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The Editor Speaks by Rosaleah  
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Ack! Where'd that issue go?

::sigh:: We missed one. All my own fault. So \*this\* week we have a double-dose of gaming reports. And apologies from me to the hosts for not getting things done on time.

Things have been conspiring against me lately. I've been lighting candles in the Temple and fervently hoping for more Dreamtime, but, alas, the waking world will have its due and more. <F4>

So it is with deepest regret that I retire from the circle of Editors of the Clarion, and set aside, as well, the red book that has been the symbol of my dedication to the workings of Morpheus. These have always been labors of love ... and I have loved every minute of it.

And now on to the issue, before another week flies from the calendar without it!

--Rosaleah

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Corrections

by Rosaleah

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Omigosh! Last issue, we had Cut-Me-Own-Throat Dibbler married to Meridienne, instead of Meridien. Those two additional letters in the name make a big difference! They are two different people! ::whew:: Please send your congrats to MERIDIEN and Cut-Me-Own-Throat Dibbler. Thank you, and our apologies!

And while we were making boo-boos, we referred to letter writer Magier2890 as "she" instead of "he." Yes, one little letter, again, makes a big difference!

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>>\*\*|\*\*< LETTERS TO THE EDITOR >\*\*|\*\*<<

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Good Work

from Jevan

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Just wanted to say thx for the fine job you all are doing.

The paper gets better and always appears more professional. Politics are ceasing I notice and the reporting has gotten much better.

Hey... idea maybe? How about having a reference file for all auction prices....? Dunno.... I'm into fair market value and such...

Again tho... thx for your work...! Keep it up. YUYAY!

Jevan.

[reply: Thank you for the kind words, Jevan. We certainly do try to provide our readers with an interesting and informative newspaper. A reference file for all auction prices would be great to have. As the auctions grow in number and frequency, it would be quite a big job to gather all the info! Auction.database, anyone? ... A.R.]

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You're Late!

from Cosmoccat

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I would like to know where this week's Clarion is. It is now very early Friday morning June 7, and it is still not in the forum library. There are other files that are dated June 6, so I doubt it was a sysop problem.

If someone is sick or something, I'll forgive you. This time. But I have noticed that since last November, the Clarion comes out later and later and later. It used to be available for download after midnight Sunday night. Now I'm lucky if I can get it by Thursday afternoon. I

think you should pick a day and stick with it. Period. The deadline for articles is Saturday at noon. So publish the Clarion on Sunday and upload it \*before\* the sysops get there so it'll be posted in the library. If that doesn't give you enough time, make the deadline earlier. My point is that your main competition, ESP!, is available \*every\* Sunday on time. Yes, I know it's new, but the Clarion was late even early in it's life as a publication.

If you want to remain competitive, you've got to be in the competition. Get with it, guys. Re-organize, decide on what the unique aspects of your paper are, and work to make them better. The main reason people read your paper is for the event schedule. And that starts in the middle of the week right now. And it's usually inaccurate because your deadline is too far ahead. The puzzles are kind of fun, so keep them. But you really need to come up with some ideas for things that are not available elsewhere.

Sorry I'm being so tough on you, but the quality of the Clarion has dropped way down. (Kind of like the Dreamscape.) I personally prefer ESP!, but since both publications are still free, I still read the Clarion. And I do like Milen's puzzles. <G> But don't expect this cat to spend any tokens on the Clarion when inworld documents come out. But that won't be for awhile, so you're safe for now.

~Cosmoccat

[reply: Whew! You really rake us over the coals, Cosmoccat. ::ouch!:: Waking world considerations have conspired against us lately, but it is true that the Clarion is due to be available for download on Wednesday of each week. We realize that the schedule doesn't do much good if it's not there on time, and we apologize for our recent lateness. Rest assured that it's being worked on so that the Clarion will be useful to all. As for competition, it is at least this editor's sincerest hope that everyone will find something of interest to read in every publication that will see the light of day in Phantasus ... either thru the Forum, or when documents finally find their way inworld. ..A.R.]

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Menolly's Puzzle Corner

by Menolly  
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(Following is the puzzle column intended for the issue of the Clarion that failed to make its appearance last week.)

Here is the answer to last week's puzzle:-

Knowing that \*all\* the box tops are incorrect then there are only two possible combinations that are valid. They are:

BW=WW  
WW=BB  
BB=BW

or

BW=BB  
WW=BW  
BB=WW

So, if you take one marble from the box marked BW then if it's white then the first combination is true and if it's black then the second is true.

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Now for this week's puzzle:-

This is a logic puzzle, so it would be helpful to draw yourself a grid to help solve it.

A question of Taste.  
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Some of the wine experts on TV seem to become more and more extravagant in their descriptions. From the clues given below, can you work out how the five experts on recent occasions described the wines they had tasted and what unlikely taste they claimed to find in them?

Clues:

1. Basil tasted one of the white wines , though not the one to which a taster attributed a banana flavour; but it was in one of the reds that a taster found " a subtle hint of saffron", though not in the red wine which a colleague delightedly called "rumbustious".
2. It was a woman expert who used the expression "vibrant", though this was not the woman who asserted that there was a distinctly sandalwood taste to her wine.
3. After a prolonged tasting ritual, Monty emerged from a trance to suggest that there was " a nuance of leather" in his wine, but Gloria did not find hers "brisk".
4. Neither Connie nor the taster of the German white suggested that the wine was "challenging".
5. Hector was not the man who passed judgement on the French red.
6. The expert who tasted the Italian white, having rummaged through his stock of phrases, finally pronounced it "cheeky", but he did not catch any suggestion of lavender in it.

Names	Wines	Description
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Basil	Bulgarian Red	Brisk
Connie	French Red	Challenging
Gloria	German White	Cheeky
Hector	Italian White	Rumbustious
Monty	Spanish White	Vibrant

Taste  
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Banana  
Lavender  
Leather  
Saffron  
Sandalwood

Answer next week.

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Journal of the Exploration of the  
East of Phantasus

by Elly Jelly Kelly  
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DAY 33=====

After our swift exit from the Club 18-30 Archaeological sight (which some may call a sprint of blind panic) we found we had left the basin on the wrong side - putting us exactly on the other side of the basin from our original path home.

This now put us in a difficult position. Should we re-cross the basin and risk meeting our dragon...or should we press on down the northern slope and return to Kymer via the longer route? I decided it was only fair we vote on it - and everyone voted we should re-cross the basin and take the shorter route. I overruled them - because I am the leader and I don't like dragons.

DAY 35=====

Made a fantastical discovery purely by accident today - while briefly encamping for tiffin.

We had encamped in a nook beside the narrow ridge road across the mountain tops that we have been following for our return home. We had been there an hour, and were pursuing our usual leisure activities. Most of the party had got out there GameBoys and ghetto blasters and were listening to heavy metal music (all except Topsy Bowels - who just sat staring into space - still in mourning for her murdered teddy).

I had got out my whittling stick and was whittled a woggle whilst wassailing in a manly explorer sort of way. Forthero the Mule couldn't bear the noise and wandered over to the back of the nook to nibble some moss.

All was blissful, until, just as I was getting to a tricky bit of my whittling, Forthero ESPed me suddenly - causing my hand to slip and hack off the bit that was to be the crucial bit off my woggle. Damn the beast, I muttered and ESPed back testily "What is it, ass?".

"Mule" corrected Forthero, almost habitually, "You hungry?"

"What a strange question...why?" I replied.

"Only I pulled at a bit of moss and I have uncovered a pizza vendo" said Forthero innocently.

Poor Forthero. He was wildly inexperienced in the ways of the city - and was probably horribly mistaken. He had told me on the journey up that he came from the Westward plains of Dreamscape - where he and others lived in wild herds of roaming Mulavatars - living off the fat of the land, and being beasts of burden to no-one. He had only applied for the advertised job "Explorer wants Mule" because he was saving up for a VCR and needed a part-time job. "Even roaming in wild herds and living off the fat of the land can get a bit dull sometimes" he explained.

Anyway, I got up slowly - swearing to myself - and followed Forthero into the [Back of Nook] locale and preparing to give him a good telling off. ..

The screen refreshed and.....I was aghast.

Jeepers - it was the Meditation Park Picnic Vendo!

I staggered for a bit, then circled it, and then tentatively viewed every item. No, I was definitely not mistaken. It was the right vendoo alright - I even recognised the vampire-olyte graffiti on the back of it. Forthero chewed a fern, unaware and unconcerned.

"I also found some fossilised footballs" he added after I stopped reeling and gasping - and he pointed a hoof to the opposite corner of the nook where a handful of large grey flaky THINGS lay. They ID-ed as "Egg".

Then I suddenly remembered - and clapped my hands in joy!!!!

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When I was in Africa many years ago, I was shown this fascinating wasp that dug a burrow, laid its eggs in it, then paralysed caterpillars with its sting and buried them alive with its eggs. The eggs would then hatch into grubs a few days later and eat their store of paralysed caterpillars - pupate, and emerge as wasps!

This was exactly it! A dragon had been here - and dug out a hole in the mountain. There it had laid its eggs - and buried with them a supply of live food.....a vendoo of Baby\_bears!

I told this to Forthero and he was nearly sick...

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Within ten minutes more - I had assembled my team in the [Back of the nook] locale and we debated what we should do.

"Stomp on 'em until they ooze!" called out one. Forthero objected on the grounds that Dragons were endangered species.

"Run away" suggested another. I was particularly in favour of this one and was prepared to forward the motion.

"Ooooh! Let me have one!" called out Topsy Bowels. And she rushed forward and grabbed one of the eggs, which she then clutched to her breast and started to rock tenderly.

"Er...Topsy?" I said, "What are you doing?".

Topsy muttered a few incomprehensible sounds to the egg like "Iz oo baby warm den? Iz oo ickle baby going to beddie bye byes den?", etc. and neither Forthero or I could work out what she said.

We then all tried to persuade her to let go off the egg. First she stomped and shouted, then she wept inconsolably, and finally she outright refused - and there was absolutely nothing we could do.

We encamped for the night, while I pondered a way out of this predicament.

DAY 36=====

Topsy Bowels has been allowed to keep her egg. It seems to give her security and we need to take at least one back to the city to perform horrible and unethical experiments on.

I have also secretly stowed two more in a tissue lined hearts chest in my pocket. The rest have been left - with the vendo, which we cannot of course move. Everyone has had an opportunity to replace their teddies.

DAY 38=====

Owing to accidentally hitting a scree patch in a foggy spell - we have now descended the mountain much more quickly that we could ever have hoped (tho we are all a little ragged now and one of the dogolytes has developed a speech impediment).

We are now camped on a wide beach under high cliffs on the eastward side of the mountains. The weather is splendid and the only shame is that there are no do-nut or ice-cream stands, else our paradise would be complete.

We are going to stay for a few days upon request of Topsy Bowels

DAY 42=====

Woke up this morning to find Topsy Bowels gone and the shell of the egg she was carrying strewn over the beach.

We hunted the beach and surround area for pieces of Topsy and found nothing. Then we had a touching little burial service for her and planted a headstone in the sand, and we spent the rest of the day in mourning.

It was late evening when Forthero suggested we go through her possessions to check for relatives addresses, wills, etc. I agreed. However, when we opened her chest, we found, to our surprise, that it was empty except a note:

"Dear Sir Fortisquew Sir;  
By the time you read this I shall be adrift many miles out in the ocean with Morris (my Dragon). I knew the minute I first held him that you would try to take him away from me, and when he finally hatched last night and looked up at me with his big red eyes - I knew we could never be parted. So, I have built a raft and struck out to sea. We shall find an island and live together forever. I will teach him to be vegetarian.  
Thank you for a lovely trip.  
Topsy"

I pinned it to her headstone on the beach, and we left a bouquet of flowers beside it just before we left the next morning.

Forthero estimates we shall be home within a fortnight. Personally, I think I shall be glad to be home.

=====to be continued=====

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Note: In Issue 42 of the KYMER CLARION, we brought you THE ARRIVAL. The story continues in this issue, as the stranger tries to piece her memory together and find out where she came from and where she is now....

Looking around the only familiar sight she had seen so far, (the CHOKE machine), she noted a tiny label on the side of the machine. Peering closely, she read: "Property of Marianne G". An alarm went off in her aching head.... Marianne G! I know that name.... I know that Islander.... Islander.... are we on an Island? Were we on an Island? Her head just ached the more she tried to put it all together. Defeated, she slumped to the floor, and, leaning back against the CHOKE Machine, she fell into a troubled sleep....

Marianne G checked out the ice pack she had put into her new picnic basket. Yep, that would work to keep her CHOKE cold on the way home from the impound area. Submitting herself to the sensor that checked everyone entering or leaving the impound area, she made her way to where her baby was waiting for her daily visit. What was that raggidy thing at the foot of her CHOKE?? It was bigger than ferrets. Coming closer, she wondered if she should go and get help before she approached the object. Maybe it would be safer.... Seeing the impounded Chest with the Notice on it, PROPERTY OF QCC SERENA ONLY! DANGER! DO NOT OPEN! she took the time to use the copy of the key she had, to get a stun gun out of the chest. This was the impound area.... it would work out here!

Approaching her CHOKE Machine carefully, she nudged the slumping figure with her toe, as she kept the stun gun on target. The person slumped over to the floor and her face became visible. With a cry of recognition, Marianne G dropped to the ground to embrace the unconscious figure. Laying the stun gun to the side, she took out one of the special tokens, and bought herself a CHOKE. Easing the other person into a sitting position, she carefully eased some of the CHOKE down her throat. All it took was one sip of the magic elixir to bring the other around and able to grab the can to chug more of the CHOKE down her throat.... As THE BOOK OF CHOKE teaches us, CHOKE is the reason for life...

Finishing the CHOKE, the stranger looked at the one who had rescued her, and that bell of recognition went off in her head again... but something was wrong, the person in front of her was missing something. She was missing a Ponytail! Yes, the skull head should be a ponytail head! Smiling at her, the Skull head welcomed her to Kymer.

Who is this stranger? When will we find out? When will she make it into the city?

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Council of the Krewe of Duckolytes Meets, Ratifies Wing Appointments by Disco Duck, Wing, Special Projects

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The Council of the Krewe of Duckolytes met on Wednesday, June 5, to ratify existing appointments of Duckolyte Wings and to discuss other staffing matters. The Council of the Krewe consists of the Wing Commander, and the Senior Wings. Each Senior Wing is a leader on the

policy-making level, who is responsible for formulating and executing the policies necessary to implement the Constitution and Bylaws of the Krewe of the Duckolytes. Each Senior Wing is also a manager, and is primarily responsible for training and facilitating the efforts of two related Floats, each of which is supervised by a Wing.

A Wing is a Duckolyte leader who is responsible for recruiting personnel, delegating responsibilities, and coordinating the tasks assigned to a Float, or standing committee, within the Krewe of Duckolytes. Wings report to Senior Wings who, in turn, report to the Council of the Krewe.

The name of each Float and a brief description of its mission follows. Immediately behind the dash is the name of the Wing responsible for coordinating the activities of the float. In brackets behind the name of the Wing is the name of the Senior Wing responsible for training and facilitation.

Krewe Quackers (database and member information)	- Melissa T. [Mark]
Kymer Quackers (public relations and media)	- Disco Duck [Mark]
Hatchling Float (member recruiting)	- Indica [Askani]
World WideWebfoot (homepage maintenance)	- LongWalk [Jimi]
Binary Feathers (programming, macros)	- Unga-Bunga [Jimi]
Feathered Vagabonds (fund-raising)	- Proud Feather [Jimi]
Festival (special events, non-recurring)	- Dark Sun & TeaPot [LumMoose]
Fledgling(new member training)	- John Whiz [Askani]
Scrooge McDuckolytes (treasury, finance)	- LumMoose [LumMoose]
MightyDucks (security personnel, training)	- Ropes [Raptor]
Casino (games of chance other than bingo)	- Leadman [Renegade]
Bingo (existing and new kinds of bingo games)	- Open [Renegade]
Ducky Hucksters (Duckolyte Benefit Auction)	- Larry Lamb [Raptor]
Feathered Friends (Avatar Assistance)	- 502 [Askani]

In addition to the Wings responsible for Float activities, there are two Wings who are are tasked by the Council of the Krewe and who report to the Wing Commander or to the Council. Their titles, responsibilities, names, and those to whom they report follow:

Wing Liaison Officer (intergroup cooperation)	- Artema (Wing Commander)
Wing Special Projects (administrative assistant)	- Disco Duck (Council of the Krewe)

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SunRays Sponsor Creation Myths

by SunRay Knight Launce

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The Dreamcape is a place where we can walk, and talk, laugh and play. It is a place where there is fun and games. It is a place that has history and culture. The island of Kymer is what formerly was known as the Isle of Reverie and has a rich history that is yet to be discovered. It is our purpose with the Sunray Creation Myth contest to develop a mythology for the Knights of Kymer.

Mythology and Religion is of great importance to all cultures. The Dreamscape is no different. The devoloping of myths and the storytelling of Kymer's history are only the first steps in creating a deep and everlasting place for our existence. Mythology gives the people something to bond themselves to their land. The Ancient Greeks were deep believers in the Olympian gods and gave themselves a common tie between all their peoples.

With the Sunray Creation Myth we hope to have a 'composite myth' that will give the people something more to add to the mystique of this place we call Phantasus. We hope to begin a trend that will bring forth new myths that will give our community tremendous depth in our history and culture. A community is only what the people make it, we have the goal in mind to create its history so the Dreamscape can be truly ours, past, present, and future.

The Procedure for entering this contest is simple, just sit down at your computer and create a story about the Knights of Kymer and how they came to be in Kymer, and send the entry to Sunray QT Pie for judging. There will be a panel of 7 judges that will do the preliminary Judging. The top 3 entries as Judged by these 7 will then be judged by Acolyte Sunray Indigo, and Oracle Uni. Below is a sample starting point for the myth, feel free to use this example as the beginning of your story, or create something totally different.

Sunray Creation Myth...

It was night, and the only light in the skies were the heavenly stars glistening about. Then from among the shadows a new light could be seen emerging from the darkness. It was a great light that shone greater than the sun, and from that light a figure could be seen walking. This figure was incredibly strong, and wise, he walked from the light in such a manner that his wonderously Golden Armor reflected the bright light.

This figure continued to walk away from the origin of the light until the light could no longer be seen. He could see because of his armor that still had the light emanating from it. In the distance he saw a harbor, and at the harbor a city. The man decided to go forth. As the man walked through the front gates the light of his armor shone brightly and brought light to this dark town. People looked out of their windows and doors, who was this stranger? What is this light that is shining so brightly??

The answers to these questions are awaiting to be written. Your creativity is waiting to come out in the form of a Sunray Creation Myth. Please continue this story or start with your own beginning and submit the story to Sunray QT Pie at 101460,1112 by June 19th. The winning entry shall receive a very nice rare prize, at the presentations of awards on June 29th.

Sir Launce  
Sunray Sir Launcelot

"I hope this dream never ends..."

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Hispaniclyte Club Photos!

by Hispaniclyte Boricua  
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¡Saludos!/Greetings!

Vayan al foro de WA en estos días, ya podr en ver las fotos que tomamos d el club. Est en en la librer a Dreamscape Snaps. Tam bien hay un file sobre nosotros en la libreria Worlds Away Life.

Go to the WA Community Forum and check out the Hispaniclytes club photos . They are in the Dreamscape Snaps library. There is another file about us in th

e Worlds Away Life library.

;NO SE LAS PIERDAN!/DO NOT MISS IT!

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>>\*\*|\*\*< GAMES AND GAMING >\*\*|\*\*<<

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White Hawk's Roulette Kick Off

by White Hawk

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The new White Hawk Roulette game was kicked off successfully last Wednesday in the MGM Grand turf. Everyone won something every game. There were even free tokens given to the early comers. We had a minor hick-up with the host program (which has been fixed), but that only delayed things for a couple of minutes. The players also had many good suggestions for improvements to the player program. These have been reported to the programmer, so look for updates in the future. White Hawk Roulette is currently scheduled for Monday, Wednesday and Friday at 11:45am till about 1:00pm. Any unexpected exceptions to this will be reported in the In-World events in the forum. White Hawk's Roulette Player Program can be downloaded from the Plug-ins library in the forum.

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TRIVIA CHALLENGE: Rules and Winners

by Megret

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Trivia challenge is the Trivia game which is \*not\* multiple guess, you actually have to know the answers. It costs nothing to play, since it is sponsored by some very loving, caring, and relatively wealthy people who want to help make Kymer a happier place. (All donations of cash or rare items, gratefully accepted -- the cash goes to the Acolytes who buy rare items at their secret machine. ANY donations are guaranteed to go to the game winners.)

BUT -- I have learned some things in the past month that I've been hosting the game.

The game begins as soon as Megret's Madhouse opens: the first 5 people to get there get to be on the floor (thus collecting the 60T per hour) for the first set of door prizes and the first 10 questions of the game. I hope that, if you are one of the first five to arrive, you'll talk to the ghosts to find out who is there, and join in the conversation until enough have arrived to begin door prizes. I will probably not \*appear\* to be present when you arrive, since I am busy sending ESPs to assorted friends, asking them to PLEASE not ESP me while I'm hosting, and sending out ESPs to people on my "strangers" list telling them of the impending game.

Door prizes are first. To enter the door prize drawing, I ask you to ESP me the word HI, which is then picked up by a program that Wert hands out to his hosts. I punch a button, the program pops out the name of the winner. I \*do not\* just choose a door prize winner on my own -- I don't have time, it wouldn't be fair, and the door prize program is a wonderful gift to hosts!

Then the game begins and you have to register to enter -- again, this

is part of the engine that scores the game, and PLEASE do not ESP comments to me during the prelude! When asked, you ESP a \$ (that's a capitalized number 4 on your keyboard.) That is the ONLY symbol that will get you entered in the game! If you don't know how to ESP, or have other questions, there is always one person on the floor (the person I hand the door prizes to) who is my designated assistant for the evening.

Then we PLAY! And the questions begin. I try to move as fast as possible, though I will not start the countdown until I have at least three right answers. (Or I've given every hint I can think of, and there still aren't three right answers) I will NOT tell you, via ESP or any other method, whether your answer is right or wrong. And \*just\* asking me, "AM I RIGHT?" or sending me ANY other comment, immediately eliminates your answer, and replaces it with the comment, guaranteeing that your answer will be wrong! I \*do\* give HINTS, if there are fewer than 3 people with the right answer.

Then I score the questions... You see me staring blankly off into space at this point ... Sometimes for a long time, sometimes for a very short time. What \*I\* see is a screen with a list of the LAST thing everyone ESPed to me... But there are no names attached to those answers, no way to know who's point goes with what answer. I manually click on the answers on MY screen, to designate right or wrong. ONLY if it's obvious that English is not someone's native language, yet I strongly suspect they may be right -- ONLY then -- I \*may\* leave the scoring engine, and be "with" everyone long enough to scroll back and find that particular answer and the person who said it, and ask them to ESP me a definition (that's when I am blankly standing there for so long...) Then, with another click of the button on my screen, the correct answer pops up, the scores for that question are given and we move right into the next question.

At halftime, there are more door prizes and we run current total scores for everyone. Those with the LOWEST scores get to be groundstanders (thus earning the 60¢ per hour) during the second half. And we play another ten questions. Then, if there is a tie, I change the rules on you -- suddenly timing counts. ONLY those who are tied play the tie breakers. Since being the first one with the correct answer is worth 4 points, this is a very fast way to break any ties...

Of course, we've only had a tie twice in the month I've been hosting <wicked grin> ... I don't call it Trivia \*\*\*Challenge\*\*\* for no reason... On the other hand, I do try to make sure most people can at least guess most answers, but sometimes you really have to think!

Anyhow, the winners for the past week were:

Monday - 7 PM WAT

Kira chose the Mystery chest, and won a head painted in rare colors and matching body paint

Sligor took the Rosehead, painted with rare paint

Golden Knight Mysti3 won the fern and, due to some unusual circumstances, Photon got a fern, coming in fourth.

Tuesday - 4:30 PM WAT

Mary Mary won a Rosehead, painted with rare paint

Sligor chose the Mystery Chest which contained 2 snowballs and an empty can of paint.

Golden Knight Myst2 won another fern

Wednesday - 7:30 PM WAT

We ended late, and I had to dash off before I got a chance to write down the winners. When one has a hungry raccoon nibbling on one's ear, getting the "baby's" bottle is a lot more important than writing down the winners!

On Thursday night we had a spontaneous game around 8:15 PM WAT

Swiftest Mage chose the Valentine

Julianna choose the Mystery Chest, but didn't open it, so even I don't know which one she got!

PhishHead also chose a Mystery Chest, containing a Martian head, painted rare, with matching body paint.

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Duckolyte Raffle!

by Brains, Wing Commander  
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Get a chance at some great rare items! Tickets are only 20 tokens each. No limit on how many tickets can be purchased. Drawings are done monthly at the Duckolyte Benefit Auction. All profits go into the Duckolyte Event Fund which go back into the community in the form of prizes. "The Duckolyte Shell Game" is just one example of this.

The prizes this month are:

Grand Prize: Rose\_Head\* painted rare color with matching rare body paint in a heart chest.

Second Prize: Lacey\_Heart Head\* painted rare color and Ornament

Third Prize: Flowers (roses)

Raffle selections are made monthly at the Duckolyte Auction. You need not be present to win. Buy only from the following authorized Duckolyte representatives:

Jimi, Mark, Raptor, Renegade, Askani, LumMoose, Artema,  
Ropes, John Whiz, Longwalk, Larry Lamb, Proud Feather, Dan

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Monday Ghost Racing

By Darkhorse  
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These are race results for the first Monday race of June held on the 3rd of June. Due to being trapped at work, Darkhorse was kind enough to step in and run the races for me. Results are:

Race #1: Dry\_Sea\_Moss .....Kira  
#2:Horse Shoe.....Kira  
#3:100t.....Cybermagel  
#4:Boo-Boo\_Bear.....Jay Vee  
#5:Fern.....Jay Vee  
#6:Dr\_Chieu's\_Chill\_Pill + 50 tokens.....Necrolyte Xian  
#7:Non Vendo Black Paint set.....Cybermagel  
#8:Flowers.....Necrolyte Benny  
#9:Snowball.....Aule  
#10:Bronze Rose Head.....Necrolyte Xian  
#11:Valentine.....Briar Hamadryad

#12:100 tokens.....Bud Draker

See you all next Monday, and every Monday at 5 PM WAT at the turf Dreamland for your Monday Ghost Racing!

-----  
Friday (June 7) Ghostracing by Darkhorse  
-----

This months races started off great. I would like to welcome my own nemesis Mage Counselor Sidekick back, who hasn't lost his skills during his time away from our little town. If all the racers stick to the way things are going this months championship will be very exciting. Can you say race off? :)

- Race #1: Long\_Life\_Thousand\_Year\_Egg.....Jet Duke
- #2: Boo-Boo\_Bear.....King Alexander the Pompous
- #3: Dr\_Chieu's\_Chill\_Pill + 100 tokens....Wild One
- #4: Horseshoe.....Jet Duke
- #5: Fern.....Mage Counselor Sidekick
- #6: Hot\_Chocolate.....LumMoose, Duckolyte Sr. Wing
- #7: Non Vendo Pink Paints.....Mage Counselor Sidekick
- #8: Flowers.....Ansuu
- #9: 100Tokens.....Wild One
- #10: Rare colored Lacy Heart Heard.....King Alexander the Pompous
- #11: Energy\_Stim\_Suspension.....LumMoose, Duckolyte Sr. Wing
- #12: Dry\_Sea\_Moss.....Astrid

I would like to thank Chewbacca for donating to my races. It really helps, thanks. :) If anyone else wants to donate well then I'll be happy to take anything you can give....LOL

Darkhorse

-----  
CHAOS, Inc by Marianne G  
-----

Well, for Thursday, the 6th of June, we killed everyone who showed up for CHAOS, Inc. Normally, hosts don't do this, as it tends to cut down on players who show up for your event, but this is CHAOS, Inc, and we do things very differently. By the way, we invite everyone who has a taste for fun, for the non-normal, for the chaotic, to check us out every Thursday at 5 PM WAT at the turf Dreamland. Yep, that's also the turf used for Mondays and Fridays Ghost Racing so those regulars should feel right at home.

Now, for the event... actually, we gave our players a chance to act out their various deaths, while the other players asked questions to try and guess what happened. Norbix went first, in a car crash, and JayVee was the first to figure out it was due to his Sun Glasses being stolen! Pimpette strangled herself with Rawhide, Kira died in a locked car during childbirth, and Darkhorse was buried alive.

True, it may be a tad morbid. Perhaps I should let them stick with

just regular mysteries and leave the deaths for October, the month of Halloween. Or maybe we should get ready for a head race that can be spread over more than one region.... A four room turf is good for that..... a 10 room or more would be even better! With furniture you can hide items in.... if we had bottles you could fill at the fountain we could have a bottle race.... No, no, we'll just have to work with what we have and plan for the future.

Oh, the winners! Top four were Kira, third place to Pimpette, Second to Darkhorse and top honor to JayVee! We also would like to report that all contestants are recovering nicely.

-----Worlds of  
 Fortune Recap - June 4, 1996 by Acolyte Data  
 -----

Worlds of Fortune is held at a Turf inside the APARTMENT BUILDING on TEMPLE STREET (3 locales left of the Magic Shop). Go to any elevator and RIDE THE ELEVATOR to: "Worlds of Fortune". This is a 2 room turf and will have the available grand prizes in the second locale (Ghost Only Locale) for you to view and choose from. Grand Prize winners may choose from any item in the Prize locale. The games will be held in the first locale (Gaming Locale).

-----  
 We had 18 ghosts at one point in our game. I thank all of you for your participation. Worlds of Fortune is like the Waking World TV show Wheel of Fortune. A note I might make about Worlds of Fortune is that NO DOWNLOADS are required and there are NO ENTRY FEES. The rare painted Rose heads have been very popular. The champs get a choice of a rare painted Rose head plus the body spray that matches, a fern, a vase of roses, a snowball, a heart chest or hot chocolate and now, rare HEAD SPRAYERS! (all rare prizes). If you win, please be sure to stay around for the championship rounds.

A special thanks to Milen and Indigo for helping this week.

This weeks winners are as follows:

	Name	#Tokens or Item Won
Round one	Meridienne*	-100
	Kira	-50
	Charity Case	-50
	Cassandra Kane	-50 T (Ghost Winner)
Round Two	Wishing Star	-25 T
	Duckolyte Mage Karnage*	-100 T
	Handy-Kymer Police	-25 T
	Meridienne	-50 T (Ghost Winner)
Round Three	Texas Snowflake	-25 T
	Lady Rebel*	-100 T
	Cassandra Kane	-25 T



	Meridienne	-50 T (Ghost Winner)
Championship	Meridienne*	- Gold Rose Head/Pink Body
	Duckolyte Mage Karnage	-25 T
	Lady Rebel	-25 T
	Kira	-50 T (Ghost Winner)
Ghost Champ	Cassandra Kane*	-Pink Rose Head/Green Body
	Meridienne	-25 T
	Kira	-25 T
	Kellye J.	-50 T (Ghost Winner)

\* - Designates Round Winner

Thanks again to our contestants and hosts who made this game a success!

-----  
Worlds of Fortune - June 11, 1996

by Acolyte Data  
-----

We had 19 ghosts at one point in our game. I thank all of you for your participation.

A special thanks to Milen, N. S. White Rose and Sunray Love for helping this week.

This weeks winners are as follows:

	Name	#Tokens or Item Won
Round one	Roxie	-25
	Meridienne*	-100*
	Fancy	-25
	Lady Dimandra	-50 T (Ghost Winner)
Round Two	Lord Will	-25 T
	LumMoose	-25 T
	Kira*	-100 T
	Mighty Mike	-50 T (Ghost Winner)
Round Three	Swiftes Mage	-25 T
	Proud Featherl	-25 T
	Lajolla*	-100 T
	Roxie	-50 T (Ghost Winner)
Championship	Meridienne	-50 T
	Lajolla	-25 T
	Kira*	-Organic_Pear
	Megret	-50 T (Ghost Winner)
Ghost Champ	Roxie	-25 T

Mighty Mike	-25 T
Lady Dimandra*	-Bronze Rose Head w/Body Spray
Swiftly	-50 T (Ghost Winner)

\* - Designates Round Winner

Thanks again to our contestants and hosts who made this game a success!

The next game will be Tuesday, June 18, 1996, at 7:30PM WAT, Apartment building, located on TEMPLE STREET. Ride the elevator to: "Worlds of Fortune". TURF WILL OPEN BY 7:25PM WAT See you then!!!

-----  
 June 3 Clover's Collectibles Auction Results  
 -----

Candy	Grim Reaper		800
Ornament Dove	Artema-Guardian of Kymer	5000	
Ornament Bulb	Artema-Guardian of Kymer	5000	
Snowball	Enya		600
Rose Head	LumMoose, Duckolyte Sr. Wing	3000	
Snowball	Artema-Guardian of Kymer	750	
Flowers	Kaiserfuchs	1000	
Turkey Drumstick 00	lil' angel		25
Ornament Teddy	Brains	2500	
Fern	Artema-Guardian of Kymer	1500	
Rose Head	Mufasa	1750	
Rose Head	Necrolyte Vadim	1500	
Ornament Angel	Berry	2000	
Fern	Grim Reaper		1400
Hot Chocolate	Duckolyte Cyrus N.	1000	
Rose Head	Necrolyte Vadim	2150	
Lacy Heart Head	Koa	1500	
Ornament	Sunflash	2000	
First Prize	Dreamscaper		3600
Wendy Head	Mufasa	650	
Lacy Heart Head*	Lag O'Morph		3100
Baby Bear	SunRay Ann		2000
Baby Bear	Artema-Guardian of Kymer	1750	
Heart Chest	Kaiserfuchs		1100
Lacy Heart Head*	Mufasa		500
Martian Head (Rep)	Artema-Guardian of Kymer	1000	
Hot Chocolate	TexWilly Wonka	600	
Rose Head	Necrolyte Vadim	2150	
Snowman Head	Artema-Guardian of Kymer	5000	
Teresa Head 00	lil' angel		19
Flowers	Teen Idle	1200	
Candy Head	Oceanfront		2200



3rd Race	Rare Gold Paints	Darkhorse
4th Race	Fern	Unga-Bunga, Duckolyte Wing
5th Race	Valentine	Briar Hamadyard
6th Race	Hot Chocolate	Ansuu
7th Race	Snowball	OM
8th race	Flowers	Briar Hamadyard
9th Race-Head race	Rose_Head*	Ansuu
10th Race	100 Tokens	Raindrop

Monthly Standings:

4 WINS: Unga-Bunga, Duckolyte Wing

3 WINS: OM

2 WINS: Davy  
Dedannan SrK  
Raindrop  
Ansuu  
Briar Hamadryad  
Darkhorse

1 WIN: Passion  
szivarvany

At the end of the month, our winner will receive a Smiley head created by the Oracles as a prize. It is specially engraved for the occasion. There is still plenty of time to race and win, so join LumMoose and the Krewe of Duckolytes on Sundays at 7:00 a.m., prepared to race and win!

-----  
Duckolyte Trivia Master - June 2 by Disco Duck  
-----

The first week of this month's championship for Duckolyte TriviaMaster was held on June 2, at the Duckolyte turf, Duck Hunt. This week's topic was "Duck Soup", assorted facts from everywhere, put together by a Duck. <g>.

First Place - Julie S  
Second Place - Cut-Me-Own-Throat-Dibbler  
Third Place - @Dark Sun@, Duckolyte Wing  
Forth Place - Jayvee

The Krewe of the Duckolytes congratulates this week's winners!

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

This month's Grand Prize is a very special head from the Oracles. Following are current standings for the month of June:

Julie S - 5 points  
Dibbler - 3 points  
Dark Sun - 2 points  
Jayvee - 1 point

The month is young, the prize is terrific, and the satisfaction of being a monthly winner is immense. Don't miss out! Join Brains, Wing Commander, the Krewe of the Duckolytes and other hopeful

competitors in the turf Duck Hunt on Sunday, June 9, at 7 p.m. WAT.

---

Duckolyte Trivia Master - June 9

Disco Duck

---

The second week of this month's championship for Duckolyte TriviaMaster was held on June 9, at the Duckolyte turf, Duck Hunt. This month's topic is "Duck Soup", assorted facts from everywhere, put together by a Duck. <g>.

We started by giving away six rare door prizes. The week's TriviaMaster winners were as follows:

1st - Julie S.  
2nd - Kewl  
3rd - Jadelin  
4th - Unga-Bunga, Duckolyte Wing

The Krewe of the Duckolytes congratulates this week's winners!

The Weekly game prizes are as follows:

1st Place: Rare Colored Rose Head with matching paints, and Heart Chest  
2nd Place: Rare Colored Lacey Head with matching paints, and Heart Chest  
3rd Place: Rare Colored Duckhead with matching paints, and Heart Chest  
4th Place: Choice of either Fern or Vase of Roses (flowers)

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

The prize this month will be a Smiley Head especially engraved from the Oracles. The standings for the month of June are:

Julie S.	10 Points
Cut-Me-Own-Throat-Dibbler	3 Points
Kewl	3 Points
@Dark Sun@, Duckolyte Wing	2 Points
Jadelin	2 Points
Jayvee	1 Point
Unga-Bunga, Duckolyte Wing	1 Point

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

This is the second week of the month, so there is still plenty of time to qualify for monthly prizes. The month is young, the prizes are terrific, and the satisfaction of being a monthly winner is immense. Don't miss out! Join me, Brains, Wing Commander, the Krewe of the Duckolytes and other hopeful competitors in the turf Duck Hunt on Sundays at 7 p.m. WAT.

---

WARaffle Results: June 9th

by Lynx

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1st place 6500 Tokens Horst K. Bibo  
2nd place 3250 Tokens Elric Von Melnibone

3rd place 1950 tokens Acolyte Cerchen  
4th place 1300 Tokens Sunray Ann

And a warm welcome to our newest rep. Necrolyte SKY TOWER.

-----  
WARaffle Results: June 15th by Lynx  
-----

1st place 6250T GermanGiant  
2nd Place 3125T Imagination  
3rd place 1875T Cut-Me-Own-Throat-Dibbler  
4th place 1250T Sunray Knight Lionheart

Next weeks drawing is Sunday 2am WAT at WARsun Inc. See you there!

-----  
MatchMAYkers Date! Bionic Woman  
-----

EDITORS NOTE: In May, the Bloodline ran an event one night called Match MAYkers, based on the old TV Show, The Dating Game. We kept the contestants up in clouds till they could be seperated, so no one knew who was asking the question, or answering, (as they were relayed by the hosts) until the choice of date were made. We asked the contestants that played to write up their experiences, and following is the second we are presenting in the CLARION. We are doing them in the order they came in, if you haven't sent yours in yet, please do... amazingly, we now get to hear Bionic Womans side of the date she went on with Freud! (His side was given last week).

.....

On a lark, I popped into the MatchMAYkers "Dating Game" turf just to watch, thin king it'd be a laugh or two. Marianne G was hosting, assisted by Acolyte BLD St alker and BLD Quackers. While watching the participants who asked questions of three avatars hidden in another room, I got caught up in the fun and esp'd Mari anne to see if I could join in.

She arranged for me to ask questions of three hidden bachelors. I asked them al l four questions, and they all answered so well it was hard to make a choice. T he two I did not select were brought out first. They were very gracious, and ea ch was presented with a rare item. Finally, the bachelor I chose came out -- a charming fellow named Freud.

Acolyte BLD Stalker escorted us to the special date location -- The Tunnel of Lo ve. Wow! What a surprise! It was a 3-room turf made to look like a waterway t hroughout, and was decorated with rare items such as ferns, rose heads, heart he ads, heart chests, and Kymer Komfort. We were told we could split the items and keep them!

Stalker then left, and Freud and I had a great time talking and exploring the tu rf. He turned out to be a very intelligent and interesting guy, and I invited h im to esp me anytime he's inworld.

I'd recommend MatchMAYkers to anyone!

Bionic Woman

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

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

-----  
Poetry Corner

by Moonlight Knight  
-----

Hello fellow Kymerians! The days are getting long so here's a poem that'll suit it perfectly:

"Days"

-----

They come, they wake us  
Time and time over.  
They are to be happy in:  
Where can we live but days?

Ah, solving that question  
Brings the priest and the doctor  
In their long coats  
Running over the fields

That was a short poem, so here's one about nothing : )

"Rain"

-----

I put my mouth  
Close to running water:  
Flow north, flow south,  
It will nat matter,  
It is not love you will find.

I told the wind:  
It took away my words:  
It is not love you will find,  
Only the bright-tongued birds,  
Only a moon with no home.

It is not love you will find:  
You have no limbs  
Srying for stillness, you have no mind  
Trembling with seraphim,  
You have no death to come.

Keep those poems comin'!

Moonlight Knight

-----  
Never Before

by Cyber Electric  
-----

Never before,  
Have I loved in such a daze,  
Each moment spent with you,  
Is a dreamlike haze.

Never before,  
That what our love is worth,





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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//Matchmaker service Kage Solo and Kaylam Solo

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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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//LeadMan's European Collectibles LeadMan

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Weekly auctions of rare items that are not available in vendos at European times!

We are accepting consignment of rare items for future sales. We charge 10% for items placed on consignment. If you have rare items you wish to place on consignment, please contact the following avatars inworld or via E-Mail

Mage LeadMan 100413,1430  
Necrolyte Little Princess-LMW 102310,2123

We need the following information:

- \* Avatar Name
- \* User-UID
- \* Item Name
- \* Minimum starting bid

---

//Personalized WA Clocks Alienyte Wyld Carde

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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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//Clover's Collectibles Clover

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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  
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.

---

//Couple Counseling Center Sunray Mage Darien-GK and QuietWinds

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Hello fellow Kymerians! Is your marriage in shambles? Life in distress? Or just seeking good advice, come to CCC! The Couples Counseling Center is open and ready to take our first customers! If you have any questions you can E-Mail me at 70004,2324 or ESP Sunray Mage Darien-GK or QuietWinds inworld. You can also schedule appointments at that time, if you are ready to. This is completely confidential. The information that passes in those halls are between the counselor and the customer. If you would like to stay anonymous during the meeting, I can meet you at a neutral locale and talk to you as a ghost. Our fees are 50T per 15 min. Which is quite reasonable. We guarantee success or your money back!

---

**\*\*WHEELS ON FIRE LIMO SERVICE\*\***

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Hi. I'm Karynda, your worlds away ride (as in wheels) Need to get somewhere \*FAST\*? Need to find that item or place? Want to whisper with that special someone without the hassle of driving?

Price: I work for tips (as in tokens)  
Hours on Duty: Whenever I can

For all you politicians and lovers, talk and gift giving will be held in the strictest confidence!

Esp me and I'll come to you!  
Excuse all the names <F8>: Karynda, Karynda2, Karynda3, Karynda4 or Karynda5 <F7>

---

//Duckolyte Kymer with Melissa T Melissa T

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Ever find yourself wandering around late at night, wishing you could find a Kymer game? Ever get stood up by the special someone, and have nothing to do inworld?

Well, you can come to Mel's Parlor in the turf building. I host Duckolyte Kymer with Melissa T on Sunday, Tuesday and Wednesday nights at 9:00pm WAT. Drop in, and you could win one of our large

pots.

---

//Vivid Ads

Joe Blowsem UP

---

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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//WorldsAway Yellow and White Pages

GermanGiant

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

---

//Turf-Mart

Badgerette, Rudolfo, Happy Little Trees

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\*Do you feel aggravated when the pawn machine only gives you a few tokens for something that cost you 400?

\*Do you live in a turf, but the pawn machine is clear across WA? Turf-Mart is in a very convenient location and we ALWAYS pay more than the pawn machine!

We buy & sell used items and also have rare items such as rose heads & valentine chests! We offer a Lay-A-Way plan for those who would rather make payments on some of the more expensive items.

\$\$\$ Whether old or new...we are here to make buying that special item easy to do. \$\$\$ So for the best prices in town, shop at Turf-Mart! LOCATED in the "TURF-MART" turf!

ESP Badgerette, Rudolfo, or Happy Little Trees

---

PLAY BINGO WITH NICOLE

---

Wake Up WA with Nicole's Jackpot Bingo! Wake up and win some t's or a

rare prize. Bets are 120 full bet 70 for half bet. The more people the more the t's. At Harlequin Games -- Beginning at 9am - 11am Daily. \*Also\* come get ready for bed with Nicole's Nightly Jackpot Bingo starting at 10pm till whenever you just can't press BINGO any more!!!

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COMMUNITY NOTICES

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NUbie YUniversity

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**\*\*Turn newbiehood from a week to an hour\*\***

Thursdays 6 to 9 am WAT TURF: School -- More hours available soon!

Learn the basics:

- Your way around with a tour
- Turn, Walk & Stand where you want
- Worlds Away Economics
- The 3 W's of getting help (Who, When & Where)
- How to avoid stealing and being stolen from
- Donations gratefully accepted <F7> now or later

Owner: Karynda, Karynda2, Karynda3, Karynda4 or Karynda5

Partner: Sejanus

Teachers: To be listed soon

---

//Coolytegang Forming

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HI \*PaRtY aNiMaLs\*!

We're searching for new members for the Coolytegang!

As a Coolyte, ya make parties and have sUnNy fUnNy FUN!!!

To become a Coolyte, download the application form "COOLYTE.TXT" (English/German) from the "WorldsAway Life" section in the WorldsAway Forum.

Be an PaRtY aNiMaL and join the Coolytegang!

For special questions or to become a Coolyte e-mail to Coolyte Boss IN-T, 101654,1320

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//Duckolyte Information Available

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Duckolyte Info: The Krewe of the Duckolytes is founded upon the historic carnival traditions of role-playing, fun, entertainment, celebration, benevolence, and good citizenship. Our motto is: Friendship, Fun and Benevolence. If you are interested in becoming a member, please download our application (duckap.txt), Constitution, and Bylaws, all located in the Worlds Away Life section of the forum library.

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//Kymer Community Services Information Packet

Normala Kelly

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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, Phantastus 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 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

-----  
//Phantastus 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 Phantastian Law. The Phantastus 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/infatar/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. =-)

If you would like to book an appointment or have any questions please email me at 102212,1117 or reply to this via forum message.

Phantastus Department of Social Services:

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

-----  
//WAMacro  
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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.

Regards,  
Shaker

---

//HELP WANTED

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Use your skills and talents inworld to earn good tokens! I am looking for PSYCHICS, TAROT READERS, ASTROLOGERS, NUMEROLOGISTS, RUNE READERS-any and ALL KINDS of DIVINATORY EXPERTS--- e-mail me at 104141,160 and tell me a little about what you do!

Creiddylad

---

//Investors Needed

by Nicole2812

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Investors Needed - No gimmicks- Need people who would like to profit with little work, but will be involved in a new and exciting development. For more info contact me in world Nicole2812 or email me at 72274,101

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LOST/FOUND/BUY/SELL/TRADE

---

WANTED: SOLDIER ORNAMENT

I am very interested in obtaining a "Soldier" Christmas ornament. (I am also interested in the "girl in red dress" ornament, but a "soldier" takes priority.) I have some rare items to trade, and am trying to save my tokens as well (how 'bout an installment plan?). Please contact me, Cassandra Kane, at 75207,2054 if you are interested.

Thank you very much!

---

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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Any spare rare teddies? I'm looking for a Torgersen Teddy, and a few Baby Bears. I will pay well for them, and maybe trade some rare heads for them. If u have a Torgersen Teddy, or a Baby Bear that I could buy, e-mail «Joe Blowsem UP» at 73357.1576 with your name and the price.

Thanks,  
«Joe Blowsem UP»

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TURF NOTES

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TURF RENTALS  
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Need somewhere to host a game?

Taking a date out for the evening but have no home to bring him/her back to?

Have a special event and just need to rent a turf for a few hours?

I have a 2 room turf that I am willing to rent out for just 30T an hour. To make a reservation ESP me -- BADGERETTE

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==/ 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

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

