

The Weekly Ink Waster

December 8, 2003 #4

The Website Jumps!

My website has made quite a splash in the Yahoo! Member Pages Directory. To see how it's doing, go to my website, at

www.geocities.com/vperpetua, and find the pull-down menu on the right side and choose a link. There you go. At time of writing, it's 18th out of 1600 or so. Not bad!

Boo-hoo!

No thoughts about our homework level yet, but I'm still open to suggestions!

www.addictinggames.com

At 10:30 today, I went to this site to review it. It's now 12:20 and I'm finally able to drag myself away from the site (but not the computer, I have to write the review!). That should give you a general idea of this site. It has about 500 assorted games of all categories, some of them made by the site, some of them links. They range from the classic Tetris (make lines out of blocks) to the new, inventive Kick Ups (use your mouse to keep the soccer ball in the air for as long as possible, try to beat 23!) to amusing 3D diversions like Spank the Monkey where you are a rubber glove and you want to drag the glove as fast as possible and...

WHACK!!!

Spank that monkey to Melbourne! 420 MPH is my personal best.

Ready, take AIM, Fire!

I have been asked to talk about the effects of AIM (AOL Instant Messenger) on kids. Now, not using it (Thank you! Thank you!), I don't know too much, but it seems pretty darn popular. You would think that any day now you'd hear that Joey Schmoe couldn't come in to school today because he's still trying to figure out which smiley to send to John Smith down in Kentucky. I hear all this "psst...be online at 5:30 today," and I wonder when kids have time to do homework, since it seems that they live, eat, drink, breathe, play, cherish, love, worship, and get their eyes glued to AIM. And one more thing. Those screen names! How do kids remember them? My Yahoo username is byronperpetua, thank you very much. No crazy-cowlover67362t for me! I will also say that I am an AOL hater and I think that if you want to REALLY use the 'net then you should use Internet Explorer and Outlook Express, included free with every computer sold, no 6 month trial,

and no 1045 hours free for 45 days.
1045 for 45 days? That's over 23
hours a day! Really, kids may spend
all their waking hours on AIM, but they
do have to sleep sometime.

To the Next Level

Chris Motto's column is back and it's
really good. You can give your comments
directly to Chris, or you can email
them to me and I'll get them to him.
I'm doing Grand Theft Auto Vice City -
the mission will be Keep your Friends
Close. It is a very good idea to have
an ample supply of either Python or
Spaz shotgun ammunition for this
mission. You will start out in your office.
Run out of your office and stand at
the top of the staircase. Use auto-
aim to target and kill the seemingly
endless amounts of gangsters that
enter the building. After dispatching
quite a few of these Mafia members,
Lance will appear near the
entrance to the roof. Run after him.
He will appear in the hallway as you
turn -- shoot him. When you reach the
roof, run up to the helipad area. Shoot
down the numerous gangsters. If you
lose health, locate the health behind
the helicopter. There is also an
adrenaline pill on the roof. The best
strategy to kill Lance and his friends
is to use a gun such as the Python or
MP5 (something you can sprint with while
holding), fire, then run away. After

killing Lance, run back downstairs and
prepare for Sonny. He will have a few
stronger gangsters with him. Get off a
few shots, then run to the side of the
upstairs with the windows. Since they
cannot shoot through the floor (they
should be directly underneath you)
shoot who you can, and when you feel
ready, run back around to the front of
your office and fire off more rounds.
Repeat this strategy, using the
health in the den when needed. Well
I hope that was better - join me for
the next To the Next Level where I
will be talking about Tony Hawk's
underground. This is Chris Motto saying
catch you later!

The Riddler returns

Time to challenge you with a science
riddle from Mrs. Mansfield, IDS
science teacher:

When the percussionist was required to
play a very loud passage, his drum took
such a beating, he thought it would
give out. Which drum were we talking
about?

Hint: The drum has something to do with
noise, but it's not necessarily the drum
making the noise.

Get your name featured in Ink
Waster #5! This is:

Byron Perpetua

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www.geocities.com/vperpetua