

ACTUAL ANSWERING MACHINE ANSWERS

RECORDED AND VERIFIED BY THE WORLD FAMOUS INTERNATIONAL INSTITUTE OF ANSWERING MACHINE ANSWERS



By Farhana Shaan Apon

1. A is for academics, B is for beer. One of those reasons is why we're not here. So, leave a message.
2. Hi. This is John: If you are the phone company, I already sent the money. If you are my parents, please send money. If you are my financial aid institution, you didn't lend me enough money. If you are my friends, you owe me money. If you are a female, don't worry, I have plenty of money.
3. Hi. Now you say something.
4. Hi, I'm not home right now, but my answering machine is, so you can talk to it instead. Wait for the beep.
5. Hello. I am David's answering machine. What are you?
6. Hello! If you leave a message, I'll call you soon. If you leave a "hot" message, I'll call sooner!
7. Hi! John's answering machine is broken. This is his refrigerator. Please speak very slowly, and I'll stick your message to myself with one of these magnets.
8. Hello, you are talking to a machine. I am capable of receiving messages. My owners do not need siding, windows or a hot tub, and their carpets are clean. They give to charity through their office and do not need their picture taken. If you're still with me, leave your name and number and they will get back to you.
9. This is not an answering machine - this is a telepathic thought-recording device. After the tone, think about your name, your number and your reason for calling, and I'll think about returning your call.
10. Hi. I'm probably home, I'm just avoiding someone I don't like. Leave me a message, and if I don't call back, it's you.
11. Hi, this is George. I'm sorry I can't answer the phone right now. Leave a message and then wait by your phone until I call you back.

12. If you are a burglar, then we're probably at home cleaning our weapons right now and can't come to the phone. Otherwise, we probably aren't home and it's safe to leave a message.
13. Please leave a message. However, you have the right to remain silent. Everything you say will be recorded and will be used by us.
14. Hello, you've reached Jim and Sonya. We can't pick up the phone right now, because we're doing something we really enjoy. Sonya likes doing it up and down, and I like doing it left to right... real slowly. So leave a message, and when we're done brushing our teeth we'll get back to you.

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THINGS COMPUTERS
CAN DO IN MOVIES

From Siraj-us-Saleheen Lovell

1. Word processors never display a cursor.
2. You never have to use the spacebar when typing long sentences.
3. Movie characters never make typing mistakes.
4. All monitors display inch-high letters.
5. High-tech computers, such as those used by NASA, the CIA or some such governmental institution, will have easy to understand graphical interfaces.
6. Those that don't have graphical interfaces will have incredibly powerful text-based command shells that can correctly understand and execute commands typed in plain English.
- Note: Command line interfaces will give you access to any information you want by simply typing, "ACCESS THE SECRET FILES" on any nearby keyboard. You can also infect a computer with a destructive virus by simply typing "UPLOAD VIRUS". (See "Fortress".)
7. All computers are connected. You can access the information on the villain's desktop computer even if it's turned off.
8. Powerful computers beep whenever you press a key or the screen changes. Some computers also slow down the output on the screen so that it doesn't go faster than you can read. (Really advanced computers will also emulate the sound of a dot-matrix printer.)
9. All computer panels have operate on thousands of volts and have explosive devices underneath their surface. Malfunctions are indicated by a bright flash of light, a puff of smoke, a shower of sparks and an explosion that causes you to jump backwards.
10. People typing on a computer can safely turn it off without saving the data.
11. A hacker is always able to break into the most sensitive computer in the world by guessing the secret password in two tries.
12. You may bypass "PERMISSION DENIED" message by using the "OVERRIDE" function. (See "Demolition Man".)
13. Computers only take 2 seconds to boot up instead of the average 2 minutes for desktop PCs and 30 minutes or more for larger systems that can run 24 hours, 365 days a year without a reset.
14. Complex calculations and loading of huge amounts of data will be accomplished in under three seconds. Movie modems usually appear to transmit data at the speed of two gigabytes per second.
15. When the power plant/missile site/main computer overheats, all control panels will explode shortly before the entire building will.
16. If you display a file on the screen and someone deletes the file, it also disappears from the screen (See "Clear and Present Danger").
17. If a disk contains encrypted files, you are automatically asked for a password when you insert it.
18. Computers can interface with any other computer regardless of the manufacturer or galaxy where it originated. (See "Independence Day".)
19. Computer disks will work on any computer has a floppy drive and all software is usable on any platforms.
20. The more high-tech the equipment, the more buttons it will have. (See "Aliens".)
- Note: You must be highly trained to operate high-tech computers because the buttons have no labels except for the "SELF-DESTRUCT" button.
21. Most computers, no matter how small, have reality-defying three-dimensional active animation, photorealistic graphics capabilities.
22. Laptops always have amazing real-time video phone capabilities and performance similar to a CRAY Supercomputer.
23. Whenever a character looks at a monitor, the image is so bright that it projects itself onto their face. (See "Alien" or "2001".)
24. Searches on the Internet will always return what you are looking for no matter how vague your keywords are. (See "Mission Impossible", Tom Cruise searches with keywords like "file" and "computer" and 3 results are returned.)

COOL
ADDA



By Abul Hossain Bhuyian

Name of Adda: Men's world

Type of Adda: All bad types of things in the world

Time: Usually at friend's place for the night. The parents must be absent for up to midnight at least. The adda may go on till the time the parents return.

Age group: 16 to twenty somethings.

The history: Since the dawn of civilisation, this adda was born in different forms. With the rapid urbanisation and severe segregation of the girls species from the boys species, the adda has taken the present form.

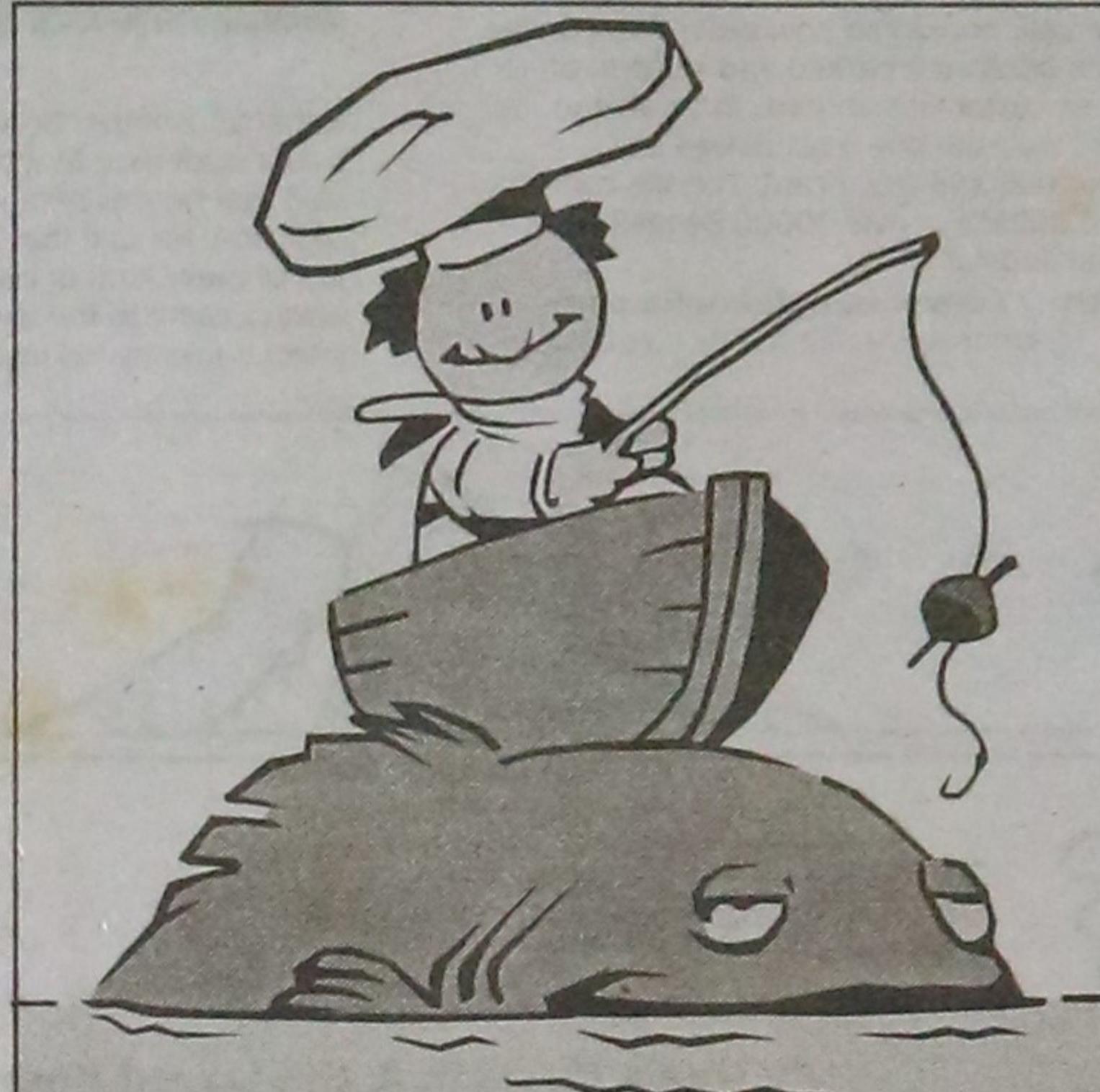
The Adda: It is basically an in-depth seminar on girls and how to get them by hook or by crook. This adda may intensify with the use of the computer technology equipped with a modem or at least an ACDSee JPG viewer. But it really does not matter if there is no PC since major inputs come directly from the mouths of the participants. Participants may present on-line and off-line (printed) documents, and share valuable experiences (however, a detail probe will reveal the valuable experiences contain all fake data).

The most gentle part of this adda is discussing about somebody actually having an affair with some girl. Some participants would repent about unequal distribution of women resources (as they are deprived) and some would repent how they had been 'tchakafied'. Both the repenting parties, if rouge by nature, are likely to import processed water from warehouses to the adda. If participants are 'standard' good boys of Dhaka, various tobacco products may be reviewed.

Side-effects: As the adda intensifies, the noise and air pollution level will rise. Adda overdose may lead some participants to puke and later cause dizziness. At the end of the adda, participants are likely to use toothpaste, pan-masala, mouth refresher etc. before going home like saints. Of course, some of them will be caught by their mothers for smoking and get some black and blues.

Beware: Be cautious about unannounced early arrival of clever parents (most dads used to be participants of such adda in their teenage, so they know what you are upto!).

Last words: If parents are reading this, here's my last word: Relax. Accept the fact that nothing can stop the boys from participating in this adda.



WHO TALKS TOO MUCH?

A husband had always been disdainful of people who, in his estimation, talk too much. Recently he rudely told his wife he'd heard that men use 2200 words a day, while women use 4400. The wife thought about that a moment, then concluded, "That's because women have to repeat everything they say to their husbands.", to which he looked up and asked, "Come again?"

THINGS YOU DON'T WANT TO HEAR ON AN AIRPLANE

1. On an ocean crossing flight: "This is your Captain speaking, I just wanted to take this time to remind you that your seat cushions can be used as floatation devices..."
2. "Hey folks, we're going to play a little game of geography trivia. If you can recognize where we are, tell your flight attendant and receive an extra pack of peanuts."
3. "Our sudden loss of altitude allows a unique close up perspective of the local terrain. I assure you that it's all part of our airlines new commitment to make your flight a sight seeing expedition."
4. "Goose! Bogey at 2 O'clock... He's hot on our tail!... Eject! Eject!"
5. As the plane turns around right after takeoff: "... uhhhhh... We have to go back... We... We... uhhhhh... forgot something..."
6. "Ummmm... Sorry everybody..." (silence)
7. "To the passengers on the right-hand side of the plane, I'm sure you've noticed the loss of an engine, however the reduction in weight and drag will mean we'll be flying much more efficiently now."
8. "Fasten your seat belts!" (Spoken in the same tone your friend with suicidal driving tendencies uses when you get in a car.)
9. "This is your Captain speaking, these damn planes are a lot different than the ships I'm used to... so please give me some leeway if this flight doesn't go to well."
10. "It would be a good idea right now if everyone would close their shades and watch the in-flight movie."
11. "We've now reached our cruising altitude of 20,000 feet and... Damn!"
12. "Stewardess would you please bring four parachutes to the front cabin."

From Lovell



2000 B.C. - Here, eat this root

1000 A.D. - That root is heathen. Here, say this prayer.

1850 A.D. - That prayer is superstition. Here, drink this potion.

1940 A.D. - That potion is snake oil. Here, swallow this pill.

1985 A.D. - That pill is ineffective. Here, take this antibiotic.

2000 A.D. - That antibiotic doesn't work anymore. Here, eat this root.

THE HISTORY OF MEDICINE