









the one by VazMart, is \*NOT\* where you should be selling your stuff. It only seems to pay half of the original purchase price of an item! The other pawn broker, on the corner of Temple and Gnarled Oak, pays 4/5. So don't necessarily sell those items at the first pawn machine you see!

- TELEPORTS. I haven't played around with teleports much myself, but there appears to be a bit of confusion about them. Each teleport has an address. When you use a teleport, you must give the address of the destination. If you give an incorrect address you lose your token. One technique that might be safer is to check the teleport's "Last destination" and see if it matches yours. That way you don't have to worry about a typing error! And remember that you might get a free ride if you happen upon a teleport that's been activated but not used!

- HEADS. One of the first things that a new avatar learns is how to remove his or her head. However, there are some interesting points in connection with heads. For example, if you are holding a head and you change expression, then the expression of the carried head changes as well. You can use this to find out what a prospective head's expressions are without having to wear it. It's also kind of cool! I've seen one avatar put his head on sideways and even backwards, but I think that was a Trick of Morpheus that only remains until you move. Please don't ESP me and ask how he did it; I simply don't know.

- COLOR CHANGES. There are two avatars, Charlotte-N and Yul Brenner, who apparently have been given something interesting called "Oil of Okay." First off: EUUGH! I'm not the biggest pun fan (unless they're memorably bad) but I really hate this one. What this item does is allow the owner to change your body colors. (The new colors don't become visible until the affected avatar ghosts and returns.) It \*also\* means that you have to be lucky enough to CATCH one of these two and then wait until the already present avatars get their colors done. This, coupled with the fact that the crowds and all the ghosting in the area inevitably result in many crashes back to the waking world, means that getting your clothes colored is an extremely difficult task if you've got "only" 8MB. Finally, it also puts you at the mercy of the (non-acolyte) person doing the change. I sincerely hope that such an item doesn't make it into the next world! If someone untoward were to get their grubby little hands on one....

- BODY MACHINES. You may have noticed that there are two body machines in the NuYu shop. When questioned, Acolyte Odin seemed to imply that they were identical, but, as we all know, acolytes are all too human. I can't say for completely sure whether there are truly no difference between the two until I have asked an oracle or test them out for myself.

- ORACLES. Some other points about oracles are in order. There appear to be three. The head oracle is named Vaserius, and apparently if anyone can be said to be "in charge" of the world it's he. (I hear he's a great guy.) My first impression upon seeing an oracle was "Ech, who are these sour, horribly serious people?" Later I found out that they are not nearly so stodgy as their appearance makes them seem. Oh, the first time you see an oracle wave his arm you are likely to die laughing!

Speaking of death, that's one problem with oracles: they seem to cause an inordinately large number of crashes when one is in the room. Of course, this could be caused by the large crowds that seem to gather whenever an oracle is out and about.

There are other things you should know besides these, but they are best figured out for yourselves. If you've got a question, you can ask











