

Rhythm & Reviews

Friday, December 4, 1998

Portland hip-hop scene

Hip-hop group *Outkast* headlined a recent concert at Portland's Roseland Theater/PAGE 8



Blue review for Little

Little *Charlie and the Nightcats'* album *'Shadow of the Blues'* lacks flare/PAGE 10



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The Dying Game



Giovanni Salimena/Emerald

'Dead Pool' is the first yearly guide to the growing trend of placing bets on death

By Michael Burnham
Oregon Daily Emerald

As the old adage goes: the only two sure bets in life are death and taxes. But in this age of fantasy football and horse racing — where you can bet on the fact that you can bet on just about anything — some wagerers are literally placing bets on death.

Veteran Midwestern journalists Mike "Stretch" Gelfand and Mike "Wilk" Wilkinson have brought the underground tradition

of celebrity death wagering to life with the print edition of "Dead Pool: Stretch and Wilk's Official Annual Guide," the first official book on wagering on the demise of the rich and famous.

The guide details the rules of a contest the pair created in which participants can pick 12 celebrities whom they believe will meet their maker in 1999.

In addition to the rules of Wilkinson and Gelfand's tongue-in-cheek "Dead Pool," the pamphlet contains the finer points of pick-

ing potential stiffs.

Both Wilkinson and Gelfand are veterans of the ghoulish game that started about 20 years ago in small and informal betting circles. According to Wilkinson, the game's popularity increased in the 1990s with its arrival on the Internet.

The increase may also have been because of "The Dead Pool," a 1988 Clint Eastwood movie named after the game.

A quick Internet search of dead pools will reveal 20 to 30 Web sites dedicated to the game.

Variations on dead pools can range from the informal and formal wagering on the deaths of a broad range of celebrities to wagering on the deaths of only baseball players or rock musicians.

But Wilkinson said his game's brand of "frivolous fun" has a precise science to it.

Contestants in Wilkinson and Gelfand's dead pool must send in their 12 choices by December 31, 1998. The game is scored on points for correct picks. Players are awarded on a point scale ranging from a low score of one to a high score of three.

The points are awarded based on the celebrity's age. If the celebrity dies and is over 65, the player wins one point. Two

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Under the microscope: 'A Bug's Life'

Dazzling visual displays and little, loveable characters make 'A Bug's Life' a movie worth seeing

By Amy Boytz
Oregon Daily Emerald

Think bugs are icky, gross and disgusting? Think again. "A Bug's Life," the latest computer-animation film from Walt Disney Pictures and Pixar Animation Studios, is anything but gross. It brings out the cute and innocent side of these garden pests, making them lovable by all.

The story is based loosely on Aesop's fable "The Ant and the Grasshopper" in which a grasshopper begs an ant family for food. However, in "A Bug's Life" this story is taken a few steps further.

Hopper (whose voice is sounded by Kevin Spacey) is a grotesque and dictatorial grasshopper. He leads a gang of hoodlum 'hopper accomplices to annually demand a season's worth of food from a modest ant colony. The ants, shaken with fear of the grasshoppers, grudgingly comply each year.

'A Bug's Life'

DIRECTED BY:
John Lasseter
TYPE:
Computer Animation
RATING:
★★★★★

Flik (voiced by Dave Foley) is an off-kilter member of the colony who is always trying to invent new tools. When one of his inventions goes wrong, he inadvertently spills the pile of food collected for the menacing grasshoppers. He is banished from his colony, but he goes in search of "warrior bugs" who could help the ants fight the grasshoppers. Flik travels off Ant Island for the first time and finds a second-rate flea circus that he coerces to help the ants.

The story is captivating, but it is the impressive animation that makes this film spectacular. "A Bug's Life" is the second film from the same folks who created 1995's "Toy Story." In "Toy Story," the two main characters, Buzz and Woody, were the most advanced characters in the film. For "A Bug's Life," the creators boosted the reality of

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Courtesy photo

A rag-tag team of bugs helps hero-ant, Flik (far right), save his home from a group of psychotic grasshoppers.