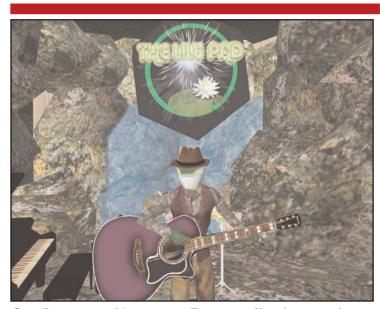
A Second Life Publication Tuesday, August 9, 2005 Free

Inside



On Page 4, Namons Extraordinaire reviews Frogg Marlowe's recent concert performance at the Lily Pad Lounge. Find out if Extraordinaire thinks Marlowe is the big frog in the pond -- or just a tadpole.

Sports



Gremlin Glitterbuck and Myztree Gorky opened SL's newest racecar track. And racing enthusiasts can't get enough. Read the story on page 5.

Linden Lab is creating a mailing list for software updates. Interested SL residents who want to be notified by email about upcoming software updates should send an e-mail to jesse@lindenlab.com, using current email addresses.

The e-mail will go out approximately 18-24 hours in advance of grid downtime. -- source: secondlife.com

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Web Poll

Go to our website at www.1webspace.biz/metaversemessenger to participate in our online poll. This week's question:

Do you think there is enough communication between SL residents and Linden Lab?

About Us

Volume 1, No. 1

Second Life

The Metaverse Messenger

Sido (169, 195)





SQUAGMIRE STRAVINSKY presented the latest version of infoNet, the R4, last week. The newest model offers a variety of colors as well as some new features. Those with old terminals can trade them in, while first time buyers can purchase them for only \$L300. - Photo by KATT KONGO.

infoNet launches its newest version - R4

By DJ UNDER/ **KATT KONGO**

Staff writers

Second Life's major in-world system for distributing information has taken yet another step into the future with the creation of its latest version, infoNet R4.

First created in December of 2004, the infoNet is a series of portable terminals which sends messages to the infoNet server requesting a page of data. The server then responds with that data.

The newest version of the infoNet terminal is a laptop available in a variety of colors. "Unlike previously where it came in a choice of white, white, or special white, now it comes in five flavors," said Squagmire Stravinsky,

The new laptops also use a plug-in system that allow people to add in expansions as they need them. Stravinsky said that expansions include things like being able to control a home security system, infoNet site builder, multiplayer battleships and the mastermind game.

"But [the expansion] also includes theme packs that allow you to change the button appearance, background image and screensaver," she adds.

However, the major difference between the old version and the new are the bigger server side changes. "The old servers could handle twelve people per minute, but the new laptops connect to a new server network," said Stravinsky, adding, "I will be retiring the old network and offering a free trade-in for old laptops." Those who purchase the laptop as a first time buyer will only pay \$300L.

Another addition to the new infoNet is the division of news into three sub-sections: the Linden news, the Second Hell Tourbus and SL FreePress.

The Linden news section will be provided by Jesse and Robin Linden. Stravinsky said that the Second Hell Tourbus will be a list of the worst places, worst builds, most overpriced stores and biggest trouble makers in

"Too often is there someone selling free scripts for a high price. This is our place to write about such things,"

While an outside publisher will provide the list, Stravinsky said that she will oversee the section. In the SL FreePress section, registered news groups and reporters for the infoNet can post write-ups on in-world events and news. "Anyone that wants to report, need only apply," said Stravinsky.

Other additions to the latest terminals will include a business directory, rather like the Yellow Pages; the infoNet directory, a list of infoNet sites; and the Top List, a list of

places chosen by infoNet.

"Unlike the top two, people can't apply to be in the Top List," said the infoNet creator. "I have seen many great ideas and projects fail because of lack of interest; most often, no one even knew they existed," she said.

Stravinsky said she has assembled a staff to compile the Top List, a team of twelve energetic explorers to find SL's hidden treasures. These explorers will get paid \$100L for every location they find.

"This will also be the last time anyone will need to trade in a laptop to upgrade," said Stravinsky, "all future updates will be sent to the owner on update discs."

Currently, infoNet can only display data via notecards. "We can only use what formats Linden Labs has provided to us in-world," said Stravinsky. As technology provided by Linden Labs increases in-world, so will infoNet's data display.

She said that the R4 was completely re-written when created because "the R3 wasn't designed to be an information system covering the globe," and its only relation to the R3 is the content it holds, and the infoNet ideal.

Stravinsky created infoNet after she saw a need for a script library, began browsing the SL forums for information, and wondered why there was no central news service in-world. While searching libraries, newsgroups, and schools, she found a once published paper, two dead magazines, and a half destroyed library.

"This wasn't good enough. So I started construction of the The Learning Center digital library," said Stravinsky. In two weeks, she had the digital library completed and work-

The library contained a small news section, a script library, and a handful of tutorial workbooks used in teaching classes. Originally, the information network only had two access points, one at each of the TLC campuses. When the Second Life Herald approached Stravinsky a month later, looking for a method to publish in-world, the information network expanded and the Herald was added to the TLC digital library.

However, it was around this time that TLC became unstable. "I didn't want the library to fall when TLC would, so I re-named the library infoNet," said Stravinsky. "From there, it expanded and was eventually remade to be portable as it is today," she added.

The new revision launches what Stravinsky terms as Project Freedom -- freedom of speech, freedom of information, freedom of choice. But at heart, said Stravinsky, the infoNet project is still just a teacher trying to help her stu-

Club owner commits firing rampage

By KATT KONGO Staff writer

The employees of Club Elite who logged into Second Life on or after Aug. 2 received the ominous instant message of "You have been ejected from the group..." after the club's boss, BigJohn Jade, fired almost all of the club's dancers, DJs, hosts and escorts.

Chris Abattoir, one such former employee, said that Jade fired everyone because "He's an ass." He added that he felt Jade fired people because he was angry that the club wasn't full to capacity on a frequent enough basis. "He's pissed cause all the dancers aren't there all day," he said.

Abattoir, who has been a longtime friend of Jade's, said that the club owner thinks everyone is replaceable. "Well, when BJ tries to reopen in a private sim of his own he wont have anyone to work for him," he added.

The former Club Elite employee doesn't understand why Jade fired him. "I was there all of the time," he said, "I used to use my own money to throw events for him too." Abattoir

thinks that Jade fired abut 15 people.

However, Sunny Buttercup, Club Elite manager, said the number of people fired on that fateful day was much higher. When asked as to the total number of people fired, Buttercup replied, "At least 40 to 50 people."

Buttercup said that Jade fired the dancers because while they were online, they would not spend time at the club, which left it empty too often. As to those that were fired from the other Club Elite groups, the manager said, "BJ was planning on closing the club, so he fired everyone."

She rephrased that to say that he's not closing Club Elite, just the Besma location. "He plans on reopening Elite with his own private sim sometime in the next month," she added. No one was given a warning as to what was coming, said

Buttercup. "It was a surprise to everyone that was fired," she added. But once the club reopens in its new location, Buttercup will be in charge of hiring the dancers back. "They are all welcomed back," she said.

Club Elite was formerly on the "Popular Places" list.

Winners announced for log-in sweepstakes

By KATT KONGO Staff writer

Linden Lab officials has announced the winner of the Lifetime account in the Log-A-Thon 5000 Sweepstakes as Nymphetamine Kitty, a resident of SL since December of

Kitty, owner of the shop Nymph-co in Canfield (235, 231), was in the midst of a relog when the double-blind random drawing for the grand prize took place. "And got back to like 100 IMs," she laughed.

She was shocked by the news at first and thought that it was a joke, until Altuima Linden messaged her with the

As grand prize winner, Kitty received the Lifetime (Charter Member) account. Jeska Linden of Linden Labs (LL) said, via a July 26 forum post, that this account was only available during Second Life's initial launch and cost \$225 USD. The special account also includes a permanent L\$500/week stipend and land allocation of 4096m2, she

The drawing used agent-ids of all of the residents who remained in-world for a total period of 30 minutes between Livingston and Stichen Tyne. the time of 7 and 9pm PDT on July 31, said Linden.

cial limited edition pewter Second Life pendant with leather necklace. Those winners are: Ashtyn Proudfoot, Nashville ticipants during the two hours of the test with a maximum Rambler, Areth Gall, Cordell Morgan, Zak Escher, Mekare concurrency of 3706 residents, she added Valkyrie, Eboni Khan, Cory Black, Melody Parks, Kozmo

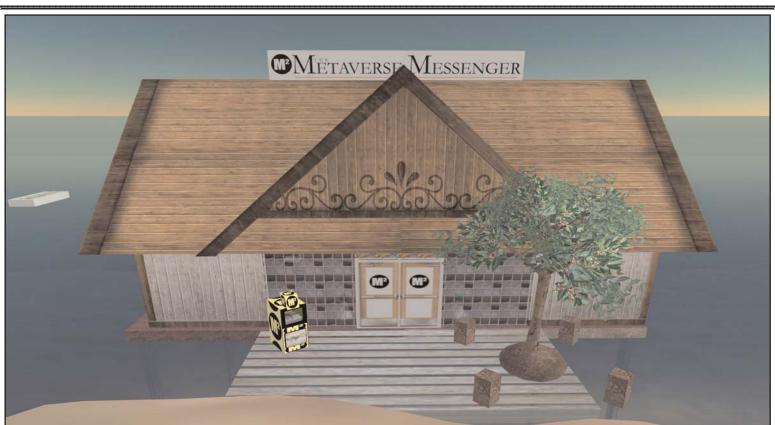
Darren Weary, Miele Pavlova, Gabrielle Assia, Bridgit current systems can handle, and, if in the case of a glitch, Thirty, Krysta Domela, Lasivian Leandros, Kwen Psaltery, how and what parts of our system are weak," said Jeska 2ndLife Sojourner, Cubey Terra, Cathy Jackson, Madison Linden in the July 26 forum post.



NYMPHETAMINE KITTY won a Lifetime account worth \$225 USD in a sweepstakes drawing held by Lindens last week. - Photo by **KATT KONGO**.

Linden said that the company plans to do a Log-A-Thon The drawing also determined the 25 winners of the spe- every 6-9 weeks in order to continually analyze the true capabilities of Second Life. There was a total of 4790 par-

The purpose of the Log-A-Thon, and others like it, is to determine the true capabilities of Second Life. "This type of Also, Raven Stormwind, Lyarna Kraken, Rasah Tigereye, test is the best way for us to determine how much stress our



THE NEWLY CONSTRUCTED office of The Metaverse Messenger (above) is now open so that residents of Second Life can pick up a newspaper, learn about newspaper operations, use the infoNet terminal inside, pluck \$L from the money tree (if you are a new resident, under 30 days of age), or just sit and relax. Meanwhile, Salvatore Brocco built a vendor (right) for the newspaper, and staff members have placed them in various locations. If you would like to host a newspaper vendor, contact any staff member. - Photos by PHOENIX PSALTERY.



-Open for business-

BY GEORGE BACKBITE Staff writer

The much anticipated first issue of *The Metaverse* Messenger is finally here, along with some future plans require "tweaking." "Obviously, as time progresses, we can and hopes for this exciting new publication.

"This first issue is, of course, only the beginning for the layout of the paper will improve as well." Messenger," said Phoenix Psaltery, associate publisher for the newspaper. "We have high hopes for the widespread acceptance of the paper by the Second Life community,"

Psaltery believes that within the next several months the *Messenger* will prove to be a staple of many avatars' lives. "We hope that soon, you'll look forward to Tuesday not

Messenger hits the newsstands," he said. He said he believes that it will become a highly popular means of advertising SL businesses. "We are doing card. everything possible to get this paper to as many SL residents as possible, and with a high readership, advertising in

this paper will be the best way to showcase products," said

Katt Kongo, the paper's publisher. by Sept. 1, hiring a sports editor, finding additional cartoonists who can do weekly strips, building the classified ads and personal ads sections of the paper, and obtaining a

domain name for the Messenger website. Kongo has some aspirations for the paper as well. "There are so many possibilities for the newspaper," she to establish is a section of the paper for each of the differing the profession for more than seven years. ent lifestyles in SL.

human, but I don't want this to just be a newspaper for mainstream SLers. I want it to be a paper that everyone as a staff writer, then promoted to assistant editor, and benefits from and enjoys," she said.

Since the paper aspires to interest all SL residents, it will have to be a strictly PG publication. "There are other ven-Science degree, I re-enrolled in the journalism program," ues for more X-rated news and features," said Kongo. "This is a newspaper, not a nude magazine," she added with a laugh.

an employee, but not all employees of any job are at the top phy.

of their game all of the time," she said. "We should recognize those that make our second life easier, and the Linden spotlight is the means for doing that," she explained.

Kongo said that several areas of the newspaper will fine tune our delivery method," she said, adding, "And the

The classified section will be an easy way to advertise without the expense of a regular display ad, said Kongo. The paper also plans to have an elaborate setup for personal ads. "As large as SL is now, sometimes it's hard for two people to meet each other," she added.

The newspaper staff just finished setting up an office located in Sido (169, 195), with such amenities as a newspaper only as stipend day, but as the day the new Metaverse vendor, a money tree for SL residents under 30 days old, an infoNet terminal, online indicators for newspaper staff and a vendor with a Metaverse Messenger information

> Vendors for the newspaper are being established all over SL. "Salvatore Brocco, who has a really cute store called Bark Avenue, made our vendors," said Kondo. "They look like real newspaper racks," she added.

Psaltery's goals for the *Messenger* over the next few Currently, there are about ten vendor locations. Kongo weeks include establishing 30 distribution points across SL said that anyone who would like to host a vendor should contact either her or Psaltery.

> Kongo said she and Psaltery started the newspaper after they discussed various business ventures, and she said she would love to publish a newspaper. The two are more than business partners though; they wed July 23, 2005.

"I love newspaper, and you should always do what you said. She added that one of the first things she would like love, especially in a game," said Kongo, who has worked

Kongo, who resides in Texas in her First Life, started "I have no doubt that the majority of avatars in SL are her career while she was enrolled in a local college. Kongo said, "I started out working as a volunteer, then was hired

"I loved it so much that, after I graduated with a Social

From there, she went to work at a semi-weekly newspaper, eventually becoming managing editor. In the Spotlighting the Lindens is another project in the works, process, she won several awards from the Texas Press said the publisher. "I know that everyone named Linden is Association in news writing, feature writing, and photogra-

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PERSPECTIVES

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A Bird's Eye View

Observations on Second Life and its denizens

By Phoenix Psaltery

Why Do We Need A Second Life, Anyway?

As I reflect upon the time I have spent in the incredibly diverse virtual world that we call Second Life, it brings to mind one question that burns in my mind whenever I encounter a new resident. It's the same one that appears on the giveaway SL CD's that I received from Linden Labs: "What will you do with your Second Life?" I have found that there seem to be as many different responses to that query as there are avatars in SL.

And, incidentally, as I sit in front of my computer writing this column, the population of Second Life has just hit 40,000 - 40,181 to be exact - at 5:50 AM game time on August 4th, 2005. Woohoo! A milestone, indeed! Champagne corks are popping all over SL!)

One of the most fascinating things to me about Second Life is the fact that in SL you can, quite literally, be anything you want to be. Now, I'm sure that you remember your mother and father telling you when you were young, "Honey, if you study hard and get good grades, you can grow up and be anything you want to be," but I think that they were probably referring to the objective of becoming a doctor, or a lawyer, or the CEO of a major corporation (there being little demand for Indian chiefs in today's job market), or perhaps the President of the United States, although I can't imagine any sane person actually wanting that job in this day and age.

However, to me, the amazing thing about SL is that you really CAN be anything you desire, and no one can (or should -- more on that later) tell you otherwise. And I'm not just talking about becoming the CEO of your own company, or marketing your own clothing line, or running your own newspaper, although those options certainly exist.

I'm talking about literally being anything you want to be -- a bird, a plane, or Superman (or Wonder Woman, if that floats your airship a little higher); a tiny furry creature, or a huge mechanical monster (no offense intended by the use of the term 'monster' - substitute 'automaton' if you prefer), or even something not even remotely resembling a living, sentient being (my free slots buddy Gaultier Grumby's tiny UFOlike avatar springs to mind).

Take on the opposite gender from your RL persona, if you like. Be straight, gay, bisexual, trisexual, or my personal favorite, TRYsexual (try anything once, twice if you like it). Be a prostitute, or a porn star. Be all of the above. Be NONE of the above. Heck, be the bumper off a '64 Buick if you like. But best of all, BE WHO AND WHAT YOU WANT. To me, that is the quintessential beauty of SL.

However, as always, it seems that some people have to try to throw the proverbial monkey wrench into the works. Why is that, anyway? Why are their griefers? Why is there dissent? Why, as Rodney King pleaded, can't we all just get along?

Note that I am not only referring to the acerbic, hypercritical comments made by some members of the forums at www.secondlife.com, although I certainly do include those in my line of fire. But what I am targeting in particular is the way that some citizens of SL apparently feel that their opinions are the only ones that matter - what I refer to as the "my way or the highway" mentality.

SL is too great, and its possibilities too far-reaching, to allow it to be boxed in by the narrow-minded mentality of a Few Individual Characters who feel like SL is their personal dog-and-pony show.

Don't misunderstand me - I believe these people have the right to express their opinions. I'm a strong supporter of free speech. I just can't for the (second) life of me figure out why they are the way they

Whenever I encounter an SL "newbie" - and I don't mean the term in a derogatory fashion - one of the things I invariably tell them in response to the question "what is there to do here?" is that SL is a world of ENDLESS possibilities, and that anything that they can imagine to do is more than likely possible here. It's kind of like the lyric from the "Floor Show" production number in The Rocky Horror Picture Show: "Don't dream it, be it."

So some dream of replicating vintage aircraft, or fine automobiles. Some dream of having the hottest dance club around. Others have a dream of becoming wealthy by becoming real estate magnates. Some just want to participate in the seemingly endless all-you-caneat buffet of virtual sex that some parts of SL offer. To each his (or her, or its) own.

The thing is, all of these things should be and are fair game. Sure, there are rules in Second Life, but they deal with how you treat others in-world or in transactions of virtual goods and information. Don't



Want to Write?

Our policy pertaining to letters:

The Metaverse Messenger accepts letters to the editor/publisher from our readers. Letters must include a valid SL name and an email address. All letters will be verified before being published, and only letters that address SL matters will be accepted. To submit your letter, either send it via a notecard in-world, with "Letter to editor" in the file name or e-mail it to metaverse_messenger@yahoo.com.

Coming soon

The Metaverse Messenger

The Best of Second Life

Your favorite stores, products, people and more!

Subscribe today and ensure that you don't miss this special section of The Metaverse Messenger



Notecards from the Grid

By Satai Daiz

Memoirs of a Salesman

I have been in this game for two years on Aug. 9. About six months ago. I decided to start a business here. Since doing so, I don't see how I could have played this game without running my own business. Before I started this venture, I went around and looked at all of the stores on this grid. There were some that were excellently designed with great stuff to buy and look at. Others were... downright horrid.

For example, most everyone in Second Life knows DE Designs. It's one of the major male clothing designers in-world, and it has some very nicely done female clothing as well. The stores are set up in such a way that everything is laid out well and priced at a significant value. To top it all off, the customer service is outstanding.

There are not many places that sell male designer clothing; even my store doesn't. Many people believe that the lack of male designers is because women like to shop more. I'm not here to make that decision or give my opinion on that, but my female friends go on spending sprees that would make the land barons look bad.

On the flip side, we have stores and vendors that are not so glamorous. For instance, I visited a shop in Second Life that was downright confusing. First of all, there was not a clear entrance to the place, not even a sign that said "Hey, here's where you can get in!" Basically, I had to enter by using the tried and true method of sitting on a chair by moving my camera point of view through a wall.

The location of this shop was also really unfortunate; it was in the middle of nowhere in a PG sim, with residences around it. It stuck ou like a sore thumb, which might have been the proprietor's intention To me, it looked like a 7-11 down the street, and I half expected to see a standee of Jay and Silent Bob out front.

Nothing on the outside of the shop said, "Come look what I have to sell! You'll see great things inside!" After seeing the various blun ders the shop owner made, I often wonder how he or she did in sales

So I would like to share with you a few basic rules of setting up a store and displaying items in an attractive manner. First of all remember the adage of "location, location, location." Make sure the location is heavily traveled, perhaps near a telehub or in the direction of a club or high traffic area. I have made a lot of sales just from someone flying over my shop.

Secondly, make the entrance clear. Stop making patrons walk into walls trying to get into your store. If getting inside your store is too difficult or time consuming, potential patrons will give up.

Third, make items that are worth buying. If someone can go out and get the same item and upload it or make it within 30 seconds, then it's not worth selling.

Finally, but most importantly, advertise! I have received a majority of my sales from advertisement, You know those telehubs with the free advertisement vendor on the side? They work. It may seem tedious to port around to every one of them and set up your ad, but it is most definitely worth it.

Also, in the items you sell, make sure you put a landmark or a note card of other locations and include textures of additional items for sell. Try doing a little bit of sponsoring. Sponsor an event some where when prizes are being given away. Donate a couple of gifts from your lineup and put some advertisement in there with them.

These are just some ideas that have helped drive some sales home for me. Hopefully they will help you as well. Next week we'll be looking more in depth at advertising in Second Life with a special



Congratulations on getting Bad Girls Dance Club to number six on the Popular Places list. You worked so hard, and you totally deserve this victory.

-- Katt







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The Metaverse Messenger

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Sosferatu's Sotes

Editor's Note: The following information is compiled from the Aug. 3 issue of the Translyvanian Times, and was provided courtesy of India Ingersoll.

Transylvania has its own website, located at http://transylvania.homestead.com/TransEvents.html. The site is full of information and has many events posted.

Market! The market is located in Hells' Acre. Another upcoming Transylvania event is Mosh Night, hosted by DJ Sech Molari and Sarah are subject to approval and may be removed at any time. Marshall.

Those who would like to take part in Mental Drippings need to sub-send a notecard to Lord Obscuro with the vendor request. mit entries to Lord Obscuro before Monday evening or Tuesday morning each week.

Mental Drippings is a showcase for original works only. We have new items section. some talented people here who work hard on their poetry, so please be original.

In place of Mental Drippings this week, here is a poem by BCreative Transylvania should see a royal for group information. Wilde, which has been published in First Life as well:

Always.....

....in my heart right from the very starta true friend to see you to the endthere when you fall to pull you from the fires of hellby your side with a love I tried to hidewanting to be the one to set you freewanted to let you know the feelings I tried not to showknew it would be you and me

dreaming you would someday see

Just when I was about to let "always" go

You came back to let me know

I was..... always in your heart right from the very start.

Vendors that currently have shops in Gothique and wish to adver-The moon is full, and you know what that means... time for the Black tise in future issues of The Transylvanian Times should submit advertisements to India Ingersoll. The ads have all permissions. All advertisements

Those who are interested in vendor space in Transylvania should

Those with new items to advertise should send India Ingersoll a notecard, as well as pictures, and those items will be placed here in the

There is a mortals' group in town. Those who show no fear of the darkness and enjoy hanging out and partying with the vampires of

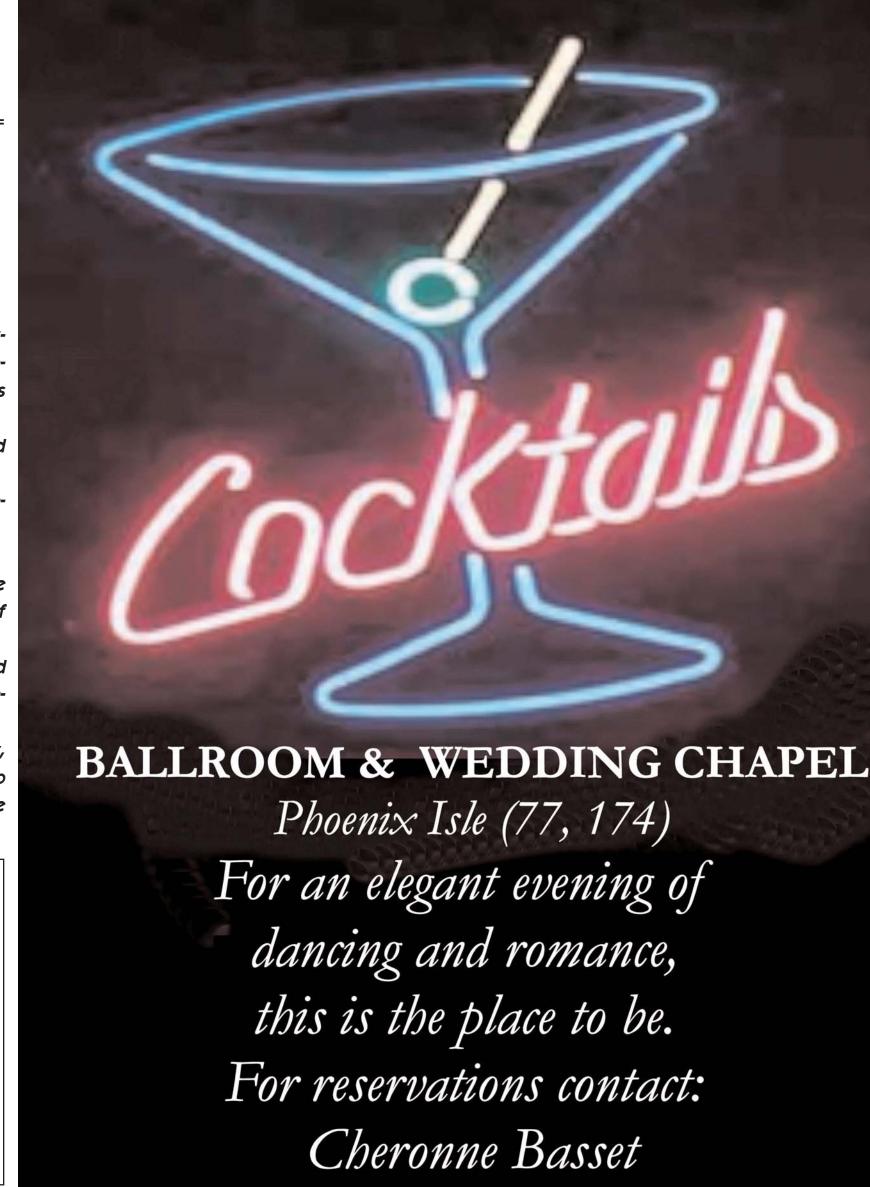
Those interested in becoming part of the Transylvanian Family should submit a notecard to Sarah Marshall with the names of ten current members.

Each member name will count as one signature. However, Transylvanian Royals count as two signatures. Only submit notecards to Sarah Marshall, not Lord Obscuro. She will take great care to make sure that each card is seen by Lord Obscuro.

Wanted:

Reporters to cover the vampire community by writing news and feature stories, as well as taking pictures. IM Katt Kongo for details.

(Other lifestyle reporters are needed as well)





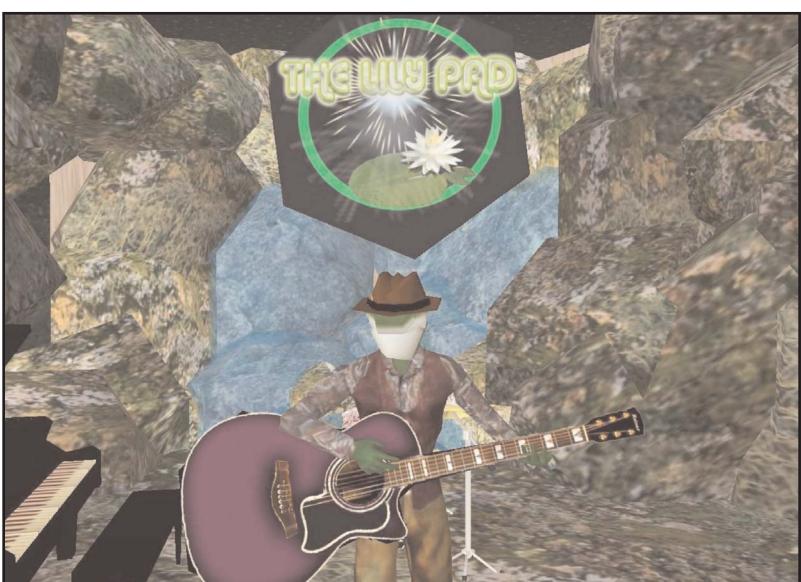
Aimee Weber is leading a fashion revolution!



(Just Humor her, she will sober up in the morning)



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FROGG MARLOWE performed live at the Lily Pad Lounge on Friday night. According to the concert review, the sim was packed, and the music was by turns lively and relaxing. You know it's good music when two of the Lindens show up to have a listen. - Photo by NAMONS EXTRAORDINAIRE.

Marlowe performs live at the Lily Pad Lounge

by NAMONS EXTRAORDINAIRE Staff writer

playing games is how interactive the world is, and how you rently full sim filled the room, and comments from cua Curie, can experience truly unique things without having to venture Frogg's manager, filtered through the room as well. Almost

I had the pleasure of attending a live concert hosted by Frogg Marlowe.

Marlowe comes from a rather confusing and lively back- ken word and his harmonica. The song, called "I Could der Frogg grew up to be a sane and productive adult, much crooner just before his connection died. less into such a powerhouse talent.

At the club, there was a very relaxed atmosphere. Many reestablished. He people were there before the show even started, and it wasn'tlong before the sim reached its 40 person max.

called "Caught A Buzz," which was one of many he wrote seven years before he even picked up and played a guitar, instead. currently his main instrument. Moving on, he worked night.

At his side for most of the night was his lifelong friend, Having known each other for over 28 years, the duo did not get the chance to play together often, and so they enjoyed the before it, yet the tongue is firmly in cheek. time spent together that night. There were many obvious

"Drowning Man," which Marlowe said had bubbled up from almost 2 hours into the lively event. his mind after having to deal with someone that felt they were too good for him. That, and something about watching

The song that followed was a quicker paced song, speak- until his vocal chords warmed up. ing of regret and loneliness in a way that truly speaks to his

again touches on his all-around philosophy, letting life move Shaun Linden were spotted on and moving on with it, no matter what might find you taking in the later sets) then you deserve to take a look. troubled. "Don't You Step Away" increased the tempo once

returning to the idea that life does exist after those bad things purchase copies of his first CD release. Be prepared to wait a happen in our lives.

more, exploring love lost and mistakes made.

Don't Love Last?" He dedicated the ending song to an audiation afford to miss out on what was an eye opening experience for

played rather well along with his guitar, moving the tempo up and down smoothly with the emotions of the music.

Nico moved in again at this point, and one can truly appre One thing that sets Second Life apart from most other role ciate the work that goes into such an event. Talk of the curfar from your computer. Live concerts just happen to be one 100 Second Life residents listened to the stream for that per- on top of other people. formance -- not bad for a night's work.

Marlowe wasn't done though, and he got up on stage for a Drift Monde at the Lily Pad Lounge out in Clyde this past third set, settling in at the piano this time, working his magic Friday night. On the playlist was the increasingly popular on the black and white keyboard. But before he even started playing, he swept the audience up in a chaotic melody of spo-

ground. Between his two parents, one a "Lutheran Librarian," Fly," has a tempo that moves upwards quickly and almost and the other a "Bi-Polar Atheist Hillbilly Genius," it's a won- explodes, and Marlowe's voice rumbled like an old blues

"Probably a good thing," he said, as the connection was was quickly wearing himself out, he added. "Blind/Sublime"

follows the buzz of the first song of the set, the story behind Marlowe started the first set with an old favorite of his this little ditty, and it showed, coming from his need to find something to write about, and ending up singing about that

The song "Older" talked about Marlowe's childhood, what through a few more short songs, "Thrown Stone's Wake," he missed and what he envies about the young, and yet "Found," and "Wishes," before taking his first break of the speaks to looking forward and what getting through one's youth leaves at your feet to conquer next. Things got even more relaxed now as Marlowe went into a newer song

Jaycatt Nico. During the short interlude, Nico played piano. inspired by a nameless friend, "Ain't No Women In SL" which is more of a bluesy song than anything that came to play with. The music thumped through me, hard rock,

After this, the pace dwindled, Marlowe's fingers looking fans in the crowd, and they made their voice heard when for more piano songs and going wherever it led him. With a few more songs along this vein, he finally ended the set, The second set started with a personal song called exhausted. The night was finished for the tired musician,

I can't really say anything bad about Frogg Marlowe. He plays easy going jazz music, and his range on the guitar is "The Tempest" about 30 times over, but we won't get into solid and easy to listen to. His vocals are steady as well, though I did find he had problems moving through ranges

That didn't detract from the performance, though. I would talent, boiling things down to their most base and putting recommend Frogg Marlowe to anyone, whether they have an interest in live music or not. If it is good enough to have vis-"Life Goes On" followed, a more softly spoken song that itors such as employees of Linden Labs (both Tommy and

Not only does he do shows once or twice a week, he has

his own website (soon to be fully operational) (www.frog-"Wake/Rise" helps the listener move on from the last, gmarlowe.com), which has demos of his music and a link to while, though, as the first run has already sold out. This man Marlowe finished the set with a lovely song called "Why is SL's best kept secret and no matter what your age, you can't



MYRA STORMWIND AND DANE ZANDER burn up the dance floor at the opening of Club Dark Dreams. The club reported a good turnout for Thursday's ribbon cutting. - Photo by PHOENIX PSALTERY.



Entertainment in Second Life

This being the first issue of the Metaverse Messenger, I decided to go check out some of the dance clubs around SL and give my semi-modest opinion on the ones I spent time in.

I primarily looked for dance clubs, but some were a bit more than just that. In this column, we'll look at four clubs: DFO Nightclub/Mall (I didn't cover the mall), Club Dark Dreams, Club Underground, and Club Revolution.

Each had good points, and all played good music. Each ing from the sidelines. club's atmosphere was very different from the others. Upon setup of the dance area is clean, with round dance platforms, cages in the corners, and not too much in the way of particle effects. The music was varied and good, with Zapfire Jewel DJ'ing (She is also one of the owners).

from the 80's, 90's, and other eras as well. The club was a bit quiet (I was there at 9:00 pm game time), which I am assured was unusual. I would definitely suggest checking out Club staircase. **Revolution**. The employees are friendly, the atmosphere is upbeat and fun, and the layout of the club is very good with ious texturing effects appropriate to the object created. As this little to no clutter. It gets 3-1/2 stars from me as purely a dance club, but don't let that fool you.

What to say about **Club Underground**... the decor is great, with lots of little details you only see when you look around a bit. The music is wonderful, with a great beat to dance to. The crowd was having a great time dancing, joking, and having fun. I loved the fact that the club isn't so dark that you can't see things, or so cramped that you feel you are dancing

There are video panels for watching, a hot tub upstairs to relax in, and escorts for the more daring to partake in. I'll definitely be coming back to spend some time at the **Underground**. I give it **4-1/2 stars**. Go, check it out... NOW!

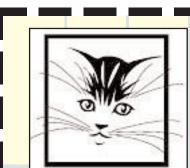
At **DFO** Nightclub/Mall, the party was jumping when I arrived, the music bumping, and the atmosphere was pure fun. I loved the pools and decks, with the dance floor in the middle, open air, and a LOVELY night. This club takes the cake for atmosphere in my book, well designed, and worth seeing... and having fun at.

Don't let the name throw you off -- I never did find out what **DFO** means, but this club is definitely on my list of go to spots now. 4-1/2 stars to DFO! I'd give it 5... but it wasn't perfect. The movie feed kept turning on, which was annoying. It was doubling up with the music, making a hash of it. Other than that, it's a great club, so go have fun there!

Coming into **Club Dark Dreams**, I didn't really have any expectations. Since the club only opened its doors this last week, it's still building up a clientelle, but don't let that put you off. The staff are all nice, and fun to be around. The decor is Aztec/Goth/Satanic, with deep red carpets. Fetish rooms abound, with a very large selection of bondage/dungeon gear

The dance area was large, with several cages, platforms, and dance poles. Each of the dancers at the club has a tip jar, which I have not found elsewhere in my journeys through SL. I give Club Dark Dreams a 4 star rating, well worth check-

Next week in The Scene, I'll be checking out some of the fetish clubs around SL. Until then have fun, and go see some of the nightlife! **SUMMARY**: Club Revolution: 3-1/2 stars Club Underground: 4-1/2 stars DFO Nightclub/Mall: 4-1/2 stars Club Dark Dreams: 4 stars



KATT'S "TO DO" LIST:

Find vendor loactions Hire more cartoonists, staff writers, photographers, advertising executives, ppl to distribute the paper, sports writers! (that's a BIGGIE).. Find more ways to advertise the paper... Buy land. yay! Shop for SEXY business attire

Hang out with Mo and Aluria! A must-do!

This hint was brought to you by the Katt Kongo **Rest and Relaxation Campaign!**

Prim College opens doors **By KATIER REITVELD**

Staff writer

I recently had the pleasure of sampling a class at one of Second Life's newest institutes of education. Prim College, a small school located in Orion, specializes in courses whichhave to do with making physical objects out of prims inside the SL universe.

Prim College was created just over a month ago by Blueman Steele and Sharice Pennyfeather, and the campus, unsurprisingly, was built from scratch by the two tutors.

Courses at the college generally run for three sessions, and are free, as the Lindens provide funding to enable them to provide tuition to everyone.

There are generally three class levels: beginning, intermediate, and advanced work, and they cover subjects ranging from working with textures to an upcoming course in was the final session of the course, the last part of thelesson making avatar hair.

Steele and Pennyfeather share the course load; for the lesson I attended, Pennyfeather was the tutor, with Steele watch-

flying into Club Revolution I was immediately pleased. The course. It lasted over 90 minutes, compared to the typical 60 with her students. minutes allotted to earlier sessions in the course.

During the class, Pennyfeather took the students through some advanced texturing ideas while maintaining a nice at least a match for Pennyfeather's, and they make an excel-"wow" factor by creating some of the most unlikely single-Zapfire played a variety of songs from her request line, prim objects imaginable, including a pretty waisted glass and a round table such as might be found in a cafe or bar. She also in Second Life, I'd wholeheartedly recommend attending the demonstrated how to make a large, 3-prim spiral

Throughout the session, she used these to demonstrate var-



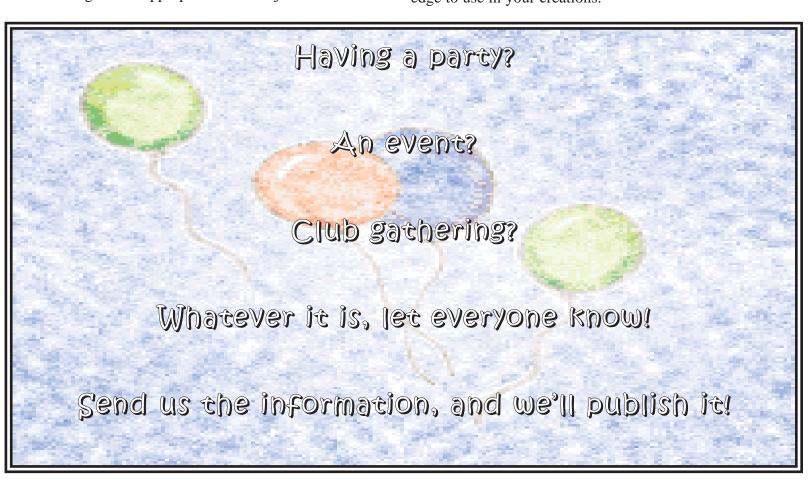
PRIM COLLEGE, located in Orion, has two instructors who teach residents of SL how to build objects out of prims. Classes are free. - Photo by KATIER REITVELD

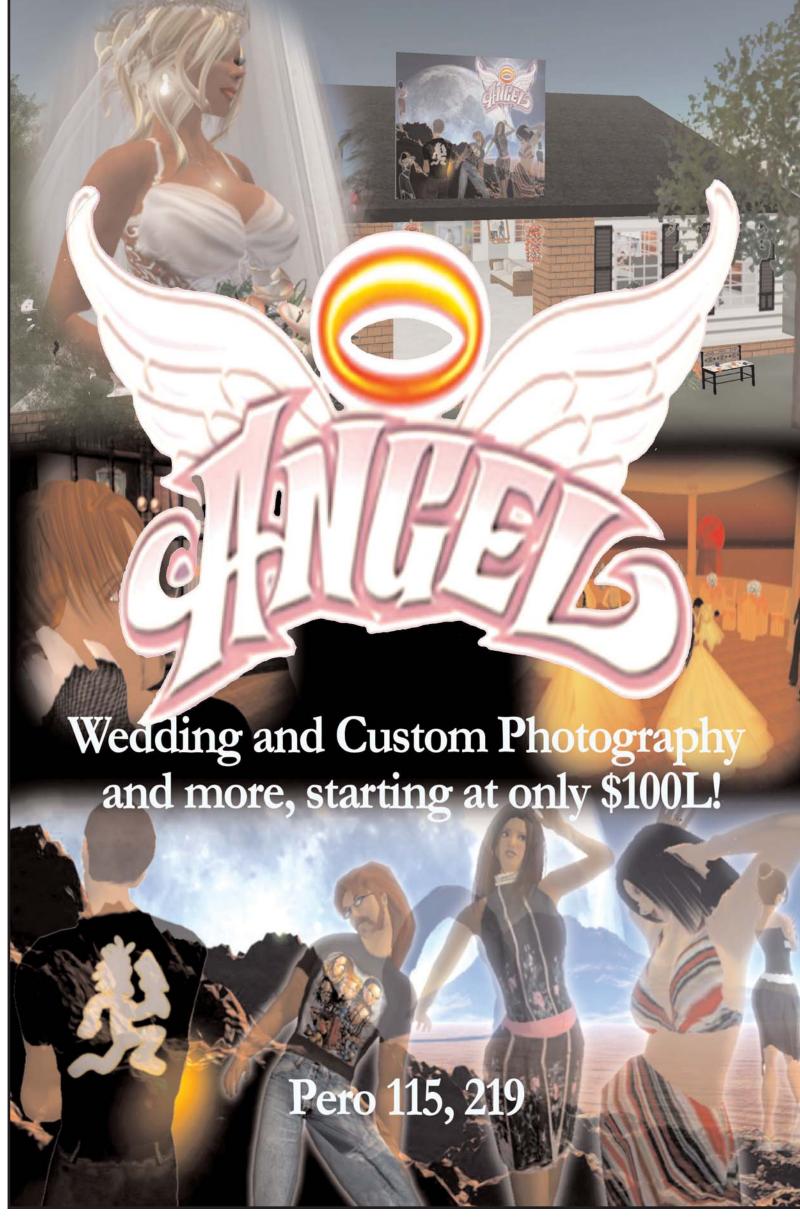
was to challenge the students' imaginations with a task. The articles created by the students gave a very good indication

of just how good the instruction is at Prim College. Overall the level of tuition here is excellent. Pennyfeather The class I attended was the final session in a texturing is very knowledgeable, patient, and is a good communicator

> I cannot comment on Steele's tutoring as I was not able to attend one of his classes, but his level of knowledge appears

For anyone wanting to learn more about building anything courses at Prim College, as they will give you a great grounding in building anything; should you take on the more advanced courses, you will receive a huge wealth of knowledge to use in your creations.





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GREMLIN GLITTERBUCK and his wife Myztree Gorky, owners of the Silver Motorsports Complex, pose beside the Gremlin racecar that Gorky made for Glitterbuck as a three-month wedding anniversary gift. - Photo by KATT KONGO

Nascar in SL takes off at new complex

By KATT KONGO Staff writer

There is a new scene in town, and it's one that features

Silver Motorsports Complex is the home of NASCAR in gate, the vendors, and upgraders. Second Life. According to a notecard, the racetrack encompasses the entire sim of Silver Island. Its banked track, fast turns and long straightaways provide a racing experience practice when Glitterbuck or Gorky are not there. never before seen in SL.

ground based vehicles ever, with speeds in excess of 200 owners handle it "pretty much we have to do like any other mph. The stock cars are sold on-site and performance game... you play -- drive, in this case -- at your own risk," upgrades are available.

Gremlin Glitterbuck, co-owner of the complex along with complex after he had built a drag strip above his house in effect on them." Gotland, and people were very enthusiastic about that track.

would be great to have here in SL," he said. "I know how have less than 3000 prims used. That is really low compared popular the sport of NASCAR is, I live in the south... so I to most sims," she added. thought, 'Why not?'"

than they ever imagined it would be. "Not only do the peeps any movement virtually impossible, another race will be

like to race, it's a place they like to hang out," he said. He said that the complex is a group effort of many differ-said Gorky.

ent people. Glitterbuck built the track and does the announcing, but Darren Weary also announces the races over Bunnee

Glitterbuck's wife Myztree Gorky textures the cars and Apply by messaging Katt Kongo. good-looking people in tight suits, and more importantly, does the registration and scheduling for the races while Escort DeFarge wrote the scripts for the cars, the starting

> Milo Bukowski built the cars, Maddfrog Flytrap provides security, and there are people that run the gate so others can

To reduce lag, Gorky said they try not to more than four The card added that the stock cars are some of the fastest cars at a time. Cars do sometimes crash, but the complex she said.

She added, "If the sim has delay or lag, it will affect

wife Myztree Gorky, said he got the idea to build the racing everyone, and each person's machine will have a different But she said that the slowness usually doesn't cause much

"It was mentioned more than once that a round track of a problem. "We have the whole sim dedicated to this and

Though Sunday night's races were canceled because of Glitterbuck said that the complex has been more popular a "time dilation" problem with the sim that made the cars or scheduled as soon as that problem is researched and fixed,

Classifieds

HELP WANTED

THE METAVERSE MESSENGER is seeking staff writers to pen news and feature stories. Pay is dependent on experience. Apply by messaging Katt Kongo.

THE METAVERSE MESSENGER is seeking photographers to take photos of events, places and people. Pay is dependent on experience. Apply by messaging Katt Kongo.

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THE METAVERSE MESSENGER is seeking cartoonists to create cartoon panels. Pay dependent on cartoon quality. Apply by messaging Katt Kongo.

THE METAVERSE MESSENGER is seeking one or more sports writers. Pay is dependent on experience.

THE METAVERSE MESSENGER is seeking a qualified news editor. Pay is dependent on experience. Apply by messaging Katt Kongo.

Classified ads are \$100 per ad for up to 20 words. Each additional word is \$20. To submit classified ads, drop a notecard into Katt Kongo's inventory with the ad written on it, and the word "Classified" as the file name.

Personal ads are also accepted. These ads MUST be kept PG: those that violate this rule will not be published. Use shorthand in personal ads, ie "SWM seeks SWF." Submit personal in the same manner described above. Personal ads are \$L150 each.

FROM PAGE 1

always been a word man; better than a bird man."

Phoenix Psaltery began his First Life in San Francisco, added. California, attended college in Oklahoma ("No matter what happens, I gotta root for the Sooners," he laughed), and now makes his home in beautiful Northwest Arkansas. "It's green available in-game with wage information and more. at my house all year round," he grinned, "no snow sim for this boy's First Life.'

Psaltery says he fell in love with the written word at an early age, first as a voracious reader, and then, in junior high

poetry and song lyrics, which was well received. He went on how. to write for a number of First Life publications, including a popular music e-zine.

being an author, he has worked in the theatre, television, and radio, as well as being a composer, photographer, and graph-

paper. "I see no reason for it to exist solely as a weekly pub-

OPEN

When asked what brought him to the *Messenger*, Psaltery weekly paper, or even a daily," she said. "Our only limitation smiled and said, "In the words of the late Jim Morrison, 'I've is in how many people we can hire. So far, we have had some great help, but we'll need more to expand the paper," she

> To learn more about the paper or apply for a position, simply IM Kongo or Psaltery, or e-mail the paper. A notecard is

BIRD'S EYE

FROM PAGE 2

others in-world or in transactions of virtual goods and inforand high school, "through every creative writing assignment I mation. Don't shoot people. Don't reveal others' personal information. Do unto other avies as you would have other While still in college, Psaltery wrote a book of original avies do unto you. Hmmm. Sounds vaguely familiar, some-

And of course, there are those who disagree, even some of you reading this at this moment. I see you out there, shaking Some have called Psaltery a renaissance man; besides your heads in disgust. "Why, that Phoenix Psaltery! Who does he think he is?"

But guess what? The Great Linden did not create this world for your pleasure alone, but for that of ALL SLers. And Kongo said she and Psaltery have a lot of plans for the I devoutly pray to Him on a daily basis that Second Life will continue to be what it is and truly should be -- a place where

