

all day long sorting and editing and spellchecking and widgiting and centering and de-tabbing and 69-column-ing. In addition to that I had a wonderfully annoying duty shift. Thus, I feel that I am well justified in saying that at the moment, I just don't FEEL like writing an editorial.

Like I said, we have 140k worth of Clarion for you this week. So go read it already. You heard me; go 'way. It's 2:33am as I write this and I'm in no mood to talk.

What, you're STILL here? Okay, look, I'll say something witty:

Did you ever wonder what happens to television programs on at two o'clock in the morning when Daylight Savings Time begins? If you were watching a two-hour movie that began at 1am, would it suddenly end halfway through? I would have stayed up to check to see how the ever-ingenious television industry handled this tricky predicament (I already suspect how WTBS takes care of it) but, the fact is, I was too busy trying to practice an almost forgotten skill for me: SLEEP! Yes! Ah-ha! Slllll-eeep! Listen to that word! That WONDERFUL, rapturous word! Like gossamer bells tinkling their ethereal melody for the enraptment of all who stoop to listen. Yeah. I should be dreaming of gossamer bells tinkling outside my home at night, not the CLARION. Heavens not the *CLARION*. It's not like this will ever look good on a resume. "What did you do from 1995-1996, Miss Century," they'll ask, and I'll have to reply "I wasted away my life and mind 69-column-ing text, that's what I did. Oh, and I made up a few widgets." There's not much business in ASCII widgets these days, you know. But instead of tinkling bells or haunting woodwinds or perhaps a nice sunflower kernal to nibble on I'll be dreaming about widgets. And schedules. And LETTERHEADS. Do you KNOW how much EFFORT it takes to make that letterhead? Do you know what it's LIKE to DREAM of GIANT Cs and Os and Ls chasing you down the Libraries of Hades filled with smoke and brimstone, all the while Ludios, the Roman God of the Underworld Dewey Decimal System, laughs maniacially, his booming voice echoing off the 10,000 copies of The Complete Works of Danelle Steele all the libraries of Hell are stocked with, chuckling "FLY my little one! Wouldn't you look good pressed and mounted within the pages of "Silver?," until I wake up in a cold sweat and pray to all that's good and decent for a new Waldenbooks Frequent Reader's Card??!!

There. HA, ha ha-ha, ha ha ha, HA. Good. That's over. Happy? Now go 'way. I ain't writin' no editorial.

(Though I think I just did.)

// Seen on the Streets

by Rosaleah and Marianne G

The Bar-L-Bar Storeroom was rocking with Mr. Boombastic's birthday party Saturday afternoon. When I arrived, ghost racing had just ended and folks were presenting Mr. Boombastic with gifts. I know I didn't see everyone who attended, but Aunt May, buzzer, pia, SunRay Mariah, Willabee, A newcomer, Mordi, SunRay Kibbi, and Chris Brown were all

enjoying the festivities when I was there. SunRay Kibbi won a special prize of a gold Martian head with matching gold body paint in a heart chest, and generously shared the prize, giving buzzer, who'd *almost* won the prize, the gold Martian head. It was later discovered that the rare-gold paint that was in the chest wasn't so very rare after all, so now you'll see SunRay Kibbi wearing rare-red instead of gold.

We wondered how Feu Des Astres manages to keep his mustache so shiny and clean. He tells us he has a special wax for it. We hasn't told us where he's been getting the wax, but we know it's not from the supply of Temple floorwax -- we checked.

White Rose and Hindemith were the talk of the town when they spent an evening in search of each other. When they finally did connect, they went up to the clouds. Nothing, I'm sure ...

KOOTER was seen in his positively glowing in his new bright green duds! Is that neon or is that neon?

And speaking of glowing, why IS Gib so happy? Seems to be the happiest avatar around. Is it the warmer weather? New friends? Love? We don't know ... yet.

Panther7 picked out a new head, the computer head, affectionately known to some as the Data head. Maybe someone will let us know whether that 'puter is a PC or a Mac ... or ... hmmmmmm ... naw, it's not a Timex/Sinclair. Couldn't be -- not nearly enough memory to get on the Argo, much less walk the streets ... ya think?

And was that DarkWolf Fenrier-Golden Knight seen looking deep into the eyes of Moochas-Golden Knight outside of Meditation park last week? Hmmmmmm? ;)

// Menolly's Puzzle Corner

by Menolly

Here are the answers to last weeks puzzles:-

1. 203 (the only number divisible by 7)
2. PostMAN MANHole
 Half-DEAD DEAD-beat
 RailROAD ROADside
 InterLACE LACErate
3. DRE (Dreamt)
4. a) 25 (left number minus right number squared)
 b) 68 (left number times right number divided by 2)
 c) 64 (left number divided by right number squared)
5. OVERCOAT (all the others are jewelry)
6. 13112221 Each line's numbers tell how many of that number are
 on the previous line. Hence: 1 x 3, 1 x 1, 2 x 2, 2 x 1)

Now for this week's puzzle:-

This week you have a number of "Dingbats" to solve.

What is a Dingbat?

It is a cunningly disguised, well-known phrase or saying, which you have to decipher. e.g. DIAL = laid back

1. BOTTLE

2. HAMLET
LEXICON

3. LUNCH
LUNCH

4. TURF
SOIL
CLAY
ROCK

5. DAY THE

6. TORN

AS

7. EMPLOYMENT
MEN

8. SDICTIONARYO

9. RASINGINGIN

10. TENT
GENT

11. QUACK QUACK
CLUCK CLUCK

12. E _GH_

>>***|**< FROM THE BOARDS >>***|**<

* NOTICE - The Following Section Does Not Represent the Views of *
* The KYMER CLARION or its staff. These are all Views, opinions *
* statements, expressed by the individual named, and posted by *
* them on the public forum boards. They are reprinted here in an *
* effort to keep our readers informed and entertained. Whenever *
* possible, we will attempt to publish both sides of issues as *
* they are presented to the public. *

// Response to Post by Earendil by Beached

<<The whole point is, we *have* been given an opportunity to institute whatever works for us in the Dreamscape. But there continues to be a vocal minority who aren't happy with self-direction; instead, they want to find out what the so-called "powers that be" (FCT) want, then kowtow to whatever those desires

are. >>

I guess I'm still looking at it from a software perspective. If we want modifications, enhancements etc. to WA, *we* cannot do it. That is what I think of when I see words like "self-direction". If you're talking about organizing community events, then I agree, we don't need the Oracles. But issues like crime and verbal abuse and privacy can only be dealt with by the software or intervention with someone with authority. I just don't see how a 11 year old with nothing better to do that log on to WA and create havoc can be dealt with by any action by individual avatars or some wacky concept of "government" here.

<<Just to satisfy my own curiosity, I'd like to see some definition of "elitist" in the context you're using it--not necessarily from you, but from someone who really believes there's "elitism" in WA.>>

When I personally speak of elitism I'm not referring to the concept of in-world groups, cliques etc. that some people take exception to. I'm referring to the minority here in the forum who speak of "government" or "leadership" but never have, as far as I've seen, given a concrete example of how some type of government or council would be of any use in solving *any* problems. These people seem to be out of touch with the "common avatar" and wish for government just for governments sake. I don't want or need someone in such a small community as this to speak for me and I question the motivation of someone who wants to do that.

Regards,
Beached

// Elves in WW? On the next Geraldo! by Duckolyte Longwalk

I met an elf last week.

Why, you ask, does this routine event in WA life rate a post?

Well, I met this elf in the WW. On United flight 862, SFO to New York.

A couple boarded the flight, dressed in mildly exotic garb. The fellow wore a kilt. The woman had a punkish get up. More than the usual amount of jewelry, affixed to unlikely portions of the anatomy.

Routine.

Then, half way through the flight, the woman went to work on her make up. A magnifying mirror was pinned to the seat in front of her. First were many fine braids and bangles. Next was eye makeup, which spread to be a solid black band through the eyes from temple to temple, with narrow triangles in black and red from forehead to cheek.

On went a rabbit skin jerkin and a leather/mail curass. About the time the pointy ears were glued on, I began to be curious.

When the contacts went in, to tint the pupils glaring red, I had to ask. What we had here in the row in front of me was a for sure elf,

complete with pointy ears and red eyes.

It turned out that the couple were on their way to a fantasy/role play weekend. It sounded to me like one of those murder mystery weekends, but with a medieval theme.

I looked around and found a URL for the club they were part of:

<http://members.aol.com/nerony>

I must say, I felt very sorry that I didn't have my duck head with me on the flight. Just think of the show for the passengers if I had had it - an elf *and* a duck.

Given my reaction - Where's my head? - I thought other avatars might like to hear about the elf I met. In the WW. On United flight 862, SFO to New York.

...D. LW (Duckolyte LongWalk)

// A song (poster not sent with text)

<<sung to "Wouldn't it be loverly" from my Fair Lady>>

All I want is a turf somewhere,
Far away from rude people's stare
Our very own personal lair,
ah, wouldn't it be loverly?

Lots of mirrors, reflecting lots of feet,
Lots of visitors for us to greet,
And who needs central heat?
Argh, wouldn't it be loverly?

// Well, it catches the eye.... by Judith

For those who keep asking What are we doing around the fountain? what are we doing on the observation deck? argh!

I can't wait til we get Turfs! Ours will be ...clothing optional.
Will there be a private wing for nudist avatars?

hehehe
Judith

// To: Sunray Ann, On: Crime by Tom Brainless

Hi Sunray Ann!

I shall excuse at the beginning the length of this message, but I had to get that said. ;-) I'm kind of new in Kymer and therefore had not the chance of being a victim of crime. IMO there are some things one has to consider before trying to fight crime. First of all crime

is a fix part in RW. Laws and police can't help that. Even death penalty can't help that. And as it is a part of RW it will (not should) ever be a part of WA. I don't know much about the mights and rights of Acolytes or Oracles. Correct me if I'm wrong, but I thought they could kick somebody out of Kymer. So the best way to fight crime is to inform the newbies how to contact authorities like that, and that should make thieves a "rare item". I guess it is also possible to get the User-ID to an avatar's name. So if one ID is stealing the third time, I would deny him further access to WA. Of course everyone must know that to be fair. Although there should be a better information of how to prevent thefts at all. I heard it by accident. Everyone should know that you can't take without being given to. The problem with the change-rooms is still unsolved. I guess that can only be solved in the software. I could imagine some "intelligent door". If Avatar A is getting in and placing any items and then crashes, then the door should be unsurpassable for all others till Avatar A is returning and entering and leaving correctly. Then I would like the lists of legal game hosts to be more public and spread.

Moreover it would be too "clean" and "good" to have a world, where you can put your things everywhere and rely on nobody stealing it. That's unnatural. It should be like in RW. When you lose something you depend on somebody "good" finding and returning it. Of course it would be great, if there were hardly any thieves, but they are the salt in the soup, I think.

That's for crime. I also want to say something about offensive language (I hope you haven't already fallen asleep :-)). We all know and experience that children now words like f*** sometimes before they can hardly write. The best parents cannot prevent their child from hearing it in the kindergarten from a child with less careful parents. There are only two groups of children: those who use such words and those who don't. But both understand such words and are more or less used to it. I don't think that you can shock any child with such words. It's again the duty of the "good" avatars to politely tell someone cursing to mind his words and to remind him of the possible presence of children. Nothing more can and should be done. Moreover I think that it is embarrassing enough for the "curser" to be told to be polite, because that's what you do with little children who don't know how to behave. I guess the line between legal or illegal should be drawn as in RW. Anything else would make Kymer unnatural.

I read in an conference-log that there once was an avatar appraising kiddy porns. Don't think twice to kick him off Kymer for ever, because things like that are considered illegal and disgusting almost everywhere.

Hope I could make my opinion clear (and not make you sleeping).

Looking forward to a response (don't care about the length :-)),

-Tom Brainless

// Heroes of the Dreamscape by (?); CIS:72007,221

What makes a Hero of the Dreamscape? Well, I get to decide that,

don't I? I think it's someone who shows us the good not only in themselves, but in all of us. Someone who gives the dream special meaning... or makes us look at it from another view than our own... The best thing on Caribe, and the hardest to lose, were the people who make it special. Sure, these Hero's are chosen based on posts on the forum boards, not by inworld activity (unless it's a post detailing that activity), but they represent the people that keep the dream from becoming a nightmare. The ones that make this dream so hard to leave.... If you want to make sure I didn't miss a post on the boards, that you believe is deserving of recognition, please feel free to copy it and send it to me at, (you guessed it) 72007,221 and please, you can also reach me there and tell me if you even like my choices or not!

// To: Fenrier, On: Emotional Magnification by Normala Kelly

Dear Fenrier...

I can understand what you're saying and I empathize. I have felt that way on more than one occasion. The fact is, you really *don't* know if you are being simply tolerated, or that you won't be missed. It's amazing the little things that you can accidentally miss, or overlook, that are good when you're getting overwhelmed by whatever bad things you're dealing with. Everything in WA seems amplified somehow; in ways more real than real. We are walking cartoons, and the only way we have to clarify the difference between ourselves and another avatar with the *same* head and body is to express more of ourselves. A lot like I imagine that RW twins must have to do things... if you have an identical twin, expressing your individuality must be very important. At least, I would think so. Anyway, my point is that while we are inworld and expressing more of ourselves, plus using the written word to express ourselves, we are putting intense feelings into what COULD be a very monotonous situation. We're also being exposed to other people's intensities, their quirks, etc.

Some people are better than others at saying what they want to say. Others are very hard to read. I had a chat with someone inworld recently who said very little; I had to carry on most of the conversation; and because they usually replied in four words or less, I found myself trying to *interpret* what they were getting at half the time. Sometimes I felt a bit insulted, then a second later I'd realize I didn't understand what they were saying at all. I'm not suggesting that you are wrong in your interpretations... I'm leading to a more important point.

In about December I was deeply insulted and hurt by another avatar. I won't put you through the whole gory story, but I'll tell you that it had to do with my RW battle with cancer. anyway, from that point on, I went through a period where I felt like no one inworld really cared about much of anything, and if I was to vanish it would be no big deal. I decided to stay inworld though, but then something happened.

I got ill with another illness, a heart condition, and was hospitalized. It was not a planned hospitalization; I went to the E.R. and they decided to keep me for a day. It turned into five days. Then I had to go stay with my mother and her husband to recover for about 2 weeks. When I got home, I got a bit of a surprise.

I had several e-mails waiting... a couple from inworld friends who were worried about me, and the others from avatars whom I didn't know at all, except via the forum message board. They noticed that I hadn't been posting messages, and missed reading them, so they wrote and asked how I was and if I was ok. (My illness is something that is somewhat known about me inworld; not everyone knew, but a lot of my friends did; some of them apparently went to my inworld friends and asked about me so I guess that's how they knew I might be sick or something.)

It really surprised me to find out that so many people cared, but especially touching was the fact that they took the time to let me know they were concerned. Suddenly the 'jerks' of Kymer seemed to be fewer, and the times that I've felt irritated seemed less important.

It made me wonder who else was wondering about me, but for whatever reason didn't actually e-mail me or talk to me about it. After all, there are people inworld that *I* care about and I don't always e-mail them. I guess sometimes the jerks just have more VISIBILITY than the nice people. Maybe they're just more vocal.

Anyway... I don't know you, but I can tell by reading the other posts that were written in response to your message, that there *are* people who would miss you if you left, and there are people who would like to get to know you inworld. Please re-think this thing... there's only one Fenrier, and if you're gone, WA will be Fenrierless!!!!

Hugs,
Normala Kelly

// On Impolite Forum Postings by SophS & Dark Ranger

>> That wasn't a nice letter. He complained way too much even though he knew he put himself in danger. <<

Okay, new rule, folks!

Nice letter - Nice response or none at all
Not nice letter - Nice response or none at all
(fill in your favorite obscenity) letter - Nice response or none at all

Okay? Please?

WW: Sophia S. Chang
WA: SophS & Dark Ranger

-SophS & Dark Ranger

--_+^_-- GAMES AND GAMING --_+^_--

// Report: Duckolyte Ghost Racing by Arch Duckolyte Brains

Duckolyte Ghost Racing continued inside at the Starway Stage for the second straight week. Some great racers were on hand for the start of

the April Monthly Championship. Thanks go to Duckolyte LongWalk who assisted this week with the Screen Race, and to Chief Duckolyte Davy Joe, who donated the fern in the last race.

The results of the Duckolyte Ghost Racing for 4/7/96 was as follows:

1st Race: Chief Duckolyte Davy Joe - Spider
2nd Race: Sunray Mariah - Bowling Pin
3rd Race (Box Race): Heimdall - Flowers (Roses)
4th Race (Box Race): Heimdall - Fern
5th Race: Chief Duckolyte Davy Joe - Knitting
6th Race: Helpolyte Jelloman - Heart Chest
7th Race (Screen Race): Mage Counselor Sidekick - non-vendo Green
Head & Body Sprays
8th Race: Mage Counselor Sidekick - Pink Valentine
9th Race (Head Race): Duckolyte Chris Brown - Lacey_Heart Head*
10th Race: Duckolyte LumMoose - Voodoo-Doll
11th Race: Helpolyte Jelloman - Fern

Starting this month, wins from this race count against the racers in their two race win limit for all ghost races (including Serena's & Holger's). This means that more racers can win each week, and another racer has a shot at a special prize at the end of the month.

This is the first week for considering the Monthly Duckolyte Champion. Monthly standings are as follows:

2 wins each: Davy Joe, Heimdall, Jelloman, Sidekick
1 win each: Mariah, Chris Brown, LumMoose

Please join me in congratulating all winners on a job well done. The races are run every Sunday at 7:00am WAT at the Starway Stage.

// Report: Monday Ghost Racing (April 1) by Acolyte Serena

First races of the month and we have four racers tied for first place! Ahhh... the field is sure to narrow as the races continue through the month. I'd like to thank the Duckolytes for including their races in the two wins per week limit. This may make the racers scream NOT FAIR! but if you are a player who can not make it down due to a few avatars who rule the races, you are probably making plans for nominating your favorite duck to Morpheus for sainthood. Yep, looks like the racers will have to decide on the race of their choice for the month and stick to that one. So check out the Schedule at the end of this Clarion, and decide if you are going to race on Sunday, Monday or Friday!

We'd also like to extend an invitation to Leadman to give him any assistance he may need in his attempt at putting odds on our racers and races :D Now, speaking of races...

Winning one each were Necrolyte SKY TOWER for a snowball, Darkhorse and OM won 100T each.

Winning two each, the four tied for first place for the Monday Race Champ so far this month are Chief Duckolyte Davy Joe for 50T and a non-vendo Bronze/Blonde Rose Head, SunRay Mage CyberMage II winning 100T, Arch Duckolyte Brains for a vase of flowers and non-vendo pink body and head paint, and Necrolyte Benny for the Key to Ghost Racing

and 50T.

The key to Ghost Racing? Yep, we have two of them! One for Friday Racers to try and win, and one for the Monday Racers. You are only allowed to hold the key (and show it off) for a week... and you can only win it once per month. You have to return it to the weekly race host you won it from, or to one of the other hosts at their games that week (course, that means you don't hold it as long).

Now, naturally, they should be good for something other than just winning bragging rights for a week. Their win not only counts towards the monthly race win total, but they do give you one more extra. Those winning the key are allowed to win not the limit of TWO races that week, but a limit of THREE races for the week. You can not, however, win more than two races at one game. Therefore, if you win the key on Monday, you are allowed to win 2 at Monday and 1 on Friday, or, if you win nothing other than the key on Monday, you are still eligible for two wins on Friday. For the key won on Friday, however, since it is the end of the week, they will be allowed to win their limit of Three races (2 one night and 1 the other night) the week FOLLOWING their win.

// Report: Cloud Racers Special (March 29) by Holger

I apologize for being late in posting this report (the cloud racers special report should actually had been in the last KYMER CLARION)

On 29th of March we had the Cloud Racers Special races where only those could participate who DIDN'T win anything in any Ghost Racing of March. In these races the players could only win once prize each instead of two.

The winners of these 10 races were Beautiful getting a snowball (I still don't get why these things don't melt), Damia who got a valentine, Tall Girl taking home an ice cream head colored in the new pink (I guess the flavor was strawberry <g>), Aunt May who snatched 80 tokens and Dekker gripping some flowers. Also winners were LeadMan getting also 80 Ts, Duckolyte Escaper winning a Metal Man Head (in the new gold), Trax who took home a fern, Rim snatching 100 tokens, and finally Zooey who got a jade green ice cream head (this one was pistachio for sure!) Congratulations to all winners!!!

We also had the MONTHLY CHAMPIONSHIP RACE between Sidekick and Darkhorse who were tied on top of with scorelist with 8 points!!!

The monthly championship winner of March was:

***** --- DARKHORSE --- *****

winning the SOCK HEAD (!!!) which he proudly took home. :-)

Thanks to all for participating and I hope to see you all again for a next great racing!!!

// Report: European Ghost Racing (April 5th) by Holger

On Friday we had the first European Ghost Racing in April which also means that all scores have been reset again as well. We had a lot of participants and great fun.

Winning one race each were Soltron2 who got the Key-to-Ghost-Racing (which means he is allowed to win 3 races next week instead of 2 though only 2 races in one racing), Bud Drakir getting a Valentine, Necrolyte Benny taking home a fox head, and Passion winning jade green (clothes spray and head spray) in the first part of the second chance races.

Winning two races each were LumMoose who snatched a heart chest and 60 Ts, Julie S. also getting a heart chest and 80 Ts, Chris Storm who took home a spider and an orchid, and last but not least Tall Girl who won a golden rose head in the 10th race and a new red (clothes/head) in the sec. part of our second chance races. SunRay Mula also got a point because he was a victim of a mistake I did in the second chance races (due to that, Mula won a new blue spraycan for clothes and head and a steel clothes spraycan.... CONGRATS!)

Thanks to everybody for participating and I hope to see you all again at Ghost Racing!

// Report: Chaos, Inc., Seesawl's Scramble by Marianne G

This past Thursday, the 4th of April, we played Seesawl's Scramble again. This game comes from Caribe and was originally played on the forum boards, because we had token credits, we could send in to have the tokens credited to their account (on a monthly basis) for any games they played during the month, on the forum or on Caribe, that they were unable to collect the tokens for in person.

Not having that ability here, the game has been changed to bring it inworld to players who are present for the game and the payoffs. The players are given 11 to 13 letters from which to make words from. They can not use any letters more then they appear in the original, they can not make proper nouns, (i.e. people's names), foreign or archaic words are not allowed unless known by the host, just cause the host has to know if it's really a word :D You can also not make up a word that was already given by another avatar.

We played five rounds total.... which even got me to the wedding in time to see some of it before shift duty (yea!). I have to tell you, we have some hard playing avatars out there. Points are figured on the length of the word and the number of Vowels in the word.

The first one had HLEGADISMCBP and winner of that round was Pegasus forming the word DISABLE. Other words made were SMILE, PLACID, SIMPLE and HELP :D Next was ULEADCGW*DNG where the * is a wildcard and can replace any letter of your choice. Pegasus once again won that round for 128 points (the most to date won on any one Scramble word) with UNLEADED. Other words were LEADING, WEDDING, CLEANED and DEALING. The third round was a small round with ISLEQCNGWTDKP and all three playing this round (so that everyone had played twice) scored 77 points with words like TICKLED, PICKLED and WELDING.

Round Four found 5 of the players scoring 91 points each, using the

letters L*DOATEKDVBZ. The lowest score was for LOADED at 72, with the 91 points going to BELATED, VOLTAGE, BLOATED, LOCATED, and DONATED. For the final round, the letters were PZAILJRTMACHS and Damial took the win with CHARISMA. She was first this round also, to give an answer. Gave it so fast, she left the others in a tailspin. They recovered enough to come up with TRAILS, CLAMPS, CHAIRS, IMPACTS and PLASTIC.

Final winner? With steady consistency, and the brilliant ending, Damial took it with 354 points. She donated her won tokens to the CHOKE Repair fund. Other point totals were Goldolyte fonzE with 24 points, Atillo the Hun had 149 Points, Pegasus left early to help with the wedding but managed 219 points, JayVee had 287 points, Anais was next with 293 pts, third place went to @Dark Sun@ with 305 points, second to ToonGeezer with 319 points was the closest to Damial.

As a reminder, we're going to have another Sadie Hawkins Day Race this month for CHAOS, Inc..... I'm setting April 18th as the date! If you were there for the last one, this is where the ladies get to race down the men, and no, unlike the original, they do not get to marry them afterwards.

To help you remember, some of the rules are:

- 1) You are not allowed in buildings except when entering and leaving the Bar-L at the beginning and end of each race.
- 2) If you enter a crowded area, either that has no slot for anyone to come down, or that causes you to ghost, you have to exit that area (and unghost if you ghosted) - Males must be unghosted at ALL times except when they are forced to ghost... and can not hide in full regions so that the ladies can not unghost to Tag them.
- 3) The Bar-L and the entrance to the Bar-L are safe areas. You can not tag anyone in them, and you can not stay in them during game play. You can only use them to exit and enter the playing field on the streets.

What protection does the poor male have? Hints from those successful at evading capture during our first try at the game were:

..... just keep moving! And beware of who may be in the clouds!.....

..... you can try hiding behind another avatar... sometimes taking your head off helps..... they may not bother to use the STATUS, WHO'S HERE option and just ghost through.....

..... carry spare paints and heads... sometimes a good disguise can give you the time needed to run before getting tagged.....

That's the best help I can give you all.... see you with your sneakers on Thursday, April 18th, at 5 PM WAT in the Bar-L storeroom.

Speaking of games. We're currently writing down the rules of games we introduced to the dreamscape, and others submitted to us. When completed, the file will be uploaded to the library to help out not only the game players, but potential hosts who may have an interest in seeing how the game is hosted. Get in touch with me on the dreamscape or at 72007,221 if you have a question or interest in

this project.

// Report: Clover's Collectibles Auction (April 1) by Marianne G

ITEM	BUYER	SALE PRICE
Torgersen Teddy	Dennis S	5,000
Snowball	Echolyte Shelter	1,400
Peppermint	Princess Lovely	800
Drumstick	Wert P Gumby	1,600
Flowers	Schwarzfuchs	2,100
Wedding Cake	Princess Toadstool	4,000
Fern	Schwarzfuchs	1,450
Rosehead (Green 65)	Izabella	4,200
Snowman Head	Dimandra	6,900
Skull (Decorative)	Ford Prefect	11,000
Halloween Bag	Princess Lovely	3,000
Pumpkin Head	LeadMan	11,111
Black 44 (full)	Princess Toadstool	3,350
White 42 (2 left)	Golden Knight-SrK Darquette	850
Rose Head(Sunray yellow)	Jadelin	3,400

Door Prize Winners:
Heart Chest - Lindy
Rose Head - Mistweave

Clover's Collectibles would like to thank our customers for their continued support and remind them to see our AD in the CLARION and send consignment info to:

Clover 73071,1252
Remus 74627,1701
Passion 102443,1111

Do not meet with anyone claiming to represent Clover's Collectibles unless you receive return Email with an appropriate staffer UID from the above list.

// Report: Kymer Feud by Marianne G

AND THE SURVEY SAYS

Just recently the Bloodline brought you the KYMER FEUD game for your enjoyment. 75 Questions were posted in the CLARION to provide us with answers for that game. For some of those questions, there was not enough clear winners for the question to be used. However, there were some clear winners on some of the answers, and for the enjoyment of all, we will present some of them in this and a future CLARION or two. The number of avatars who voted for each answer is presented in (#) format after that answer.

With 20 Responding to The most useful item I have is? Top answers went to Chest (10), Tokens (4) and Paints (3)

With 27 responding to If my turf has a window, I hope it looks out on? Top replies were Beach/Ocean (7), Mountains (5), Starscape (4) and Meditation Park (3)

With 24 responding to my favorite thing to spend my tokens on is? Our replies were Newbies (6), Keepsakes/Collector Items (4), Heads (4), Paints (3) and Betting (3)

With 25 responses to When it comes to flower heads, I'd like to see? We received Daffodil (6), Rose (5) and Orchid (4)

With 27 answering to What Snack food would you like to buy on Kymer? The top answers were Chips (7), Chocolate (5), Pizza (4), Popcorn (3) and Hamburger/Hot-dogs (3)

And we'll end with two more that have turfs as their theme.....

With 23 and 26 responding to them, you have your turf, and now the appliance store has opened. What's the first item you purchase there for your condo? Replies were Refrigerator (10), Microwave (4) and Stereo (4)

At the furniture Store? Answers were Bed (9), Table (6) sofa/couch (6), and chair (3)

Seems everyone has eating and relaxing in a position OTHER than on their feet, on their mind. Which brings a question to mind.... if you mic a dream pizza in a dream microwave, does it come out steaming?

// Report: Pop Culture Trivia

by PEZ Collector

Are you culturally challenged???

If not, Pop Culture Trivia is the place to be on Wednesday nights. We had another great turnout for the event. The questions ran the gamut from Movies and Television shows, to Music and People. We also had another large group of first time players. WELCOME!!

Congratulations to the following winners:

1st place	Queen Alexandra the Illiterate	Non-vendo steel colored cricket head
2nd place	Rallydoc	Fern
3rd place	Duckolyte Askani	Lantern

The next game will be on Wednesday April 10, 1996 from 8:00PM - 9:30PM WAT in front of the Library. As always, game play is FREE and no special software is required.

Game play is easy. There are 3 rounds of 8 questions. The first three correct answers to each question score, and the top three players who've scored the most by the end of the game win prizes. Players get to choose their prizes in the order that they place.

Next weeks prizes will include Hot Chocolate, rare non-vendo paints, and a rare head.

Next weeks theme will be another mixed bag of Pop Culture questions from Music, TV, Movies, Food/Commercials and just plain stuff!

Come join the fun and play the game that brings back all those fond memories.

// Report: Duckolyte TriviaMaster by Arch Duckolyte Brains

Duckolyte TriviaMaster is being held every Sunday Night at 7:00 p.m. WAT at the Starway Stage. It has become a very popular event in Kymer. Using multiple choice answers to all questions, it takes some of the frustration out of traditional trivia games. It is face paced and loads of fun. The results of Sunday Night's (3/31) Duckolyte TriviaMaster game were as follows:

1st Place: Cut-Me-Own-Throat-Dibbler - won a rare colored Rose Head with matching paints, and Heart Chest.

2nd Place: Chris Brown - won a rare colored Lacey Head with matching paints, and Heart Chest.

3rd Place: Unga-Buga - won a rare colored Duckhead with matching paints, a valentine, and Heart Chest.

Every month, special prizes are given to the avatars with the most monthly points accumulated. The monthly results of the Duckolyte TriviaMaster game are as follows:

1st Place: Cut-Me-Own-Throat-Dibbler - selected the Rare Cute Elf Head as his prize.

2nd Place: Chris Brown - selected the Torgenson Teddy Bear as his prize.

3rd Place: Unga-Bunga - selected the Trick or Treat Bag w/candy

The Duckolytes want to congratulate all for a job well done! We also want to thank everyone who has participated in this event to make it such a big success.

Valuable Door Prizes are given every week to add to the excitement! Duckolyte TriviaMaster topics are changed from week to week. This week's topic is Travel. Please join us for the fun.
<Quack><Quack>

// Information: Some Thoughts on Hosting by Marianne G

We've been hearing lots lately about rules to play by when it comes to being a participant at an event, like don't whine, ghost promptly when needed, don't ESP bomb the host/ess, etc.... and there's even been a report on all the work that goes into being a Bingo Host.

Now, for all you people who are thinking of hosting your own events, or helping to host, here are some suggestions and helpful qualities for you. As promised last week, we're going to be covering Rules and preparation this time. Get a copy of last week's CLARION for Patience and advertising.

I also want to state, that perhaps, last week, I did not stress strongly enough, the role the Scheduling Committee Plays. They are unpaid, under appreciated, and very helpful. What they help hosts do is insure that your perfect time and locale is not in use by another, and that it is advertised as being available to you. Yes, it may mean that you have to give them advanced notice... but then most events would be better run if they had that advanced planning... not to mention, better advertised. Yes, that means contacting the Committee (at 76645,3012 for those who missed it last week), AND the papers, but it will be well worth it for your peace of mind!

Now, on to this weeks topics:

3) Rules - You should have a clear idea of the rules yourself. Games like CHAOS give you a chance to try out new game ideas and develop those rules. The regulars at CHAOS, in fact, are use to the rules being changed as the game goes on, as they have been the testers of many a new game here.

Once you have the rules totally defined, you may want to consider writing them down in a text file (accessible to both PC and MAC users) and uploading them to the forum Worlds Away Life library for your players to download. Course, you can also make it a condition of your game, that they HAVE downloaded and read the rules. That would keep you from having to repeat it ever so often.

If you are not going to require that it be read before coming to the game, be prepared to walk a fine line. You know there's always someone coming in late, or passing through and wanting to join in. You have to be able to give those rules for them (macro's are nice for that - says the queen of Yes, I forgot to access the macro first), but still, not give it SO often, your regular core gets restless.

In the best situation, ALL your players have patience, understanding and time. In Real Dreamlife, however, they are paying for the time to attend your event, there is bound to be one with less patience. (They will be the one ESPing You with LETS PLAY! COME ON! and such), and while it makes it harder for you as the host, you can understand their side. It is NOT unreasonable for a host to be able to say, I will give the rules again after two more rounds, or races or whatever... OR to say, there are only two races left, please download the file from the library and join us next week..... OR to turn them over to a volunteer to have THEM give them the basic rules. After all, it's one thing to give the rules every 3 or 4 races, turns, etc. ... another to give it 3 or 4 times before each race or turn!

4) Preparation - This includes not only some items covered, but the prep for the actual game itself. You should have done the prep with the scheduling committee, and the weekly papers (CLARION and ESP). You may have already tried out the game on your own, or with the help of CHAOS, Inc (see our ad in the Yellow Pages). You may have even advertised in the Yellow Pages yourself. You've also probably made up the macros of the rules, and have them posted in the library.

Now comes game time, and you figure there is nothing left to do but host it. WRONG! One thing you probably want to keep at hand is either a paper and pencil (a good eraser helps), or an open text file that you can jot down notes and scores on during the game.

This helps you not only keep score, and track of the players, but

also helps when it comes time to write up a story for a publication so you can report the winners. One of the things not everyone realizes, is that when a player comes in, or wins a race for the first time, etc..... The host needs to take time to write it down, in one of the two ways suggested. This may take a minute more, the host has not gotten lost in thought, but in record keeping.

There are other advantages to writing or typing stuff down. If your game involves having to ESP them back to a start line, or questions, etc..... Having those name spelled right and at hand is helpful. If you do it in a text file right in windows, you can also use that to copy and paste their names for faster communication... Faster even then referring to your friends list if they are not on it.

You also may want a record to refer back to if there is a scoring questions. Also, what happens if you don't write the story up right away? I'm sure your memory is better then mine (everyone's is) but wouldn't it be nicer to have it all there? The player that left to early? What was their name.... you may want to have them come and collect their tokens.

It's not just a paper and pencil. If there is anything else you may need for the game, make sure you have it! Is it a race inside the city? If so, and if someone asks you directions for the race, are you able to tell them with confidence, Left, Left, Door, Right, Left, Door? or whatever? Are their files they need to download? You do remember their names, and which forum library they are in correct? You have more trivia questions then you think you'll need ready to go? You have the prizes to pay the winner? You've visited the ATM and have enough tokens for payouts? You've announced it the last two to three days on the event board to get enough coverage on it?

That's a huge area of ground we've covered. Are you still sure you want to host your own events? Yes, the rewards are there, but there are also the needed time, patience and preparations. One should possibly consider doing it first on a trial basis, or as a helper to another event, before they strike out on their own. Defiantly before you decide that you are going to do it on a weekly basis.... give it a trial first.

Have I totally prevented anyone from striking out into the gaming territory? Am I going to give you even MORE to think about in next weeks CLARION? You'll just have to read it and see, won't you?

// Information: Choke Repair Fund by Marianne G

As you can see by the diagram below, the CHOKE's repairs, baring any extras, is almost completely paid for. As a reminder, any funds raised in excess of those needed for repairs, will be donated to hosts of events so they can help the community forget and heal the wounds of the vandalism. We are no longer looking for any who may have been involved in this. Many have come forward to take responsibility to help me deal with the issue, and I thank you for your concern. However, the lab informs me that they would be unable to make a positive id even if possible suspects were rounded up. I would not wish to be part of any witch hunt of possibly innocent avatars. I would not wish any false accusations. Nor would I wish

others to act rashly on my behalf.

Therefore, it is time to put this behind us and work to repair the machine, and the community. I know your generosity will continue to pour funds into our little effort, and the community will be the richer for it. Donations can still be accepted by any of the CLARION staff, including myself and my alternate, Acolyte Serena. Those who are scheduled to benefit from the excess are the Helper group, SunRays/Knights, Ghost Racing/CHAOS Inc., Bloodline, and the Duckolytes. If you have other groups in mind who host games, please let us know by contacting me at 72007,221

Below is the total of the funds collected, and the post I made to the forum announcing the end of the search for vandals.

```
( ` ) 5,000T The community has gathered together to help repair the
| | damage..... one of the meanings behind the word COMMUNITY
| | when I see it. There comes a time when there must be a
+ | -4,471T healing of wounds and you have to look forward. To
* | harbor darkness in your heart, to concentrate only on the
* | past, is not how a community faces the future.
* |
* | Yes, it's good to seek knowledge and help from the past.
* | 3,000T It's even wise to remember the history of the past to
* | avoid mistakes in the future, but to dwell on the past,
* | and mostly on the past hurts and harms, is to not let
* | yourself advance to the next level of growth.
* | 2,000T
* | As the Book of CHOKE says:
* |
* | CHOKE is in the past, the present and the future, but to
* | 1,000T think only of the CHOKE you once had, is to miss seeing
* | the CHOKE you could be having.
* |
* | Thank you for your continued support!
* |
~
```

RAISED SO FAR: 4,471T

ESTIMATED REPAIR COSTS: 5,000T

Thanks go to Necrolyte Benny, Necrolyte SKY TOWER and all the Necrolytes, Wolf Darkmane, Caine, OM and Damial

// Information: Teddybear Story Contest by Milen

Okay... I know this is late. I mean, really late. Back during the Teddybear picnic we promised that we were giving away one or two *additional* Teddybear heads than we, in fact, gave out. We were going to have a contest to get them to some deserving home a few days after the event (because, frankly, at the event we were *very* tired out). But as often happens one thing after another got in the way, and I was trying to take a vacation at the time, and other events happened, and we just never got around to it.

Well, now we're getting around to it. Send a story either starring your 'bear, another's 'bear, talks about your 'bear, postulates the adventures of a hypothetical bear or just has something in-general to *do* with Teddybears and send them to...

ACOLYTE MILEN
CompuServe address: 76361,3216
Internet address: INTERNET 76361.3216@compuserve.com

(NOTE: If you sent your story earlier we should still have it on file; there is no need to send an additional copy.)

// Information: Authorized BINGO Hosts by Wert P. Gumby

Due to the number of scams and illegal downloads of my popular Kymer Bingo Host program, I have decided to post a list of the authorized Kymer Hosts. When there are new Hosts I will add to this list. Please support these hosts as they have paid for the right to use the Kymer Host program.

SunRay Mage CyberMage	SunRay Mage CyberMage II
Camile Storm	Necrolyte SKY TOWER
Sunray Knight Oliver	Sunray Knight Necrolyte Jackal
Little Princess	Cr. Necrolyte Little Princess
Christopher Storm	Mivo
William T. Ryker	Chief Duckolyte Renegade
Chief Duckolyte Brains	Sunray Lightweaver
Highlander	Meaf
SunRay Kibbi	Guardian Sleuthmeister
Necrolyte SunRay White Rose	Crusader Actionizer
Rehan Alvi	Charity Case
Acolyte Lynx	Necrolyte Xian
Knight Darkrose	Sunray Ann
JpzV	Sunray LumMoose-Kymer Guardian
Duckolyte LumMoose	Duckolyte Larry Lamb
Sunray Ole Dogg	Artema SunRay-Kymer Guardian
Chief Duckolyte Davy Joe	Sunray Elminster
Krazy Kat	Special Agent Mulder
Simon Spellmoon	Duckolyte John Whiz
Chief Duckolyte Mark	Duckolyte Melissa T
Duckolyte Melissa T (2	Duckolyte Alien
Simon S	Big Kahoona
Joker 69	LeadMan
Rotfuchs	Berch
Berch II	Izabella

The Hosts and I thank you for your inworld support
Wert P Gumby

// Information: Blackjack by Helpolyte Aroua Dracul

Hello My name is Helpolyte Aroua Dracul and I host Blackjack inworld... If you would like to play black jack there are 2 programs you will need to download:

Blackjkl.exe in the WA Library under Worlds Away Life,
Cards.dll found in the WA Library Under Worlds Away Life.

Click on the books with the Magnifying Glass and type the Program name at the Prompt "Program Name" then hit enter. You will have to

put the cards.dll file in your Windows Directory!!! and put the Blackjack game where you can get to it easily....

Tips on game play:

Remember when asked if you want to "Hit or Stand" to tell the dealer, then wait for my ESP, that's how I get the cards to you. The only buttons that you can push WITHOUT me having to ESP you are the split, stand(remember to tell the dealer!!), and new game buttons.

I will host for a party of 5 if prior arrangements are made. I usually walk around the square one hour before I host to announce the game. I don't have a scheduled game...yet...you can always (like I said) ESP or E-mail me to schedule a private game.

I think that's it.....any feedback is most welcome. And I would like to thank my regular Players...they know who they are!!!

Dream Well,
Helpolyte Aroua Dracul

// Information: Duckolyte Benefit Auction by The Duckolytes

The Duckolytes are very excited and proud to be bringing to you a new and wild auction starting April 19, 1996 at 7 PM WA time in the Starway Stage cafe, and will be held on a monthly basis thereafter. We are happy to be announcing that this is a Duckolyte benefit auction and all proceeds will be going into the Duckolyte benefit fund to help sponsor future prizes for events held in the Dreamscape. To put on events that contain prizes it takes many tokens, most of which come from the sponsor's own pockets. This will offset the high cost of holding special events and will bring to you a larger number of prizes. All avatars of Kymer will benefit from this and the Duckolytes are elated about bringing it to you. During the event we have several of the following door prizes that will given away:

Ferns
Flowers
Rare paints
Heart chests
Hot Chocolate

The auction will be handled a little bit differently than auctions of the past; we will add our own flavor of bidding to make it more enthusiastic for the bidders, and for those who like to watch. One of the ways of bidding (traditional) is that the item up for bid will go to the highest bidder. The other variation called "Duckolyte Rules" will go like this: the item up for bid will be deliberately started high, then gradually go down in price. The first bidder to bid gets the item. Here is an example, lets say the item is a rare Cute Elf head (rep), the floor is opened by the auctioneer at say 10,000 tokens. The price gradually decreases until a bidder bids on it. The first one to bid gets the item. This type of bidding adds a new excitement and tension to the auction.

The Duckolyte sponsors will be charging a fee of 10% for items

placed on consignment, and once again the profits will go to help fund future events in Kymer. Items up for bid at the auction are guaranteed not to be sold in vendos. We are looking forward to seeing you Friday, April 19 at 7 PM WA time in the Starway Stage Cafe. The Duckolyte Collectibles Benefit Auction will have many rare items up for bid. Everyone who comes is eligible for door prizes. We hope to see you all there!!

Please contact the following authorized individuals for items to be placed on consignment,

Chief Duckolyte Brains
Chief GK Raptor-Duckolyte SrK

Do not accept offers from imitators claiming to represent the auction, contact us in world if you have a rare item that you would like to place on consignment.

+-- :) POETRY, STORIES AND JOKES (: --+

// Story: "The Lost Newbie" by Christopher Storm

MARIANNE'S NOTE:

On January 14, the Bloodline hosted a talent contest, where one of the competitions was in storytelling. Following is the story that took first place at the Competition. It was presented before, in an earlier CLARION, it is being presented again, because by popular demand, Christopher Storm will be presenting us The Rest Of The Story in weekly installments. So look for more of the story each week in the CLARION, and thanks Christopher :D

The dark clouds hung low over the turbulent waters, black streaked with a swirling dark grey. The grim skies were constantly lit with flashes of brilliant lightning, followed by a deafening roar of thunder that even drowned out the noise of the crashing waves. Even as the gale force winds whipped the waves higher, a large shape appeared in the darkness. The clouds seemed to grow angry at this bold object which defied them and closed in around it. Pressing forward, the object sliced through the waves with a determined power. A ship. The huge vessel's sails were pulled tight against the mast, and the winds threatened to rip them completely free. Still it pressed onward, as if to blatantly defy the forces of nature. The storm seemed to rage against it and with a blinding flash lightning struck the deck. When the brilliant bolt vanished, a human form lay where it had touched down. The form stirred, slowly rising to his feet. Shaking his head, he looked around in a haze of confusion. Not only did he not know where he was, but he could not remember WHO he was. The only name that came to mind when he thought about himself was Avatar2012. His struggle to remember his identity was cut short when the deck lurched beneath his feet and he was thrown against the railing. The wind and rain hammered into him, pushing him up over the edge of the ship, and the stranger struggled to hold onto the slick wood. Just when he thought he was done for, a strong arm shot forward and clasped his. With a single powerful heave, the arm yanked him back up onto the deck. Avatar2012 tried to make out the image of his rescuer, but he could see nothing in the torrential downpour. He was just about to call out to the rescuer, when an enormous wave crashed

over the deck, and slammed into him.

Everything spun around and Avatar2012 felt himself being carried along with the wave. He saw the side of the ship passing by him, and then with a bone-jarring jolt he hit the surface of the water. The air was slammed from his lungs, and Avatar2012 struggled to make it back to the surface. Splashing up onto the churning surface, he had only a second to gasp some air before the waves smashed him back under. This time he was thrown deep beneath the surface, and within seconds he had lost all sense of which way was up. The last thing he saw was a dark shape swimming towards him through the water, and then all went black.

Avatar2012 slowly opened his eyes to find himself face down on a sandy beach. Every muscle in his body ached, but he sluggishly pulled himself up into a sitting position. Looking around, he was overjoyed to see that, while the sky was dark, the storm was calmed for the moment. He seemed to be on the beach of some strange island ... behind him the waves gently lapped against the sand. Ahead of him the beach ran for a brief distance before being swallowed up in a dense forest. Hearing a distant rumble of thunder, he realized the storm would probably pick back up soon, and he would stand no chance if he stayed where he was. With a groan, Avatar2012 pulled himself to his feet and began to jog up the beach towards the forest. Reaching the edge of the jungle, he turned and took one last look out at the ocean, but there was no sign of the ship he had been on. With a final quick glance at the dark sky, he stepped into the jungle.

With an exasperated sigh, Avatar2012 slumped down to his knees surrounded by the dense foliage all around. He was in the middle of some strange jungle on some tiny island surrounded by a turbulent ocean. He had no idea how he had gotten here, or for that matter, even who he was. And to make matters worse, he heard the pitter patter on the leaves above him as it started to rain again. He was just about to give up when he felt it. Something was out there. Watching him. A shiver went up his spine and he could have sworn he heard something breathing. Jumping back to his feet, he sprinted deeper into the jungle desperately trying to get away from whatever was out there. Looking back as he ran, he saw a flash of movement in the trees behind him, and realized hysterically that it was chasing him. Avatar2012 quickened his pace, running as if his life depended on it, knowing that it probably did. And then, as if life was mocking him, he tripped over a branch and crashed to the jungle floor.

Avatar2012 rolled onto his back and looked up just in time to see a large dark shape appear from the tree's in front of him. Whatever it was, it stuck to the shadows, slowly moving closer with a menacing growl. Its luminous eyes glared at Avatar2012 with a hungry menace, and he realized he was done for. The thing was just about to leap when a crack split the air and a robed figure appeared beside him. The figure paid Avatar2012 no notice, instead focusing its gaze on the creature. The thing seemed to ponder the idea of attacking the robed figure, and then, deciding against it, slunk back into the jungle. Slowly the robed figure turned and looked down at Avatar2012 lying at his feet. In a whispery voice that bespoke of great power, the robed figure said only two words. "Not Yet."

And with a wave of his hand, a blinding flash enveloped Avatar2012. He felt himself being moved a great distance by some strange force, and when the light at last receded, he found himself kneeling on the deck of the strange ship he had begun on. The ocean was calm, and the sky had cleared, the warm sun shining down on him. Avatar2012 looked around, but no one else seemed to be here. Walking to the cabin door, he opened it and stepped inside. The small chamber beyond was empty except for a chest on the floor and a colorful parrot who promptly began to speak in a loud, boisterous voice. "Hello I am Hermes, Welcome to Kymer! Got a cracker?"

A beginning...

// Story: Exploration of the Dark Basin of Phantasus

By The Rt. Hon. Col. Fortisquew the Third
(Grt Uncle of Avatar Elly Jelly Kelly)
Explorer Extraordinaire

By jove, begads, it's a bally mess out there.

Do you know that I set off from Kymer three months ago to explore [da da da DUM] THE DEPTHS OF PHANTASUS - you know, to look for natives and lost cities and the like...and I expected to be back in a week for tea! How wrong I was.

I set off westwards on a brilliantly clear weekend morning with a party of Duckolytes each carrying a chest full of supplies, a camcorder head to film my progress and my trusty machete to hack my way through the natives...er...foliage.

Well, you may think you are acquainted with the jungle my dear avatars! You may think that your tentative peeks through the gates of the Jungle Park mean you know everything there is to know about Wild Phantasus, but oh no, there are things out there that would turn you PURE WHITE (that is unless you already are, but of course there is no accounting for fashion and taste these days).

It was hard going. I had to hack my way across every screen through thick spiny bushes, beating off huge insects, lurching through undergrowth full of poisonous reptiles, and stopping to suck poison from a bitten Duckolyte every few steps. We couldn't see the sky, and we couldn't see a half a screen in front of us, and the only way we could figure out where we were going was by painstakingly clearing the vegetation around the direction plate on each locale and clicking on it to get our bearings.

I had only hacked my way through five locales of this jungle hell before a huge fierce head-hunting native leapt out at me (he had been cunningly disguised with ferns) brandishing his big pointy staff with several skull heads jingling off it. He waved it at me and gibbered a few meaningless ASCII characters with bared teeth and all the Duckolytes ghosted - leaving me alone on the screen with this monster, and only a machete and my bear brain to outwit him.

Ha ha, I thought. I have a plan - I shall reason with him.

"Unga Bunga!" I cried, in the universal language of all natives. "Take um to your leader" I continued, speaking very loudly and slowly so he would of course understand. "Ungowa" I finished, because I had heard it said in a movie somewhere and it had seemed to work for Tarzan. The native looked at me - quite astonished, and I smiled, bowed, and looked back at him. And then he strolled over and hit me with a muttered comment something like "Patronizing Swine" and I woke up in the native encampment three days later.

The horrors I faced there.

Locked in a wooden hut, - eating nothing but the insects that crawled into my prison, drinking nothing but the rainwater that fell from the roof onto my tongue - and all the time dreadful chanting going on in the background - I can still hear it now.

"Oh you, Chitty Chitty Bang Bang

Chitty Chitty Bang Bang

Dum Dum Dum...

And our, Chitty Chitty Bang Bang

Chitty Chitty Bang Bang

Dum Dum Dum..." I shudder to recall it.

And I knew that they were performing some sinister ritual, before removing my head and eating me alive - oh woeful avatar that I was.

At last, after many days of deprivation, someone entered the room. An impressive towering native chief sporting one of those breadboards in his bottom lip.

"Sorry I didn't come to see you earlier. ESP coma, you know?" he said and shrugged.

I gibbered in a genial fashion.

"Oh yeah, by the way - You're in answer to a prophesy apparently" he said casually. "Our wise men say you can complete an ancient magic spell we were all told in childhood but cannot remember anymore".

"Cool" I replied somewhat frostily, "But considering you have been starving me for nigh on a week I'm afraid I don't feel inclined to help you old chap".

The chief looked surprised.

"Didn't you like the stuff in the vendo?" he asked

"What vendo?" I replied, shocked.

The Chief brushed away the straw from the direction plate to reveal...another direction option. Oh horrors, all these days of pacing left to right, and if I had only thought to walk downscreen I would have found a pizza and cappuccino vendo. The embarrassment almost killed me on the spot.

"Now. Like, fulfill the prophecy and I'll set you free, as long as you don't go around upsetting my mates no more and chopping down our forest or anything"

"OK, as long as you don't tell anyone about this". We struck a deal.

The chief explained his tribe's predicament.

"A while back, our magic man remembered an old chant he used to hear at Christmas and Easter which he believes was a spell that emptied rooms of all of their people but the very little children. Now that would be really useful for opening chests without getting them stolen, right? Now we can only remember this much, and it goes like this:

Oh you, Chitty Chitty Bang Bang

Chitty Chitty Bang Bang

Dum Dum Dum...

And our, Chitty Chitty Bang Bang

Chitty Chitty Bang Bang

Dum Dum Dum...

And I say Dum Dum Dum where we don't know the words. Can you help us bud? Have you really been sent by Morpheus to complete the spell?"

Well I was aghast. I believe as little in this prophecy mumbo jumbo as the next man, but *I DID KNOW IT*!

"Oh you, Chitty Chitty Bang Bang

Chitty Chitty Bang Bang

We love you...

And our, Chitty Chitty Bang Bang

Chitty Chitty Bang Bang

Loves us too..." I sang. In fact, I got carried away and sang the whole song, which cleared the entire village - and allowed me to make good my escape.

And I arrived back at the jungle gates three months later, emaciated, torn, and foaming at the mouth. And I was taken to the Bar-L-Bar for a stiff drink of Red-eye, all the time muttering "Thank Morpheus for Dick Van Dyke, Thank Morpheus for Dick Van Dyke".

I shall go through Blasted Heath to the hills next week. I have learnt the Lyrics to the Sound of Music just in case.

// Poem: "I Have Nothing Yet I Have It All"

by Marianne G

I have no ponytail to call my own,
A skull head only do I claim,
I look for one at least each day,
But no female ponytails come my way;

I have no CHOKE to drown the pain,
The Impound area has laid it's claim,
I can only look behind the bars,
To see it sit with all it's scars;

Oh woe is me, I've lost it all,
All left behind on Caribe's Shore,
But here in this world I have a chance,
To find a dream that will forever last;

So bravely I do face each day,
Always looking for what comes my way,
I'll make my fate, with mine own hands,
And be grateful for the friends I have;

For having friends I have it all,
Agree or not, we face the fall,
And stand by each other to the end,
And now I say let the dream begin!

// Poem: "Adventure in the park"

by Elly Jelly Kelly

What nonsense is this?
Said Uncle Fortheringay from his chimpanzee
Drip Drying industrial machinery stretches it
It's plain to me.

I deny it all, I replied, puckering my artichoke in a way I knew
 annoyed him.
This shovel fits just as well as it ever did,
Better even, than it first did
When it was all starched (and still in it's wrapping) from the shop.

He flicked his eyebrows out of his eyes and shuffled his fingernails.
He didn't like being proved wrong by someone like me.

Anyway, how is your mother?, he asked.
Which one? I replied.
Oh you know, the one with the nose, and the silly grin.
Could you be a bit less specific, I snapped and covered Mother's ears
 with my chin.

Uncle had no sense of decorum
He has had several operations to try and clear his sinuses
But his decorum never returned after that particularly nasty cold he
 had in the war
The one that stopped him enlisting
because he was too dribbly and couldn't pick up bullets.....

Anyway, I'll ask mother how she is when I see her next, I said
Fair enough, muttered Uncle and stepped over her,
 carefully avoiding her prominent hairdo.

How are we supposed to cope?
 I shouted at the passing people...
How are we supposed to cope with such ill mannered men?
 I shouted to the people stopping and staring
How????
 I cried to the gent with the handcuffs
How am I supposed to cope?
 I weeped to the man putting the handcuffs on me....
With mad men like them,
 and I tried to point to uncle and mother only they had gone
 and my hands were cuffed together.....

Never you mind about that my luv
Said the man as he got out his syringe.
You know I'm not a policeman, don't you?

// Poem: To Whomsoever this concerns;

by Elly Jelly Kelly

Dear Sirs,
Before the problem reoccurs,
I'd like to say,
I admired the way,
You handled the affair earlier
 ...with the spoon.
As I promised you then,
It won't happen again,
And I've even returned the baboon!

Fred says could he have his tights back please.
The cleaners are laughing at his knees.
And might I add at the behest,
Of my fellow workmates, that I think it is best,
That the sprinklers I set off in cupboard that day,
Should be...well....taken away.

Anyway, Sorry again for the trouble you're in...
And thank you so much for everything.

Yours Sincerely
Rt. Hon. Cod S. Wallop

// Humor: "Ten Signs You're Addicted to Bingo" by SmilerUK

10. You curse and swear at those who talk or ESP while the Bingo numbers are being called.
9. All your friends are at least sixty years old. (Who said Bingo was a game for wrinklies?)
8. You never realized that WA had other locations in addition to Harlequin Games and the ATM.
7. You can't stand it when the host limits each player to only one Bingo card. You don't get that "Bingo Buzz" unless you play with multiple cards.
6. You've set your alarm to go off every hour to remind you to go to the ATM for your next 60T.
5. You've pawned off your head to pay for "one last game" and tell yourself that you'll get another head with the winnings. (You forgot you never win)
4. Your pockets are empty and the balance in your ATM account is zero.
3. Your name is Madra Rua.
2. You are constantly asking the host whether you can be their helper. (This will help time pass until the next 60T is credited to your ATM account)
1. You've spent a small fortune on the Bingo program so that you can host the game.

////
//// Weddings
////

// Wedding Report: Wedding of Sunray Render and Sunray Love

By Damial and Marianne G

It was a gorgeous day, perfect weather, and the Rose Garden was decorated at it's best! (see picture RNLWED.GIF that goes with this issue - in the Newsstand library). Besides the lovely vows that Uni gave, they themselves made vows with SunRay Render stating "I pledge my obedience to you my love. While SunRay Love returned with "And I pledge my heart to you".

Prior to that Oracle Uni had quoted from John Steinbeck, in a letter to his wife Gwendolyn, which said: "Darling, you want to know what I want of you. Many things of course but chiefly these. I want you to keep this thing we have inviolate and waiting - the person who is neither I nor you but us."

It brought tears to many an eye as they exchanged heads and perspectives and it's nice to have two such nice people joined together. As for the reception.... well, I ;isobi; didn't get to go.

// Wedding Announcement

By Sunray Love and Sunray Render

Hello Fellow Kymerians,

I want to thank everyone for making Render's and my Wedding Night the most wonderful Dream event of our life. There was so much love and togetherness that it made my heart sing.

And you dear sweet Uni, every time I see you, my day is brighter for it. Thank you for the wonderful job you did. Our vows were very special to us all the more because of you.

I never knew just how many wonderful friends we had till our wedding. To all those very special people, that are very dear to us, and you know who you are, "Thank you from the bottom and top of our hearts". Without all our friends, the night would not have been as beautiful as it was.

I wish I could thank everyone by name, but would probably take so much memory that your computer would lock up. <hehe> So I will just say, "Thank you so very much for everything".

note:

To the black clad friends that came to my wedding, Thank you for being there, for everyone in Kymer was welcome to come, including you... and please enjoy the items you took. Because the most important thing you could not take from me are my friends.

May the Dream of Kymer always follow you in you Waking World

SunRay Love and SunRay Render

////
//// Organizations
////

// Guardians of Kymer: Information

Thousands of years ago when the Dreamscape was being formed (dubbed the period of BETA), magic was abundant, and the sky was permeated with clouds with eyes that watched over all avatars. Good and evil forces were formed instantaneously. One evil being -donned with the head of death- formed a clan, called the Alliance. For several hundred years he led the Guild of Dregs & Thieves as their Chieftain. His acts were abominable, many people left this land; this monstrosity had to be thwarted. This being ran rampant while the triumvirs of the land watched, and did nothing. Shortly after this menace came about, another, a Being of light, appeared and forced the evil into the Abyss of the Waking World.

Years passed; things seemed to be quiescent and serene. One day, the Paladin stood watching over the picturesque city; lights from the buildings coming on as dusk neared. A shrouded figure approached the martyr of good. "How has business as a Sentinel over the citizens Kymer been faring?" the man queried. "All is well in the dream" the lean protector replied. The hood of this dark figure raised an inch, a gleam of white bone shone through the darkness of the night. "Expect more business from now on... MUWA HAA HAAA!!"

Knowing full-well that he was back with a vengeance, our vindicator recruited others-of the finest physical and moral stature. This group of 5 upholds, and stands for all things deserving and good in the civilization of Worlds Away. By recruiting only the most respected & trust-worthy, you can rest assured that the Guardians of Kymer will triumph over this, and all evils once again.

KYMER GUARDIAN MISSION

The Guardians of Kymer are an in-world group of 5 specialized avatars. We provide services of theft retrieval, investigation, protection at events, and being intermediaries in transactions. Our motto is 'By whatever means necessary'. We are not police however, we function to improve the society in the Dreamscape by offering the citizen both physical and moral protection and support.

The Golden Knights are currently the "footmen" of the Kymer Guardians. The Golden Knights serve as the street presence, being on every corner most hours of the day; while the Kymer Guardians' role with the Golden Knights is provide guidance, support, and act as facilitators. *NOTE: We are not currently accepting applications for positions in the Guardians, but the Golden Knight division is. Contact Pal Joey SrK-Kymer Guardian for more information*

The Kymer Guardians are Golden Knights by default; so as not to sound repetitious, please read the Golden Knight M/V/P Document. It describes the missions of a Golden Knight, and most of the Kymer Guardians'; but this Document goes into further detail of the

Guardian's responsibilities.

VISION OF WHAT MIGHT BE

The vision of the Guardians of Kymer is to see a Dream-world which people may enter, have fun, enjoy pleasant conversations, and to play into whatever role they choose. But role-playing has to be stopped at a reasonable level; harassing, cyber-raping, scamming, and stealing are unacceptable-and the Kymer Guardians are here to help reach this goal.

The SunRay Knights of Kymer have joined with the Kymer Guardians and the Golden Knights to form the United Alliance. As this collaboration proves beneficial to Kymer, we will invite other groups to share their skills and become allies in this union of interests. Right now, we are in the formative stages of this Alliance and it still must receive a majority vote by the Sunray Knights of Kymer.

GUARDIANS' CIVIL CODE

We have a brief, but to-the-point constitution; and in the uploaded version (GUARDIAN.TXT) I shall allow the public to view some selected articles.

May Morpheus bless you,
Artema-Guardian of Kymer
CompuServe e-mail: 103546,3722

Best suited job -----	Current in-world name -----
Founder & Theft Retrieval:	Artema-Guardian of Kymer
Inside Information:	Arch Duckolyte Brains
Information Relay:	SunRay LumMoose-Kymer Guardian
Thief Specialist:	Pal Joey SrK-Kymer Guardian
International Facilitator:	Lord Rayden-Kymer Guardian
-----	-----
Public Relations:	Acolyte Sunray Indigo
Public Relations:	Arch Golden Knight Ultimus
Public Relations Conscript:	Gwenhwyfar, Lady Artema

// Sunrays: Information

Knights of Kymer Information

If you are interested in becoming a Knight or Sunray in the Knights of Kymer, please contact me, SunRay Render at 103135,2612. I handle the public relations for our group and can answer your questions. I will help you become acquainted with the necessary steps to becoming a member. I will email you some preliminary information that will be helpful to you. This information may help you to decide if you do indeed want to become a member of our organization. Feel free to email me with any inquiries you may have. Thank you.

// Sunrays: Lionheart's Induction

On Monday night in the Rose Arbor, the Sunray Knights of Kymer welcomed their newest member, Sunray Lionheart. During the Night of the Vampires in late October, Lionheart was converted from the forces

of darkness and embraced the light of the Sunrays. Acolyte Sunray Indigo conducted the investiture, and immediately afterward, E rendil, Ethereal Elf, offered the following tribute to Sunray Lionheart:

Friend Lionheart
Tonight you start
The path of a SunRay Knight.

On Kymer's walks,
In all your talks,
You spread the Sunray's light.

And now it's time
For you to climb
To reach a greater height.

We celebrate
And congratulate
Lionheart, Sunray Knight!

// Hispaniclytes: Debut

Hola! La comunidad de Hispaniclytes (hispanos/latinos) en WA sigue creciendo para mas informacion sobre el club favor enviarme un E-mail a 103201,2414. Pronto les estare informando sobre futuros eventos.

Hi! The Hispaniclyte (hispanics/latins) community in WA is growing for more information on the club E-mail me at 103201,2414. Soon I will be announcing future events.

// Golden Knights of Kymer: Information

"Wherever there is danger there is loneliness."
"Wherever there is safety, there is happiness."

HISTORY OF THE GOLDEN KNIGHTS

The Golden Knights of Kymer first appeared some time near the beginning of Kymer's Bronze Age. They arose out of time's mists when the foul grip of tyrants threatened to extinguish the very lives of entire villages. With no force strong enough to oppose them. Local tyrants crushed the populace beneath their boots. Not content with merely collecting tribute, these monsters took entire crops, farming tools, and possessions, turning entire families from their homes to starve in the barren fields. They sought to rob the people of their very lives.

Onto this scene rode the Golden Knights, their magnificent bronze armor glowing as gold to the eyes of the oppressed masses. Using their purpose and strength of arms, the Golden Knights fought to save small, poor townships from these tyrants. They were the only force sufficiently strong-willed and strong-armed to fight this horrible scourge. And they prevailed. They fought and won, then remained to protect.

The Golden Knights continue their legacy of protection to this

day, handing down their charge from generation to generation. The Knights stand as the force against thieves and disrupters in Kymer. The Golden Knight's symbol is a horseshoe, that may be placed at the scene after a conflict is successfully concluded.

M/V/P STATEMENT GOLDEN KNIGHTS OF KYMER MISSION

The Golden Knights are sworn to protect and aid the citizens of Kymer. They seek to eliminate thefts and bad trades, assist with chest manipulation at the changing rooms or Temple rooms, educate and counsel new people, settle arguments and disputes, and protect all from sexual or violent verbal assaults.

DESCRIPTION

Golden Knights generally wear gold or yellow clothing to provide a highly visible profile. They also wear a Unicorn head sometimes when visiting in-world, and always when on duty. Golden Knight or the acronym GK appears in the name of a knighted individual. The Golden Knights are not the "cops on the beat" but they maintain a similar presence to ensure their mission is fulfilled, and for the education and protection of the citizens. The Golden Knights are a subdivision of the "Thefts" Section of the Kymer Guardians. The Knights do not report directly to the Guardians. They chiefly report to the Arch Golden Knight, and also to the leader of the Thefts Section of the Guardians.

VALUE

The Golden Knights of Kymer are an in-world group whose primary purpose is the protection and education of Kymer citizens. Our main focus is to ensure that are people are better able to enjoy their time in the dream world. Within the scope of our charter, we volunteer our services as intermediaries, teachers, and guards.

PURPOSE

Our priority is to educate new people and to set them on the correct path by explaining that this is not a game to acquire tokens, but a place to meet people and make friends from all over the world. We also seek to warn people of in-world dangers, and to suggest methods by which they can protect themselves.

If a Knight witnesses a bad or potentially foolish trade, or a dispute, he or she shall advise the parties to the trade, and shall then offer to serve as an intermediary to facilitate a fair trade or to mediate the dispute. Should the parties to the trade be unsure of allowing a Knight to hold the trade merchandise, we shall recommend against the trade and suggest alternatives.

We shall offer our services to people who need a guard at the entrance to a changing room so we may attempt to save their possessions if the individual crashes. Knights also offer to guard Temple rooms while a chest or chests are being manipulated. Part of the Knights duties also involve recovery of stolen property and reformation of thieves.

Our Motto is to be "Do it with Class." We are not here to stand on a corner and get in an argument with a thief. Knights will

not scream insults or indulge in diatribe. We are a passive organization. A sense of humor may be applied or moral persuasion, depending upon the situation.

The Knights will offer self-defense classes using tools such as "Cuffs" (the placing of a token or some other object in a thief's hands) to buy time to rescue items on the ground.

CONCLUSION

The Golden Knights of Kymer are a service group whose aim is to ensure that the maximum number of people may enjoy the dreamscape without disruption and unpleasantness. Additional duties and goals may be added in the future. We are here to raise the quality of life in Kymer and we are dedicated to doing it.

Thank You and Dream the Dream

Signed,

THE GOLDEN KNIGHTS OF KYMER

////
//// Avatar Comings/Goings/Changes
////

// Acolyte Lynx to Acolyte Lynx (CKC-CCGA)

Acolyte Lynx will now be known as Acolyte Lynx (CKC-CCGA)
ok here's what the ckc-ccga means <g>
Caribe Kymer Connection- Club Caribe Guardian Angel - look for more
info on the new group coming to the library and CLARION near you.

////
//// Businesses And Services
////

// Play the WA Pick-3 Lotto to WIN BIG!!!

WE SUPPORT PAC!

You choose three numbers from 0 to 9 and three numbers will be drawn on the appointed date. If your numbers match ours then YOU WIN!

The lotto is now at
->8000T<-

Tickets cost 10T each with NO LIMIT! Pick your numbers inworld after paying for tickets. You don't have to be present at the drawing to win. But be there for the many door prizes!

The next lotto is on Apr. 8th, at the Bar-L Bar Storeroom at 6pm WAT. If you would like to obtain tickets contact any of the following ticket sellers: fiJoe Blowsem UPfl, Mr. Boombastic, Sherry, Knight Sir Lancelot Charlie Chicken, Mage Dumpling, Chuck1, or Sean

If you have any questions or would like to buy tickets with PAC

E-Mail us at 73357,1576

Thanks,
<<Joe Blowsem UP>>

// LeadMan's Sport & Event Bets

Bet on all major Waking World sports events (and more) and earn big money! We cover Boxing, Formula 1 Car Racing, Indy Car Racing, ATP Tennis, NHL, NBA, etc. We are working on bets for inworld-events too.

Bets ranging from 20-1000T

We are accepting Phantasus Credit (PAC)

Official agents: Cr. Necrolyte Little Princess, Tin-Tin, Rotfuchs

ESP us or E-Mail LeadMan at 100413,1430 if interested

A list of the latest is available for download as SPORTBET.TXT

// LeadMan's 3 of 15 Lotto

Select 3 of 15 numbers from 1 to 15 and win with 2 or 3 matches.

50 percent of pot are paid for tickets with 2 matches,

50 percent of pot are paid for tickets with 3 matches.

If no win for 2 or 3 matches, pot is added to jackpot.

Tickets 20T each, unlimited tickets allowed.

First drawing Saturday, April 6th, 3pm WAT. (ESP me for location)

You don't have to be present to win. Download LOTTO315.EXE from the forum library, not required but makes it easier to select tickets.

Contact me inworld to buy tickets. For further questions or to buy tickets with PAC, E-Mail me at 100413,1430

// WorldsAway Yellow & White Pages

For the most complete listing of inworld businesses, and the ONLY single listing of resident avatars, check out the WorldsAway Yellow & White Pages!

Whether to find a service, check to see which businesses are already operating inworld, or to verify the correct spelling or User ID of an avatar, the WA Yellow & White Pages is the BEST source available! We also list you WWW Homepage and set links on the Web version of the Yellow Pages:

<http://ourworld.compuserve.com/homepages/germangiant/yellow.html>

You can download a copy of the WA Yellow & White Pages in the WA Forum library, Newsstand Section, filename YELLOW.TXT, or get it on the Web!

Thanks to all the WAYP customers for making it a success! If you have any questions or would like to place an ad, contact GermanGiant, Big Kahoona, Necrolyte Xian SrK, Hotspot, Mr. Nice Guy or Sunray Dream Keeper.

// Hera's Advertising Services

I had a need for doing some advertising and found a gap in our business community. I created my own service which proved very successful in telling Kymerians about upcoming events. If you need to "get the word out" about your upcoming event or you just want to increase attendance, please contact me at 71762,3210. I will send you rates and coverage. Hera's Advertising Services (HAS) is not affiliated with the Knights of Kymer.

// Vivid Ads

VIVID ADS is a graphics and advertising company in WA. VIVID Ads makes top quality computer graphics for all advertising purposes. We even design advertisements! Cheap, low everyday prices will only make it convenient for your needs, large detailed pictures are about 350T. And "pocket sized" are only 60T - 80T! We make all styles and formats for both PC and MAC. Interested in expanding your advertising with eye-catching pictures? Drop us a line at CIS 73357.1576 for information on our products. Or catch me inworld, <<Joe Blowsem UP>>

// WA Photography Service

WA Photography Service by Acolyte VIQer and staff...

Our prices are very reasonable. Special editing services and custom photos also available. We will help you remember that special moment. Format of your choice available. Reprints available, in case of lost photos!

For service, contact Acolyte Sunray VIQer at 70724,425 and we will make your arrangements with our staff.

// G&G Services

G&G Services are proud to present their range of new services:

- o Web Page Design - from only 30T per set
Need a professional looking Web Page for only a few tokens?
- o Web access for those who can't access the Web - 10T per page/site
Modem can't access the Web? Give us the URL and in return for 10T, we'll get you the page(s)
- o Cheat provision - 2T per cheat
Can't win a game? We have cheats for 90% of games!
- o Cyber-Hunting - 5T per find
Looking for a particular person, article or page? We can do it for a very small fee!

To inquire about any of these brilliant services, please e-mail :

George - 100745,2707

Gary - 101603,2730

// Moon Design

Want a special portrait of the real you?
Want an unusual piece of art for your new turf?
Want a greeting card so unusual that the recipient will never forget you?

MOON DESIGN can custom design anything you can imagine and things you have never even dreamed. Each graphic is an original work of art. Your graphic will be delivered in JPEG, GIF, or the format of your choice. Prices are determined on an individual basis and are surprisingly affordable. References and samples available on request. Email 102514,3721 or ESP aprilsmoon inworld.

// Solo Enterprises

Are you looking for FRIENDSHIP or even LOVE? Then we are here to assist you in your search! We have set up an organization to help avatars become friends and meet with other avatars inworld. Download FRIENDS.ZIP from WORLDS AWAY LIFE in the community forum for a questionnaire to fill in. For more information ESP either Kage Solo or Kaylam Solo Inworld.

// Personalized WA Clocks

Have you downloaded the Wyld's WA Clock from the forum?
Are you tired of seeing my ugly mug holding said clock?
NOW from Wyld Karde software:
Personalized WA Clocks!
For just 50T (plus package and posting) YOU can own a copy of the WA clock software with the picture of your choice! The readout window will be moved to fit your picture at no extra cost! E-mail me, Prime Alienyte Wyld Karde, at 101467,470 for your copy.

// Phantasus Credit

Do what you want to do without ever taking out a token. How? Get Phantasus Credit and find out. It's free for February and March. Contact Imagination at 76724,3017 for more information.

// Clover's Collectibles

-->CLOVER'S COLLECTIBLES<--

The Dreamscape's premier dealer of rare heads
and items no longer available in vendos.

--><--

We are here to serve you. We are accepting consignment of rare items for future sales. Consignment fee is 20% of selling price. All items will be auctioned to the highest bidder.

If you have rare or hard to obtain items you wish to place on consignment, please contact one of our staff via Email (All CIS UIDs and information supplied will be handled in a professional and confidential manner):

Clover 73071,1252
Remus 74627,1701
Passion 102443,1111

Please supply the following information:

- Consignor Avatar Name
- Consignor UID (if different from UID on Email)
- Item Names
- Minimum starting bids for each item
- Locale for collecting consignment item
- Proposed time for collection of consignment item

You will receive return Email either confirming the meeting or proposing an alternate meeting time. Please allow 1-2 days for a response.

--><--

*****WARNING*****
* Protect yourself from scam artists! *

Do not meet with anyone claiming to represent Clover's Collectibles unless you receive return Email with an appropriate staffer UID from the above list.

// Kymer Community Services: Information

The Kymer Community Services Information packet is finally available in the Newsstand section. The brochure includes descriptions of many of our programs, such as the Voices Poetry Project, Avatarobics, Kymer Crime Victim Support, Kymer Avatar Peer Counseling, Vendoholics, the Infatar Sandbox, Phantanus Fountains Country Club, and the new Hunter Brown Academy...plus much more.

The title of the file is KCSINF.TXT.

Normala Kelly, Director, Kymer Community Services

// Kymer Community Services: Matchmakers

Kymer Community Services is looking for single avatars... both male and female... to join the Matchmaker service. There are men and women avatars waiting to be matched to the mate of their Dreams! Hurry... love could be around the corner! We are also looking for more avatars to join the E-mail Club which is now being formed.

For information and info on how to apply, please see KCSINF.TXT in

Phantasus Department of Social Services:

~Birth Certificates ~Teleporter's Operator Licence
~Death Certificates ~Passports
 ~Almost anything else you can think of.

// WA Community Theater

WA Community Theater (not the thing that isn't open yet- this is like a theater group) is looking for avatars who would like to star in our first production!

our first play will be "Little Red Riding Hood"

ALL parts available

there will be 2 rehearsals

and probably 3-4 performances

interested?

ESP: Dot Warner

or e-mail me at 73110,1546

// Kymer 5

I am starting a new Lotto called the Kymer 5. If you have taken part in the Pick-3-lotto You probably know who Joe Blowsem up is. He is helping me get it started.

Tickets cost 15 Tokens each But there are many specials.

Buy 5 get 2 free=75T

Buy 7 get 3 free=100T

Buy 10 get 4 free=150T

Buy 20 get 8 free=300T

I am also looking for more sellers. If you are interested Be sure to ***E-MAIL ME ONLY*** at---72662,1457 and I will give you info about it.

But hurry up there are limited positions!!!! If you have any Questions Just ask me here or E-mail me.

The only sellers now are....

Joe Blowsem up

Chuck1

// Phantasus Credit

Have you ever gotten tired of waiting up to a half hour just for a game of Bingo to start? Well if you are then you need Phantasus Credit. It's a convenient alternative to tokens. When you play a Bingo game, all you have to do is ESP the host your account number and your payment and you are set to play. We already have over 25 members (and still growing). Here are the businesses that accept credit:

Pick-3 Lotto

Vivid Ads

The K-5 Group

Kymer Community Services (KCS)

Leadman's sports and events bets
Leadman's 3 out of 15 lotto
BINGO (some hosts including Leadman)
Honor Studios, Ltd.
GermanGiant's Yellow and White Pages

Other things you can do with credit is pay for things by e-mail instead of going inworld and finding someone.

If you want more information, there will be a Questions and Answers file released in the forum in a couple days. It should be called pacqa10.txt. Just keep looking in WorldsAway Life. Or you can e-mail me and I'll try to explain it from my head as best as I can. If you want to join, make sure you write your INWORLD NAME in the letter.

Imagination

// Hippie Concert

Grafter Xiphid announces...

The Dreamscape's first hippie concert!

In practice now - a new hippie band willing to bring you, friendly citizens, a brand new experience. The band, called]-[ippie Gang are fun loving members of WA come together for this unique experience.

This not-to-be-missed experience will take your head off, change your colour scheme and zonk your zombies! Some of you will be familiar with leading members of the]-[ippie Gang :

)-(appy,
]3ig]3uzzer,
Heroxy and
Steo.

Other hippies and groupies are to be seen around town and at their popular practice sessions.

Watch for more news of the]-[ippie Gang and the launch date of their first public concert. To receive advance personal notification of the event, E-Mail Grafter's promotion clerks on Doug_Kate_Milnes@CompuServe.com 101655,2526

See you there! [Or be square]

// First Independent Turf Agency

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First Independent Turf Agency

// deutscher Text folgt //

Hi friends and visitors of Kymer, today it is a great pleasure for me to announce the foundation of a new agency in Kymer.

As you surely heard, TURFS will soon be to released in Kymer. At this time, nobody knows exactly, how turfs will appear In-World, but some abilities are already published. So it will be possible to share a turf with some other avatars (up to 16 owners). And of course to share the rent as well.

This agency is established to make things easier.

Do you want to share a turf with somebody and don't know with whom?
Do you look for a special time, being alone in a turf with a friend?
Do you look for a special interest group, coming together in a turf?
Do you want to cancel your lease agreement?

This new agency will help you.

It's not sure, how turfs will be distributed, but if you want to be on the FITA queue, email me.

To be as flexible as possible for the agency, it is necessary that the price for entering the queue will be about 100T. This is, in my opinion, a really fair price which also newbies can afford. I don't want to make any big profit, so if in any reason, the FITA couldn't keep that promise you will get your money back (promised).

Your email should include your avatars name, a suggestion to meet and pay, and a short description of your interests In-World, so I could make a good selection in joining shared turfs. The other possibility is, to meet me In-World. I will be present during the week at 11:00am till 1:pm and on weekend/eastern perhaps longer, but no fixed time.

On the other hand, I'm looking for some partners, to help me in FITA. I'm calling from Europe, so it will be useful, if some avatars from USA and/or Down Under will join the FITA.

your sincerely

Baghira, UID: 100541,2735

German translation

Hallo Freunde und Besucher Kymers, es ist eine große Freude fuer mich, heute die Gruendung einer neuen Agentur in Kymer anzukundigen.

Wie Ihr sicher gehoert habt, werden bald Wohnungen/Appartements in Kymer zur Verfuegung gestellt.

Im Moment weiss zwar noch keiner wie das mit den Turfs werden soll, aber einige Moeglichkeiten sind schon veroeffentlicht worden. So wird es moeglich sein, dass mehrere Avatars sich ein Turf teilen (bis zu 16 Bewohner). Natuerlich wird dann auch die Miete geteilt.

Diese Agentur ist gegruendet worden, um Dinge einfacher zu gestalten.

Weisst du nicht mit wem du eine Wohnung teilen sollst?
Moechtest Du zu einem bestimmten Zeitpunkt mit einem Freund/Freundin allein in einer Wohnung sein?
Moechtest Du in Deiner Wohnung Leute treffen, die aehnliche Interessen haben?
Moechtest Du Deinen Wohnungsanteil verkaufen?

Diese Agentur wird Dir dabei helfen.

Zur Zeit ist noch nicht bekannt, wie die Wohnungen verteilt werden, doch wenn Du auf die FITA Warteliste kommen moechtest, sende eine Email an mich.

Um moeglichst flexibel beim An- und Vermieten von Wohnungen zu sein, finde ich es notwendig, dass der Preis um auf die Liste zu gelangen 100 Tokens betraegt. Dieser Betrag ist meiner Meinung nach sehr fair, und auch von Newbies aufzubringen. Ich moechte mit dieser Aktion keinen grossen Profit machen, darum verspreche ich, dass jeder seinen Beitrag zurueckerhaelt, sollte ueber die FITA die Wohnungsvergabe nicht wie geplant stattfinden koennen.

Deine Email sollte deinen Avatarnamen, einen Zeitpunkt InWorld zum Treffen und Bezahlen, und eine kurze Beschreibung Deiner Interessen InWorld enthalten, damit eine harmonische Zusammenstellung von Wohnungsgemeinschaften moeglich ist. Eine andere Moeglichkeit ist natuerlich mich direkt in Kymer anzusprechen. Ich bin normalerweise von 21:00 (Telekom Billigtarif) bis 23:00 (11:00 bis 13:00 WA) in Kymer, am Wochendende und Ostern wahrscheinlich laenger. Allerdings habe ich keine feste Uhrzeit.

Auf der anderen Seite suche ich noch Partner f r die FITA. Da ich aus Europa komme, waere es praktisch, wenn die Avatars aus USA oder DownUnder kommen wuerden.

eurer
Baghira, UID: 100541,2735

// Wheels on Fire Limo Service

Let Karynda be your Worlds Away ride...as in wheels. Need to get somewhere *FAST*? Need to find that item or place? Want to whisper sweet nothings to that special someone without the hassle of driving? I work for tips (tokens). For all you politicians and lovers, any talk or gift giving will be held in the strictest

confidence!! **Hours On Duty.....Fri & Sat 5:30pm WAT 8:30pm WAT**
Open to other scheduling.

// @sk @thena Advice Column

IS SOMETHING TROUBLING YOU? =T

Do you need advice on something that's been nagging at your mind?

Are you just looking for someone to actually *listen* to you for once?

Well, look no further...because @untie @thena is here for you! Stemming not from any professional counseling abilities but just a genuine desire to help others in their trials, @thena can surely lighten your load. She's Kymer's "Ann Landers", and she wants to lend you an ear! So if you're troubled...if you're sick of being ignored...or you just want somebody else's two cents, then don't hesitate to @sk for help. <grin> Privacy ensured, @thena will *NOT* use your real or avatar name should she choose to include your letter in her column.

ESP to: Magica SunRay @thena!
or E-mail her at 102051,145.

~~~~~@sk @thena...because she cares, that's why! = )~~~~~

(The column @sk @thena is not affiliated with the Magicas or the Knights of Kymer.)

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///  
/// General  
///

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/// SophS & Dark Ranger: Lost & Found

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I have recently found a few items somewhere. I cannot tell where because I have not salvaged all of the items yet. I need whoever thinks that I have their items to contact me with the items lost and the location lost.

I hope someone can make some sense out of this...

WW: Sophia S. Chang  
WA: SophS & Dark Ranger

-SophS & Dark Ranger  
76613,476

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/// Raptor: Lost and Found

---

I also found an item in world Monday night. If you think you lost an item please ESP me in world as Chief GK Raptor-Duckolyte SrK and

describe it to me and where you think you lost it and I will be happy to return it to you.

Raptor  
70004,2477

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/// Marianne G: Choke Machine Donations

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DONATIONS NOW BEING ACCEPTED for the CHOKE Machine Repair Fund. All proceeds will go to the repair of the CHOKE Machine, which was just recently vandalized. Any fund above the cost of the repairs will be donated to event hosts and organizations for their future hosting of events. Donations can be turned in to Marianne G, Acolyte Milen, Acolyte BLD Stalker, Acolyte Rosaleah and Acolyte VIQer.

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/// Alienyte Femme Fatale: Roommate Wanted

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SBAF (single blue athletic female) interested in turfmates. Gender, sexual preference, group affiliation, and acclimation towards cleanliness do not matter. Has to be willing to let me paint the walls pink <F3>. There is a good chance that I might throw large parties ON OCCASION. Other than that, my only request is that you are trustworthy to pay 50% of the rent (or 33% if I find two good applicants) and to not steal any stuff that may be lying around. Please e-mail me your applications.  
Alienyte Femme Fatale 102354,2721

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// R@ven E: Roommates Wanted

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TURFMATES NEEDED

Since turfs are close and near, and said to be expensive too, I'm looking for three other avatars to share a turf with me. I don't play my stereo too loud, bring my own food and my spider's very friendly. Preferably avatars who aren't outlaws and aren't obsessive about tidiness.. Please send applications by e-mail to: R@ven E, 100014,1457 with avatar's name and a few things about yourself.... Thank you.

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/// Prez: Waking World Get-Together

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All Detroit-area residents and expatriates cordially invited to make yourselves known! I am organizing an in-world get-together for us. How about sometime in May, on a Saturday evening?

Prez 102726,1655

##### SCHEDULE & EVENT INFO #####

SCHEDULE OF GAMES AND EVENTS  
Week of April 10 through April 17

All Times in WAT (Pacific Standard)

WEDNESDAY, April 10

9:30 - 11:00 a.m. - Harlequin Games

LeadMan's Bingo ..... LeadMan  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 25-210T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

11:00 a.m. - 1:00 p.m. - Harlequin Games

KGC's POT Bingo ..... Duckolyte Alien  
Call KYMER first and get payouts depending on the number of  
players! Bets from 50-500T. Sponsored by the Kymer Gambling  
Corporation. Download KYMER1.EXE from the Community Forum.

1:00 - 2:30 p.m. - Harlequin Games

Duckolyte Bingo ..... Chief Duckolyte Renegade  
Call KYMER! first, and get payouts depending on the number of  
players! Download KYMER1.EXE, from AWAYFORUM/Library 4  
WorldsAway Life.

2:30 - 5:30 p.m. - Harlequin Games

Oceanfront's POT Bingo ..... Oceanfront  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 60/110T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

5:00 - 7:00 p.m. - StarWay Cafe Stage

TechTrivia ..... SunRays Hera, Mariah and Knight Alexis  
Computer Technical Trivia questions. Everyone wins. Tokens,  
rare items and door prizes awarded. Sponsored by the  
Entertainment Guild.

6:00 - 7:00 p.m. - Harlequin Games

Madra Rua Bingo ..... Darien-Golden Knight  
Bingo1.exe or Bingo2.exe needed to play (found at GO:CITYLIFE).  
The more people who play, the higher the pot and the more  
the cash.

8:00 - 9:30 p.m. - Library

Pop Culture Trivia ..... PEZ Collector  
This week's theme is a mixed bag of Pop Culture questions from  
Music, TV, Movies, Food/Commercials and just plain stuff!  
Prizes will be awarded for 1st, 2nd, and 3rd places. There is  
no fee to play the game. Exact prizes will be announced before  
the event.

9:00 - 11:00 p.m. - Harlequin Games

Duckolyte Kymer ..... Melissa T.  
Call Kymer first and win a payout depending on the number of  
players. Bets are 25-250T. The more players and higher the  
bets placed, the bigger the payout. You will need KYMER1.EXE  
from the WA community forum to play.

THURSDAY, April 11

10:00 a.m. - 1:00 p.m. - Harlequin Games  
Storm Games, Kymer Bingo ..... Christopher Storm  
All players welcome! You need KYMER1.EXE to play. Bets are  
25T-225T. Over 90,000T won so far!

1:00 - 4:00 p.m. - Harlequin Games  
Oceanfront's POT Bingo ..... Oceanfront  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 60/110T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

5:00 - 7:00 p.m. - Bar-L Bar Storeroom  
CHAOS, Incorporated ..... Acolyte Serena or Marianne G  
Something new and different every week!

6:00 - 7:00 p.m. - Harlequin Games  
Madra Rua Bingo ..... Darien-Golden Knight  
Bingo1.exe or Bingo2.exe needed to play (found at GO:CITYLIFE).  
The more people who play, the higher the pot and the more  
the cash.

7:00 - 9:00 p.m. - Bar-L Bar Storeroom  
Jackal3's Trivia ..... Mr. & Mrs. Nutty  
Questions covering general info. Three winners per game. Grand  
prize for the most points in a month. 10T playing fee to help  
defray the costs.

7:00 - 9:00 p.m. - Harlequin Games  
Jadelin's Jackpot Bingo ..... Jadelin  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 25-100T + 20T for Jackpot. Download BINGO1.EXE or  
BINGO2.EXE from GO CITYLIFE/Library 6 (Lifestyle Worldwide).

#### FRIDAY, April 12

9:30 - 11:00 a.m. - Harlequin Games  
LeadMan's Bingo ..... LeadMan  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 25-210T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

11:00 - 12:00 a.m. - Isle Caribe  
Ghost Races ..... Holger  
Win tokens and prizes, monthly championship! Please read the  
recently updated rules found in the Forum, Worlds Away Life  
section of the library as GHOSTG.TXT before coming to the game!

1:00 - 4:00 p.m. - Harlequin Games  
Oceanfront's POT Bingo ..... Oceanfront  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 60/110T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

7:00 - 9:00 p.m. - Harlequin Games



Categories ..... Ann Ominous  
20T of each fee is put in the round and 20T into the final.

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  
Something DIFFERENT will be held during these times each week.

SATURDAY, April 13

9:00 - 11:00 a.m. (18-20 CET) - South Fountain Central

Stammtisch ..... Brucilla, Perry Rhodan, Sundance  
Meeting of German-speaking avatars. If you want to spread rumors and news or just want to chat, if you want to learn some German or just love the "sound" of it, you're invited to join us.

9:30 - 11:00 a.m. - Harlequin Games

LeadMan's Bingo ..... LeadMan  
Call BINGO first, and get payouts depending on the number of players! Call JACKPOT first to win the additional jackpot. Bets are 25-210T. Download BINGO1.EXE or BINGO2.EXE from GO CITYLIFE/Library 6 (Lifestyle Worldwide).

12:00 noon - Harlequin Games

Kymer Pot BINGO ..... Simon Spellmoon  
The rules can be found in AWAYFORUM in the file SIMON.TXT

1:00 - 4:00 p.m. - Harlequin Games

Oceanfront's POT Bingo ..... Oceanfront  
Call BINGO first, and get payouts depending on the number of players! Call JACKPOT first to win the additional jackpot. Bets are 60/110T. Download BINGO1.EXE or BINGO2.EXE from GO CITYLIFE/Library 6 (Lifestyle Worldwide).

12:00 - 1:30 p.m. - Library

MultiTrivia ..... Mivo, Nicci  
General knowledge trivia questions will be asked in German and English. Each point for a correct answer is worth 5 Tokens. Frage&Antwort-Spiel zu allgemeinen Themen. Fuer jede richtige Antwort gibt es 5 Tokens.

5:00 - 6:30 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 Visitors 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.

SUNDAY, April 14

7:00 a.m. - Isle Caribe

Duckolyte Ghost Racing ..... Chief Duckolyte Mage Brains  
Win tokens and prizes weekly, and a Monthly Championship.  
Instructions in English and German. Read GHOSTG.TXT for basic  
rules.

9:30 - 11:00 a.m. - Harlequin Games

LeadMan's Bingo ..... LeadMan  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 25-210T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

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. 10T  
playing fee to help defray the costs.

11:00 a.m. - 1:00 p.m. - Harlequin Games

KGC's POT Bingo ..... Duckolyte Alien  
Call KYMER first, and get payouts depending on the number of  
players. Bets are from 50T-100T. Sponsored by the Kymer Gambling  
Corporation. Be sure to download KYMER1.EXE from the  
Community Forum.

4:00 p.m. - Outside Fire Room

Take A Chance ..... Necrolyte Benny, Xian, Jackal  
Entry fee: 25 tokens. A special prize is still available.

7:00 p.m. - StarWay Cafe Stage

Duckolyte Trivia Master Game ..... Chief Duckolyte Mage Brains  
Fast paced trivia using multiple choice answers. Game uses the  
Trivia Engine just developed by Wert P. Gumby to administer  
all scoring.

8:30 - 9:00 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.

9:00 - 11:00 p.m. - Harlequin Games

Duckolyte Kymer ..... Melissa T.  
Call Kymer first and win a payout depending on the number of  
players. Bets are 25-250T. The more players and higher the  
bets placed, the bigger the payout. You will need KYMER1.EXE  
from the WA community forum to play.

MONDAY, April 15

9:30 - 11:00 a.m. - Harlequin Games

LeadMan's Bingo ..... LeadMan  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 25-210T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

11:30 a.m. - 1:30 p.m. - Harlequin Games

Madra Ruas Bingo ..... Escaper  
Bingol.exe or Bingo2.exe needed to play (found at GO:CITYLIFE).

1:00 - 4:00 p.m. - Harlequin Games

Oceanfront's POT Bingo ..... Oceanfront  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 60/110T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

5:00 - 6:00 p.m. - Isle Caribe

Ghost Races ..... Acolyte Serena  
Win tokens and prizes, monthly championship! Please read the  
recently updated rules found in the Forum, Worlds Away Life  
section of the library as GHOSTG.TXT before coming to the game!

6:00 - 7:00 p.m. - Harlequin Games

Madra Rua Bingo ..... Darien-Golden Knight  
Bingol.exe or Bingo2.exe needed to play (found at GO:CITYLIFE).  
The more people who play, the higher the pot and the more  
the cash.

7:00 - 9:00 p.m. - Harlequin Games

Jadelin's Jackpot Bingo ..... Jadelin  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 25-100T + 20T for Jackpot. Download BINGO1.EXE or  
BINGO2.EXE from GO CITYLIFE/Library 6 (Lifestyle Worldwide).

6:00-8:00 p.m. - Outside Magic Shop

BlackKat Entertainment (Blackjack) ..... Sunray Knight Haplo  
Players will need BLACKJK1.EXE found in "Worlds Away Life"  
Library (4) as well as CARDS.DLL and VBRUN300.DLL. Rules and  
betting policy will be explained by the dealer just before the  
game.

8:00-9:30 p.m. - StarWay Cafe Stage

Clover's Collectibles Auction ..... Clover  
Many rare items auctioned off to the highest bidder. Weekly  
door prizes, too!

TUESDAY, April 16

9:30 - 11:00 a.m. - Harlequin Games

LeadMan's Bingo ..... LeadMan  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 25-210T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

12:00 noon - Harlequin Games

Kymer Pot BINGO ..... Simon Spellmoon  
The rules can be found in AWAYFORUM in the file SIMON.TXT

1:30 - 3:00 p.m. - Harlequin Games

Madra Rua Bingo ..... Escaper  
Bingol.exe or Bingo2.exe needed to play (found at GO:CITYLIFE).

2:30 - 5:30 p.m. - Harlequin Games

Oceanfront's POT Bingo ..... Oceanfront  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 60/110T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

6:00 - 7:00 p.m. - Harlequin Games

Madra Rua Bingo ..... Darien-Golden Knight  
Bingol.exe or Bingo2.exe needed to play (found at GO:CITYLIFE).  
The more people who play, the higher the pot and the more  
the cash.

6:00-8:00 p.m. - Bar-L Bar Storeroom

Kymer/Bingo ..... Sunray Knight Oliver  
Everyone who plays in every game of the evening is eligible to  
win a bonus prize which will be awarded after the last game!  
Don't be late!

7:30 - 9:30 p.m. - Visitors Center Left

Worlds Of Fortune ..... Acolyte Sunray Data

9:00 - 11:00 p.m. - Harlequin Games

Duckolyte Kymer ..... Melissa T.  
Call Kymer first and win a payout depending on the number of  
players. Bets are 25-250T. The more players and higher the  
bets placed, the bigger the payout. You will need KYMER1.EXE  
from the WA community forum to play.

WEDNESDAY, April 17

9:30 - 11:00 a.m. - Harlequin Games

LeadMan's Bingo ..... LeadMan  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot. Bets  
are 25-210T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

11:00 a.m. - 1:00 p.m. - Harlequin Games

KGC's POT Bingo ..... Duckolyte Alien  
Call KYMER first and get payouts depending on the number of  
players! Bets from 50-500T. Sponsored by the Kymer Gambling  
Corporation. Download KYMER1.EXE from the Community Forum.

1:00 - 2:30 p.m. - Harlequin Games

Duckolyte Bingo ..... Chief Duckolyte Renegade  
Call KYMER! first, and get payouts depending on the number of  
players! Download KYMER1.EXE, from AWAYFORUM/Library 4  
WorldsAway Life.

2:30 - 5:30 p.m. - Harlequin Games

Oceanfront's POT Bingo ..... Oceanfront  
Call BINGO first, and get payouts depending on the number of  
players! Call JACKPOT first to win the additional jackpot.  
Bets are 60/110T. Download BINGO1.EXE or BINGO2.EXE from  
GO CITYLIFE/Library 6 (Lifestyle Worldwide).

5:00 - 7:00 p.m. - StarWay Cafe Stage

Techtrivia ..... SunRays Hera, Mariah and Knight Alexis  
Computer Technical Trivia questions. Everyone wins. Tokens,  
items (many rare) and door prizes awarded. Sponsored by the

Games & Role Playing Guild.

6:00 - 7:00 p.m. - Harlequin Games

Madra Rua Bingo ..... Darien-Golden Knight  
Bingol.exe or Bingo2.exe needed to play (found at GO:CITYLIFE).  
The more people who play, the higher the pot and the more  
the cash.

8:00 - 9:30 p.m. - Library

Pop Culture Trivia ..... PEZ Collector  
This week's theme is a mixed bag of Pop Culture questions from  
Music, TV, Movies, Food/Commercials and just plain stuff!  
Prizes will be awarded for 1st, 2nd, and 3rd places. There is  
no fee to play the game. Exact prizes will be announced before  
the event.

9:00 - 11:00 p.m. - Harlequin Games

Duckolyte Kymer ..... Melissa T.  
Call Kymer first and win a payout depending on the number of  
players. Bets are 25-250T. The more players and higher the  
bets placed, the bigger the payout. You will need KYMER1.EXE  
from the WA community forum to play.

\*\* UPCOMING EVENTS \*\*

FRIDAY, April 19

7:00 p.m. - StarWay Cafe Stage

Duckolyte Collectibles Benefit Auction ..... Chief Duckolyte Brains  
Chief GK Raptor-Duckolyte SrK  
All proceeds to go into the Duckolyte Benefit Fund to help  
sponsor future prizes for events. Many rare heads and items  
up for bid. Contact hosts to place items on consignment.  
All who attend are eligible for door prizes.

=====/ HOUSEKEEPING /=====  
==/ CLARION COLOPHON /==

PLEASE NOTE THAT THERE ARE NEW EMAIL ADDRESSES TO SEND SOME OF THE  
INFORMATION TO! PLEASE NOTE THESE CHANGES FOR FUTURE REFERENCE!  
The Staff of the CLARION Thanks You.

- How To Publish 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.

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!

=====

Waking World Email Address: 72007,221 or 75664,663  
Deadline: 3:00 p.m. WAT every Saturday

Wedding Information:

We are happy 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 marked WEDDING INFO to the above Email Address. Please include the following:

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

Events & Game Reports:

Event Schedule covers the following Wednesday through Wednesday. The submission to the Kymer Clarion is IN ADDITION to submitting your event information to the Scheduling Group. The Kymer Clarion assumes no responsibility for resolving scheduling conflicts; this will remain under the jurisdiction of the Scheduling Group.

If currently recurring events are changed in any way, besides notifying the Scheduling Group, should you wish the Kymer Clarion schedule of Events to reflect your event(s) accurately, please \*also\* submit the change of information as noted above.

Want everyone to know who won at your event? Want to provide them with helpful information on how it was played? Just want your winners to be able to see their name in print? Send your submissions to the Kymer Clarion at the above address, and we'll let everyone know who won what and where!

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KYMER CLARION Volume one, Issue thirty-five, copyright 1996 Clarion Editorial Board  
Price: Free  
Rotating Editors: Marianne G, Acolyte Rosaleah, Acolyte VIQer, Acolyte Milen  
This issue edited by Acolyte Milen  
Posted to WorldsAway Community Forum on April 9, 1996.

