

Supplement to the Historiography I:16

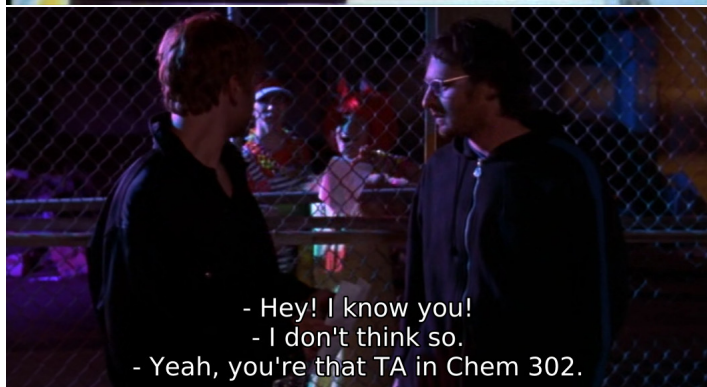
Camille Akmut

January 6, 2023

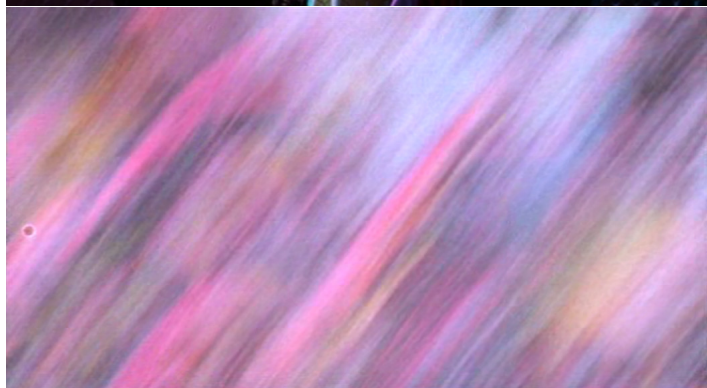
FILM — *Groove* (2000) [cont.]

Harmony	one of the organizers
Colin Turner	Harmony's boyfriend
David Turner	Colin's brother (the writer of technical lit.)
Leyla	from outside SF (NY), David's love interest
Cliff Rafferty	Chemistry TA and drug dealer
Beth Anderson	(yoga girl)

Other bits of information revealed in the e-mail flashes are “bad ascii”, mailing list drama, “I’m unsubscribing. Bye”, “AIM”, “QuickMail Pro Server for MacOS 1.1”, “Cyberspace”, another domain is freeassoc.com (which belongs to the organizing group?)



- Hey! I know you!
 - I don't think so.
 - Yeah, you're that TA in Chem 302.



```
RECEIVED: from SF_Database by POP_Mailbox_-1279373510
23 JUL 99 16:56:26 UT Received: from FTP.FREEASSOC.COM
with SMTP (QuickMail Pro Server for MacOS 1.1.2b2); 2
Received: from [216.38.144.70] by ftp.freeassoc.com
Server 6.1) id 527591 via TCP with SMTP; Fri, 23 Jul
X-Sender: ernie@mail.freeassoc.com
Message-Id: <103130301b3beabd2c4b0@[216.38.144.70]>
Mime-Version: 1.0
Content-Type: text/plain; charset="us-ascii"
Date: Fri, 23 Jul 1997 16:34:46 -0700
To: Everyone <list@freeassoc.com>
From: Ernie Townsend <ernie@freeassoc.com>
Subject: GROOVE
Mime-version: 1.0
X-Priority: 3
```



```
az.hyperreal.org with SMTP
ed: from Bigt1009@aol.com
by imo-d08.mx.aol.com (mail
for <sfraives@hyperreal.org>
Bigt1009@aol.com
e-ID: <45b9b7cc.250753a7@a
Wed, 8 Sep 1999 01:52:39 E
t: I'm unsubscribing. Bye
```

CLOSE @ 2AM, no in-and
 ail #: 415.555.9876

II. [7] Beth and Cliff (after the rave, the next morning)

Ernest/Ernie Townsend
Neil and ?

organizer (negotiates with the police)
gay couple who can't find the party on their anniversary



II. DJ Polywog set [1] Behind the scenes [2] film / [3] Leyla and David somewhere in the building

Groove is a wonderful historical document which inside of a fiction has bottled up for eternity an entire subculture and period. (In the same way that *Hackers* had for hackers...)

HISTORY OF INTERNET CAFES [cont.]

II. *cyberiacafe.net/cafes/index.html* [1] Dec. 2 1998 [2] Feb. 29 2000



At the end of its existence Cyberia had had so many locations (or franchises) that it is hard to keep track of. It operated after the franchising model, and while it may have had feminist roots, it also evidently drew inspiration from capitalism and looked increasingly to be like a McDonald's of Internet cafes...

For example, the location in Tokyo – arguably its most significant expansion and one of the earliest ones – lasted from 1996 to 2000.

Cybersmith followed a similar fate, it seems, at a similar time :

Shortly before its website changed to an all black “*closed. out of business*” landing page, at the latest in April 1999, in January of that same year it had announced a “*grand opening*” and new location in Indianapolis and “*alliances with leading technology, software and education firms*”...

In 2000 (by the latest October), CoffeeNet - which as far as we know had never expanded beyond SF - also had to close, due to “*avarice, greed, and lack of ethics*” of the landlord - as was explained on its website.

“*We are moving to a new location!*” announced Internet Alfredo by late 2000. Another SF cafe was advertised in 2001. Briefly after its site disappeared.



Last updated, Jun. 16

CYBERIA_TOKYO

Since 03/22 1996

~World Wide CYBERIA~

- [CYBERIA Bangkok](#)
- [CYBERIA Dublin](#)
- [CYBERIA Ealing](#)
- [CYBERIA Edinburgh](#)
- [CYBERIA Kingston](#)
- [CYBERIA London](#)
- [CYBERIA Manchester](#)
- [CYBERIA Paris](#)
- [CYBERIA Rotterdam](#)
- [CYBERIA Tokyo](#)
- [CYBERIA Wrexham](#)



Address:1-14-17 Nishi-Azabu Minato-Ku Tokyo
 T E L :03-3423-0318
 Open :11:00-23:00-closed on Mondays(only in April)

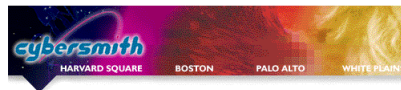


2000年5月31日
 インターネット・カフェ「CYBERIA TOKYO」は閉店いたしました。
 4年間ご愛顧頂き、有り難うございました。
 May 31st 2000
 CYBERIA TOKYO, which had been the Internet cafe for four years, was closed.
 Thanks you all for coming to us.

II. Cyberia Tokyo's website cyberia.co.jp [1-3] June 24 1997 [4-5] June 18 2000 (English version) June 13 2000 (Jp v.)



II. webcam.ealing.cyberiacafe.net [1] Dec. 6 1999 capture [2] Aug. 18 2000 (change) [3] May 16 2001 (next change)



What's New @ Cybersmith

Come try out [Meridian 59](#), the hottest RPG!
 FREE X-Wing® vs. TIE Fighter® tournament June 7th
 \$20 off coupon for the WingMan® Warrior™ joystick!
 What happened to [Nethead Red](#)?
 You [tell](#) us what's hot in console gaming...
 Isa Ferguson wins our [essay contest](#)
 Cybersmith voted [TOP 5 retail innovator](#) by Computer Retail Week

- SIGN IN
- What's Cyberia?
- Locations
- Training & Classes
- Home Pages
- Corporate Events

What's New @ Cybersmith

GRAND OPENING! [Cybersmith Castleton Square](#) is now open in Indianapolis. Read what [StarNews.com](#) had to say about our new store.

Cybersmith announces alliances with leading technology, software, and education firms.

Voice your opinion! Appear live on CNN's top-rated talk show, [TalkBack Live](#), just by visiting Cybersmith!

We'll show you how to get organized digitally with your own PDA. Come see the [Palm III](#), [REX](#), [Nino](#), and [Velo 500](#) available at all Cybersmith locations now.

"The ultimate virtual playground." - [Boardwatch](#)



For a text version of this site use the [index](#).
 Read the [Cybersmith FAQ](#) for answers to many questions.
 Send your feedback to webmaster@cybersmith.com.



cybersmith
wired for fun and learning.

closed.
out of business...
[sorry!]

II. Cybersmith's website cybersmith.com [1] Feb. 21 1997 [2] Jan. 25 1999 (Indianapolis opening) [3] April 23 1999

Please visit our sponsors.

[CLICK HERE TO BECOME A ValueClick MEMBER SITE!](#)



415-437-3140

Looking to surf the web while in San Francisco? Wanna feel the rush of lightning fast T-1 internet access? Got some pictures to scan? Craving some coffee? Then welcome, kimosabes! Welcome!

SEE US LIVE!

[JAPANESE VERSION](#) [SPANISH VERSION](#)

Welcome to The CoffeeNet®

An Internet Cafe!



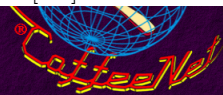
"The Greatest Coffee and The World"®

744 Harrison Street, San Francisco, California

email: roastmaster@coffeenet.net

Telephone: 1-415-495-7447

II. [1] Internet Alfredo's website *ialfredo.com* Nov. 11 1998 [2-3] CoffeeNet's *coffeenet.net* Oct. 7 1997 / (below) Oct. 17 2000



"The Greatest Coffee and The World"®

Due to the avarice, greed, and lack of ethics on the part of The CoffeeNet's former landlord:

Martine Gautier
Savoir Vivre International
225 Fifth Avenue, Suite 1208
New York City, NY 10010
Voice: (212) 664-6065
FAX: (212) 664-5053
E-Mail: savoirv@aol.com

who justified her lack of ethics by explaining to me that she had to look out for her childrens future; The CoffeeNet is OUT of BUSINESS until new digs can be found.

How would you like to be the child of a mother who justified reprehensible behavior by passing the responsibility to you?

My sympathies to Martine Gautier's children.



415-437-3140

We are moving to a new location!

If you need more info please email: alfredo@ialfredo.com

[JAPANESE VERSION](#) [SPANISH VERSION](#)



415-437-3140

We are moving to a new location!

At Michael's request:

WHEN VISITING SFO, STOP BY:

<http://www.sfchatcafe.com>

If you need more info please email: alfredo@ialfredo.com

[JAPANESE VERSION](#) [SPANISH VERSION](#)

II. *ialfredo.com* [4] Oct. 12 1999 [5] last capture (before the site became inaccessible, disappeared - domain for sale?) May 15 2001

MAGAZINES (VG)

— Hardcore Gamer

Hardcore Gamer is a strange magazine in the sense it had a late start, in mid-2000, when the trend in video game publication seemed to be going the other way; magazines stopped altogether, ceased appearing in print and/or switched to a Web format i.e. site, online media. [A Guardian article? was dedicated to the resurgence of the video game magazine by enthusiasts]

Issue 1	June 2005
<i>Shadow of the Colossus</i> preview	p. 9
Feature: Video game cameos	pp. 26 f.
Game hacking 'Diary of a ROM hacker'	pp. 30 f.
Issue 2	July 2005
Castlevania history (<i>Curse of Darkness</i> cover story)	pp. 45 f.
Issue 3	Aug. 2005
The gaming gourmet	p. 25
Issue 4	Sep. 2005
<i>We Love Katamari Damacy</i> (cover story)	pp. 46 f.
Feature: Treasure	pp. 26 f.

The latest releases of the day, and also older games were discussed in Hardcore Gamer in features like 'Video game cameos' ("when one game makes a reference to another"), developer portraits (e.g. Treasure), histories of long-running series on the occasion of a new entry and contributions about ROM hacking. Conventions (e.g. E3) were covered regularly, including Asia. Anime reviews, cosplay photos and even recipes...

"Of course, when you dive into the internals of the software code, you never know what you might find. The most surprising thing I found was in the LaserDisc game *Thayer's Quest* when I came across a lengthy list of curse words. Apparently, the programmers had hoped to foil any attempts by kids to abuse the game's "speak my name" feature by creating a Do-Not-Say list. Often I'll find "backdoors" that programmers used to playtest their code. A special patch inside the *Dragon's Lair* code allowed you to play the whole game if you held the joystick a certain way when you inserted your quarters. (I could have saved a lot of money if I knew about this when I was a kid.) If you enter a certain input sequence in *Dig Dug*, you can bring up a secret NAMCO title screen."

"Most big names in video game software – like Konami, Capcom, or Terno – got their reputation from publishing lots of games made by lots of people. Story by Lynxara Treasure is the opposite sort of company; it is a developer that rarely publishes its own work."

"As a long time gamer, I've noticed something. We eat horribly. Think of your last LAN party, all night D&D session, or marathon gamefest. What did you have handy to munch on? Chips, soda (...)"

