



Sim of the Week - Page 9

■ The Metaverse Messenger will publish a special section for Valentine's Day on Feb. 7, 2007. The issue will contain stories of couples who met in SL and fell in love, gift ideas, fun things to do to celebrate the day and more. To advertise in this issue, contact Phoenix Psaltery.

SL NewsPage 3
 PerspectivesPage 4
 The LinePage 5
 ROTWPage 7
 ComicsPage 7
 EntertainmentPage 7
 Photo ContestPage 8
 CommunityPage 15
 SportsPage 16

Go to our website at www.metaversemessenger.com to participate in our online poll. This week's question: "Should the use of 'Bots' for camping and land purchase be banned by LL?" See page 4 for last week's results.

Volume 2
 No. 22
 Second Life
 The Metaverse
 Messenger
 Sido (184, 195)



The Metaverse Messenger

A REAL NEWSPAPER FOR A VIRTUAL WORLD

Tuesday, January 30, 2007

A Rose from Ash Publication

Free

The Swedish are coming! The Swedish are coming!

By PHOENIX PSALTERY
 Staff writer

The meatspace nation of Sweden recently announced plans to set up what is being described as an embassy in Second Life. According to Olle Wästberg, director of the Swedish Institute, "We are planning to establish a Swedish embassy in Second Life primarily as an information portal for Sweden."

The embassy will not perform actual embassy business such as issuing passports or visas but will serve as an information source about the country, including telling visitors how to obtain such documents in the real world, and will include links to websites about the nation.

"Second Life allows us to inform people about Sweden," Wästberg said, "and broaden the opportunity for contact with Sweden easily and cheaply."

In addition to plans for the embassy, a new sim known as Second Sweden has already been established. It is owned by Johan Howard, a Swedish businessman in real life. Asked how the project came about, Howard said, "I am in charge of the island Second Sweden, which is our attempt to give SL a touch of Sweden, and Sweden a touch of Second Life."

"I became involved in SL in



WHEN TELEPORTING INTO the new Second Sweden sim, visitors arrive near a small stage with a video screen. It displays scenes from life in Sweden, including the Swedish flag. Sweden announced this week that it will establish an embassy in Second Life, the first of its kind. – Photo by PHOENIX PSALTERY

autumn 2006, a month or so before [SL reached] more than a million. I can't remember seeing anything about SL in Swedish magazines at that time. [I] read about it online and in American magazines and then decided to join.

"Second Sweden is something that we came up with... [because] the European presence is growing and we noticed that a lot of the newcomers were from Sweden. Second Sweden is not only intended to be a place where Swedes can live, [or] where

tourists can come and see why their next [real life] vacation should be spent on a moose safari or in the archipelago — it's also a place where scientists can try their thesis, where architects can show their latest creations and where we will try to show

how changes in the way we live today might give us a better environment.

It seems that the interest in SL among Swedes is growing tremendously. Asked what he felt was drawing Swedes to Second Life, Howard said, "Sweden has been at the forefront of the Internet revolution since it started. There's a natural interest among the Swedes for learning new things and adopting [them] quite easily. Once the hype started in Sweden and bloggers started to tell the stories of their new lives, word spread pretty fast — remember, there's only 9 million of us."

Howard said that the long-term goal for Second Sweden is to create a place that people find so interesting that they one day might visit Sweden in reality, "or at least be able to point it out on a map."

He added, "We do, of course, like to hear from Swedes and non-Swedes [about] what they would like to see on the island. IM me or join our group, Second Sweden Inhabitants, and let us know your opinion."

Another prominent Swede in Second Life is PetGirl Bergman, perhaps better known as Tina. She is the owner of EXAKT, a shop providing unique lamps, in-

See SWEDEN, Page 24



BRITISH COMEDIAN JIMMY Carr will appear in avatar form in SL as he simulcasts a performance from a secret London location in Reality. See the accompanying article to find out how to win free tickets to the event. - Photo by ELLIS O'BRIEN

British comic goes virtual

By PHOENIX PSALTERY
 Staff writer

Award winning British comedian Jimmy Carr will become the first major comic ever to perform a virtual reality gig with an exclusive one time performance in Second Life, scheduled for Saturday, Feb. 3.

Second Life residents have an opportunity to win tickets to the in-world performance, which is being developed by Fusion Unity (www.fusionunity.co.uk). What is Jimmy Carr's present UK tour called? answer by IM to Markie Macdonald to win. Seating is limited.)

With one-liners and gags ranging from "the slick to the downright sick," Carr has decided to escape the limitations of

Reality and bring his brand of dry and sardonic humor to a whole new level before an exclusive audience of contest winners at a top secret London location. Simultaneously, Jimmy will be performing to a select audience in SL as well, delivering the latest material from his British Comedy Award-winning tour entitled *Gag Reflex*.

Carr will perform for a select group of community members, chosen via a competition into which all Second Life members can enter. According to a publicity release, "Starting with a series of photographs and sensors, [Carr] will be modelled in 3D prior to the event using the latest hi-tech gadgetry of digital agency Fusion Unity (fusionunity.co.uk). After being devel-

oped into a fully-fledged virtual alter-ego, or 'avatar', performers will trace [Carr's] movements and translate them into the movements of his character; enabling him to interact with other virtual audience members just like he would in a real gig."

The Second Life show is said to be a first for a comedian of his stature, and it is hoped that others will see the possibilities of SL, opening a new venue for comedy and other areas of entertainment to develop further online.

Carr released his first book in 2006, entitled *The Naked Jape*, which was released by Penguin Books in the US in November. Since then, Carr launched a nation wide stand-up

See CARR, Page 26

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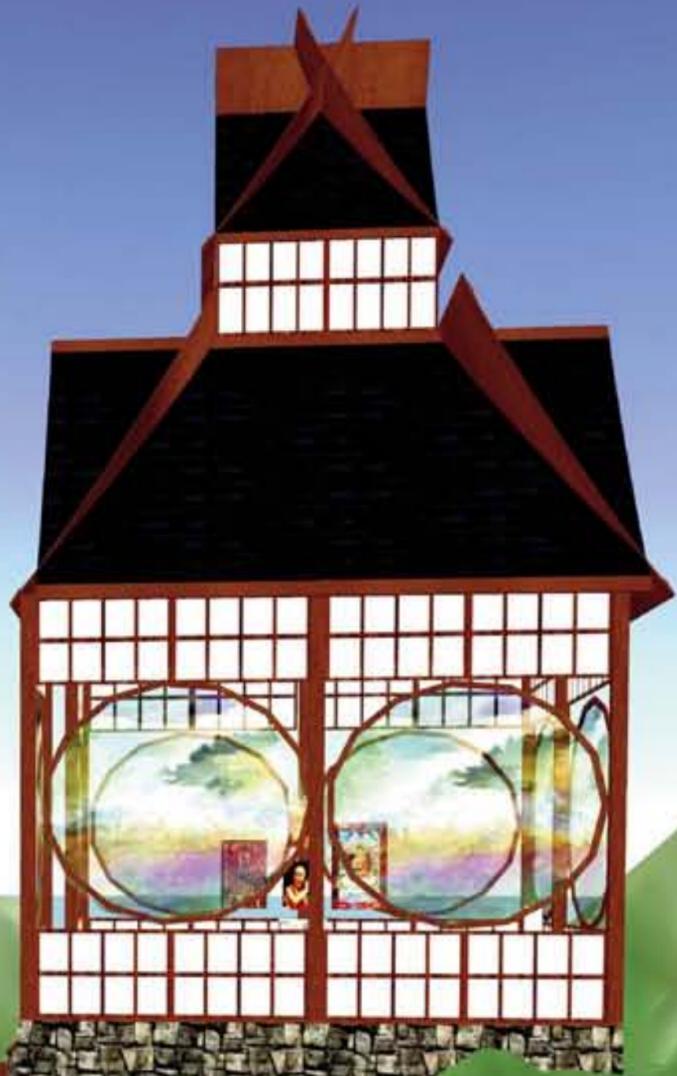
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The unique island community which supports mental health in Second Life now needs the support of SL's residents so that it can continue its mission.

SFH

This fundraising campaign is being spearheaded by Katt Kongo. To donate, send L\$ to her alt, Fundraising Moxie.



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SL NEWS

January 30, 2007

The Metaverse Messenger Sido (169, 195)

Page 3



ROOTSCAMP ORGANIZED A SERIES of events to protest the war in Iraq, and began with a Posters for Peace gallery exhibition with free posters and the ability for residents to create free t-shirts and protest signs. - Photo by **KATIER REITVELD**.

RootsCamp holds anti-war demonstration in 2nd Life

By **KATIER REITVELD**
Staff writer

A recent national march for peace in Washington, DC was supported in Second Life when RootsCamp organized a series of events.

Organizer Ruby Glitter said, "We originally started this group for two purposes: to bring together residents that were interested in progressive advocacy and campaigning in-world, and to get RL activists to try out SL and learn more about its potential. The purpose of this weekend's events in particular is to add to the growing global voice calling for an end to the war in Iraq.

"People everywhere are outraged at the Bush administration's continued attempts to go it alone, and we want to make sure the Congress knows that we expect accountability to from them. So just like there are rallies all over the country this weekend, we are speaking up in SL as well."

The event began on Jan. 27 with a Posters for Peace gallery exhibition with free posters and the ability for residents to create free t-shirts and protest signs. Glitter was particularly happy about the signs and turnout.

"We didn't really set out to organize a huge event, but I have to tell you that I have been overwhelmed by the interest in marching for peace in SL," Glitter said. "It was pretty good. There were probably 12-15

avatars at various times during our workshop."

Jan. 28 brought a lecture by errcheck Hicks on "Deconstructing Fascism" at the Conscious Lounge. Approximately 7-10 residents attended the lecture although it was hampered by initially being held in a full sim forcing the movement of the event.

Glitter said, "People should come to RootsCamp at 2pm SLT Monday, where they can get their signs & t-shirts, I think, and then we will have a landmark so folks can link to the right spot at Capitol Hill (it's a big place — two sims). At Capitol we will actually march as we proceed around a circular path there and then wind up on the Capitol steps."

Effulgent Brown said "I found out in SL from meetings at Progressive Island, but I knew about the RL events because I am into politics."

Regarding what they hoped to get out of the event, Brown said, "Getting to know people who are progressive, who share ideas with the liberal community... it's just kinda fun since Yahoo went downhill. That is where I used to meet and discuss politics."

Regarding the war in Iraq, Brown said, "I think the first thing they should do is expel all the hired contractors, then revoke what the coalition provisional authority did, as far as financial laws, then make it a complete United Nations thing, and have the United States take a reduced

role."

On the same subject, Delia Lake said, "I was against going into Iraq. I do not believe that Saddam Hussein, though he was a despicable man, was a threat to either the US or UK... Now that we are there, though, to just pull out our presence and leave a big mess would also be a mistake. I do not believe that there is any military solution to this mess. The only possible solution is to engage the help of other countries and leaders to help the people of Iraq rebuild their country. I am not sure that the people in the current US administration have any real interest in doing that, though."

solidad Sugarbeet supplied the venue of the event, and said, "The purpose of Conscious Lounge is to provide folks across the left spectrum a place to meet, relax and learn from each other. As such, this event was a natural fit for the goals of the space. Unfortunately, my work in the space here has kept me fairly preoccupied. I'm sure we'll have a good turnout for Doubledown [Tandino, the DJ at the event after the lecture], though."

In the future, Sugarbeet said, "We have an ongoing Democracy Now discussion group, Fridays at 11am SLT, and I'm talking with DJs about doing sets here. I'm working on a presentation of Guy Debord films. He was a French situationist, gone now. We also have regular live music and DJ dance parties as well."

Marlowe to perform in two Texas cities

Metaversatility, Inc, a San Antonio, Tx.-based virtual-world consultation and development company, will bring San Antonio into the virtual world with the help of a local venue and a Second Life superstar. Acoustic folk-rock musician Frogg Marlowe will perform at Limelight Music and Drinks on Feb. 15.

Marlowe regularly plays to full capacity virtual venues several nights a week, and he has written an album based on his on-line experiences. Recently profiled in Rolling Stone and on MTV, Marlowe is a fan favorite in SL.

He will headline the Lime-light event on Thursday and the Second Life Texas Meetup in Austin on the following Saturday afternoon. The Austin event, which makes it possible for SL residents, scholars, and developers to interact in real life, will be hosted at Mozart's Coffeeshouse.

The live audio of both performances will be streamed into Metaversatility's own island in Second Life. Visitors from all corners of the globe will interact with other residents, dance, drink, and even throw some lindendollars (convertible to real-world currency) in the tip jar.

Meanwhile, back in the real-world, the virtual venue that Frogg's avatar is playing at will be projected on the big screen, for real-life audiences to observe and interact with. Frogg always travels with a laptop and his guitar, and will take requests from avatars around the world. This blended reality event is a great way for newcomers to sample the quirky world of SL while enjoying a stellar real-world musical performance.

The virtual merriment will ensue at 8:30 p.m., at Limelight Music & Drinks, 2718 N. St. Mary's St.



ABBOTTS AERODROME IS the major air hub in Second Life, with constant heavy aviation traffic. Recent changes in SL have grounded automated flights that used to be a regular feature of the airport. - Photo by **PHOENIX PSALTERY**

Automated planes and blimps grounded

By **SARG BJORNSON**
Staff writer

Abbotts Aerodrome, founded in January 2004 by Apotheus Silverman and Cubey Terra, is one of the most popular places in the Second Life mainland, both due to its proximity to the Ahern welcome area and the public sandboxes and to its grand scale. Abbotts takes up most of the available space in the sim of the same name.

Through its three year history, Abbotts has offered Second Life residents some of the best aircraft available for purchase, as well as hosting the biggest center for skydiving in all the grid, yearly contests and a huge airstrip for the free use of all aircraft aficionados. Abbotts quickly became the main hub for

all aircraft lovers, and it profiled the work of some of the best aircraft makers in the Metaverse.

Another original feature of Abbotts Aerodrome that captured the imagination of all who saw it was Cubey Terra's automated flights, that is, craft that flew a course without the need for a pilot, which left the Abbotts Aerodrome runway several times per hour and flew on regular routes all over the mainland. The automated fleet included regular light planes, blimps, cargo planes and jets. Observers could see the automated craft taking off and landing, and many of them allowed passengers to ride in them and cruise peacefully around the world in their predefined routes.

However, due to some of Lin-

See **FLIGHTS**, Page 13

Perspectives



A Bird's Eye View

Observations on Second Life and its denizens

By Phoenix Psaltery

You say it's your rezday?

Incredibly, January is almost over, meaning that eight percent of 2007 is now history. In about a month I'll be two years old in Second Life.

Over the next few weeks, I plan to indulge in a little bit of nostalgia, reminiscing about the good old days, or the bad. I haven't been around nearly as long as some people, but when I am talking to new residents, and they ask how long I've been in SL, it never fails to elicit a response when I tell them I'm almost two.

For those of you who remember these times I'll be talking about, it may be a trip down memory lane. For those of you who are quite a bit younger, I hope it's interesting.

Ready? Let's begin.

In early 2005, I was recovering from a serious car accident and spending lots of time on the computer, so much so that I was running out of interesting things to do. Yahoo News only updates a few times a day. MSN Games gets old. Not enough people were sending me e-mail.

Not long before, a friend had told me about Project Entropia, saying, "You can sell things for the game's money, and then exchange that for real money!" I signed up and downloaded the client, but it would never run for me. After a round of tech support e-mails, I deleted it. I have no pa-

tience for software that is difficult to even get it to run.

In late February, he e-mailed me again and said, "Have you heard about Second Life? It has the same kind of thing as PE where you can exchange game money for real money, but it lets you build just about anything you can imagine."

I signed up for a week's trial, and logged in to check it out. It was incredibly laggy, most everything took forever to show up — I wasn't very impressed. Oh, but did I mention that at that point I was running a GeForce 2 graphics card with just 32 MB of memory? I didn't think so.

Coincidentally, a few days later my son-in-law got a new video card and offered me his old one, a Radeon 9800 with 128 MB of memory. Sure, I'll take a free upgrade any day. I happily accepted, never once giving thought to what it would do for my Second Life experience.

After the new card was installed, I think it may have been a few days before I happened to log in to SL again. When I did, I was stunned.

There were buildings, and people, and stuff! And colors! And I could move freely! OMG!

I paid my \$9.95 and got a full membership. Little did I know what a journey I was beginning that day.

More next week, after I figure out what they've done with the Second Life History Wiki.

George enjoys Second Life now more than EVER!

M² The Weekly M2 Mini-Poll

Week of 01-23-2007

Have you experienced better performance with the new "First Look" viewer?

No.	19%
Yes.	25%
Haven't tried it.	56%
TOTAL	100.0%

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THE LINE
Studying the line between our two lives
 by NORINN RICHARD
 norinnrichard.blogspot.com

Singing for supper

One of the greatest joys I have working here at the *Messenger* is working with my Sim of the Week staff. My staff has become something of an entry point for the paper as a whole, and several of my writers have gone on to do other things for the M2. Many of you hear from Peachy Sassoon every week, as she announces the paper is out. Alenzia Epsilon wrote her own column for a while, before her real world work as a student made her step down.

Devon Molinari is another of my former staffers I take pride in. Devon only worked on SOTW for a little while before moving on to write her own column. Sound Bites has been running ever since, and has become a very popular part of the paper. Devon recently gave me a new reason to smile when I think of her. She has joined the *Messenger's* tradition of community service.

Will Sing for Food, set for Feb. 4 at 12 noon SLT, is a benefit concert that is Devon's brain-child. A member of Devon's family has fallen on a rough patch in Reality. Two groups, the Kiwanis Club and the Angel Network, stepped forward to help them during the holidays. They provided food for the holiday

dinner and toys for under the tree. As Devon puts it, "This really moved me and I thought [a benefit concert] might be a way to say 'thank you' and help them restock from the holidays."

One thing I have learned about Devon is that you really have only one safe course of action once she has an idea: get out of the way. When the idea of Sound Bites hit her, she stepped down from my staff and devoted herself to it instantly. This concert was much the same. Sound Bites proved to be her greatest asset. She has met many artists though her work, and already had a list for folks to return to looking for acts. To say the response was strong is an understatement. When I last looked, seven live acts were on the schedule. In matching Devon's personal style, electronic music is the theme of the day.

That is not all that was offered by a long shot. Circe Broom instantly offered use of her sim Laurel, her stage, and the WickedKarma Live stream when she heard the idea. Dustin Widget has prepared a special raffle ball.. Each ball will display the name of the item being raffled and an amount needed to

See LINE, Page 18



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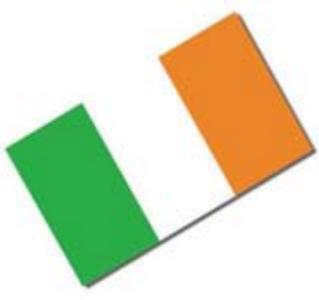


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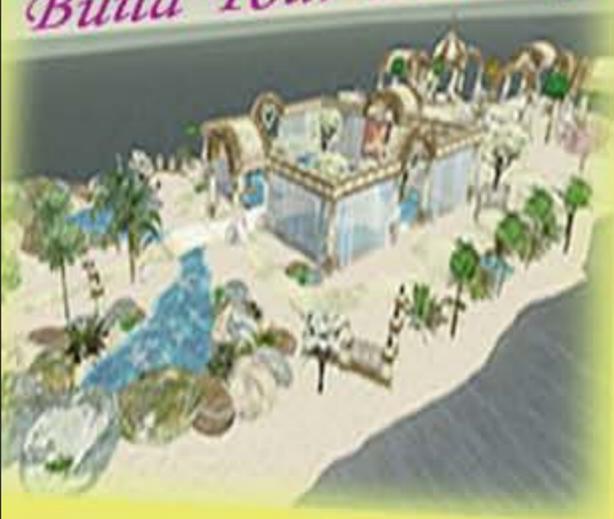
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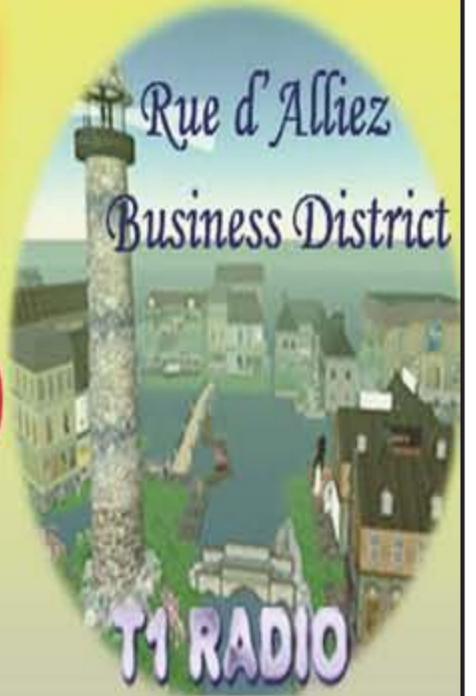
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Entertainment

Resident of the Week Lumiere Noir



Name: Lumiere Noir
Occupation in SL: Builder, owner of the Ivory Tower of Primitives
Date joined SL: Dec. 24, 2003

What is your favorite thing about being a resident of Second Life?

I love the freedom to conceive of and realize enormous projects, either on your own or in collaboration with others. I started the Ivory Tower Library of Primitives shortly after joining Second Life and it's really my Second Life's work. I think it's so amazing to be able to come into this world and to do something on a grand scale that can have implications for your real life.

What is the one thing in your inventory that you would be the most devastated to lose?

I'm a pretty prolific builder

and I have a huge inventory mostly full of stuff I've created over the years, but I'd be devastated to lose Starax's wand. Starax [Statosky] was a good friend, and I think that the things in his wand embody so many aspects of his personality. They're such wonderful and inspirational examples of some of the best building done in Second Life, too. Losing that would be like losing an old friend all over again. Hear that, Statosky?

What is your favorite location in Second Life?

The whole sim of Natoma. It was my favorite sim when I was a newbie, and I often hung out there. The place has a feeling to me like no other sim in Second Life, and I love working there. Over the years I've shed blood, sweat and tears to

See ROTW, Page 22

Upcoming events

AN ASPERGER'S SYNDROME discussion will be held Jan. 31 from 5-7pm SLT at Dreams (128, 128). This is a discussion group for those with Asperger's or other autism spectrum disorders, friends and family members, and other interested parties.

A PHOTOGRAPHY CLASS taught by Ned Nolan will be held on Feb. 1 from 6-7am SLT at Dreams (128, 128). This is a fun program to teach you how to superimpose your avatar into a picture or background so that you appear as part of the picture. Free supplies will be provided. Students should be familiar with prim manipulation and possess some knowledge about textures and camera control.

VIRTUAL WORLD designer/producer Cube3 will open their new office plaza on Friday, Feb. 2 from 8pm to pm SLT at the Cube3 Offices in Theta (57, 149, 26). The event will feature an opening reception featuring live/avatar DJ Cybster Curtis as well as the opening of the 3D gallery show documenting many

See EVENTS, Page 26

Sound bites

A column by Devon Molinari

Meet Waveplant Irvine, who joins us in Second Life from across the ocean in the foggiest country there is: England. Irvine has been playing music in real life for about 20 years, and he has been designing software synthesizers ("softsynths") for the last 12 years.

Musically he plays original psychedelic, trance, techno music, which is all done live on synthesizers. There is a basic framework to the tracks, but Irvine says he never plays the same thing twice. Sadly, he feels he may have just created boring chaos; however, people like it, as his SL fan club, Waveplant Club, is growing all of the time.

You can find out more about his soft synths at www.softwaresynths.com.

Although virtual worlds have interested Irvine for a long time,

he says he feels that most have taken the worst and most unimaginative aspects of themselves and pixelated them. That is what brought Irvine to Second Life. He felt that this was an incredible place to enjoy and play music and he decided to bring himself, his own softsynths, and his music into SL.

Irvine uses A LOT of lights in his shows, both in SL and RL, and has had to put up epilepsy warning signs just to make sure everyone is safe. Because of the intense show with a rather large projector, Irvine prefers to play at his own club, the Waveplant Club, but that doesn't mean you won't find him at other venues around SL.

He says he likes that you can just decide to play in SL without any of the RL hassles, as he has worked as a live studio engineer

for years as well as playing many gigs and the effort can be quite considerable. Irvine lives in a rural part of England and SL has been an incredible outlet for him and his music.

Irvine has also noticed that a lot of music in SL is either acoustic or conventionally based. He finds the lack of electronic stuff very bemusing but he has found the other musicians in SL to be very friendly and supportive of his electronic chaos.

Technically he has found that there are major problems with lag as soon as you get a number of people turning up at a SL gig and he (as well as everyone else I have spoken to) thinks that this is becoming a very serious problem. Irvine finds that it is often hard to communicate through

See BITES, Page 18

SL TRIVIA HIGH SCORES		Elizaveta Taov		286
For the week of Jan. 16				
INDIVIDUALS		TEAMS		
Pierre Trottier	1832	Second Life Support Fund		5206
CJ Sinatra	708	Cafe Trivia		4224
Axel Piccard	684	Street's Club		2725
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Sircus Tilling	481	Rejects		572
MrNoCal Honey	469	Mood Indigo		436
Wry Revolution	421	Free Linden Land		433
Sela Gagarin	417	Waterfall Café		119
LeBon Simons	351	phreak pool team		108
Quint Weir	343	CM Designs		71
Nickel Abernathy	310	Greedy McGettigan's		70
Brigid Larsen	310	Solo Slingo Dojo		69
Beach Beebe	288	NewBie Heaven Freebies & \$1 Casino		61
		Trivia at Even Tone's		60

ENVIRONMENTAL IMPACT

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THE NAGE PAGE

By Nage Archer

An Open Letter to Linden Lab:

Dear Linden Lab,

I'd like to personally thank you for the way you've looked after me and my needs for the close to two years I've been in SL. When you saw inflation going up, you cut my weekly stipend by doing away with the bonus I received for rating people. When that didn't work, you cut off the dwell bonus I used to get for giving people somewhere nice and safe to hang out, as well as the Developer's Incentive Award, which I used to win every month. It wasn't a lot, but it was enough to help defer the cost of providing people with that place. Still, I understand why you did it.

I also appreciate that, when you felt I was lonely, you opened the doors to uncounted tens of thousands of people for free, ensuring that I would never feel lonely in Second Life again.

Because I don't mind if the person I'm flirting with isn't 23, as she says she is, or 14. It

doesn't matter to me. Because I don't care if a flood of griefers invade my land, only to be banned. I think it's good they can make free accounts instantly and come back to plague me again without a second thought. You guys rock.

I know there are a lot of people who think you are motivated by the desire to make a profit, but I'm sure that's not true. You're motivated purely by your love for me and your desire to make sure my time in Second Life is completely enjoyable. That's why you've gone to all the trouble of making sure new paid members have less to spend each week than I do. You did it for me, so my stipend will be worth more. What would I do without you?

I am happy — no, *thrilled*, that you care this much about me, and show it in such a pure and unselfish manner.

Sincerely,
Nage Archer

See NAGE, Page 18



WIN L\$4,000 in the M2'S Eagle Eye Photo ID Contest! If you think you know where this picture was taken, e-mail your answer to eagleeye@metaversemessenger.com along with your avatar's name. The deadline for this week's contest is Feb. 4. No one correctly identified last week's photo as Designs in Hyades. For a complete list of rules for the contest, visit the M2 website at www.metaversemessenger.com

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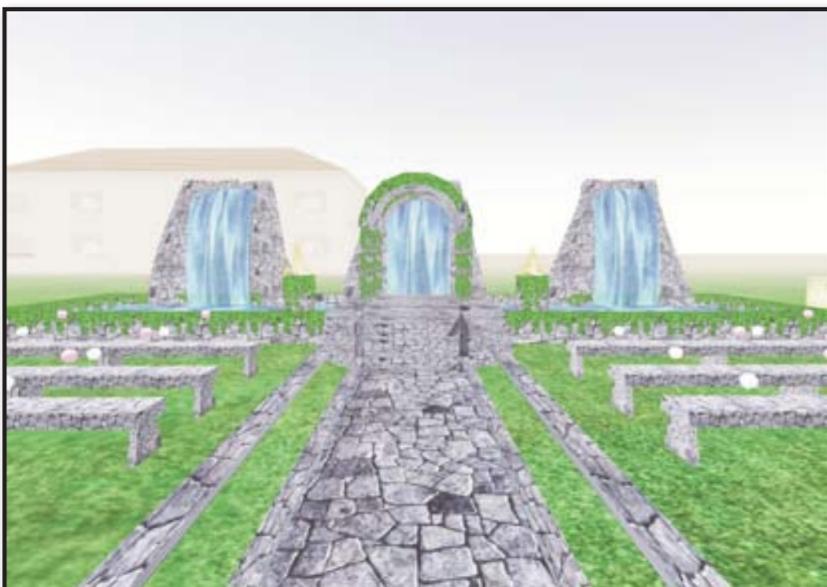
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GALVASTON IS HOME TO THE Morden Studios wedding chapel, operated by Morden Kralomoc. At right, the rental homes owned by Slick Gulick offer affordable housing. - Photos by **AJEN MADONNA**

Sim of the Week: A changing face

NORINN RICHARD - *Lead writer*

MORGANA AUBRET - *Planning and scheduling*

PEACHY SASSOON - *Contributing writers*

Hey, all,

Welcome to galvaston, the second Sim of the Week in a row to throw us an interesting curve ball. We work on each sim for a couple of weeks. This means that as we collect information, the sim itself could change. Getting a fairly new sim pretty much guarantees that. However, the islands have proven more stable. That may be a thing of the past. Like Diamond Estates, galvaston was sold to a new owner part way through our review. So if your visit finds it totally different from what we found, don't be shocked.

Unfortunately, the new owner of galvaston was unable to speak with us. His schedule just didn't allow for it. The sim itself is a mature grassland far to the northeast of the mainland. The area is subdivided into several rental lots, with a mix of homes and businesses on them.

Morden Kralomoc is one of the renters. He owns and operates Morden Studios, a garden chapel and reception hall. Leading into the garden chapel is a lovely arch made of marble with a vine of flowers going all around it. As you walk through the arch, there are benches on both sides where friends and family of the wedding cou-

ple may sit. In the center at the front is a marble step up where vows are taken. Directly behind that, but not too close, is a beautiful waterfall.

On the left side facing the garden chapel is a three story wood house, of which Kralomoc carefully remodeled the first floor, removing the interior walls and some of the windows. This was to make it a large open space for receptions to take place. Upon opening and walking through the doors, there is a red carpeted area with tables on both sides for guests to use. Along the front wall by the doors there is a table where the wedding cake can be served.

The second and third floors are used by Kralomoc and his bride-to-be, Jasmine Spice, as their home. The second floor is decorated in a jungle motif, with doors made of bamboo. The effect is very peaceful.

Kralomoc says he was inspired to open a wedding studio when he first started taking pictures and was told by many that he is an excellent photographer. He thought that there was no better way to do photography than to have a place for weddings and receptions. Also, Kralomoc will accommodate any style of wedding, be it a collaring, furrries, fairy tale, gothic, or other. You name it, he will do it, and he will tailor his services to whatever the couple's budget may be. In real life, Kralomoc has been a banquet manager, so he knows the "what's" and "how to's" of running

See SOTW, Page 22



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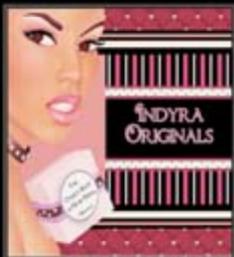
<http://slurl.com/secondlife/Isles%20of%20Intrigue/155/57/31/>

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Fashion

January 30, 2007

The Metaverse Messenger Sido (169, 195)

Page 11



BURLESQUE HAS BEEN MAKING a huge comeback in RL, based largely on the idea that, in RL as in SL, there is so much overt sexuality and nudity around that it sort of loses its impact.

- Photo by IRIS OPHELIA.

BURLESQUE FASHIONS

By IRIS OPHELIA
Staff writer

Subtlety is something that doesn't translate well onto the Internet. Linguistic pragmatics, facial tics, and the art of seduction are reduced to some pretty bare-bones incarnations. It's easier to find a bare avatar in SL than it is to find wool in your carpet, however, burlesque has been making a huge comeback in RL, based largely on the idea that, in RL as in SL, there is so much overt sexuality and nudity around us that it sort of loses its impact, as we become habitualized to it.

Things are a little different than the days of Gypsy Rose Lee and the Park Avenue Playgirl, Gene Laverne, but burlesque still draws on many classic routines and indulges in a sense of coyness and play. It's a campy show anyone can enjoy, in a classy locale, without any seedy connotations. It's a world of costume and wit, and that is the heart of fashion, in my eyes.

This article blossomed in my mind after a rather fortuitous trip to Wilted Rose, a hair and acces-

sories store owned by Rose Columbia. She has a lot of very exotic and off-the-wall hairstyles that had piqued me, but what really stole my heart on that outing were a pair of large, colour-changing flexi-fans, like those used to perform a very infamous burlesque act.

I've got an inexplicable interest in fans of all sorts, especially the language of hand fans in Europe and Japan, but the cabaret fan dance has always been equally intriguing.

These fans have fabulously crisp feathers and are begging for a talented animator to create a fan dance tease around them.

Thinking burlesque may also conjure up ideas of a girl in a champagne or martini glass, something a lot of strip clubs have adapted and made their own. The decadence of that much liquor (in appearance, anyway) added with the tease element of the varying opacity of the glass makes it so classically burlesque. The particular glass shown is actually a dance table by CaptnPower Codesmith, and I paired it with the absolutely stunning Moulin Rouge set by

Arielle Ceres of Chic Boutique.

I've profiled Nyla Cheeky of House of Nyla before, and I am in love with her work — in particular her masks and hats. I knew she would have something vivid and perfect for this article, and I found it in her breathtaking peacock mask. Cheeky's got several peacock themed dresses as well, and I could only imagine how fantastic that mask would look with one of Callie Cline's Rain Bowas from Funk, but the dresses weren't quite right.

I was desperate for some flirty undies to pull this ensemble together, and Cheeky delivered with a set of peacock lingerie with very clever plume placement. Peacock feathers are like a fashionable swiss army knife, with blue, black, green, and gold elements, and when it comes to wearing things this dramatic, it's all or nothing as far as I'm concerned.

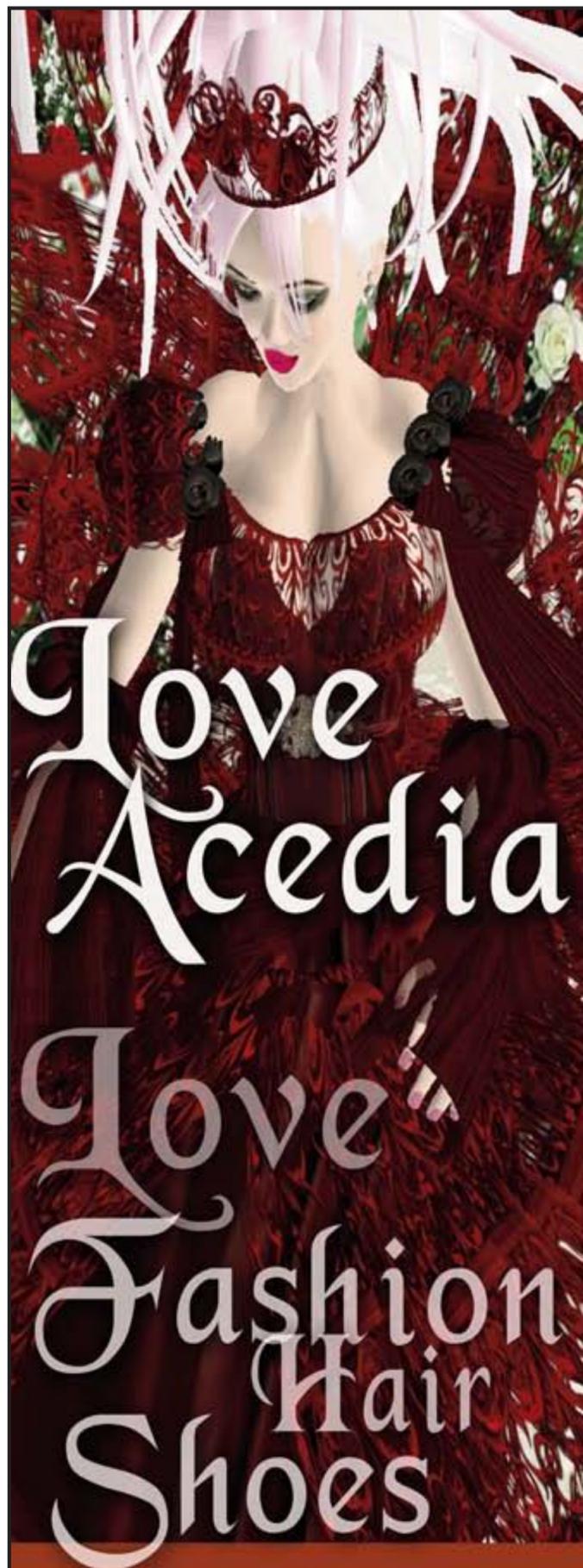
The peacock has something to show off; he doesn't hide his gorgeous plumage. That mating dance is marked with boldness and subtlety all at once. That is the role of burlesque, so where's *your* plumage?

THE SEARCH IS ON!

DO YOU:

- 1.) HAVE A LOT OF SPARE TIME?
- 2.) HAVE A GOOD HUMOR?
- 3.) HAVE A SOLID SENSE OF STYLE?
- 4.) HAVE A DESIRE FOR FAME?
- 5.) ALL OF THE ABOVE.

If you selected 5 as your answer, e-mail katt.kongo@gmail.com for an appointment.



Love
Fashion
Hair
Shoes

AVATAR FASHION
Vol. 3

Love
Acedia

SLave to Fashion

How NOT to look like a newbie, part 1

By **MADISON DONNELLY**
Staff writer

If you are reading this, you are either a friend of mine and supporting my fledgling efforts as a fashion journalist, the rest of the paper is lacking for truly interesting articles (which would *never* happen!) or you actually have an interest in SL fashion.

This article is the first in a series discussing the aspects of the SL fashion industry that allow us to spot “newbies,” or, to be more politically correct, new residents, at 100 paces — or those long timers who just aren’t concerned with the minutiae concerning their SL appearance.

In this series we’ll discuss several areas that are the cause of distress to resident fashionistas, including hair, shoes, and animation overrides (AOs). Although AOs are technically not a fashion item, they are a necessity in completing your overall look.

In Part 1, we examine the single most important and key indicator in spotting the “n00b” in all of us – hair. That’s right, that lovely mass of color atop your avatar that is often one of the first things visible to other SL residents.

The default hair options to residents allows us to choose length, color, even limited shape, but results in nothing more than a solid mass of Play-Doh looking color that is supposed to be hair atop our beloved in-world representations of ourselves.

The development of prim-hair brought quick relief to the lovely visions of hair that so many of us worked hard to correct and customize when we first entered the SL world.

For new residents, prim hair is an item created by designers in various styles, strand by strand, in a variety of colors, styles, and now even with “flex” or “flexi” characteristics, that is worn as an attachment on top of our virtual heads. Once purchased, simply right click on the object in your inventory and choose “wear.” If you get nothing else out of this article, as a new resident, **go for the prim hair.** Period.

Two things to keep in mind

when on the hunt for new hair: 99 percent of the time prim hair requires a bald base. To do this, you’ll have to edit the default hair of your avatar to be bald. Be sure to save this as your “hair base” or something similar in an easy-to-find folder. Whenever you wear your hair attachment, you’ll need to wear this base, or your default hair will show through.

Second, be aware of the “flex” quality of hair. The vast majority of good hair these days has some sort of “flex” characteristic. I highly recommend that “flex” be considered as a “must have,” as it allows for more natural movement of hair as your avatar moves, creating a bit of realism surrounding your in-world representation of self.

That being said, **always** take advantage of demos if offered by the designer. This gives a chance for potential customers to try on the hair. The demo may be horrendously colored (that’s the point), but will give you an idea of shape and flow of the hair attachment, and a chance to make an educated decision. Many a bad purchase has been avoided by demo hair, including the medusa-like pony tail of an overzealous designer who added too much flex to her beloved designs.

Next, not all hair is created for all avatars. Often times creators design hair for a particular head size. God bless the Lindens for giving us the options to customize every single aspect of our avatars, but when it comes to fashion, it poses a problem for designers as not all creations fit all sizes.

Hair attachments are created fitting one head size, usually that of the designer him/herself or a “dummy” on which they create their fantastic designs. Some designers share what the optimal head size for their work. If you are OK with altering your shape, this is the single easiest way to ensure proper fit of your purchase. If a designer does not share this information, or hair still does not fit, this brings us to the next step: resizing.

Most all designers allow for

their hair to be modified by the owner. Try on your hair. If you are not going to change your head shape, now is the time to modify your hair attachment. One of the most common fashion tragedies I see is the avatar who does not take the time to modify their hair for proper look and fit.

When modifying, the first and most important step is to **MAKE A COPY.** This way, if you mess up, as you most certainly will the first time you attempt this, you have a perfectly preserved copy of the original style with which to start over.

Next, consider shrinking or enlarging the entire attachment. This can be accomplished in “Edit” mode and is often the easiest way to get your new hair just right. Once resized, move the wig up, down, left, right, backward or forward to move it and get proper placement on your head.

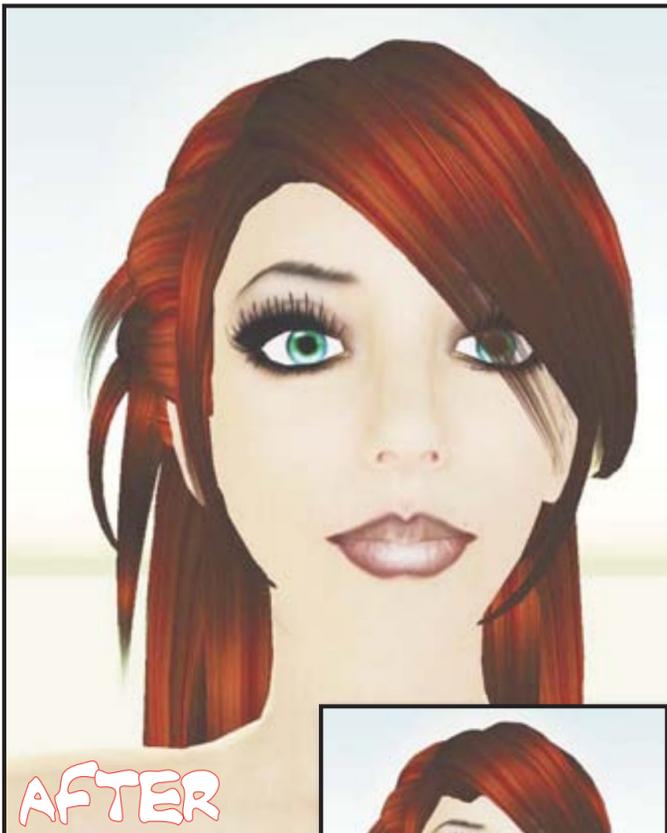
If that does not work, consider editing individual strands of hair. In my case, I find with almost every style of hair I purchase that one strand sticks out strangely on my forehead. Using the edit functionality, and editing of linked parts, I am able to select and move those pesky strands off of my forehead, allowing the hair attachment to fit just right.

For more step-by-step instructions on hair modification, there is an excellent tutorial available on the Linden Lifestyles fashion blog at www.lindenlifestyles.com/?p=113 that will walk you through each step of modifying your hair attachment.

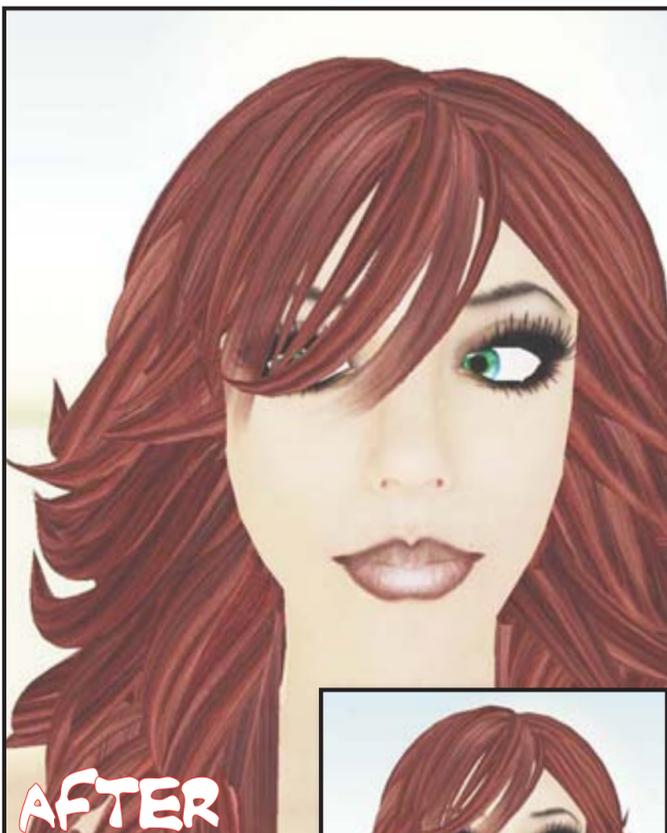
It was with this post that I learned to customize my hair and I highly recommend the article. It enabled me to become truly happy with my hair purchases, fueling the fire of my beloved hair habit (rivalled only by the penchant I have for boots!).

There is a plethora of talented hair designers in Second Life, giving residents a world of options to make your avatar your own... color, styles, and even sizes (thank you, Six Kennedy!). If you are a new resident and want to try your hand at prim

See **FASHION**, Page 19



THIS SET OF PICTURES shows the difference moving a single strand, or in this case prim, of hair can make. The hair is ETD “Flowing” in mahogany. -All photos by **MADISON DONNELLY.**



THIS SET OF PICTURES shows an example of shrinking or enlarging the entire prim attachment for a different look or better fit. The hair is Naughty Designs “Angel I” in Hibiscus.



We're looking for a few good Angels...

FASHION ANGELS

Have you ever dreamed of being a SLebrity? Do you have an eye for fashion? If so, IM Katt Kongo.

FLIGHTS From Page 3

den Lab's latest design decisions, which were aimed at increasing the level of privacy available to residents, Terra's fleet has been grounded until the current problems they face have been fixed. Basically, the automated craft face two distinct problems: First of all, the way full parcels treat entering physical objects was changed.

This caused the automated craft that tried to enter the parcel to delete themselves, throwing their passengers out, causing them to plummet to the ground. Consequently, Terra's Lost and Found folder quickly filled with dozens of objects being returned. A workaround was found for this problem: making the craft temporary, since temporary objects don't count against a parcel's prim limit.

The second and most recent problem is tougher to find a workaround for: A no-object-entry option has been added to a parcel's options list. While this might seem like an effective method to avoid griefing and unwanted object clutter in your parcel, it presents an obvious hazard to vehicles.

Parcel owners can change this setting whenever they want, making 4096 meter tall, invisible barriers, appear on the parcel's borders. When a vehicle strikes these invisible barriers, it bounces off (in the best case) or ejects the pilot altogether. In the

worst cases, the vehicle gets completely deleted, and the pilot may be forced to restart the Second Life client to keep playing. In the case of piloted vehicles, there is a slight chance that the pilot would be able to steer the craft after hitting a barrier, assuming he doesn't get ejected or his vehicle deleted. However, in the case of scripted, automated "...Linden Lab repeatedly makes design decisions that cripple our ability to use aircraft." -- C. Terra

vehicles, no-object-entry lines make their use completely unfeasible.

Adding to these problems are the glitchy behavior of both ban lines, which can't be seen from a distance, and sim borders, which interfere with the movement of physical objects. Because of this, vehicle use in Second Life, especially flying, has become nearly impossible on the mainland.

In Terra's words, "In 2003, it was great fun to fly across the mainland. Sim borders weren't 100 percent reliable even back then, but at least there were no invisible hazards like there are now. What we have now is a situation where we're encouraged to make aircraft and sell them... but Linden Lab repeatedly makes design decisions that cripple our ability to use aircraft."

Terra hopes that Linden Lab's

developers will acknowledge the situation and manage to find a compromise between the privacy needs of residents and allowing everyone to have fun. "The developers should examine if Second Life can tell the difference between a vehicle script with an avatar and another type of script. Could Second Life let vehicles enter any parcel, while blocking others? Maybe we can strike a compromise..."

While the issue is resolved, aircraft lovers can still fly in a few select places. Most of the private islands don't use the "no object entry" option, and thus are safe for most vehicle use, specially those dedicated to flying, like FlyinTails and Dogfight Atoll. Abbotts is of course airplane-friendly, as are many void sims present in the original continent, near Abbotts. The six vehicle sims are also usable.

This problem adds to the increasing deterioration of Second Life's physics engine over the years, caused mainly by the growing number of residents, the obsolete software being used and the database bottleneck. It is to be expected that vehicle use in Second Life will continue to deteriorate unless Linden Lab dramatically improves the current system.

Cubey Terra profiles the ins and outs of this issue in his personal blog, which can be found at www.cubeyterra.com.

John Horner
A Financial Advisor in Second Life
and his Human Avatar
Paul Hayward
a UK Independent Financial Advisor
Please feel free to visit our Home in
Caledon Cay (57, 58, 22) for Full Details

M2: A real newspaper for a virtual world

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Massage Table Set

The New WWD Shop

LOCATION : ACTENGO (90, 110)



'Tis the season for weddings in SL, particularly with St. Valentine's Day quickly approaching. Don't forget about the M2's special holiday segment! - Photos by PHEDRE DUMOURIEZ

Lavanya's Fantasy Suites
Blue Sky Suite

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The pool, the cuddles, the terraces we kept running around on, and that endless blue sky. It finally won me over. Of course I said yes.

M2: SL's hometown newspaper

LEARNING CURVES

By DAGMAR KOJISHI
 Columnist

Some folks are working hard to bring audio and video into SL, and I hope they do well. I hope it works. No doubt that it will sooner or later, and I hope it's sooner. But from an education standpoint, I'm not sure how I feel about that.

For context, let me remind you that in real life I teach college speech and communication courses. The average non-speech person assumes that I will love it when we have audio easily available within SL — that I can have students giving speeches to groups of avies. There might come a time when that works, but here's why I'm not really sure about it.

Despite the popular conception of a speech (maybe based on bad models from CSPAN), a speech is not a performance. It's not just a paper out loud. It requires interaction with an audience.

When you see a politician on CSPAN delivering a speech to an empty house, you can get the wrong impression about what an effective speech is really like. Political speeches often are more about show than about communication. That's not what we teach. We're trying to help people *communicate* more effectively.

A good speech in real life involves a speaker acutely tuned to the audience, who watches and listens for nuances indicating agreement or disagreement, boredom, a lack of understanding, etc., to which s/he responds. A speech resembles a dance more than a march.

I've had the privilege of listening to some pretty high-powered speakers deliver in SL, usually with the aid of a Skypecast or some other means of getting audio into SL.

Sometimes this is so the guest speaker, who is usually a complete newbie to SL, doesn't have to type his/her thoughts on the fly. Sometimes it's so they don't have to master a scripted object that reads prepared text.

Sometimes it's because of the laudable recognition that the human voice carries valuable information beyond mere words.

All of these are legitimate reasons for using audio instead of just text chat. But it doesn't re-

ally replicate a speech. It's a little better than a speech on the radio, since you can get *some* feedback immediately, but not much better.

Many of these speakers have commented to me in interviews how odd it is to deliver a "speech" to an audience they can see (via avatars), yet from whom they get no normal feedback. The avies all look around in default-scripted patterns, or pop the "away" tag if they haven't touched a mouse for a few minutes. All can be disconcerting to a speaker, and none give realistic feedback.

There's a reason you don't hear a lot of speeches on the radio. More commonly, public figures who want to get something across via radio sit down at a microphone and have a conversation with a real person in the same studio—a host, perhaps, or other panelists, or maybe a talk show with a host and people calling in on the phone. The back and forth makes it a conversation, of course, and that feeling extends out to the listening audience, even if the vast majority of audience members don't get to personally take part.

It makes it *feel* personal. And that's the real strength of SL as a communication medium.

Back-channel text *can* give such feedback, but a lot of speakers have trouble splitting their attention between speaking into an audio channel and getting feedback via a chat channel.

It is, therefore, ironic that as a speech teacher I actually prefer to interact with students via chat. While audio can add the nonverbal elements of my voice, I think I gain more than I lose sticking to chat.

Students listening in a real life classroom miss things through wandering attention, and have to ask the teacher to repeat. That seems to happen even more frequently in SL, where it's so much easier for attention to wander *and* the teacher gets no visual feedback to alert him/her that it is happening.

At least in Chat, you can scroll back and see what you missed. Thank God for Chat History and logs!

Chat in SL, with the presence of avatars, goes further toward giving the psychological feeling of presence than a text-only chat room does, and even more than

SL combined with audio feed. I don't know quite how to explain it, but I've heard it from other residents many times, and I've experienced it myself.

Earlier this week I took part in a conference call associated with my college work. It is eerie to be on a conference call, and really not know how many people are listening. Callers announce themselves as they come in, but it's easy to forget they're there if they don't speak up during the call a lot. You wind up feeling like there are two or three people on the call, and maybe a few others eavesdropping.

SL is better about that when it comes to audio. But the times I've participated in such sessions, I still have a feeling of the people on the audio (maybe a Skypecast, where anyone who is dialed in can talk) being the real participants, and the avies in SL allowed to eavesdrop. It doesn't feel as much like an interaction.

Sure, sticking to Chat without audio takes longer, but it's even an advantage that Chat forces the speed of communication to slow down.

It allows for more thoughtful responses, something that Rebecca Berkman of Harvard mentioned to me in conjunction with their mock trials conducted last week.

"It is possible for the teams of law students to take their time figuring out when and if they have an objection to raise," she said. (A full article about the mock trials appears elsewhere in this issue.)

In other words, it turns out that what many think of as a *dis*-advantage is actually an advantage.

I must repeat: this doesn't mean that we should never do audio. I know at least one professor with carpal tunnel syndrome who uses audio almost as an adaptive device, and it may be that as technology improves audio will enhance the feeling of connectedness rather than interfere with it. It all just takes thinking about in a way differently from what you might first assume.

Once again, SL forces us to look at our assumptions and to examine everyday activities in a new way. Sounds like the very definition of education.

Now, go out and commit an act of learning!

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 ~ Jean Anouilh

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l'assitudeennui
 Nouveau (60,60)

Community

January 30, 2007

The Metaverse Messenger Sido (169, 195)

Page 15

Second Life Library

www.infoisland.org

Another innovation from the Alliance Library System

The American Library Association Washington Office is pleased to announce the release of the District Dispatch Podcast #7: Special Midwinter Edition. The ALA Washington Office is also now represented in Cybrary City.

Puglet Dancer (AKA Barbara Galik), Kitty Phillip (AKA Kitty Pope), and Loreli Junot (AKA Lori Bell) of Alliance Library System join Galen Noltenius (AKA Mark Bard) of the ALA Office for Information Technology Policy for an informal discussion activities of the librarians of Second Life. Contact Galen Noltenius for more information.

Tales Of Love

On Feb. 16, the Caledon branch and the Clan of Seafarers and Storytellers will co-host a story-telling session at Falling Anvil Public House in Caledon Tamrannoch (233,113, 23). We will begin telling stories at 6:30pm SLT, and go until we are all storied out.

The theme of this session is Tales of Love, both love gone right and love gone horribly, horribly wrong. The stories will be collected for inclusion in the Caledon branch's Local Lore collection. Storytellers, fabulists, and long-winded liars are welcome to participate, and stories should be a maximum of 10 minutes in length. Those wishing to secure themselves a prime spot on the program are encouraged to contact JJ Drinkwater.

NIH presence at HealthInfo Island

Enter HealthInfo Island's Medical Library, and all looks normal (if "normal" is a statement we can comfortably make with floating books, improbable abstract architecture and a talking sculpture!) It's only when you get to the second floor that you note a new element: the National Institutes of Health have taken over the floor with a beautiful display of posters and other information. Welcome additions to the resources at the library include a videocast about the NIH, an NIH news feed (RSS), and a meeting room for presentations.

Why here? Why in Second Life? And why here, at HealthInfo Island, surrounded by libraries, in an environment intended as a gathering space for SL's residents and support groups? "HealthInfo Island is already promoting public health in-world, and that is what is what we want to accomplish with NIH in SL," says PJ Slapstick. "We've heard of large corpora-

tions joining Second Life for collaboration and marketing purposes. We began looking into ways SL could be used at the National Institutes of Health."

In real life, Paul Santoro, Jr. is an Advanced Technology Engineer and employee of SRA International, a Fortune 500 "Best Company to work for" for 2007 which is contracted with NIH, as well as numerous other government entities (for an impressive list, see their website at www.sra.com/federal). In their daily lives in either environment, Slapstick and his colleague, PJ Sinatra, are part of an Advanced Technology Group intended to research and explore emerging technologies that can be used at NIH.

"I think Second Life is a great place for collaboration," says Slapstick. "Places like the CDC, HealthInfo Island, and eventually NIH will team up to produce an accurate source of health information." An RSS feed at the medical library is perfect, he feels, to "display the research that is being done at the National Institutes of Health and the projects we have funded."

Finally, Slapstick considers that "the ability to access medical information from an actual person (avatar) while keeping a sense of confidentiality will be a key element to the success of NIH in SL."

We are of one accord. As medical and consumer health librarians, our entire mission at SL is based upon providing a human face in an alien territory — healthcare and health information. HealthInfo Island is very pleased to include NIH resources among its resources.

Health Focus of the Week

Since we're talking about the NIH, why not take a moment to explore their website? Don't overlook special focus resources, such as the series of links on back pain, or a tremendous assortment of resources for herbal medicine. NIH is the parent for so much of the information we use as medical librarians that you can be sure even if you don't use the site, we do, in helping you learn more about your health.

As a reminder (or if you don't know!), we're here to help YOU with health information questions. Contact Namro Orman or Carolina Keats — or just come explore HealthInfo Island.

Marie Antoinette exhibit rescheduled

Marie Antoinette: The Teen:

See LIBRARY, Page 23

Support for Healing

MEETING SCHEDULE:

- Monday** 7pm Industria Dowler - Depression Support Group
Tuesday 3pm Coreshadow Bordiga - Chronic Pain and illness (including Palliative care)
7pm Industria Dowler - Depression Support Group
Wednesday 7pm Coreshadow Bordiga - LGBT Support Group (lesbian, gay, bisexual, transgender)
8pm Alex Bradley - Mens group
Thursday 6.30pm Coreshadow Bodiga - Womens Group
8pm Reverie Timtam/Glenn Oud - Anxiety Support Circle
Friday 1pm Zafu Diamond - Zafu Time! Zafu Diamond will be available to answer any questions about SFH, how to become a host, his experiences with depression and anxiety disorders or just to 'shoot the breeze' with anyone who wants to chat.

Listening Ear with Untameable Wildcat is a one to one listening service in which you can talk about problems or issues with an unbiased non-judgemental friend. Contact Untameable directly via IM for more details.

What the Health?!

By HYGIEIA PHILO Centers for Disease Control and Prevention

Throughout CDC's history, we have placed a high value on establishing and nurturing partnerships with national organizations and important public, private, and nonprofit-sector groups. These collaborative partnerships continue to strengthen and enhance the reach of essential public health services and health promotion information for the American people.

One important strategy of CDC's Futures Initiative was to bolster the agency's ability to engage and collaborate with its partners. The new Coordinating Center for Health Information and Service (CoCHIS) was established to facilitate and improve public health through increased efficiencies, stronger collaboration, and more effective coordination among related programs and public health outreach strategies.

CDC's many important part-

ners contribute to effective prevention and disease control, public health research, and strategic communication activities.

These partners include public health associations; state and local public health agencies; federal, state, and local law enforcement agencies and first-responders such as firefighters and rescue workers; practicing health professionals, including physicians, dentists, nurses, and veterinarians; schools and universities; faith-based groups; community, professional, and philanthropic organizations; nonprofit and voluntary organizations; business, labor, and industry; the CDC Foundation (www.cdc.gov/about/cdcfoun.htm) and other foundations; and international health organizations.

Many obstacles to protecting and promoting good health exist in today's world: often the air we breathe is polluted; water supply sources may be contaminated; workers face hazards and unsafe conditions in their daily work.

CDC is committed to working side-by-side with national, state and local partner organizations to help protect communities from dangerous environmental exposures and bring about safer, more healthful conditions.

CDC will work to ensure that everyone has the opportunity to enjoy improved health and, with greater awareness and vigilance, every family and every community can reduce the hazards they face in the environment, the workplace, and at home.

CDC alone cannot protect the health of the American people, but by engaging key partners and building collaborative networks - from state and local health departments to private corporations, from media outlets to the general public - we can achieve our vision of a better safer world and healthier people.

For more information, visit the Centers for Disease Control and Prevention in SL at Juwangsan (215, 216, 60), or at www.cdc.gov/partners/resources.htm.

Community not for profit organizations

This spot is for you.

E-mail katt.kongo@gmail.com to learn how you can use it

Marketing firm opens hub for recruiting in 2nd Life

By SARG BJORNSON
Staff writer

By its very nature, Second Life breeds creativity. Obviously, it attracts people who are already creative, lured by the embedded tools and the possibility of making some money out of their creative abilities.

People with low creativity also improve their creative skills, being immersed in an environment where creating a work of art is just a click away. It can be easily said that Second Life residents are quite a creative bunch.

There is also a not-so-small group of residents that are not only especially creative, but also enjoy the novelty concept of the metaverse; early adopters, trend setters and futurists who see in Second Life something more than a virtual world: an open window to the opportunities of the future. Their creativity, along with their open minds, enriches the virtual scene by assuring that fresh ideas won't ever run out.

Attracted by this latent creativity and forward thinking, several real life marketing companies have turned their eyes towards the virtual world. In October last year, Centric, an integrated marketing company

based in Los Angeles, started their presence in Second Life with the pioneering park building initiative consisting of transforming abusive and unpopular advertising signs into public spaces.

One of the latest of these companies who plans to establish a firm presence in SL, although admittedly with a less shocking strategy than that of Centric, is AKQA, a marketing firm which employs around 500 people all over the world in four areas: Strategy, Creative, Technology and Project Management.

The company is widely recognized as a pioneer and one of the new breed of agencies that are leading the marketing industry in the digital age.

Some of AKQA's clients include Nike, Coca Cola, Virgin, Xbox, McDonald's and Orange. In 2006, it was named Agency of the Year in the UK and USA.

AKQA's recruiting hub in Second Life has been built by Millions of Us, the company behind the projects which brought Toyota, Sun, Intel, C|Net, Warner and Wired to the virtual scene. The virtual hub helps the company in connecting with digital

See AKQA, Page 19

NEO-REALMS FISHING CAMP FISHING TOURNAMENT RESULTS

JAN. 23 TO JAN. 29

Jan. 23 - Open Rod Tourney
First Place: Yngwie Krogstad
Second Place: Pandora Pinkerton
Third Place: Shawna Montgomery
Best Catch: Russ Carlos

Third Place: Seamus Serapis
Best Catch: Les Vega

Jan. 24 - Open Rod Tourney
First Place: Caltowin Sleestak
Second Place: Lizziebabee Wildcat
Third Place: Ookami Katayama
Best Catch: Ookami Katayama

Jan. 28 - Event Rod Tourney
First Place: goldie Lovell
Second Place: Mel Newcomb
Third Place: Shawna Montgomery
Best Catch: Honey Cardozo

Jan. 28 - Open Rod Tourney
First Place: Les Vega
Second Place: Lacey Kavanagh

Jan. 29 - Event Rod Tourney
First Place: Les Vega
Second Place: Caltowin Sleestak
Third Place: Yngwie Krogstad
Best Catch: LadyDawn Starbrook

TOP 2007 TOUR

Name	Points	First	Second	Third	Best Catch
KaliCat Kennedy	50	8	2	1	1
Vampirella Jewel	28	2	3	3	3
Yngwie Krogstad	26	4	2	1	1
Lacey Kavanagh	20	2	3	0	0
Caltowin Sleestak	18	2	2	1	1

Hearts Enchanted (203, 192, 24)

Samarai Tokyo (161, 96, 24)

Alston (41, 87, 22)

FOR A COMPLETE TOURNAMENT SCHEDULE,
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Greenmantle (209,171,26) - Owner: Gwen Carillon
New Sister Island to Shadow Brook & Serenity Falls



HARDKNOCK ELEMENTARY CHEERLEADERS Abby McDonnough and Chelsea Grigg show off their school spirit. The school will celebrate Spirit Week with four days of special events. - Photo by **ROBIN HOWE**

HardKnock Elementary has spirit

By **MARIANNE MCCANN**
Staff writer

HardKnock Elementary is in the midst of its first ever "Spirit Week," with four days worth of special events designed to show the best of the school and bring the student body together.

"I decided to have spirit week because I felt with all the problems that we have faced in the past month, we have all showed our spirit and fought our way through as a school," said HardKnock Elementary principal Jill Caldera. "That's truly why we named it Spirit week!"

HardKnock has faced issues with griefers attempting to disrupt the daily goings-on at the school, as well as sim crashes and other system-wide glitches that have disturbed regular classes in the Tu Amor sim. Student enrollment has nevertheless remained high, and the area surrounding the school remains populated at most times of the day.

"The spirit for HKE is felt

deep down," HardKnock Elementary student council member and cheerleader Abby McDonnagh said. "It's not only the pride I have in the school and what it stands for, but the pride I have in the ones that have made it all possible. [People] have put their heart and soul into making it all work so it can continue to be a place for kids to go; a safe place, where they can live their second lives as [the] children they have chosen to be."

When asked how she feels spirit for the school, Caldera said she mainly feels it on her days off. "It is when I come online and there's ten students outside the playground protecting each other from griefers, or sitting talking about the school and playing games. I really feel the spirit then. No one is holding them there. They could be anywhere, but they choose to be at HardKnock."

Events kicked off on Wednesday, Jan. 24 with "pajama day." All students came to school in their jammies, and were pre-

sented with their very own HardKnock Elementary blanket. An additional slate of special events is planned for school days from Jan. 29-31.

On Tuesday, Jan. 30, the school will have a minimum day, followed by a pep rally on the track field, including the first performance by the HKE cheerleading squad. A formal dance will follow in the school gym, DJed by HardKnock teacher Addison White. The dance theme is "Starry Starry Night." Uniforms will not be required this day, but students will also show their spirit by wearing outfits in HardKnock Elementary's school colors, blue and gold.

Wednesday, Jan. 31 will be a field day, with both homeroom classes competing against each other in various activities. The school's mascot will also be unveiled on that day.

Monday's activities have been kept a secret, and no amount of coaxing from this reporter could get the information disclosed.

SL Children Hits 300

By **MARIANNE MCCANN**
Staff writer

Second Life Children, the largest in-world group for SL's "Inner Kids," has reached a new milestone with the joining of its 300th member, Ricky Geesink. Group members cheered the announcement, made by SLC officer Gemini Enfiel on Jan. 18 at 10:41 p.m. SLT.

Second Life Children is the largest group of its kind.

Second Life Children was founded by Linnian Sugar as a resource for kids in-world, and

continues to support a growing number of Second Life's child avatar community. In late 2007, SLC opened a Youth Resource Center (Maryport 55, 100), providing a safe space for kid avatars to meet up in-world. Regular events such as movie screenings are also planned for this space.

Membership is closed, requiring a prospective member meet with with an SLC officer in-world.

Only those regularly playing child avatars are welcome to join the group.



BEING A KID

It was early on in my Second Life experience, not too long after I had grown down to who I am today, that I was at an Easter egg hunt. There were many kids I had met, a few who were new to me — and a couple of other people who were, for all intents and purposes, shortened adults.

I don't mean a dwarf or what-not, but simply people who had taken their regular adult avatar and adjusted their height slider down as far as it could go, simply to be a part of the event.

One of them even did pretty good at hunting up the various multicolored eggs that were strewn about, but no one mistook this person for a child. More than the odd proportions of their shape, they acted as an adult in any number of ways.

The differences were striking, and made it clear to me that there was a distinct difference between being a kid and just being in a kid avatar.

You see, there's more to being

a kid in-world than simply a short avatar. Anyone can knock their height slider down to zero, but that does not entirely a child make. Even the most childlike avatar isn't a child if it does not act as such.

It's not the size of the avatar, nor the accessories you attach, nor the inflection of your typed voice. It goes slightly deeper, into how one views this world we call Second Life.

We're having fun — kid fun. We're here to hop and skip, to kick cans and play tag, and to do things that our bodies might not be able to do now, or may never have been able to. That spirit can show though, and can keep some of us young, if only young at heart.

And because of this, we are kids, not simply adults in small avatars. We're being kids, not simply acting like one. You'll see this when you talk to us, and you'll know what I mean. It's not just our shapes and skins, our inflections or objects — it is simply us.

Kids -- publish your news here!

Send notecarded press releases to Marianne McCann in-world.



NAGE From Page 8

I sometimes laugh when I listen to people complain about Linden Lab. They complain about all of these new things Linden Lab is doing. How can they do this, or how can they do that? I hate to break it to those who don't know it, but Linden Lab is a business, and like all businesses, they want to make a profit. It's not just about whether you're happy, but whether they can put money into expansion — buying new servers, upgrading their ability to handle more traffic, and so on.

They make the decisions they make to make more money, because that's what businesses do. If a few people don't like it, they'll leave and be replaced by a few people who don't mind. That's how it works. Because there is always another person out there willing to pay. Those of us who have been around for a while aren't entitled to loyalty. We pay to be here and Linden Lab charges us for that privilege. Do you think they'll stop selling islands by raising prices? Linden Labs is a commodity. There aren't any other places to go... not like Second Life.

But that's now. Years ago, I used to be on Active Worlds (when membership in it was free

and then \$20 dollars a year). They kept raising prices, too, and for a while, people paid those prices, because there wasn't anywhere better. If you wanted to be there, you paid the price.

Sooner or later (and I'm guessing sooner), someone is going to come up with an idea that competes with Second Life. They are going to offer better service, or what have you. And people will leave Second Life, slowly at first and then in droves (as happened on Active Worlds), because there will be something better. In the computer world, only Microsoft has managed to maintain a virtual (pun intended) monopoly, but that won't happen with 3D programs. There are too many people out there waiting to jump on the profit bandwagon.

I know I'm not the only person who's noticed how slow, laggy and buggy SL is lately. I can't be. But as long as there is nothing better, there's nothing that can be done about it. Not by me, anyway.

So I'll bide my time, and see what comes down the pike, and Linden Lab will then have to choose between making money and providing better quality entertainment for those who most support it.

BITES From Page 7

IMs and finds it a bit odd without all the human contact and interactions that live musicians have come to rely on.

Irvine states "It's a weird experience playing live on SL, its kind of a Prozac Gig," meaning that it gives you an idea, but it's not quite real. Irvine finds that it is very hard at a gig in SL while you are running a server and playing six synths, and he often needs to get people to handle TPs and such as the first 15 minutes of a gig can be very hard.

Because of this, he doesn't

talk much during his performances. He says it worries him that people may find him rude, however, that is not the case. He does appreciate them coming; he just prefers his music to do the talking.

I caught one of Irvine's shows in SL and it was quite amazing, so the next time you see his show listed, it would be worth your time to stop by and check it out as it is an amazing experience.

Please support live music in Second Life.

LINE From Page 5

buy a chance. Pay the ball the listed amount, and you're entered in the raffle. The proceeds from the raffles, along with any tips the musicians collect, will be converted into real cash and donated to the charities.

Lots of folks have stepped forward to donate things to put in those raffle balls. I got into the act myself. I have decided to break away from my normal system of randomly picking Sim of the Week for one upcoming week. Instead, the right to be SOTW will be raffled off. When I mentioned this to my staff, they wanted to get into the act, too. Rusato is preparing a special sculpture for them to raffle. In addition, Katt herself got into the act and made the *Messenger* one of the concert's sponsors by donating ad space for them to use.

Katt stepping up to help didn't shock me at all. After all, she was one of the leading forces behind the Katrina disaster relief efforts that were taking place when I joined SL. One of my earliest The Line columns was about the outcome of those efforts. A few parts of that column are well worth repeating. At one point I said, "The movement of money allows us to move something else between worlds: power. As any politician and a few philoso-

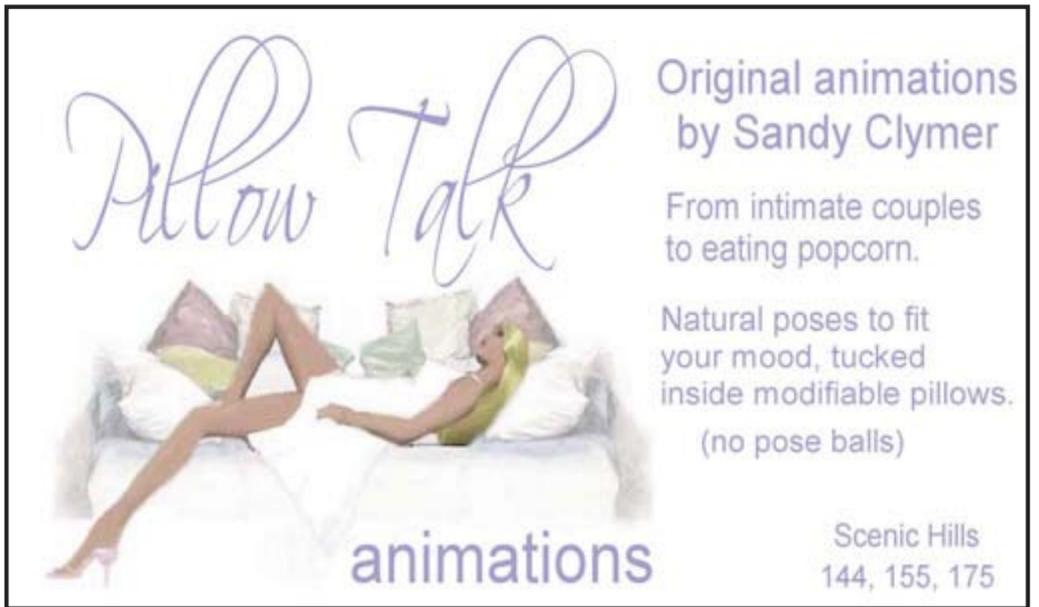
phers will tell you, money is power." I later built on that point with, "Power can be a fickle thing, but when properly directed it can do wonders. The money we donated will meet the basic needs for a lot of people over the coming months."

Devon is following in the footsteps of Katt and several others by taking the resources she can collect here in Second Life and using them to accomplish things in Reality. She is just the planner here.

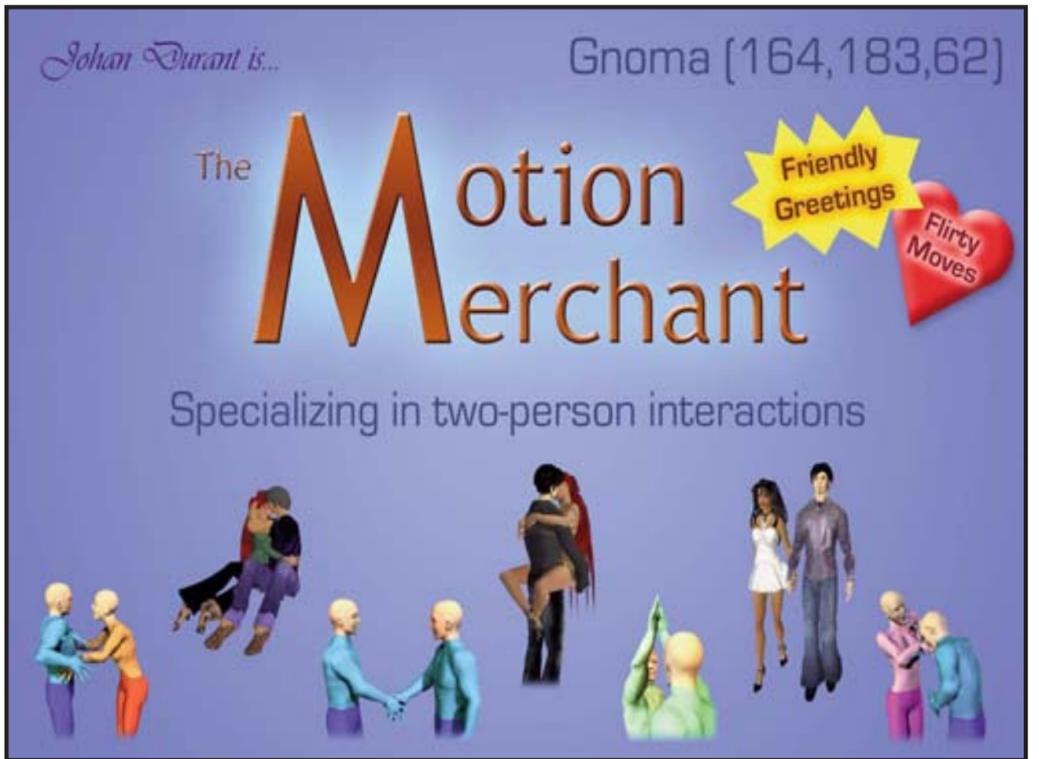
The artists are donating their craft, and the sponsors their material goods and resources. Somewhere out there, several families are going to have food on their tables for a couple of nights as a result.

I hope you all make it to Will Sing for Food. That is your chance to be a part of this. You can enjoy an afternoon of highly entertaining music, get an item or two that you would like, and help out a pair of very good causes.

You can add your power to this, and most importantly use that power to make the total effort a success. We once more visit the import/export terminal in The Line; let's all help send a lot of good into Reality by making the concert an incredible success.



The Metaverse Messenger is seeking cartoon strips to appear on the entertainment pages. To submit your strip for consideration, e-mail it to katt.kongo@gmail.com, along with your avatar name.





LOLLYPOP EXTRAORDINAIRE AND VIN CINQUETTI recently celebrated the grand opening of a new building for their shop "Extraordinaire Designs." The couple have been working together on the store for some time, and the celebration happens to fall on their nine month anniversary together. Visit them at Extraordinaire Isle (29, 136, 36). - Photo by **WELLINGTON BAHRAM** and **PHEDRE DUMOURIEZ**.

AKQA From Page 16

talent all over the world, as well as finding artists, musicians, and content creators to collaborate on creative projects with AKQA and its clients.

AKQA's presence isn't only about finding possible hiring opportunities, however.

The company is planning on creating added value for the Second Life community, especially through events and a continued

presence.

Ajaz Ahmed, chairman of AKQA, explains their plans to enhance the firm's integration with the community: "We will use our space to invite the Second Life community to join us when we host events like gaming nights, video nights and afternoon tea.

"We want to give it more of a relaxed clubhouse feel where

everyone is welcome to hang out."

Tom Bedecarre, CEO of AKQA, also hinted at this active relationship with the community: "Additionally, our 'AKQA Insight' seminars will serve as an open forum to share thoughts on brand building in our second lives."

AKQA's building can be found in the Millions of Us sim.

FASHION From Page 12

hair, visit these vendors for free or excellent deals on hair attachments. Be sure to read the fine print, as many offers are only available for the first 14 to 60 days of your time in SL.

Gurl 6 – Free hair style of choice for residents under one month old. Visit her newbie center to receive instructions at Gurlwood (124, 71, 37). Complete a special notecard and choose from any of Six's stylings. Just be sure to note what color pack you prefer; as each style has several choices of color.

Diversity Hair – Free hair style of choice for residents under one month old. Visit the store in Dacham (68, 146, 56) and again, be sure to make note of the color, complete the notecard and voila – free hair.

ETD – Viewed by many as the goddess of hair in SL, Erika Tiramisu offers L\$10 hair styles in all colors to new residents under 60 days. Be sure to check out the box of freebie hair on top of the Newbie Collection display stand. ETD Isle (200, 187, 27)

So, let's recap: Prim hair is

usually the way to go, don't forget your bald base, remember to either adjust your head size or adjust the size of your hair attachment, and last but not least, learn to adjust individual pieces to fit your avatar.

I hope this article inspires you, for whatever reason you choose – to not look like a "n00b," to customize your avatar to look like your own, or to take your slavery to fashion to the next level. Either way, happy hunting, and in this case happy adjusting!



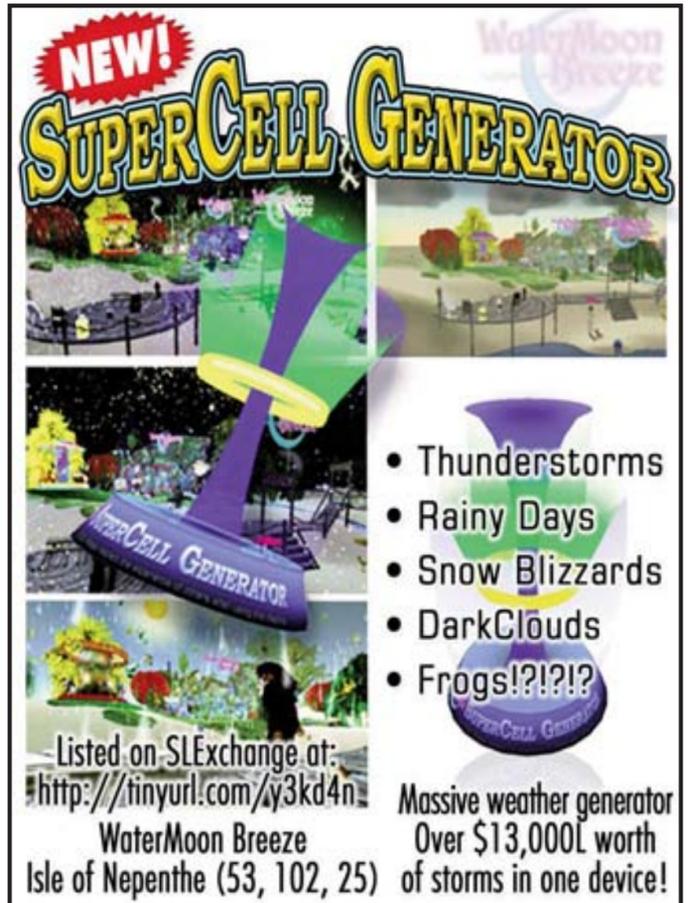
TITANIUM. CONCRETE.
TECHNO. ASPHALT.
MARBLE. PASSION. JAZZ.
ART. ALCOHOL. STEEL.
JET FUEL. MONEY. BRONZE.
SWEAT. AMBIENCE. DREAMS.
DANCING.
OH YEAH.

STEALTH

WATCH THE SHIES OVER CORAL REEF..

The Metaverse Messenger

is now hiring
writers for Fashion, Gor, Elven and Furry
E-mail katt.kongo@gmail.com for details.



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WaterMoon Breeze
Isle of Nepenthe (53, 102, 25)



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Heaton (80, 192, 296)

ELMO BALDERDASH performs at Beatlefest in Dublin in October 2006 (top). After a serious illness, he made his triumphant return to the stage Jan. 27 at Club Egert (bottom). – Photos by PHOENIX PSALTERY and WELLINGTON BAHRAM

SL musician gains RL support from virtual friends

By PHEDRE DUMOURIEZ
Staff writer

“Thus nature has no love for solitude, and always leans, as it were, on some support; and the sweetest support is that found in friendship.” - Cicero

It is quite possible that every resident of Second Life has heard

at least once in their avatar life that SL is “just a game,” that the experiences found within, the adventures undergone and the relationships formed are not “real.” It’s also believable that a good many of those same residents will argue against these statements – particularly concerning the last one.

Friendships can be formed under the strangest of circumstances, in the unlikely locales, and between the oddest of characters. Wherever there are groups of people sharing thoughts, feelings and activities, there’s bound to be at least one

See SUPPORT, Page 27

MYTH POKERHOUSE & CASINO

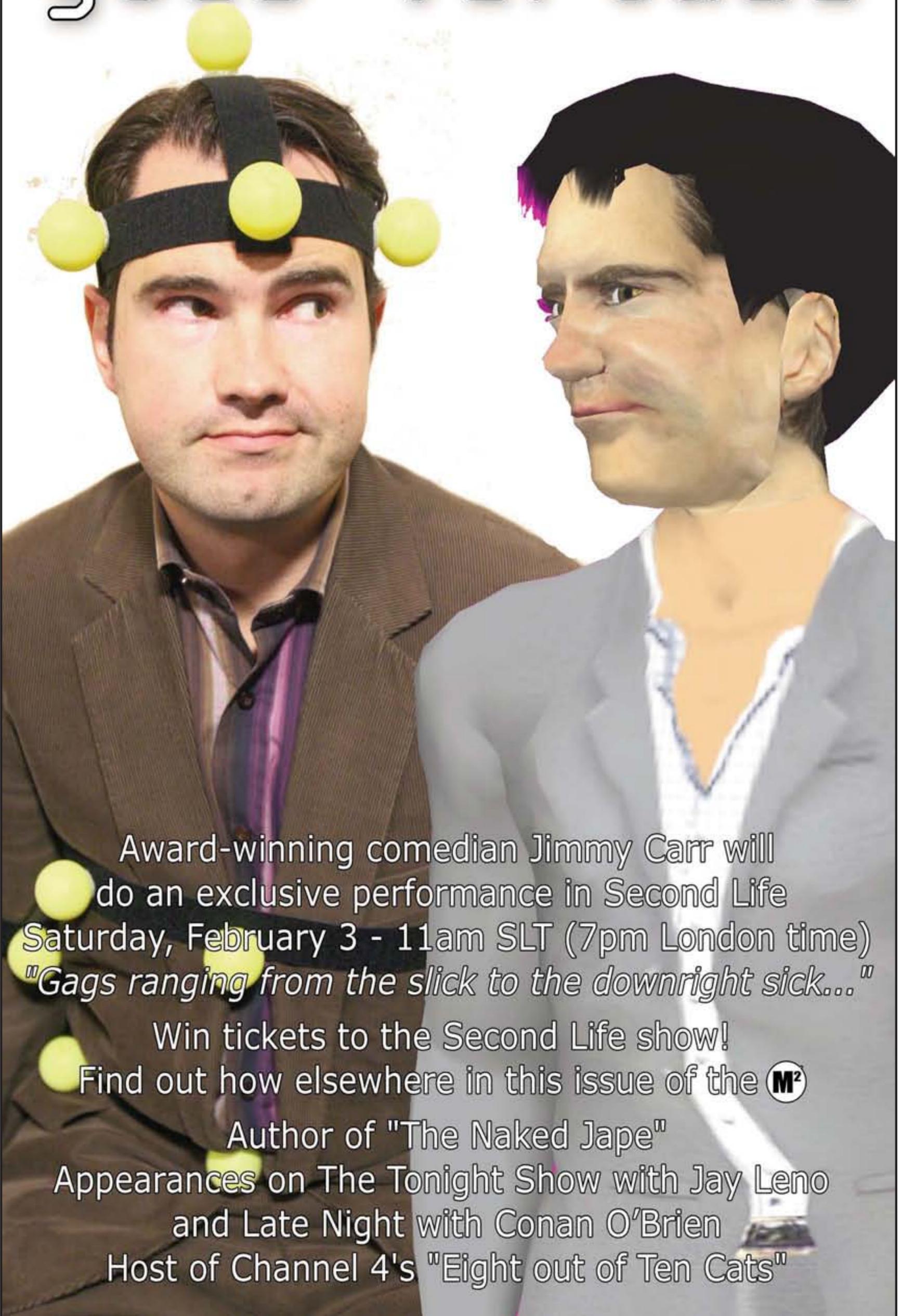
MIDTOWN

Making your skyline ...
a little less boring.

Mokualii 175, 150

jimmycarr*

goes virtual



Award-winning comedian Jimmy Carr will do an exclusive performance in Second Life Saturday, February 3 - 11am SLT (7pm London time) *"Gags ranging from the slick to the downright sick..."*

Win tickets to the Second Life show!

Find out how elsewhere in this issue of the **M²**

Author of "The Naked Jape"

Appearances on The Tonight Show with Jay Leno and Late Night with Conan O'Brien

Host of Channel 4's "Eight out of Ten Cats"

SOTW

From Page 9

a wedding smoothly.

Slick Gulick is another galvaston resident, owning and operating Xanadu Realty. Gulick has only owned land in galvaston for a little over three weeks, and has four rental homes which he rents out here. Gulick says the homes were rented almost immediately upon rezzing them. Each of the homes is a low prim prefab.

All come with lockable doors and privacy windows, with the tenants being able to create a ban and access list. Each home has an allotment of 200 prims. The area here is green grass and very calm, and the houses are spaced far enough apart that chatting is not heard from one house to another.

And that takes care of galvaston. From here, we will hopefully get a little more stability. The mainland sim of Lugubris is next; after that, the Cup of Sims 4.0 is sending us to the island of

American Samoa. So if you live or work in Lugubris or American Samoa, please send an e-mail to SOTW@metaversemessenger.com and tell us about your home or business. Don't forget that residents in the Sim of the Week get a 10 percent discount on ads ordered during their sim's week.

Wish you'd rez here,
The SOTW Team

SOTW Revisit

Over the past year Heather Hathor has accumulated more of the sim Webworm. She now controls almost all of it. Feminine Fetish has expanded as a result. Hathor has clearly continued her building over the past year, and there are many new items in the shop. In addition, the sim now contains a general mall as well. Finally, Hathor has expanded her home, making it one of the most unique and interesting builds I have seen in a long time.

ROTW

From Page 7

get all the land I could in that sim for the Ivory Tower Library of Primitives Project, which I relocated from its original site in Noyo to Natoma last summer. Since that time I've seen traffic go from 3,500 or so a day at the old Noyo location to its current average traffic of 20,000 or so a day in Natoma (give or take, but mostly give). I rebuilt the tower and all its lessons from scratch at that time and completely updated it then.

What would you like the outside world to know about SL?
I'd like for the outside world to know more of the fantastic possibilities in Second Life for the spread of education and the creation of a new culture and society... rather than the awkward and dubious uses of certain poseballs and attachments.

What one thing about Second Life would you change, if you could?
I'd opt for greater stability, at the cost of new features, I'd still opt for greater stability.

Do you have an SL partner? If so, tell us a little about him/her.
I'm partnerless in SL. I briefly partnered with a friend this summer; it can be wonderful and I'd recommend it to those of you considering such a move. Speaking for myself, I'm an extremely busy person both in and out of Second Life with many obligations and responsibilities. Unfor-

tunately, this was bad for my relationship with my partner and we decided to go back to being 'just friends.' That was awfully painful to do, too. You might not think it would be in a virtual environment, but it really was.

What do you hope to see in future SL upgrades?
Easy and reliable access to HTML, Flash and so on from within SL. I'm dying to have an alternative to notecards in the Ivory Tower. They're difficult to maintain and they're cumbersome and limited. Being able to present everything on HTML in-world could completely change the way I do things in SL with the Ivory Tower.

Who is your favorite person (non-partner) in SL, and why?
There are just too many to name!

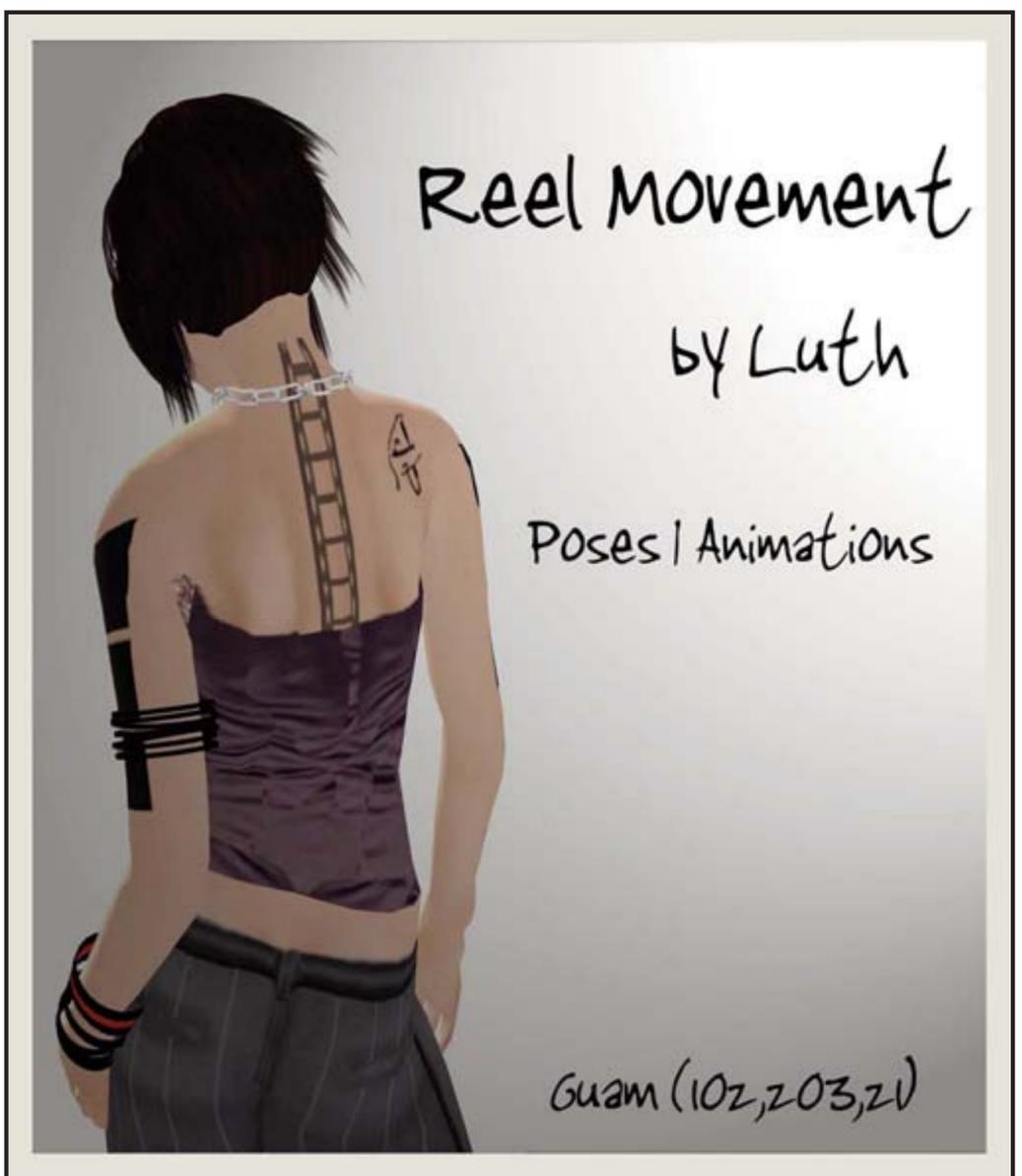
Do you have a favorite Linden? If so, who, and why?
Andrew Linden. He's helped me understand a lot of technical issues with building and scripting, and he's been a staunch supporter of the Ivory Tower Library.

Pie or cheese, and why?
Hot apple pie with a slice of cheddar melted on top... a la mode!

Want to be RotW, or know someone who deserves recognition? Send a nomination to rotw@metaversemessenger.com.



M2: The most widely read newspaper in Second Life



Lavanya's Fantasy Suites
Roman Suite

- ♥ Rich Luxury
- ♥ High Style
- ♥ Privacy
- ♥ Low Rates

My heart was racing as we danced amid the falling flowers and giggled at each other. We just knew that this was the time and this was the place. I'll never forget what he said.

Second Penguins:

Two heads are better than one

By **DRAKE BACON**
Staff writer

Another two weeks brings another paycheck in real life, and I've already blown it... on upgrades. But not what you may expect – instead of just one or two items, I've gone almost whole hog.

I've once again gone dual core. But unlike sandra, the Core Duo laptop I have, this one's to replace tygris, my main 64-bit rig.

tygris is not too old. It's an AMD based system. Its main CPU is a Sempron 64, but a low-end model at that. The motherboard is from Gigabyte, and uses the NVidia NForce 4 chipset. The Sempron 64 fits in the old Socket 764 holster comfortably, enjoying two gigs of DDR RAM and two 160 gig IDE hard drives. Of course, it's running Linux – Gentoo Linux in 64-bit mode (or "amd64").

The geeks will spot why I'm upgrading.

For the non-geeks, and my editor, here's the reasons: The CPU's not a dual core, so no "do something while running SL at full blast." SL's still tied to one CPU at a given time. Next, it's designed for a Socket 764, which is two revisions back for AMD CPU's. The latest is the AM2 socket. Third, the RAM isn't fast enough (although it may be in dispute) – DDR vs DDR2. And finally, IDE drives. Old tech! Latest is SATA, which is basically seven-wire SCSI!

So while usable, tygris only has a few more years left. Its tech is obsolete, and parts may go by the wayside once the next generation of chips comes into play. It's good enough to give to my father, though. Therefore, it's time for the new rig, which shall be named redwolf.

If you haven't guessed, I build my own desktop PCs. I haven't had a name-brand PC since Grandpa gave us an IBM XT

with a 10 meg hard drive and CGA graphics. You can barely run Commander Keen there!

So I go to my favorite place online to get computer parts: Newegg.com. The system's very good and I can't beat the prices almost all the time. They have a wide selection of products, and haven't wronged me at all. Recommended – especially when they surprise me.

You see, when I went through to build the new rig, I selected an AMD X2 made with a 90nm process. This means the system would burn more power at the speeds it was getting. That, the selected motherboard, the necessary memory, storage, case, and graphics card, all combined, came to \$750 before shipping. When I bought it last Wednesday, Newegg started carrying the Brisbane core AMD X2's. They're made with a smaller process, 65nm – which means I'm burning less power, saving the environment, and cutting my electrical bill down to size. It also means I'm saving money since the total price, plus a heatsink and grease that didn't come with the combo deal, comes out to \$650 before shipping! I'll go overnight on that, and put a rush on it!

And then real life hits – I have all but the case, having to have UPS redirect it all to the day job's office. It came in three boxes so far, which I cut down to one. The delay makes one think of some suggestions that could be implemented in the open sourced SL client:

First, add new models. Give us a digigrade with wing joints. Give us a taur morph, too, that we don't need an animation override or messy prim handling to imitate. Give us the dual-gendered versions too. Add onto the range of characters and let us sort it out.

Second, support PNG for up-

See **PENGUINS**, Page 26

LIBRARY From Page 15

Queen Marie Antoinette, Queen of France in the eighteenth century, who was beheaded before the French Revolution, will visit Second life Library and the "Throne Room" on Info Island II at 6pm SLT on Friday, Feb. 2 and Saturday, Feb. 3.

Marie will tell her story and introduce you to the people in her life. A young woman born in the wrong place at the wrong time, she will share her story

from her point of view in an eighteenth century French environment with life size pictures of the people in her life. Contact Lorelei Junot for more information.

Black History Month

There will be a variety of exhibits and programs in celebration of black history month. We will share these in next week's column.

Time is running out

The deadline to purchase ad space in the special Valentine's Day section is **tomorrow!**

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S Z P I A N O F A B R I K

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AOL quietly establishes second life presence

By PHOENIX PSALTERY
Staff writer

AOL, formerly America Online, the Internet service that launched a million newbies and provided computer users with backup diskettes by the millions in the '90s and CD-ROM drink coasters by the score, is about to become the latest company to make the leap to the virtual world that we call Second Life.

Thus far, the move has been low key; no trumpet fanfare accompanied the Jan. 19 announcement, and the news page at AOL.com appears not to even mention the venture.

What is known at this point in time is that the company's installation in Second Life will be called AOL Pointe, and registrations are now being accepted for a private beta test of the sim complex. Access to the company's area in Second Life will initially be limited to approved testers.

According to Jaymelina Esmele, a spokesperson for AOL, "AOL is dipping its toes in the nascent virtual-worlds environment for research reasons, but we clearly don't consider this a significant project for the company."

Announced plans call for AOL Pointe to take up several sims

with three main areas: an amphitheater which will contain content from Moviefone and AOL Music as well as entertainment news, an extreme sports park and an area dubbed "Hollywood Pop-Land."

Some of AOL's more popular brands, such as TMZ Productions and Lat34.com will reportedly be included as well.

The announcement also indicated that AOL will use its Second Life presence to try out new features and research how they are received by its users.

3PointD's Mark Wallace commented, "Given AOL's enormous audience (AOL.com is at #48 on Alexa's Global Top 500), will this mean a flood of new users to Second Life?" adding that while AOL is obviously taking a cautious approach, "If they do jump in, look for a big splash," and wondering out loud whether SL's "already over-taxed servers" will be able to handle the influx.

Some have speculated that, just as the company offers its own browser for the Web, it may be planning to offer a customized Second Life viewer, now that Linden Lab has released the source code for the client.

Second Life resident Burke Prefect, a longtime Internet user, said, "AOL has been 2.0ing themselves in the last year. At

least I know what to expect from Second Life's customer service. LL can cancel the account, but I don't know if AOL can cancel the stigma associated with their name."

Another Second Life content creator who wished to remain anonymous, said, "I'm not sure of the implications that having something that is normally used for search and chatting within SL will bring... however, I do believe that the additions to the metaverse in the form of new sim builds, particularly interactive ones, is a good thing.

"With the growth of SL residents being what it is, it makes sense to use the metaverse as a testing ground for new ideas — not so sure about hand testing them, since many people in SL have never heard of AOL, let alone have the software, but they can certainly utilize the population towards market research involving such tools as surveys and questionnaires."

AOL is now accepting applications for beta testers at <http://beta.aol.com>, and plans to begin the beta test next week. Registrants will need to provide basic information about their computer configuration, including the type of video card, processor speed and amount of RAM.



TEXAS GATHERING OF SL RESIDENTS

February 15 at 7pm

Limelight

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with a SL simulcast shown on Metaversatility island

February 17, 2pm to 7pm

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SWEDEN From Page 1

terior décor and furniture. Bergman has been in SL since February 2005.

In addition to her EXAKT brand, she has designed and built several homes in SL, including projects for Pham Neutra, whom Bergman describes as "my mentor," and Estrella Fauna. She also constructed a fascinating build called Pixels In The Wind for Burning Life 2006.

Even before the announcement of the Swedish government's entry into SL, Bergman served as an unofficial ambassador of sorts for her country, often promoting Sweden and all things Swedish to her fellow SLers. She arranged the first genuine Swedish Lucia party in SL last month, which was also the first known Lucia festival held on the Internet.

During an interview for this article, Bergman noted that Sec-

ond Life had crossed the three million registrations mark, and that there were close to 30,000 residents logged in, making for a heavy server load and some noticeable SL issues. She recalled that when she was new in SL, two years ago, there were just 10-12,000 registered users and "at most, 1,800 logged on."

Bergman said she first joined SL when an Internet friend "called me and told me — or ordered me to join," she laughed. "He told me [about SL] and was talking me all way into it [in the] same minute. He didn't hang up until I was in," she smiled.

Asked how long she had been in SL before she became a content creator, Bergman replied, "I am a designer, art director, and photographer irl," adding that it was natural to begin making things in Second Life. "It's a very nice extension, as I am

learning 3D design all the time, and still am, but the people are the best. Connections. Nice connections... I have met Swedes that I wouldn't have met if not for SL. Look at my growing group." Bergman founded the group "Swedish People In SL," or "Svenskar i Second Life." "I love to talk and have fun, too... but can still be very serious. I often say, 'I am in SL now for 80 percent serious work and 28 percent for fun...' OK, that's 108 percent, but it's true."

Bergman is especially proud of her furniture that is available at the GNUbie store. "People can buy them ready, or as a set to learn (by my mistakes?) using them," she laughed. "It's important to help new SL residents."

Bergman said that despite the new Swedish-oriented sim opening, EXAKT will remain in Verloren where it has always been.



www.SLTrivia.com

Check out SL's latest craze!

Xankarth Wind: Venial
www.SLTrivia.com: Xankarth Wind got the answer correctly!

Rosa Gardner: Hi sas

Gissa Schilling: wow
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Semaj Kasei: waterworld
www.SLTrivia.com: Semaj Kasei got the answer correctly!

Xankarth Wind: The Matrix
www.SLTrivia.com: Xankarth Wind got the answer correctly!

Semaj Kasei: ?
www.SLTrivia.com: Music: In what song can the following lyrics be found? "I like buy the neatest mini skirts and stuff" (Frank Zappa) Answer: *****

Semaj Kasei: valley girl
www.SLTrivia.com: Semaj Kasei got the answer correctly!

Locations:
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Devon Molinari & Wicked Karma Live
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Shadowjack Cypress Rosewood
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BENEFIT

Kiwanis Club & the Angel Network

MUSIC

Feb. 4th 12:00 pm sl time
Luxor stage. Laurel(212.226.22)

Tips and proceeds will be donated to the charities
in the name of the musicians of SL.

This event is sponsored by the following:

- Pannie Paperdoll ~ Pannie's shop ~ Secundo Dharma ~ University Art Main Gallery
- Circe Broom ~ Luxor Stage ~ Wicked Karma Live
- Dustin Widget ~ Widget Works ~ The Metaverse Messenger
- Melissa Ramona ~ Arwin Bartlett ~ Ehdward Spengler and Many Others...



CARR From Page 1

tour which continues through the next summer. This is in addition to further US appearances on Tonight with Jay Leno and Late Night with Conan O'Brien.

Carr also hosts the fourth season of Channel 4's program "Eight out of Ten Cats."

He also has made three re-

cent appearances on the big screen, starring in the comedy *Confetti*, the sci-fi comedy *Alien Autopsy* and in *Stormbreaker* with Alex Pettyfer, Ewan McGregor, Bill Nighy and Mickey Rourke.

Carr's website can be found at www.jimmycarr.com.

PENGUINS From Page 23

loading. It's got transparency plus compression already, a much better option than Targa (TGA) which isn't compressed at all. In fact, try using PNG for the textures coming down to boot. It's lossless, has compression filters that can shrink an image down further than just the regular zlib compression library can do, and has 2D interlacing like that of the lossless JPEG2000 used currently.

I'll even bet this would be faster than JPEG2000 using the open libraries. In fact, we could offload the JPEG2000-to-PNG conversion to the clients themselves, like we do with the cooked skins on avatars.

Third, implement some limited client-side scripting. Some careful decisions will need to be made, but the benefits of speeding up the sim servers and having

more fluid motion transmitted from client to client, as well as allowing some features (like furry head and ear gestures, tail gestures, or even extra limbs) to be smoothly animated under the control of the client. There would be no performance penalty since it'll be client-side; choosing which subset of LSL, for instance, would make it secure.

Oh, and some pimping of the upcoming SL Linux Live CD would be nice. I've gotten the CD to boot in emulation, which is half the battle. I now need to tweak the setup, starting some programs on boot, and getting Xorg to auto-login as a user. But which user? Give me some suggestions - I'll have a thread posted on the SL Linux Client forum at <http://forums.secondlife.com>. Best suggestion gets LS1000 from me.

Submit events details to

events@metaversemessenger.com

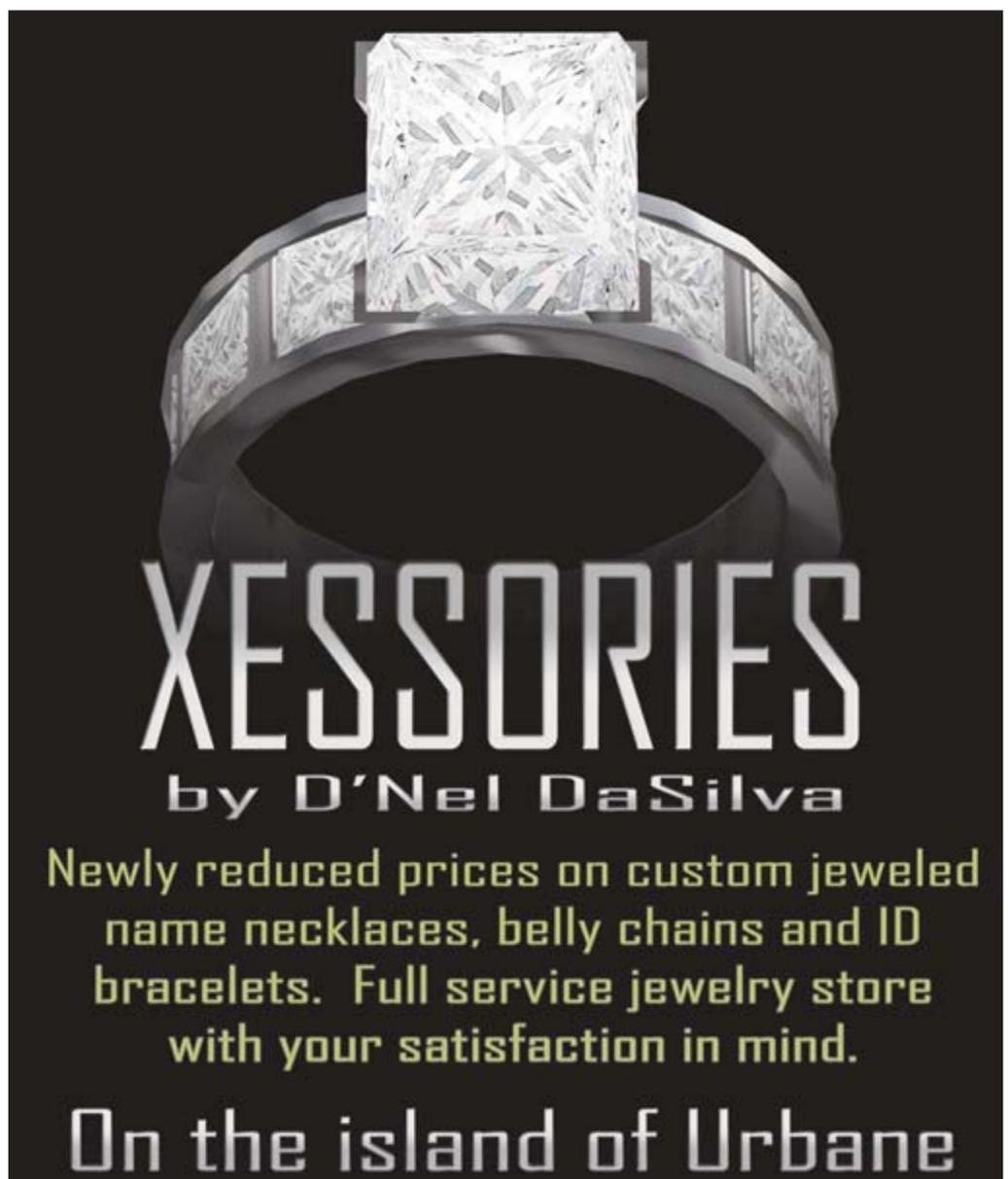
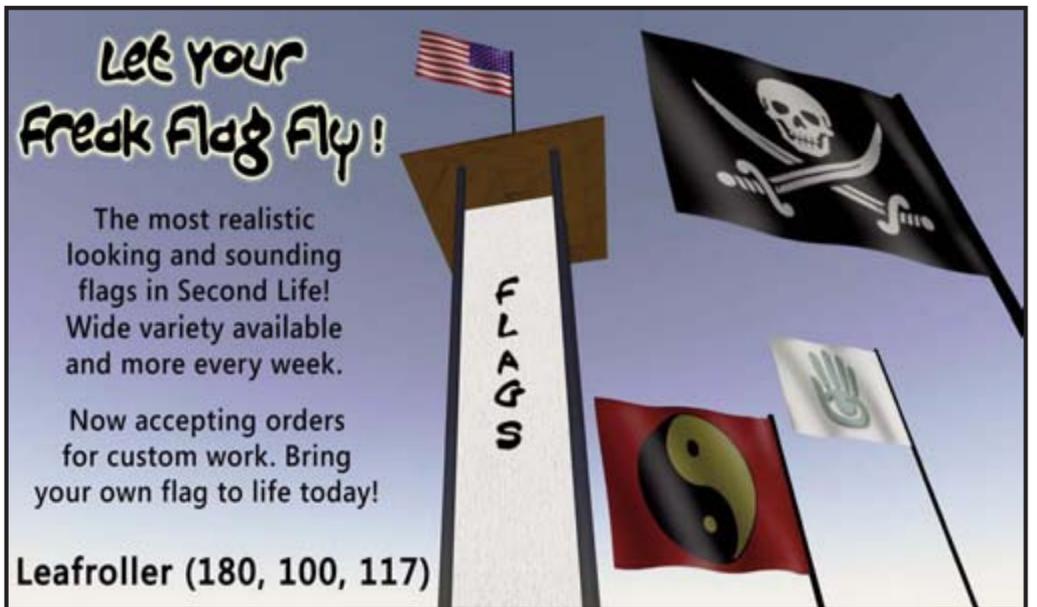
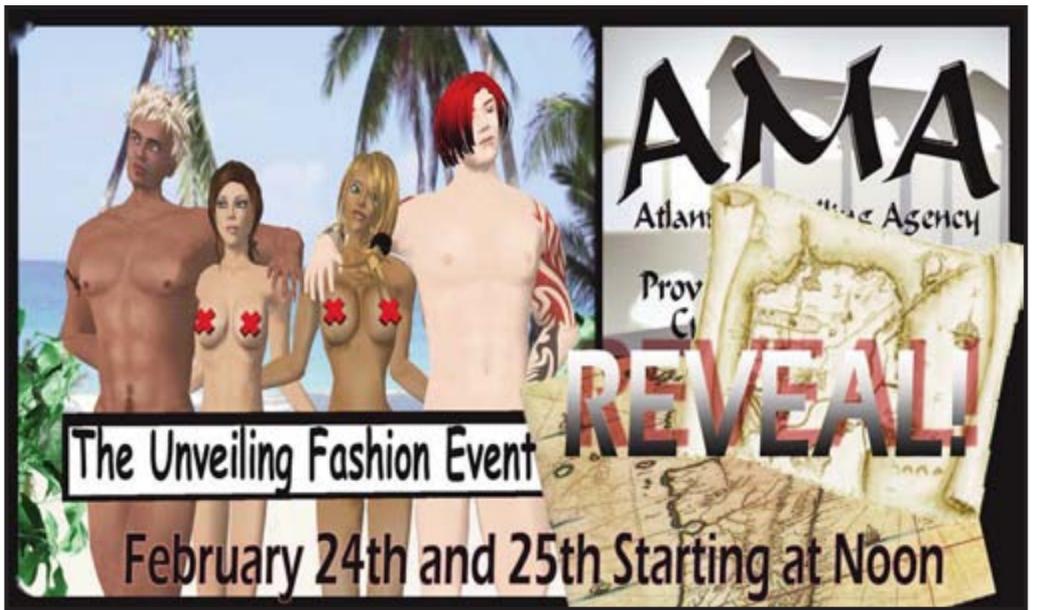
EVENTS From Page 7

of the virtual world projects and communities developed by Cube3 team members and it's partners over the years. The gallery show will remain up all month and be open to all interested in virtual world's design.

LOUIS LANDON LIVE at Nantucket 30, 181, Feb. 3 from 10:30-11:30am SLT. An amazingly talented pianist and artist, Landon has performed with Mikhail Baryshnikov, Pucho and

his Latin Soul Brothers, Rupert Holmes, John Hall, and much more.

WATER WORKS CLASS by NCI will be held Feb. 4 from 11am-12 noon SLT at Dream City 194, 121. Learn to work with water in Second Life. Find out how to make streams and fountains. This class includes a freebie pack with everything you need to get started working with water effects.



CYLINDRIAN RUTABAGA PERFORMS at the grand opening of the House of Flames in Swinside on Saturday as DJ Cybster Curtis looks on. Other artists featured at the new music venue included JueL Resistance, Luigi DiPrima, Ricardo Sprocket, and foxyflwr Cure. - Photo by PHOENIX PSALTERY



SUPPORT From Page 20

friendship formed.

Elmo Balderdash, a musician and builder in SL, may have been aware of the fact that he had made some great friends from around the Metaverse since his rez day in December 2005, but never did it become more apparent then when he fell very ill in real life.

On Dec. 2, Balderdash suffered a brain aneurysm while visiting in-world. Not long after logging off due to what he thought was simply a migraine, he found himself sick and unable to stand or tolerate the pain.

His wife called an ambulance to their home, and being loaded into the back of the vehicle was the last thing that Balderdash remembers until he awoke... two days later.

"By the time I woke up, the worst was over. There was my wife telling me I'd had an aneurysm, and they'd operated... I was just amazed."

During the time that Elmo was undergoing surgery, his family and friends were experiencing a frightening time – not knowing if he was going to live or die. Elmo's wife contacted Fenix Harbinger, a fellow SL resident and real life friend. It was she who made it known to Elmo's friends online what was going on.

It was not long after that a "care page" was erected online for Balderdash, and that's when the support really started to pour in, especially as the operation

was a success, and Elmo suffered very little side effects from the incident. People were sad to have heard that he was sick, but extremely happy to hear that he was going to recover.

"People were *so* nice... I got calls at the hospital, people posted messages wishing me well on (the care page), I got a card from one friend, and people in SL threw a benefit concert for me on Dec. 20. I think it was 14 musicians over seven hours."

On top of the concert, the grand poobah of the Dublin sim, Ham Rambler, matched every donation that was given to Balderdash's support fund, and presented the total to the musician on Christmas Eve.

"I felt like George Bailey at the end of *It's A Wonderful Life*. I have more and better friends than I ever imagined."

It took Balderdash over a month to recuperate from his illness, and it was slow going before he could return online for any significant length of time.

"It took a few weeks before I was strong enough to actually log in and type for more than 10-15 minutes. I couldn't see with both eyes at once, so that was tiring as well. Bit by bit, I was able to come in and spend more time, and every time, I was given such a show of support; everyone greeted me and wished me well."

He was all set to play a come back show at the Blarney earlier this month, when he was sickened again – this time, by a col-

lapsed lung, possibly as a result of lying in bed breathing so shallowly for so long.

Last Saturday, Jan. 27, at Club Egret on Gannet Island, Balderdash finally had the wind and the energy to pull off a full one-hour live show. And what a show it was!

Despite some coughing part way through, the tunes he sang and played were enough to send the audience into applause and cries of "We're happy you're back!" at the end of each performance.

When asked about his future as a musician, Elmo stated that he wants to get back into playing between two to three times a week, and he's even writing material for a new CD. He expects that there will definitely be some SL inspired songs, some which will show his appreciation.

"This experience has meant a lot to me. Some people say everything happens for a reason, and I don't believe that... but if there was a reason for this, it must be to show me how many friends I have."

And in response to the above question about SL friendships not being real, Balderdash responded, "I beg to differ. Virtual or not, some people I know here are some of the best friends I have ever had, in any Life."

You can catch Balderdash regularly at the Blarney Stone in Dublin or at Club Egret. See the event calendar for details.



Unique (u-NEEK)

Seeking unique and beautiful avatars
Do you pride yourself on your avatar's appearance? Have you worked hard at getting your sliders set just so? Or have you created an amazing, unique avatar that no one else has? If so, I want to see it.
I am planning a book of photographs of the most beautiful and unusual avatars in Second Life, tentatively titled *Virtual Visions: The Avatars Of SL*. I hope to include photographs of over 100 of my fellow SL residents.

This will be an in-world publication, the first by Rose From Ash Publishing, the publishers of the M2. I also plan to explore the real world publication. Contact me via IM or at phoenix.psaltery@metaversemessenger.com if you are interested. Both male and female avatars are welcome.

Animation Override

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Sweet and Sexy Animations

Animation HUD

Massage Animations



THE ABOVE SIGN GREETs visitors to the roleplay city of Toxian, a name that's highly apt given the amount of toxic waste seen around the place. - Photo by PHEDRE DUMOURIEZ.

Toxian City offers roleplay

By KATIER REITVELD
Staff writer

A toxic spill spread poisonous waste and fumes from the old factory throughout the city. Complete horror and disfigurement of the physical and mental world disintegrated for the workers of our great factory, those that supported our town, the fruit of our existence.

Those who made it out alive were rushed to the Toxian City Hospital. All medical staff in every nearby county were called to assist with the flood of affected patients.

Sadly, the madness overtook their minds and bodies; they murdered all of the medical staff that night.

You don't see them often, or maybe they look like you or me, you never know... but they still walk the hospital halls, they roam these streets. I see so many people getting sick, going mad... am I? Are you?

This is what greets someone when they arrive at the city of Toxian, a name that's highly apt given the amount of toxic waste seen around the place.

Toxia is a roleplay city run by Dimentox Travanti and his partner Miss Wright.

About the birth of Toxia, Travanti said, "We have been wanting to [establish Toxia] for a long time... we got the island and one of our partners pulled out... So Miss learned how to build, and, go figure, she has a real talent for it."

Travanti explained that the concept for Toxia came from "a

lifetime of dreaming about video game creation... no, really the city concept was discussed over a few beers and wine and was solidified in a few hours. From start to opening Miss [Wright] had it done in six days; on the seventh, we rested — and opened. Though we consider it a work in progress."

This 'work in progress' highlights the fact that the team who run Toxia are very much involved in knowing what's going on. This means they can facilitate roleplay and aid people who need things to happen.

A recent example of this was when the roleplay geared itself up for the destruction of the main bar in Toxia. This couldn't have happened without the assistance of Travanti and Wright to actually remodel the bar in a destroyed state.

Travanti said "We evolve the major story lines around the players' actions... and will continue to induce new stories into the city as much as possible. We have a dedicated group of storytellers... whose main role in the city is to create and move stories... [for] example... say the players have evolved a storyline to hack my computers to get info of the factory (which has just happened).

"We helped facilitate the hack and breaking and made sure the info was available in the computer... we try to think one step ahead of our players and give them what they need within the boundaries of what we want going on in the city."

Most roleplay sims use some

form of combat system. This helps gauge winners in combat, allows interaction with NPC's, and allows people to roleplay mages, medics and so on.

In the case of Toxia, it is the Travanti-designed DCS system. Travanti said, "I created it due to a lack of a Dark rp system.. Many of the sims were using RCS which was made for Jedis, so I created it..."

"We are striving to make a MMORPG here and DCS is closely integrated with the city. It governs the races and combat even has a few roleplay commands. DCS took two months to create."

A newcomer to Toxia who arrived just in time to see the bar destroyed, Thom Aldwych, said "I'll certainly stay for a while. I arrived the day after an exciting world event in which a giant toxic beast destroyed a club. Who could resist that?"

He added "It has an eclectic mix of people, and what could be shaping up to be a good story arc."

Poblano Beauchamp is a long-time roleplayer at Toxia. He said, "I actually knew the builders casually before they built this sim, so that is what led me to explore it to begin with.

"What has led me to stay is the owners Dimentox Travanti and Miss Wright's commitment to having the focus of the sim being roleplay rather than combat."

Beauchamp now helps on the role play staff and is one of several people who help run the sim and assist with the storyline.

Sturgis in SL: a biker's paradise

By WUDANGTIGER ARROW
Staff writer

Is it a racetrack surrounded by a sim? Not exactly. The Sturgis sim has a lot more than miles of unspoiled asphalt on which to burn rubber. It is, however, very much a place for bikers to jump on their hogs and hit the road. It's also the hub of a lively social scene complete with its own radio station.

Sturgis in real Life is a town in South Dakota, made famous for the annual motorcycle rally which has been attracting over half a million people a year in recent years. The rally features racing and stunts, potentially including half mile track racing, board wall crashes (intentional), ramp jumps and head on collisions with automobiles.

This is the inspiration for the Sturgis sim (also called "Lil SLurgis"), although there are probably less collisions. The main drag does have a ramp, though — right in front of the main shopping area and bar. Not orbiting yourself with your bike (and partner) when jumping is one of the many fun challenges of riding in Sturgis, as well as not running over innocent bystanders.

The sim opened recently and is the fruit of over four months of work by master builders paeoti Pomeray and HD Pomeray, joint owners and partners. "It was absolutely designed for having fun," explains HD Pomeray "We rent some vendor spots, too. It's not really a race track... more of just a place to ride, race, party and have fun."

Indeed, apart from the omnipresent motorcycles, the emphasis in Lil SLurgis is definitely on having fun. "The main thing I like about this place is... that peo-

ple actually converse," says paeoti Pomeray. "You get to know people rather well. It's not like walking into a night club."

So what's there, apart from tarmac, partying bikers, and bikes? Well, there's a lot going on behind the scenes. The main drag hosts a number of vendors and the main saloon. Hot hogs built by HD Pomeray are for sale, as well as clothing by paeoti Pomeray, though their main outlets are actually not in Sturgis but in Siren's Grotto, to keep lag down. Lil SLurgis is otherwise full of curiosities: "If you ride the roads and look around, you will find make out spots." explains paeoti Pomeray.

"Some hidden, some not — makeout places, the naughty outdoor, the camping place... there is a cave, the Aladdin houses... we have a scenic overlook much like you would find in RL. There's a small dance pavilion on the mountain top over there. Under the waterfall is rather nice," she added.

Indeed, under the waterfall is a beautiful cave with a candle burning to the memory of the avatar who gave SLurgis, literally, to the Pomeray couple. "The sim was given to me by a close friend," explains paeoti Pomeray. "He left SL to go see to RL. The waterfall was an area he and a friend built... His name was Aetius Epsilon."

Epsilon can be happy that his inheritors have made such excellent use of his gift. "Dancing in the streets," paeoti Pomeray chimes in, "and the most popular thing around here seems to be dancin' on the bar — we can get kinda wild!"

HD Pomeray nods. "We have some wild biker parties," he laughs. A sim more than worthy of its name and RL links.

Tell the metaverse about your event!

Hannah's Wish

Trisomy is a genetic chromosome disorder/anomaly, resulting in an extra chromosome on one of the 23 normal chromosome pairs. The most common effects of a trisomy are mental retardation and developmental delays. The presence of an extra chromosome results in a characteristic pattern of birth defects and medical conditions, some life threatening. The best known and best studied of the trisomy conditions is Trisomy 21, commonly known as Down Syndrome. But there are many children, such as Hannah, who have a rare trisomy that is not as well known or intensively studied. Some trisomies, such as Hannah's on the 14th chromosome, are so rare that they do not even have a syndrome name.

<http://www.trisomyKidsareSpecial.com>

Trisomy Kids Are Special!
Hannah's Wish is to help increase awareness of ALL trisomy conditions. Help make that wish come true... buy your Trisomy Awareness bracelet TODAY!

Bracelet sales benefit these organizations as well as helping with Hannah's medical expenses