Supplement II:24

Camille Akmut

June 22, 2023
FILM — Talk Radio [cont.]

Talk Radio is a film evidently meant to be shocking (in particular rape and Neo-Nazi scenes), yet its most destabilizing aspect when watched today — in an era where virtually every information is available conveniently online, as opposed to the time period depicted — is arguably that it completely fails to have that effect now. Talk Radio has lost most of its potency in that regard, and serves as a thermometer or reference point for pre-Web sensibilities and the extension of people’s tolerance for extreme material brought on by computers, the radio’s killer, (e.g. war crimes or pornography).

MAGAZINES : MONDO ADVANCED ISSUES

— Mondo 2000 # 17

| p. 28 | long electronic music piece (incl. Orbital) |
| p. 44 | Frank Miller interview |
| p. 54 | Oliver Stone interview |
| p. 77 | Barlow interview |

Although it is hard to pin-point exactly what makes a good Mondo issue, issue 17 announced the decay of that magazine. It focused on the most mainstream of alternative artists... In the end, Mondo’s problem was that it too had become the overground of the underground, and ceased to matter in the way that it once had.

The peak of this evolution is reached with yet another Barlow interview/slash/advertisement (the n-th one in that publication), where he talks about being a CIA consultant; So much for revolution!

SB: You open JFK with Eisenhower’s 1960 farewell to office speech warning the country to watch out for the military/industrial complex.

OS: Eisenhower is an interesting man. He went through a lot. He was hardly a liberal. He was an extremely conservative man. So why would he stop after eight years of basically a victory? He’d won, he got out, he had done the game totally. He had achieved everything that Doug MacArthur, his one time chief, had wanted to and failed. He’d become everything that George Washington would have dreamed of. He was a George Washington figure in many ways.

But Dwight was at the heart of much of that National Security
State shit and saw it first hand. Why would he stop after eight years? Why would the most profound wisdom he could pass on to us be that statement? Because he saw something coming that was far worse that he knew was BAD for the country. And that’s what makes him a fundamentally decent man. [laughs]

My dad was right about him. And of course the apologists, all those people like the regressives of the world, they said "He didn’t say that. He really meant that..." They always come up with another meaning for what he said. But it’s not true, that’s what he said. He warned us. Period. He warned us about a group of men and companies and corporations that would endanger our freedoms. Period.

SB: Are you saying the image streamers, the media corporations control us? You have said that whoever controls the memory of a nation controls its destiny. Why are people shown the images they are?

OS: Actually JFK was one of the first pictures to go after the media. Chayevsky’s Network did too, and was effective I thought, but somehow was embraced more by the media. You can’t watch that movie without asking, why didn’t the press do something? It’s a naked finger in their face.

In spite of the salt of the earth airs which he affected, Perry Barlow was a prototypical scion, and staid mostly true to his elite family background by navigating media, technology and politics adroitly to his advantage.

GET SMART
R.U. Sirius: You’ve spoken at a few CIA conventions and advised them?
John Perry Barlow: I’ve been called in on a few occasions to give some back-up to certain forces within the CIA. There’s a minority within the CIA who strongly believe they’ve missed the information revolution in a fundamental way. They realize that they don’t understand how information really works. And they’re genuine about their mission, their mission being to try and come up with the most realistic possible picture of what’s going on in the world so that the administration can make decisions based on reality rather than fantasy. The problem is that they created a purely Soviet information system. It’s completely compartmentalized and has layers and layers of secrecy. And this makes it impossible for them to determine truth, or to have the kind of process where you discover the truth. You want to expose a phenomenon to the widest possible range of peer reviews and different points of view and then come up with a consensus.

Great big lazy susan, each of them with a large teletype machine sitting next to them. The teletypes are clattering away, and they tear off these printouts from the teletype machine and put them on the lazy susan, and rotate it around to another analyst who might be interested. It’s unbelievably primitive! There are five screens on the wall. When I was there, one of the screens was showing static, and the other four were showing CNN. And while I’m standing there in this supposedly electronically-hardened environment in the nerve center of the CIA, my cell phone rings. [laughter] There was a terrible flurry of embarrassment. I wanted to say, “Yes Ivan, I’m here. Code 9, 11, 10. Blue Moon.” They’re completely inept. They’re still passing around information in that building in pneumatic tubes, like an old department store.
R.U: They have to be aware that there’s been a tremendous technical evolution in information processing. I mean, they’re not living in fucking caves!
JPB: There’s a little pocket that’s quite advanced. But no more advanced than the average Silicon Valley company. If you want to
MANGA

— *Hi Score Girl* [cont.]

Apparently part of arcade culture, the practice of “exchange notebooks” and “exchange spots” (which can take on the form of bulletin boards on walls or guest books on tables) is related. Gamers leave what they have found out and wish to share, but also questions for their fellows.

Haruo and Ono go on a trip to all arcades that may be susceptible to have these items; Background being the release of the latest fighting game and the associated rush to understand, master its mechanics. [This is one of few side stories that doesn’t seem to have been included in the anime.\(^1\)]

This custom of exchange of knowledge creates parallels with hacker culture, free software among others. A fraction only of the time is spent playing games, while a lot of the joy is derived from discussing and researching them, and being part of a community.

\(^1\)In the manga it is located at the end of volume 4, after Special Credit [in *Hi Score Girl* Continue].