

COMMENTS & LETTERS

bruns.editor@gmail.com • September 20, 2006

My SimChelle can never get Sim-laid

MY AWESOME COLUMN

by Michele Legendre

I have gone on to purchase the sequel to the "#1 PC game of All Time," the ever-popular Sims 2. I thought the concept of creating a replica of the life I already had in a favorable atmosphere was amusing, much like most people who buy this game. I built a character that looked like me, called her Michele Legendre, and designed her home like the one I currently reside in. As I continued to make my Simlife like my real life, I thought maybe I'd become fascinated with my own life, and wanted to see things from a different perspective.

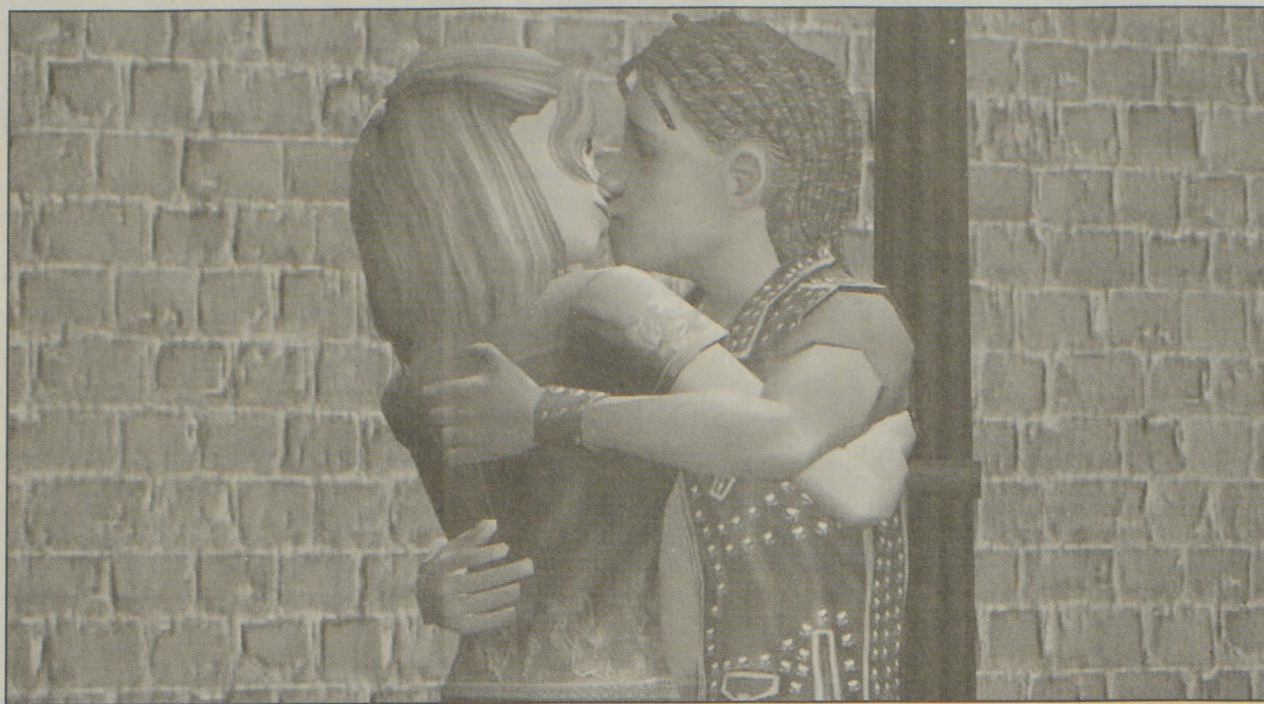
I settled into a \$13,500 home in Strangeville where the population had inbreeds, tattooed, and zombie-esque creatures just where I belong - wrong. The goal of the game is to "[t]ake your Sims from the cradle to the grave through life's greatest moments" - wish I read the box thoroughly.

My SimChelle was never happy. What a wimpy character - she would go on to moan and sigh until I bought her something nice. If I had \$6,000, I'd try to save it for a vehicle, or an education. But obviously that's the last of my worries for the time being. I had to find SimChelle a job, and tell her just about everything to do: take a piss, eat, sleep; if I do not, I'll hear her bitchy little self screaming at me and telling me what to do in a little thought bubble.

She wanted to "have fun," so I purchased her a video game console for \$355, only to say I needed a TV also. I got my SimChelle a job in the military because I was prompted to do so, and I bring in \$455 dollars a day with a scummy 'friend'.

The thing that bothers me is how did I have the qualifications for this job that pays me \$455 a day? Did I go to school? I was just there, like every other Sim. I was to live the perfect Simlife, get a job, get a lover, get knocked up, and be a slave for those children until I reach the grave - delightful.

I believed that my SimChelle would reach the grave quickly (in her own hands). She was always unhappy, and here I was pondering how to make her happy. She's not happy because she's a



A screenshot from the Sims 2 PC game displays that your Sims can share those magical moments in the alley when you're out visiting the community lot - best of luck with trying to get 'whoo hoo'-ed.

materialistic, narcissistic whore.

This is what bothers me the most about this game: there's an equation to it - the happiness of your Sim is defined by how much worthless crap (that I'd never use) you purchase. The bigger the item, the more satisfying it becomes to them. They cheer about it for three seconds and go on to their self-absorbed self.

For a strategy game, there's nothing much to it when you think about it. Although, the higher-end products with the fake brandname will get you so many 'fun' points and so many 'environment' points - quite the strategy.

Perhaps this is the shameless promotion to gamers that in their real life, the purchase of such high-end elements will bring you joy and friends and certainly cure all cases of being lonely - as many currently believe. My next step was to find my SimChelle a love, as if things weren't complex enough as it was.

I was also fascinated to see how I could make my SimChelle have any successful relationships - I'm sure this is the fascination of many who acquire this game. To have a relationship in Strangeville is a little more complex than what I would believe; there's no SimBar where SimChelle can get SimHamboned and find another Sim to just make out for the night - no. I am left to stay in my house or go to

the mall (of course), in order to meet people on the way. I considered the option to stay at home, and neighbors will walk into my house to say "hello" - appropriate no?

Our dialogues are accompanied by little bubbles with icons in them, perhaps because the characters do not speak in 'real words,' but in a sort of fast-forwarding-your-tape-while-leaving-the-play-button-on tone, or for some, the teacher in the "Peanuts" cartoons.

The first people I meet are Ripp Grunt and General Buzz Grunt, and because they share the same last name is most likely the reason why I can't sleep with both of them. SimChelle becomes very fond of General Buzz, although in her "wants," she'd like to fall in love with two Sims at once and make out with three different Sims too - since when did she become such a tramp?

I try to make her achieve these so she'll get more skill points (don't ask), so I do the traditional talk, chat, joke, tickle and flirt, which worked with General Buzz. I always call him over to make out because we are in love, but then when I crawl into bed and ask him to join, he wants food and runs away - very realistic, EA Games. I buy things in order to impress him, like an arcade game, and all he does is claps his hands, looks at his watch and pro-

ceeds to walk away because he's hungry. Prick. So, the next day he brings over his 'friend' Ripp Grunt, who's related to him and who I've previously kissed. Things get awkward and I lose the interest of both. Who comes up with this? I bought an arcade game to impress you. That would impress anyone! So, I've managed to lose the only people "I (meaning SimChelle)" know and wanted to have sex with. I cheered myself up by buying a computer and trying to send them emails.

So really, what's the purpose of SimChelle's life, or any Sim's life? To be loved? To become rich and famous? To make out with as many Sims as possible and come off as a total tramp to the gamer? I don't know - and I'm sure a lot of people have no clue either, because they enjoy escaping in this virtual realm where they don't need to worry about their own life.

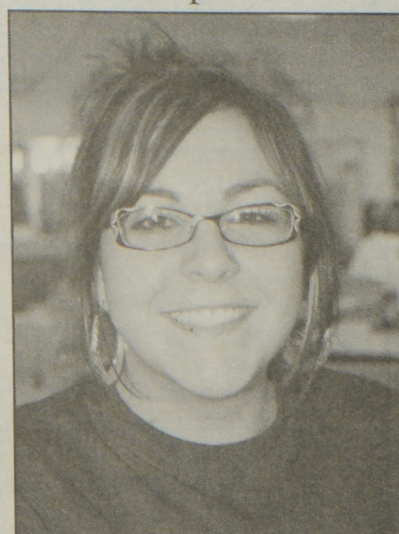
I was trying to see if Chuck Klosterman was just being whiny about this game in order to think it was so horrendous, but really, you were too nice, Chuck. This game is perfect for the stay-at-home gamer who can actually manage their Sim's life instead of their own, and reach happiness through their Sim's happiness - I'd suggest purchasing the Soma "Wall-Eye" large screen flat-panel television for \$8,000.

THE BRUNS VIEWPOINT

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The mess known as the SUB parking lot.
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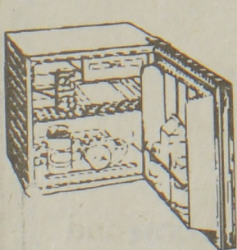
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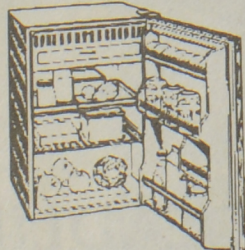
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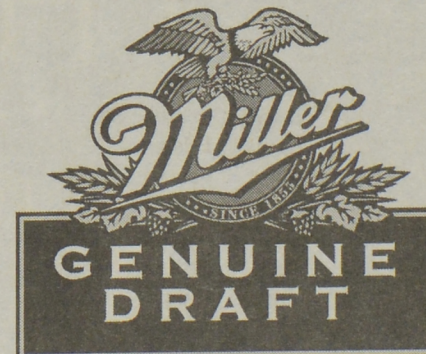
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