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Volume One, Issue Twenty-Two January 9, 1996
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Published by and for the Avatar Citizens
of the Island of Kymer
in the City of Phantasus
in the Dreamscape

Kymer Clarion Editorial Board:
Acolyte Brynne
Marianne G
Acolyte Milen
Acolyte Rosaleah
Acolyte VIQer
BLD Stalker - Staff Photographer

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The views and opinions expressed in the Kymer Clarion are not necessarily those of the Clarion or its editors, and are the sole responsibility of the authors of the material. Bylines indicating that a piece was written by an Acolyte are not necessarily meant to imply that that piece was written in an official capacity nor does it mean that that piece is indicative of the views and opinions of other Acolytes or of the Oracles.

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- The Editor Speaks -
By Acolyte Milen

Well, I was going to write something on roleplaying and such but suddenly I found a lot more to say that I was intending, so I'm going to save it until next week. <grin> My intention is to start a series on the problems we face here in WorldsAway and the solutions, but I could really use ideas. So if you have an idea you'd like to discuss, E-mail to:

ACOLYTE MILEN 76361,3216

In future columns I'll discuss role-playing, thieves, events, friendship, ESP, communication and hopefully many other things, including such topics that are suggested. You are always invited to respond to anything you read in the Clarion. I sincerely hope that, if you do not agree with one of my columns, that you reply and say so, preferably with a publishable column. (Hey, if you're INSISTANT that you disagree with me, at least I can get some valuable paper filler out of it. <smile>)

This issue of the Clarion has a few graphic changes in it. We've experimented a bit in the past few issues with different ways of presenting the information. I've attempted a few more changes with

this issue. If you like them, be sure to let us know! (Preferably in triplicate.) If you don't like them, then one copy will do. Don't feel any pressing need to mark it "High Priority" in that case, however. <grin>

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THE KNIGHTS and SUNRAYS OF KYMER
By Acolyte Sunray Indigo and Acolyte Ravenwhyte

***"Far away there in the sunshine are my highest aspirations. I may not reach them, but I can look up and see their beauty, believe in them, and try to follow where they lead." - Louisa May Alcott

MISSION STATEMENT

Be it known to all Citizens of Kymer, that the Knights of Kymer (also known as Sunrays) wish to make the following statement:

Our primary mission is to bring creative focus and happiness to the citizens of Kymer, and to continually explore new and different avenues to succeed in this task. Foremost, we seek to enhance the lives - both inworld and outworld - of those who have chosen to visit or dwell in the Dreamscape.

Be it resolved that the Knights of Kymer and the First Council of Twelve provide Guilds and Organizations through which Avatars are encouraged to become more involved in the community, express their creativity, and forge meaningful and harmonious relationships that will enhance life both inworld and in the Waking World.

A BRIEF DESCRIPTION OF THE KNIGHTS OF KYMER

The Knights of Kymer have no religious or political affiliation, nor are they interested in passing moral judgment on any group or individual. The founding purpose is to unite and involve WorldsAway members in positive community interaction. They wish to further activities, festivities, and community spirit inworld.

The First Council of Twelve will not be a governing body nor an elite membership of twelve Avatars, but rather a *group* of twelve Guilds, providing various creative avenues through which our community may grow and flourish. The founders hope that these vehicles will be self governing and self perpetuating from within, micro-communities as it were. At the hub, the Round Table will be the forum for Guild facilitators to meet and share common successes, goals, and even problems. The founders hope that such gatherings of the facilitators will provide open forums of discussion for all community members. Input from the WorldsAway Community Forum is also encouraged and appreciated.

GOALS AND FOCUS

***"Perfect valor is to do unwitnessed what we should be capable of doing before all the world." - La Rochefoucauld

It is in the best interest of the community, the founders feel, that each "spoke" of the Round Table engenders involvement through creativity. The founders have no desire to establish any Guilds

which force one group of Avatars' will or whim on other non-consenting or unaware Avatars. The founders pass no judgment on these types of activities; they simply feel that the seats of the Round Table comprise a sphere for creatively oriented projects (with the exception of the Games and Entertainment Guild). These types of events will evolve from within the community, and will, at times, be enjoyed by many.

It is the founders' hope that each Knight will serve the Dreamscape by giving back to the community some of what the community has given them. The ideals of loyalty, kindness, courage, good will, love, and acceptance are in keeping with the protocol of early Knighthood in the waking world. The founders want to maintain these historic roots of Knighthood within the Order.

ON BECOMING A KNIGHT OF KYMER

Becoming a Knight is a personal decision. It involves a commitment, and is sealed by a vow of commitment. It is not necessary to be a member of the Order to be involved in the activities of a Guild organization. From this point on, there will be a waiting period between an Avatar's request for Knighthood and the anointing ceremony. If you are interested in becoming a Knight, please contact Acolyte Indigo 75104,3547.

MEANING OF NAMES AND TITLES

Sunrays, Knights, and Sunray Knights are all equivalent, and prefix the names of many of the Knights of Kymer. Many Knights have chosen to remain without a name change. Some have added initials to their Avatar name, such as SRK (Sunray Knight), SRS (SunRay Sister), or KnK (Knight of Kymer). The founders feel very strongly that becoming and being a Knight of Kymer does not rest in the name, but in the being of the avatar who has chosen Knighthood.

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GUILDS, EARLY FORMATION

***"We cannot live only for ourselves. A thousand fibers connect us with our fellow men; and among those fibers, as sympathetic threads, our actions run as causes, and they come back to us as effects." - Herman Melville

The founders are excited to announce at this time the early formation of First Council of Twelve Guilds. The goals are suggestions only. Even the subjects and titles of the Guilds are not fixed at this early stage. We also envision that Guild facilitators will be elected and accepted from within each Guild. In the beginning, however, it will be necessary to appoint facilitators as the First Council of twelve begins its journey through the Dreamscape. Such decisions will ultimately be left to each Guild of the Round Table. Autocratic leadership will be most emphatically discouraged.

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**The Arts Guild

To promote interest in the art of Kymer and Phantassus, to encourage and sponsor art programs for the citizens of Kymer, to

share Avatar art, both scanned and computer based, and to share ideas and art for turf interiors and turf design.

****The Astronomy Guild**

To engender interest in the night skies of Kymer for all the citizens of Kymer: To promote the ongoing imaginative creation of constellations, and personal star naming, to connect the mythology of Kymer and the outworld with the stars.

****The Bards of Phantasus Guild**

To sponsor a forum for the Bards of Phantasus for sharing their songs with one another and with the citizens of Kymer.

****The Bridges Guild (Handshaking across groups in Kymer)**

Suggested goal: To promote understanding and communication among and between the various groups in Kymer.

****Exercise and Movement in Cyberspace**

To develop skill, speed, and understanding of the range of movement available to an Avatar in the Dreamscape

****Frontiers of Consciousness in Cyberspace**

To explore both the restrictions and the abilities of avatars in the Dreamscape, as compared to the waking world. To discover new ways of understanding communication and feelings in the realm of cyberspace.

****The Games and Entertainment Guild**

Includes any kind of game or story game idea, for the Citizens of Kymer, either ongoing, or event-oriented; includes dramas and plays, enacting of myths created in the myth guild, engagement in mystery.

****The Majik Guild**

To keep the dream of Majik alive in the Dreamscape, to enhance the mystery of Majik and share the secrets of Majik as applied to cyberspace.

****The Mythology and Ancient History Guild**

To share ideas and hold community contests and events relating to historical roots; to share stories relating to myth and mythology, both of Kymer and outworld.

****Other Kingdoms Association**

To provide a forum for the sharing of ideas and projects by those who visit us from other kingdoms and other worlds, such as elves, sprites, unicorns, the animal and vegetable kingdoms, and beings from other worlds.

****The Poetry Guild**

To share poetry with the citizens of Kymer, to encourage the creation and writing of poetry.

****Vision Quests**

To create and provide quests for Knights and for citizens of Kymer including vision quests, journeys to other kingdoms.

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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.

THE KNIGHTS ARE COMING

Imagine, our own Kymer night sky, full of stars and constellations named uniquely by us; imagine vision quests for our own grail, and knighthood missions to other kingdoms. Imagine new games of mystery and intrigue, storytelling and drama; imagine Avatar aerobics and dance classes. Imagine bards and minstrels, elves and sprites and worlds of magic, self-help and self-discovery and self-understanding. To build interactive and cooperative avenues for these dreams and others, we are in the process of founding the Order of the Knights of Kymer. The Knighthood's Round Table will consist of twelve main Guilds and Councils, each responsible for their own area of creativity and activity. The Round Table will be an interactive "think tank" of Knights and will set the stage for blending of ideas across the Guilds and Councils.

OUR DREAMS CAN COME TRUE

Our dreams inspire us and give us courage to build this community. Not only can we make our dreams come true, but we can reach beyond even our wildest dreams and create together a new world we cannot yet imagine. The Knights are coming, and they CAN put Humpty Dumpty back together again!

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----- COMMENTARY -----

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COMMENTARY by Vampire: "Saying 'Hello'"

What really is the "community standard" for passing through occupied locales? I remember back in the old days of beta when there were, what? maybe 200 avatars inworld, and everywhere we went we greeted others and were greeted by "hi!"'s and "hello!"'s.

But now the world we live in has grown considerably in both size and number of avatars. From my vantage point in the clouds as a ghost where I can usually be found, I see hundreds of new faces each week. I watch people and listen to their conversations (and I don't consider this "eavesdropping" because it's always in an open locale) and have noticed that sometimes, especially with the old beta testers, when someone enters the locale and passes through without saying a word, they get huffy. It's always "well, they must be in a hurry!" (said in a sarcastic and bitter tone) and "My! That was rude." I myself am guilty of have saying these things many a time.

But now let's stop and think. Do you, in the Waking World, walk down the streets of your city greeting everyone you meet? Perhaps some who are lucky enough to live in small town where everyone knows everyone else can do that, but where I live and work, that's a dangerous practice. But we're not in the WW, are we? There are a few questions to be asked now.

Should people who are not going anyplace be expected to greet others in the Dreamscape? I personally would rather see a friendly, open community than just a bunch of introverts standing about the street.

Should not saying a word when passing through an occupied locale be considered rude? For those of you who say yes, keep reading and chew on it a while.

Sometimes people have somewhere to be and they'd like to be there fast. "Then they should just ghost if they don't want to talk to everyone," some people say. Perhaps the location they're heading to is only a few locales away and they've got a slow machine, or perhaps they're too lazy to ghost.

Sometimes people are slow typers and they don't want to start or join in a conversation because they don't think they can keep up.

And let's not forget the newbies. Don't you remember your first time inworld? How excited you were to see *everything*? Sometimes they're just too excited to type.

So, to those of you who get snippy when people bomb through a locale, I hope I've made you think. Being social in a new community is a very good thing, and I encourage it. But before we all go expecting everyone to do everything the same and ostracizing them if they don't, let us remember that we're all different in our actions and ways of thinking.

And sometimes we're all just in a really big hurry.

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TO BE HELD JAN 21st AT 5 PM WAT AT THE STARWAY STAGE:

3) Comedy acts - contestants must have a comedy routine that lasts no less than 2 minutes, and no longer than 5. Jokes must be fit to be shared in front of every member of the family! No profanity, off color, or discrimination allowed. A minimum of two of the jokes must center on the dreamscape! Anything from a "funny thing happened to me on the way to the Teleporter....." to whatever you come up with. Contestants will be judged not only on the quality of jokes, the amount of them that do concern our dream, but also presentation.

4) Pet Tricks - Your pet can be a canary, a fuzzie, a head, a fern, your new teddy bear or anything you wish. Imagination is the key to this contest, so don't leave it home. Contestants will be judged on presentation, pet care and handling, and imagination.

5) Wave Competition - This is a competition that is gotten from Kymer's History. This competition was regularly held on Caribe. This is a team competition, and teams should be an number of avatars from 3 to 6 to participate in the contest. As a side note, there can also be more then one in the groups competing in the other contests. You can sing a duet or quartet, you can present your story as a play, you can have more then one handler of your pet, or you can try to make your mark as the Abbott and Costello or whatever of the dreamscape. Just make sure you register all members of the group in advance. In this contest, however, you have to have a minimum of three avatars to perform. Each wave team generally base their movements/story on a theme, which can be based on Kymer History, Caribe History, a dreamscape event, or anything having to do with the dream and the avatars presence in it. Contestants normally stand in a line and narrate the story/theme using synchronized movements to illustrate it. Teams will be judged on your theme and your ability to convey it, your presentation, and the synchronization of movement among team members. Some teams may choose to have one speaker, off to the side, while the others perform the movements.

!!IMPORTANT NOTICE!!

REGISTER NOW! Send in your registration for any or all of the above contests to 72007,221 or 76571,1241. Dates for the events are January 14th, 21st and 28th at 5 PM WAT at the StarWay Stage. Register early for additional information on your category!

!!IMPORTANT NOTICE!!

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CHAOS, INC. by Marianne G

January 3rd we tried out Tag Team Trivia. It really had the group hopping out of the clouds and back in again. I gave boggles/trivia/categories and what not to the contestants, and we went round robin around the teams. We'd start with whichever team had ended the last question, and then as each team answered, their playing member would ghost to tag off to their next member to answer when it came round to their team again.

Top winners were Gillian and lil'angel, coming in close behind were Mage Actionizer, Utopia, and Mage Omnivar, and also playing and

SPELLBIND (submitted anonymously)

when first we met in truest sense
unknown to me was your sweet pain
events of force echoed at hand
floodgates great had opened wide
a mass of souls of sundry path
teeming through on us relied

just before the doors flew wide
the slightest prick upon my thoughts
although the wound seemed then quite small
infected fast with venom bright
it rended from my sense of self
something I had held much dear
my Name, though once attached most firm
fell away like leaf of gold
identity thus split apart
your curse touched deep in psyche's skin

shortly after trauma told
I came to learn to call you friend
unwary I accept'd your mind
held it fast while trap was sprung
soft threads invisible to eye
yet strong with strength like spider's silk
reached with guile throughout my form
past phys'cal bounds to seek what's hid
hidden deep from sight of men
golden strands tied 'round my soul

at first my mind saw naught the web
then even as my senses saw
a quickened TUG from silk cord's end
and choice was gone; my will fell dead

silently imprisoned thus
magic of type wielded so
unconsciously enfolded well
and so my self became what's yours

my heart held fast to bide its fate
upon command from silken thought
enchanted Words to seal my end
all hope dismissed; transformed of kind

all acts of will bereft my mind
my only hope forever lost
destiny bent from former route
purpose somehow not my own
worn about mistress's neck
encased in bonds of amber clear
my former shell to soon reside
an ornament of sorceress
sapped of strength, its spirit drained
the vital force once held within
joined with my owner's boundless power
become one until time's end

once I would have fought the fate
rebelled with all I ever had
but now, helpless, my master's pawn
it seems so sweet; I curse the dawn

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[###]=[###] DEPARTMENTS [###]=[###]
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SEEN ON THE STREET by Rosaleah

Wonder which head Roadside finally chose at the StarWay the other
night. Alice, Nermal and Tumbude were helping him decide. Alice was
modeling the alien head ... and Tumbude had brought along a
gingerbread house to munch on while Roadside pondered the choices....

Speaking of munching, I wonder if My name is James ever managed to
find some pizza or a slice of pie to chew on? He was getting mighty
hungry as the hours passed by with only Cola for sustenance. I'd have
helped him out with some chocolate, but my supply was buried way too
deeply to get at easily when I saw him roaming about. I certainly
hope he wasn't reduced to nibbling on any produce heads.

And speaking of heads, Max Raven told me that he was well on his way
to his goal of giving away 100 heads to newbies. Seems he has only
five more to give away. I didn't ask him how long he's been working
on this quest, but at the rate that new citizens have been debarking
from the Argo, I
imagine that by the time this hits print, he'll have succeeded in
giving them all away. All those heads -- quite a token investment!
Way to go, Max!

Of course, some people collect heads and always seem to have some
ready for a quick change as the whim hits them. And there are those
who seem to embody more than one at the same time -- Lag O'Morph the
gopher rabbit comes to mind, as do the ferrets Ali Quid and Roga Mae
who've had to make do with the panda and fox heads. I wonder if
anyone has every head that's been available so far? Nawwwww ... not
possible, right?

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GETTING MARRIED IN KYMER
By Acolyte Sunray Data

There are certain requirements to register a wedding and schedule a
reception. All reservations for these events must go through an
Acolyte or Khai Joybringer and a small registration fee needs to be
paid.

If you are interested in marrying in the Dreamscape, please download
or view a copy of the wedding guidelines in the WorldsAway Life
Library, the keyword is: MARRY The filename is "How to Marry in
Kymer".

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ANNOUNCE YOUR WEDDING HERE! by Khai Joybringer

We are pleased to provide you with a section of the Kymer Clarion where you can announce either a wedding to come or a wedding that has already happened! If you would like your wedding announced in these pages, please send the following information to me at UID 71273,373:

- Name of Bride
- Name of Groom
- Oracle or Acolyte performing service
- Date of Wedding (to be held, or was held)
- Reception Location

Here's to the all the happy couples in Kymer!

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WEDDING ANNOUNCEMENTS

Camile and Christopher Storm are happy to announce that they will be tying the marital knot on Saturday, February 3, at 10:00 a.m. WAT. Acolyte Brynne will be performing the wedding ceremony. Reception will follow at the Bar-L Bar. Everyone is invited to attend.

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Events in Phantasus
Week of January 10 through January 16
All Times in WAT (Pacific Standard)

<<----->>
Wednesday, January 10
<<----->>

10:00 - 11:30 a.m.
Harlequin Games
Kymer Bingo/Gamble Version.....GermanGiant
If you are first to call KYMER! you get paid out depending on number playing! Need the software, kymer1.exe, from library #4.

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 Bar Storeroom
Chaos Incorporated.....Acolyte Serena or Marianne G
New! Games and more!

7:30 - 9:30 p.m.
Visitor's Center, Left
Worlds Of Fortune.....Acolytes Data, Indigo, and Milen

<<----->>
Thursday, January 11
<<----->>

10:00 - 11:30 a.m.

Harlequin Games

Kymer Bingo/Gamble Version.....GermanGiant
If you are first to call KYMER! you get paid out depending on
number playing! Need the software, kymer1.exe, from library #4.

5:00 p.m.

StarWay Cafe, Observation Deck

PC Tech TriviaKnight Alexis, Sunray Hera
If you have ever dabbled in the technical world of the PC, this
game will be a lot of fun for you. The game consists of 20 PC
technical questions, some hard, some easy, and some funny. This
week we are expanding the prizes to 1st, 2nd, and 3rd places.
Door Prizes too!

6:00 - 8:00 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.

8:00 - 11:00 P.M.

StarWay Cafe Stage

Kymer Collectibles AuctionScuttle & Clover
Rare items and heads no longer available in vendos will
be auctioned off to the highest bidder.

<<----->>

Friday, January 12

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10:00 - 11:30 a.m.

Harlequin Games

Kymer Bingo/Gamble Version.....GermanGiant
If you are first to call KYMER! you get paid out depending on
number playing! Need the software, kymer1.exe, from library #4.

11:00 a.m.

Ghost Races

Isle Caribe.....Holger
Ghost races for the European Time Slots! Now they will have
races and prizes to match the Ghost Races held by Acolyte Serena
on Monday nights.

7:00 - 9:00 p.m.

StarWay Cafe Lounge

Trek Trivia.....Acolyte VIQer
Visit the bridge crew of the WA Enterprise. Win prizes and
tokens for your Trek knowledge. Get back at the bridge crew with
some tough questions of your own! We have to answer correctly or
we pay!

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.

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Saturday, January 13

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10:00 - 11:30 a.m.

Harlequin Games

Kymer Bingo/Gamble Version.....GermanGiant
If you are first to call KYMER! you get paid out depending on
number playing! Need the software, kymer1.exe, from library #4.

2:00 - 4:00 p.m.

Bar-L Bar Storeroom

Great Kymer Quiz.....Acolyte Moria, Acolyte 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.

Visitor's Center, Outside

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, January 14
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10:00 - 11:30 a.m.

Harlequin Games

Kymer Bingo/Gamble Version.....GermanGiant
If you are first to call KYMER! you get paid out depending on
number playing! Need the software, kymer1.exe, from library #4.

10:00 - 11:00 a.m.

StarWay Cafe Stage

BingoSky Tower
25T door entry; 5T per card

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.

2:00 - 3:00 p.m.

Bar-L Bar Storeroom

Kymer Bingo.....Sky Tower, Xeno or Jedi
50T door entry; 10T per card

3:00 - 4:00 p.m.

Bar-L Bar Storeroom

Kymer Blackjack.....Sky Tower, Xeno or Jedi
50T door entry; 10T per card

6:00 - 7:00 p.m.

Bar-L Bar Storeroom

Kymer Bingo.....Sky Tower, Xeno or Jedi
50T door entry; 10T per card

7:00 - 8:00 p.m.

Bar-L Bar Storeroom
Kymer Blackjack.....Sky Tower, Xeno or Jedi
50T door entry; 10T per card

9:30 - 10:00 p.m.
StarWay Cafe, Observation Deck
Dead Poets Society Recital....Prez, Sunshine, Brandy, Corey and AlexA
Contact Prez [102726,1655] if you wish to be a presenter. Poems
should be six verses or shorter.

<<----->>
Monday, January 15
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10:00 - 11:30 a.m.
Harlequin Games
Kymer Bingo/Gamble Version.....GermanGiant
If you are first to call KYMER! you get paid out depending on
number playing! Need the software, kymer1.exe, from library #4.

5:00 - 6:00 p.m.
Isle Caribe
Ghost Races.....Acolyte Serena
Win tokens and prizes, monthly championship!

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Tuesday, January 16
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10:00 - 11:30 a.m.
Harlequin Games
Kymer Bingo/Gamble Version.....GermanGiant
If you are first to call KYMER! you get paid out depending on
number playing! Need the software, kymer1.exe, from library #4.

7:00 - 9:00 p.m.
Apex Training (Golden Handcuffs)
South Fountain Right.....MarvL
Container handling skills and basic self-defense techniques.

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ITEMS WANTED

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: Two Ferret Heads, one white, one sable (raccoon markings and
color). Price negotiable. Please send pictures of front and side
view. Send photos and price to Roga Mae and Ali Quid c/o Andy Smith
at UID 102027,660 and we wish you well.

WANTED: Preacher Man is searching for an object that looks like a
book to carry. If you have such an object please Email me at
73023,2504"

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COMMUNITY NOTICES

Religious services

The Order of PropHatus regrets the inconvenience of not being able to give as much spiritual support to our fellow avatars as it wants to. (We just can't afford a temple right now..) Feel free to contact Brother Angus McSnarf inworld for guidance during the time of diaspora. "No Temple, no PropHats, no Mushroom Brandy - who cares?" [Book of the Poor, Works of PropHatus]

Announcing the introduction of a new

newsletter for all you Trek fans: The Star Trek Transporter! The Transporter is all about news and events happening in the Star Trek world today. Interviews, Trek bits, previews of upcoming episodes and more are being produced for the premiere issue. The newsletter will be distributed in Write format with pictures, color and fonts. The first issue was released on Jan 1, 1996. The Star Trek Transporter will also be available as a web page on <http://ourworld.compuserve.com/homepages/Iluvatar> Stop by and check it out, and if you want to be put on the mailing list for more issues, just tell me inworld or in E-mail. Iluvatar - 75652,3024 - normally inworld everyday around 6-8 WAT.

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HELP WANTED/INVESTMENT OPPORTUNITIES

Jackal's Tours, Fast and Fun:

New business is now hiring guides to perform Kymer tours for newbies! Paying 80T per tour! If interested, send email to Necrolyte Jackal3 at 103126,2237. Also seeking investors! An investment of 200-400T with a 10% return profit! If interested, send email to Necrolyte Jackal3 at 103126,2237.

The Star Trek Transporter! Seeks Staff:

The Transporter is all about news and events happening in the Star Trek world today. Interviews, Trek bits, previews of upcoming episodes and more are being produced for the premiere issue. The newsletter will be distributed in Write format with pictures, color and fonts. If you are interested in becoming part of the staff please E-mail me or contact me inworld. The first issue was released on January 1, 1996. Iluvatar - 75652,3024 - normally inworld everyday around 6-8 WAT.

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BUSINESSES AND SERVICES

WA Photography Service Acolyte VIQer

For all your photographic needs! Tell us how you want it done! We will help you with ideas all we can. Weddings, Personal portraits etc... We do all occasions, you chose which photos to keep. Prices based on job sizes, standard and super size packages available. Quality results guaranteed at a reasonable price! Special editing services and custom photos also available. Just let us know what you need! Reprints available, in case you should lose your photos! For service contact Acolyte VIQer at 70724,425 and we will make your arrangements with our staff.

Feeling Sad, Depressed or Downright Mad?

Come and talk to me at the PsyClinic, about any thing you want to talk about- From the weather to all other personal problems or about somebody. Everything is private through "ESP" so no one will there what you are talking to me about. So just catch me in-world or contact me at 100243,3402 Owner Rapture Preacher Man's counseling service. For as low as 5T get information on marriage, loneliness, depression, WA addiction..etc."

Paper Boy, Kymer Clarion personal delivery service

Contact me in Phantasus! For only 5T and your waking world email address, I will immediately return to the waking world to send you the latest edition of the Kymer Clarion via Email. Upon your return to the waking world, you can just grab your copy from your mail box!

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HOW TO PUBLISH ARTICLES AND PLACE ADVERTISEMENTS
IN THE KYMER CLARION

Waking World CIS email address: 75664,663
Deadline: 12:00 noon WAT 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.:

Do you have a poem you'd like published? An Article? Submit them to the above email address with the subject of ARTICLE SUBMISSION. The Kymer Clarion is currently token-free to all members; thus, we are not presently paying for submissions. We are currently considering our position on this and will notify our readers and potential authors should we decide to begin paying tokens for articles.

Advertisements:

All ads should be submitted in email or private forum message to the email address noted above and should be marked ADVERTISEMENT. The Board of Editors has not decided yet if they should charge for your advertisements, so get them in fast before they do!

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