

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.

FYI

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 e-mail 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.1webpace.biz/metaversesemessenger 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 came in a choice of white, white, or special white, now it comes in five flavors," said Squagmire Stravinsky, infoNet's creator.

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, multi-player 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 Second Life.

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

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 working.

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 students.

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 about 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 2004.

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 good news.

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 added.

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

The drawing also determined the 25 winners of the special limited edition pewter Second Life pendant with leather necklace. Those winners are: Ashtyn Proudfoot, Nashville Rambler, Areth Gall, Cordell Morgan, Zak Escher, Mekare Valkyrie, Eboni Khan, Cory Black, Melody Parks, Kozmo Kong.

Also, Raven Stormwind, Lyarna Kraken, Rasah Tigereye, Darren Weary, Miele Pavlova, Gabrielle Assia, Bridgit Thirty, Krysta Domela, Lasivian Leandros, Kwen Psaltery, 2ndLife Sojourner, Cubey Terra, Cathy Jackson, Madison



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

Linden said that the company plans to do a Log-A-Thon every 6-9 weeks in order to continually analyze the true capabilities of Second Life. There was a total of 4790 participants during the two hours of the test with a maximum concurrency of 3706 residents, she added.

The purpose of the Log-A-Thon, and others like it, is to determine the true capabilities of Second Life. "This type of test is the best way for us to determine how much stress our current systems can handle, and, if in the case of a glitch, how and what parts of our system are weak," said Jeska Linden in the July 26 forum post.



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 and hopes for this exciting new publication.

"This first issue is, of course, only the beginning for the *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," he added.

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 only as stipend day, but as the day the new *Metaverse 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 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.

Psaltery's goals for the *Messenger* over the next few weeks include establishing 30 distribution points across SL 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 said. She added that one of the first things she would like to establish is a section of the paper for each of the different lifestyles in SL.

"I have no doubt that the majority of avatars in SL are human, but I don't want this to just be a newspaper for mainstream SLers. I want it to be a paper that everyone 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 venues for more X-rated news and features," said Kongo. "This is a newspaper, not a nude magazine," she added with a laugh.

Spotlighting the Lindens is another project in the works, said the publisher. "I know that everyone named Linden is an employee, but not all employees of any job are at the top

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 require "tweaking." "Obviously, as time progresses, we can fine tune our delivery method," she said, adding, "And the layout of the paper will improve as well."

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 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 card.

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.

Currently, there are about ten vendor locations. Kongo 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 love, especially in a game," said Kongo, who has worked in the profession for more than seven years.

Kongo, who resides in Texas in her First Life, started her career while she was enrolled in a local college. Kongo said, "I started out working as a volunteer, then was hired as a staff writer, then promoted to assistant editor, and finally editor."

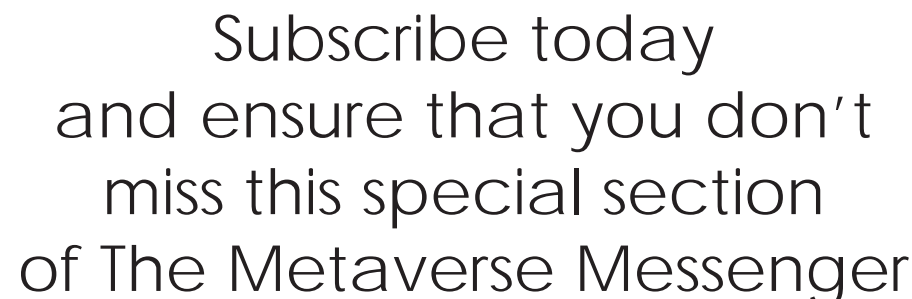
"I loved it so much that, after I graduated with a Social Science degree, I re-enrolled in the journalism program," she said.

From there, she went to work at a semi-weekly newspaper, eventually becoming managing editor. In the process, she won several awards from the Texas Press Association in news writing, feature writing, and photography.

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See BIRD EYE, Page 6



George Backbite



Nosferatu's Notes

Editor's Note: The following information is compiled from the Aug. 3 issue of the Transylvanian 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.

The moon is full, and you know what that means... time for the Black Market! The market is located in Hells' Acre. Another upcoming Transylvania event is Mosh Night, hosted by DJ Sech Molari and Sarah Marshall.

Those who would like to take part in Mental Drippings need to submit entries to Lord Obscuro before Monday evening or Tuesday morning each week.

Mental Drippings is a showcase for original works only. We have 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 Wilde, which has been published in First Life as well:

Always.....
in my heart
 right from the very start
a true friend
 to see you to the end
there when you fall
 to pull you from the fires of hell
by your side
 with a love I tried to hide
wanting to be
 the one to set you free
wanted to let you know
 the feelings I tried not to show
knew 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 advertise in future issues of The Transylvanian Times should submit advertisements to India Ingersoll. The ads have all permissions. All advertisements are subject to approval and may be removed at any time.

Those who are interested in vendor space in Transylvania should send a notecard to Lord Obscuro with the vendor request.

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 new items section.

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 Transylvania should see a royal for group information.


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)



BALLROOM & WEDDING CHAPEL
 Phoenix Isle (77, 174)
For an elegant evening of dancing and romance, this is the place to be.
For reservations contact:
 Cheronne Basset

Good Girls Go To Heaven... But



THE HOTTEST
MUSIC!

Bad Girls!
 Go EVERYWHERE!!!



THE HOTTEST
WOMEN!

BAD GIRLS DANCE & FETISH CLUB

Smoky 216,92

Exotic Dancers, Dance Club, Fetish Club, Gentlemen's Club, Shopping, MONEY, Tringo, TEXAS HOLD'EM!

Aimee Weber is leading a fashion revolution!



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

PREEN

Lifestyles



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

One thing that sets Second Life apart from most other role playing games is how interactive the world is, and how you can experience truly unique things without having to venture far from your computer. Live concerts just happen to be one of those things.

I had the pleasure of attending a live concert hosted by Drift Monde at the Lily Pad Lounge out in Clyde this past Friday night. On the playlist was the increasingly popular Frogg Marlowe.

Marlowe comes from a rather confusing and lively background. Between his two parents, one a "Lutheran Librarian," and the other a "Bi-Polar Atheist Hillbilly Genius," it's a wonder Frogg grew up to be a sane and productive adult, much less into such a powerhouse talent.

At the club, there was a very relaxed atmosphere. Many people were there before the show even started, and it wasn't long before the sim reached its 40 person max.

Marlowe started the first set with an old favorite of his called "Caught A Buzz," which was one of many he wrote seven years before he even picked up and played a guitar, currently his main instrument. Moving on, he worked through a few more short songs, "Thrown Stone's Wake," "Found," and "Wishes," before taking his first break of the night.

At his side for most of the night was his lifelong friend, Jaycatt Nico. During the short interlude, Nico played piano. Having known each other for over 28 years, the duo did not get the chance to play together often, and so they enjoyed the time spent together that night. There were many obvious fans in the crowd, and they made their voice heard when appropriate.

The second set started with a personal song called "Drowning Man," which Marlowe said had bubbled up from his mind after having to deal with someone that felt they were too good for him. That, and something about watching "The Tempest" about 30 times over, but we won't get into that.

The song that followed was a quicker paced song, speaking of regret and loneliness in a way that truly speaks to his talent, boiling things down to their most base and putting them to words.

"Life Goes On" followed, a more softly spoken song that again touches on his all-around philosophy, letting life move on and moving on with it, no matter what might find you troubled. "Don't You Step Away" increased the tempo once more, exploring love lost and mistakes made.

"Wake/Rise" helps the listener move on from the last, returning to the idea that life does exist after those bad things happen in our lives.

Marlowe finished the set with a lovely song called "Why Don't Love Last?" He dedicated the ending song to an audience member after pulling out his harmonica, which he



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 club's atmosphere was very different from the others. Upon flying into **Club Revolution** I was immediately pleased. The 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).

Zapfire played a variety of songs from her request line, 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 Revolution**. The employees are friendly, the atmosphere is upbeat and fun, and the layout of the club is very good with 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 on top of other people.

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 clientele, 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 to play with. The music thumped through me, hard rock, metal, and the like.

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 checking out.

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 locations
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 which have 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 making avatar hair.

Steele and Pennyfeather share the course load; for the lesson I attended, Pennyfeather was the tutor, with Steele watching from the sidelines.

The class I attended was the final session in a texturing course. It lasted over 90 minutes, compared to the typical 60 minutes allotted to earlier sessions in the course.

During the class, Pennyfeather took the students through some advanced texturing ideas while maintaining a nice "wow" factor by creating some of the most unlikely single-prim objects imaginable, including a pretty waisted glass and a round table such as might be found in a cafe or bar. She also demonstrated how to make a large, 3-prim spiral staircase.

Throughout the session, she used these to demonstrate various texturing effects appropriate to the object created. As this



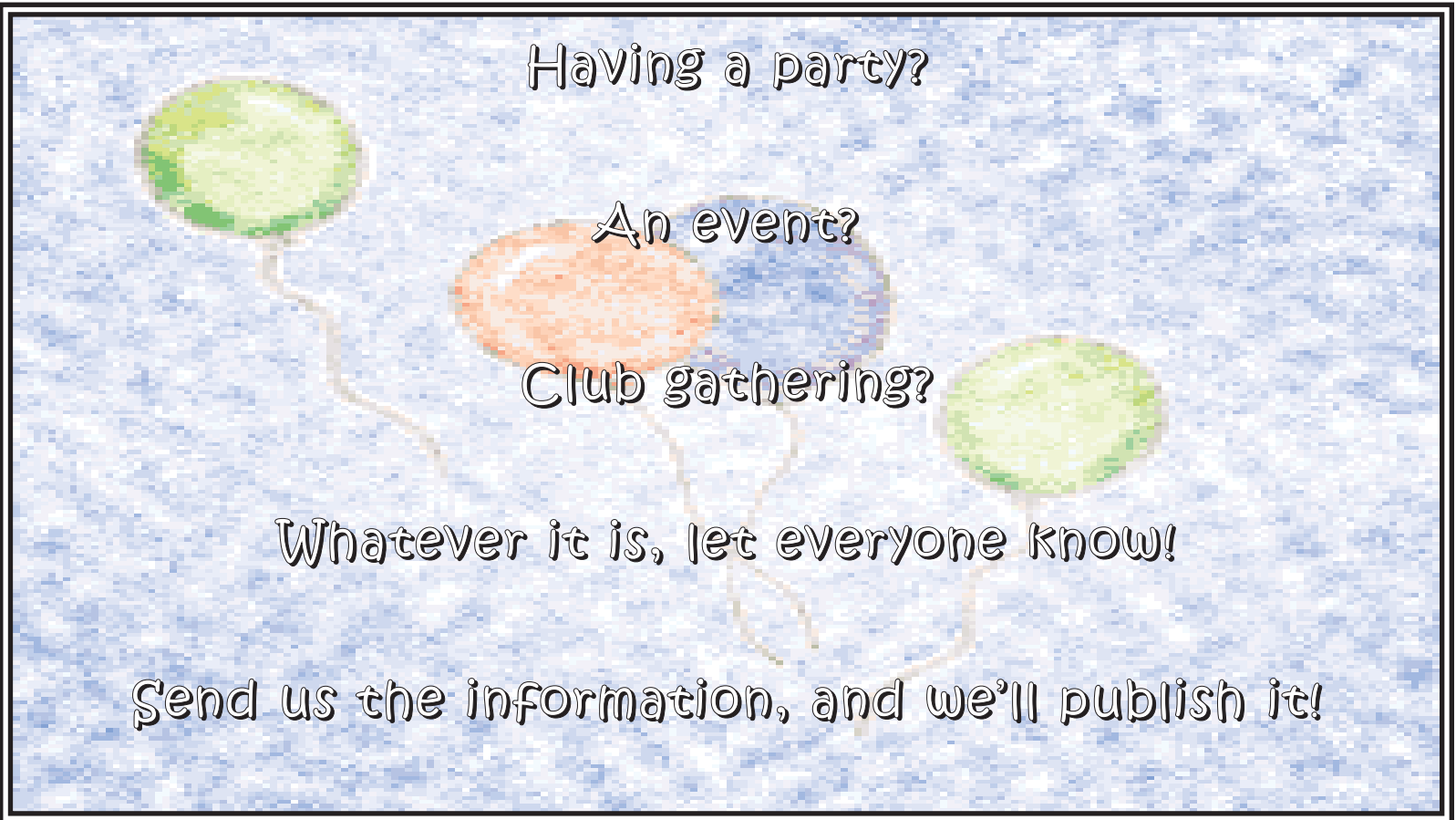
PRIM COLLEGE, located in Orion, has two instructors who teach residents of SL how to build objects out of prims. Classes are free. - Photo by **KATIER REITVELD**

was the final session of the course, the last part of the lesson 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 is very knowledgeable, patient, and is a good communicator with her students.

I cannot comment on Steele's tutoring as I was not able to attend one of his classes, but his level of knowledge appears at least a match for Pennyfeather's, and they make an excellent team.

For anyone wanting to learn more about building anything in Second Life, I'd wholeheartedly recommend attending the 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.





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 good-looking people in tight suits, and more importantly, fast cars.

Silver Motorsports Complex is the home of NASCAR in 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 never before seen in SL.

The card added that the stock cars are some of the fastest ground based vehicles ever, with speeds in excess of 200 mph. The stock cars are sold on-site and performance upgrades are available.

Gremlin Glitterbuck, co-owner of the complex along with wife Myztree Gorky, said he got the idea to build the racing complex after he had built a drag strip above his house in Gotland, and people were very enthusiastic about that track.

"It was mentioned more than once that a round track would be great to have here in SL," he said. "I know how popular the sport of NASCAR is, I live in the south... so I thought, 'Why not?'"

Glitterbuck said that the complex has been more popular than they ever imagined it would be. "Not only do the peeps 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-

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

Glitterbuck's wife Myztree Gorky textures the cars and does the registration and scheduling for the races while Escort DeFarge wrote the scripts for the cars, the starting gate, the vendors, and upgraders.

Milo Bukowski built the cars, Maddfrog Flytrap provides security, and there are people that run the gate so others can practice when Glitterbuck or Gorky are not there.

To reduce lag, Gorky said they try not to more than four cars at a time. Cars do sometimes crash, but the complex owners handle it "pretty much we have to do like any other game... you play -- drive, in this case -- at your own risk," she said.

She added, "If the sim has delay or lag, it will affect everyone, and each person's machine will have a different effect on them."

But she said that the slowness usually doesn't cause much of a problem. "We have the whole sim dedicated to this and have less than 3000 prims used. That is really low compared to most sims," she added.

Though Sunday night's races were canceled because of a "time dilation" problem with the sim that made the cars or any movement virtually impossible, another race will be scheduled as soon as that problem is researched and fixed, said Gorky.

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.

THE METAVERSE MESSENGER is seeking locations for newspaper vendors. If interested, contact Phoenix Psalterly.

THE METAVERSE MESSENGER is seeking graphic artists to design and build advertisements. Pay is dependent on experience. Apply by messaging Phoenix Psalterly.

THE METAVERSE MESSENGER is seeking advertising executives to sell ad spaces. Pay is a ten percent commission. Apply by messaging Katt Kongo or Phoenix Psalterly.

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. Apply by messaging Katt Kongo.

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 short-hand in personal ads, ie "SWM seeks SWF." Submit personal in the same manner described above. Personal ads are \$L150 each.

OPEN FROM PAGE 1

When asked what brought him to the *Messenger*, Psalterly smiled and said, "In the words of the late Jim Morrison, I've always been a word man; better than a bird man."

Phoenix Psalterly began his First Life in San Francisco, 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 at my house all year round," he grinned, "no snow sim for this boy's First Life."

Psalterly says he fell in love with the written word at an early age, first as a voracious reader, and then, in junior high and high school, "through every creative writing assignment I could get."

While still in college, Psalterly wrote a book of original poetry and song lyrics, which was well received. He went on to write for a number of First Life publications, including a popular music e-zine.

Some have called Psalterly a renaissance man; besides being an author, he has worked in the theatre, television, and radio, as well as being a composer, photographer, and graphic artist.

Kongo said she and Psalterly have a lot of plans for the paper. "I see no reason for it to exist solely as a weekly publication. There is a enough news in SL to support a semi-

weekly paper, or even a daily," she said. "Our only limitation 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 added.

To learn more about the paper or apply for a position, simply IM Kongo or Psalterly, or e-mail the paper. A notecard is available in-game with wage information and more.

BIRD'S EYE

FROM PAGE 2

others in-world or in transactions of virtual goods and information. Don't shoot people. Don't reveal others' personal information. Do unto other avies as you would have other avies do unto you. Hmmm. Sounds vaguely familiar, somehow.

And of course, there are those who disagree, even some of you reading this at this moment. I see you out there, shaking your heads in disgust. "Why, that Phoenix Psalterly! 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 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 all citizens of SL are truly free to be whatever they desire.



We animate sexy.

Apukohai 111,86

STATE AND NATIONAL FLAGS MADE TO ORDER

IM PHOENIX PSALTERY IN-WORLD