



Gracies Dinnertime Theatre

Volume 18, Issue 4
www.hellskitchen.org/gdt



Member of
Hell's Kitchen
www.hellskitchen.org

Criticize Things You Don't Know About!¹

by Mookie Harrington

As a college student, I've often experienced a feeling of detachment from the world while at school. This is an information void, characterized by having no newspaper headlines at my doorstep each rainy morning.² Even with the "invention" of the Internet, (allowing unlimited accessibility to online news³ from anywhere in the known universe), many of us simply use our computers to chat on IM about how we have no free time. Our closest thing to culture is witty away messages about campus food.⁴

At this moment there are probably plenty of important and dangerous foreign wars occurring. I even bothered to look that up, and found that there are currently UN Peacekeeping forces deployed in the following locations: Democratic Republic of the Congo, Ethiopia and Eritrea, Sierra Leone, Western Sahara, East Timor, India, Pakistan, Bosnia & Herzegovina, Kosovo, Croatia, Cyprus, Georgia, Golan Heights, Iraq, Kuwait, Lebanon, and the Middle East.⁵ Now, those must be some happening places!

Still, knowing this does not really change my personal perspective. Was I planning on visiting these sites? Was I worried about losing my luggage or confused on what to photograph?⁶ These days, knowl-

edge is hardly power. Instead, news is simply trivia waiting to be rehashed on Jeopardy.⁷

Perhaps I have spoken broadly and in jest. I'm sure many college students wake up, and zip over to cnn.com to digest the daily local, national, federal, financial, and weather news.⁸ That is terrific for them, but I still vote to sleep in. For those in my camp, you must learn how to "work the system".

Despite lacking zeal and initiative, we "ignorants" can still stay abreast on what is happening. Simply use your powers of deduction to figure out what's shaking. For instance, noticing an increase in political Instant Messenger profiles during mid-November, I inferred that an election of some kind had occurred! Apparently, in the country of "Florida" a man named "Jorge" has won a civil war against the rival faction "Supreme Court", and since been declared King. Neat.

Let the educated man argue against ignorance. In our judicial system, it is my people who are jurors.⁹ We watch the reality-based television shows and we keep Howie Mandell employed. We major in liberal arts at science schools, and we are happy. And the French would say, "Unweissenheit ist Wonne."

¹ Inspired by that line from the Steve Martin routine, "My Grandmother's Song", I dedicate this article to the spirit of ignorance that goes hand-in-hand with bliss.

² "Tobacco Industry Study Finds Soccer Stadiums to be True Cause of Cancer."

³ And porn.

⁴ IM Profile for Andie Ho (parodying opening for television show *Iron Chef*):

"Tell me what you eat and I will tell you who you are." — Brillant-Savarin

So according to him, I'm a lump of Aramark crap?"

⁵

See http://www.un.org/Depts/dpko/dpko/cu_mission/body.htm

⁶ I've always thought the theme "Ducks in War" would be touching.

⁷ Or worse yet: butchered by Regis for the \$100 question.

⁸ In contrast, my personal homepage is <http://www.wrestle-crap.com>

⁹ coughcoughojsimpsoncoughcough

REPORTERMAG.COM—A Simple Breakdown

by Alex Moundalexis

When I first loaded Reporter Online (www.reportermag.com), I saw advertisements. Banner ads, to be more accurate. The same crap that you see on every commercial page these days. I was intrigued, and my search began to find out what Reporter's site was made of.

I started at Network Solutions, and looked up who owned the domain. The domain name is registered to CampusEngine.com, based in Folsom, California. CampusEngine is an affiliate of the DoubleClick Network, and provides the banner ads that are seen on both the header and the footer of the page. Reporter Online's domain name servers are SCA03.AUTH.DNS.EXODUS.NET (209.185.253.230) and SCA04.AUTH.DNS.EXODUS.NET (216.32.104.10), in order.

Reportermag.com resolves to 64.41.197.116. This server is running on a Solaris platform, specifically SunOS 5.7. They are using Apache 1.3.12 (Unix) to serve their site, using the HTTP/1.1 protocol. This IP, as well as the entire block, is owned by Exodus Communications. More on them later. Other services running include: Telnet—via SunOS 5.7. FTP—via `wu 2.6.1` (pretty common), but aliased to `mail.campusmotor.com`, suggesting consolidated hosting (anonymous logins are disabled). A secure server connection was not available.

Exodus Communications (www.exodus.net) is most likely their host, seeing that their domain name servers are being utilized, as are their blocks of IP addresses. Exodus Communications runs a maximum security Internet Data Center (IDC), and provides a variety of locations/services for payments left undisclosed on their website. Put it this way, if you're serious about your server security, Exodus has biometric access to their vaults.¹ Seems almost militant to me—for people who are VERY serious about uptime.

Exodus runs most Unix-variety systems, on a plethora of operating systems. They have over 15 sys-

tems that have been running solid for over a year. Impressive, and definitely a choice for solid uptime. Some of the servers that they are responsible for housing are: eBay's search cache—and a whole lot of other eBay servers, LinkSynergy, Zope.org, microsoft.sharperimage.com, Intel's newsgroup server, webmonkey.com, 101eroticstories.com, fast.no, other Microsoft sites, etc.

I don't pretend to understand why they would choose such an advanced location for their site, unless CampusEngine.com is helping to provide consolidated hosting—which is probably the case, considering the banner ads. The bottom line, is that Reporter Online is most definitely hosting off-campus, with no apparent connection to RIT at all. They can sell whatever they like, banner ads, whatever...no constraints at all.



A picture of the brand-new hellskitchen web site hardware.

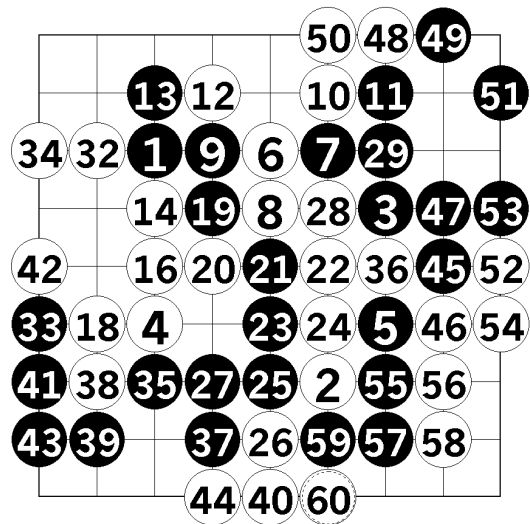
In direct response to Reporter Online, *Gracies Dinnertime Theatre* has launched our own secondary web site. Our servers are leased from the CIA and housed deep down in the sub-levels of Fort Knox. That's right, they provide hosting as well as our country's gold reserve. You know that supercomputer in *Mission: Impossible*? Yeah, we leased that to run our site. Visit our site at the following address: www.weloveyoureportermagazinepeeps.com. We guarantee it will be up 27 hours per day, 378 days a year.

1. Exodus is even cooler than that. They have these one-man airlocks that a person must step through to gain access to the IDC. Each customer is kept in a separate cage, and inside that cage are racks and racks of computers. Imagine four football fields of computers, and you get the picture of Boston-3, one of three of the Exodus hosting centers in the Boston area. For those of you who have seen RIT's data center, just multiply that by 100. —Adam

Go, Lesson 6

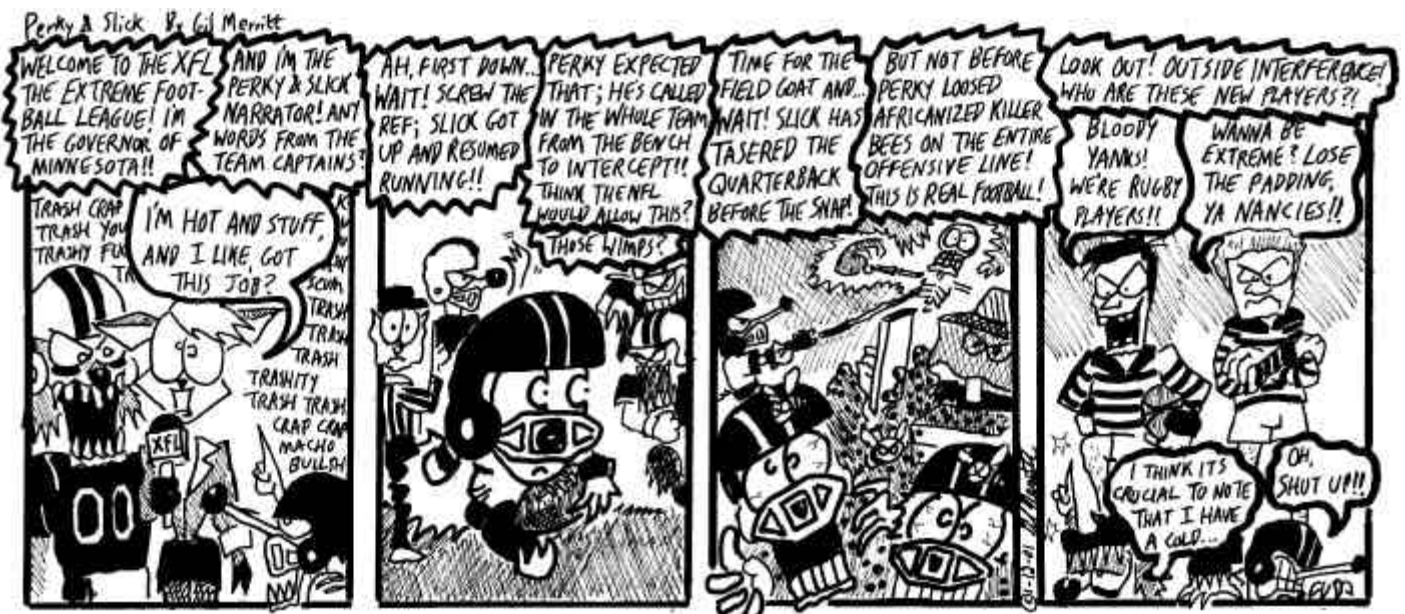
by Tom O'Dachi

Here, for your learning pleasure, is an annotated amateur game.



1. 3-3. Most games start with players taking the corners, as they are the easiest to defend and hardest to attack, as two walls (the edges of the board) are already made. The 3-3 is a very conservative play, and while secure, does not take too much territory.
2. 6-7. The 3-4 point is more aggressive than 3-3, but perhaps less secure. In full 19x19 games, 3-4 and 4-4 are very common opening moves.
3. 7-4.
4. 3-6.
5. 7-6. Black approaches the corner timidly, apparently afraid of attacking.
6. 5-3. White attacks. Because Black moves first, in a completely even game, Black will usually win. Because of this, White must make aggressive moves. A Go saying says that White's most powerful ally is fear.
7. 6-3. Black tries to secure the upper right corner.
8. 5-4.
9. 4-3. Black wants to connect 7 and 9 with 5-2, but...
10. 6-2. White threatens the upper right corner, and by cutting the two apart, possible the upper left.
11. 7-2. Defends the corner and threatens White 10.
12. 4-2. Defends 10 by creating a Tiger's Mouth with 10 and 6, and looks menacingly at the upperleft corner.
13. 3-2. Defends the corner, but not the best move.
14. 3-4. White attacks and makes territory at the same time. Good stuff.

15. 2-4. Black tries to save the corner, and makes a threat against 14.
16. 3-6. White's stones are spread very thin from all the attacking. White has to be very cautious here.
17. 2-5. Black pretty much settles the upper left corner.
18. 2-6. White keeps Black from extending further down the side, and wants to kill the corner.
19. 4-4. It's nice to drive a wedge into enemy territory.
20. 4-5. 5-5 is probably a little safer, but White has a crazy plan that *just might work*.
21. 5-5. Black is very happy. This move threatens all the White stones at the same time.
22. 6-5. White tries to kill the attacking Black stone.
23. 5-6.
24. 6-6.
25. 6-7.



26. 5-8.
 27. 4-7.
 28. 6-4. White lets off one attack to threaten the corner.
 29. 7-3.
 30. 1-5. Attacks the corner. This is very sneaky.
 31. 1-4. Looks fine, as it threatens the invading stone and seems to solidify the corner, but this was a lethal mistake.
 32. 2-3. Shabam. Look out for these.
 33. 1-6. Ultimately futile, but forces a move, so nothing major is lost.
 34. 1-3.
 35. 3-7. A good try.
 36. 7-5. White ignores what isn't a threat, and goes out to attack.
 37. 4-8. 2-7 wouldn't have worked either.
 38. 2-7. Necessary to kill the lower left corner.
 39. 2-8. Threatens to make two eyes.
 40. 5-9. Takes away the threat of Black 6-8, killing 26 and making another eye.
 41. 1-7. Threatens the White group. Black should play to save the upper right instead of wasting Ko threats.
 42. 1-5.
 43. 1-8. (sigh)
 44. 4-9. White mercifully ends the sequence by making 3-8 a false eye.
 45. 8-5. Black catches on. This move aims to cap white's invasion of the upper right corner.
 46. 8-6. Attacks 5, threatens 45.
 47. 8-4. Necessary.
 48. 7-1. White gets greedy, and attacks the corner again.
 49. 8-1. Defends the corner, attacks 48.
 50. 6-1. White has to defend, but so does Black.
 51. 9-2. Makes darn sure about those two eyes.
 52. 9-5. Gets a point.
 53. 9-4.
 54. 9-6.
 55. 7-7. Black would really like this to work out, but White's stones are just barely strong enough to live.
 56. 8-7.
 57. 7-8. Incidentally, because White has to answer every one of these moves (and so lose a point of territory for every stone taken), Black loses nothing by trying.
 58. 8-8.
 59. 6-8. The Black group of four and the white group of three at the bottom each have two liberties left, but it's White's move.
 60. 6-9.
 61. Black passes.
 62. White passes.
- White won the game, 60 to 6.

There's Go every Tuesday night from 7-11 pm in the Skalny room of the SAU.



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