

Pulse Editor:  
Jacquelyn Lewis  
jacquelynlewis@dailyemerald.com

# Pulse Relax

On Thursday  
My House:  
Come on over  
for a good time

Tuesday, October 22, 2002

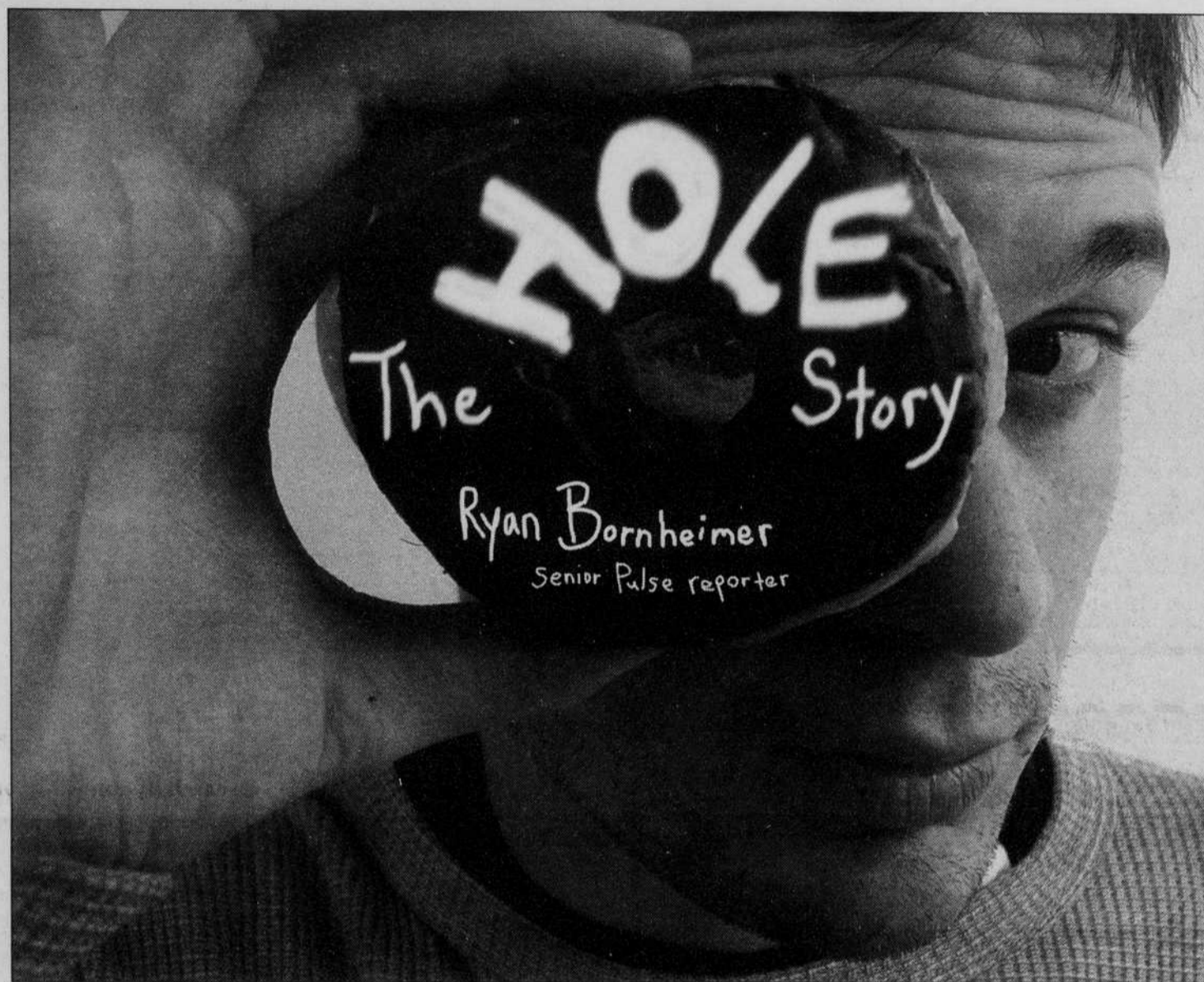


Photo Illustration Mark McCambridge

From Europe to America, fried bread has come a long way in taste

## Reporter's notebook

Dizzy Dean's doughnut baker David Whitespear once saw a woman eat 13 French crullers in one sitting. Depending on your point of view, that's either disturbing or strangely comforting. Either way, it proves

there are serious things going on in doughnut shops across the country. Thus, my quest began — a search to unravel the clandestine subculture of the legendary pastry.

Even in Eugene, where tempeh and tofu are a way of life, there's a world out there where fried bread is still worth something. And why not? Sometimes life should just be that simple.

But to dismiss doughnuts as a simple breakfast dessert would not do justice to this

culinary masterpiece. There is a whole mythology to doughnuts that would put trekkies and Tolkien fanatics to shame. For instance, there's the Strudeldorf incident.

According to elliskaiser.com, Dutch settlers journeyed to the New World "seeking freedom from the strictly enforced writs of pastry," after a cow kicked over a giant vat of hot oil, frying much of the city of Strudeldorf to a golden brown. Once in America, the

Turn to **Doughnut**, page 7



## Unrealistic book perfect bathroom material

Book review

Helen Schumacher  
Pulse Reporter

How many times have you said to yourself, "I've really been meaning to destroy that nuclear missile silo, if only I knew how"? If you're anything like me, it's all the time.

Thankfully, Hunter S. Fulghum's new book, "Don't Try This at Home: How to Win a Sumo Match, Catch a Great White Shark, Start an Independent Nation, and Other Extraordinary Feats (for Ordinary People)" explains exactly how to destroy that nuclear missile silo. The book even has a diagram showing where to drill holes for explosives.

Or maybe you like missile silos but are having trouble paying tuition. "Don't Try This at Home" also explains how to break

Turn to **Book**, page 6

## Gaming community rewrites rulebook with group playing

Local video game stores allow customers to feel at home in their fully equipped stores

Jacquelyn Lewis  
Pulse Editor

The video game industry is riding the wave of change, and the days of solitary button-pushing are over. According to Eugene store owners, the future of gaming is community, and the game stores are pushing the envelope to build those communities — both locally and globally.

Big City Gamin' owner Justin Field said he opened his store with group game play in mind. The East 13th Avenue and Willamette Street location is equipped with four plush couches surrounding four 53-inch, high definition televisions — up to 16 people can play simultaneously. Customers can try out

games before they buy them or pay an hourly fee to play different titles in the store's "futuristic arcade."

"We tried to implement technology into the storefront," Field said. "It's the ultimate dream living room."

The "dream living room" is jam-packed with every type of video game imaginable — from vintage Nintendo to the latest Xbox releases. The store buys, sells, rents (only \$1 per day) and trades console games, game systems and DVDs.

"We try to do everything under one roof here," manager Tyler Mack said.

Big City Gamin' is also wired to the latest online technology, with high speed Internet connections for its PlayStation 2 systems. Both Mack and Field said the new online technology will provide a good avenue for players to make connections with one another. The PlayStation

Turn to **Gaming**, page 6



Jeremy Forrest Emerald

Sixth-grade students Thomas Duke (left), Aaron Bergersen (middle) and Colin Willoughby (right) play the video game "Halo" on four big screen televisions at a birthday party at Big City Gamin' in Eugene. This system allows all 16 users to play against each other at the same time.