Armchair warrior  
An analysis of couch potato athletics

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Welcome back friends, it’s good to see you again. Of course there is no possible way I can mean that, since I can’t actually “see” any of you. But filthy lying aside, where’s my picture? Really, where is it? It’s got to be around here somewhere, because I know no one could be so cruel as to deny me my little spot in the sun for so long. If it’s here and I can’t see it then—Oh God! I must be blind! Ah, vile fate! To deny me the pleasure of being able to stare at my handsome visage! Speaking of pleasure, this week’s topic is another one of my favorites: video games! All you young ladies can stop reading the article now. There’s nothing here for you.

Anyway, for anyone who doesn’t know, I am a huge video game fan. I actually put off writing this for a couple of days so I could play more video games. And since video games are an important part of every healthy male’s college experience, this week I thought I might throw all other prospective topics to the wind and serve up some healthy talk about the various genres of gaming with a side of humor and a glass of love. Actually, that analogy sounds kind of nasty. Oh well, on with the games!

Action: Action games are probably the most prevalent type, and were some of the earliest created. Some of the better-known action games include Super Mario Bros., Super Mario Bros. 2, Super Mario Bros. 3, Super Duper Mario Bros., Super Funtastic Mario Bros, and More Than Average Mario Bros. The basic premise of action games is that they are, well, full of action. Whether dodging flying blades, flaming chunks of rock, or pieces of a fellow player’s shattered head, action games are guaranteed to entertain with their non-stop excitement. While some action games leave the player relatively defenseless and basically force him to avoid every threat like Willie Nelson would an IRS audit, the more enjoyable ones give the player some means of recuperating or even taking advantage of the opposition visits upon him. However, this brings up an interesting speculation. If you saw a man come charging at you with, say, a sword, wouldn’t you do something yourself? Some means? Perhaps video game “villains” are simply trying to save themselves from a maniacal American-Italian plumber wielding magic! And since they are relatively defenseless, they would go about performing useful services for the world, such as opening pickle jars or showing people how to transform Transformers action figures. Perhaps this is how things really go in video games.

Goomba 1: Wow, what a great day in the Mushroom Kingdom.
Goomba 2: Yes indeed. Such fine weather makes one truly appreciate the beauty of life.
Mario: Oh no! Here comes that manic Mario! We’re all screwed!
Mario (coming running along the path)
Goomba 1: Don’t worry. I’m sure if we explain to him that we are simply out enjoying this spectacular day he’ll understand (he is struck by one of Mario’s fireballs!) Aaaaaah! My flesh is burning!
Goomba 2: You bastard! I swear I’ll—(Mario jumps on him, smashing him into a pancake)! My back! I think he broke my back! I can’t feel my legs!
Goomba 3: Nooooooo! Stay back! (hurls self off cliff in fear)
Mario: (sprouting away) It’s a me, Mario!
Goomba 2: Why God? Why?
Puzzle: It’s just a personal prejudice, but...