

**Wholesome and heart warming**



**EAT, PRINT, LOVE**

Christopher Taylor  
A&C Editor

With winter coming up and cold weather settling in, hot home cooked meals are in season. What better way to kick off your cooking than with a classic, home cooked meal: biscuits and gravy, just like your momma used to make (or more like MY momma makes).

Biscuits and gravy is an old dish that's been around since the early 1800s, after the American Revolution came to an end. What started off as a dish made from leftover food stocks became a breakfast staple as years passed.

Great biscuits and gravy are a heartwarming dish, and certainly a dish that can be good for the soul. This much loved dish is relatively easy and cheap to make, which is nice for college students who are a little strapped for cash. It's also hearty, filling and can be easily reheated for the next day (provided there are any leftovers).

Intrigued yet? Are you ready to embark on a journey of fantastic new tastes and smells? Then follow me down the rabbit hole, and we'll explore the realm of fulfilling, home cooked meals straight from the heart of family recipes. This week's version of *EPL* brings you home cooked love with this favorite mama-inspired meal.

- Mama's Home-style Biscuits & Gravy
- 2 cansisters of ready-to-bake biscuits
  - 1 package of bacon
  - 1 lb. chunk of ground sausage
  - 1 package of sausage links
  - 1 cup of flour
  - 3/4 gallon milk

Start off by preheating your oven to the described temperature according to the biscuit package. Next, cook your bacon, sausage links, and ground sausage in separate pans, or one after the other if you're low on cookware. Then crumble bacon, slice links into small rounds, and put together in a large pot (grease and all).

Add flour, stir in with a fork, then cook on medium temperature until the mixture is lightly browned. While that's cooking, open one package of biscuits and place them on an ungreased cookie sheet. Cook until biscuits are golden brown on top. Repeat with second package of biscuits.

Once the flour mixture is lightly browned, add milk and stir in, keep cooking on medium to medium low heat until gravy thickens to desired consistency. Remove from stove.

Split biscuits in half, putting 1-2 whole biscuits on your plate, ladle a decent amount of gravy on and voila, breakfast/lunch/dinner is served.

If desired, cut recipe in half for a smaller sized meal, depending on how many hungry mouths you are serving.

If you so desire, you can cut any one of the meats from this recipe, add your own, or even substitute the premade biscuits for your own. You can also add scrambled eggs on top of the biscuits and under the gravy for a more substantial meal. You could even add some fried tofu to the gravy rather than meat, for those of you who are vegetarian. Vegans can use soy milk instead of regular milk.

*Eat, Print, Love* would like to help make it a better experience for our fellow students. Check back next week for more friendly food and more recipes! Suggestions or comments can be sent to us via Facebook ([thelackamasprint](#)) or Twitter ([@lackamasprint](#)) using the hashtag #eatprintlove.

**Halo Retrospective: A look back while looking forward**

Lucas Watson  
The Clackamas Print

Eleven years ago, the now long standing franchise of "Halo" was released and it changed the entire landscape of the gaming industry. It proved that first-person shooters (FPS) could actually be on consoles and weren't just restricted to the PC.

Since then, it has released four major blockbuster games, two spinoffs and yet another blockbuster "Halo 4" that hit store shelves midnight of Tuesday, Nov. 6. Besides the games, it also has a slew of books, graphic novels, a series of short animations made by several famous animators and a live action miniseries released for "Halo 4."

Not only has "Halo" been successful by itself, but it made games like "Call of Duty" possible on consoles. It brought an entirely new audience to a movie making style called "Machinima" and its main character, John-117, more popularly known as Master Chief, is on his way to being as iconic as Nintendo's Mario.

In 1999 at MacWorld, Steve Jobs announced a new real-time strategy game simply known as "Halo." Little did they know at the time that the "Halo" franchise would move on to being one of the most influential FPS for Microsoft's newest console at the time, Xbox.

On Nov. 15, 2001, "Halo: Combat Evolved" was simultaneously released with the Xbox after Bungie, the creator of "Halo," was acquired by Microsoft in 2000. "Halo" instantly became the talk of the town with its innovative control scheme, first vehicles in an FPS on a console, the first instance of rechargeable shields which lead to the popularity rechargeable health and highly addictive game play.

"Halo: Combat Evolved" became insanely popular and made the Xbox successful on its merits alone; this warranted a sequel.



Photo contributed by Microsoft

"Halo 2" was released three years later in 2003, bringing online capability to the Xbox and changing the landscape once again. By this time the main protagonist of the game, Master Chief, was becoming legend and was well on his way to becoming a household name.

The campaign of "Halo 2" was long and it embodied all the traits of the first game, still featuring large fields of battles, but that's not what made this game special; "Halo 2" was the first game for Microsoft's newest initiative called Xbox Live.

The first game had a cult like online community who had used tunneling software by hooking up there Xbox to their computer to play online. This time though, it had the first matchmaking system, it had a

friends list, stat tracking and it was defiantly before its time. "Halo 2" multiplayer mode was well loved; it even had a secondary retail disk released just for multiplayer maps.

When the servers for "Halo 2" finally shut down on Feb. 5, 2010, there were a few thousand players who had been still playing the game for six years. The community came together one last time the final week to send its old friend off. When the servers did shut down a group of people refused to turn off their Xbox's so they could remain playing. Seven players lasted for three months until they were forcibly removed from their beloved game.

With the gaming industry a different beast because of its predecessors, "Halo 3" was released

in 2007 so Master Chief could "finish the fight" it had started six years ago. The series had made the internet an inseparable part of consoles, and while "Halo 3" did not have the same level of innovation as its previous two incarnations, it's still just as memorable. What it did innovate on was gave the power to the players to create edit existing maps and create new insane game types.

"Halo 3" was seen as a masterpiece and lived up to the hype they had created with an absurdly large marketing campaign which included a live action short film in a documentary style. It really closed off that decade of "Halo," and even though two spinoff games were released in the following years before 2010, they never attained the same heights.

When they announced "Halo Reach" a prequel to "Halo: Combat Evolved" in 2009, no one knew that this would be the last time Bungie would touch "Halo" for at least the next 10 years. When it was released in 2010, it followed a new protagonist, Noble Six, and only briefly featured Master Chief. The game play, level design and combat felt like a love letter to the old fans who had supported them for the past 10 years.

While "Halo: Reach" re-contextualized "Halo" and it was a nice send off for Bungie, a new company has taken the reins. 343 Industries has shouldered the responsibility and are breaking through the starting gates with "Halo 4," the first game of "The Reclaimer Trilogy," which still has an uncertain future with this being 343's first real game from scratch. Although a lot of the Bungie creators went off to new and exciting things, though a few stayed behind at 343 Industries to make sure it's done right.

We don't know yet if "Halo 4" will live up to its successful history, though what we do know is it will live on in the hearts of many gamers and will not be easily forgotten.

**"Barefoot in the Park" opens Thursday**



Brad Heinke The Clackamas Print

Sam Levi (left), Kiah Hart (center left), Reed Morris (center right) and Jennifer Whitten (right), act out a scene in Clackamas' first play of the year, *Barefoot in the Park*. The play opens Thursday and runs Thursdays through Saturdays at 7:30 p.m. and Sundays at 2:30 p.m. This is also the first play to be directed by CCC's new theater instructor James Eikrem.