

NEW BOARD GAME PROMISES GOOD OLD BOY FUN

HALIFAX (CUP) - It's lunchtime. Over in the student pub, four good-old-boys and one woman are crowded around the latest Trivial Pursuit clone, rolling dice and slugging back a few brews.

A card is picked: "Sudden loss of appetite as you notice the cafeteria waitress has considerable facial hair." Everyone laughs, and the player marks down the loss of one Social Point in his scorecard. Another man gives up \$30 after being informed he has just subscribed to a porn magazine.

"Wanna Be a College Graduate, Eh?" is the first board game about university life to hit bookstore shelves. The grand launching was held last week at St. Mary's University, where the game's creators Bob Smith and Dave Wiseman attend classes.

"One night in a smoke-filled college room, we thought, hey we'd had a good time in college. And we wanted to incorporate that idea into a game," said

Smith, a fourth-year biology student.

"It just came to me all at once."

The project took two years to get off the ground. According to Wiseman, a geologist-in-training, he and Smith "practically dropped out last year" to complete the game.

'Wanna' requires players to answer skill-testing questions about sports, finances, social life and academics. Count up the points and move up to second and third year status. Graduate first and you win.

But you can get caught along the way.

An "affair with Professor Bendova" will garner one Academic Credit and two Social Points and a 'Let's Party' card offering a "two day ripper for \$250" will cost you an Academic Point. The 'Sexual Encounter' square could mean a new experience with Mazola oil.

"It was going to be a cult game with lots of drugs and alcohol. We

changed that somewhat so people wouldn't be too offended," explains Smith, a beer never far from his hand.

Some 3,000 of those in-offensive skill-testing questions were pared down to 1,080 academic puzzles and 900 social, sports and financial brain-teasers. Smith says the questions come from friends' personal experiences, school textbooks and dictionaries.

Smith's dad financed the whole deal. That works out to \$20,000 for the actual game and first production run of 1000, plus another \$5000 for lawyer's fees, a copyright, and a graphic artist's salary.

The initial production run won't even cover costs, the partners say. And they've already missed their original launching date by three weeks.

Wiseman says the game should have been ready at the beginning of the school term, when students with newly-cashed loans were



buying texts and picking up gadgets in the bookstores.

Now it's just in time for the Christmas market, at \$29.95 a pop.

There's no money left for an advertising campaign, but Nova Scotia will be blanketed. Smith's

cousin in southern Ontario will distribute 500 copies.

Wiseman says the board game's name will help.

The patently Canadian 'Eh' will "stick in the mind", he hopes, and the length of the name will jolt consumers.

If successful, a second production will follow, enabling the entrepreneurs to distribute throughout Canada and eventually, the United States, said Wiseman.

