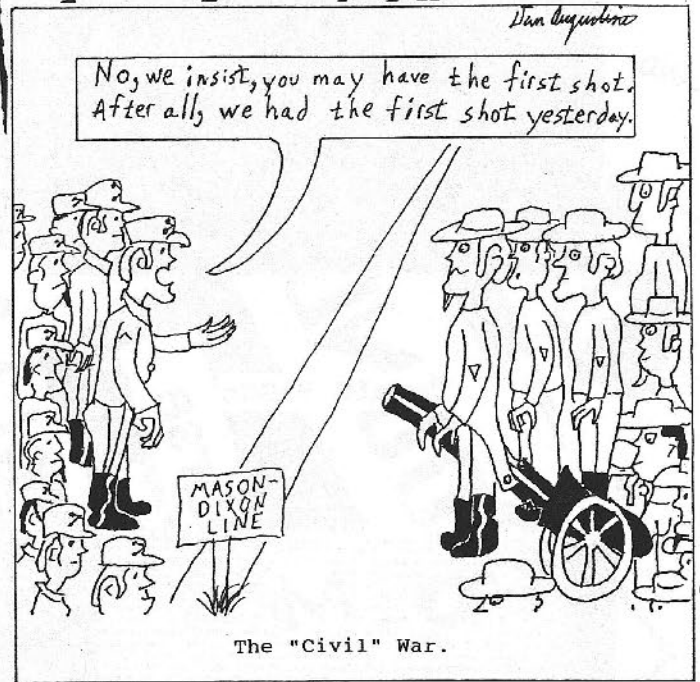
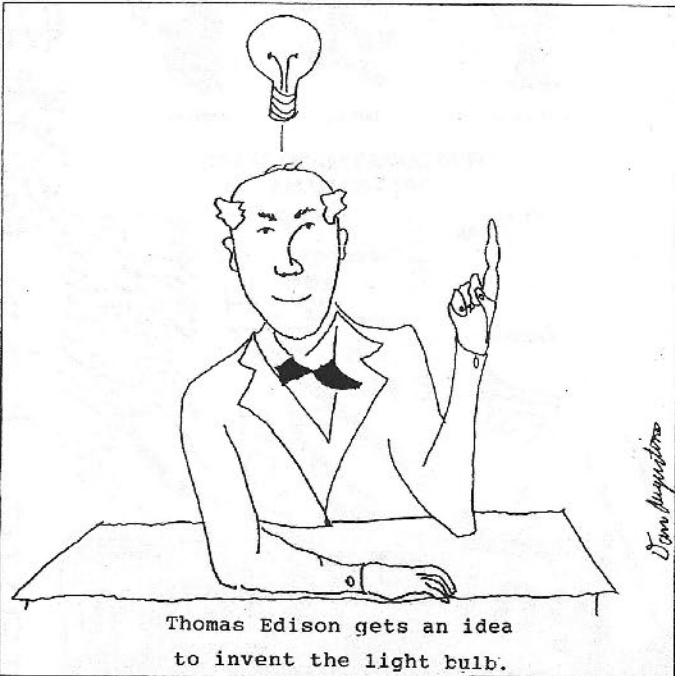
ASHLEY DaRin

YO! LIKE 4 ROUN  
 On Boards of Course  
 Doin' the skate thang!  
 YO MAMA SKATEBOARDS  
 FOR LIKE MORE INFO CALL 1-800-555-MAMA

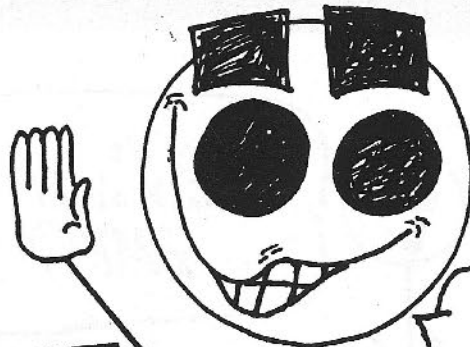
LiSA NoOK

# OTHER HISTORY TO HISTORY BY: DAN AUGUSTINE

Back in 1990 or so, I drew a whole bunch of comics based on people and events in history. I called this collection of comics "Hystory". I never submitted any of these comics to any publications, (well okay, last year I sent some to Anthropomorphic 'zine, and Doug actually printed four of them in what was to become the last issue of that 'zine...), but anyway, I figure that as long as I still have these comics laying around, why not print some in HOOFSIP? The one with the two cows after all is historic in more than one way. One - it's based on the Great Chicago Fire. Two - I would re-draw this comic three years later in Jerry's art book, but the words in the think bubble would be written kind of sloppy, making "hoofies" look like "hoofsip", prompting Jerry to say, "What the hell is hoofsip?" Now when someone asks me that question, I tell them it's a 'zine!

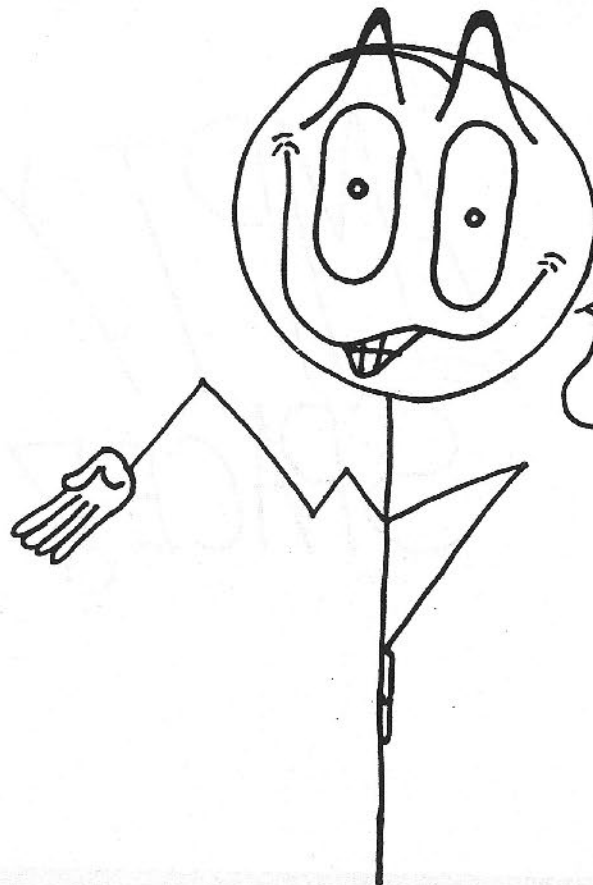


**S T I C K  
M E N**

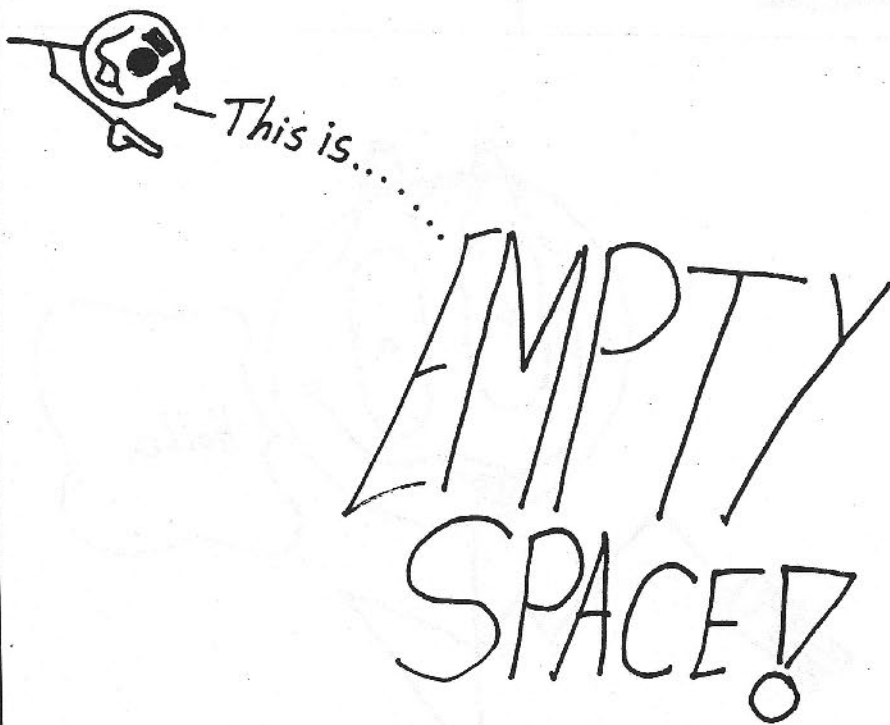
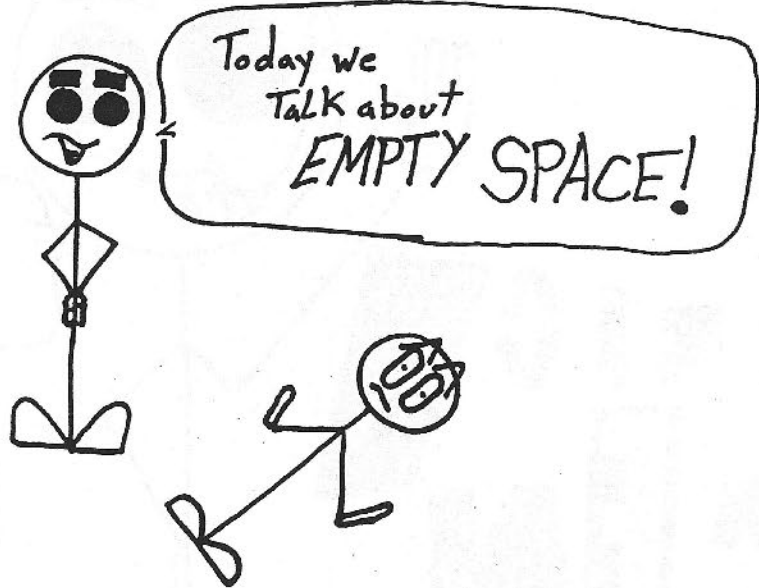


Hi.

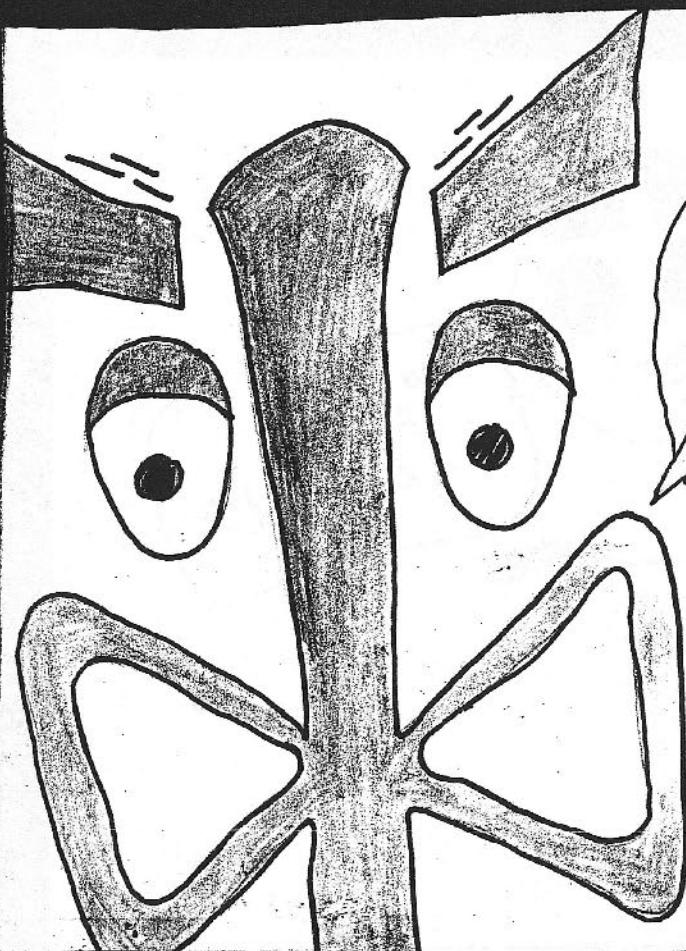
BY:  
MIKE  
PIPPER



Hello.

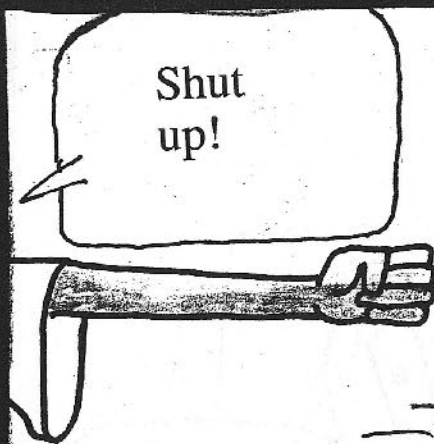






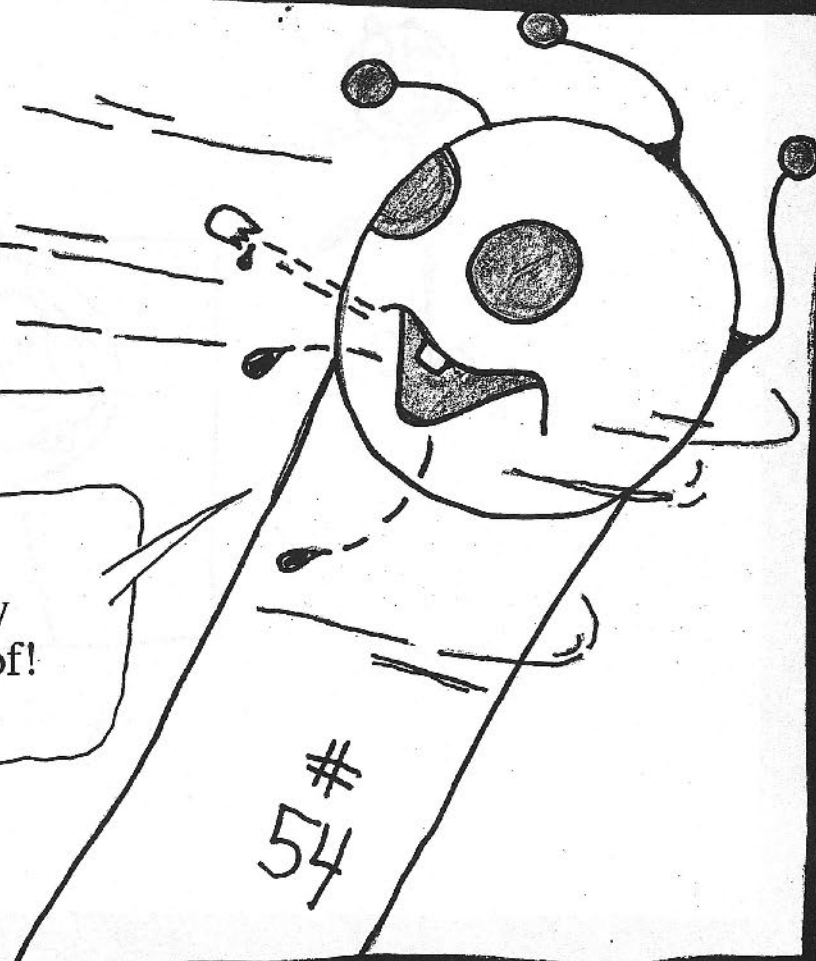
Pezz #54  
Wha the fuck  
do  
we do?

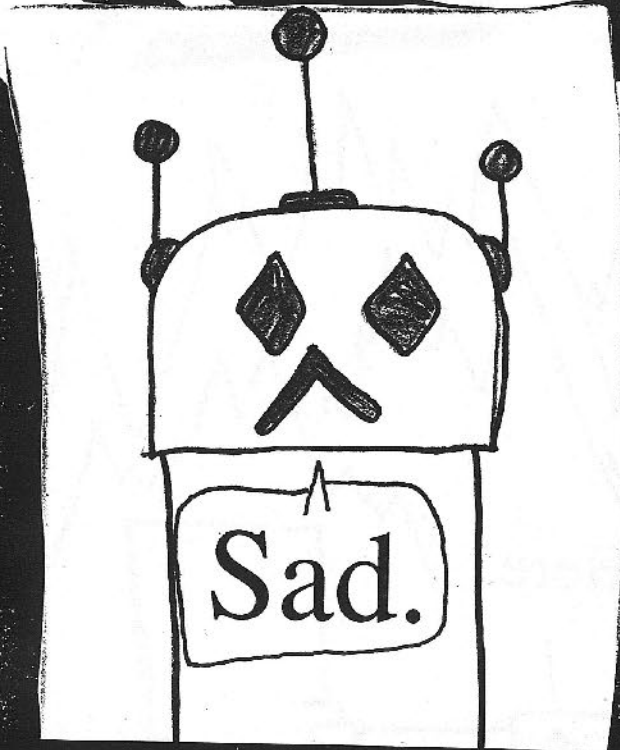
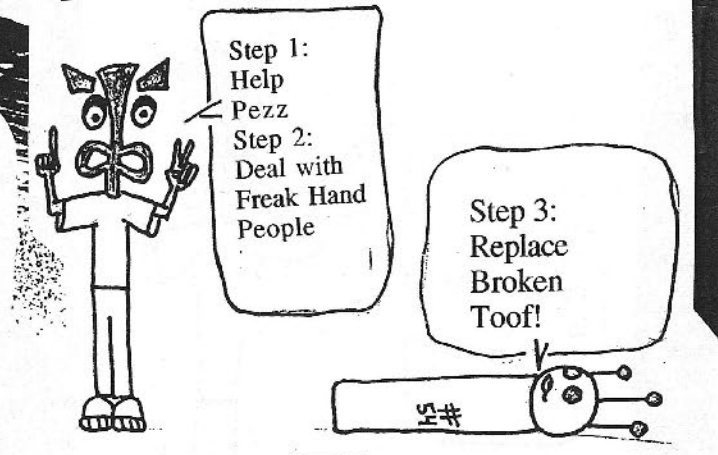
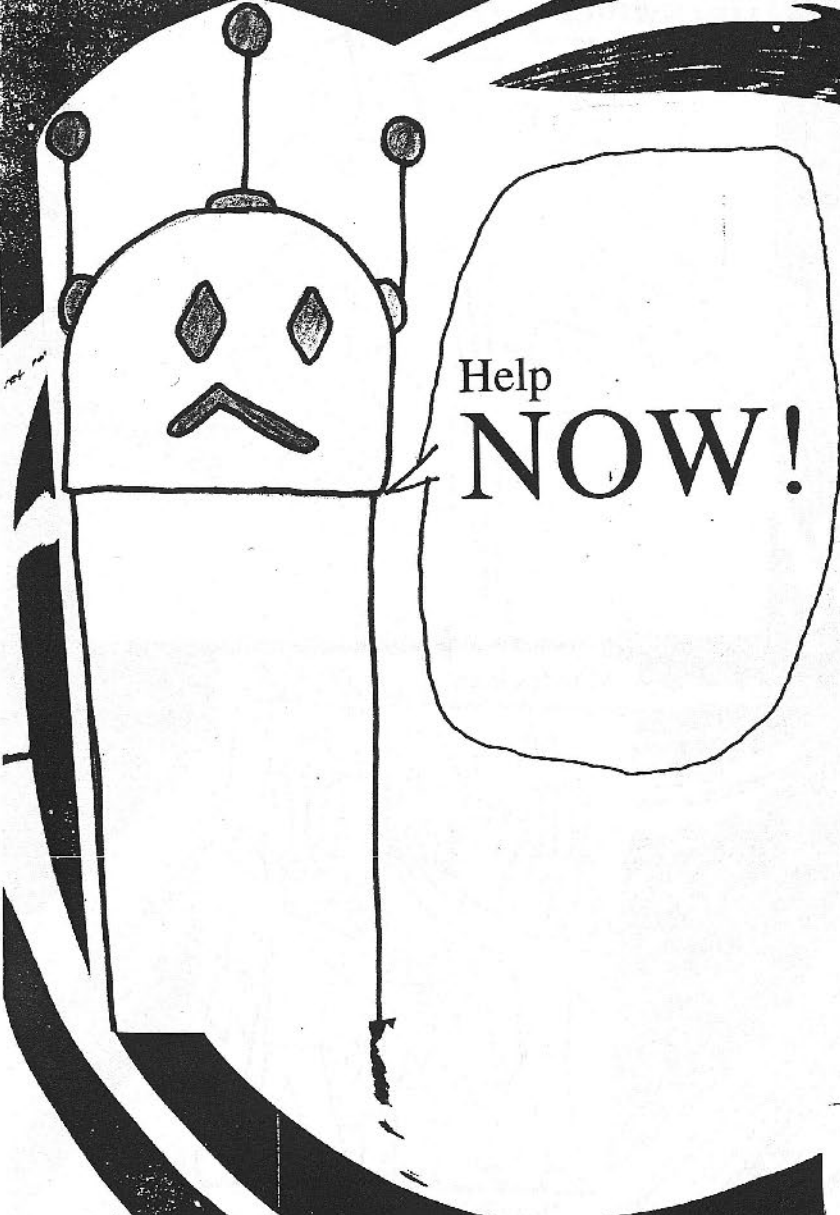
Play  
a  
video  
game?



Shut  
up!

My  
toof!

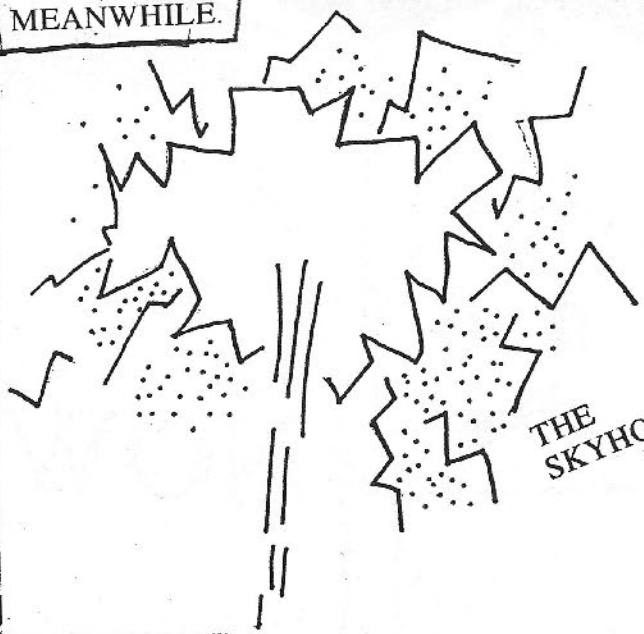




There is no hope! Pezz World is DOOMED!



MEANWHILE.



THE SKYHOLE

I must find them!



He came from the skyhole.

CRASH!

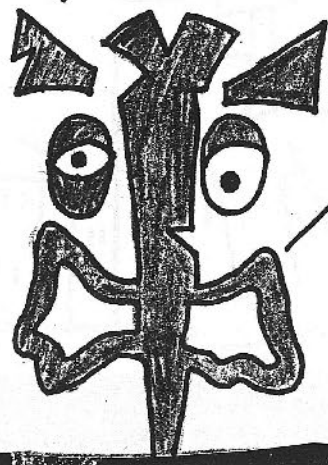
Minutes later.

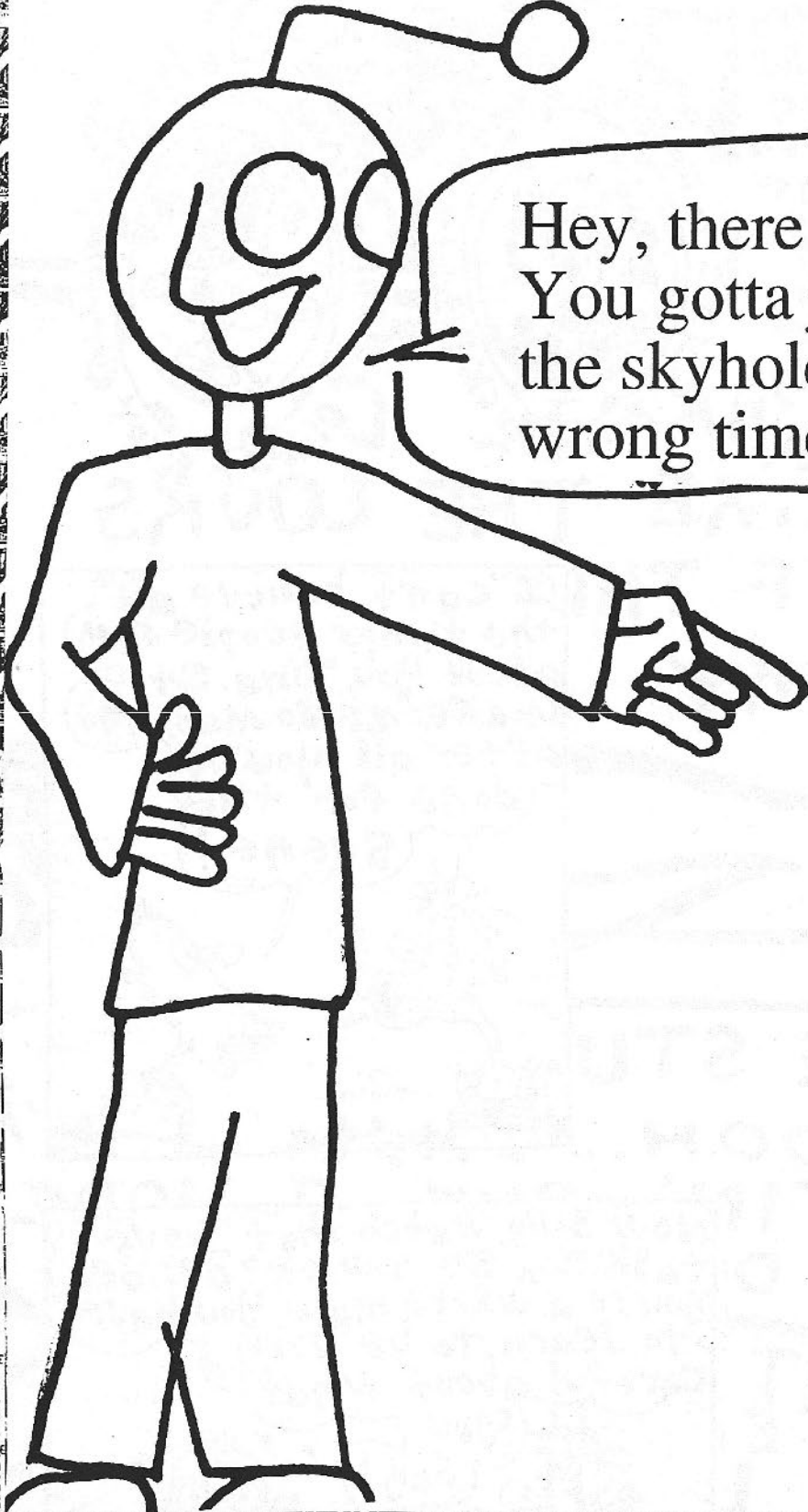


Pezz World destroyed!

Pezz?

Here.





Hey, there you are.  
You gotta jump back into  
the skyhole. You're in the  
wrong time.



WHA?

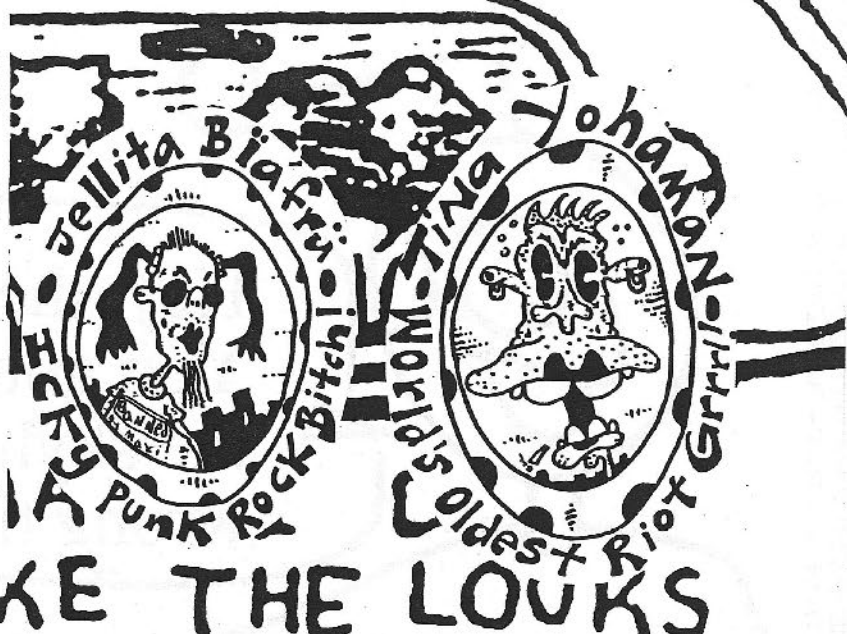


WHA?

TO BE CONTINUED...

The wisdom handed down from age to youth is a very special gift, one that helps us to survive as viable, truly living, beings. But often youth refuses to honor the value of this gift, choosing instead cheap cynicism and the easy laugh. It's just another bump in the road on the way to becoming the lovely

**Queen of the Scene!**



LIKE THE LOUKS OF THIS MY



FORC... FANZINE WE'RE STU OOOOH...



©95 Crawford

WEN  
U  
AK  
HE  
OLE

Uh-oh! Here comes that snake Jellita! Let's do the positive thing and pretend she doesn't even exist!

So Tina, what's this I see in Maxi-Rocker, you telling all the peewees you're turning 50 years old?

Dum de dum dum

Get over it, bitch! we both know you're 53! you're so wack you can't even tell the truth about your age!!

Real loud. Jellita hates being ignored.

Wah! ha! ha! ha! ha! ha!

Woo hoo, hoo hoo!

That Jellita, she sure cracks herself up!

Dude!

clomp! clomp!

Can you believe the lies Jellita tells about me?

It's ok, Tina. I know a real lady never reveals her true age.

Sexism, Billy. Sexism! Didn't we talk about this? Hmm??

Can Tina + Billy find love in so politically charged an atmosphere here ??? Stay tuned!



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hoofsip is nice.