	1 1			
	1 1			
Volume One, Issue Twenty-Two January 9, 1996				
Published by and for the Avatar Citizens of the Island of Kymer in the City of Phantasus in the Dreamscape Kymer Clarion Editorial Board: Acolyte Brynne Marianne G Acolyte Milen Acolyte Rosaleah Acolyte VIQer BLD Stalker - Staff Photographer !*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*				
<pre>FEATURES /~/ The Editor SpeaksAcolyte Milen /~/ The Knights And Sunrays Of KymerAcolyte RavenwhyteAcolyte Sunray Indigo and Acolyte Ravenwhyte</pre>				
COMMENTARY -=- Saying "Hello"Vampire				
<pre>GAMES AND GAMING >*< Game Reports] >*< Ghost Racing Report] Monday Race Results]Acolyte Serena European Ghost Racing ReportHolger >*< Register Now!] >*< Chaos Inc] >*< Kymer Family Feud] >*< Where Am I?Necrolyte Xian >*< WARaffle ResultsAcolyte Lynx</pre>				

POETRY CORNER

+-- Spellbind.....Anonymous DEPARTMENTS [#] As Seen On The Street [#] WEDDINGS i&i Getting Married In Kymer.....Acolyte Sunray Data i&i Announce Your Wedding Here!.....Khai Joybringer i&i Wedding Announcements.....Soon to be Married Couples [#] Schedule of Events, Jan 3-9....Collected by Acolyte Brynne [#] "!" Items Wanted "!" Community Notices "!" Help Wanted/Investment Opportunities "!" Businesses and Services [#] How to Publish Articles and Place Advertisements..... ... Editorial Board

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

/~~~/ /~~~/ FEATURES /~~~/ /~~~/ /~~~/ /~~~/

- The Editor Speaks -By Acolyte Milen

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

ACOLYTE MILEN 76361,3216

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

This issue of the Clarion has a few graphic changes in it. We've experimented a bit in the past few issues with different ways of presenting the information. I've attempted a few more changes with this issue. If you like them, be sure to let us know! (Preferably in triplicate.) If you don't like them, then one copy will do. Don't feel any pressing need to mark it "High Priority" in that case, however. <grin>

/~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/

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

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

MISSION STATEMENT

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

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

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

A BRIEF DESCRIPTION OF THE KNIGHTS OF KYMER

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

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

GOALS AND FOCUS

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

It is in the best interest of the community, the founders feel, that each "spoke" of the Round Table engenders involvement through creativity. The founders have no desire to establish any Guilds which force one group of Avatars' will or whim on other nonconsenting or unaware Avatars. The founders pass no judgment on these types of activities; they simply feel that the seats of the Round Table comprise a sphere for creatively oriented projects (with the exception of the Games and Entertainment Guild). These types of events will evolve from within the community, and will, at times, be enjoyed by many.

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

ON BECOMING A KNIGHT OF KYMER

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

MEANING OF NAMES AND TITLES

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

/~~~/ /~~~~~/ /~~~/

GUILDS, EARLY FORMATION

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

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

/~~~/ /~~~~/ /~~~/

**The Arts Guild

To promote interest in the art of Kymer and Phantasus, to encourage and sponsor art programs for the citizens of Kymer, to share Avatar art, both scanned and computer based, and to share ideas and art for turf interiors and turf design.

**The Astronomy Guild

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

**The Bards of Phantasus Guild

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

**The Bridges Guild (Handshaking across groups in Kymer)
Suggested goal: To promote understanding and communication
among and between the various groups in Kymer.

**Exercise and Movement in Cyberspace

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

**Frontiers of Consciousness in Cyberspace

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

**The Games and Entertainment Guild

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

**The Majik Guild

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

**The Mythology and Ancient History Guild

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

**Other Kingdoms Association

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

**The Poetry Guild

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

**Vision Quests

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

/~~~/ /~~~~/ /~~~/

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

BACKGROUND

Ancient literature speaks of our physical life on the planet as the dream from which we awake in sleep or at death. But that was before cyberspace. . . . We have channeled our creative energies through the limitations of our minds and bodies for tens of thousands of years. We have survived the rise and fall of civilizations, constantly grasping for a utopian society, ever reaching for more. As we draw to the end of this millennium, many limitations of our past history are dissolving. Our world-wide communications ability and media awareness has increased beyond what we dreamed possible - even in recent decades. Through technology, our powers of instant communication are god-like compared to a century ago. And through technology, our powers of global self destruction take no more than the press of a button. With widened eyes, we watch the globe shrink into an overgrown village. Transitions are thrust upon us faster than we can comprehend. So we struggle; we struggle to survive. Our left brain is so overwhelmed with a constant barrage of information that our right brain cannot keep pace -we experience "system overload." Technological advances during this age have over-supplied our left brain with more efficient means of delivering information. These advances have not, however, supplied our right brain with tools to assimilate the information. Television and film serve to occupy the right brain's need for spatial stimulus and are therefore very popular. These vehicles, however, act more as a Band-Aid or suppressant, rather than balancing the left brain overload. But even though the globe is shrinking and we are drowning in information, we are still a people, repeating our basic human nature both individually and in groups. We still love passionately. We still fight our enemies and seek to overcome our obstacles no matter who or what they may be.

HUMPTY DUMPTY IN THE TECHNICAL AGE

Now the power of technology has

catapulted us into a different arena. Once our concerns reached only as far as our village boundaries. Now we join millions of people as we simultaneously witness world events - while they happen. A brave new world rushes at us with demanding intensity. We perch upon this great wall of information like the fragile Humpty Dumpty, staring in numb panic at the ground below. From the same perch, we strain to grasp the missing key - a way to put it all together, a way to fit all the disparate pieces into one integrated picture. But in our earnest grasping, we lose our balance and teeter at the edge of falling to the place where all the king's horses and all the king's men cannot put the pieces of us back together again.

ENTER CYBERSPACE

The Dreamscape, ahhh, the Dreamscape. Now we are propelled into the cutting edge of a new world frontier - the developing universe of cyberspace. We have not yet begun to discover what potential lies within this frontier. Cyberspace is a universe which exceeds our former human abilities of communication. It offers a balanced arena for delivering information, and it satisfies our right brain's need for a creative and spatial outlet. Even fifty years ago, we didn't dream of having multiple, private, one-on-one conversations at the same time. Fifty years ago, we could not imagine choosing to become a ghost or a visible individual at will. Fifty years ago, we could not visualize the possibility of sharing simultaneous moments with people from opposite ends of the world. Fifty years ago we could not imagine the extent to which we would forge deep, powerful, and lasting bonds with people whom we had never seen. All the world's past and present political ideologies, the great religions, and the scientific priesthood are limited by time and space. Earth itself is confined to revolve through time and space as a mote of dust in the greater pattern of the near-infinite universe. But here in the Dreamscape our awareness of each other is direct and unencumbered, with no interference from our material environment, our physical covers, our appearance, our wealth or job or social status. All our customary limitations are removed from us. We can be as we have always dreamed. We can be someone completely different from how we perceive ourselves in the waking world, or we can just be ourselves, with expanded capacities. The possibilities open to us are limited only by our own minds and imagination. The Dreamscape can provide creative avenues and mysteries we have not yet explored. Our imagination can run free and high. Let the Dreamscape be the platform for our discovery of a whole new awakening. It is our world, our world to build; it is in the hands of us, the Avatars of the Dreamscape.

THE KNIGHTS ARE COMING

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

OUR DREAMS CAN COME TRUE

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

/~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/ /~~~/

---== COMMENTARY ===---

COMMENTARY by Vampire: "Saying 'Hello'"

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

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

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

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

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

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

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

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

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

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

GAME REPORTS by Acolyte Serena

You don't have to be a writer for the paper to have your game results published! If you run a game or event, and want the winners to see their name in print, send us the event results! You know we love hearing from all of you! If you know you're going to host an event and wish to send an advance description, press release on that event, send it on in! Make sure you do it well enough in advance so we can help you publicize it.

GHOST RACING REPORT

Holger and I have some special news to announce. The monthly prize this month for the ghost racing champ of January will be a King Tut head! Yes, the Oracles have let us know in advance that they will be providing us with two of these heads specially engraved for the race champs. One will go to the champion of Holger's races on Friday and one will be presented to the monthly race champ of the Monday games hosted by Acolyte Serena.That means one head will be won on January 26th and one on January 29th. Stay tuned to the Clarion, or come to the races to see the winners.

>*< >***< >****< >****< >***<

MONDAY RACE RESULTS by Acolyte Serena

The cloud in front of Isle Caribe was full to busting. At one point, there were 43 ghosts in that cloud all hoping to come down and race for a prize. No wonder people kept falling out of there. We may have to seriously look into putting a mattress down under it, so no one is seriously hurt if they fall.

Winning their first race ever were Mage Sailor Jupiter who won a hot chocolate and Inazuma who won a teddy. The funny thing is, the teddy was named Amuzani. It seems they were fated to be together. Also winning a race was Mage Actin who took home a Xmas Elf Head and Passion scored 50T.

Winning two races each, making them all tied for the lead at this point, were Huckleberry for 100T, Necrolyte Xian for 50T and a snowball, SKY TOWER for some paint, 25T and an orchid and Utopia winning 100T and a Xmas Elf Head.

Winning small tokens of appreciation for coming were Brooms, SunRay Knight Mage FineDude, Beautiful Snowy Tamara, *freeyourmind*, Mage Shnee, Necrolyte Vadim (who is donating it to a newbie), Paladin Artema-WA Guardian, B'elanna Torres, Y.T., Wolf Darkmane, Princess Cuddles, Carina, Supel, Chanel#5 and Destiny. I'd like to thank all those who attended and continue to make this one fine game to host.

>*< >***< >****< >****

EUROPEAN GHOST RACING REPORT by Holger

The first European Ghost Races were held in front of Isle Caribe on

Jan. 5th, 1996.

Winning two races each were Soltron (who won a few Tokens and the head race this week), Mellow-D (he won a snowball and an EPROM), and Dedanann (who won 150 Ts in two races...). Thanks to Dedanann for donating another snowball for an additional race! (Raising High won it)

Following racers were successful in one race each: Snowsprite got a Hot chocolate, Simon won some flowers, Knight Eclectus took home 60 Ts and Christopher Storm got a Trophy!

FlyingHi, Aljechin, Friendly Fred, Smitty and Beavis got a few Tokens for coming !

Thanks to ALL for playing !

REGISTER NOW! by Marianne G

The Bloodline is working on a talent show of sorts, and you are the contestants! Contestants can compete in any number of the competitions. Contests and dates are:

TO BE HELD JAN 14th AT 5 PM WAT AT THE STARWAY STAGE:

1) Singing - Songs must have a familiar melody, so all can recognize and sing along with the song, but, the songwriter should change the lyrics to reflect life on the dreamscape. Songs can be about the city, Morpheus, dream of your choice, but something to do with Kymer and our life here. Example, to the tune of New York, New York.

Start spreading the news, I'm leaving today, to make a brand new start of it, Kymer, Kymer.

These cramped argo blues, are starting to fade, I want to be a part of it, Kymer, Kymer.

I want to dream in a city that never wakes, To find I'm monthly race champ, top of the heap!

These vagabond shoes, are longing to stray, right to the very heart of it, Kymer, Kymer.

If I can dream it there, I'll dream it anywhere, It's up to you, Kymer, Kymer!!!

{applause}

Contestants will be judged on song and content (this is why you must make sure it's something they know the melody of so they can sing along and appreciate the song), and presentation.

2) Story Telling - contestants must have a story to tell that lasts no less then 5 minutes, and no longer then 10 minutes. A two minute warning will be sent to the contestant as they near the 10 minute mark. Stores should be about, (you guessed it), the dreamscape and our life here. Contestants will be judged on story content and presentation. TO BE HELD JAN 21st AT 5 PM WAT AT THE STARWAY STAGE:

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

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

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

!!IMPORTANT NOTICE!!

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

!!IMPORTANT NOTICE!!

CHAOS, INC. by Marianne G

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

Top winners were Gillian and lil'angel, coming in close behind were Mage Actionizer, Utopia, and Mage Omnivar, and also playing and none too shabbily were Duckolyte Mage Scutter, Athelstan, Samson, Athelstan, Pegasus and DAYDREAM. Thank you all for coming.

!!IMPORTANT NOTICE!!

All those who have a game plan and wish to try it out at CHAOS, Inc or those who have previously submitted game ideas, contact me at 72007,221 to schedule a date when you will be able to host it at CHAOS for all to help you try it out!

!!IMPORTANT NOTICE!!

KYMER FAMILY FEUD by Marianne G

This was to originally be a CHAOS event, but this is too big even for CHAOS, so it's been turned over to the Bloodline to host in February. It's based on Family Feud, and team play will be necessary. There will be weekly games, with the last game of the month to determine the winning team.

To host this game, survey questions must be provided by members of the dream, and that's everyone out there. You will see these questions posted here, and on the board, and we ask that you respond to as many as possible. Use your CUT and PASTE to put the questions into an E-Mail, add your answers, and send them in to me at 72007,221 and thanks in advance for your help. The questions are answered, and for the most coverage, some may appear in more then one place. Please use the numbers to insure you have not answered the same question more then once.

This is on the order of, "with 78 kymerians responding to a survey, the top answer to this question ????? was?", so please, no essay responses, keep your answers to a few words :D Also, please don't discuss your answers with others, as I hope that the teams who play have not taken their own survey on the questions :D

SURVEY QUESTIONS:

1) My favorite organized activity in Kymer is? 2) My favorite host/ess of an organized activity is? 3) The guild/group I see most often on the streets are? 4) My favorite fountain location is? 5) My favorite spot to relax is? 6) Of all the improvements since beta my favorite is? 7) My favorite vendo item is? 8) When we get pets in the city, I want a? 9) The first thing I'm going to buy for my turf when we get them is? 10) My favorite Acolyte is? 11) My favorite Oracle is? 12) I met my best friend at? 13) The wedding I attended that I enjoyed the most was? 14) The most popular question I get asked by newbies is? 15) The first thing I did as a newbie was? 16) My favorite color for my shirt/blouse is? 17) My favorite function key is? 18) The region I wish would open up next is? 19) When I visited Santa, my number 1 wish was? 20) When they named the stars on the observation deck, my favorite was?

From the Santa Land Vendo, my favorite item was?
 My favorite region to play a game in is?
 If we can paint our walls when we get turfs, I'll paint mine?
 My favorite forum message section is?
 If there was an event I'd like to see come to Kymer, it would be?

Thanks again, and remember, send your answer in EMAIL ONLY! to me at 72007,221 and we'll feud in February.

WHERE AM I ?? by Necrolyte Xian

Ok, last week's winners was:

1st Feu Des Astres (reigning champ) 2nd Hera

Congratulations to the winners! They were awarded 100Ts and 50Ts. Unfortunately, I was not around enough to get a 3rd winner. To play the game, all you have to do is download the picture file titled where3.gif from the newsstand library section. Then you'll have to guess where the picture was taken, and be the first three to catch me inworld and bring me to the same locale. The prizes are: 1st=100Ts, 2nd=50Ts, and 3rd=25Ts, There will be better prizes next week. Don't worry if you didn't win this week as this game will be done in every issue of Clarion. See ya inworld!

WARAFFLE RESULTS by Acolyte Lynx

This week's winners of the WARaffle Drawing are:

4th place ... 897 tokens Mage Shnee 3rd place ... 1346 tokens Sunray Night Eliminster 2nd place ... 2243 tokens Holger

and first place winning 4487 tokens

*** Hellrazor ***

Next week's raffle will be held at the StarWay Cafe Stage, Saturday, January 13. As usual, we'll have door prizes, too! Get your entries from any of the following authorized Raffle Representatives:

BLD Quackers Acolyte Electra Acolyte Lynx Magica Lambchop Acolyte Moria Acolyte Nicci Acolyte VIQer

- ---+ POETRY CORNER +--- -

+---- - - - - - - - ----+

SPELLBIND (submitted anonymously)

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

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

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

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

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

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

all acts of will bereft my mind my only hope forever lost destiny bent from former route purpose somehow not my own worn about mistress's neck encased in bonds of amber clear my former shell to soon reside an ornament of sorceress sapped of strength, its spirit drained the vital force once held within joined with my owner's boundless power become one until time's end once I would have fought the fate rebelled with all I ever had but now, helpless, my master's pawn it seems so sweet; I curse the dawn

+---- - - - - - - - ---+

[###]=[###] DEPARTMENTS [###]=[####] [#####]=[#####]=[####]=[#####]=[#####]=[#####]=[#####]=[#####]=[#####]=[#####]=[#####]=[#####]=[#####]=[#####]=

SEEN ON THE STREET by Rosaleah

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

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

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

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

[# # # # #] = [# # # #] = [# # # #] = [# # # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # # #] = [# #] = [# # #] = [# #] = [# #] = [# #]]

i&i i&i i&i i&i WEDDINGS i&i i&i i&i i&i i&i

GETTING MARRIED IN KYMER By Acolyte Sunray Data

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

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

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

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

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

i&i i&i i&i i&i i&i i&i

WEDDING ANNOUNCEMENTS

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

i&i i&i i&i i&i i&i i&i

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

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

10:00 - 11:30 a.m. Harlequin Games
Kymer Bingo/Gamble Version......GermanGiant If you are first to call KYMER! you get paid out depending on number playing! Need the software, kymerl.exe, from library #4.
10:00 a.m. - 1:00 p.m. Bar-L Bar Storeroom
Jackal3's Midday Trivia....Jackal3 Players must unscrambled the words to match with the host.
5:00 p.m. Bar-L Bar Storeroom

Chaos Incorporated...... Games and more!

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

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

<<---->>

10:00 - 11:30 a.m. Harlequin Games Kymer Bingo/Gamble Version.....GermanGiant If you are first to call KYMER! you get paid out depending on number playing! Need the software, kymer1.exe, from library #4. 5:00 p.m. StarWay Cafe, Observation Deck PC Tech TriviaKnight Alexis, Sunray Hera If you have ever dabbled in the technical world of the PC, this game will be a lot of fun for you. The game consists of 20 PC technical questions, some hard, some easy, and some funny. This week we are expanding the prizes to 1st, 2nd, and 3rd places. Door Prizes too! 6:00 - 8:00 p.m. Bar-L Bar Storeroom Jackal3's Trivia.....Mr & Mrs Nutty Questions covering general info, three winners per game. Grand prize for the person who has the most points in a month. 8:00 - 11:00 P.M. StarWay Cafe Stage Kymer Collectibles AuctionScuttle & Clover Rare items and heads no longer available in vendos will be auctioned off to the highest bidder. <<---->> Friday, January 12 <<---->> 10:00 - 11:30 a.m. Harlequin Games Kymer Bingo/Gamble Version.....GermanGiant If you are first to call KYMER! you get paid out depending on number playing! Need the software, kymer1.exe, from library #4. 11:00 a.m. Ghost Races Ghost races for the European Time Slots! Now they will have races and prizes to match the Ghost Races held by Acolyte Serena on Monday nights. 7:00 - 9:00 p.m. StarWay Cafe Lounge Trek Trivia.....Acolyte VIQer Visit the bridge crew of the WA Enterprise. Win prizes and tokens for your Trek knowledge. Get back at the bridge crew with some tough questions of your own! We have to answer correctly or we pay! 9:00 - 11:00 p.m. Visitor's Center, Left Dreaming Insomniacs Society.....Acolyte Milen, Acolyte Nicci Something DIFFERENT will be held during these times each week. <<---->> Saturday, January 13

<<---->>

Harlequin Games Kymer Bingo/Gamble Version.....GermanGiant If you are first to call KYMER! you get paid out depending on number playing! Need the software, kymerl.exe, from library #4. 2:00 - 4:00 p.m. Bar-L Bar Storeroom Great Kymer Quiz.....Acolyte Moria, Acolyte Zippy Some easy, some hard, some just downright tricky. 5:00 p.m. StarWay Cafe Stage WARaffle Drawing.....Acolyte Lynx, Acolyte Electra, Acolyte Moria Purchase tickets from authorized agents. Door prize raffle! 6:30 - 8:00 p.m. Visitor's Center, Outside Ghost Relay Races.....Acolyte VIQer Ghost races played baton style like Olympic Relay races. Variations will be coming in the future, allowing more winners in each race. <<---->> Sunday, January 14 <<---->> 10:00 - 11:30 a.m. Harlequin Games Kymer Bingo/Gamble Version.....GermanGiant If you are first to call KYMER! you get paid out depending on number playing! Need the software, kymer1.exe, from library #4. 10:00 - 11:00 a.m. StarWay Cafe Stage BingoSky Tower 25T door entry; 5T per card 11:00 a.m. - 2:00 p.m. Bar-L Bar Storeroom Jackal3's Trivia.....Mr & Mrs Nutty Questions covering general info, three winners per game. Grand prize for the person who has the most points in a month. 2:00 - 3:00 p.m. Bar-L Bar Storeroom Kymer Bingo..... Xeno or Jedi 50T door entry; 10T per card 3:00 - 4:00 p.m. Bar-L Bar Storeroom Kymer Blackjack...... Xeno or Jedi 50T door entry; 10T per card 6:00 - 7:00 p.m. Bar-L Bar Storeroom Kymer Bingo.....Sky Tower, Xeno or Jedi 50T door entry; 10T per card

7:00 - 8:00 p.m.

Bar-L Bar Storeroom Kymer Blackjack...... Xeno or Jedi 50T door entry; 10T per card 9:30 - 10:00 p.m. StarWay Cafe, Observation Deck Dead Poets Society Recital.... Prez, Sunshine, Brandy, Corey and AlexA Contact Prez [102726,1655] if you wish to be a presenter. Poems should be six verses or shorter. <<---->> Monday, January 15 <<---->> 10:00 - 11:30 a.m. Harlequin Games Kymer Bingo/Gamble Version.....GermanGiant If you are first to call KYMER! you get paid out depending on number playing! Need the software, kymerl.exe, from library #4. 5:00 - 6:00 p.m. Isle Caribe Ghost Races.....Acolyte Serena Win tokens and prizes, monthly championship! <<---->> Tuesday, January 16 <<---->> 10:00 - 11:30 a.m. Harlequin Games Kymer Bingo/Gamble Version.....GermanGiant If you are first to call KYMER! you get paid out depending on number playing! Need the software, kymer1.exe, from library #4. 7:00 - 9:00 p.m. Apex Training (Golden Handcuffs) South Fountain Right.....MarvL Container handling skills and basic self-defense techniques. "!" "!" "!" Advertisements "!" "!" "!" ITEMS WANTED WANTED: One Pony Tail Head. Must be reasonably priced for a poor avatar. Please send pictures of front, back and side view. Does not need to be blue. Send photos and price to Marianne G, at UID 72007,221 and Morpheus bless you.

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

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

ulilu ulilu ulilu ulilu ulilu

Religious services

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

Announcing the introduction of a new

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

HELP WANTED/INVESTMENT OPPORTUNITIES

Jackal's Tours, Fast and Fun:

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

The Star Trek Transporter! Seeks Staff:

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

BUSINESSES AND SERVICES

WA Photography Service Acolyte VIQer

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

Feeling Sad, Depressed or Downright Mad?

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

Paper Boy, Kymer Clarion personal delivery service

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

"!!!!" "!!!!" "!!!!" "!!!!" [#####]=[#####]=[#####]=[#####]=[#####]=[#####]=[#####]=[#####]

> HOW TO PUBLISH ARTICLES AND PLACE ADVERTISEMENTS IN THE KYMER CLARION

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

Letters to the Editors:

We'd like your feedback! Please send letters to the above email address with the subject LETTER TO EDITORS. Please mark all letters you do not wish published as NOT FOR PUBLICATION. All mail to the Editors not so marked will be considered for publication, subject to editing for clarity and space considerations.

Articles, poetry, etc.:

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

Advertisements:

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

[# # # # #] = [# # # #] = [# # # #] = [# # # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # #] = [# # # #] = [# #] = [# # #] = [# #] = [# #] = [# #]]