

locate them till it dawned on me, WE WEREN'T HERE IN FEB OF 1995!!

So then what does this genus do, having located the pictures? I edit them up, and send them up with the next issue... and then realize that I did it again! I put on the uploaded GIF that it was MARCH winners instead of Feb ;;Morpheus, help me, no one else can;; So, in this issue, we'll be giving you the CORRECTED picture of Feb winners for Monday Ghost Racing, and including the Winners for Monday's March Event. You should see what I go through when I'm trying to remember what date to put on checks!

GIFs Uploaded:

LEADMAN.GIF	By Marianne G, farewell is said to LeadMan III and LP-Little Princess LeadMan as they leave the dream-scape. They will be missed.
LOSTATM.GIF	By Marianne G, a picture of the ATM locales without their machines.
MGR0297.GIF	By Marianne G Feb winner really, not March (see above) with runner ups
MGR0397.GIF	March Ghost Race Winner with view of head from front and side views by Marianne G

//-//-/ ARTICLES \-\\-\\

EVENTS & ANNOUNCEMENTS

* Wedding Information By Chronos

Bride - Pattie
Groom - Chronos
Acolyte Data will perform the ceremony
on Saturday, May 10, 1997
Ceremony at Isle Caribe Courtyard at 11am WAT
Reception at Starway Stage at 12 PM WAT
Maid of Honour - DeeJay
Best Man - Chronos II

The CLARION staff Loves weddings, and wishes the happy bride and groom all the best!

* Attn: Bacchus Players By Acolyte Nicci

I regret to inform everyone that I have made the decision to cancel Bacchus Red Eye Trivia. I enjoyed running the game and adore all of the players (we have a great bunch of regulars!) but I think that it is time to close the book on Red Eye Trivia. I love working the games circuit and am by no means giving it up. I'm fairly certain that I shall return soon with a brand new trivia game and or maybe something new and unique!

Thanks again to anyone and everyone who contributed, the game would be nothing without such special players! And special thanks to Bacchus for making the game what it was.

It has come to the attention of the Clarion staff and the Acolytes of Morpheus that one version of the popular paint patch that has been going around is, in reality, a "trojan horse," e.g., a program that claims to do one thing but has an hidden second purpose. The existence of this patch has been PROVEN: two Acolytes have witnessed the effects of this patch first hand in a controlled environment. Furthermore the patch has been examined and evidence of the dangerous code has been located.

THE DETAILS

In addition to the basic functions of a body paint patch, the patch has been conclusively shown to allow other avatars to steal the head of anyone using the patch, by merely saying a code word aloud to the locale in which the avatar is present. If the avatar is carrying an object it will be deposited on the ground at his feet. Then the avatar will automatically A. remove his currently worn head, then B. hand it to the avatar who said the code word. In addition to these effects, the uttering of the code word, the dropping of the item and the relinquishment of the head do NOT appear on the victim's viewport; to the victim it looks as if nothing has changed, and the change will not become apparent until the avatar's state is refreshed, most typically by ghosting and unghosting or exiting the locale. Others in the locale will see the change immediately.

The person uttering the code word is *not* required to have any patch installed. The only people who can be victimized by this patch are those who have installed it; it cannot be used itself to forcibly steal any object, it merely makes it possible for others to do so.

There is a possibility that the code word (not published here for obvious reasons) varies across different versions of the patch.

DO YOU HAVE THE PATCH?

Our isolated copy has the filename CD050002.DAT. It is 42,634 bytes in size. Note that the most current legitimate version of this file (in WorldsAway v1.2) weighs in at 62,635 bytes (61.1KB). The following check relies on what we know about this specific example of the patch; if this test turns out negative it does NOT mean that you don't have a malicious patch installed; the only way to ensure this is to either go over the patch code yourself, which is not a viable option for most, or to be patch-free.

If you know how to use Windows Explorer or File Manager, you can check the size of the CD050002.DAT file in your MAG directory. If you do not know how to do this, the follow these instructions:

To check if you have this version of the patch installed....

UNDER WINDOWS 95:

Open Windows Explorer (usually found on the Start Button, under Programs) then click once on the folder FJWA in the left-hand pane. (If WorldsAway is installed on a different hard drive then double-click on that drive before continuing. If WorldsAway is installed on a Zip disk then make sure it is in the drive.) Click once on the "plus" to

the left of this folder, so that it turns into a "minus" and the MAG folder appears beneath it. Then click on the MAG folder and scan the contents of the right-hand pane (you may have to scroll around) until you find CD050002.DAT. Use the right mouse button to click on this file and select, from the menu that appears, "Properties". This will cause a dialog box to appear listing various pieces of trivia concerning the file. If, beside Size, you see listed:

"41.6KB (42,634 bytes)"

...then it is VERY LIKELY that you are affected by this patch, and you should reinstall WorldsAway IMMEDIATELY.

UNDER WINDOWS 3.1x

Open File Manager, in the Main program group, and click on the FJWA folder in the left-hand pane. (If WorldsAway is installed on a different hard drive then double-click on that drive before continuing. If WorldsAway is installed on a Zip disk then make sure it is in the drive.) Click on the MAG folder beneath the FJWA folder, then scroll around the right-hand pane until you find the file CD050002.DAT. The dangerous patch, when selected, will list a size, at the bottom of the File Manager window, of "41.6KB". If this is the case then it is VERY LIKELY that you are affected by this patch, and you should reinstall WorldsAway IMMEDIATELY.

MACINTOSH

We do not know if this patch will operate on a Macintosh computer, but likely it will not. This does not mean that one could not be devised in the future.

IF YOU HAVE THE PATCH

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It is recommended that if this patch is in your MAG directory that you reinstall WorldsAway. You should install the most recent version of the program, 1.2 as of this writing.

A WARNING ABOUT THIS PROCEDURE

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This is NOT intended as a sure-fire test of whether you are affected. There may be non-malevolent patches in circulation that report an identical file size; it is unlikely but it is possible. It is also entirely possible that there are other versions of this patch in circulation that report different file sizes, that use different code words and that have different effects; your head is really quite minor compared to the possibilities, which could include great system security risks. THE ONLY WAY TO ENSURE YOUR SAFETY IS NOT TO USE PATCHES! When you modify the software on your computer in this manner you place your avatar and, to an extent, your computer in the hands of the authors of the patch. *If this is a risk you are not comfortable in taking then you should not be using patches.* Period.

The remainder of this article provides further details on trojan horses and this patch; it is not necessary reading, though it may help you to better understand the issues involved.

ABOUT TROJAN HORSES

As stated before, this patch is a prime example of a trojan horse, a

type of malevolent program distantly related to viruses, but different in that they have no mechanism for self-replication. They rely on the average user's inability to examine program instructions before execution. There are trojan horses (unrelated to WorldsAway) that have been known to wipe out the user's hard drive, most notably the recent AOL4FREE.COM program. (For more information on AOL4FREE.COM it is suggested that you browse to <http://www.anchordesk.com> and look through the articles of the past several weeks.) The problem is all the worse because virus detection programs are not designed to detect trojan horses. The gist? *No matter what virus protection measures you have taken, they are no excuse to run programs of uncertain origin, unless they are obtained from a reputable source.* Files from most major software depositories (example: ZDNet's www.hotfiles.com) undergo a thorough automated virus scan in addition to rigorous reviewer examination. Files in a CompuServe library are scanned for viruses before posting. In both these cases, however, do not assume that these measures will detect a trojan horse patch, especially one that operates under WorldsAway.

HOW DOES IT WORK?

The patch is reputed to have the necessary components of a paint patch; this element of its functionality has not been tested. In addition to this, the patch appears to wait until someone in the locale "says" or "thinks" (*not* ESPs) the code word. Then the patch takes over and automatically sends the commands to the server to drop carried objects and hand over your head. This patch is NOT an FSC security hole; to the server it looks like you've chosen to take off your head and hand it to the other avatar. Furthermore, this is done so your viewport into the world is not updated. Your screen will not reflect the changes until you do something to cause the system to update your avatar information. It is a possibility, but not confirmed, that on some computers the operation of this patch may cause WorldsAway to crash.

It is important to realize that this type of patch cannot be wholly defended against unless you are prepared to look through the code of every uncertain patch you install, looking for malicious instruction.

If you uncover evidence of another malicious patch, it is recommended that you notify the WorldsAway Team (E-mail: dream@worldsaway.com) or any forum SysOp or AssistOp. The Acolytes would also be very interested in information relating to patches, especially if you have isolated a copy and it can be readily demonstrated.

* Milen

* Dreamscape ATMs Removed, ATMs Returned & Plans
Mary, SysOp and The Oracles

DREAMSCAPE ATMs REMOVED

A patch had become available last Friday that generated tokens for members. The ATMs were temporarily removed so a fix for this bug could be found. Please do not accept large amounts of tokens from members while we try to fix this bug. See message 198955 for additional information on some questions you may have.

Your avatar will not lose the tokens he/she has, and will continue to

earn tokens while in the Dreamscape. Watch for a letter coming soon from the Oracles!

Message 198955:

Dear Members, (thanks Max for your post!)

There was a patch that had become available to break the Dreamscape automated token machines to generate and distribute tokens, so the ATMs were temporarily removed from the Dreamscape by the Oracles.

Here are some answers that may help you while they are getting fixed:

Q1: What happened to any money in the ATMs we had?

A1: Nothing. The ATMs don't actually store money, they are just a way to retrieve the money from your account. The account information is stored with your avatar.

Q2: Are we earning any tokens whilst we are in WA?

A2: Yes! All the token earning information is kept with the individual avatar information.

Q3: When will the ATMs be back?

A3: We regret the inconvenience removing the ATMs may cause. We will be working on a fix to close the hole used by the patch as quickly as possible. The ATMs will go back into the Dreamscape when they have been fixed.

Q4: When the ATMs are replaced, will I have all of my Tokens?

A4: Yes, you will have all of the tokens you had before the ATMs were removed, and your avatar will continue to earn tokens during the time you spend inworld while the token generation problem is being fixed.

--Mary, SysOp and Forum Staff

Followed by Message Number 199006:

Dear Dreamscape Citizens,

On Friday evening, the Oracles were alerted to a number of avatars who acquired a large number of tokens. We were made to understand that these tokens were being generated by exploiting a problem with ATMs. At that time, Oracle Uni removed the ATMs from the Dreamscape and asked for the return of the tokens in an effort to prevent hyperinflation from hurting the economy portion of our service. This letter is to update everyone on the event, the effect it has and to explain the course of action the Oracle plan.

As a rule, we strive to maintain the security of the server to ensure the service itself is stable and is not too distracting from time spent in the world. We understand the desire to explore the system and have allowed a lot of latitude when it comes down to actually exploiting our software. Normally, we prefer to close any security holes and work to integrate the popular hacks into legitimate software. The current situation turns out to be a little less than normal.

The Oracles have generally kept quiet about the number of tokens in

the economy and we realize that without that context, the removal of the ATMs may have seemed a knee-jerk reaction. Previously, the Dreamscape total tokens (T1) was around 15 Million tokens. After the discovery of the increase in tokens the T1 was 660 Million tokens. This represents over 40 times increase in roughly 48 hours. Since the ATMs were our only lead at the time, removing them seemed to be the best action.

We would like to take this opportunity to publicly thank everyone in the community who helped us to recover tokens and those who have spoken up for the community and provided suggestions. We have recovered up to 270 Million tokens or 40% of the illicit tokens generated. Also, the suggestions and feedback from all of you has provided us the direction for further handling the situation.

At this time, we are still investigating the exact cause of the token generation so that we may correct it. We will have definite plans once we are able to determine what the problem and solution. In the mean time, we have some definite plans for things we will and will not do. Whatever final shape the plan takes we will make sure it is properly fair to everyone, does not punish anyone for our own mistakes and reduces the sheer number of tokens. There were no millionaires prior to this, we would prefer there not be any after this if only for how the tokens were obtained. Most importantly, we will not zero out everyone's tokens. The feedback we received on this topic was very good and we realize that this method would be a punishment to far too many people who do not deserve it.

At this time, we will be replacing the ATMs in the Dreamscape. The inconvenience of not having them outweighs any problems with more tokens which may occur. We do sincerely ask that if there is a catch a trick or a loophole, that everyone refrain from generating more tokens. We also ask that people refrain from accepting large donations of tokens knowing they are likely illicitly obtained. We will be monitoring the token distribution more closely until the problem can be fixed and will handle additional token generation on an individual basis.

The token economy is provided as an additional layer in which you may or may not participate. We do not wish it to become a central focus of the Dreamscape. You, our customers and our valued community, are our focus. We regret any inconvenience this may have caused and thank you for your feedback regarding this matter.

Sincerely,
Oracle Teresias
Oracle Uni
Oracle Vasarius

...then Message Number 199483:

Dear Dreamscape Citizens,

Thank you for your feedback and suggestions regarding the current token inflation situation. At this time, we have not been able to isolate the origin of this disruption in our service. We are still investigating the situation to determine the cause and prevent it from happening again. At this time, we do have a plan to reduce the sheer number of tokens in the Dreamscape.

We have decided against any sweeping changes in the database because

the token economy is only one layer to Dreamscape. Rolling back the database to a previous date will effectively reduce the number of tokens in the economy, but it will disrupt the lives of too many customers in the process--especially anyone who created a new avatar. Logging in to find that they no longer exist is not much of a welcome. Rolling back the database may temporarily solve the token problem, but the fact is, life in Dreamscape continues on and inconveniencing the greater part of our population in order to attempt a solution does not seem to be the wisest choice.

After reviewing the information we have available, we have decided to pursue recovering the tokens on an individual basis. We are in or will be in contact with individuals with abnormal amounts of tokens in their possession in an effort to remove those tokens. We greatly appreciate the efforts the community has given in order to solve this problem, and we ask that you continue to support the world through those efforts.

We understand that not everyone favored this particular method of handling the situation and we assure those who do enjoy the economic aspects of the Dreamscape that we will make every effort to have as little impact on your enjoyment as possible. In the larger picture, this will become a part of the Dreamscape history which will provide entertainment and lessons for many.

Sincerely,
Oracle Vaserius
Oracle Uni
Oracle Teresias

Acolyte Interview - Acolyte Brynne

By Angelika

This interview with Acolyte Brynne was published on Monday in issue #36 (filename Traum36.zip). "Der Traumbote" is available in Library "Newsstand" in the forum. "Der Traumbote" is publishing this series of interviews in English and German, and has graciously made them available to CLARION readers.

Acolyte Brynne

1. What are your normal online times (WAT).

Mondays thru Thursdays - on about 4:30 pm to get mail and download the day's forum messages; spend the evening handling mail (most of which is WA related) and reading messages; this frequently takes my entire available evening hours. I'm not usually inworld during these days unless there is some work which needs doing. Fridays through Sundays: four duty shifts and spend a lot of time doing the other things I do inworld to support not only my own events but also those of the hosts I support.

2. When are you on duty? (WAT)

Fridays 7-9pm WAT	Saturday 5-7pm WAT
Saturday 1-3 pm WAT	Sunday 5-7pm WAT

3. When have you been appointed? late August, 1995

4. What was the most beautiful experience as an Avatar or/and Acolyte?

This is difficult to decide. I've had many wonderful experiences as an Acolyte; I don't often get inworld with my alternates because I am so busy with the work I do inworld to support event hosts. But there was one particular experience in late 1995, before my first alternate, Khai Joybringer, left the world. It was a private, very spiritual experience among two other avatars and me so I don't feel comfortable writing about it for public consumption; but it was an experience which reminded me of just why I wanted to be a part of Phantasus.

5. What was the badest experience you ever had as an Avatar or/and Acolyte.

Another that is difficult to decide. Working as an Acolyte leaves room for having all sorts of bad experiences. I have been called many foul names in the course of doing my job. I have been harassed, degraded, insulted and through it all, I must maintain my cool, no matter how I may personally be feeling about what is going on. I can't point to one experience that has been the worst; they are all very difficult to cope with when I am sincerely trying to work with someone and all I get for my efforts is to be called a foul name and continued ESP or page bombing, which successfully prevents me from doing my job for the rest of the members of our community.

6. What is your favourite locale?

This has changed as the city has grown. I had no favorite at the beginning because I was disappointed that there were no park or beach locales. Then the Starway opened and the Observation Deck became my favorite locale. When Meditation Park first opened, it was the snow-covered locales in Santa Land that were my favorites. Then when Meditation Park expanded to be what it is now, the spring garden, the snow queen and the ice castle locales are my favorites. I'm sure that will change as the world grows.

7. What is your favourite item?

This, too, has changed as more items have been added to the world. My first favorite item was the first Gargoyle made for Halloween 1995. Then came Christmas, 1995 and the Gingerbread House, which I still think is one of the most beautifully designed items inworld. Now we have those wonderful Parakeets at Isle Caribe. It's hard to say which is my favorite of these three, but if I had to point to just one, I'd say the birds.

8. What game do you like to play?

Unfortunately, I just don't have the time to play in any of the games inworld.

9. Which locale should be opened next?

Harlequin Games

10. How would you describe the magic of WorldsAway?

Ouch. This is a tough one. At first, I saw the magic in the fantasy world that WorldsAway could provide. I saw the ability to experiment with the different aspects of oneself, to create character(s) who would fit into the fantasy world. As time has gone by, however, WorldsAway has become an extension of the real world and those who

come here do not appreciate those who "role-play", considering that we are dishonest with who we are if we do not represent ourselves inworld exactly as we are in real life. For me, this has removed much of the "magic" ... I can no longer go inworld to retreat from the pressures and negativity of the day-to-day "real" world (and I use that term "real" loosely, because it is *all* real ... online and offline ... it is simply another *aspect* of the real world). These pressures and negativities now are as much a part of Kymer as they are a part of daily life because that is what people bring to it. This is why my alternate, Khai Joybringer, left so long ago.

I personally don't see any real "magic" in WorldsAway anymore <sigh>, but that is most likely because of my role as an Acolyte and because of some of the things I need to do (and tolerate) in order to insure that others can be inworld and enjoy their time there.

11. When did you enter WorldsAway - or Isle Caribe - for the 1st time?

By "Isle Caribe", I'm assuming you mean Club Caribe that used to be on QLink. I entered that world for the first time in late July, 1989, the month it went live, and became a CCG (Club Caribe Guide) in August, 1989. When I heard, in mid-1994, that WorldsAway was coming to CompuServe and that it was based on Club Caribe, I waited with baited breath for news. As soon as I heard that the forum was opening up in March, 1995, I signed up for a CompuServe account and have been here ever since. I was one of the original beta testers in the August, 1995 beta.

12. What does WA mean to you?

It gives me a place to do the things that are important to me: meet new people, to be of service to them, to support their efforts, to be creative in ways that I cannot be in the "real" world, to do things such as hosting games that provide entertainment for others that just aren't things I can do in the "real" world.

13. What was the main reason for you to become an Acolyte?

I am a service-oriented person. I enjoy helping others, supporting them and encouraging their efforts. I wanted to be able to do the things online that I am not able to do in the "real" world, as noted in #12. I wanted to make a difference in the lives of others, to reach out to them and to share. In so doing, I would grow in immeasurable ways, because I have learned in life that we are all each others' teachers and when I help someone, they in turn help me discover something about myself that only that person could teach me.

14. Did your online-life change since you have been appointed?

Yes. People treat me differently now in ways that I wish they wouldn't. I'm no different than I was before becoming an Acolyte.

15. What do you think about inworld marriages? Do you perform weddings?

Yes, I perform weddings when asked and as long as I'm given adequate notice.

16. Please describe a normal day in your life.

I work a full-time job in the real world; so I'm occupied with that from the time I get up in the morning (about 5am WAT) until I get home

in the evening (about 4pm WAT). I take a half-hour or so to change my clothes, feed my animals, have something to eat, and then sit down at the computer to log in for mail and get messages. I then spend the rest of my evening until bedtime (usually in bed by around 10pm WAT) handling mail, reading/writing messages and going inworld if I've got some prize stocking or other work that needs done. Weekends are devoted to getting some housework done, shopping for necessities, working my four duty shifts inworld and doing any other things inworld that need doing.

17. Optional Questions about your ratava:

- How old are you. 51
- What are you doing for business? Applications Specialist in the Systems Department of a major law firm
- Where do you live Cleveland, Ohio, USA
- Do you have family? no, but I have 4 cats and a dog who are my family :)
- Do you have any other hobbies/interests?

I read a couple books a week, love music; enjoy doing crafts when I have the time, but not much time these days for that; enjoy gardening, but again, not much time for that; major love is the computer and everything I do is usually centered around it. Newest hobby on the computer is creating desktop Wallpapers. Am also in the process of planning a web page for my work inworld and as soon as I settle on an HTML editor, will be starting work on it.

>**|**<<>>**|**< FEATURES & DEPARTMENTS >**|**<<>>**|**<

Introducing Dear Loral

By Loral

"The View From Here"

Please excuse me whilst I point out the obvious:

Life isn't always easy. The answers aren't always clear.

Now while all of you take a breath after shouting "DUH!" at the keyboard, I'll tell you why I've pointed this out. The question is not whether or not we will face situations that vex us, but how will we handle them? Some of us respond by obsessively worrying until even our cats can't tolerate our presence. Others take the Scarlett O'Hara approach of putting off thinking about it until tomorrow. And still others latch on to the first ill-conceived solution that comes along. What all of these approaches have in common is that they don't even remotely accomplish solving the problem.

I'm a firm believer in the power of objectivity. Most of us, if we ask for advice at all, ask our friends or family their opinions which, as it turns out, <surprise> AREN'T very objective. Friends and family, well-meaning as they may be, already have an image of what you are and what you should be. They have ideas already about what's best for you and what's bad for you.

Let's face it: What you need when you have a problem is DISTANCE. You need distance from the problem and distance from yourself to find the answer. An objective standpoint can provide you with this (your friends and family probably can't, bless their helpful hearts).

So the next question is, where can I find an objective standpoint? The

answer: Right here! I'm writing to introduce the Clarion's new advice column. Next time you need that distance from your problem, send it in to me, Loral (ChengLi@aol.com), and I'll try to give you the objective standpoint that you need to gain fresh perspective on your difficulty.

Now the next fair question is: Who the heck are you? Or maybe: Why should I trust you to help me? These are good questions. I'll give you 4 reasons to trust me:

1. I have a degree in psychology, so I DO have an educated guess at how to help you.
2. I'm an experienced counselor. I've helped people with problems ranging from discomfort with one's sexual orientation to suicide to problems with the kids, and even what to wear to the prom!
3. If psycho-babble isn't your cup of tea, I've also got a degree in philosophy, specializing in logic and ethics. Talk about your objective point of view!
4. I personally have been through darn near every major and minor life difficulty imaginable. I've been pretty unlucky a lot of times, and I lived through it, so I do have some practical, down-to-earth advice to give.

So, if you've got a problem, send it to me! I'll see what I can do. And let's face it: It couldn't hurt! (It's probably a much better option than annoying your cat!) Write to ChengLi@aol.com, with Dear Loral as the subject heading. If you do not wish your avatar's name to be used, please let me know how you wish to be signed.

Hope to hear from you soon!

IMHO: Ava Speaks Her Mind

By AvaTara

The Big Token Fiasco

The talk of the town has been the ATM ordeal- a hacker somehow dug their greasy little paws into the ATM, withdrawing a whopping rumoured 87 million tokens. In a panic, and in perhaps a wisely-made decision, the Oracles pulled out the ATM's. Avatars have nowhere to withdraw tokens, and it's become the hot IW topic. Simply asking to have all the distributed tokens back has been met with a half-hearted response, and even if this is accomplished, there is still the matter of the hack to be dealt with. People have closed their shops and auctions because people are hoarding rare items in anticipation of a token wipeout. The FSC now has to find a way to fix this mess, and it won't be easy.

Some interesting topics have arisen as a result of these events. The first is that people are worried about their already-existing tokens. Some people stored all their tokens in the ATMs, and now have no way of accessing them. Others are worried that, in the FSC's attempts to rectify the situation, the avenue taken will be that of resetting ALL tokens in Kymer to 0 (i.e. kiss those tokens in the turf good-bye, too). People are worrying about the economy that we've built up, and how suddenly having a class of the incredibly rich would ruin it for the rest.

What I find most interesting of all is the two new (or rather not-so-new, but now more prevalent) groups of thinking that have emerged; those of concern and apathy. The first group wants to know the latest information on the situation, wants to play an active role in the way the situation is handled. They feel that one of the most important factors in Kymer's success has been its token economy. The second group doesn't care about tokens, and feels that Kymer is so popular and fun because of its unique forms of interaction and new ideas.

This is a most interesting psychological study for me. I think we all had an opinion on this matter, but having it come to the forefront of discussion like this has made it all the more intriguing. It's one thing to talk about what you'd do when something occurs, but now we deal with it as it happens.

If you have an issue you want discussed or a story you want told, please send it to AvaTara 76026,476.

EDITOR'S ADDENDUM

The recent token problems have been among the worst of all the challenges we in WorldsAway have had to face. It is proof of the shortsightedness, disregard for just authority, self-centeredness, greediness, stupidity and plain lack of manners of a number of our fellow avatars. In a very real sense this is a much more grave matter than their attempts to wreck the WorldsAway economy. A society can survive economic distress, but it cannot possibly withstand an overabundance of these qualities.

However, it does seem there is a bright side to this; it has shown that there is a core of people in WA who still care. And it *is* an interesting psychological study to see how life continues. But these tokens cannot be left in our economy, not without making other changes as well. Some have been spotted loading up on guitars against the possibility of a token zero-out. It is evident that action must be taken, but what? Well, here's your opportunity to show everyone what a good economist you are!

Explain what, if YOU were an Oracle, what you would do to resolve this situation. The goal is:

* Minimize the effects of the massive token increase in such a manner *
* as to be fair to those who did not participate in it. *

That is, if, say, 500M of tokens were dumped into the hands of a few people, your objective is to remove as many of THOSE tokens as you can, while leaving the legitimately-earned tokens as avatars as intact as possible. You are allowed to use any means necessary, but better answers will restrict themselves to the abilities known to be in the possession of the Oracles, will be as fair as possible to non-hackers, will not disrupt WorldsAway society too much and are viable solutions in as many ways as possible. If you *really* want to show off, then restrict yourself to the abilities of the Acolytes, or even no extra abilities at all!

Send your answers via E-mail to:
(CompuServe) 104706,710 or MillenniumCentury
(Internet) 104706.710@compuserve.com or MillenniumCentury@compuserve.com

The deadline for this contest is the end of May, 1997. The best answers will be published in a future issue of the Clarion. The *best* answer will win a Romance chest and a couple of other rare items.

The other Acolytes and Oracles are not connected with this contest, and the course of action they select will likely be different from what is submitted to the contest.

Since I have enough trouble keeping track of ONE contest at a time, there is no Hidden Contest in this issue.

* Milen

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

Monday Ghost Racing - 28 April

By Acolyte Serena

- 1) Om 36 - 50T
- 2) Necrolyte Mrs SKY TOWER - White Sceptre
- 3) Om 36 - 50T
- 4) LeadMan III - Flowers
- 5) SunRay Knight Kittee Kat - Purple Heart
- 6) Necrolyte Mrs SKY TOWER - Red Parakeet
- 7) Larry Lamb - 50T
- 8) SunRay Knight Kittee Kat - Non-vendo Bronzel04 Body Spray
- 9) Judge Roy Bean - 50T
- 10) LeadMan III - Rose Head w/ Bronze54/Blonde43 Non-Vendo Head Spray
- 11) Deepest Desire - Bronze54/Blonde43 Non-Vendo Head Spray
- 12) Deepest Desire - Bunny head painted
- 13) Larry Lamb - 50T
- 14) Judge Roy Bean - 50T
- 15) Sweet Suz, Duckolyte Wing - Romance Chest

Winner in the race off between Deepest Desire and Judge Roy Bean was the Judge! Congrats to all our finalist, and to LeadMan III who also finished as a top Monday Racer this month, but had already had his limit for the year.

Remember, Ghost Races are every Monday at 5 PM WAT, and Thursday at Noon WAT at the turf named Dreamland. They are hosted by Acolyte Serena, Necrolyte SKY TOWER, SrK, Necrolyte Doctor X and Acolyte BLD Stalker. We asked that you please do not use any hacks, and that you respect the two wins per week per person limit. Lets give everyone a fair chance at prizes.

Coming in May, there will be five Thursday's so the last Thursday of May (the 29th) will be a Cloud Race Special! These are special races for those who have not won any race prizes during the month. The races are open only to those players until they have had their limit. If you never tried us, that's a perfect time for a beginning player to get their feet wet.

WARaffle Results - 27 April

By Lynx

Here are the winners!

1. Bone Daddy winning 13,500 Tokens
2. Render winning 6,750 Tokens
3. Whiskey (Bad Karma's Woman) winning 4,050 Tokens
4. Oogies winning 2,700 Tokens

List of reps 4-22-97 (Remember to only buy from these avatars)

Lynx
Acolyte Electra
Acolyte Moria
Acolyte Nicci
Acolyte Michael
Angie
Beverly
Necrolyte SKYTOWER Srk
Lag O' Morph
Quackers
Sunday
Megret
Megret, SrK
Golden Knight-Megret, SrK
Megret, Srk, GK
Megret, GK, SrK
GK-Megret
Patrizia
Jim, TB
Megan Too
Launce

Necrolyte SKY TOWER, SrK is available to sell tickets after Ghost Racing on Mondays (5PM WAT) and Thursdays (Noon WAT) and CHAOS, Inc on Thursday (5 PM WAT) at turf Dreamland. Any other reps who wish to announce their availability, just contact us at the CLARION.

CHAOS, Inc - 24 April

By Marianne G

The server that was to be up before CHAOS, Inc was not up till well after our starting time, and when it did open up, only the hosts showed up. Oh well. We had a great game planned based on the PA Gathering this weekend, but we'll see what something special we can do for next week to make up for it. See you all then!

Duckolyte Auction Results - 23 April

By BBB, Duckolyte Wing

Here are the results from Weds, April 23's Auction!

The following items sold for the prices listed below:

Item	Price	Buyer
Baby Bear	6,300	Stoneburner
Bag-O-Chips Head	2,850	AngelHe@rt
Cub Sprout	2,600	Shawn - GK
Fern Head, Rare Steel	2,200	Shawn - GK
Fern, Original	950	Stoneburner

Flowers	1,450	Tigereye
Gingerbread Head	13,000	Alien I
Hot Chocolate	300	z
New Year's Clock	3,000	L@tigo
Red/Black Chest	6,800	z
Scarlett Head	99,999	L@tigo

And Dat's DA LIST of results!

See you at next week's auction!

Be sure to view the GIFS in the newsstand section and be on time for the first door prize!

 Duckolyte EuroAuction Results By BBB, Duckolyte Wing

On Tuesday, April 22nd, at the EuroDuckolyte Auction, we sold:

Item	Price	Buyer
Bag-O-Chips Head	2,400	Billabong PS
Doll Head	1,000	Gloree
Fern, Original	750	
Flowers	900	Aunt Tiki
Gold 40 Body Paint	1,000	Gimli
Green57/Green109 Head Paint	1,100	Earth, Air, Fire, Water
Heart Chest	3,500	Paddington Bear
Hot Chocolate	450	5 Dollar Bill
Karnival 96 Souviner Mask	300	Thundaaaaaaaaar
Kimi Head, White42/Blue105	801	Aunt Tiki
Love Chest	3,100	z
Rose Head (original red)	1,800	Angel Heart

Hope to see you at this week's auction!

As always be on time for the first door prize!!!

And please view the GIF of the items on the block in the Newsstand Section of the Forum.

 Thursday Ghost Racing - 24 April By Necrolyte SKY TOWER, SrK

This weeks winners + The monthly Head winner, What? No Heads:-)

Thursday 24th April 1997

- #1 Alien 1 - Fern
- #2 PGA - 100 Tokens
- #3 PGA - Gold 40
- #4 Sweet Suz - Horse Shoe
- #5 Jackie - 100 Tokens
- #6 Jackie - 50 Tokens
- #7 Friendolyte JEDI - 50 Tokens
- #8 Friendolyte JEDI - Cowboy Hat
- #9 Brin Brown - Green Rose Head
- #10 Alien - White Double Hearted Sceptre
- #11 Clive - Paint
- #12 Sweet Suz - Flowers

- #13 Skan - 50 Tokens
- #14 Hotspot - Red Double Hearted Sceptre
- #15 Brin Brown - 50 Tokens
- #16 Hotspot - Paint
- #17 Clive - 50 Tokens
- #18 Kittie Kat - 50 Tokens
- #19 Phareo - Drink
- #20 Skan - 50 Tokens
- #21 Pharao - lantern
- #22 Z Man - 50 Tokens
- #23 King Of Kymer - Rope
- #24 Kittie kat - Rabbit Head painted Non vendo Green
- #25 King Of Kymer - 50 Tokens

The race off this month was between 3 top racers and a rank outsider. The racers PGA, Jackie, Hotspot and Sweet Suz all wished each other Luck.

Then the moment came the Token was visible on the floor, tensions were mounting, then in a split second of Ghosting myself the fight had started.

After the dust had settled a victor had emerged winning this months Head.

The Victor was..... Sweet Suz - Congratulations.

 * Duckolyte Benefit Auction List - 30 April By BBB, Duckolyte Wing

Duckolyte Benefit Auction

Weds, April 30th

TIME: 6pm WAT

PLACE: Turf DUCK SOUP

Here's DA LIST for Weds, April 30th's Auction!

Torgerson Teddy

Unity Masks, set of 5

Flowers (800 token minimum bid)

Rose Head, Dark Pink

Skull Head (1996)

Pizza

Frenzied Fuzzie (1000 token minimum bid)

Phantasus_Pineapple_Supreme Cake

Red/Black Chest

Fern Head

Purple heart

Hot Chocolate

Broccoli Head

Fern, Double

Romance Chest

As always the first door prize will be given out at the start of the auction so be on time!!!

//Every week the auction staff stays 15 mins after the auction to accept consignments, please ESP a member of the floor staff during the auction if you would like to consign an item. Our consignment fee is a most reasonable 10%. <G>

/Please view the GIF of the listed items in the Newsstand Section of the Forum.

See you there and happy bidding!!!!

* Novalis's Music-Trivia Moved

By Novalis

Hello, all Trivia and Music Friends!!!

Novalis's Music-Trivia has m o v e d:

From now on (April, 26th), it will be hold at turf
K U N T E R B U N T 2 ,
Noon WAT (21:00 CET) ! ! !

On the occasion of the first anniversary of the K U N T E R B U N T,
there will be a s p e c i a l e n g r a v e d Item for the winner
of the game. 2nd and 3rd winner will also get a rare item and the fourth
winner will get some f r e e tickets for the WARaffle (May 4th), not
forget to mention the doorprizes <g>!!

Take also a look at the large schedule for the Kunterbunt
festivities!!! Lots of rare items are waiting to be won!!

Melodie and I will be glad to meet you saturday, April 26th!!!!

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

The Ballad of Kymer's Funds

By Princess Alexa, Golden Knight

Here is a silly thing I wrote about our Token Situation, giggle! To
the tune of The Beverly Hillbillies.
All Copyright Restrictions Apply.

The Ballad Of Kymer's Funds
By Princess Alexa, Golden Knight

@@@@@

Now here's a little ballad 'bout our money woes,
A glitch or a hack? Well, no one seems to know;
It seems one day, someone went to ' da bank,
And out came millions, with one little crank.

@@@@@

Well, the next thing ya know, he started handin' out the funds,
A few got rich, but most were lookin' for his buns;
Ya' see, our world is not about greed,
So Uni swooped down and did her magic deed.

@@@@@

So here we still stand, not makin' any T's,
Some say Kymer has fallen to its' knees;
But ya' see, our being here says a lot ya know;
We're here for our friends - to hell with the dough!

@@@@@

So, let 'em spread all those rumours if they must,
I say to hell with them! - in our UNI we should trust!
In the meantime let's show em that friends can't be bought,
Let's help our fellow avies! Share the T's we've got.

@@@@@

Thank you
Y'all come back now, ya hear! Giggle

*** SCHEDULE ***

*** EVENTS SCHEDULE ***

I still sit here twiddling my thumbs, whilst I wait for you to tell me about all those turf shops you seem happy to pay someone to advertise for you rather than have a regular FREE showing here.

If you wish your event(s) to be listed in the schedule then please send your details to the scheduling staff at 101727,561. You should include the day, time (AM/PM WAT) frequency, host(s) if appropriate, name of event description and LOCATION!!!

There are now some turf's exclusively for 24 hour games. FW (Friends World) and GAMES (my own) are both international turf's and need hosts to build up a 24 hour schedule. It doesn't matter which language you speak as both are International turf's wishing to host multi-lingual games. For FW contact Mirical Bernd at 106245,3431 and you can contact me at 101727,561 or Glynicus@Compuserve.com

Notice: The Clarion schedule will no longer contain the times for BINGO games currently hosted at the Harlequin games locale. There are many reasons for the change including but not limited to the following:

1. Host's are constantly "running over" their time allotment.
2. The scheduling staff has not received enough e-mail from the hosts in order to "put together" a bingo schedule that even remotely resembles an ACCURATE schedule.
3. This information is easily obtainable from the message section of the in world events library in the community forum.
4. Most importantly, BINGO IS NEARLY ALWAYS BEING PLAYED AT THE HARLEQUIN GAMES LOCALE.

Remember, though, if you are planning to host bingo at a turf location, please e-mail the scheduling staff at 101727,561 so we can post it in the Kymer Clarion. Of course you don't have to, but it most likely will help your turnout and is a lot cheaper than paying some fool to run a macro all day <g> :-Y

Hey - Let's be careful out there!!!. Be seeing you<g>

Many of the following events are held more than once a week and are listed with a single line entry listing the time. The details of those events can be found under the Daily Events in alphabetical order. All times are WA. There is also a new quick reference section to enable you to quickly find when your favourite type of event is running. The index follows the main listing.

WEDNESDAY'S

12:00 PM.....Sinking Ships in the Friends World
German event Turf : FW Host: Michele

6:00 PM WAT.....Duckolyte Benefit Auction
Duck Hunt turf Hosts: The Duckolyte Auction Staff
Commission is 10%, proceeds go to the Duckolyte prize
fund. Consignments taken after auction.

THURSDAY'S

12:00 PM.....Cats Therapy in the Friends World
German event Turf : FW Host: Mirical Bernd2
Prizes are rare items.

12:00 PM.....Ghost Racing
Turf: Dreamland
Hosts: Necrolyte SKY TOWER SrK and Necrolyte Doctor X
Come help us make ghost racing what it was truly meant to be.
We want to insure that ALL can enjoy the game and have
the fun of a truly friendly event. So if you were one who said
they could never win at Ghost Racing, give us a try now,
and see the difference! Remember, there is a limit of two wins
per week PER PERSON to make this fair to all,
and no patches are allowed.

1:00 PM.....Ghost Race in the Friends World
International event Turf: FW Host:Maddin
Prizes are rare items, tokens or normal items.

5:00 PM.....CHAOS, Inc
Turf: Dreamland
Hosts: Marianne G, Acolyte Milen and others
CHAOS, Inc is a different game every week, so come early
to see what we're playing this week.
All welcome, no special software needed, and everyone
there at the end wins something. Game normally has a 500T
pot that is divided among the players there at the end based
on points.

7:30 PM.....Pinkie and the Brains
Turf: Pinkie's Place
We have weekly rare prizes, token raffles and a monthly championship for
a special head prize from the Oracles. Great prizes and loads of fun!

FRIDAY'S

12:00 PMWordsalad in the Friends World
(pure german event) Turf: FW Host:Awick
Set words together, which have been torn apart. Very Funny. Prizes are
rare items.

1:00 PM.....Rare prize Kymer with Beckie
International Event Turf "FW" Host:Beckie
Prizes are rare items. You need KYMER1.EXE or
BINGO1.EXE from the Forum GO AWAYFORUM, library
"Worlds Away-Plugins".

2:00 PM.....Young Prince' BINGO
Location: Med park by the three graces Host: Young Prince
This is Young Prince' BINGO Bets are at 110T's or 60T's for
half pot.

SATURDAY'S

5.30 AM.....Isildur's Roulette
Turf: Casino Heaven and if not there turf: Roulette Room
Host: Isildur
You need Leadman's Roulette Card, available in the PlugIns
section of WA forum. (same place you get bingo card) Be
sure you read the description part of download of Leadman's
Roulette Card for it will give you proper directory and support
files needed to make card work. Bets are a max of 50 Ts
per chip, yet as many chips as ya like on the board with no
minimum or maximum bet.

11:00 AM-12:00PM.....Ghostrace
Turf: Indipendence Host: Zocker
Fortnightly event

12:00-1:00PM.....Trivia
(German Event) Turf: Indipendence Host:Yell@BOY

1:00 - 2:00 PM.....Trivia
(German Event) Turf Indipendence Host:Highflyer
Zu gewinnen gibt es rare-items und Tokens!

1:00 PM.....Soccer-Wordsalad in the Friends World
German event Turf "FW" Host:Hurricane

4:00 PM.....QUICK DRAW
International event Turf:Games
Hosts:Glynicus or Number 6
Wild west style shoot out run on a knockout basis. Rare
prizes for the winner and runner up. Also door prizes.
Entry is FREE

5:00 PM.....HIDE & SEEK
Location: Victorian Gardens Host: JeanJean
First avey to decipher clues and determine JeanJean's
locale WINS a rare prize

SUNDAY'S

5.30 AM.....Isildur's Roulette
Turf: Casino Heaven and if not there turf: Roulette Room
Host: Isildur
You need Leadman's Roulette Card, available in the PlugIns
section of WA forum. (same place you get bingo card) Be
sure you read the description part of download of Leadman's
Roulette Card for it will give you proper directory and support
files needed to make card work. Bets are a max of 50 Ts
per chip, yet as many chips as ya like on the board with no
minimum or maximum bet.

7:00 AM.....Duckolyte Ghost Racing
Turf: Duck Hunt
Hosts: LumMoose, Vice Wing Commander or Unga-Bunga,

Duckolyte Sr. Wing

8:00 AM.....SunRay StarRae Rare Prize Bingo
Med Park, Winter Forest Locale
Hosts: SunRay StarRae and Astrid Weekly event
6 Games of Rare Prizes and then the SURPRIZE POT GAME.
The POT can be 5K - 20000K
The more avatars attending the bigger the POT!!
BRING A FRIEND AND RECEIVE A GAME FREE!!
Prepay 1000 T for all games or 150T each game.
We have broken a record with 116 players at one game!!
We pretty much give away 20-30K in one week!!

12:00 PM.....Kiatal in the Friends World
English event Turf "FW" Host: Lexi
Game of skill
NEW: Now with Highscore. Infos from the host.

2:00 PM.....Glynicus's Qtriv
Mainly English speaking event Turf: Games
Hosts: Glynicus or Number 6
Tough International quiz. I dare you to get 100% right!!!
Rare prize for the winner and door prizes. Entry is FREE

7:00 PM.....Duckolyte Trivia Challenge
Turf: Duck Hunt Host: Askani, Wing Commander
Multiple choice trivia, no entry fee. Weekly and monthly prizes.

11:00 PM.....Soccer-evening
German event Turf "FW" Host: Hurricane
Everything from the latest playday is talked about on this event and the winner of the FW-Toto is given his price.

MONDAY'S

12:00 PM.....Trivia
German event Turf "FW" Host:Holger the Astrolyte
Prizes are rare items.

1:00 PM.....Doppel Moppel
German event Turf "FW" Host:Sukelie 2
Prizes are rare items.

5:00 PM.....Ghost Racing
Turf: Dreamland Host: Acolyte Serena
Come help us make ghost racing what it was truly meant to be.
We want to insure that ALL can enjoy the game and have the fun of a truly friendly event. So if you were one who said they could never win at Ghost Racing, give us a try now, and see the difference! Remember, there is a limit of two wins per week PER PERSON to make this fair to all, and no patches are allowed.

7:00 PM.....Clover's Collectibles Auction
Turf: CC Host: Clover
Clover's Collectibles the Standard in auctioning excellence.
In business since December 1995. Auctions held weekly.
For a current auction list please visit

<http://www.ourworld.compuserve.com/homepages/clover/auction.htm> or the WA Community Forum (GO:TRA-39).

TUESDAY'S

12:00 PM.....Guess Games
German event Turf: FW Host: Lady Dee-Sukelie
Prizes are rare items

1:00 PM.....Wordsalad
English event Turf FW Host:Lexi
Prizes are rare items.
NEW: Now with Highscore. Infos from the host.

2:00 PM.....Jackpot BINGO
English event Turf FW Host:Lexi
Jackpot is right now: 350 Tokens

7:30 - 9.30 PM.....Worlds Of FORTUNE
Turf:Worlds of Fortune
Hosts:Acolytes Data, Indigo, and Milen
Turf Opens at 7:25 PM. Grand Prizes will be on display for
all to see.

>>>> INDEX OF EVENTS <<<<

>> Auctions <<

Duckolyte Benefit Auction, Wednesday's, 12pm
Clover's Collectibles Auction, Monday's, 7pm

>> Ghost Racing <<

Ghost Racing, Thursday's, 12pm
Ghost Race, Thursday's, 1pm
Ghostrace, Saturday's, 11am - 12pm
Duckolyte Ghost Racing, Sunday's, 7am
Ghost Racing, Monday's, 5pm

>> Bingo and Kymer <<

Rare prize Kymer with Beckie, Friday's, 1pm
Young Prince' Bingo, Friday's, 2pm
SunRay StarRae Rare Prize Bingo, Sunday's, 8am
Jackpot Bingo, Tuesday's, 2pm

>> Roulette <<

Isildur's Roulette, Saturday's, 5.30am
Isildur's Roulette, Sunday's, 5.30am

>> Trivia/Quizzes <<

Trivia, Saturday's, 12pm - 1pm
Trivia, Saturday's, 1pm - 2pm
Qtriv, Sunday's, 2pm
Duckolyte Trivia Challenge, Sunday's, 7pm
Trivia, Monday's, 12pm

>> Soccer/Football <<

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. Please make them as concise as possible!

Wedding Information:

We are happy to provide you with a section of the Kymer Clarion where you can announce either a wedding to come or a wedding that has already happened! If you would like your wedding announced in these pages, please send the following marked WEDDING INFO to the above Email Address. Please include the following:

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

Events & Game Reports:

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

Please mark all material 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.

SCHEDULE INFORMATION ONLY

Waking World CIS email address: 101727,561
Deadline: 5 PM WAT every Sunday

Scheduling Information:

Event Schedule covers the following Wednesday through Thursday.

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

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

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Rotating Editors: Acolyte Milen, Acolyte VIQer, Marianne G
This issue edited by Acolyte Milen
Posted to WorldsAway Community Forum on April 30th, 1997.