

■ Last call

# Peabody's Pub the real thing in a neighborhood of foolish imitations

Owner allows patrons to order almost anything in this friendly atmosphere

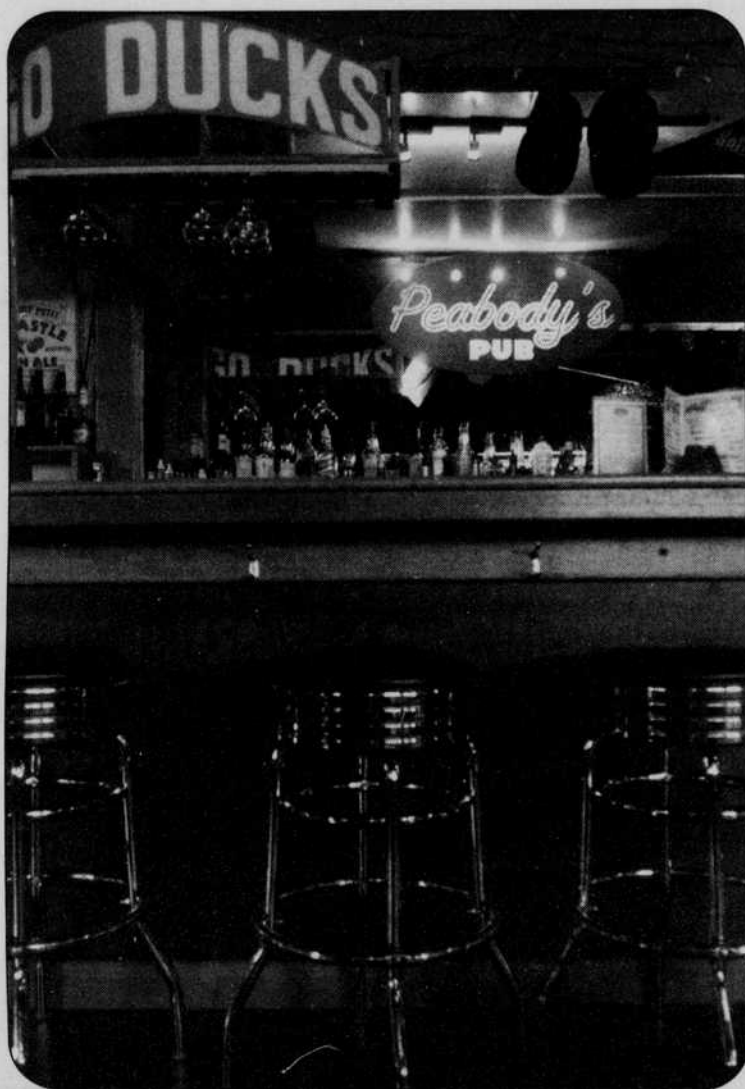
BY JOSH LINTEREUR  
PULSE REPORTER

From sterile interiors decorated with local sports paraphernalia to the simple insertion of the word "neighborhood" into an ad slogan (a la Applebee's), the proliferation of chain restaurants yields an unending series of foolish attempts to recreate a home-grown ambiance.

But a true neighborhood pub requires an intangible blend of atmosphere, attitude and clientele, which cannot be artificially assembled from a corporate boardroom. To see the real thing, travel over to Peabody's Pub, one of Eugene's best neighborhood bars.

Inside the softly lit establishment located north of downtown at 444 E. Third Ave., the fireplace crackles while patrons swivel in their seats to trade barbs with the strangers next to them. Cribbage boards sit alongside the saltshakers, and barstools outnumber chairs. The exposed brick wall near the piano gives way to high wooden beams along the ceiling and the occasional upside down house lamp provides just enough light to see across the comfy room.

The wait staff is refreshingly undaunted by striking up conversations with customers, while owner Mike McCreery is not above sitting with clientele or helping take orders when things get busy.



NICOLE BARKER | PHOTOGRAPHER

Peabody's Pub has the atmosphere of a neighborhood bar, not the superficiality of a chain restaurant

McCreery said he wants to create an atmosphere where people talk and get to know each other. The attitude at Peabody's is so open that if patrons can't find a food selection they like on the menu, McCreery said he might have them talk to the chef.

"We have lots of ingredients," he said, "chances are we can make something you'll like."

The most eye-catching selections on the menu are the \$5 evening specials served Monday through Saturday,

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■ Video game review

# 'Empire' a role-playing martial arts adventure through stylized China

BioWare's latest game borrows heavily from the creator's past successes while introducing new elements

BY ANDREW MCCOLLUM  
DAILY EMERALD  
FREELANCE REPORTER

In 2003, Canadian developer BioWare released "Star Wars: Knights of the Old Republic" for the Xbox and PC. It proved to be one of the greatest role-playing games on Xbox, garnering praise from Star Wars fans and critics who had waited years for a decent digital Star Wars adventure. The game earned BioWare over 50 Game of the Year Awards, and pushed the developer into the gaming limelight.

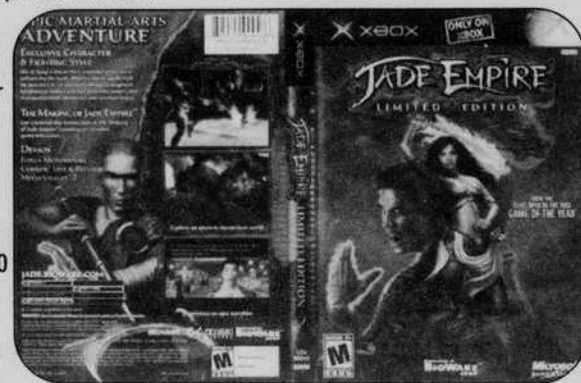
Instead of taking on the sequel to "Knights of the Old Republic" BioWare decided to make a role-playing game (RPG) based on its own universe. The result is "Jade Empire," a martial arts RPG that borrows heavily from the developer's past games, while introducing some new elements.

"Jade Empire" takes place in a highly stylized, mythical version of China where demons and ghosts roam the world. Players take control of a promising martial artist who is

being trained by Master Li, an enigmatic teacher. A feud with another student, Gao the Lesser, kicks off a series of events that thrusts the player into a search for Master Li and for answers to the mysteries surrounding our protagonist's origins. Along the way, players find

themselves meeting colorful characters and fighting ghosts, demons, pirates and other villains.

"Jade Empire's" character creation system is wonderfully simplistic. Players choose from six preset characters, each with their own specialties. Instead of the standard alphabet soup of character statistics (INT, DEX, STAM, etc.) the game breaks base stats down to mind, body and spirit. There is little inventory in the game after all martial



COURTESY

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