

Real millrats

Real millrats don't wear shoes with soft crepe soles.
Real millrats have been up in the clock tower.
Real millrats don't wince when the pallet trucks rumble past.
Real millrats don't ask why the pond is yellow.
Real millrats know where Tony's moved to.
Real millrats don't wear ties.
Real millrats can find building 2.
Real millrats don't eat breakfast at Paul's - instead, they buy it there, and take it back to the office.

Real millrats don't get winded climbing stairs.
Real millrats have seen the generator.
Real millrats enter the cafeteria via the exit.
Real millrats don't get confused by having to go outdoors to get to the stairwells in building 1.
Real millrats don't turn their terminals off at night.
Real millrats don't append "0" to location codes, and especially not to "ML".
Real millrats don't wear socks that match their shirts. Sometimes they don't wear socks that match. Sometimes they don't wear socks.
Real millrats don't get to 9:00 meetings on time.

Real millrats don't navigate by pole numbers.
Real millrats are incapable of giving clear directions to non-millrats.
Real millrats understand why the pond is uphill from most of the Mill.
Real millrats know what's in the basement of building 21.
Real millrats put their feet up on the desk while they are typing at their terminals.
Real millrats know how to get free food from the vending machines.
Real millrats don't scream "EARTHQUAKE!" when the building leans in the wind or shudders because a truck has backed into it.
Real millrats know how to get from 1-1 to the vending machines on 3-1 and aren't afraid of going there alone.

Real millrats rarely wash their coffee mugs.
Real millrats have badge numbers less than 6 digits long.
Real millrats don't use the entrances with guards at them.
Real millrats wouldn't be caught dead with a VT52.
Real millrats can correctly identify the components of a PDP-8.
Real millrats send mail electronically.
Real millrats have 'personal' (non-work) files on their system.
Real millrats at least one surplus computer component that they keep 'for nostalgic reasons'.

Real millrats can go places where NOBODY will find them.
Real millrats would NEVER transfer to Merrimack or (God forbid!) Tewksbury.
Real Millrats are NEVER in their office.
Real Millrats don't 'do' Tobin.
Real Millrats know how to get from bld 1 to 3 without being seen.
Real Millrats know where all the soda machines are.
Real Millrats know where you can still get a 25 cent candy bar.
Real Millrats know what's at the bottom of the clock tower.
Real Millrats have walked the 'other' 5-3 to 5-2 stair.

Real Millrats know what is under Bld 10.
Real Millrats move their own offices.
Real Millrats never take a direct path to meetings.
Real Millrats never show/wear their badge.
Real Millrats still have small badges.
Real Millrats never get lost.
Real Millrats are hard to find.
Real Millrats have at least 1/2 a CPU in their office.
Real Millrats where 'system 2' originally was.
Real Millrats fear the word TRAX.

Real Millrats have seen every type of PDF.
Real Millrats have been on a roof of any buildings.
Real Millrats have seen BLD-5 without truck ramps.
Real Millrats know the 'story' about the Bld-1 elevator.
Real Millrats know each other by sight.
Real Millrats remember the elevator in Building 12.
Real Millrats disdain the West Coast and anything 'trendy'.
Real Millrats remove anything that is in their way.
Real Millrats build their own.

Real Millrats like Chinese Food.
Real Millrats wear sneaks, tees and Jeans.
Real Millrats carry a Knife or a screwdriver (in some form).
Real Millrats have 2.5 extention cords in their office.
Real Millrats have 2 'appliances' in their office
Real Millrats offices are hard to find.
Real Millrats often have a full collection of every manual that ever was.
Real Millrats read science fiction or fantasy.
Real Millrats have at least 1 'weird' book in their office.
Real Millrats collect things and hold on to them until they are so old that their original purpose is long forgotten. (and still don't get rid of them because 'it might be useful...someday'.)

Real Millrats like gadgets.
Real Millrats own wind-up toys.
Real Millrats know how many stairs are between 5B and 5-5
Real Millrats have ridden a motorized 'lift-truck'.
Real Millrats remember when there were no air conditioners (anywhere!)
Real Millrats know why there is sheet metal on floors.
Real Millrats remember the 3-5 terminal room.
Real Millrats have stuffed animals???
Real Millrats remember RPO2s.
Real Millrats make these lists.
Real Millrats enjoy being just a little bit strange.
Real Millrats would never admit it.

Network mail received on 14-Feb-83 at 16:13

From: PHOTON::TONTTO::COLLINS
To: JAY
Subject: ...and some more...

From: BAZEMORE 11-FEB-1983 14:51
To: ALANURM, COLLINS, STRATHMEYER, KORF
Subj: Real Millrats and more...

From: ALIEN::BABEL::SHILEY::RANDALL 11-FEB-1983 10:05
To: BABEL::ALIEN::ORAC::BUTENHOF ! Sent to @HUMORDIS
Subj: More on millrats

From: SPIDER::WELLES
Subject: Real millrats...

Real Millrats walk across the mill pond in the winter to get from the
parking lot to buildings 21.

Real Millrats know what's at the bottom of the mill pond.

Real Millrats have seen the Mill Ness Monster.

Real Millrats aren't concerned when the structural beams above their
office develop serious cracks.

Real Millrats are on a first-name basis with the giant spiders that
live in the stairwells.