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KKKK      YY      MM  MM  MM  EEEEEEEEE  RRRRRRR
KK  KK      YY      MM      MM  EE          RR      RR
KK  KK      YY      MM      MM  EE          RR      RR
KK  KK      YY      MM      MM  EEEEEEEEE  RR          RR
KK      KK      YY      MM      MM  EEEEEEEEE  RR          RR

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CC      C  LL      AA  AA      RR  RR      II      OO      OO  NN  NN  NN
CC      LL      AA  AA      RRRRRR      II      OO      OO  NN  NN  NN
CC      LL      AAAAAAAAAA  RRRRR      II      OO      OO  NN  NN  NN
CC      LL      AA      AA  RR  RR      II      OO      OO  NN  NN  NN
CC      C  LL      AA      AA  RR  RR      II      OO      OO  NN  NN  NN
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Volume One, Issue Thirty-Six                                April 17, 1996
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Published by and for Avatars of Kymer in Phantasus in the Dreamscape

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Kymer Clarion Editorial Board & Staff:

Acolyte Rosaleah  
Acolyte Milen  
Marianne G  
Acolyte BLD Stalker

!\*\*\*\*\*!

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make jokes about me as newbie. Someone give me help but most joking over me. On someone advise, I pressed ALT-F4 4 times and was wondering what's happened. <G>

"On the third day I remember having a dream. I'm dreaming I was a child and playing on the beach. A group of hippies playing music there. People ignore them, making jokes over their appearance. It was hard for me, but the hippies ignored the jokes. I remember there was a young child that lost his mother. One German girl from the hippy group walked with that child over the beach to find his mother. They find her and the Dutch mother was the first one that said nice words to the group. When I woke up I realised it happened in '68 on a Dutch beach. It was true but I had forgotten it.

"I promise myself to not sell my hippie head. I was too young to be a hippie in 68 but now...a whole new world was rising: and no real hippies here. I will be one! I felt the need to know what I'm missing. That day when I go back to WA I have a good feeling over me. I try to help others. Then I met Dread, my double. We talked a bit over WA and how hippies live. Dread helped me on my way. We were walking and talking like hippies that day. A few days later Dread was changed. :-( Every one changes at some time but for me was it hard - I was alone again.

"I changed too - I don't forget my promise but I needed other people. Then I met ]-[appy a real hippy. He gives newbies money. 'Why you do that' I asked him, 'I don't need money, man,' he said. I talked with him.

When I ask him to form with me a hippie group he's laughing. 'You are not a hippy' he say to me 'You can't live on your own.' " 'But...I need a little PR and do you have tokens?' I give him 300; he split it and gave the first newbie money. Later we make an agreement. I support him and his group; I have to for that German hippy girl on that beach in '68. There are three now: Heroxy, Steo and ]-[appy: three real hippies. If someone needs help they help. If you see them and you have too much money put it on the street so if they need it they can take it. That's my story about the group."

We looked at BB. He has changed his boombox head with the hippy head. With a last 'Bye' he's walking away, searching for people who like him. Maybe sometime he will find one. But one dream makes no other life.

We disconnect and write up this story. A day later we hear of BB in the v-market. Buying Orange and Purple, the hippy colours!

---

// Menolly's Puzzle Corner

by Menolly

---

Here are the answers to last week's puzzles:

1. Bottle party
2. A play on words
3. Take you out to lunch
4. Rock bottom
5. The following day
6. Torn asunder

7. Men out of work
8. In so many words
9. Singing in the Rain
10. Undercover agent
11. Foul language
12. Figure it out.

It's easy when you know the answers, isn't it?

Now for this week's puzzles:-

1. How many animals did Moses take into the Ark?
2. Divide 30 by half, and add 10
3. If a doctor gave you 3 tablets, and told you to take one every half-hour, how long would they last?
4. How many sides are there in a circle?
5. How far can a dog run into a wood?
6. Which country has a 4th July, U.K., U.S.A., or France?
7. A man built a rectangular house, with each side having a southern exposure. A bear came wandering up. What colour was the bear?
8. If you were alone in a deserted house at midnight and there was a lamp, fire-wood and a candle, and you only had one match, which would you light first?
9. How many birthdays does an average man have?
10. Why can't a man living in Yorkshire, England, be buried west of the River Trent?
11. If you have 2 coins totalling 11 pence, and one of the coins is not a 10pence piece, what are the 2 coins?
12. How much soil to the nearest cubic millimetre is there in a hole in the ground measuring 20cm x 20cm x 10cm?
13. If 2 monkeys sit in the corner of a room and look at another pair in the next corner, and so on until every pair in a corner looks at another pair, how many monkeys could say that they were looking at other monkeys?
14. Is it legal for a man to marry his widow's sister?

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// LETTER TO THE EDITORS

---

Clarion Editors,

I saw a very sad thing today in WA.

A friend of mine called me to the Starway Cafe Observation Deck to see a wonderful sight. When I arrived I was truly astonished ... hundreds of T's on the floor, each one placed there by an avatar

making a wish! The floor was covered! I will never forget the sight.

I duly found a place and put down one T and made my wish and then proceeded to chat with my friends. Others came and placed their T's and made wishes, then an avatar called Manny45 arrived and said that he was going to make a number of wishes. It wasn't until a short while later we realised he was picking up the single T's one by one and putting them into his pocket! He was stealing everyones wishes! There was nothing we could do to stop him. I suppose they were laid around, and didn't really belong to anyone, but I find it so sad that anyone would do such a thing. Perhaps I am too idealistic? I dont know, but it made me very angry and sad.

Barmaid

[Reply: The incident sounds very distressful, indeed, Barmaid. But, can wishes really be stolen? To see this occurrence in a bit different, better light, consider that a wish once made has already fulfilled its purpose and has been heard. The token of that wish, in this case, an actual token, is but a representation of the wish. A wish, like your dreams, can never be stolen--delayed, yes, unfulfilled, perhaps, but not stolen. And, as the avatar in question felt the need to take those tokens, perhaps he is in greater need than others for a representation of a wish. If that avatar has no wishes or dreams for themselves, then maybe one of the wishes represented by the tokens will become theirs and they will be all the better for it. And we can wish that their wishes, too may be granted. -- The Editors]

-----  
// Announcement: Alienytes

by Femme Fatale  
-----

This message is for alienytes and non-alienytes alike. The alienytes have disbanded and are reforming. Since the new alienytes are totally different from the old we request that those alienytes who still use their alienyte handles remove whatever alienyte title you had from the front of your name.

ATTENTION: On Saturday the 20th, at 3:00 WAT the first official meeting of alienytes will be held. The purpose of this meeting will be to familliarize you with our new group, and give you a chance to ask us any questions you may have about the alienytes. Afterwards there may be an assimilation party in which we will give prospective members trial memberships into the alienytes. Contact me, Prime Alienyte Femme Fatale, through the comunity forum if you have any questions.

-----  
// Announcing: Duckolyte Raffle

by Arch Duckolyte Brains  
-----

A brand new Raffle will be kick off at the Duckolyte Benefit Auction on Friday April 19th at the Starway Stage. The Duckolytes will be holding a monthly raffle for rare items which will be announced at the benefit auction each month. Details about the auction and prizes going up for grabs, will be made available at the auction, along with a list of authorized representatives. This raffle will be used to fund Duckolyte events and activities. We are working out the final details

now on a big event which will be announced shortly.

Please join us for the fun at the First Benefit Auction this Friday at the Starway Stage. Door Prizes consisting of many rare items will be given away throughout the evening.

---

//Coming This Week:

Duckolyte Benefit Auction

by Arch Duckolyte Brains and  
Chief Duckolyte Raptor

---

The Duckolytes are very excited and proud to be bringing to you a new and wild auction starting April 19, 1995 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 there will be door prizes which will be announced soon, as well as the items up for bid.

The items up for auction are as following (but can change as new items are added):

Bag (Halloween, holds 4 items)  
Butterscotch  
Candy\_Head (Sweetie Pie,Love Ya,Lets Not,Buzz Off)  
Duck\_Head\* (rare non-vendo green)  
Fern  
Flowers (roses in vase)  
GingerBread\_Head  
Gingerbread House  
Heart Chest (hold 10 items)  
Hot Chocolate  
Lacey\_Heart Head\* (rare non-vendo color)  
Mystery Chest (filled with many rare items)  
Ornament -Ballerina (morphing)  
Ornament -Snowman (morphing)  
Ornament -Angel (morphing)  
Ornament -Gnome (morphing)  
Ornament -Drum (morphing)  
Peppermint  
Pink 74/Pink 60 Head spray (full)- Rare non-vendo  
Pink Body Spray (full) -Rare non-vendo  
Red 90/Orange 12 Head Spray (full) -Rare non-vendo  
Red Body Spray (full) -Rare non-vendo  
Rocking Horse  
Rose\_head\* (several rare colored)  
Snowball  
Snowman\_Head  
Valentine (pink)  
Christmas Wreath  
Wendy\_Head\* (painted rare gold/blonde)

The auction will be handled a little bit differently from 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.

-----  
// CHOKE REPAIR FUND GOES OVER THE TOP by Marianne G  
-----

As you can see by the diagram below, the CHOKE's repairs, are completely paid for- YEA!!! And the docs have put in the necessary IV's for free. They said it gave them practice - no one had ever had to feed CHOKE into a machine before... but the excess drain from the 3-Liter bottles that were accessed put a severe drain on it's resources. 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.

\*\*\* - 6,117T

```

(*) 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
|*| healing of wounds and you have to look forward. To
|*| 4,000T harbour 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!
|*|
~

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RAISED SO FAR: 6,117T

ESTIMATED REPAIR COSTS: 5,000T

Thanks go to MindyM, Wart, Utopia, Bog and Wolf Darkmane

-----  
// WEDDING NEWS

Data  
-----

Greetings,

People of Kymer <hands outstretched> a wedding is a festive thing and shouldn't be the center of controversey. We had good intentions when we set up these guidelines, rather that see something as beautiful as two people joining together become an issue, I'll submit the following change to our council to bring peace to our fair land.

The reception fee was nothing new, it goes back to the original guidelines of the council set in October, 1995 before any of these problems existed. I am tentatively going to interpret the 100 Token reservaton fee as an optional handling charge for the Acolyte/Ordained Avatar to handle the booking arrangements only. This would allow an avatar to bypass the Acolyte/Ordained avatar and book the locale themselves by directly E-Mailing the scheduling committee for no fee. This way, the interpretation of Oracle Teresias could stand intact.

The rest of the council must agree to this. I represent one vote on the council and there needs to be a consensus among us. I'll E-Mail this idea to the council and get a consensus on approving this interpretation ASAP.





Download LOTTO315.ZIP from the forum lib for easy ticket selection.

Contact me (Leadman) if you want to become a ticket seller.

---

// DUCKOLYTE TRIVIAMASTER

by Arch Duckolyte Brains

---

The first week of this month's championship for Duckolyte TriviaMaster was held on April 7th at Starway Stage. This week's topic was "Travel". The results were as follows:

- 1st Place: Julie S. won a rare colored Rose Head with matching paints, and Heart Chest
- 2nd Place: Cut-Me-Own-Throat Dibbler won a rare colored Lacey Head with matching paints, and Heart Chest
- 3rd Place: Duckolyte Chris Brown won a rare colored Duckhead with matching paints, and Heart Chest

This week's topic is Business. This topic like all topics in Duckolyte TriviaMaster is broadly based on all aspects of the subject.

\*\*\*\* Special Prize \*\*\*\*

This month's Grand Prize will be a very special head from the Oracles themselves. Please join us every week for the fun, and have a chance at this prize and many others as we play fast paced multiple choice Trivia.

The standings for the month of April are as follows:

Julie S.	5 points
Cut-Me-Own_Throat_Dibbler	3 points
Duckolyte Chris Brown	2 points
Jadelin	1 point

There is still plenty of time to qualify for the monthly championship. Special prizes are awarded to the top three monthly finalists.

The Monthly Champion is determined by weekly winners using the following point system:

- 1st Place = 5 Points
- 2nd Place = 3 Points
- 3rd Place = 2 Points
- 4th Place = 1 Point

"Duckolyte TriviaMaster" is held every Sunday at 7:00 p.m. WAT on the Starway Stage. Valuable Door Prizes!! Topics are changed from week to week. Weekly Prizes with Grand Prize awarded monthly. All questions have multiple choice answers, (which means that if you are terrible at Trivia Games normally, you have a chance here simply by making a guess) <smile>.

---

// WARaffle Winners

by Acolyte Lynx (CKC-CCGA)

-----  
This week's WAR Winners netted a total of 14,000 tokens, as follows:

1st place 7000 Tokens-----Arch Duckolyte Brains  
2nd place 3500 Tokens-----Athelstan  
3rd place 2100 Tokens-----Sappholyte Normala Orlando II  
4th place 1400 Tokens-----Satan

We have added Big Kahoona and Sunray DreamKeeper to the WARaffle sales staff. Welcome aboard BK & DK!!

Current list of reps.

Acolytes: Lynx (ckc-ccga), Nicci, Moria and Electra  
Mivo, Chief Duckolyte Renegade, BLD Quackers, Big Kahoona and Sunray DreamKeeper

See ya next week!

-----  
// POP CULTURE TRIVIA

PEZ Collector  
-----

Are you culturally challenged???

If not, Pop Culture Trivia is the place to be on Wednesday nights. We had the largest turnout to date for the event and hope to break the record again next week. 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	Wart	a rare Lacy heart head
2nd place	Mr. E?!	hot chocolate
3rd place	Ducklyte Askani	2 cans of non-vendo blue body/skin and head paint

The next game will be on Wednesday April 17, 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 another rare Lacey Heart head, some rare paints and some cool item still to be determined.

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 and tests the amount of useless information crammed

into your heads!

-----  
// CLOVER'S COLLECTIBLES AUCTION RESULTS

by Clover  
-----

From April 8's auction:

Item	Buyer	Sale Price
Snowball	SophS	1550
Peppermint	Lockjaw	1650
Gingerbread House	Ryoko	3200
Hot Chocolate	Krazy Kat	1350
Torgersen Teddy	Ryoko	4050
Scarlett_head*	My Name is Fancy	3200
Flowers	Ruby	2300
Paint Blue 80 (2 left)	QuietWinds	3000
Paint Red 62 (full)	Beached	850
Heart Chest	Cyberdog	1500
Rose_Head	Sunray Mage Darien-GK	2550
Wendy Head (rare color)	Lord Will	1350
Halloween Bag	Duckolyte Indica	3500
Skull (Decorative)SunRay	Mage CyberMageII	12000
Garlic	Knight Mage Jed	2100
Voodoo Doll	Arch Duckolyte Brains	1400

Door Prize Winners (Heart Chest):

Sappholyte Normala Orlando II

Dennis S

-----  
// MONDAY GHOST RACING

by Acolyte Serena  
-----

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!

Now, bout the races on the 8th of April.....

Winning one each were fancy That;) for a pink valentine, Darkhorse for a Valentine head w/ non-vendo Blue lace, Lindsey P. first time winner won her choice of non-vendo paint and Duckolyte Chris Brown won his second of the week here taking 100T's. Finally, Arch Duckolyte Brains took away some Hot Choclote. Not winning a second puts him one behind the leader now.

Winning two each, were SunRay Mage CyberMage II for 100T total, Bud Drakir won 50T and a fern (who will be keeping his other fern company), and Speed Racer X won 50T and a snowball that he didn't want! Seems the Duckolytes will have it then for their upcoming auction.

Now, what happened to our Key? Necrolyte Benny was not here this week, which does not happen often, so no key to be raced for. Benny, just try and get the key turned in to someone when you can.

For those of you who missed it, we now have a KEY\_TO\_GHOST\_RACING. You can keep it for a week, and can only win it once a month. 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.

---

// EUROPEAN GHOST RACING

by Acolyte Serena

---

We regret to inform you all that there will be no more Friday/ European Ghost Racing. If there are any who would like to take on the task of hosting the Friday games for me, I'd appreciate your contacting me at 72007,221. Please express any views you have on hosting at that time. You would need to make your event on a date when you could consistently host it at a European time frame. You would also be required to report the results of the game to myself, and the papers.

I hope that I will soon have someone to host the games, and I know they will have a hard task following Holger's act. At this time, I'd like to thank Holger for all his hard work and the continued effort he put into the event. He will be missed.

---

CHAOS, Inc.

by Marianne G

---

This past Thursday, the 11th of April, we played a new game called Twenty Clues..... kinda like 20 Questions, but I gave the players Clues, and they ESP'ed in their guesses. They were allowed one guess per clue.. but they had to get that guess in before the next clue was given. It helped to have Acolyte Milen take the answers while I gave the clues. Answers ranged Years, (1973 and 1948) to Places, to People (Bugs Bunny, Pablo picasso), to things (refrigerator, pool table)... boy did we have a selection!

I screwed up a tad on the scoring... lined paper would have helped there. But when it was sorted out, Third place was SpearaPM, Second went to Meridien and First Place to Wart. Other winners were Utopia, Anais, Swifty\_26, Uriah Heap, Damia, MindyM, and Pegasus. What, Damia wasn't in the top three? She had some ummm crashing problems that kept her out of the running this time.

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 origin, 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 in the dreamscape or at 72007,221 if you have a question or interest in this project.

-----  
// SOME THOUGHTS ON HOSTING

by Marianne G  
-----

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. Two weeks ago we started with Patience and advertising, last week we covered Rules and Preparation. This week we cover the overall finishing and closing of the events. Just a few things to think of as the players are leaving, and before you collapse from exhaustion.

I also want to state, that perhaps, before, I did not stress strongly enough, the role the Scheduling Committee Playes. 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:

#### 5) Clean-up:

Near the end of the game/event, there are a few things that you may want to consider doing. Do advertise the date, time and location of your next event. If the avatars liked your event, nows the best time to let them know when and where they can see more of it. Do remember to thank them for coming. There are more events out there then there use to be, and I know that you took all this time to make your game as great as it is, but they gave up their time to attend also. So even if you had one or two problem children, it is only proper to thank them for making your event a success by attending it.

Do remember to write up and send in your list of winners to the papers. You can reach the CLARION at 72007,221 and there is also the ESP! out there to send results to.

#### 6) Other Considerations:

When an avatar has to leave early, and have only played part of the game, what do you do? What ever it is, make sure you have it stated in advance either in the forum rules, or at the start of the event. There are a few choices, some of which depend on the game. Races and such, sometime the prize is what they race for. Therefore, nothing else is needed. At ghost racing, my rule is that yes, I give out tokens for those who come and do not win, but they have to be there at the end to claim them. If they do not stay for the end, then I do not hold the tokens for them. Sometimes, you can set an amount, I would not make it any more then 50T, or less then 10T. If they leave early, you can hand them this amount. Or you can have a policy that they have to be there at the end to win their prize, it can not be claimed later.

Many favour that last choice, if only because, if you start paying those who have to leave for whatever reason, it stops the flow of your event. Everyone has to wait till you pay out one, or more people. Some games even require that you then have to change pairings or teams if they were part of a competing team, etc... No, it is not unreasonable to not want your event disrupted by leaving players. But if you make this your rule, you want to be able to, at the start 1) tell them how long the game is expected to last, and 2) your policy, and that if they leave before the end of the game, they will not receive any prize.

Speaking of prizes, I personally prefer they don't get out of hand. Sure, we have plenty of tokens and items around if you've been here for any lenght of time, but that is not true of newbies, and also, there is always the danger of a flooded economy where the items lose all their value. Host also should realize, that unless they are receiving tokens from the players, like bingo games, that provide the pot, they can not overextend themselves. I'd like to think, and I've been proved right many a time, that the players come to the games for the social interaction, the challenge and the fun. They are not just there for the prize.

So don't think you have to be rich when it comes to those items. In

fact, you may even want to make them more special by limiting the number of them, or the token amounts you give out. If you run an exciting game, no one will miss them. Sure, you may have a whiner or two, but they are 1) Not worth going broke over 2) not the majority and 3) not the one hosting.

Make sure your players know that your rules are your rules, your interpretation, and your say goes. You can't bend over backward to try and please them all. Yes, you need to be fair, but don't let others tell you how to run your game.... it only makes it harder for you to run it.

Also, you can have games based on, what we call at CHAOS, Inc. the honor system. There are times, depending on the game, when we give the rules to the players, and tell them they are on the honor system to, perhaps, not block following (which is sometimes used for tagging), to report in when they are tagged, to not communicate in ESP with the others, etc.... I have never had any problem with it, and if you do, you can always ask the offending player to leave.

When it comes to disruptions, everyone winds up developing their own way of dealing with it, from ignoring, re-locating, rationalizing, or even just ending the event. You have to do and deal with it as it occurs, good luck to you.

In all, the more fun you have hosting, and they have attending, the more fun the event is for both. When it becomes a hassle to host, then it's time to take a little vacation..... do remember to inform the papers and the scheduling committee if that is needed. Maybe you'll come back refreshed, or find a way to do it with less problems or you'll be able to see it different. As easy as it appears to some, hosting is not all it's cracked up to be, and you should make sure you are ready before making that committment.... gee, it's almost like a marriage!

Have I totally prevented anyone from striking out into the gaming territory? I hope not, but I do hope that I've given you some things to think about. I'm sure there are lots more that I forgot to say, or that you'll find out when you start hosting. Most importantly, have fun, cause if it's not fun for you, it won't be for the players. For all of you that do put your talent, time, patience and soul on the line to host, consider this a great big THANK YOU from everyone who came and may have forgotten to express it.

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>> AND THE SURVEY SAYS

by Marianne G  
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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.

These are the last of the survey questions that had enough to use them as questions. Hoped you enjoyed the feature..... maybe someday we'll





a good afternoon snack. Twen's short life here would have ended quick had not that mysterious robed figure appeared and sent the vicious creature back into the jungle. The stranger then managed to somehow teleport Twen back onto the Argo which had docked at the city gates.

There was no sign of the Captain on board, and other than that annoying parrot there had not been much to see. So without wasting any time Twen had wandered onto the Promenade leading to the city gates. Not wanting to continue with the rather odd name he had arrived with, but still at a loss for his true identity, he had logged himself as Twen in the registration book. Since that time he had managed to save up enough tokens while exploring parts of the city to afford the transmutative powers of the NuYu staff.

And that brought him to now. Still with no clue to his identity, Twen was determined to figure out who exactly he was. Not too sure where to start, Twen figured he would finish exploring the city of Phantasus, hopefully picking up some clues on the way.

"Excuse me, are you done with the ATM?" Twen asked a lanky unicorn as he stepped up behind him at one of the two banking machines in the city.

"Sure am!" The unicorn replied in a half-whinny of a voice. "I'm Kintarra, by the way. Don't think I've seen you around here before... are you new?"

"Sure am" Twen replied while sliding his change into the deposit slot. "Is it that obvious to see?" He added with a smile.

"Heh... yeah, when you've been here for a while it gets pretty easy to spot the newest travellers to the city. At least you have a good look about you instead of that hideous appearance we all arrive with. Well, for a human anyways."

"Thanks," Twen chuckled, "You're not too bad yourself. Say, maybe you can help me Kintarra. I was wondering if you could tell me which direction it is to the turf apartment building. I thought it might be by a magic shop, but I can't seem to find that either."

"Well I hate to break it to you Twen, but they're not done constructing it yet. Hopefully it will be some time soon, though."

"What? But I've seen pictures of them... er... where DID I see those pictures?" Twen shook his head to try and clear his thoughts. He had the image of the turfs clearly in his mind from a picture he had once seen, but he just couldn't remember where he had seen it.

"You okay?" Kintarra inquired with a concerned look.

"Yeah... its just that I remembered something for a second from my past. Thats the first thing I've been able to recall sinc..."

"STOP!" The cry cut through the air and interrupted Twen. Both he and Kintarra looked down the street to where the cry had originated. A young female duck had been knocked to the ground and was trying to get back up. She cried out again, this time pointing to a large person sprinting up the street as she did so,

"STOP HIM! He stole my chest!"

Both Twen and Kintarra spotted the thief at the same time. He had a large muscular build, sheathed entirely in tight black clothes. The stolen chest was under his skeletal arm. Skeletal? Twen looked up at the face of the thief and let out a gasp of shock.

It was a skull.

A skull with cold steel eyes and a menacing snarl on its bony jaw. Since his arrival Twen had not seen such a creature, and regretted seeing him now. Truly a horrific sight to see that huge skeleton running up the street with a deadly look about him.

Especially since he was running straight for Kintarra and Twen.

TO BE CONTINUED...

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//A MAN NAMED YEN  
as told to Holger by Scheherazade

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Once upon a time, there was a man named Yen.  
He had everything he wanted, everything others thought was good.  
Yet he knew he lacked something.  
So he went to the merchant in the village, the most wise man in town,  
the most respected, and the most known for his honesty,  
and Yen asked,  
Can you tell me, What is the truth?  
The merchant thought.  
And finally answered, "I know it in my heart. But I can't put it into words."  
Stay here a year and a day, and you, YEN, will know...  
So Yen stayed for a year and a day, and met all kinds of people  
and travelled far and wide.  
But eventually the time was up, and he discovered.  
That, dor the merchant, the truth meant being honest, good and fair  
only because that was good business sense.  
Yen was not happy.  
On his travels he found a kingdom where all seemed full of joy.  
So you asked the king,  
"can you tell me the truth?"  
And the king thought, and thought, until he said,  
"I know it in my heart, but there are no words..."  
So, again, Yen stayed for a year and a day, learning what it was to  
be a king.  
And he discovered, that, for a king,  
the "truth" is finding out what is possible... Only that.  
What is possible, not necessarily good or bad,  
Yen was not satisfied.  
He still yearned for more.  
At the edge of the kingdom, there was an abbey, full of books,  
surely there, Yen thought, I can find the truth.  
And, for the year and a day, he read and read.  
Until he learned that ALL the great truths were learned long ago.  
Yen hurt.  
His head ached.  
His feet ached.  
And his mind was full of pain.  
He simply wandered into the hills.  
And a thunderstorm caught him outside a cave, where he saught shelter.  
There was silence there.

Deep Silence.  
And, very slowly, Yen realized he was not alone.  
Even in the deepest of the silent moments.  
Yen was not alone.  
But he did not know who or what was there...  
He listened.  
He learned to listen to his heart, and see beyond what  
human sight can see.  
All this he learned in the darkness of the Great Silence,  
with the being in the cave.  
Finally, it was time to go --  
and Yen broke the silence, saying,  
"is there anything I can do for you, before I leave?"  
And the being answered, "Yes, come outside with me."  
For the first time Yen saw the being he had learned so much from.  
It was so horribly ugly that it was impossible to tell if it was man  
or woman.  
All the lines of all the tears in all the world wrinkled its face.  
And all the lines of all the laughter in all the world were there too.  
And this being said, "Yen, what do you see?"  
Yen replied, I see great ugliness and great beauty.  
Then, said the being,  
will you do one more thing for me?  
"yes" said Yen, for you have given me more than I knew how to find....  
Then, said the being, Go, and tell the world I am beautiful.  
<bow>

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<<<<<<++++>>>>>>>> ADVERTISEMENTS <<<<<<++++>>>>>>>>

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// AVATARS NEEDED:

The Kymer 'Poste Restante' Service by Masked Angel

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I am relatively new to WA (about 3 weeks on and off), and one of the first problems I encountered was trying to find an Avatar again in WA. I mean, you have a quick chat with someone, they say they have to go and log off. You would like to meet them again but have no way of contacting them. You don't have their UID, and just logging inworld and ESPing seems a pretty hit and miss affair.

So I came up with the idea of a 'Poste Restante' service in Kymer. Wouldn't it be nice if you could leave a message at a known point for another Avatar - by Avatar name - that they could pick up the next time they came inworld? I thought so.

So I thought about it some more and could see a way in which it could work, and I got some Software together to help out and tested it and its looking good.

It works like this. The Poste Restante service will have Avatars on duty at a particular spot (outside the Library for instance) at predefined timeslots. These timeslots will hopefully cover most Avatars normal times in WA. Any Avatar can leave a message for another Avatar with the Duty Operator (or MAilMAster). When an Avatar enters WA all they need to do is go to the Poste Restante and inquire if there are any messages for them. The MAilMAster on duty will then give them any messages being held for them. Simple really

- and I hope a really useful service. The Software takes care of receiving, storing and handing out the mail (so the Operator doesn't have to do much except be there) and as it is all handled by ESP you don't even need to be in the same location as the MAilMaster.

In order to launch this new service, I need a core of Operators who are willing to take on a Timeslot (not necessarily every day, maybe once a week for say half an hour). If anybody is interested, could they please contact me.

Initially the service will be free to test it out and get it going, but eventually we may charge a nominal sum - say 5Ts for each deposit or collection. This money will go towards reimbursing the operators for the time they spend being MAilMasters.

I would be interested in any views on the service, and especially would like to hear from Avatars (or Organisations) interested in being operators.

Masked Angel (101705,517)

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WAMACRO ver. 2 now available

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Version 2.0 of WAMacro is now available in forum library 5.

It contains the following additions:

- Toolbar
- Comment lines
- PgUp/PgDn/Up/Down scrolls the WorldsAway message window whenever WAMacro is activated
- A "humanize" option, which tries to make the output more natural by changing the line delays depending on the line length
- Ctrl+F2 inserts the text "^{F2}", Ctrl+F3 inserts "^{F3}", etc.
- All special characters work, like the "hug" characters ("{}"), and other Alt+xxxx combinations, e.g. left arrow (Alt+0129)

Check out the updated help file for further information.

Download and enjoy. :)

Regards,  
Shaker

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

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

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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!

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>>

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// LeadMan's Sport & Event Bets

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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

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// LeadMan's 3 of 15 Lotto

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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 next jackpot.

Tickets 20T each, unlimited tickets allowed.

Next drawing Saturday, April 27th, 3pm WAT, BAR-L-BAR Storeroom.

You don't have to be present to win. Download LOTTO315.ZIP from the forum library for easy ticket selection.

Contact any of the following ticket sellers to buy tickets:

Highflyer, Sukelie, spellβin-er, The Duke

For further questions, to buy tickets with PAC (208-3) or if you want to become a ticket seller, E-Mail me at 100413,1430

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// WorldsAway Yellow & White Pages

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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 Kahoon, Necrolyte Xian SrK, Hotspot, Mr. Nice Guy or Sunray Dream Keeper.

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// Hera's Advertising Services

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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.

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// Vivid Ads

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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>>

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// WA Photography Service

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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.

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// G&G Services

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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

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// Moon Design

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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.

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// Solo Enterprises

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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.

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// Personalized WA Clocks

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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.

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// Phantasus Credit

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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.

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// Clover's Collectibles



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-->CLOVER'S COLLECTIBLES<--

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

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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.

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\*\*\*\*\*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.

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// Kymer Community Services: Information  
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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, Phantasus 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

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// Kymer Community Services: Matchmakers

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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 the Newsstand library. Come join the fun!!!!!!

Normala Kelly  
Director  
Kymer Community Services

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// Chaleur Sucr e Strippers

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Do you want to put some "sweet heat" into those otherwise cold & boring bachelor parties? If so, then consider "Chaleur Sucr e", strippers extraordinaire. Also available for birthdays, and private parties. Introductory rates now in effect.

E-Mail either 502 @ 102674,2417, or Zoran @ 102064,543

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// Duckolyte KYMER

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I am please to announce that starting this Sunday I will be hosting Duckolyte Kymer in front of Harlequin games. Games will start at 9:00pm and run until 11:00pm WAT. I will be hosting Sunday, Tuesday and Wednesday night. 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.

I look forward to seeing you there,  
Duckolyte Melissa T

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// Phantanus Dept. of Social Services: Adoption Agency

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For many months now I have witnessed the formation of many special relationships in the Dreamscape. However until now only the relationship of marriage has been recognized under Kymerian and Phantasian Law. The Phantanus Adoption Agency is now here to provide avatars and inanimate objects alike with the chance now to officiate the parent-child relationship in the eyes of Morpheus.

For everyone out there who shares a special bond with another avatar or who has that special teddy/infantar/fuzzy in their life and desires a way to make it legal we are here to serve you.

The officiating can be something as simple as a library upload or as elaborate as a wedding ceremony. It's the family's decision. =-)



will be able to pay now for credit that can be used to buy stuff later. You will be able to use it with all the existing Phantasus Credit supporters. The best feature is that you don't have to get a permanent number and go through a long registration process. All you have to do is pay me or any of the PAC helpers and you will be sent a list of supporters, your temporary number, and how much you have on your account. It's that simple. No bills to pay and no membership fees. Just the standard 9% PAC interest rates. In other words if you pay 50T, you will get 45T to spend. Another good feature is no spending limits. You can pay as much as you want.

This is not meant to replace the standard buy-now-pay later credit. With the buy-now-pay-later version, you soon will be able to take money out of your account inworld. With prepaid, you have to pay right away. More info on this is coming soon.

If you are interested or want more info, please e-mail me at 76724,3017 Imagination

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// Phantasus Credit

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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

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// Hippie Concert

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+-----+  
| 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]

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// 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

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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/Appartementes 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

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// Wheels on Fire Limo Service

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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.

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// @sk @thema Advice Column

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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 @thema is here for you! Stemming not from any professional counseling abilities but just a genuine desire to help others in their trials, @thema 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, @thema will \*NOT\* use your real or avatar name should she choose to include your letter in her column.

ESP to: Magica SunRay @thema!

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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/// Wanted: Chess Head

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Hi all! I have recently heard that there is another Chess Piece head somewhere in Kymer besides Artema's, I am desperately looking for it, if you have any information about it, or have it yourself please reply. Thank you!

CyberMage 102166,617

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/// Searching for an Avatar

---

Two weeks ago I met a wonderful woman in Kymer City!

Her name is Meri4. She is American and I am German. I cannot stay online the whole night. Therefore I would like to contact her by mail to fix a date.

Please help me. If you know her, give her my CIS address.

Axel Buese  
alias Tasario III 100305,3302

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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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// Wanted: New Club Members



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The new Club in WA.

Join now, BotF = Brotherhood of the Future  
Is the perfect base for fun and teamworking to make the live easier,

Join now and send your Id and Name and you are in the strongest. No  
cost. Just fun

Justice Willi \* BotF 101542,1446

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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

=====  
>>\*\*|\*\*< 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. \*  
\*\*\*\*\*

>>\*\*|\*\*<<

Just a short note to all of you to thank you for your support and  
kindness. The loss of my things hurt, but not nearly as much as the  
feelings I had of betrayal and violation. What you all did by standing  
beside me was show me that a thief can NEVER take my friends away (or  
my Bingo Host <G>).

The surprise party you made for me last night warmed my heart. It does  
not matter to me that another thief came and stole the stuff again.  
What does matter to me is that you all took the time to come together  
and make such an effort to do something so thoughtful.

Thanks to all of you from the bottom of my heart.

Oceanfront

>>\*\*|\*\*<<

>>\*\*|\*\*< HERO'S OF THE DREAMSCAPE >>\*\*|\*\*<

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!

>>\*\*|\*\*<<

MY HUMBLE IDEA:

Partition WA into a few different areas:

KID\_WORLD: This area is definitely "child-safe" where thievery is illegal, communications are automatically monitored for key phrases (ie: F\_CK), an Oracle or experienced Acolyte is on-duty at all times who is "armed" with the software tools to deal with those who brake the rules.. (ie: kick them out of Kid\_world and record this if it happens, say, two more times in the next month kick them out of Kid\_world for good!) FCT and a group of responsible Avatars are elected to make rules and regulations governing this area of WA to make it appropriate for family activities. (they can also DEVELOP ideas and games for kids too! Gee, thought-provoking activities for kids? WOW! )

BAD\_LANDS: This is like the current state of WA today. Some vague rules in effect but nothing really forcing people to abide by them. Freedom but not direct pervertedness. People should "behave" but "big-brother" is not watching all their moves. Warning signs at the exit of Kid-world should be posted to let them (and their parents) know that they are leaving a protected area

SINISTER-CITY: No rules apply in here! BUT: FCT should implement some sort of actual controls for who gets the "privilege" to enter here. This could be something like "CasinoLand" in Imagination. Definitely someplace we don't want "kids' entering.. but may be entertaining for many adults Sometimes we get the urge to be downright medieval . A good place to take out your anger and work off stress <g> This would require some UID controls.. like maybe a signed statement mailed to FCT stating that the user is over 18?

On top of these three areas we have TURFS Within each Turf groups of avatars may get together and make WHATEVER GOVERNMENT they wish.. implementing their OWN rules and codes of conduct. FCT could even go as far as putting Turfs in each of the three different aforementioned areas above to give some controls over the activities in them.

Finally: I strongly believe that if FCT does NOT implement something similar to this, then it will eventually fall to the forces of natural selection and fade into the sunset like Pac Man something that was GREAT in its time ..

Tad :{} <thanx for listening to this simple little frog >

This was just to show that there MAY be a way.....

Tad :{}  
-Tad Pole: {}



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 18

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!

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).

9:00 p.m. - 12:00 a.m. - Harlequin Games  
Madra Rua Bingo ..... BeauMec  
50T per card. No maximum number of cards. 25T per card for  
half of pot, with remainder going to second place. Final bonus  
game for those who play all games, with prize being a rare item.

#### FRIDAY, April 19

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).

1:00 - 4:30 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 ..... SunRay Mage Darien  
This is a mage event. The pot gets higher and higher as more  
people play. You might even be the lucky winner. If you want  
to win big, be there!

6:00 p.m. - Library  
Bachelorette Party for Tinkerbelle ..... Tonya

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

7:00 p.m. - StarWay Stage Cafe

Duckolyte Collectibles

Benefit Auction ..... Chief Duckolyte Brains and  
Chief GK Raptor-Duckolyte SrK  
All proceeds go to the Duckolyte benefit fund to sponsor future events in Phantastus. Many rare heads and items up for bid. See this week's Clarion article for special Duckolyte bidding rules. Contact hosts to place items on consignment. Door prizes!

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 20

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.

2:00 a.m. - Harlequin Games

European Duckolyte Bingo ..... Duckolyte Dan  
All bets must be 100T or over. When you arrive, please register and pay when asked.

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. - 3:00 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!

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

Mage Darien's Daily Bingo ..... SunRay Mage Darien  
This is a mage event. The pot gets higher and higher with more  
and more players. You might even be the lucky winner. If you  
want to win big, be there!

6:00 p.m. - Temple Tabernacle  
Avatar Ordination Ritual ..... Oracle Uni  
Come see the avatars ordained to marry in the Dreamscape. Our  
seven citizens are: Bog, SunRay Ann, Piemur, Arch Duckolyte  
Brains, Necrolyte Sunray White Rose, Magica Sunray @thena, and  
Sunray LumMoose-Kymer Guardian.

7:00 - 8:00 p.m. - Outside Library  
The Poetry Pantry ..... Dream Keeper  
Open Reading. All avatars are invited to read originals or poems  
by other authors. For this event, it is requested by all poems  
be 20 lines or less. Special gifts will be presented to those  
who read.

8:00 - 9:00 p.m. - Harlequin Games  
KYMER Bingo ..... Arch Sharkolyte Snip7  
Lots of fun. The game that they'll be playing is POT KYMER.

SUNDAY, April 21

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.

1:00 - 4:30 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).

4:00 p.m. - Outside Fire Room

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

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

Mage Darien's Daily Bingo ..... SunRay Mage Darien  
This is a mage event. The pot gets higher and higher with more  
and more players. You might even be the lucky winner. If you  
want to win big, be there!

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.

8:00 - 9:00 p.m. - Harlequin Games

KYMER Bingo ..... Arch Shark Snip7  
Lots of fun! The game that they'll be playing is Pot Kymer.

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.

10:00 p.m. - StarWay Cafe Observation Deck

Wedding of

Adrian Z. Goldenchild and Golden Flower ..... Acolyte Cerchen  
Reception at Bar-L Bar immediately following

MONDAY, April 22

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  
Bingo1.exe or Bingo2.exe needed to play (found at GO:CITYLIFE).

1:30 - 4:30 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 - 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.

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

Pick-3 Lotto Drawing ..... <<Joe Blowsem UP>>, Sherry  
Get tickets now for big winnings! Come for the many door prizes!

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.

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).

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 23

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.

=====/ 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!

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

