



Adam Jones Emerald

Chris Pender offers the game to a passerby. He says you must be 13 to play - this life may be a little too 'real' for the young at heart.

'Real Life'

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tangibles like happiness and peace of mind.

Those — and other — aspects of Pender's philosophy are clear from the game's beginning. Before starting, the player flips a coin for gender. After choosing a name, the player roles a dice for economic class and health at birth. Luck is everything.

"Real life has risks," he said. "You can choose drugs, sex or stealing, but the choice is rare. It is much more a game of fate. Things happen to you."

Pender said he is currently facing the complexities that are central to his game. He wants to sell 500 games this Christmas, but he has not found the right market. He said game stores don't want the game — which costs \$10 or \$27 depending on the type — because of its mature references. On the other hand, sex

shops will sell it, but it is often too tame. He also said he does not want to accumulate debt, which he said is necessary to expand his business.

The players are also challenged by the same interplay between money, health and happiness. While health and wealth can fade away in the game, Pender said happiness cannot be lost because it turns into memories.

Freshman Lindsay Amberg, who played the game at the fair with two friends, said the game reminded her of the importance of happiness.

"I had \$1,000, and then I died because I ran out of health points," she said.

In the "The Game of Real Life," events occur that cannot be anticipated. The player's character can choose to experiment with sex and drugs. While these choices may bring happiness, they also have the consequences of addictions, diseases and unwanted pregnancies.

However, when Pender designed the game, he saved the graphic details for war in order to emphasize its negative impacts. Characters can inhale anthrax, witness rape and die from ethnic cleansing.

Pender's game uses shock and dark humor to appeal to consumers. He said that gaining health points from a common sense square isn't the part of the game that players will probably find funny.

"Getting hit by a tsunami is funny," he said.

Because of its maturity and dark humor, "The Game of Real Life" is intended for players age 13 and older.

Freshman Krista McLaughlin, whose male character tried LSD and got a sexual disease, agreed, "Little kids wouldn't understand its concepts."

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liminary reports on the album say that it has no swear words or elaborate descriptions of kinky sex.

In fact, if last spring's Internet-only single "The Work — Pt. 1" was any indication, the album will be a bit like a gospel sermon with the world's funkier preacher man. As a fan of past carnal glories such as "Head" and "I Want 2 Melt With U," I must admit that I'm a little apprehensive about this new direction.

Finally, two high-profile bands lost their lead guitarists this past week. Wallflowers' axeman

Michael Ward quit the band after songwriting conflicts with lead 'Flower Jakob Dylan came to a head. In a posting to his Web site, Ward stated that "for a long time we were writing together, and then just stopped, and that made me pretty unhappy."

The other, and perhaps more shocking, exodus is the departure of Wes Borland from Limp Bizkit. Details are scarce as to the exact terms of Borland's leaving, other than the usual press release statement of "it was an amicable parting."

The band will be holding auditions in cities throughout the nation starting in late November.

On the band's Web site, head Bizkit Fred Durst said, "We're going to comb the globe in search of the illest guitar player known to man."

In related news, the only reason many people could stand Limp Bizkit was the presence of Wes Borland's positively insane guitar playing. Oh well. Fortunately for us, Seattle is on the band's list of audition sites. Perhaps you, dear reader, could be the next Bizkit guitarist. Grab thy axe and make the Northwest proud.

Dave Depper is the webmaster for the Oregon Daily Emerald. His opinions do not necessarily represent those of the Emerald. He can be reached at davedepper@dailyemerald.com.

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