



Peter Utsey Emerald

## Hot pink suits and prostitutes: My vice is roaming an '80s city

I have a new favorite radio station. This radio station plays cheesy '80s hits like "(I Just) Died in Your Arms Tonight" by Cutting Crew and REO Speedwagon's classic "Keep on Loving You." The disc jockey is Fernando, a Latin lover who likes to talk about the girls he picked up at the club last night. One of the station's many taglines is "Emotion: Where we give it to you 24/7, not just once a month."

The station is Emotion 98.3. Before you turn that radio dial, just a word of warning. You won't find Emotion in Eugene. Only in Vice City.

That's my vice, right there. Vice City. "Grand Theft Auto: Vice City," to be exact. For those of you who haven't been there (damn tourists), "Vice City" is the most expansive video game city on the planet. And I spend far too much time there.

Vice City technically isn't Miami, but it is, with parts of "Miami Vice" and "Scarface" thrown in.

Heavy on the "Miami Vice." Sure, the game is a shoot-em-up. You start out as a mob underling and work your way through a rags-to-riches plot, performing various "tasks" for

the bosses. And at any time you can take a break and just cruise around, flipping radio stations on the Ferrari-like vehicle you've just car-jacked.

But the best thing about "Vice City" is the '80s. These aren't the '80s we all know, with ponytails on the side and leg-warmers. This is the Decade of Decadence, in all its wonderful splendor. You blast Blondie from the stereo as you romp around the city, running into cars, knocking over fire hydrants and, yes, shooting random things. You meet drug lords who wear pink suits and dance in clubs with more neon lights than a carnival. You jack police cars and tanks, helicopters and speedboats.

And somehow, the destruction and mayhem seem almost normal.



**Peter Hockaday**  
Two minutes for crosschecking

C'mon, this is the '80s! The decade of conspicuous consumption! So what if you bust a few hoods along the way? You're playing Twisted Sister on the radio!

That is the best thing about this installment of GTA. Past incarnations have been set in seedy, grungy, present-day cities that were almost too realistic. "Vice City" is a delight, a simultaneously sinister and sweet place that includes everything from a golf course (where you can jack golfers and take their carts), to vast malls and an adult film studio.

Maybe that's why "Vice City," which came out in early November last year, was named the game of the year by publications from Entertainment Weekly to Playstation Magazine.

It takes me back full-circle to Emotion. One of the taglines from the station is "Remember: Too much emotion is a always a good thing."

Ditto on the Vice City.

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## Esteem

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dark," Martin said. "(Men) restrain what they are to be somebody else."

Harms said he does not talk about his problems to many people because he cares too much about what others think of him.

"I put up a facade most of the time," he said. "Even though I don't feel great about how I look most of the time, I pretend."

Hanawahine said while men in the 21st century face more pressure to show their feminine side, they

still have to be masculine. Davies said gay men usually have an easier time dealing with masculinity and confidence problems, but society does not let them escape the problems altogether.

"Gay men have been able ... to resist some of the pressures that heterosexual men have," he said. "(But) it's hard to discard social expectations."

Men react to self-confidence and self-image problems differently. Harms said he exercises regularly to stay in shape and feel productive, while Martin said it's better

for men to relieve depression by crying and getting it out of their systems than to get angry. Hanawahine, Douglas and Davies suggested that no matter what someone does, a man should express what he is feeling to someone.

The goal of the Men's Center, located in 20 EMU, is to get men involved in taking care of themselves both physically and mentally — which Hanawahine said will be the most difficult part.

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## Games

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"It's the only time I get where people leave me alone and don't bother me," she said. "It's mindless entertainment."

Brandt and Marge both said they are able to balance game-play and day-to-day obligations relatively well. However, other individuals say their video game hobbies turned into addictions that overshadowed the rest of their lives.

A 2001 Wired magazine article referred to these people as "game junkies," and pointed out several online communities offering "treat-

ment," including EverQuest-Widows, a Yahoo! group currently boasting more than 3,000 members. The article also recounts the woeful tale of software writer Reuben Logsdon, who said the game "Civilization" controlled his life for seven years.

Clinical psychologist Maressa Hecht Orzack founded and coordinated Computer Addiction Services at McLean Hospital in Massachusetts, where she helps treat people dependent on their computers or video games. Her Web site, [www.computeraddiction.com](http://www.computeraddiction.com), lists symptoms of the malady, treating the dependence as seriously as any

drug addiction.

Brandt said that despite the hours he puts into playing, "Halo" is not an addiction.

"I don't consider myself a gaming geek by any means," he said. "To me, it's just fun."

It might be arguable whether addiction is possible, but video games' popularity is undeniable. No matter which level players are on — sore eyes and shaky hands, simply stress-free, or somewhere in between — millions are getting in on the action.

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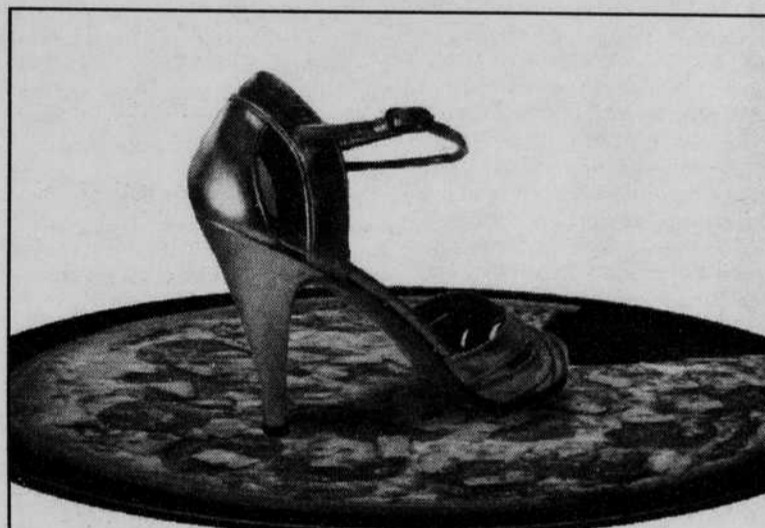
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