OKIE DOKIE JOURNAL

WE OPEN THE LOCK TO NEWS!
Bits 'o' News
by CELESTE GREBINSKI

Oct. 27, 1987
Dorthia P. brought her cat (Haily) to school. He's 6 months old and he's perfect for Halloween because he's black.
She has a hamster and I don't know why he hasn't eaten it yet.

Our Heritage
by CELESTE GREBINSKI

This month in room 9 the culture is Ukrainian. Joey brought lots of neat stuff, Jessica brought some neat stuff too. Such as: dancing shoes, clothes, belts (pois) and some eggs.

THE OKIE DOKIE JOURNAL...
HAS A LOTTERY!

In order to (heh heh) attract readers, the Journal is having a lottery - with good prizes. I will think of a number from zero to five-hundred-and-three. The closest three people will get prizes. To enter, fill in the slip below and send it to Tristan Miller.

1st prize: $1.50
2nd prize: $1.00
3rd prize: $0.60

Name:

Number (0-503):

Comments:

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Poem of the month
by ??????????????

It's on my carpet,
It's on my floor,

It's on my closet,
It's creeping up the door!

It's small and hairy
When it's happy it's weary

BUT DON'T WORRY IT'S ONLY MY CAT!
WATER POLO:
An Interview with Klara Miller

Mrs. Miller is the Executive Director of the Saskatchewan Water Polo Association. Her job is to look after the sport of water polo in the province. "There are approximately 700 water polo players in Saskatchewan," says Mrs. Miller. "The teams in Regina practise at the Lawson Aquatic Centre, and travel to competitions all across Canada."

Interviewer: What actually IS water polo?
Mrs. Miller: Water polo is a team sport, very similar to soccer, but it's played in the water, and the players use their hands instead of their feet.

Interviewer: What type of people would you recommend water polo to?
Mrs. Miller: Anyone can play some fashion of water polo whether it be children or non-swimmers in inner tubes, or adults. The majority of Regina's top water polo players are between the ages of 16-25 years.

Interviewer: Why do people enjoy water polo?
Mrs. Miller: Water polo is fun - it's a team sport, so you can make lots of friends. It's also good exercise and keeps you fit.

Interviewer: Do you have to put lots of hard work and practise into water polo?
Mrs. Miller: Like in any sport, in order to become good at it, the athletes have to practise several hours each week and work hard to learn the skills needed to play the game.

Interviewer: What equipment is used, and how is it used?
Mrs. Miller: One water polo ball is used to play the game. There is also a floating net at each end of the pool - each team tries to score a point by throwing the ball into the other team's net. The players are also required to wear different colored caps.

Interviewer: Thank you Mrs. Miller.
SKATEBOARDING TIPS-
by SCOTT MURRAY

1) ALWAYS WEAR THE PROPER SAFETY EQUIPMENT.
2) MAKE SURE EQUIPMENT IS PROPERLY MAINTAINED AND TIGHTNED (AXILS, WHEELS, BEARINGS IN GOOD CONDITION).
3) WHEN SKATEBOARDING ALWAYS WATCH FOR CARS & PEDESTRIANS.
4) OBEY CITY LAWS & BYLAWS (WALK ACROSS STREETS, DON’T SKATE IN PRIVATE OR RESTRICTED AREAS; SUCH AS: PARKADES, SCARTE STREET, HIGHWAYS, OR HIGH TRAFFIC STREETS).

SKATE SAFE

STORY WRITING TIPS-
by TRISTAN MILLER

[1] WRITING
1) Use correct and useful adjectives.
2) Don’t use the same words at least more than two or three times.
3) Don’t tell over one paragraph about one subject.
4) Limit your describing words to 5 at the most.
5) For ‘bringing out” use the words just, actually, almost.
6) Limit your paragraphs to at the most -12- sentences. At the least 1.
7) Use your dictionary or thesauras to help you.
8) Do not chew your pencil. It will make you nervous.

[2] EDITING
1) Cross out many things.
2) Do the words sound good and make sense with the other words?
3) Check [1]’s 4, 6, 1, 2, and 7. Have you followed them?
4) You may want to move words, sentences, or even paragraphs elsewhere.
5) Let your thoughts drift.
6) Do not chew your fingernails. It will make you nervous.

[3] PROOFREADING
1) Read the story to yourself. Does it make sense? If not check the following:
2) Does every sentence begin with a capital?
3) Does every sentence end with a period, question mark or exclamation mark?
4) Are capitals in the write places?
5) Puntuate your words properly. Only use !”‘,..;();(or &.
6) Check [2]’s 1 and 2. Have you followed them?
7) Check [1]’s 2, 3, 4, and 6. Have you done so?
8) If you want to end something in quotes ("”) with a period, don’t. Use a comma (,)
9) Look at a sentence. Does it make sense by its self?
10) Don’t play with your hair. It will make you nervous.

HAPPY WRITING, GOOD LUCK, AND WISHFUL THINKING!
THE DANCING CLUB!
Would you like to be in my dancing club? If you do please fill in the form at the bottom. If you need any information please call Kia or Farrah. 
Kia 586-3391, Farrah 585-1847
Thank you.

Name-
Phone-
Address-
Postal Code-
Age-
Favorite thing in dancing-
Favorite candy-

A Death
Twinkie Gold Fish Grebinski,
Died Oct. 21st, 1987,
{ Flushed but not forgotten }
{ May he float in peace }

Another Death
Sam the Dog Blazeiko,
{ Died June 15th, 1986, }
{ He was loved by: }
Russel B. Ron B. Darlene B. Celeste G. Derek G. Brutus (the dog)

For Sale
Girls or Boys bicycle
Price: $50.00
Condition: Very good
Color: White with red seat and red and white handlebars
Phone: 584-3001

Dog Walking Service
Tristan Miller
3617 29th Ave
Phone 586-2036
50 cents per half hour -
4:05 - 5:00 Tuesdays, Thursdays
9:00 - 2:10 Saturdays, Sundays

Many used and unused items for sale
Readers Digest, stickers, Figure Panini books, rocks and more.
WE WILL BARGAIN! LOWEST PRICES GUARANTEED!
See Tristan after 4 Tuesdays, Thursdays
Or after 2 Saturdays, Sundays
No Smokers Club

If you smoke it will be a joke
You'll die faster you want to laster!

If you sign up give this to Angela, Sylvia or....... Jana

Give sheet to Angie or Jana or Sylvia

Name:

Adress:

Phone Number:

Hockey, Dallas, Football, and A-Team cards for sale:
$0.15 each, $0.35 cents for 3.
See Tristan after 4 Teusdays, Thursdays.

OKIE DOKIE JOURNAL
DIRTY FACES
Two schoolboys were playing on a toolshed roof. Something gave way, and they fell through the roof into the empty shed. When they picked themselves up, the face of one boy was covered with grime. The other boy’s face was quite clean. Yet it was the boy with the clean face who went to wash it. How is this explained?

Answer: The clean boy assumed his face resembled the other’s.

A man wanted to commit suicide. To make sure he did the job, he got a bottle of poison, a rope, a gun, some gasoline and matches.

Pouring the gasoline all over himself, he climbed a tree and crawled out on a branch hanging over a large, slow river. With the rope, he hung himself to the limb, drank the poison, set his clothes on fire with the matches, and shot himself.

But he missed his head, the bullet hit the rope, he fell into the water, and the water put the flames out. The poison? He swallowed so much water, that the poison became harmless. Then he had to swim as hard as he could—

IN ORDER TO SAVE HIS LIFE!

A young lady went to a fortune-teller’s teepee.
"May I have some questions answered?" asked the lady.
"Five dollars for two questions," said the fortune-teller, with a ring of delight in her eyes.

The lady payed the fortune-teller and exclaimed, "Don’t you think that five dollars is alot for only two questions?"
"Why, yes lassie. Now what’s your SECOND QUESTION?"

Puzzlers -3-
Modified Nursery Rhymes

<table>
<thead>
<tr>
<th>Humpty Dumpty</th>
<th>Jack and Jill</th>
</tr>
</thead>
<tbody>
<tr>
<td>Humpty Dumpty sat on a wall,</td>
<td>Jack and Jill went up the hill</td>
</tr>
<tr>
<td>Humpty Dumpty had a great fall.</td>
<td>To fetch a pail of water.</td>
</tr>
<tr>
<td>All the king’s horses</td>
<td>Jack fell down</td>
</tr>
<tr>
<td>And all the king’s men</td>
<td>And broke his crown</td>
</tr>
<tr>
<td>Had scrambled eggs for breakfast again!</td>
<td>So he couldn’t play king anymore</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Little Jack Horner</th>
<th>Hickory Dickory Dock</th>
</tr>
</thead>
<tbody>
<tr>
<td>Little Jack Horner</td>
<td>Hickory Dickory Dock</td>
</tr>
<tr>
<td>Sat in a corner</td>
<td>The mice ran up the clock.</td>
</tr>
<tr>
<td>Watching the girls go by.</td>
<td>The clock struck one,</td>
</tr>
<tr>
<td>Along came a beauty,</td>
<td>The rest-</td>
</tr>
<tr>
<td>And he said, &quot;Hi, Cutie!&quot;</td>
<td>They escaped with minor injuries</td>
</tr>
<tr>
<td>And that’s how he got his black eye.</td>
<td>Hickory Dickory Dock.</td>
</tr>
</tbody>
</table>
Today for computing we have a program - a program that is outstanding -
It's a program, no; it's a utility, no; it's a game - the game of -

BANDIT!

Bandit is a slot machine game. Type in the program from here or read
the instructions:
Bandit is the slot machine in Las Vegas. You are the gambler. Before
each pull, you must bet an amount of money, up to $200.00. Do not go
lower than $0.01. If it is lower, you must bet again. Try and get 3 of
something - 3 jackpots pays 20 times the bet
  3 bars   pays 10 times the bet
  3 of anything else pays 5 times
  2 of anything else pays double.
The computer will occasionally ask you if you want to quit. Type "y" or
"n". Good luck. Please read "HOW TO TYPE IN PROGRAMS" before entering
BANDIT.

HOW TO TYPE IN PROGRAMS

1) Whenever you see something underlined (like this), hold down the
SHIFT key when you press the key(s).
2) Whenever you see something in braces {like this}, do not press it:
   if it says {CTRL-1} you would hold down the CTRL key while pressing
   the 1 key.
3) Whenever you see [CMD] hold down the COMMODORE KEY while pressing
   the thing beside it. E.g. - if it said [CMD-H] you would press the
   COMMODORE KEY and the H key.
4) If you see a carrot (it looks like this: ^), press the UP ARROW.
5) If you see a asterisk(it looks like this: *), press the STAR key.
6) If you see an at sign (it looks like this: @) press the key which
   is between the P and the * key.

HAPPY PROGRAMING!

THE FOLLOWING PAGES CONTAIN THE PROGRAM FOR:
BANDIT.
1 REM *BANDIT*
2 REM -OKIE DOKIE PUBLICATIONS, LTD.-
3 REM -PRESENTED BY BYRON PURSE-
4 REM *BANDIT*
10 PRINT CHR$(147)
20 REM SETUP
30 GOSUB 9000
35 DIM R(3)
40 INPUT "WANT INSTRUCTIONS (Y/N)"; QS
60 IF QS$="N" THEN 120
70 IF QS$="Y" THEN 110
75 PRINT "PLEASE ANSWER Y FOR YES:
90 PRINT " OR N FOR NO..."
100 GOTO 40
110 GOSUB 1000
120 LET T=0
130 INPUT "BET"; Q
160 IF Q>0 THEN 190
170 PRINT "YOU HAVE TO PLAY!"
180 GOTO 130
190 IF Q<20 THEN 220
200 PRINT "BE RESONABLE NOW!"
210 GOTO 130
220 IF Q>.99 THEN 240
230 PRINT "CHEAPSKE!!"
240 GOSUB 3000
250 GOSUB 4000
260 LET T=Q+T
270 IF T<0 THEN 340
280 IF T>0 THEN 370
290 INPUT "READY TO QUIT (Y/N)"; QS
310 IF QS$="N" THEN 130
320 PRINT "*** SO LONG, CHICKEN ***"
330 END
340 PRINT "YOU OWE ME $"ABS(T)
350 IF ABS(T) <200 THEN 130
360 GOTO 290
370 PRINT "YOU'VE WON: "$T
380 GOTO 350
1000 PRINT "THIS GAME SIMULATES A"
1010 PRINT "JACKPOT MACHINE."
1020 PRINT "BET ON EACH PULL - UP TO"
1030 PRINT "$200"
1040 PRINT "3 JACKPOTS PAYS 20 X THE BET"
1050 PRINT "3 BARS PAYS 10 X THE BET"
1060 PRINT "3 OF ANYTHING ELSE PAYS 5 TIMES"
1070 PRINT "2 OF THE OTHERS PAY DOUBLE"
1080 RETURN
3000 DATA JACKPOT, BELL, PLUM
3020 DATA ORANGE, LEMON, GRAPE
3030 DATA CHERRY, APPLE, MELON
3040 DATA BAR
3050 FOR I =1 TO 3
3060 LET R=INT(10*RND(1))+1
3070 LET R(I)=R
3080 FOR J=1 TO R
3090 READ X$
IN TROUBLE

On Halloween I was playing with Karen and we decided to ask our parents if we could go halloweening together and afterwards have Karen sleep over at my house. Our parents said, "Yes." So we went over to Karen's house and got her costume and stuff.

That night when we were out halloweening, we saw a TYRANNOSAURUS REX! Karen screamed really loud, "AHH, HELP, HELP!"

I holler, "Karen, Karen it is only Scott remember!"

Karen stopped screaming and quietly said, "Oh yah." Then suddenly the ferocious, grotesque monster picked us up with his slimey claws, that's when we knew it wasn't Scott because costumes aren't that real.

We started screaming, "HELP, HELP OH SOMEONE HELP!" No one helped us. He took us to a cave! Boy was it freaky there! It took us about 5 minutes to escape! But then we got caught again, but this time by a goblin. He had warts all over his face! He was a slimy, green, grotesque, ugly goblin.

He took both of us to a graveyard. It was freaky there! It was so freaky there that I could have died! But I didn't. Then he tapped a song or something on a stone grave. It opened! We went in! There was a door at the bottom. We went in that door too. Inside the door were a bunch of mutilated bodies. It was horrifying! It made my stomach turn in circles it was so grotesque! Karen cried, "A are you g gg going tto thtthat to us to?"

The goblin croaked, "Maybe, maybe not."

He sat down in a blue velvet chair. Then he rang a golden bell. The bell was very beautiful. Then lady goblin with black hair worn up in a bun and pink rough skin and millions of warts with a white apron came in to the room. She squeaked, "What would you like sir?"

He answered in a croaky voice, "A watermelon, ketchup chips, gum mm that's all for now thank-you."

The lady goblin, Nabrea, asked, "What about a drink sir?"

The goblin, Harris, croaked, "Oh yes, I'll have a rootbeer milkshake."

About 1 hour later we escaped. We ran all around town collecting the whole class (which was 32 kids in it plus a teacher which makes 33) and teacher. Then we went to the graveyard there we found him outside looking for us. He knocked on the stone grave. The door opened and we went in. Then we went in the other door.

He sent us all to the mutilating room. Then he pointed to Stephanie, Supna, Dorthia, Bill, Spyro and Gus and croaked, "Get over here right now!" They went over to him. He mutilated them one at a time right in front of our eyes. If we turned around he said he'd mutilate us too. So none of us turned around.

Later he put us all in a cage. Angela, Jana, Joey, Dallas, Byron and Tristan fainted! Then Miss Smith, Sarah, Celeste, Jared, Jessica and everyone else except Karen, Jeff Sim, Scott and I vomited. Then luckily I remembered that I had a skeleton key in the pocket of my costume. I unlocked the doors, opened them and stepped out and rushed back in because the alarm sounded I think that woke everyone up. Because they all started getting up. Then Harris came back. He pointed to Greg, Byron, Colin, Kia, Farrah, Jessica and mutilated them. After 9 long weeks of searching for a way out well actually Jeff Sim found it. It happened like this, we had just given up on finding a way out and Jeff Sim leaned on the wall and a door opened we all trampled through the door when we got out we all thanked him greatly. Then we all went home.
WWF
WRESTLING

IS
WRESTLING!!
Our special thanks to:

Tristan M. for editor, organizer, Puzzlers, Tips, Posters, Mainline, Sports.

Byron P. for headlines, Computing, cover, first page, posters.

Celeste G. for Mainline.

Scott M. for Tips section

Carole C. for Stories.

And all our Ads people, and of course, our readers