

Restaurant Review:

White Castle: Last bastion of fast food

Kyle Stanevich
STAFF WRITER

With the addition of Burger King's new Satisfries, I pose a question. Has the essence of fast food been lost? Over the years, many people have criticized fast food chains for not having many healthy food options. The restaurants have slowly caved in, introducing salads, vegetarian options, and now healthy fries. However, fast food has not been about healthy options. It is a fast way to eat a meal, packing in many calories into a small and convent package. If one wants to eat healthy, they should make their own food, not go to McDonalds.

Not all hope is lost though. The last fast food chain to remain a true fast food restaurant is White Castle. They have no salads, no veggie burgers, and no healthy fries. The only vegetarian options they have on the menu are the fries and onion rings. Sorry vegetarians.

I recently went to the White Castle down on 35th, and while some would say it is classless and rundown, I would say that it is all part of the experience. It all started with a late night hungry stomach. It was 10 p.m. and I just had the craving for the Castle. 35th at this time of night is not the best looking place in the world, certainly out of the comfort zone for many students at IIT.

Again, all part of the experience. You would not remember a comfortable trip to White Castle, rather your adrenaline pumping, ready to start sprinting if something goes bad. Although it might look seedy, it is not that bad for a place most just coming home from 2nd shift or like me, out for a quick snack. Plus, this is only 35th, no need to be scared; the "Shire" is just around the corner. If approaching from State Street, you will pass many other fantastic establishments, like Mama Lou's Kitchen, KFC,

and Popeye's. Stop yourself from spontaneously hitting up these places, because the prize is just a few blocks more. Finally the warm glow of White Castle is shining down upon your hungry face, like a light guiding you to your destiny.

This White Castle is like most others. The interior is all white and blue, with black and white posters commemorating the rich history of the chain. The wallpaper border along the ceiling contains photos of old White Castles and happy customers. There are a few high tables in the center of the dining room surrounded by booths and shorter tables. Not the most comfortable, but again, the experience. I would recommend you order classic "sliders" from the menu.

Though on the surface these may appear the equivalent of a regular hamburger, there is nothing regular about them. Bread base, followed by beef patty with 5 holes cut in its center, secret sauce, pickle, onion bits, and finally top bun. Unlike most other burgers, these are square and small allowing them to fit into their 2.5 inch castle shaped orange box. Be warned, these little things don't look like much but they are very dense with oil and flavor. 4 to 5 should be enough to fill you up.

There are the variations on this classic burger. They have a double, cheeseburger, pepper jack if you're adventurous, chicken rings for those not into red meat, and a few more variations depending on the season. And for you who don't want the bun that comes with a burger, or maybe just a smaller snack, I would recommend trying a sack or either fish nibblers (spherical fish sticks) or chicken rings (a classic chicken nugget with a whole in its center). These are all good options, just order one of everything. For you White Castle veterans, I would go for the crave case, 30 sliders packed into a cardboard briefcase. Once I attempted to eat the entire 30 burgers, but maxed out at 17.



Image courtesy of www.yelp.com

White Castle is quite the adventure. I love the atmosphere, the food, and the lingering smell of their greasy fry kitchen wafting through the entire establishment. And the trip from IIT is a true urban adventure that adds to the experience. Be warned though, many people assume not to be able to stomach these burgers,

but I say you will never know if you don't try.

*White Castle
3457 South King Drive
Chicago, IL 60616
Scale (1-10): Fast food at its most pure
Cost: \$7-10 depending on hunger
Oddities: not much for vegetarians*

Tech[nology]News:

BlackBerry Messenger could be BlackBerry's game-changer

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Last week while surfing my Facebook page, I came across a post "Congratulations to BlackBerry for becoming the leading mobile app developer." For some time, I was in a dilemma whether BlackBerry is a mobile app developer or the wireless devices/services manufacturer. Then I saw that it was posted by one of the leading news satire website of India.

But for most of us, who have been pretty active on any social networking sites

must have experienced how people are sharing their BlackBerry PIN. Well, a BlackBerry PIN is an eight character hexadecimal identification number assigned to each BlackBerry device. These PINs cannot be changed manually on the device, and are locked to each specific BlackBerry.

Using this PIN directly on BlackBerry devices or BlackBerry messenger application, one can message each other. This is pretty much equivalent to the iMessage on iOS devices.

The sharing of PINs became viral after BlackBerry announced the launch of free

BlackBerry messenger application for Android on September 21 and iPhone on September 22. In 24 hours, the number of downloads crossed a remarkable 10 million.

But it's not necessarily a sign that people would stick with the new instant messaging app that was once a BlackBerry device exclusive, when they have iMessage and WhatsApp, to name a few.

For me, I've been pretty satisfied with the widely-used instant messaging tool, WhatsApp, and also iMessage (since I'm using iOS device). After seeing this flurry of PIN sharing on my

Facebook, Twitter and Instagram, I gave a try. I've never liked BlackBerry, but have heard a lot from my friends about its services.

Now, I've registered for my PIN, and I'll see how long I can stick to this new instant messaging tool.

Currently, the BlackBerry messenger application is available as a free download on Google Play and the App Store.

But, I'm highly delighted that the app has retained the iconic appeal of BlackBerry and hope in the future, it can retain BlackBerry's languishing capital.

Future of 'Star Citizen' rests in Kickstarter campaign

Austin Gonzalez
STAFF WRITER

Twenty-three million dollars, this is the snapshot of how a Kickstarter project—to prove the worth of an idea—has grown to become the largest crowd-funded project in history. Originally hoping to crowd fund a colossal two million dollars to generate interest from larger investors and publishers, Chris Roberts has become the pioneer of a dramatically different way of funding and developing games.

Chris Roberts is a developer with an incredible length of achievements. Creator of the Wing Commander Series, Freelancer, and Privateer, Chris is the king of Space simulators and 4X games. Returning from a ten year hiatus, he came with a vision of creating the greatest PC game to date. Originally Chris left the industry due to being burned out; games couldn't be made without publishers and publishers weren't funding anything other than the next FPS or sports title, and especially not anything of the PC. Even today, publishers have kept their mind set. A little over two years ago, Chris Roberts was searching for the capital to produce Star Citizen and was met with hesitation and a

challenge. If he could gain \$2 million worth of preorders solely on concept, he would have his funding.

Today, it is not uncommon for AAA games such as Call of Duty and Grand Theft Auto Franchises to cost hundreds of millions of dollars for production. Because of this drastically increasing price of development, publishers are finding it difficult to make back their dollar on every project. They are not as willing to take risks on new and innovative games. The largely homogenous Modern Military Shooter genre is the consequence of this, whereby game developers are unable to create compelling games due to the constraints of publishers.

We are in an age where a critically acclaimed Tomb Raider reboot sold 4 million copies and is considered to have failed to meet expectations. The state of the industry is that publishers are willing to mangle near perfect titles to produce cash cow franchises. The original Dead Space was a cult hit horror sci-fi game that gained immense popularity.

Capitalizing on the original title's success, EA made two sequels. Dead Space 2 featured the horribly degrading catch line,



Image courtesy of wccftch.com

"Dead Space 2, the game your mom hates." It's generally considered that EA's second sequel, Dead Space 3, abandoned the roots of the original in order to gain a larger player based, and suffered from it.

Game designers and publishers are often at odds because of different directives. Designers are artists trying to create the most compelling experience possible, whereas the publishers are gallery owners trying to sell the work. The industry has grown away from the players and is now focused on itself. Some of

the gaming community is fed up with the garbage that publishers are pushing out, but have never had someone in the industry to lead the charge.

In walks Chris Roberts. Little did they know, they should have given him everything they asked for from the start. The PC gaming community has exploded with fascination and excitement over this title which is slated to come out fully in 2015. Today, Star Citizen has become the first fully crowd funded AAA game in recent history, and the effort is ongoing. This game promises immersion, challenge, immense space, and unobstructed vision.

Chris Roberts' only promise is to put everything he has into making the best game possible and nothing else. The industry is watching Star Citizen closely, so let's hope for not only its success but also that its methods take hold. With Star Citizen's lesson in game design, funding, and community management there is hope for more in coming years from game developers.

Addendum: In the time it took to draft this article Star Citizen reached its \$24 million stretch goal. Check out the buzz at robertsspaceindustries.com