

If there is one thing on campus that can compete with the pubs for the students' dollar, it has to be the college games rooms. Pinball and video arcades dot the campus, usually in close proximity to the pubs, and, like a tag team duo, wrestle money out of unwary students' pockets.

The following is a rating of the University's games rooms according to their size, variety of games, aesthetics and location.

By EDO VAN BELKOM  
and S.D. GOLDSTEIN



## GAMES ROOM GAMUT

### W O R S T

Without a doubt, the worst games room on campus belongs to Norman Bethune College. About half the size of an average classroom, it is far and away the smallest and when all the games are being played, it resembles Central Square at high noon.

The setting is drab, and the machines are positioned so close to one another the players are forced to wriggle around like large sardines in a small can.

This games room is definitely not for the claustrophobic.

### B E S T V A R I E T Y

There are a number of good games rooms on campus, offering a wide variety of games. Among them are Founders, Vanier and Winters. Vanier and Winters deserve special mention for their variety.

Along with the usual pinball/video fare, Vanier offers a cigarette machine, juke box, pool table, hockey and "fooseball" games.

Winters College has a hockey game and pool table, but is unique because it offers both a dart game and photocopier. The photocopier has not caught on yet, but should soon with proper advertising. A bargain at "5 plays for 25¢."

### B E S T D E C O R

McLaughlin College has the most aesthetically pleasing games room, probably because it used to be a Senior Common Room, replete with windows and a carpeted floor that makes it easier on the feet for video marathons.

### M E N T A L A N G U I S H

Osgoode Hall's arcade is petitioned randomly by several 'groovy' African wallhangings that haven't been washed since the erection of Osgoode Hall. (Rumor has it Law students still come to pay homage at the spot John Turner spilled pea soup.) The lights are too bright and it's hard to concentrate on your game with all the 'legalites' arguing their cases with one another.

Contrary to popular belief there is no pinball game with little jurors as targets; in fact, the variety of games is embarrassingly minimal for our country's future elite. Only three of four video games work and only one is popular: Hyper Olympics. The impoverished selection is only redeemed by hockey, and "fooseball" games.

Lawyers are poor sports when it comes to video games. When one law student was 'cheated' out of a free game he wanted to sue for mental anguish.

### N I G H T M A R E

Thank god there is no games room in Central Square. Imagine the resulting chaos if all those people who infest the Square at midday actually had a reason for being there.

Scary.

### P I N B A L L W O M E N

The portrayal of women in the coin operative world is far from flattering. On the headboards of pinball games a variety of women are illustrated in suggestive poses or exalting the male hero of the game. Every woman is portrayed with large pendulous breasts and submissive facial expression. In these cases men are usually shown as dominant or holding phallic symbols such as guns or spears in their hands. Even a game called Alien Poker depicts aliens with grotesque heads and buxom female bodies.

The game most guilty of this sex-slave depiction of females is called Xenon, a game that is little more than coin-operated pornography. Shortly after the player slides his quarter through the slot, he is rewarded by an orgasmic moan, and after a five-ball performance, highlighted by an ensemble of various electronic moans and groans, Xenon urges the player to "Try Me Again," in a soft and sultry voice.

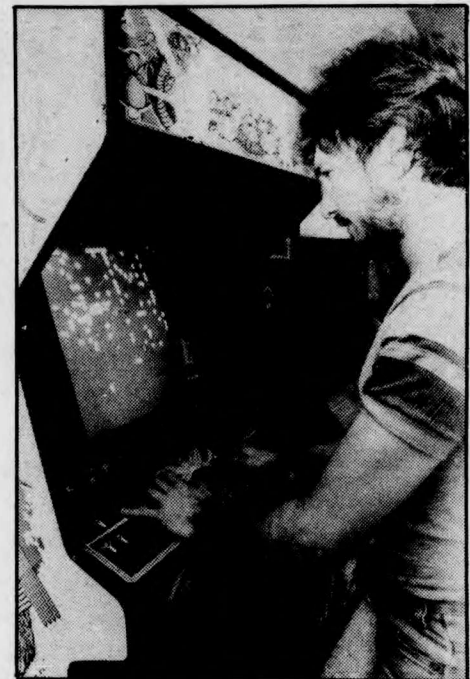
### R I P O F F G A M E S

In the past it seemed that the imaginations of video game designers had fallen into a rut. The same old style of game was being repackaged with slight variations to justify a new name. Unfortunately, this has not changed.

The basic idea of virtually all video games is to get the enemy before he gets you. Space Invaders, the granddaddy of them all, best typifies this mentality. Galaxian took this concept one step further and had the 'Bad Guys' make a token attack on your man. The rest of the games that followed can only be described as footnotes to these original games. Here is a brief summary of these copies.

The game Galaga is just Galaxian spelled differently. The one differentiating characteristic between the two is that Galaga's enemies look different and follow a different attack pattern. Phoenix is an imitation of an imitation (Galaga), except the graphics are not as good. The different names are justified because of the added feature of docking up with a spaceship to refuel at the end of each board.

Finally, there is Gorf, so named because anyone willing to pay 25¢ to play this must be a gorf.



### A D D I C T S G U I D E

**HOCKEY GAME**—The Chexx game is the most entertaining game around, exciting both to play and to watch. Because of this it is the most popular game on campus.

Players are able to pit themselves against one another and are not subject to the whim of a computer program.

It attempts to get as close to the real game as possible with its sound effects, complete with a national anthem, cheers and boos. Where this game falls short is in its lack of penalties, fights and game misconducts. What is a game of hockey without the violence and blood?

**HYPER OLYMPICS**—This game can be found in almost every games room. It relies on quick reflexes and angle shots.

To be successful a player must possess fast hands and a degree in geometry. Unfortunately, the explanation's given before the game starts are not very descriptive, resulting in large sums of money being spent until the player can become proficient.

**FIRE FOX**—The future of nuclear disarmament lies in the abolition of simulation video games, which are nothing more or less than a CIA plot to train our young in the space weapons of the future. Video whiz-kids across the country are being contacted by secret agents to train in highly sophisticated equipment in the art of commie-killing.

Take a look at the new game Fire Fox. The whole point of this game is to teach the innocent player how to use a super sonic jet fighter. The premise is the same as the like-named film: an American pilot must steal the Russians' new plane. The subliminal message behind Fire Fox is that stealing is good as long as it is from 'pinkos' and other subversives.

**SPY HUNTER**—Tired of those stupid car games? Well, here's something new. Spy Hunter combines the excitement of the Indi 500 with the appeal of the 007 mystique. Given a car, you must speed down a highway dodging the enemy by using your car's various defensive capabilities; smoke screen, machine guns, and missile. As the game is played, your voyage is accompanied by a synthesized psychedelic version of the Peter Gunn theme.