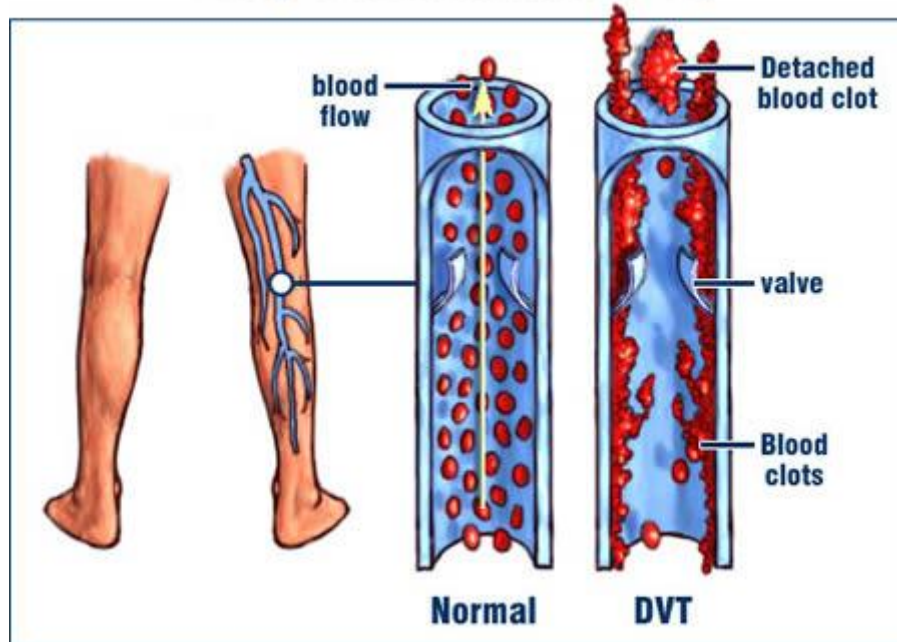


## Teenager gets DVT after a whole day with a console

### Deep Vein Thrombosis (DVT)



A boy who spent an entire day kneeling down playing computer games needed hospital treatment for a blood clot in his leg. **Dominic Patrick**, 14, from Merseyside, developed deep vein thrombosis after a rainy day inside with a games console. The potentially dangerous condition was caused because Dominic had his legs tucked under his body.

Dominic noticed something was wrong when, after getting up from playing games all day, he got pins and needles in his legs and one of his calves swelled up. When this failed to go away, his father initially put it down to "growing pains", but eventually took him to a doctor, who diagnosed DVT.

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## Korean dies after game session



A **South Korean man** died in 2007 after reportedly playing an online computer game for 50 hours with few breaks. The 28-year-old man collapsed after playing the game Starcraft at an internet cafe in the city of Taegu, according to South Korean authorities.

The man had not slept properly, and had eaten very little during his marathon session, said police. Identified as Lee, he started playing Starcraft and only paused playing to go to the toilet and for short periods of sleep.

The cause of death was heart failure stemming from exhaustion. He was taken to hospital following his collapse, but died shortly after. He had recently been fired from his job because he kept missing work to play computer games.

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## Dutch teen steals nearly \$6,000 worth of virtual furniture

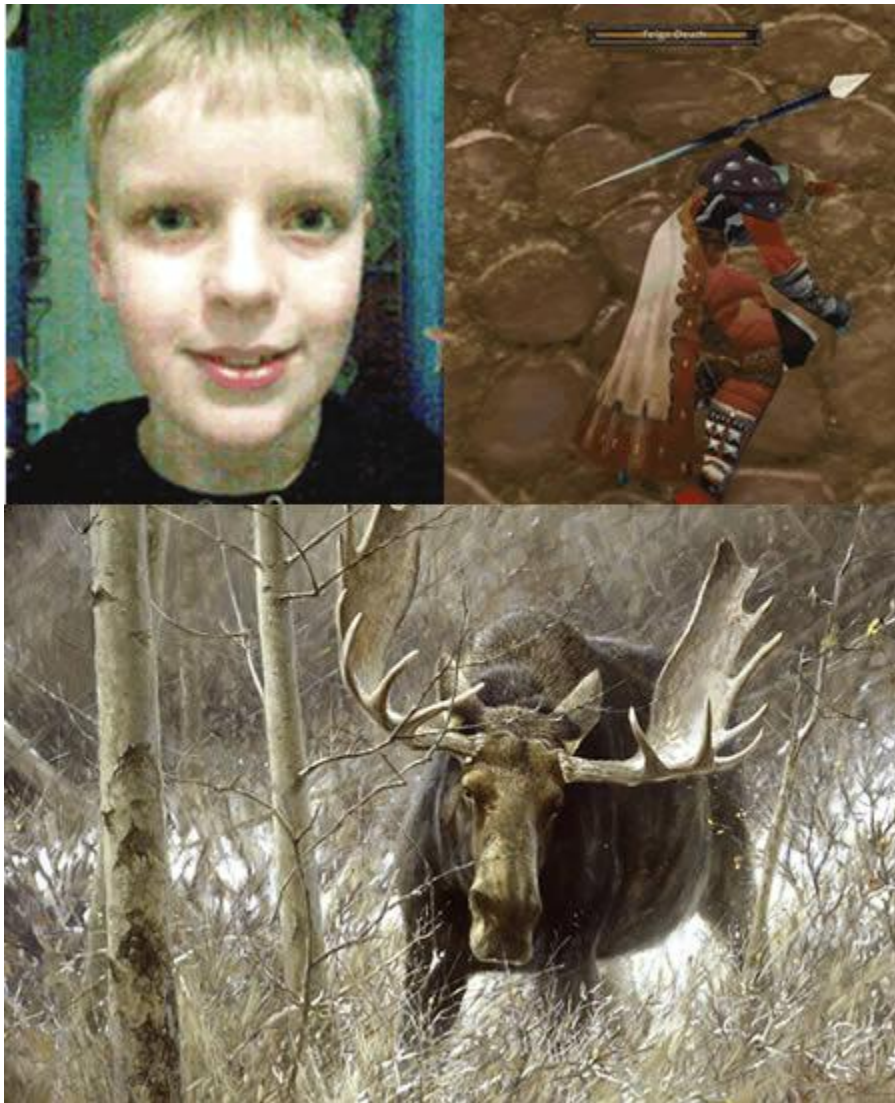


A **17-year-old** was pinched for burglary in the Netherlands after walking off with \$5,900 worth of virtual furniture from Habbo Hotel. Habbo, which attracts more than 6 million users in over 30 countries each month, is comparable to Second Life in that people use the service to create a virtual likeness to inhabit an online world. A lot of real money changes hands in Habbo in order to purchase virtual goods used by people to personalize their online experience. That real money involved is what got the police interested in the theft.

Apparently jealous of other patrons' decor, the suspect swiped their keys, stole the furnishings and stashed them in his own room and the suites held by five accomplices. The virtual thief methods were a little nefarious: he lured Habbo Hotel users into giving up their passwords by creating fake Habbo sites. He was charged with burglary and hacking.

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## Boy saves his sister from a moose attack with skills learned from World of Warcraft



A 12 year-old Norwegian **boy saved his sister** and himself from a moose attack using skills he picked up in the online role playing game 'World of Warcraft.' Hans Jurgen Olsen and his sister got into a spot of trouble when they encroached on the territory of one of these antlered cold weather staples (otherwise known as a moose). When the beast went on the offensive, Hans knew the first thing he had to do was taunt it so that it would leave his sister alone and she could run to safety. "Taunting" is a move one uses in World of Warcraft to get monsters off of the less-well-armored team members.

Once he was a target, Hans remember another skill he'd picked up at level 30 in 'World of Warcraft' -- he feigned death. The moose lost interest in the inanimate Hans and wandered off into the woods. When he was safely alone Hans ran back home to share his tale of video game-inspired survival.

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## Girl died playing World of Warcraft and got online funeral



A young Chinese girl nicknamed "Snowly" died after playing the online game "World of Warcraft" for several continuous days during a national day holiday. Snowly's friends, who share the same game community, said that she was always connected to the Internet.

Several days before Snowly's death, the girl was said to be preparing for a relatively difficult part of the game and had very little rest. She told her friends that she felt very tired. A big online funeral was held for Snowly one week after her death. The Chinese government is now seeking to instate a gaming curfew, limiting sessions to three hours at a time.

All taken from: [http://www.oddee.com/item\\_96657.aspx](http://www.oddee.com/item_96657.aspx)