

The Thinker



Issue 2

64th Session

June 21, 2024

Gifties Select Government

By Allie H.

Officers of this summer's Giftie government were sworn in Tuesday, with senior Azula T. returning as this year's president.

Thibodeaux said their inspiration for running was Victoria T., who was president in the summer of 2022. Their favorite part about being president is being able to help the other Gifties and the program for the better.

The newest justice for the 2024 GPGC position is Riley S. Riley said she decided to run quite quickly "once Kathy had gotten about half way through the presentation [of the government roles]."

She said she believed she deserved to win because of her passion for positions of leadership. She has never been a justice outside of the program, but she has been vice president at her school. Something that she looks forward to is "adequately representing my fellow peers."

Riley is adding to the current roster of justices who are Lizzie B. and Anthony G..

Lizzie said her favorite part of the job is, "banging the gavel to call the meeting to order."

The secretary for the third time running is Lydee F. Lydee said keeping the position this long is impressive but experience likely plays a role. Lydee said she might continue to run in the

future to "keep the streak up."

The Giftie government is structured similarly to governments in Greek and Roman times. The government includes the president, justices and secretary. The body of Gifties serves as the voting legislative body.

"The president runs the government meetings and they help to guide the students," said Kathy Barrios, coordinator of housing and a former Giftie.

"The justices run ticket court. The secretary takes notes to help take minutes."

Previous government legislation has included everything from legislation that imposed fines when Gifties

2024 Officers

President

Azula T.

Secretary

Lydee F.

Justices

Lizzie B.

Anthony G.

Riley S.

didn't properly dispose of their recycling to other things such as when students would be allowed to have access to their phones.

Guest Column: Giftie Adoptions

Reprinted from *The Thinker*, June 24, 2022

By Abigail Fruge

Last Thinker Edition, we delved into the many unique traditions reserved for our third year Senior Gifties.

Among those traditions, one vital and highly anticipated one was placed on the back burner, but not by mistake or negligence. Our two returning students know it, the counselors love it, teachers remain boggled by it. This week we are entertaining the timeless Governor's Program classic – Adoption.

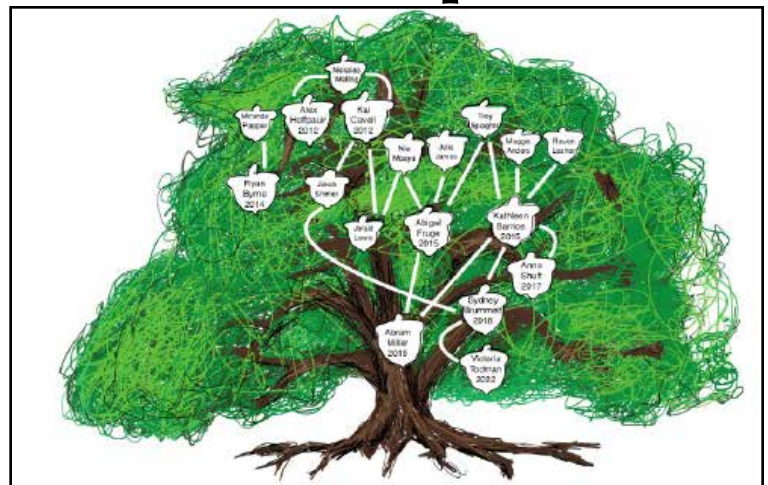
Adoption at the GPGC is very similar to its real world counterpart, though much less

expensive to accomplish, and the adoptee is not the legal responsibility of the adopter.

And while there are rules for this tradition, the entire student body is ultimately involved.

Freshmen are adopted by third years and up, all part of building the important community and residential aspects that bring students so close together. It envelops Freshmen from day one into the exciting grandeur of the Program, literally creating one big family.

Adoption creates families that can be traced back through many summers, and the early Thinker editions of sessions past contained extensive family trees, often covering entire pages at a time.



The GPGC's current family tree.

Courtesy of Abigail Fruge

These intricate mappings were anticipated by all returning students, excited to see their own branches grow, and eagerly

discovered by Freshmen to see how their names would go down in this unique and rich history.

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13-year-old from Oklahoma Beats Tetris

By Kathleen “Kathy” Barrios

When 13-year-old Willis Gibson placed the blocks and broke the code to Tetris, he thought he was going to pass out. He didn't, but he did say it was an amazing experience to beat a game previously thought to be unbeatable.

In 1985, Tetris was invented by Soviet software engineer Alexey Pajitnov. Originally only available in the Soviet Union, the game eventually was licensed to the West through Microsoft and, eventually, for the Nintendo Entertainment System (NES).

Tetris was an unbeatable game because of its coding and design, which runs through levels of increasing speed/difficulty. The game also runs through a series of color palettes that are meant to cycle back around as you progress through levels. Every level is meant to take 10 lines to clear. The game does not have a clear end, when your pieces reach the top, you lose.

The Tetris community originally believed that Level 29 was what was known as the kill screen. In video games, kill screens are levels that break the game and make it impossible to play. The reason level 29 was known as Tetris' kill screen was because level 29 is where the speed maxed out. The pieces were falling too fast to move them from side to side using the traditional methods of play - holding down the d-pad buttons.

In 2011, a new technique for playing was introduced called hypertapping. Hypertapping involved a player continuously

and quickly hitting the d-pad. Hypertapping allowed players to survive for longer on the kill screen. They still weren't able to survive very long though, as even hypertapping didn't allow for fast enough movement if you got certain pieces. Regardless, many players that had not previously been able to get records were starting to move the point record up when this method was found.

And then a player named Cheese found a new method of play called rolling. Rolling is a technique that requires players to leave their thumb on the d-pad and roll the controller into their thumb from the back of the controller. Rolling, once perfected, allowed players to get past the kill screen and into levels far into the 100s. Farther than the game developers ever thought was humanly possible.

When a game is stretched beyond its programmed limits, it starts to break down. In Tetris, this happens at level 138 when the color palettes start to glitch. Most of the glitched colors are interesting and still easily playable. They are just color palettes that are being grabbed from incorrect data in the programming, but when players hit level 146, they hit the color palette that has been nicknamed “dusk.”

Dusk is a palette of dark blues and greens that is almost impossible to see. This palette had a habit of destroying runs especially when players were unprepared for it.

If players managed to make it past dusk, there was still one



Tetris

Courtesy of Amazon.com

more color related obstacle to overcome: “charcoal.” This color palette is dark monochrome colors at level 148.

If players are able to make it past these obstacles, then the rest of the game can come easier.

Now, Tetris is a game that never ends, but by 2021 it was known that there were certain conditions that would crash the game.

Two top Tetris players decided that they would make it their goal to be the first to beat Tetris, by forcing a game crash.

The soonest crash is at level 155, which isn't all that far from the dusk and charcoal color palettes. This is what made players believe that it was indeed possible. In December 2023, Gibson - a 13 year old from Oklahoma - did just that, but not at level 155.

The only way for tetris to crash at level 155 is by clearing a single line at the level change.

This means that your tenth line clear for the level has to be only 1 line, not multiple. Gibson accidentally cleared 4 lines when finishing level 155 and missed the game crash. There are later levels where the game can crash again, but Gibson didn't have these spots or conditions memorized. He just kept playing and hoped that the game would crash, and on level 157 - it did.

This made Gibson the first person to ever beat Tetris and not have Tetris beat them. Don't think this means the competition is over for NES Tetris. There are new challenges being worked on as we speak like beating level 219 which takes 810 lines to beat instead of 10 or making it to level 256 where the level counter resets to 00 which is known as rebirth.

Gibson may have been the first to beat Tetris, but the game still has so much left to explore.

Adoptions

Continued from page 1

While this practice has been criticized in the past by those who claim having a vast number of different families creates pockets within the student body, it is important to understand that

while Gifties may be adopted into different families, they are all part of the Program Family.

After all, acorns are each unique, but falling from different branches does not isolate them from the rest. Branches are not sundered from one another for

growing out of the same trunk at different places.

This summer, adoption has taken a back seat due to the lack of returning students – though both of the program's older students are of rank to do it.

Just like other traditions

typically practiced, there simply isn't a large enough returning student body to hold the weight.

But, nonetheless, it is vital that these traditions are learned to ensure that future Gifties can carry them on for summers to come.

Gifties Visit Sowela



On Thursday, the Gifties visited the SOWELA Community College campus. Sowela offers 25 programs in areas such as aviation, graphic design and communication, and culinary, as well as associate degree programs. Gifties walked around the entire campus, visiting the culinary building, hotel labs, plane hangar, and even going on one of the ex military planes.

Photos, clockwise from top:

Walking into the student center on the campus tour. The group touring the former U.S. Air Force plane while learning about the Aviation Maintenance Technology program. Gifties in front of one of Sowela's helicopters. Inside the hangar at Sowela.

Photos by Robert Markstrom and Sydney Brummett.

Word of the Week

By Allie H.

Umbratile

[um·bra·tile]
adjective, noun

As an adjective it means spent within doors, staying in the shade. As a noun it means a person who spends time in the shade or being carried on in seclusion.

“I think it means. A tile with professor Umbridge’s face on it.” - Maddy

“I think umbratile means... someone who really likes the dark.” - Madeline

“Umbratile means... when the moon is bright.” - Abe

“I believe an umbratile is a creature who enjoys darkness, I don’t know.” - Julian

Seen and Heard

“302 ground beef grandmas” - *Tori L.*

“Men bark, women bang” - *Mrs. Gabbert*

“My identity is being stolen!” - *Madelyn W.*

“Several loud sneezes from down the hall” - *Mr Brown*

“Seen and heard? More like sneeze and heard” - *Abigail N.*

Dog of the Week

By Triston S.

The dog of the week is:

Dachshund



Image courtesy of DepositPhotos

The dachshund, also known as a wiener dog or doxie, is short and long-bodied, is related to hounds. The dog typically has smooth hair but on some occasions may have wiry or long hair. It can differ in color from black, tan, chocolate or cream.

It can live up to 16 years and they were bred to flush out badgers and other burrow-dwelling animals.

The dog’s personality is described as playful, lively, active, independent and courageous and they tend to keep a distance between themselves and small children.

According to the American Kennel Club, the first Olympics mascot was a dachshund.

“The official mascot of the 1972 Munich Olympic Games was a colorful dachshund named Waldi. This was the first time the Olympics had a mascot. Olympic officials actually plotted that year’s marathon route in the shape of a dachshund.”

Crossword Answers



Guess the Song

By Triston S.

Go on and go, walk out the door
Turn around now
You’re not welcome anymore
You’re the one who tried to hurt me with goodbye
Thinkin’ I’d crumble

Want to Write for The Thinker?

All Gifties and staff are welcome to submit articles to The Thinker. Deadlines are Wednesdays. Submit articles to thethinker@gpgc.org.

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