

"Y..yes, that's what the benches are for, I think, but our bodies don't know how to do that yet! How did you get yours to sit?"

There was an exasperated expression on her face as she replied. "I simply told my body to sit and it sat."

"Okay, Khai, I don't understand but if you say so. But why were you crying? Whatever is wrong?"

A whole new burst of tears poured from her eyes as she sobbed her answer to my question. "I... I ... I'm not wanted here, Brynne."

Oh, how I desperately longed to sit on that bench next to her and take her into my arms to console her. The next best thing I could do, though, was to walk over to her and gently place my hands on her shoulders. "But of course you're wanted here, Khai! We need you in Phantasus!"

"N... no, you don't. No one wants my Happy Tokens. I sprinkled my special happy magic all over them, but no one wants them! I know they don't! I've left them around and when I go back, they're still there, even though I know people have been through."

"Ah, Khai. They would if they knew they were from YOU!"

"Brynne, I've tried and tried to let them know in the waking world but I think that when they come here, they just plain forget! I think it's just best that I leave. No one wants me here. I don't think they know how to really dream and be a part of what this world really is."

I gasped. "Khai! You can't leave here! Whatever would I do without you?"

She looked up at me. "Brynne, you'll do fine without me. Although I did so long for a place I could call home, even if I must be a ghost most of the time to keep my energy from being exhausted. It has been hard living in spirit form all these years since leaving Caribe Island. I was wanted there, but not here. I can feel that."

I nodded sadly. "Khai, you are much wiser than I am. But I ... "

She interrupted me. "No, Brynne. I know what I must do. I had been so excited when I arrived on the Argo and found a new world, a new home. And then I found that I have no way of leaving my Happy Notes, and I know that is the best way for me to spread my joy. Perhaps this world just isn't ready for me yet."

Khai stood up, putting her arms around me. "Brynne, I am the spirit of joy. I live within you. Though others may not even be aware that I live within them, I do. In some places I have been, I materialized myself into body form, leaving my happy notes everywhere, so that when people found them, they would be reminded of the joy that lives within them. But here in Phantasus ..." She pulled away from me, dematerializing into the cloud.

Into my mind came Khai's last words. "Brynne, you must carry on without me here in body. I leave my joy with you and within you. You are a part of me and I am a part of you. If you ever need me, you know where I'll be ... right in the center of your innermost being."

-- by Milen of the Hidden Glade

NOTE: I'll freely admit it. I'm not the most normal of people. I mean, I'm a *wood sprite* for crying out loud over spilt milk. But even this obvious, tangible deviance from the norm doesn't appear to fully explain the true depths of the situation. For example, I've been observed to, when asked a question about something or other about the world and the things in it, to enter a kind of trance. I can't explain it; I begin talking for some other-worldly being from a dimension far removed from the Dreamscape. Or, at least, that's what people tell me when I awaken. Whether I believe them fully or not, well, I'm not sure. All I can say is that this... "thing?" has had, on occasion, some darn good advice. So we arranged a seance with Indigo and Data and, with the help of Nicci (who may be part gypsy, but we doubt it) managed to contact it via Ouija board. About eight hours later we *finally* got enough information out of that blasted contraption to present you with:

*** MILEN'S TIP SHEET FROM BEYOND ***
(tah - dah!)

"REP" HEADS

Late breaking report from Data, who believe's he's figured out the mystery behind the word "rep" in some on the head names. It seems that "Rep" heads are heads that are color-changable, like avatar bodies. If that head doesn't have "Rep" in the title, then not even Charlotte can do anything about its color scheme.

FOLLOWING

Did you know that, if you choose to follow someone then decide to ghost, that you'll *continue* to follow your target? This can be of great use when taking someone on a tour; ghosting generally seems to postpone the inevitable slowdown of the client software on 8MB systems, and many of the people for whom tours are being given at the moment are, indeed, running on eight megabytes. For this to work the avatar being followed must *not* ghost, though there may be one exception to this rule; I've not tried this out, but according to sources if an avatar who's being followed enters a room with six or more avatars his forced ghosting will *not* break the link.

ORACLES AND THE LOCALE LIMIT

The mysterious Oracles are the source of many conundrums, but one of the foremost was first revealed at the opening of the Bar-L Bar, when Vaserius (otherwise known as "oh, the GREEN-robed one!") appeared in a room that *already* had six avatars in it. Since then, this amazing property of oracular substance has been demonstrated on two other occasions to my knowledge. We have yet to determine whether a locale already filled with five avatars and an oracle will be able to take an additional occupant.

LOCALE REDRAWS

Did you ever notice how some locales always seem to slow you down, like the Entrance to Jungle, while others never seem to, like the safe room (a.k.a. Visitor's Center Left), yet still others seem to be a sort of "maybe" proposition. Well, try this out the next time you're around the fountain. Go to one of the corner regions, like South Fountain West... and turn the corner to West Fountain South. If the new region is devoid of avatars, you should experience an unusually rapid scene change. Why? Look carefully at the backgrounds of SF-W and WF-S and you'll see that many of the elements in each of these locales look veeeeery similar to the elements in the other! As near as we can determine, each region is drawn from a pre-defined stock of image

elements. What's more, the last few elements drawn appear to be retained in memory by the client for easy retrieval (possibly by your disk cache, if you use one). Thus, if you switch to a room with lots of picture elements that were in the previous room... well, those elements have already been retrieved. It's a snap to simply re-display them in their new locations. Proof? Notice how the Jungle and Blasted Plains have large swatches of unique graphics elements? That's why they usually take so long to load. However, most of the rooms of the Visitor's Center look the same, you have to go through the middle room to reach the safe room, so most of the images within are already loaded into memory. (I feel I should clarify that this is just a guess.)

TOKENS

I've had to explain this so often that I think I'd better get it all out in print.

At the moment, there are essentially three ways to gain tokens.

1. You gain tokens from your ATM account. WorldsAway records every minute you spend on-line, and generally awards you tokens for them on a one-for-one basis. These tokens appear to be credited to your account on an hourly basis. I've heard persistent rumors that there is a 240T-per-day limit, but I have not confirmed them.

2. You can gain tokens through selling items at the pawn broker machines. The pawn machine at the corner of Temple and Oak pays 80% of an object's sale value in exchange for unwanted items. The machine in front of the V-Mart at the corner of Cypress and Orchid only pays 50%, but is more convenient. (Unless you're buying stuff from the Bar-L Bar, of course.)

3. You can gain tokens from other avatars. Whether as a prize, a gift, a loan, business profits or just finding them. Some people are better at this method than others. Not coincidentally, some of the main methods of *losing* tokens have to do with other people as well.

"STUCK" AVATARS

One day *insanely* late at night I got a call from the recently appointed Acolyte Ravenwhyte that there appeared to be a stuck avatar in the NuYu by the second body machine. We arrived and found that Rhizopus was indeed there. His back was to us and he was just *standing*. He was wearing the default head but custom colors. We speculated for a while, had a little fun, and eventually thought to drop 250T in such a location that he, when he awakened, would probably be the only one to notice them. Anyway, it was *insanely* late so I logged off soon after that. The next day I returned to that room to find that both Rhizopus and the tokens were gone, but another new avatar, this one with default colors, was in his place! My deduction; that Rhizopus and this avatar were one and the same, and that Rhizopus was not stuck after all, but just away from keys for a massive amount of time. He was simply waiting un-ghosted so his ATM account would beef up. Evidently, Rhiz figured (correctly, I think) that this would be among the least entered rooms in Phantasus and that he would be able to gain cash overnight here while causing a minimum of offense. With his recently acquired bounty of 250T, equivalent to just over four hours of world time, it looks like Rhiz's zombie days may now be over.

OIL OF OKAY

With the addition of body spray in the V-Mart it seems that the services of Charlotte-N and Yul Brenner have suffered in both demand and supply, but those two are still the only avatars capable of changing

>> EVENTS IN PHANTASUS

Week of
Tuesday, September 12
through Monday, September 18
All times are WA Time (PDT).

Tuesday, September 12

Hidden Contest, Everywhere, whenever she's out and about
Tulip

Paint Party
4:00 to 5:00pm, South Fountain
Rosaleah

Word Scramble
8:00 to 9:00pm, Regency Hall
Holger, Indigo, Ravenwhyte

Boticelli
9:00 to 11:00pm, Visitor's Center Left
MarvL

Wednesday, September 13

Hidden Contest, Everywhere, whenever she's out and about
Tulip

The Tale of Nimue
7:00pm, Temple Main Doors (Center)
Alayne the Storyteller

Worlds of Fortune
8:00 to 10:00pm, Visitor's Center Left
Data, Indigo, Milen

Thursday, September 14

Hidden Contest
Everywhere, whenever she's out and about
Tulip

Pitfall
7:00 to 9:00pm, Visitor's Center
Holger, Indigo, Ravenwhyte

Friday, September 15

Hidden Contest
Everywhere, whenever she's out and about
Tulip

Space Trivia

4:00 to 6:00pm, Starway Cafe
Turbo Max, Sammuael, Zeldar

Quick Trek Quiz
8:00 to 9:00 PM, Visitor's Center Left
VIQer

Saturday, September 16

Hidden Contest
Everywhere, whenever she's out and about
Tulip

Marriage of Data and Indigo
3:00pm, Temple of Morpheus, Main Doors (center)
Grand Opening by the Oracles

Female Dance Contest
6:00pm, Bar-L Bar Storeroom
Marianne G

Sunday, September 17

Hidden Contest
Everywhere, whenever she's out and about
Tulip

Liar's Club
9:00 to 10:30am, Library
Rosaleah

Stump the Trekkies
5:00 to 7:00pm, Visitor's Center Left
VIQer

Monday, September 18

Ghost Races
5:00pm, Isle Caribe
Selena

Upcoming Events

September 23, 1995
2:00 to 4:00pm
Trivia, Bar-L Bar Storeroom
Moria, Zippy

September 23, 1995
6:00pm
Dance Contest - Pairs, Bar-L Bar Storeroom
Marianne G

September 25, 1995
5:00pm

