

AGGIELIFE

Joystick Junkies

BY KYLE WHITACRE
The Battalion

9:00 p.m. - Have two tests and physics lab tomorrow. Maybe play a little *Zelda* to relax before studying.

10:30 p.m. - Just beat first dungeon of dark world. Received fire tunic and can look for lava temple now. Studying can wait until later.

Midnight - Beat lava temple. Must find Holy Hand Grenade of Antioch to proceed! Can't stop to study now!

1:30 a.m. - Damn that evil flying buck toothed chinchilla guardian and his flaming uppercut of doom! I must have the Holy Hand Grenade! The tests are not too hard and I can study before them tomorrow.

3:00 a.m. - Finally got the Holy Hand Grenade. Too late to study, might as well take on the next dungeon.

Sound familiar? Video games have become a fun form of entertainment for all ages — especially for college students. Students are finding themselves cramped up in a residence hall room and staying up all hours of the night in a *Goldeneye* tournament or in a 16-player *Quake* super death match with an entire residence hall floor participating via ethernet hookup.

However, the fun and entertainment of video games can take away from studying and other activities. What is entertainment to some is more than a hobby to others. Like basketball and dancing, video game enthusiasts consider game playing a pastime requiring skill and insight.

Many students spend hours in front of the television or computer monitor trying to rescue the princess, save the world or beat their roommate. In the corridors of Walton Hall, an average night for two roommates in their tiny room is in front of the television and computer, playing games, eating pizza rolls and listening to loud music. Logan Youree, a sophomore computer engineering major, said his hobby began in childhood.

"Ever since I was seven I have been a video game nut," Youree said. "I got my first Nintendo for Christmas and played the old *Mario Brothers* with the robot controller. I've been hooked since."

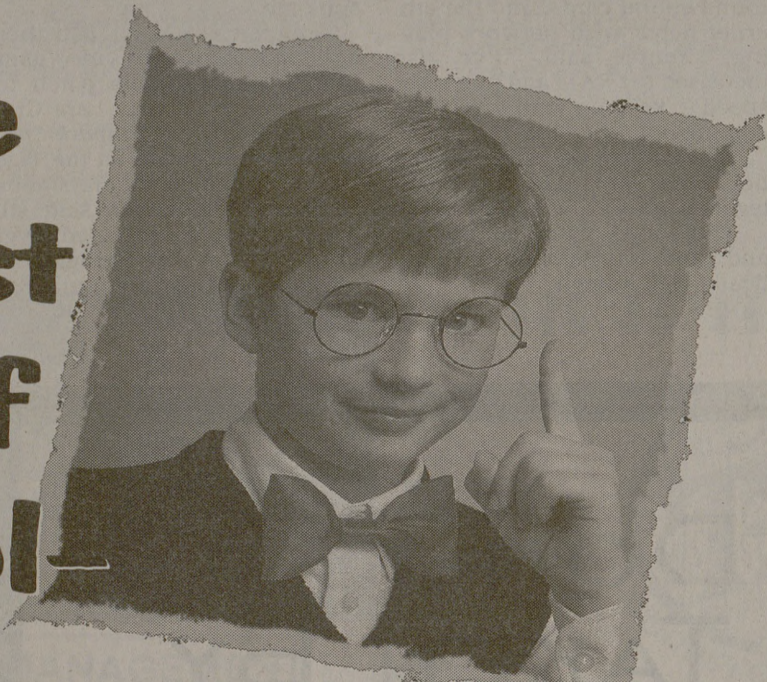
Lincoln Green, a sophomore management information systems major, said video games

SEE JUNKIES ON PAGE 4.

Video games spell addiction for some college students

PHOTO ILLUSTRATION
BY
ROBERT HYNCEK
AND
GUY ROGERS

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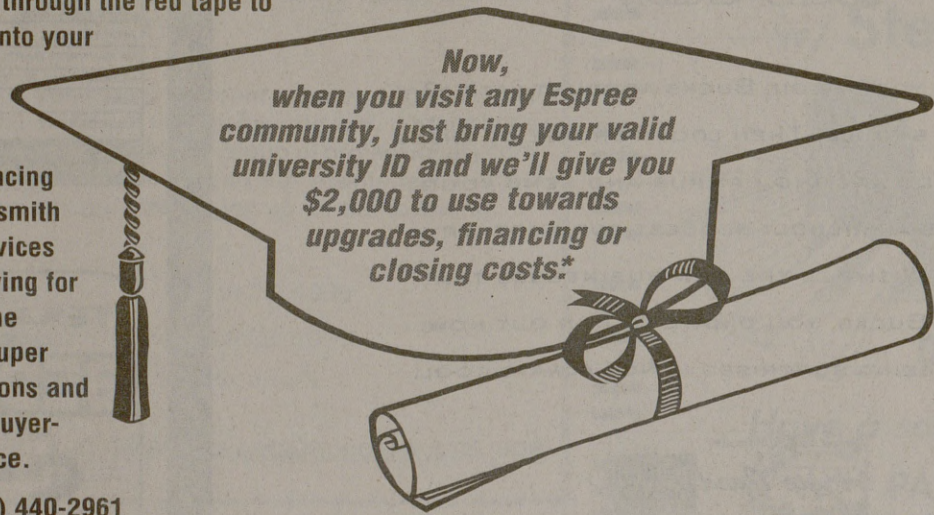
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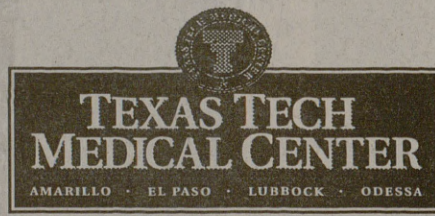
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