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Published by and for Avatars of Kymer in Phantasus in the Dreamscape

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The Editor Speaks.... Acolyte VIQer

Frantically I put together this issue and try to include all the submissions this week, there are so many! There is a lot going on in Phantasus these days, new businesses are springing up as our creative citizens come up with new ideas.. New games are being sponsored by our citizens breathing some new life into our gaming community along with some top notch entertainment. New groups of concerned residents are helping our new citizens as they flock off the Argo in ever increasing numbers.

The Harvest Holidays have come upon us and with those some festive events that many have had the chance to enjoy! Delicious turkey and pie parts are being given away all over the dreamscape as we try to resist eating them all up to get a whole turkey or pie prize to keep <G>. New decorations are everywhere to be seen, delivered by our Oracles from Morpheus himself..

Next month promises to be even more festive with the changing of seasons and coming of Winter Holidays and festivities. We welcome you to join us in this fair city for all the joy and happiness that is about to fulfill all our dreams.... May the good dreams of Morpheus be upon you during these wonderful times. Joy, happiness and peace be with you all and with all our friends in Phantasus, it's we who keep the dream alive!

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>>MAGIC IN THE MAKING: Mystery and Mischief in the Dreamscape

by Scoop Nickels

"The are more things in heaven and earth, Horatio,
than are dreamt of in your philosophy."

--William Shakespeare, "Hamlet"

"How does one change their haircolor?" That's it...the question that started this whole story...the search for Charlotte N. and Yul Brenner and my wondering about why they had abandoned the faithful in our city. But like so many things on Kymer, it has turned into a story of mystery and magic and left this reporter caught in a web of wonderment.

Our story begins on a typical day for this reporter who was wandering the dreamscape in search of avatars who might have had their hair painted by Charlotte or Yul. Questioning many, I was informed of a third avatar named Loki who could also paint hair. However, every time I mentioned his name, people became suddenly silent. Many would mention that they had met Loki, but none were willing to share their stories with me. Certainly the name Loki conjured up images of trickery and mischief, Loki being the god of trickery and mischief according to Norse Mythology. But here on Kymer? I could not believe this was the same Loki of legend nor could I understand why those who knew him were so reluctant to talk about him.

Riding a river of rumors about Loki, I happened upon the story of an avatar name Clover who, as the grapevine told it, had her hair painted by Loki. I immediately attempted to contact Clover who shared a most interesting story about the night her hair was painted.

It is important for the reader to understand that when I first met Clover, I asked her if Loki had indeed painted her hair. Clover would not answer that question and simply stated that it was a mystery avatar. Although Clover would not reveal the name of the mystery avatar, I am confident after many interviews with other avatars (some who were witnesses on the very night of Clover's adventure) that this mystery avatar was indeed Loki. However, since it is not a fact confirmed by Clover, I will refer to this avatar as the mystery avatar throughout her story and leave it to you, the reader, to draw your own conclusions as to the name of this mystery avatar:

Clover's story begins one night this past October when she spotted the mystery avatar at the Blasted Heath. She immediately attempted to ESP him with her request, but he did not respond. Rather, she was met at the Blasted Heath by an avatar named Evergreen who showed up carrying a chest. Evergreen stated that the mystery avatar had asked her to deliver the chest to an avatar named Victoria. The chest supposedly contained a hair coloring tool that would allow Victoria to paint Clover's hair; although, when Victoria opened the chest, the tool was not to be found. After a series of mishaps and confusing events, the mystery avatar agreed to meet Clover outside the V-Mart and paint her hair. However, as Clover followed him through the V-Mart door they were mysteriously transported into a locale that Clover claims reminded her of purgatory. From there, she alleges they materialized in an underground dungeon of brick walls and closed doors. Her mystery companion quickly whisked her through three locales within the dungeon stating that they must hurry because the Oracles were close behind and they would be in serious trouble if the Oracles found them there.

Clover claims there was not much of interest in the dungeon...only a few paint cans and a trophy with a car on top. In the final dungeon locale, a teleporter appeared and the mystery avatar and Clover were transported to Orchid. Clover attempted to teleport back to the previous destination, but the teleporter would only allow her to teleport to Oak or Temple, not back to the dungeon from which she and her escort had just come. The mystery avatar appeared nervous and again stated that they must hurry lest the still-pursuing Oracles catch them. He took Clover to the Bar-L Bar storeroom and there he painted her hair red. After that, he was gone.

The next day Clover posted her version of the adventure in the forum, but the message was immediately removed by a "higher power." Later that same day, Clover was contacted by Oracle Teresias about her message and told that she could only tell her story if she excluded certain words and facts. Clover omitted those words and facts during this interview and so I am sorry to report that I am unable reveal them here. Soon after hearing from Teresias, Clover was contacted by the mystery avatar who was concerned that she may have gotten into some trouble over her post. That was the last Clover heard from either of them until a few days later when using the teleporter, her head (along with her cherished new red hair) was transformed into the head of a

fly. Clover was furious to lose her red hair because of a possible prank. Teresias heard of Clover's plight and contacted her in-world shortly after the transformation and offered to take a new head to Charlotte N. to have the hair repainted. And so ends Clover's adventure, for now.

So who is Loki and what mischief has he mixed up in Phantasus? I have spoken to a number of avatars in search of an answer to this question and my search has introduced me to many who have met or had experiences with Loki. However, none but Clover have been willing to share their stories, all of them turning nervously quiet when asked to share the details. Even Clover would not confirm that the mystery avatar was indeed Loki and, perhaps, she really does not know? Rumors about avatars being whisked away to secret locales and eerie underworlds are abundant, but facts and interviews are hard to come by. Stories about aliens and other creatures materializing in locales already populated by six avatars also abound, but again, no one is willing to speak openly. Why? I have done some research into the myth of Loki and perhaps a bit of history will explain the careful treading of our city's avatars.

Loki, according to Norse Mythology, is the trickster god, the maker of mischief. Always ready to play a prank, Loki often caused trouble for the Aesir gods as well as aided them with his cunning and trickery. He often transformed himself into another being such as a mare, falcon or salmon to complete a trick. He has even been known to take the shape of a woman. In one Northern Myth, Loki transformed himself into a gadfly and bit the hands and face of the dwarf Brock. Because of this, some in the dreamscape suspect Loki is behind the fly transformations that sometimes occur when one teleports within Phantasus.

Loki was also known to regularly visit the dungeons and underground caverns of the dwarves from where he would often return with treasures and gifts for the Aesir gods...often these gifts were a method of atonement, an attempt to right a previous prank gone wrong. He was also known to have a particular fascination with hair, once shaving the golden locks from the head of Sif (Thor's wife) as she lay sleeping. Later, in fear of retribution from Thor, Loki replaced Sif's hair with strands of bright gold that he obtained from the dwarves. Clover's story is reminiscent of Loki's history with dungeons and hair.

Many avatars also spoke of the kindness Loki has shown them in times of need. One avatar, who wishes to remain anonymous, mentioned that Loki gave her 500 tokens to help new avatars on the night she met him in the Bar-L Bar. According to the Northern Myths, Loki was a prankster, but often rose to the occasion when someone was in need.

We know who Loki is in Norse Mythology, but who is Loki of Kymer and is he the same trickster of the Aesir gods? We may never know for sure. But, make certain you keep your eyes alert and your heart steady as you round that next corner in Phantasus. Like Clover, you may walk into a mystery that will change your life forever.

Suggested reading on Norse Mythology:

- * "The Children of Odin, the Book of Northern Myths," by Padraic Colum.
- * "Norse Mythology, A to Z," by Kathleen N. Daly.
- * "The Facts on File Encyclopedia of World Mythology and Legend," by Anthony S. Mercatante.
- * "The Illustrated Who's Who in Mythology," by Michael Senior.
- * "Scandinavian Mythology: an annotated bibliography," by John Lindow.
- * "Prose Edda," by Snorri Sturluson.
- * "Poetic Edda," by multiple authors and poets.

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* * * * "WHEN YOU WISH UPON A STAR..." * * * *
_____ <<<< CONTEST INSTRUCTIONS >>>> _____

There are two contests in one:

1. Name the stars of the night sky in the Dreamscape as seen from the StarWay Cafe Observation Deck.
2. Map and name constellations you discover by connecting the stars (connecting the dots <g>).

If you want to name individual stars, see the section entitled "Star Mapping Contest, Part One." **

If you are interested in mapping Constellations, proceed to the section entitled "Star Mapping Contest, Part Two." **

** Note: You are welcome to participate in both aspects of the contest!

* * * * STAR MAPPING CONTEST, PART ONE: * * * *
"NAME THE STARS"

There may be as many "winners" as there are stars visible from the Observation Deck. Each contestant may have more than one winning entry, as we will accept **up to twelve star name entries** per Avatar!

It is not necessary for the star names to relate to constellations in theme or genre. So let your creativity and imagination run wild!

* * * * STAR MAPPING CONTEST, PART TWO: * * * *
"CONNECT THE STARDOTS"

Map original Dreamscape Constellations by connecting the stars (just as in "connect the dots" <g>). Name the constellations you discover (the star names from Part One do NOT have to match the theme of your constellation - same as in the waking world). You may submit up to six constellations.

Connect the Stars into groups that suggest a picture and name the

picture. Discover constellations within constellations if you wish (overlapping constellations are allowed). Feel free to include a rendering (underlying drawing) of the constellation you mapped, though whether or not you add a drawing will not effect the judges decision. You may simply connect the dots, including a brief description of how your design works.

* * * * HOW TO SUBMIT AN ENTRY * * * *

1. Submit your entries using any one of the starmaps included in the Contest bundle you downloaded. (Many thanks to Superman for his creating the starmaps!)
2. Use a bitmap editor to draw a circle, or a pointer to the star or constellation you wish to name, then type it's name on the bitmap in an unused space on the starmap.
3. Please create a _separate_ bitmap worksheet for each submission. More than one entry on each worksheet will be confusing for the judges <g>. You may send each one separately, or compress several together and send a ".zip" or ".sit" file.
4. Attach your entries to an email entitled either: "Constellation Map Entry," or "Star Name Entry." Email your entry to Acolyte Indigo at 75104,3547.

! ! ENTRIES MUST BE SUBMITTED BY MIDNIGHT WAT, DECEMBER 17, 1995 ! !

* * * SUGGESTIONS FOR LETTING YOUR IMAGINATION GO * * *

As you submit your entry/entries, consider the size, shape, and color of each star as it appears on your screen. There may be small differences between what you see on the Observation Deck from your own monitor, and the Starscape starmap Worksheets we have prepared. We encourage you to do your star naming and constellation designing from the Observation Deck inworld first, rather than off-line from the map alone.

You may name stars after people, Avatars, locations; or you may relate the name to how the star looks to you on-screen. Check out Kymer's hisory, Kymer stories, and the landmarks of the kingdom of Morpheus (such as the winged statues in Phantasus) for ideas. It would be fun to have our Dreamscape sky relate to our life and history in WorldsAway. . . but any ideas you have will be equally considered. For example, the entire netscape of cyberspace, the past or future of star heroes (as in Star Trek and Star Wars).

Remember, entries must be submitted by midnight WAT, 12/17/95

to: Acolyte Indigo, 75104,3547

Sunray AngelBeta will head up the judging committee and Oracle Uni will also review the entries.

"When you wish upon a star...."

A **Festival of Lights** celebration will be held in Phantasus! As part of the festivities, the stars and constellations will be given their names. Oracle Uni will be there to add to the magic of the festival.

There will be Trophies, Sunray Astronomy Guild Awards, Certificates of Achievement, Wishing Keys, and cash among the prizes. Everyone who submits an entry will receive something in recognition of their work. All entries will be archived in the Astronomy Guild for access by the community in the future.

* * * * MAKE A WISH UPON "YOUR" STAR * * * *

As a special bonus during the Festival of Lights Celebration, winning entries will be announced by Oracle Uni. As Oracle Uni names and identifies each winning constellation, the contest winner may make a personal wish ("out loud" or in private) or make a wish for the whole community. In the event a contest winner has several winning entries, he or she may volunteer to "donate" wishes to others.

After the contest, discovering constellations will be an ongoing activity. This contest is planned just to get us started. Naming your own star can have a very special, personal meaning. Just like the stars and constellations in our waking world sky, we can have our own personal starmaps.

Finding your own unique constellations in the Kymer starscape can be romantically enchanting, constitute a story theme for a group event, or just keep us involved in the pondering of a moment - the activity of daydreaming as it were - as many already do on the StarWay Observation Deck.

* * * * * HAPPY STAR GAZING ! * * * * *

THERE IS MORE TO COME!

The two views through the windows of the entry room and the lounge of the StarWay Cafe are mirror opposites of each other (if you ignore the position of the moon and the asteroid <g>). There are awesome possibilities here! From "black holes" revealed to matter-antimatter, from the imagery of Plato to the prophecies of the past reflecting into the future... Our Astronomy Guild, with Oracle Uni's help, is bubbling with ideas.

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WARaffle Results
By Acolyte Lynx

Congratulations to the following who took home the dough on Saturday, November 25!

1st prize: Trapper
2nd prize: Zippy
3rd prize: Rosa Peace

Don't forget! Buy your tickets for next week's drawing from any of the following:

Acolytes: Moria, Electra, Nicci, VIQer, Lynx
BLD Quackers
Magica Lambchop

See the Schedule of Events here in the Clarion or in the Community Forum, Inworld Events, for times and places that tickets are on sale. Please remember 25 entries is the maximum per avatar per week! Thanks.

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DEAR GORGEOUS -

Help me. I want to meet other avatars in Kymer and I am always friendly. In groups, people wave and say "hi" but I never get "ESP'd" and I just know that others do. I'm lonely. What can I do to meet friends who will call for me?

Down & Out(not real name)

DEAR DOWN & OUT-

I read your name. I think it is toooooo long. More than likely people just cannot remember how to spell it or remember the entire name. As of right now, there is now a way(inside Kymer) to write down people's names. So yours, should be short or memorable. People will ultimately catch on to your long name....if you decide to keep it, just be patient and keep that smile on your face. (Go to the games and try to get active) Otherwise, go to the temple and change it. Good luck. I'll ESP you soon. Gorgeous

AND a little gossip.....Anyone out Friday night must have seen all the tokens falling out of the sky...That's how it was in the Observation Deck and in front of the Bar-L! Tokens strewn all over the street. RDMule was seen passing Allandra tokens and accidently smooching others on ESP. Then there was the ever crashing Zeus....playing while Hera was away...

If you need help or advice, DEAR GORGEOUS is the place you need to write. Advice for the lovelorn, ideas for avatars, and a little gossip for the curious.

E-mail your letters, comments, ideas, gossip to 73513.3305, DEAR GORGEOUS.

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THE GREAT CHOKE CONSPIRACY

PART 3 - BEAM ME IN!

By: Marianne G

GIF- CHOKE#2.GIF

By: BLD Stalker

I really loved being in the new city. Watching new things open and new places come to life. But I missed that Choke Machine. Sure,

I had free access to it, and went down to visit it each morning and get my wake me up can of choke. Ok, so sometimes I had to hit the machine to get the can of choke - but it wouldn't be a choke machine if it gave up the product without a fight. Besides, I wanted to bring the joy..... hmmm, maybe I should rephrase that. Well, anyway, if the only frustration you have in life is a choke machine that takes your tokens and doesn't always give you the choke, then you're still living a dream life!

One morning, I met my co-conspirators down there. Stalker suggested that perhaps I was spending so much time in the impound area cause there I had a ponytail. That was a thought, but I said it was still mainly for the Chokes. That's when we noticed two of the workers carrying an item to a larger than normal transporter. Dragon went to investigate and came back to report that it was a vending machine for the soon to be opened StarWay Cafe. That that was a special transporter to move large items. We just looked at each other, and if we had lightbulb heads, they would have gone on at the same time.

As soon as the coast was clear, we moved the choke machine over to the large transporter. Now we just needed to decide where to send it. If it had some kind of detection on it they would expect us to take it to Orchid, close to Isle Caribe. We would port it to Oak and fool them! Sending BLD Dragon and BloodFang on ahead, Stalker and I then pushed the choke machine into the machine and activated it. Getting in after the machine, I tried to follow it over to the port. Nothing happened! I didn't teleport to oak! Then we got the ESP from Dragon telling us we better get there fast! We ran to the Oak port.

On the way, we past the Orchid Port and heard others complaining that they could not port to Oak Street. When we got to the Oak street port, we found out why. The choke machine was stuck in the teleporter. We had to do something quick! It was early in the morning, and not many were around, but it wouldn't take long for others to start to wander by. We tried pushing, and shoving and praying, and nothing was helping. We tried making it slippery by pouring choke on the sides, it just made the teleporter all sticky. Finally, BLD Dragon was about to attempt to see if he could use his dragon breath as a blow torch to free it from the transporter, when another one of those robed guys showed up. It was a green robe, and he did have a smile on his face, but we knew what we had to do. We transported the Choke Machine back to the impound area.

We were handed some soap and water and all of us got to clean up the choke splattered port area. Back to the drawing board. We had to come up with another idea.

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>>Lamp Lit Streets<<

I find pleasure in the night. The subtle peace of a moon lit forest, the ominous silence of a lamp lit street. For long hours I walk, enjoying the solitude under dark shadows of night. There is a special time of night that the silence is best. At 2:00 A.M., when the shadow of death walks the earth to take the lives of those men sleeping, he can find me under a starless, lamp lit sky chasing demons from their lairs.

This empty night I walk the streets. The only sounds I hear are my own footsteps and the blood rushing through my ears. The thin gray mist is

a covering shroud that dulls the night colors and muffles all the distant noise away. His eyes are deep swirls of gray set in an ageless face. His voice is soothing but leaves an empty chill in its wake.

"I have searched for you
In this quiet night
Among the shadows passing
And found you at last
Here alone
With the gray mist massing.

What brings you here
To this very place
Among an eternity
Of time and space?

What forces have compelled you
To walk under lamp lit glow
Where the moving hands
Of time are slow?

Where the spirits of sleeping men
Are slowly dying embers
And those that live have dreams
Not one remembers?

I have waited for you
And your sleeping dream
So I can take you with me
Without a scream.

For endless hour after hour
I have waited
For it is death in a dreaming sleep
You are fated.

Alas, you have kept me waiting
Beyond allotted time.
So, with this impassioned speech,
In my rhyme,

I hope to convince you
To find your night rest
So I can clear my books
And get you off my chest.

Conform please
To the rules of your end
So to heaven or hell
Your soul I can send!"

"Specter of death, you have indeed a convincing argument spoken most eloquently, but it leaves me with a question in my mind that I am in need to ask."

"Query me in haste,
I have no time to waste!"

"Are you saying, that if I do not sleep at night, that you cannot take my spirit?"

column for the CLARION?

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SEEN ON THE STREET
--by Rosaleah

Last time I saw Guido, he introduced me to his pet fuzzy, Truffles. Cute little fellow, perfectly pocket-trained, I understand. Didn't ask whether Truffles knew any tricks, like bringing in the paper or chewing slippers to shreds, but he seems young still and has big, intelligent, inquisitive eyes that watch all that goes on around him. Quiet, too. He sat contentedly in Guido's hand all the while, no excited jumping about and yapping. I offered to fuzzy-sit at any time, but I think Guido prefers to just take Truffles along with him wherever he goes.

Did you know Feu des Astres has one of those fakir heads? Some folks were asking to see him in it, but Feu was reluctant to shuffle through his belongings for it. Seems he felt the head was so unsuited to him that he buried it three layers down in his chests so he wouldn't have to be trying it on again any time soon! Hmmm... if you've been wanting a fakir of your own but found them too expensive at NuYu, perhaps you could make Feu an offer for his?

Isn't it great to go jumping in the leaves that have been raked into piles along the street? Gosh, I haven't done anything like that in so long, I'd absolutely forgotten how much fun it is! And there's no fuss or muss or re-raking afterwards! A great way to be ten again! Of course, sometimes I jump so high and so long that coins spill from my pocket ...

Can you picture the Oracles in chef's hats and aprons? Noooo? Well now, just who do you suppose it was who baked those delicious turkeys and pies that have been seen around town? I had a taste of the cherry pie; it was soooooo good! They baked some pumpkin and mincemeat pie, too. And the rhubarb pie! Yum!!! Oh, wait, that *wasn't* rhubarb! No, no, it was much more sweet/tart than rhubarb ... it was rubarb, a much more delicately flavored variant. I believe it was Oracle Teresias who found that rare patch of rubarb in the Victorian Gardens. What do you think the bakery will come up with next? I'm getting hungry for strawberry cheesecake, myself!

And who were those red-dressed unicorns putting ferns in the Tabernacle foyer? Were they necrolytes? Was that Chameleon? I didn't get any positive ID's, but I sure did enjoy the decorations, which were a surprise for White Rose's and Elminster's wedding! Way to go, guys!

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Ghost Relay Races
By Acolyte VIQer

This week was a two leg race from the Visitor Center outside to the Magic Shop and back. We were able to host five races this week! Prizes were won by 20 people Saturday....

Remember, if you stick around after you race, there may be an opening in the next race for you. Repeat players are welcome. Everyone was very good about ghosting so we have decided not to move the starting locale.

We had lots of players! Have some fun racing around the city avoiding

full locales and finding the shortest route to your teammates!
Remember, you may travel as a ghost or teleport if it saves you a few steps,
any method of travel is acceptable.

Thanks again to Kran and Acolyte Electra for all the help! Looking
forward to next week's races once again... Many were disappointed
and looking for another race to start... We have to operate within
the time allotted unfortunately and it's a real workout on the host!

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CHAOS, Inc
By: Acolyte Serena

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.

This week at CHAOS, Inc - before the game begins, we will be asking
all those who participated in the harvest hunt, and have six pie
slices to turn in for a whole pie, to do so! Those who can not
attend the game, to turn in their pie slices, are asked to contact
Acolyte Serena at 72007,221.

We had head racing to welcome in the release of version 1 on 11/15
and it really flew this time! Keyser Soze seemed to spend most
of his time on winning teams, and took away 100 Tokens for his
efforts. Also winning tokens for head racing were Damia, Handyman,
Necrolyte Benny, Necrolyte Xian, Trapper, SurfDog, Albiso and
Pearl Girl. I'd like to thank you all for keeping me company,
even if you did want to go and see what the new release had done
to the Island. I'd also like to thank those who took the time
to check out all the heads in the vendos, and to seek out new
vendos searching for a ponytail head, that unfortunately, was not
available. Maybe next time.

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Sharing a Good News Story
By Acolyte Brynne

There was a really special occurrence at the VCC during one of my
shifts on Saturday, November 25. What with all the commotion going on
over thefts and other things like that in Phantasus these days, I'd
like to share some GOOD NEWS for a change!

I wish I could remember everybody who was there so they could get the
recognition due them; but alas, I only remember a few who were there.
Sweetolyte Fay entered the VCC carrying a chest. She put it down,
saying it was for the next newbie who entered. Someone put it on the
desk behind me, thinking it would be safer there.

Thinking about that empty chest and how it would be nice to have
something in it, I said "How about we each put 5T in it to help make
it a bit more special for that next newbie who comes in?" Well,
someone else said: "No, let's make it 10T!" So, we all put 10T in the

chest. Then someone gave me 100T for the chest, which I put in there. Someone *else* put 300T in the chest. I had two paint sprayers in my pocket, each with 2 sprays left, so I tossed those in there for good measure. Cyberdude put in a teapot. Someone else added a head and I think someone else added another. So, there was a nice little treasure chest there for one lucky newbie!

After filling up this chest, it occurred to me that many an avatar would *kill* for this treasure chest of goodies. So, I announced: "There are three qualifications for the newbie to get this chest: (1) a default head; (2) default colors; (3) either an AvatarXXX name -- or -- a *real* newbie question!" Mellow-d was in the ghost cloud and he ESP'd me that KJ, a newbie, was on the ghost cloud with him. It was really hectic with my getting pages and ESPs like mad, people asking questions, conversing ... my screen was going berserk. Finally, when I could get focused on the chest again, I repeated the qualifications at someone else's request. Someone must have ESP'd someone else, because a spot opened up and KJ unghosted. He had a newbie head. I wasn't sure the colors were the default for that body ... others confirmed they were. So I said: "KJ, ask me a question." First thing outa his mouth was: "What's a ghost race?" Everyone there went "YEAH! That's a newbie question!!!!" <g> He asked another question that was even more a newbie question than that one. So I asked: "Okay, everybody, does KJ get the chest?" And a resounding "YEAH!" lit up my screen like a Christmas Tree. So KJ got it. Boy was he a happy newbie!

Was I one ecstatic Tomato! It was really NEAT that so many avatars were willing to put tokens and stuff into that chest, not knowing WHO was going to come by to get it. We explained to KJ how to open the chest, get stuff, etc., and we all cautioned him that while he could trust everyone who was there at the time, we would not normally suggest that he put his trunk down on the ground and just very gently explained that we do sometimes have problems with thieves. And ya know what? Someone there was saying how he had very few tokens ... here's KJ ... a newbie with over 400T in that chest ... and what did he do? He shared them! Wow! <beam>

Way to go to everyone who was there! You did yourselves proud!

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>> GHOST RACING REPORT
By Acolyte Serena

As of the races of 11/13, we still have three players tied for first in the monthly standings. Huckleberry, ABE and Soltron all have four wins each and there are two races to go in the month!

They managed to stay in the running with two wins each this week. Huckleberry took home flowers and 50T, ABE took home 100T and 50T and a lantern were what Soltron won. Also winning at the races were Headbanger, a saddle, Passion winning some candy, Necrolyte Benny winning 50T and Tsu-Sana-O winning the 100T in the last race.

We ran our Everyone wins race again and taking home some small token prizes were Tsu-Sana-O, Piemur, BigJohn, Kethrey and Vestal, Version 1.1. Congrats to all!

Races ran on 11/20 found ABE take lone possession of first place with two wins. He took home chocolate, which he traded back to

me for tokens, and 50T. Also winning two races each were Shaker for 50T and some knitting, Necrolyte Xian for 50T and a fern, and Hera winning bowling pin #4 and 50T. Winning one race each were Dangaio for a tinman head, and Psyclone for 50T. Winning small token amounts in the Everyone wins were Necrolyte Benny, Fluffy, Clip, Karnage, Alice, Muscletoy, Velteski, Piemur, eagle, Zena, Passion, Huckleberry, SKY TOWER, Christa, Meri, Fleke and Phela.

I'd like to thank all for coming and I look forward to see if ABE is going to nab the title on the 27th. ABE has 6 wins, and behind him with 4 wins each are Huckleberry and Soltron.

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THE KNIGHTS OF KYMER

The Knights of Kymer intend to serve the community through creative involvement, development of mystery, and positive interaction. Knights throughout the centuries in the waking world have been considered messengers and protectors of the light of a higher power. This principle is written upon the banner borne by the Knights of Kymer.

BACKGROUND

Ancient literature speaks of our physical life on the planet as the dream from which we awake in sleep or at death. But that was before cyberspace...

We have channeled our creative energies through the limitations of our minds and bodies for tens of thousands of years. We have survived the rise and fall of civilizations, constantly grasping for a utopian society, ever reaching for more.

As we draw to the end of this millennium, many limitations of our past history are dissolving. Our world-wide communications ability and media awareness has increased beyond what we dreamed possible - even in recent decades.

Through technology, our powers of instant communication are god-like compared to a century ago. And through technology, our powers of global self destruction take no more than the press of a button.

With widened eyes, we watch the globe shrink into an overgrown village. Transitions are thrust upon us faster than we can comprehend. So we struggle; we struggle to survive. Our left brain is so overwhelmed with a constant barrage of information that our right brain cannot keep pace -we experience "system overload."

Technological advances during this age have over-supplied our left brain with more efficient means of delivering information. These advances have not, however, supplied our right brain with tools to assimilate the information. Television and film serve to occupy the right brain's need for spatial stimulus and are therefore very popular. These vehicles, however, act more as a Band-Aid or suppressant, rather than balancing the left brain overload.

But even though the globe is shrinking and we are drowning in information, we are still a people, repeating our basic human nature both individually and in groups. We still love passionately. We still fight our enemies and seek to overcome our obstacles no matter who or what they may be.

HUMPTY DUMPTY IN THE TECHNICAL AGE

Now the power of technology has catapulted us into a different arena. Once our concerns reached only as far as our village boundaries. Now we join millions of people as we simultaneously witness world events - while they happen. A brave new world rushes at us with demanding intensity.

We perch upon this great wall of information like the fragile Humpty Dumpty, staring in numb panic at the ground below. From the same perch, we strain to grasp the missing key - a way to put it all together, a way to fit all the disparate pieces into one integrated picture. But in our earnest grasping, we lose our balance and teeter at the edge of falling to the place where all the king's horses and all the king's men cannot put the pieces of us back together again.

ENTER CYBERSPACE

The Dreamscape, ahhh, the Dreamscape.

Now we are propelled into the cutting edge of a new world frontier - the developing universe of cyberspace. We have not yet begun to discover what potential lies within this frontier. Cyberspace is a universe which exceeds our former human abilities of communication.

It offers a balanced arena for delivering information, and it satisfies our right brain's need for a creative and spatial outlet.

Even fifty years ago, we didn't dream of having multiple, private, one-on-one conversations at the same time. Fifty years ago, we could not imagine choosing to become a ghost or a visible individual at will. Fifty years ago, we could not visualize the possibility of sharing simultaneous moments with people from opposite ends of the world. Fifty years ago we could not imagine the extent to which we would forge deep, powerful, and lasting bonds with people whom we had never seen.

All the world's past and present political ideologies, the great religions, and the scientific priesthood are limited by time and space. Earth itself is confined to revolve through time and space as a mote of dust in the greater pattern of the near-infinite universe.

But here in the Dreamscape our awareness of each other is direct and unencumbered, with no interference from our material environment, our physical covers, our appearance, our wealth or job or social status. All our customary limitations are removed from us. We can be as we have always dreamed. We can be someone completely different from how we perceive ourselves in the waking world, or we can just be ourselves, with expanded capacities. The possibilities open to us are limited only by our own minds and imagination.

The Dreamscape can provide creative avenues and mysteries we have not yet explored. Our imagination can run free and high. Let the Dreamscape be the platform for our discovery of a whole new awakening. It is our world, our world to build; it is in the hands of us, the Avatars of the Dreamscape.

All times in WAT

<<----->>
Tuesday, November 28
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7:00 - 9:00 p.m.
Visitor's Center Left
Botticelli.....MarvL
Botticelli is a creativity game
with a different category each week.

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Wednesday, November 29
<<----->>

10:00 a.m. - 1:00 p.m.
Bar-L Bar Storeroom
Jackal3's Midday Trivia.....Jackal3
Players must unscrambled the words to match with the host

5:00 p.m.
Bar-L Storeroom
Chaos Incorporated.....Acolyte Serena or Marianne G
New! Games and more!

<<----->>
Thursday, November 30
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WARaffle Tickets On Sale from 7-8p.m. Outside Regency Hall<==

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Friday, December 1
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7:00 - 9:00 p.m.
StarWay Cafe Lounge
Trek Trivia and Stump the Trekkies.....Acolyte VIQer
Show off your Trek Series knowledge to win tokens and prizes!
And if that isn't enough, have a Trek question you would like
to ask? Then our second hour is for you! Stump the Bridge crew
and win! Everyone welcome to ask us your Trek questions....

9:00 - 11:00 p.m.
Visitor's Center Left
Dreaming Insomniacs Society.....Acolyte Milen, Acolyte Nicci
Something DIFFERENT will be held during these times each week.

<<----->>
Saturday, December 2
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2:00 - 4:00 p.m.
Bar-L Bar Storeroom
Great Kymer Quiz.....Acolyte Moria, Zippy
Some easy, some hard, some just downright tricky.

5:00 p.m.
StarWay Cafe Stage
WARaffle Drawing.....Acolyte Lynx, Acolyte Electra, Acolyte Moria

Purchase tickets from authorized agents. Door prize raffle!

6:30 - 8:00 p.m.

Outside Visitor's Center

Ghost Relay Races.....Acolyte VIQer

Ghost races played baton style like Olympic Relay races.

Variations will be coming in the future, allowing more winners in each race.

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Sunday, December 3

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11:00 a.m. - 2:00 p.m.

Bar-L Bar Storeroom

Jackal3's Trivia.....Mr & Mrs Nutty

Questions covering general info, three winners per game.

Grand prize for the person who has the most points in a month.

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Monday, December 4

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5:00 - 6:00 p.m.

Isle Caribe

Ghost Racing.....Acolyte Serena

Win tokens and prizes, monthly championship!
