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Volume One, Issue ElevenOctober 23, 1995
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Kymer Clarion Editorial Board:
Acolyte Brynne
Acolyte Milen
Acolyte Rosaleah
Acolyte VIQer

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*****  
The Editor Speaks  
By Acolyte Brynne
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The Kymer population is growing in leaps and bounds! Every day, more new arrivals stumble off the Argo and stare up in amazement at the arches to the City of Phantasus. Many new arrivals don't even realize they're on the Island of Kymer and have stepped off the ship at the Phantasus Pier. I've talked with some who look at me with glazed eyes and ask "Uhh ... where am I?" It's not as though they even have amnesia, either. They know their names, they know where they're from; they just don't know where they are and how they got there!

They see that sign "Visitor's Center -->" and that seems to be the first place they flee to. Well, didn't YOU make a beeline for that friendly-sounding building when you woke up in your dreams and found yourself not looking at *all* like yourself? In a city you'd never seen before? And nothing about yourself seemed even vaguely familiar?

So, hoping for a helping hand, the new arrival reaches the door to the Visitor's Center. Taking a deep breath, hoping beyond hope that someone is there, the new arrival goes through the door. Still in a daze at the unfamiliar surroundings, the newbie becomes even MORE perplexed when suddenly the body she is starting to get used to *disappears* and some voice from somewhere tells her that she's become a GHOST because the room is full! Many have been the times when I've been on duty and a new arrival has cried out to me in panic, "Help! I can't see my body!" If she is in the Visitor's Center Help Room and the room is full of socializers, it becomes difficult for the Acolyte on duty to help the new arrival get into her body again.

The point of this story is to bring up the subject of what the Help Room in the Visitor's Center is really for. While the Acolytes on duty enjoy the company of those who come to socialize, the Help Room is there for new arrivals to seek assistance and the job of the Acolyte is to be available to help. We don't want to seem unfriendly by asking socializers to leave the room or to ghost because there are umpteenth ghosts waiting patiently for the room to clear. But sometimes, it becomes necessary for the Acolytes to do this so we can do the job Morpheus has assigned to us.

With Version 1.0 coming soon and the influx of new arrivals we will be expecting as a result, it is going to be even more important that the Help Room in the Visitor's Center stay open for its intended purpose. On behalf of all the Acolytes, we ask that all citizens of Phantasus help us do our jobs more effectively by not using the Help Room as a socializing room. Thanks very much for your cooperation! Have a phun philled week in Phantasus!

Letters to the Editors

Dear Editors:

Been thinking about Fawn's beautiful letter in the last Clarion and her idea of inworld guilds and wondering how we might go about translating our waking world gifts and talents into inworld service and meanwhile just having a whale of a good time as a little kid bopping around Phantasus having fun ... when suddenly the light bulb went on: Why not a Kid's Guild?

Don't you think Kymer could use some kids? No-no-no-no, I certainly don't mean bringing actual outworld children to Kymer -- Morpheus forbid! Rather, I'm imagining something more like the sacred clowns of the Hopi or the court jesters in medieval times. We could specialize in getting shy or sullen folk more actively involved, defending the rejected ones, and helping any rude or angry avatars learn how to play in a more friendly manner. Our Mission might be simply to make people laugh. (I once thought about throwing an apple at Oracle Teresias, but he really is a wise ol' guy because he right away figured out I was just a little kid, and he actually ...

laughed!) There's a fine line, of course, between being playful and being obnoxious, and we'd have to depend upon our Elder Avatars to keep us in line.

If enough people are interested, maybe we could even talk the Oracles into creating a few child bodies -- since it's hard for folks to understand we're just kids when the only body types available are either Handsome Hunk or Sexy Siren! Also, since there seems to be only one type of child's head available (an' I got it! Which may account for this peculiar shape-shifting of my psyche), a few more heads would be helpful.

So what do you think? Is this truly a Dream Flash? Would love to read responses here in the Clarion from anyone who feels this kind of inworld guild might be a workable way of doing good and having fun at the same time.

Bless you all,
Evergreen :)

Dear Evergreen:

Sounds like a good idea! All Phantasus citizens are invited to reply to Evergreen here in the pages of the Clarion! Send your letters to the waking world address of 75664,663 by 2:00 noon PDT Saturday. Maybe we'll even start a new section of the Clarion specifically for these ideas!

Dear Editors:

I've posted a news photo to you separately entitled VCSPIDER.GIF. The details of the incident are listed in the GIF Comments.

Dateline: 10-17-1995 about 5:45 PM WAT
Subject: The murder of yet another spider in a public locale
Persons present (from left to right):
Jay 3 (Owner of the Spider)
Trapper
Acolyte Electra
Jacen Skywalker (Spider Murderer #1)
Gold Jax (Spider Murderer #2)
Feu Des Astres (mourning the death of another of
Morpheus' creatures)

Jacen and JAX repeatedly stomped and jumped on the spider ... attempting even to synchronize their efforts. How long will this sort of behavior be tolerated in Phantasus?

Anonymous Avatar

Dear Anonymous:

First: We've signed your mail "Anonymous" since the letter you sent was not signed with an avatar name.

Second: We've reviewed your photo of this incident but unfortunately, due to its poor quality, we are unable to place it into the Library. (Waking world comment: this GIF was pulled into three different viewers and the results were the same: colors were way off and the photo looked almost like a double-exposure;

comments were practically invisible.)

Third as to the incident itself: ::sigh:: This behavior will continue until ... oops! Is that a lightning bolt I just saw over the heads of Gold Jax and Jacen Skywalker? ::nodding head vigorously:: Morpheus 2, spider killers 0. Let that be a lesson to all that what Morpheus gives he can also take away.

WARaffle Results!
By Acolyte Lynx

Winners for Saturday 10-21-95:

- 1st place (3500 tokens) Kran
- 2nd place (1000 tokens) Daniel
- 3rd Place (500 tokens) HuckleBerry

24 ghosts attended the Drawing!! WOW! Don't let them get all the door prizes! Be at each drawing on Saturdays at 5pm WAT at Isle Caribe!

Congrats to all our winners! Get your tickets for next week and maybe YOU can take home the gold!

See any of the following Acolytes inworld to purchase your tickets:

- Acolyte Lynx
- Acolyte Moria
- Acolyte Electra
- Acolyte VIQer

Bloodline Go For Broke Month
By Marianne G

Between October 1 and October 30, the Bloodline will host a novel way for you to come up with some pretty unusual items. We caught the Oracles cleaning out their closet, and some of the stuff was really neat! They didn't need it, so we asked for, and received it. We want everyone to get a chance for it, so we're giving you all the opportunity to earn points, which you can turn in for a chance to go for it.

Each 100 points you earn in October can be turned in for a chance to choose one of three trunks. One of them will contain a special prize. The others, well, some of the stuff the Oracles kept in their closet should have been thrown out long ago. Perhaps you will even pick an empty trunk (Bummer). But you still have a one in three chance at a jackpot, so Go for Broke!

You will also be able to earn points by redeeming items. In one case, for every newbie head you turn in to BLD Stalker or myself between the 1st and the 30th, you earn 50 points. What about the end of the month? You can either buy points (1T = 1 point) to get to the total you need to take a chance, or you can redeem your points under 100 for tokens

at that same exchange rate.

What games can you play to earn points? Glad you asked, because we will be introducing a new game to be played EVERY Sunday in October in front of the Air room in the temple. Please welcome Chaos Inc to Kymer. Yes, it will be total mayhem and at the end of each session of Chaos Inc, those with 100 points or more have a chance to come into the air room with us and GO FOR BROKE as they turn in the points for a chance at the prizes!

Receiving points for the BLOODLINE GO FOR BROKE MONTH during the CHAOS, Inc game, or so far that week as of 10/23 are:

- Archangel - 50
- Artemis - 3
- Benny - 9
- Dedanann - 200 (Feu Des Astres acting as agent)
- Efo - 86
- Feu Des Astres - 185
- FLASH - 7
- Geldrung - 24
- Grace - 11
- Handyman - 80
- Hera - 100
- Himgurth - 31
- John W. Holmes - 22
- Josephine - 50
- Mark2 - 4
- Necrolyte Gigaki - 15
- Necrolyte Kari Anne - 50
- Nyssa - 44
- Osiris - 45
- Rider - 50
- Sky Imager - 3
- Sullivan - 47
- Superman - 359
- T-REX - 50
- Tardis - 11
- The White Rose - 10
- Tsu Sana O - 12

For more information on the BLOODLINE GO FOR BROKE MONTH, stay tuned to this paper!

Strolling Through the Dreamscape
By Acolyte Electra

Many times I've made the journey
To this very special island
When I need to steal away.
On the lovely isle of Kymer,
In the city of Phantasus
Is where dreamers come to play.

My Love joins me in the Dreamscape,
We both smile, our hearts are singing
As we walk the cobbled streets.
Here we're free to break the shackles

Binding our imaginations
And the waking world retreats.

All is beauty that surrounds us,
Sky of blue, the warm sun shining,
Splashing fountains in the square.
As sounds drift from out the locked doors
Of locales under construction
Our minds picture what's in there.

Down on Cypress Street's the exit
From the ship known as The Argo
Which first brought each to this land.
As we walk off to the left side
Heading out into the city
We go strolling hand in hand.

From the V-Mart come the shoppers
In their brightly colored clothing
Clutching treasures in delight.
From the Harlequin a jingle
Of a coin slot taking tokens;
And was that a blinking light?

At the Nu Yu, flashing neon
Beckons all to come and wander
And to browse thru Vendroid's heads.
Male and female can be found here
Object, animal, and veggie
In these rooms done up in reds.

Peering through iron gates in wonder
At the glimpse seen of the Jungle,
We sense danger lurking near.
Crumbling ruins, nearly hidden,
By the densely growing plant life,
Hint that someone once lived here.

Sounds of voices we can hear now
From the Isle Caribe's recesses,
We press ears against the door.
We hear thumps and bumps and whispers,
Then a lilting voice exclaiming,
Yes! My choke machine's ashore!

At the Regency a clatter
And a clang, like ancient armor.
What could be behind those walls?
From the Magic Shop a cackle
Like the laughter of a wizard
Echoes thru the empty halls.

We gaze longingly out yonder
At the gently rolling foothills,
As we take a moment's rest.
Next the Temple. Hear the murmurs?
'Tis the Oracles entreating
Morpheus to bless each guest.

In lush Victorian Gardens

Sunlight splashes o'er the flowers,
Perfumed scents hang in the air.
Oh, that house! What secrets hide here?
[Shadows move past darkened windows,
Are they spectres haunting there?]

The pawn machine clangs loudly when
The objects have been placed within;
Shiny tokens fall our way.
From the theater comes music
And the sound of dancing footsteps;
It must be part of a play.

Through the door here at the Starway
Can be seen a picture window
Where an asteroid spins.
There's a rumor that from this place,
Entrance into fair Phantasus
Has been gained by aliens.

At the Blasted Heath's dark entrance
There's a feeling of foreboding
Like a chill down to the bone.
In the Bar-L happy voices
Mix with clinking of the glasses;
No one here will feel alone.

In the Library it's silent
Save the sound of rustling pages;
To go in there'd be a treat.
We come last upon the VC
With it's sounds of merry chatter;
It's where friends come in to meet.

But no visit to the Dreamscape
Is completed without going
To the Starway's rightmost side.
Out on the Observation Deck
We try to spot a comet while
Dreaming of a starship ride.

In this spot of splendid beauty
Silent dreamers all face backwards
Watching glowing stars, so bright.
This serene and lovely vision
Spreads a warmth throughout our being
As we bid our dream, goodnight.

Late Nite Pickin's
By Lockpicker Louie

Okays, everabodies! Ah been fed up wid all da locked doors in dis here
Phantasus place an' ah decided ta do sometin' about it!

Ah wen' into ma dreams for many, many nights, casin' da joint, to
figger out jest when da patrols stopped and ah could do ma woik and
not get caught. Onct ah got da patterns of surveillance down pat, ah
set ma plan inta action an' ah wen' and buyed me one o' dem fancy

lockpickin' kits, tinkin' ah could pick ma way into some o' dem places. Wid da last o' ma tokens, ah splurged on da most modern laser gun ah could find. Dis wuz fer da biggest door and natch, the most temptin' one o' dem all. Dat was gonna be ma foist job.

Wid a wicked gleam in ma eyes an' pix in ma noggin o' all da tokens ah could make from knowin' da secrets o' dis place, ah waited til late one night, when ah knew dere wouldn't be any o' dose oracle an' acolyte folks aroun' to catch me and den ah snuck into ma dreams, takin' ma toolkit wid me.

Da foist place ah headed to wuz, natch, da shop wid da sealed door. Ah'd had ma eyes on dat place for a LONG time, wonderin' jes what was in dat place dat needed to be hid behind a sealed door.

Da sales guy dat sold me da laser gun done said dat dis here ting could blast through da heaviest door in da world. So, makin' sure dat nobody would hear da noise, ah put da silencer he sold me on it and started da ting up.

Ah blasted an' blasted away but dat door jest wouldn't get melt! Da only problem wuz dat ah hadn't figgered on dat Morpheus guy wakin' up an' catchin' me in da act o' disfiggerin' one o' his doors.

When ah gits outa dis here hospital bed, ah plan on returnin' -- but ah tink ah'll leave ya'll to figger out jest what'z behind dat sealed door o' da magic shop. Dat Morpheus guy blasted ma laser gun to smithereens so ya kin jest guess what kinda job he did on ma noggin here. <wincede>

Ghost Racing Report
By Acolyte Serena

The races ran 10/16 (my brothers birthday) ended with Shaker and Huckleberry still tied in the monthly standings, now with 6 wins each.

Winning one race was Tommy Boy taking home a bowling pin (only 8 more of them to go!), and Piemur for 75T. With two races to their credit we find Soltron winning 50T and a key, Huckleberry got 150T, Shaker for 175T and Holger went home with a Toy boat and the Pumpkin head! That Pumpkin head does look great this time of year. Just the thing to be seen in on Halloween. So much so, I'm going to have another one for the next races.

So remember race fans, with only two more races this month to decide the championship, things are heating up. Will Shaker go for three in a row? Or will Huckleberry break his chance at a hat trick?

The Suggestion Box
F12 Gesture Possibilities!
By Vestal

As a relative newbie to WA, I must say that I have been having the BEST time! There are so many friendly, funny, and even furry people to meet, things to do, places to see and the gesturing really adds to

the levels of communication!

Gee ... I'm using most of my "Function" keys to gesture except - what's this? F12 hasn't been assigned any gestures yet! Well, well, well! Perhaps I can submit a few suggestions:

POSSIBLE GESTURES FOR F12:

EMOTIONAL GESTURES:

- Winking
- Laughing
- Applauding
- Hug other avatar
- Embarrassed expression

Or, there are always alternatives.

REALLY, REALLY ANNOYING GESTURES:

- Mime that your avatar is in an invisible box.
- Panhandle; beg tokens from other avatars who are more privileged than you and who haven't had the hardships you have had in the Dreamscape.
- Three words: The "DOH!!" Function.

Also wanted to thank all of those who took the time to put together the newbies guide, the Way to Kymer, the Clarion, the maps, and all of the other helpful guides. Thank you, thank you, thank you! Gotta mosey.

Chaos Inc
By Marianne G

What is Chaos Inc? Chaos Incorporated is a total unknown every week. We may be trying out a new game to see how it plays. Maybe we'll be giving an old one a twist! Maybe it will be a paint party that week, or a singing contest. No one knows! We may not even know till we get there to host it! We do ask that you come early to hear the instructions for that event at that time. It will be every Sunday, at 6 PM WAT.

STARTING IN NOVEMBER!!!! CHAOS, Inc will be moving to it's new time. Wednesday evenings at 5PM WAT in the Bar-L Bar Storeroom. Yes, Wednesdays will not be the dead day on the calendar any more! The first game at its new location will be held Nov 1st to start the month off right. In November we hope to retry some of the newly introduced games to fine tune the way they are played. We also have a possible new one for you to try out. Who will be your hostess? Marianne G or Acolyte Serena will host, you have to go to the game to find out which one!

I was not there last Sunday, as I had prior duties to attend to, so BLD Stalker ran the game, which was Seesaw Scramble. His report follows:

BLD Raven and I hosted. The game went six rounds and lasted approximately two hours. Three contestants were picked per round -- all three played *simultaneously* and each had to form one word while under a one minute Time Limit. CHAOS Rounds were in effect every alternating round and for the FINAL round, we were (unanimously!)

requested to take the CHAOS Round to new limits and **NOT ANNOUNCE THE ORDER** contestants would be picked in beforehand!! All in all, everyone had a great time! Nyssa, you apparently left early so we still owe you 25T for your part in the games. Remind me next time you see me in your dream. Coming up this month is the Head Race! I'm sure you all will like this one!

Seen on the Street
By Acolyte Rosaleah

Necrolyte Jackal2 celebrated his birthday in fine style at the Bar-L Bar the other night. He was there with his betrothed, BB, and a number of friends when I dropped in, toting the moon and a star in my head of chests. When I saw Jackal2 and BB there together, I suddenly knew why I'd been carrying those heads with me all week! Didn't Jackal2 look great in that moon head? Many happy returns, Jackal2! (How old did you say you were? ;DD)

Also spotted at the Bar-L Bar were Holger and Janet with several others challenging each other to translate words and phrases from other languages into English. I heard German, Italian, Swedish, and even Latin being bandied about. BB and Sullivan seemed to be earning the most tokens from the game when I was there. It certainly was a fun way to learn something about all the different languages we hear throughout our travels in Kymer!

There was a report of a run on fish charms at the V-Mart vendroid the other night. When I got there, though, there was still a plentiful supply, so tales of a shortage seemed to be unfounded. There was some story going about regarding hungry cats, another about a sudden surge in the number of avatars born under the sign of Pisces, and yet a third about a secret confab of an offshoot of the Liars Club. Nothing confirmed, however, and, frankly, it all sounds very fishy to me.

In Search of Ghosts
By Marianne G

I interviewed our favorite red robed Oracle Teresias in the Fire Room of the temple on September 28. First I wanted to find out about those pillars we talked about in an earlier Clarion issue. Here's the interview:

- Q: Are the pillars remains of ancient ruins from a previous civilization, behind the gates of Jungle entrance?
- A: You have as much evidence as we do. Anyone's speculations are as good as anything we might say.
- Q: So you yourself have not been behind the gates?
- A: Yes, we have been behind the gates, but have not ventured past the end of the Jungle.
- Q: Would you care to speculate, as speculations go, if it was a civilization, what happened to it?

A: As speculations go, it seems to have been fairly devastating.

Q: A reader sent me a section picture of the Blasted Heath, showing "something" at the base of a tree, any idea what? His was possibly leaves? But there seems to be very few leaves out there. A - I honestly can't imagine what you are referring to. But you are right that it doesn't seem the place for leaves.

Q: What about the rumors of RED EYE GHOSTS who do not respond to requests to come down. Could they be true ghosts?

A: Red eye ghosts? Sounds like someone's been spending time in the Bar-L Bar. Where have you seen these red eye ghosts? They seem to be limited to these rooms, yes?

Q: Yes, is the temple haunted?

A: Not really. Those are the protective spirits of the Temple Stewards. They understand the value of privacy as they get so little from us. With our constant requests to add to the Dreamscape.

Q: So, you wouldn't want to make a jump that if there are good spirits, there may also be some bad ones?

A: We believe there is a balance to everything, even in the Dreamscape.

I wish there had been more time and more questions I could think of, but these certainly do make you think! I ended with the following questions:

Q: But, getting back to the story, with Halloween approaching, all hollow eve, all souls night, followed by all saints day, where the veil between is at its thinnest, is the population in any jeopardy from any possible ghost or others?

A: It is difficult to say. Remember, we have many dreamers from many lands, and for some, such a night is held dear because of that thin veil. It is difficult to determine what the dreaming of any one avatar might be.

The dreaming or perhaps a nightmare? We would all do well to not desire nightmares. Especially as the time for them approaches. This is your inquisitive reporter, out to get the answers! Will we have to wait to find them?

Schedule of Events in Phantasus
October 24 through October 31
All Times in WAT (Pacific)

***** Tuesday, October 24 *****

==>Botticelli<==

7:00-9:00 PM

Visitor's Center Left.....MarvL

Botticelli is a creativity game. You will be amazed by the number of category words that start with a particular letter.

***** Wednesday, October 25 *****

==>Passed Word<==

8:00 PM

Starway Stage.....Tera Gram
See "PW_GAME.TXT" in the forum library for exact rules. Please
read this file before joining the game!

***** Thursday, October 26 *****

==>Way GLAD Meeting<==

5:00 - 6:00 PM

West Fountain.....Jacen Skywalker
Please see the Advertisements for more info!

==>Jackal2's Trivia<==

6:00 PM-8:00 PM

Bar-L Bar Storeroom.....Jackal2, BB
Questions covering general info, three winners per game.Grand
prize for the person who has the most points in a month.

***** Friday, October 27 *****

==>Trek Trivia<==

7:00 to 8:00 PM

Starway Lounge (right of Head Vendroid).....Acolyte VIQer
Show off your Trek Series knowledge to win tokens and prizes!

==>Dreaming Insomniacs Society<==

9:00-11:00 PM

Visitor's Center Left.....Acolyte Milen, Acolyte Nicci
Something DIFFERENT will be held during these times each week.

***** Saturday, October 28 *****

==>Great Kymer Quiz<==

2:00-4:00 PM

Bar L-Bar StoreroomAcolyte Moria, Rydia
Some easy, some hard, some just downright tricky.

==>StarWay Cafe Fortune Telling<==

2:30-3:30 PM

StarWay Cafe Observation Deck.....Oracle Uni
Come to the Observation Deck and have your fortune told.

==>WARaffle Drawing<==

5:00- PM

Isle CaribeAcolyte Lynx, Acolyte Electra, Acolyte Moria
Purchase tickets from authorized agents. Door prize raffle!

==>Mixed Bag Trivia<==

5:00- PM
Bar-L Bar StoreroomAcolyte Chameleon, Holger

==>Ghost Relay Races<==

6:30-8:00 PM
Outside Visitor's Center.....Acolyte VIQer
Ghost races played baton style like Olympic Relay races.
Variations will be coming in the future, allowing more winners in
each race.

***** Sunday, October 29 *****

==>Jackal2's Trivia<==

11:00 AM-2:00 PM
Bar-L Bar Storeroom.....Jackal2, BB
Questions covering general info, three winners per game. Grand
prize for the person who has the most points in a month.

==>Stump The Trekkies<==

2:00-3:00 PM
Starway Lounge (One right of Head Vendroid).....Acolyte VIQer
This is where you get to ask us the questions!! We must answer
correctly or pay up! Try and Stump our Trek panel for tokens!

==>Chaos Incorporated<==

Bloodline Go For Broke Month (Oct. 1 - 30)
6:00- PM
Temple of Morpheus, Outside of Air Room.....Marianne G, BLD Stalker
New! games and more! Winners also receive points toward a chance
at picking one of three chests and winning what's in them on
October 30.

***** Monday, October 30 *****

==>Ghost Racing<==

5:00-6:00 PM
Isle Caribe.....Acolyte Serena
Win tokens and prizes, monthly championship!

***** Tuesday, October 31 *****

==>The Bloodline Halloween Bash at the Bar-L Bar<==

7:00-9:00 PM
Bar-L Bar (the whole thing)Hosted by The Bloodline
Multiple events at each Bar-L Bar Locale and a Man-on-the
street!!

==>Botticelli<==

7:00-9:00 PM
Visitor's Center Left.....MarvL
Botticelli is a creativity game. You will be amazed by the number
of category words that start with a particular letter.

Advertisements

NEW ORGANIZATION -- WAYGLAD or Worlds Away Gay/Lesbian Avatar Discussion group will host its first meeting on Thursday, October 26 from 5 -6pm WAT. The meeting will be held at the West Fountain locale across from Isle Caribe, Nu Yu, and the Jungle. Any avatar is welcome to attend! WAYGLAD will provide an opportunity for Kymerians to discuss gay and lesbian life in Phantasus and meet other avatars. Additionally, officers will be nominated and a prize will be awarded to the avatar named most "flamboyant." Mark you calendars to attend or write to Jacen Skywalker at 102547,2707 if you would like additional information.

WANTED - One Pony Tail Head. Must be reasonably priced for a poor avatar. Please send pictures of front, back and side view. Does not need to be blue. Send photos and price to Marianne G, at UID 72007,221 and Morpheus bless you.

WANTED - Default, Newbie heads, the ones you walk off the Argo with! The Bloodline is willing to award 50 points from Oct 1 to 30th for any default heads turned into Marianne G or BLD Stalker. Those points can be turned in for a chance at special prizes! See the GO FOR BROKE contest information for more details on redeeming these points.

HOW TO PUBLISH ARTICLES AND PLACE ADVERTISEMENTS
IN THE KYMER CLARION

Waking World CIS email address: 75664,663
Deadline: 12:00 noon PDT every Saturday

Letters to the Editors:

We'd like your feedback! Please send letters to the above email address with the subject LETTER TO EDITORS. Please mark all letters you do not wish published as NOT FOR PUBLICATION. All mail to the Editors not so marked will be considered for publication, subject to editing for clarity and space considerations.

Articles, poetry, etc:

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