SLUT PATROL: A Day in the Life
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SLUT PATROL: A DAY IN THE LIFE

Summary:
In Slut Patrol: A Day in the Life, the player guides Paris Hilton on a short and sweet journey to check her friend Nicole Richie out of rehab. On her way, she encounters the paparazzi, picks up some cocaine at a bar, and runs into a crazed Britney Spears. The game play is an incredibly simple kind of platformer, which functions as a playful satire about the celebrities involved. The goal of the player is technically to rescue Nicole Richie from rehab, but is ultimately just to think about the meaning of the game.

Story:
Paris Hilton, the controversial party-girl/heiress, is on a mission to rescue Nicole Richie from rehab. Nicole Richie, Paris Hilton's best friend and Simple Life co-star, has recently been in and out of rehab centers for her drug use and eating habits. Paris starts down the street, “shopping” along the way, and runs into some paparazzi. She runs from the paparazzi, and gets a little tired, so she pops into a bar to look for some cocaine. When she gets the cocaine, her stats are back up, and she continues on her way.

Paris eventually makes it to the rehab center, where she runs into Britney Spears. Lately, Britney Spears has been seen recently acting quite strangely; she has shaved her head, attacked the paparazzi with an umbrella, and is currently in rehab for cocaine and ecstasy. Paris must calm down the wild child, so she shoots diamonds out of her lazy eye at Britney. Britney likes the diamonds, and spontaneously combusts… freeing the spirit of old Britney. Next, Paris encounters Nicole, whom is also acting rather upset! Paris must calm down Nicole with compliments before Nicole will leave the rehab center with her.

Game Play:
Guide Paris Hilton towards the rehab center (to the right), while jumping around, picking up goodies, avoiding paparazzi, and attacking Britney Spears.

Controls:
- Move right and left by pressing the right and left arrows, and jump with the up arrow.
- To jump onto a platform, jump (press up) before moving (pressing right or left arrow)
- Shoot diamonds out of your lazy eye by pushing the space bar.

The player wins the game when they free Nicole Richie from rehab (NOTE: This is not finished in the game, so for this early version, you win by defeating the Britney Spears challenge). There is no way to lose, which is supposed to have meaning in reference to Paris Hilton’s life. (Instead of health or lives, she has “Street Cred” which continues going down, into high negative numbers, without affecting the character.) The goal of the game is to pay attention to the critical meanings of the subject matter and imagery used in the game.