In November 2001, 21-year-old American Shawn Woolley committed suicide after what his mother claimed was an addiction to EverQuest. Woolley's mother stated, 'I think the way the game is written is that when you first start playing it, it is fun, and you make great accomplishments. And then the further you get into it, the higher level you get, the longer you have to stay on it to move onward, and then it isn't fun anymore. But by then you're addicted, and you can't leave it.'[REF