

Sim of the Week - Page 9

Construction of the new M2 office building is slated to begin on May 6. The new build, which will be designed and built by Midtown Bienenstich, will feature a professional layout and more amenities than the current office. While construction of the building is underway, some services will be unavailable.

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Go to our website at [www.metaversemessenger.com](http://www.metaversemessenger.com) to participate in our online poll. This week's question: "Does SL need an in-world resident law enforcement group to deal with griefer activity?" Look for the results from last week's poll on Page 4.

Volume 1,  
 No.38  
 Second Life  
 The Metaverse  
 Messenger  
 Sido (169, 195)

# M<sup>2</sup> The Metaverse Messenger

A REAL NEWSPAPER FOR A VIRTUAL WORLD

Tuesday, May 2, 2006

A Second Life Publication

Free



THOUGH NEWLY PUCHASED, the Berkman Center for Internet & Society of Harvard Law School has already constructed a replica of the famed Austin Hall. - Photo by KATT KONGO.

## Berkman Center now has virtual presence

By GABE LIPPMANN  
 Staff writer

The walls of Second Life became a little more ivied as the Berkman Center for Internet & Society of Harvard Law School purchased its own private island on April 7.

The Berkman Center is a research program of faculty, students and other interested parties who are working toward understanding the challenges and opportunities of emerging virtual environments.

Established in 1996 by Harvard Law School professor Charles Nesson and Jonathan Zittrain as the Center on Law and Technology, the Berkman Center defines its mission as being "to explore and understand cyberspace, its development, dynamics, norms, standards, and need or lack thereof for laws and sanctions."

The goals and interests of the Berkman Center mesh tightly with the emerging world of Second Life, as the Center seeks to investigate the limitations of the Metaverse as it is bound by open and closed systems of code, commerce, government, edu-

cation and the relationship of law to each. A key tenet of the Center's operation is to engage fully with the virtual world.

In essence, their research involves being active rather than passive, seeing the best method of understanding to be actually building out into the Metaverse. The social and political environment of the Internet is seen by the Center as being constrained not only by traditional law systems, but additionally by the "technical architecture," or code, that is built into it.

No one will likely be surprised that the stated directives of the Berkman Center would eventually lead participants to SL and its immersive virtual environment and open ended interaction. Pathfinder Linden has been in touch with the Center through presentations at Harvard and at the State of Play conference in New York.

According to Ansible Berkman, estate manager of Berkman Island, Pathfinder "facilitated the purchase, and has offered amazing professional support in ways to best organize

our group and manage the land."

As part of their overall objectives, and in preparation for the upcoming Beyond Broadcast convention in Cambridge, Massachusetts, the Center has created Berkman Island ([www.tinyurl.com/s6tv4](http://www.tinyurl.com/s6tv4)) within Second Life. Berkman Island is a virtual representation of several Harvard landmarks, including Austin Hall and the Ames Courtroom at the Harvard Law School.

Beyond Broadcast takes place May 12-13 and is a conference designed to continue conversations taking place in public broadcasting, technology, policy and foundation communities ([www.beyondbroadcast.net/blog](http://www.beyondbroadcast.net/blog)).

The conference builds further on themes covered at the first Open Source Media Developers Summit in 2005 at NYU, and at the annual gathering for public broadcasters in Seattle, as well as several related projects including the Public Radio Exchange, Radio Open Source and the Digital Media Project.

The objective of the meeting is to **See LAW, Page 17**

## Grid goes down with yet another griefer attack

By PHOENIX PSALTERY  
 Staff writer

This time, it began as a slowdown in general activity on the Second Life grid. Things began to gradually become less and less responsive, leading to a flood of questions on the forums. It was Friday evening, and all of SL was tuning in to the latest episode of everyone's favorite thriller, "Yet Another Grid Attack."

As usual, it began with self replicating prim objects, this time labeled as "Herpes Virus," apparently belonging to Adohan Zephyr.

SL resident Nolan Nash posted a forum message shortly after 8pm SL time saying that the grid was down, and suggesting the wisdom of refraining from attempts to log in, in order to ease the load on the servers.

Mick Linden then posted the following announcement at 8:15 SL time Friday night: "Hi, Folks. There is a current heavy load on the database which may cause some slowness in asset-related activities. We're aware of the problem and working on a fix — thanks for your patience."

At 8:22, an administrative logout was performed, which logged all residents out of SL. A few minutes later, Robin Linden announced, "We're having a problem with a slow down on the grid, which may be tied to a self-replicating object. We're going to shut the grid down and clean things up. It will be 1-2 hours before it reopens. Please watch here for an announcement regarding a re-opening."

Meanwhile, Adohan Zephyr was busy proclaiming his innocence, having posted the following message: "I am not attacking the grid. The herpes balls are not mine. I did not code them. I can barely script. I

have been in IMs with Kenny Linden for the last 40+ minutes. I have been reported 20+ times. I've had over 30 people send me IMs, some quite rude. I have been kicked off grid and put on hold during an investigation. The Herpes balls are not mine and are being dealt with."

Needless to say, many residents took his claims with a grain of salt. During research for this article, no further information was available to indicate whether Zephyr's claims had been proven or not.

However, in a related development, just as this article was being completed, there came news of yet another attack on the grid. There were reports of a self replicating object owned by Horatio Havercamp, producing 200 to 300 copies of itself per second.

Robin Linden made the announcement at 1:53 SL time that "There is another attack on the grid, necessitating that we shut it down to log-ins and clean things up. We anticipate this process will take a couple hours, and will post here when it opens up again."

"I know this is totally frustrating — for us too. We're working with the authorities to go after the people responsible for these attacks, as you know. When I have information to share I'll pass it on."

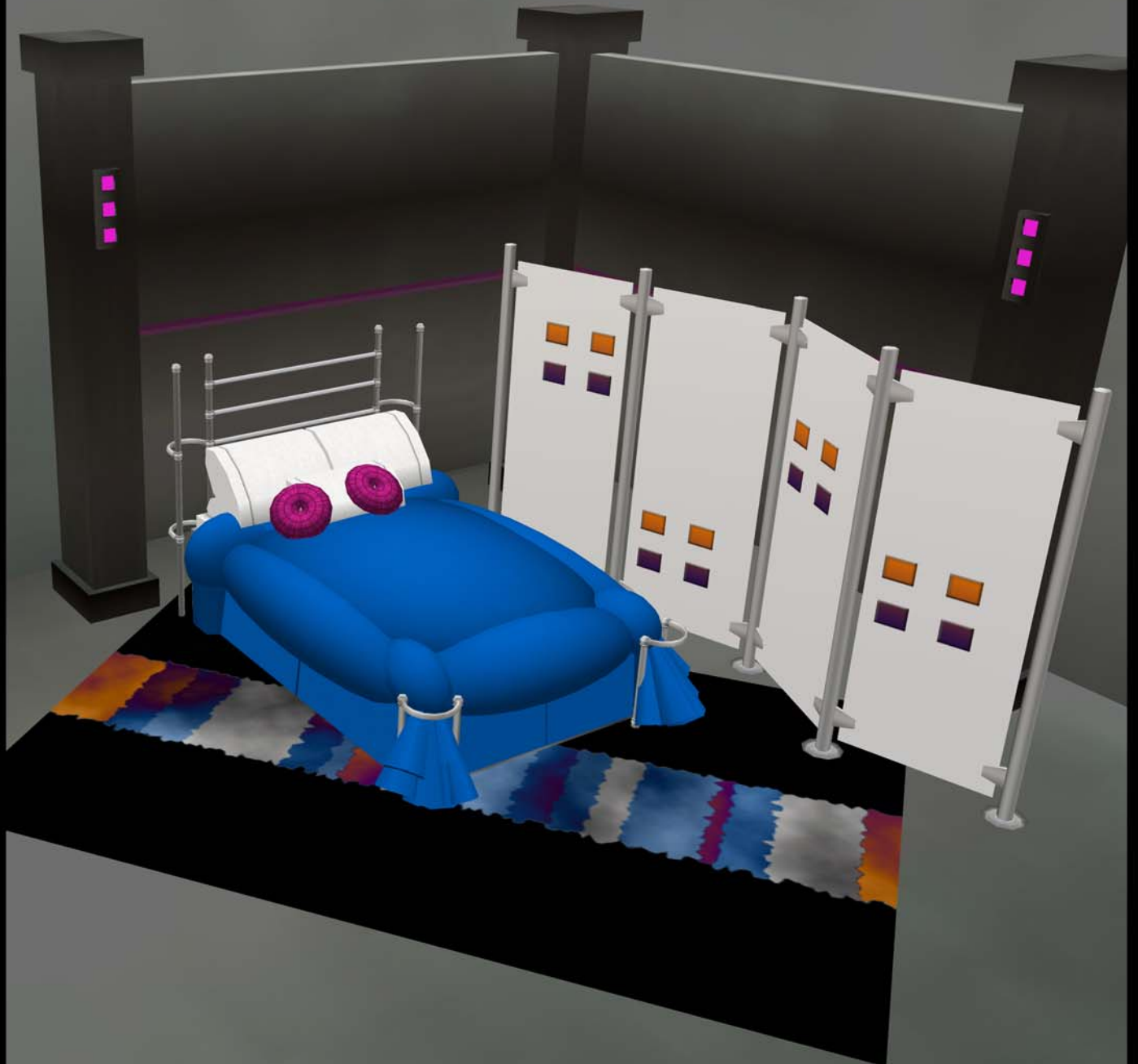
As might be expected, there has been a flurry of comments regarding this, ranging all the way from those who condemned Linden Lab for permitting these sorts of attacks to continue, to those who continue to staunchly defend LL and point out that the open, interactive nature of SL that makes it such a creative person's paradise is the same quality that causes it to be open to attacks of this nature.



IN AN INSPIRED MOVE to role model Low Lag No Prim Rules, Juel Resistance performs naked in the Blarney Stone Irish Bar in the Dublin Rocks! Grand Opening of the new Dublin in SL sim. Read more about the new sim on page 8. - Photo by SITEARM MADONNA.

Excellence is not a skill.  
It's an attitude.

**taido**



Innamoramento 65, 100

## Nburg founder returns

Ulrika Zugswang is back amid a swirl of controversy

By **MEILIN MIRANDA**  
Staff writer

Three things come immediately to mind when one thinks of Neualtenburg, the sim devoted to an experiment in self-government: Bavarian architecture, fog, and legal arguments.

The latter have been in full force lately with the return of Neualtenburg co-founder Ulrika Zugswang to the forums, and eventually, the sim. Though no longer a citizen of Neualtenburg, Zugswang remains a near-inescapable presence on its political scene — with the current consequence being some Neualtenburgers' furniture left hanging in midair when Zugswang accused a government member of pirating her work, and deleted a number of buildings she still had in the sim.

The latest skirmishes among Neualtenburgers began earlier this month, when Zugswang deleted a posting in the Neualtenburg Projekt forum by Sudane Erato, leader of Neualtenburg's Artisan Guild. Though Zugswang was no longer in the sim government or even logging in to SL, she had remained a forum moderator. Aliasi Stonebender, a member of Neualtenburg's Scientific Council (SC), then banned Zugswang from entering the sim. (To explain the situation in overly simple terms, the SC is one of the main governmental bodies of Neualtenburg, combining some of the functions of the executive and judicial branches of the US government.) Charges and counter-charges were filed with the Neualtenburg government, resulting in a hearing last week to determine whether Zugswang, Erato or Stonebender committed a crime under Neualtenburg law that could be then sent to trial.

At that hearing, which Zugswang did not attend, Stonebender was exonerated for her actions, which were found to be within the purview of the SC. Erato, too was found not to have committed a crime. Zugswang, the only non-citizen of

the three, was found to have acted illegally and was declared ineligible for Neualtenburg citizenship, although she can come and go as she pleases and attend events within Neualtenburg for the length of the term of the current Dean, the head of the SC.

The findings of the hearing are now themselves being contested, albeit only in the forums, since the SC's word is apparently final. Zugswang contends that the hearing was actually an unconstitutional trial without jury, since it resulted in a penalty.

In an interview prior to the hearing, Dean Gwyneth Llewellyn said the kerfuffle was nothing new. "It's cyclic, actually. Every three months or so Ulrika pops in again in the forums under some pretext." She said that though Zugswang had founded the sim, she had rarely logged in since January of 2005 and had been officially gone for three months, and yet Neualtenburg remained.

Zugswang is now charging SC member Dianne Mechanique with pirating her intellectual property. On April 28, Zugswang said she found six pirated copies of her "Fachwerk" style of house. "These illegal copies were distributed to two new citizens (unaware of their nature) and placed on city land in preparation for a land auction," said Zugswang in an email interview. "I never transferred this structure to the city, always being protective of my single greatest SL build and textures." Zugswang says she intends to pursue action against Mechanique in Neualtenburg.

Consequently, on April 28, Zugswang removed all of her remaining buildings in Neualtenburg, leaving furniture hanging in midair.

One of the people left homeless was new Neualtenburg resident Salzje Sachertorte, who has put up a gypsy caravan on her now-empty lot. "The house on the lot was merely a placeholder — to be replaced once I bought the land," she told the M2.

See **NBURG**, Page 17



**THE COLLECTIVE**, seen above, uses trading cards during a battle game. Created by Grim Hathor and Matthias Zander, the game is on display at the Game Expo in Arcadia 1 and 2. - Photo by **KATT KONGO**.

## The Collective: It's in the cards

By **KATIER REITVELD**  
Staff writer

When one thinks of card games, what generally comes to mind is bridge, poker, or similar classic table top games. The Collective, however, is the sixth in our series on the games featured in the Linden Lab run contest in Arcadia 1 and 2.

Grim Hathor created the game with the help of Matthias Zander. Hathor describes it as being the game "with trading cards that you can battle."

Hathor explained that development of the game was "really a collaboration between us, bouncing ideas off one another until we got it where it is. But I approached [Zander] with the original idea." The main arena is set up with a central 'collective' area, with 'fighting' arenas running off it much like the spokes of a wheel.

Each arena is based on a different elemental force, representin in turn wind, earth, ice, fire, dark, light, water, and energy. Hathor said, "In each area there are [non player character] opponents you can start fights

with."

He added, "The main feature is the card game; you get a hip pack and a few cards, and then you can start fighting with other players or computer opponents." He continued, "To start, you join the battle, as do your opponents and allies. There can be up to four players in a battle. Then you decide which minions you are going to use (you can have up to three in a fight) and rez the cards for them, and of course you can only use minions you have collected from booster packs."

The concept of collecting cards is where the game gets its name. The mixture of collecting cards and using them to create minions to fight with naturally draws comparisons to the first life card game and cartoon Yu-Gi-Oh.

Hathor said, "[The Collective] was meant to be a trading card game, which [is what] the show is about, but my personal background in trading card games is from Magic: The Gathering. Any [re]semblance to Yu-Gi-Oh is coincidental."

Continuing with his explanation of the game, Hathor said, "After

everyone has their cards rezzed and has joined the battle, [they] touch [their] cards to spawn the minions. You can spawn full prim minions, or a simple two prim placeholder."

Hathor explained that the areas have a twofold purpose, the first being levels of difficulty, and the second being that the elements give a tactical consideration. For example, while playing in the ice-based arena, fighting with ice-based minions wouldn't work too well; however, fight with fire-based minions, and you have the ideal weapon.

Fighting isn't the only thing that people enjoy about this game. Sera Cela was the first person to collect a full set of cards. David Tapioca said that he enjoys The Collective due to it being a card game, and he's a big card game fan.

As such, Hathor said that Tapioca is currently trying to collect a full set of Shiny Cards. Each collection of cards has different degrees of difficulty, from the easier collections up to the hardest, extremely rare ones, such as Shiny, where you have only a one in 500 chance of successfully getting a card.

**Libellule Market**  
Lots of Style in a Beautiful Location

Jolie's Boutique	Funk
Rufeena	Ink Slingers
Sylfie's Prim Seduction	Animation Avatars
Crucial Creations	Lavish Style
Dex's Diamonds	Bitty's Jewelry
Nyte 'n Day	Crying Rose Studio
Whispers by Zelinna	Cheap Trix
Karress Me Designs	ManaRay Tattoos
Angelic Bodies	Szentasha Fashions
Reel Movement by Luth	Freak Fantasia
Ric's Supplies	Jina's Designs
	Afanstasy Emporium

*Hennepin/228/71/116*

# Perspectives



## A Bird's Eye View

Observations on Second Life and its denizens

By Phoenix Psaltery

### Dreaming Of A Virtual Messiah

*We need a man that is simple perfection; there's nothing that's harder to find.*

*Someone to lead us, protect us, and feed us, and help us to make up our minds.*

*We need a man that's sophisticated, quiet and strong and well educated.*

*Where to go? What to do? Could it be somebody super like you?*

*We need a man that can stand as a symbol, and symbols have got to be tall*

*Someone with taste and the tiniest waist, with his help would not life be a ball? If we had fun, he would not restrain us; if we got caught, he would just explain us.*

*Where to go? What to do? Could it be somebody super like you?*

*We pledge allegiance to his gracefulness and charming manners With a voice that's both sides' choice, he'll bring us to our knees in admiration.*

*He is king of all who see and hear his perfect pitch,*

*And more surprises, when his time is come, a stallion rises...*

— "Somebody Super Like You," from The Phantom Of The Paradise

In recent weeks, as I have read the overflow of angry comments and unhappy posts on the Second Life forums, it has made me think about

what possibilities there are for us as residents of SL to be able to overcome all of the issues that we are dealing with as a people. I mean, think of it this way — we are the population of a small nation, scattered around the globe, citizens of a virtual country.

Looking at world population statistics, SL has a larger population than more than two dozen countries; as I write this, we are at just over 200,000, falling ahead of French Guiana and behind Vanuatu in population. At the present rate of growth, by summer's end we will have surpassed Iceland, Maldives, and Belize. By the end of 2007, it is likely that the population of Second Life will exceed those of Uruguay, Panama, or Liberia.

And yet the angry posts persist. So what is to be done about it? The only thing I can come up with is this:

Second Life is looking for a Messiah.

No, I'm serious. You probably think I've flipped my lid, but hear me out.

I am not saying that we actually need someone to save us, nor am I promoting anyone in that role; but it's true, nonetheless, that down through history, when things have gone badly in human society, we have always looked for a hero. A Moses, a Christ, or a Superman.

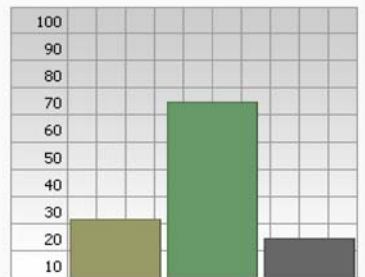
*I need a hero, I'm holding out for a hero 'til the end of the night,*

See BIRD'S, Page 20



### Do you think it is wrong or immoral to live a Gorean lifestyle in SL?

Answers	Percent
1. Yes.	21%
2. No.	64%
3. Undecided/No opinion.	14%



Week of 04-25-2006

### Want to write?

The Metaverse Messenger accepts signed letters to the editor/publisher from our readers. Letters must include avatar name for verification. Send letters to [mm@metaversemessenger.com](mailto:mm@metaversemessenger.com).

## The Metaverse Messenger

Sido (169, 195)

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**Composition:** Katt Kongo

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# THE LINE

*Studying the line between our two lives*  
by NORINN RICHARD

## Disconnected

At this point, I have been writing The Line and Sim of The Week for about five months. Almost half a year of my meandering ramblings have graced these PDF pages. I am the first to admit that this still surprises me a bit. I expected to run out of ideas by now. When I first started The Line I figured I would be done with it in about two months.

Ideas for The Line come to me in spurts. A few weeks ago I had a devil of a time thinking of something to write about. The piece on education ended up leaking out of my brain, but it wasn't my best work, by a long shot. Other times, I have so many ideas it's hard to sort them out. When that happens, I hammer out a quick one- or two-line "stub" article to capture the idea. I then come back later and sift through the stubs to pick my piece for a given week.

This week was an extremely inspiring one. I chat with [M2 publisher] Katt Kongo through non-SL instant message tools during my work day a lot. Many of my The Line ideas come from those chats. So many, this week, that it became a running joke. "Yak-yak-yak interesting point. Hey, that would make a good Line. Nuts. I'm never gonna get all this written!" A grand total of ten new stubs piled up in my ideas folder. So I thought I would have no trouble writing this week's article. As is often the case, I was wrong — and the thing that made me wrong was The Line itself.

In Reality I work as a consultant. This means two things; first, I live from my laptop computer. Hidden in this humble Dell Inspiron are three Unix servers, six Windows servers, a full network alarm system, two full trouble ticketing systems, all of my personal and work e-mail communications, my full contact list, six games, SL (which is NOT a game), and everything I have written, both for work and for the M2. I think all that data has actually made the machine heavier. The second thing it means is that I travel constantly. I have flown from my home in Ohio to my current customer in New Jersey every week since October of last year. So I see a lot of airports and airplanes. That is where

I normally write The Line. These words are being typed at several thousand feet, through very, very bumpy air. Now my editor knows where all the typos come from.

When the stewardess told us we could turn on our electronic devices today, I fired up Word and started sorting through my stubs. I couldn't find a single one I could work on. The Line 33 - Religion in SL. Hmm? I still need to go through Find and see how many religious things I can find. The Line 35 - Why buy an island? The results of that straw poll I did are still on a note card.

The Line 36 - Inspiration vs. Copying. That Smoozers thread inspired this one, and I still need to talk to the two club owners involved. The Line 37 - Real reporter chats with virtual reporter. I haven't managed to track down that guy for Business Week in-world yet. The Line 39 - Looking at the FIC. I need to do a search of the forums to get some more background for that one.

Stub after stub, I hit the same problem. In order to finish the ideas I had started, I needed to be in-world or connected to the web. It goes without saying that this is more than a little difficult at ten thousand feet. While disconnected from the Internet, the normally porous and thin Line becomes an impenetrable wall.

What most struck me as I sat there trying to think of what to do was how I had gotten myself into the predicament. In a way, I had forgotten that The Line was there. I had taken for granted that I would be able to access any of the information I needed that was in-world. Mental things, emotions, thoughts, and information, are what flows back and forth between SL and RL the easiest. That is part of why I had made my mistake. Despite this, I didn't miss the irony that the guy who studies The Line weekly forgot it to a point where he could trip over it.

Where have you forgotten The Line exists? And were the results as humorous as in my case?

Read more from Norinn Richard on his blog, located at <http://norinnrichard.blogspot.com/>.

# LETTERS

*from readers*

*Editor's Note: The following letter is on the subject of the Gorean lifestyle. If you find this lifestyle to be offensive, you may want to avoid reading the following letter.*

There are a variety of problems with the ethics and culture presented in the series of Gor science fiction novels written by John Norman. But one problem stands out head and shoulders above the rest, and it's what makes Gor not just disturbing to read, but potentially dangerous to the life, welfare and mental health of some people.

There are two primary concepts commonly accepted in Gorean culture that most make it different than Earth culture:

First concept: It is ethically acceptable to remove the life and/or liberty of a person who has been physically overpowered.

Second concept: It is ethically acceptable to remove the life and/or liberty of someone who engages (or expresses a desire to engage, or even an interest) in the activities commonly associated with a slave.

The first concept, which leads (in the books) to raiding parties attacking homes and caravans, and killing all the men, and enslaving all the desirable women, is justified by saying it supports "naturalistic" evolution. According to this concept, physical prowess is the most important trait of a human being, and it follows that physically weak guys and ugly women are supposed to be killed for the betterment of the species — no matter how beneficial they may be in non-physical ways (such as being skilled surgeons or great musicians). Naturalists say that only allowing the strong men (and the attractive, submissive women) to survive and reproduce is the way of nature. But successful species do not do that. Wolves don't do it. Nor do ravens. Nor do tigers. Nor other major species. It's simply not natu-

ral. Members of wolf packs may kill intruders into their territory, but they don't raid other territories or steal members of other packs. Nor are only the strongest members allowed to survive. Wolves work as a team, with the mental skills valued alongside the physical ones. In one documented case, a wolf pack continued to provide food and protection to an elderly female even after she had broken her jaw and was unable to fend for herself. Why? Because she was a very good tracker and was highly skilled at locating herds of prey. Omega wolves, the lowest and most submissive members of a wolf pack, have been shown to be valued because of their ability to instigate play into wolf culture.

What does wolf behavior have to do with the success of the human species? Possibly everything. To quote animal behaviorist Temple Grandin in her book, *Animals in Translation*, "[A] study by Robert K. Wayne and his colleagues at UCLA of DNA variability in dogs found that dogs had to have diverged from wolves as a separate population 135,000 years ago. ... [W]olves and people were together at the point when homo sapiens had just barely evolved from homo erectus. When wolves and humans first joined together, people only had a few rough tools to their name, and they lived in very small nomadic bands that probably weren't any more socially complicated than a band of chimpanzees. Some researchers think these early humans may not even have had language.

"Going over all the evidence, a group of Australian anthropologists believes that during all those years when early humans were associating with wolves, they learned to act and think like wolves. Wolves hunted in groups; humans didn't. Wolves had complex social structures; humans

didn't. Wolves had loyal same-sex and nonkin friendships; humans probably didn't, judging by the lack of same-sex and nonkin friendships in every other primate species today. (The main relationship for chimpanzees is parent-child). Wolves were highly territorial; humans probably weren't — again, judging by how non territorial all other primates are today. By the time these early people became truly modern, they had learned to do all these wolfie things. When you think about how different we are from other primates, you see how doglike we are. A lot of the things we do that other primates don't are dog things. The Aborigines have a saying: 'Dogs make us human.' Now we know that's probably literally true. People wouldn't have become who we are today if we hadn't co-evolved with dogs."

Therefore, despite naturalists who say mankind is most successful when people follow their primate instincts, the fact is that we're successful as a species because we diverged from the other primates and adopted lupine (non-primate) behaviors.


Some naturalists say that mankind used to be based on the idea that only the strongest men and most desirable submissive women should survive. Really? When? Maybe the Mongol hordes did it — but can anybody say that mankind grew to become one of the most powerfully influential species on Earth because of the actions of Genghis Khan? Or did we become so powerful because of the peaceful ways of the Greek and Roman empires? Or maybe from the scientific and philosophical breakthroughs of the Renaissance? Let's see — when Great Britain ruled more than a quarter of the Earth about 150 years ago, were they killing all the weak men and turning

See LETTER, Page 23



## Resident of the Week

HAM RAMBLER



**Name:** Ham Rambler  
**Occupation in SL:** Proprietor of Dublin In SL  
**Date joined SL:** April 11, 2005

**What is your favorite thing about being a resident of SL?**  
 Meeting people. It's what we Irish enjoy most, preferably with a pint of Guinness in hand.

**What is the one thing in your inventory that you would be the most devastated to lose?**  
 My notecard collection. I have had so many nice notes from friends about the Dublin project and the Blarney Stone bar before that.

**What is your favorite location in SL?**  
 Grafton Street in Dublin. In RL, we say you can never go down Grafton Street without meeting someone you know. Grafton Street in SL is becoming the same.

**What would you like the outside world to know about SL?**

The potential. It's only by coming into [the] game that people realize the creative potential of Second Life. Everyone I have introduced to it has been blown away by the possibilities.

**What one thing about SL would you change, if you could?**  
 The introduction new residents get. I meet a lot of new residents in Dublin whose initial experience has been marred by the seedier side of SL. Many don't stay, which is a shame.

**Do you have an SL partner? If so, tell us a little about him/her.**  
 I don't have a partner, but many close and dear friends in SL.

**What do you hope to see in future SL upgrades?**  
 An ability to edit and manage inventory offline would be a great feature.

See ROTW, Page 20

### UPCOMING EVENTS

■ DJ Nethermind Bliss at the Open at the Latte Coffee Shop in Mill Pond (109, 229) on May 4 from 7 to 8:30pm SLT. The host is Micala Lumiere. It's Artist Showcase time again friends, so come to Mill Pond for another great evening with great music from Nethermind.

■ Pixel Sumo Matches #4 on May 4 from 8 to 9pm SLT in Wasp (3,243). The host is Ebenezer Pixel. Test your skills at "Pixel Sumo" Wrestling. Match champion will receive L\$200, runner-up L\$100. To attend, teleport to the Pixel Cinema & Pixel Sumo and use the teleporter to go up to the dohyo for the event. Official match rules are available at the dohyo or contact Ebenezer Pixel.

■ Weekly Volunteer Gathering on May 5 from 12 to 1:30pm SLT in Pooley (248,23). The host is Tateru Nino. Unofficial weekly gathering of volunteers to distribute information and discuss issues. IM Tateru Nino to have something put on the agenda.

**Send your event info to the M2!**



NALA GALATEA AND TRINITY Serpentine host a popular radio show every Saturday night in Midnight City. As the new owners of RadioRadio, they have big plans for the station. - COURTESY PHOTO

## Gaga for RadioRadio

Nala Galatea and Trinity Serpentine prepare to take SL's most popular radio station to the next level

By JAZZ LOMAX  
Staff writer

As a recent arrival in November of 2003 to the relatively new virtual world Second Life, Nala Galatea had come from another game, where streaming radio played a big part in the social scene. Seeing a noticeable absence in anything similar, she put forward an ambitious plan with a couple of her new friends - to start a radio station, and entertain people with her tunes, wit and charm. A few months later, with its popularity growing, Trinity Serpentine joined the team, bringing with her great talent and personality.

Hosting several innovative events only served to cement their popularity:

- Jade Lily's SL Library benefit, which was the first multi-sim broadcast, heard through 13 sims - in total 400-450 listeners over the course of the evening;
- The famous 'Last DJ Standing' New Years event - originally intended as a 24 hour marathon, ending up at over 100 hours, with multiple DJs taking turns.

Fast-forward to 2006. Having moved to RadioRadio, the brainchild of Madame Maracas, Galatea and Serpentine have grown into full-fledged 'Slebrities,' hosting a very

popular Saturday night show (The Trinala show) from Midnight City. Their chemistry is undeniable - when not spinning tunes, they keep their rabidly loyal fans laughing all through the night.

RadioRadio has established itself as one of the premier Second Life radio stations - one of its greatest achievements was serving as the official radio for the 2005 SL Relay For Life - DJs covered the whole event from start to end, and helped raise money for the cause.

Most recently, the Trinala show has adapted its content in new ways,

See RADIO, Page 19

NATHAN WALTON AND MONICA YOUNG

BY

plywood

### URSAMANCER, PART 5

© 2005 NATHAN WALTON AND MONICA YOUNG



**RESIDENTS GATHER ON O'CONNELL** Bridge for the Dublin Rocks ! Grand Opening Grand Finale listening and partying to a two hour broadcast of the U2 Dublin Homecoming Concert held last year and attended by Ham Rambler live himself. See more photos on page 23. - ALL PHOTOS COURTESY OF SITEARM MADONNA.

## Dublin celebrates grand opening with day long live music concerts

By **KATT KONGO**  
*Staff writer*

The sim Dublin, known in Second Life as "The meeting place of the world," officially opened April 29 with a 14-hour festival celebrating live music from thirteen artists over fourteen hours and in seven various locations throughout the scenic sim.

The day long event started with Paradise Popinjay at 6am SLT, followed by Nez Sleeper, Mel Cheeky, Russell Eponym, Jeff Tully, Cylindrian Rutabaga, Flaming Moe, foxyflwr Cure, Kourosh Eusebio, JueL Resistance and Frogg Marlowe.

Topping off the event was a street party with a two hour broadcast of the U2 Dublin Homecoming Concert

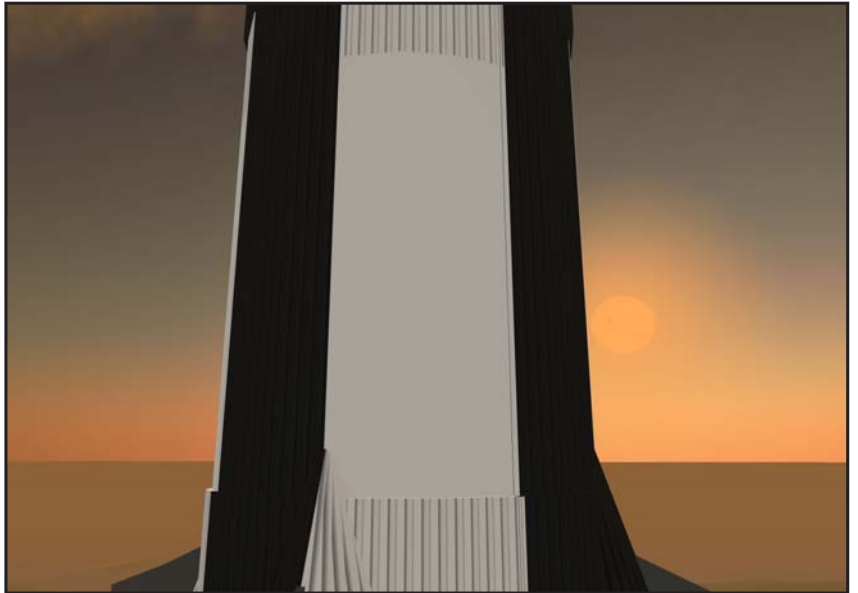
and a performance by Bono from the tribute band U2 in SL. A display of fireworks on O'Connell Bridge finished up the day.

The first concerts brought 30 residents to the sim, which swelled to 50 people during the mid morning concerts. Later events brought 60 visitors to the sim, and 70 showed up for the grand finale.

Organizers of the event, Sitearm Madonna and Boliver Oddfellow, implemented low lag rules, and residents were gracious for the most part about observing them.

"JueL Resistance played nekkies as a role model for Total Prim Removal," laughed Madonna.

See **DUBLIN**, Page 21



**WIN L\$1,000** in the M2'S Eagle Eye Photo ID Contest! If you think you know where this picture was taken, e-mail your answer to [mm@metavensemessenger.com](mailto:mm@metavensemessenger.com) along with your avatar's name. The deadline for this week's contest is May 8. Carl Metropolitan correctly identified last week's photo as the NCI Plaza in Kuula.

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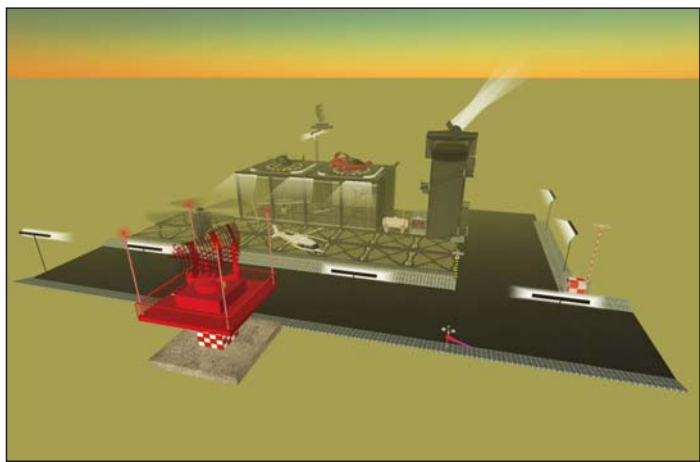
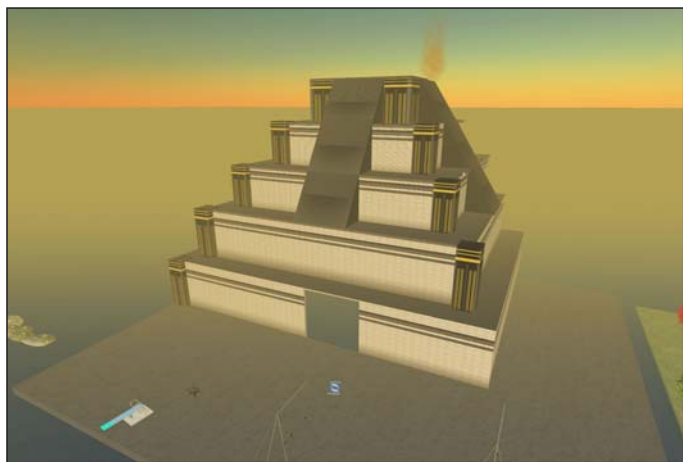
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**RENEGADEZ MALL, NEWLY OPENED**, stands like a Mayan pyramid over the open ocean that makes up Amydria. At right, the Toreador vampires maintain a floating airstrip that hovers 750 meters in the sky.. - Photos by **PHOENIX PSALTERY**.

## Sim of the Week: Practical use of a view

By **NORINN RICHARD** and **PEACHY SASSOON**  
Staff writers

This week, our rambling travels take us to Amydria. Amydria is a water sim situated along the western edge of the northern mainland. While many water sims are "void sims" and totally devoid of residents, Amydria is fully populated. While the sim in general makes a cove on the coastline, it feels more like an archipelago. Most of the locals have built islands to place their homes and shops on, leaving the seafloor itself pretty much untouched.

One of these artificial islands is the complex of Renegadez hide out. Originally designed to be the home for McShell Jezebel and her husband bad Plasma, they have since expanded it to also include a mall. Jezebel started out building a place for her to sell her new t-shirt designs as well as her husband's jewelry and t-shirts. The two of them recent migrated from There, where the cost of developing content drove Plasma's successful buggy design business under. They are both relishing the fact that SL gives them many more options in expressing their creativity. Once they settled on building a business, they quickly decided to make it a mall. It's their way of helping others release their content, as well.

The other major land holder on the sim is Tamlin Bentham, a returning player who is "Taking a second look at Second Life," as her profile says. She has land in both Amydria and

Manduca, the sim directly to the east. In Manduca, she has built an excellent castle that she originally intended to run as a club. However, it has ended up simply being her home. The Amydria portion of her holdings are primarily owned to preserve a good view from the castle; however, that does not mean the land is merely standing empty.

Gio Snickerdoodle is the leader of the vampire clan Toreador, of which Bentham is a member. She has allowed him to build as he likes on her Amydria land, so long as her view is preserved. So, far above the plot, Snickerdoodle has constructed a massive, floating airfield, which acts as a headquarters for Clan Toreador, as well as a place to house his considerable fleet of vehicles. Snickerdoodle took great pride in showing me helicopters, planes, and even cars of every description. One area Snickerdoodle seemed to take particular pride in was the air traffic control tower, which he built completely himself.

The actual building consisted of several floors of sitting areas, including two separate conference rooms for Clan meetings. A massive image of a red rose, the symbol of the Toreador, ran along the stairwell moving between levels. Black lighting shock banners were also prominent throughout the place. The most recent edition to the area was the nearly complete Crystal Tower. As the entire complex is airborne, this tower extends down instead of up, and provides

See SOTW, Page 20

# GRAND OPENING

# MAMA JAMA'S

# MOTOWN

# REVUE

**Friday, May 5th**  
**Saturday, May 6th**  
**3:00 PM - 6:00 PM**  
**6:00 PM - 9:00 PM**

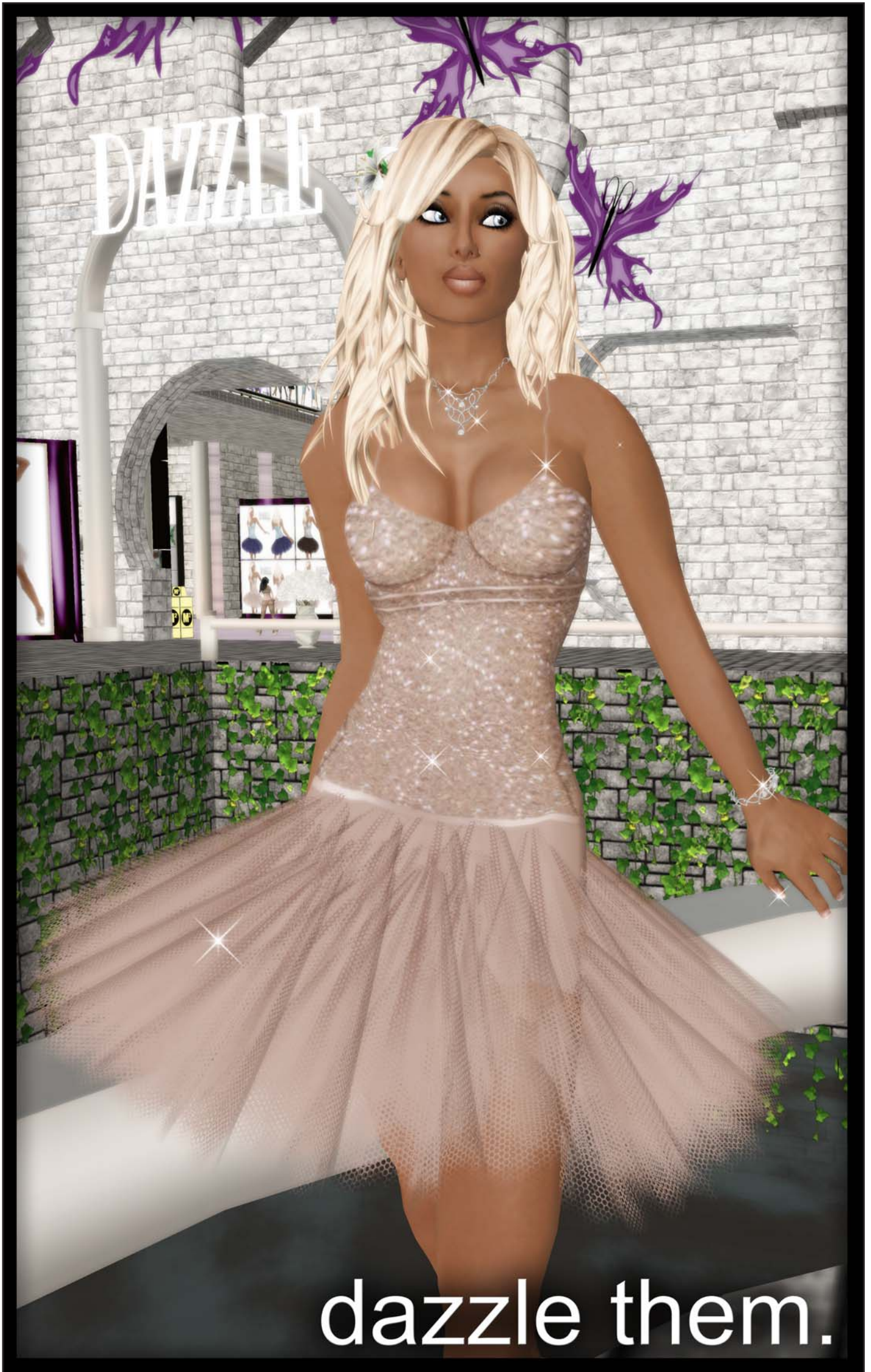
**Malacosoma 234,211,49**

If you enjoy good soul music, jammin' to the sounds of various Motown, Philly, and Chi-town artists, join me at the Grand Opening May 5th & 6th. There will be live entertainment by Ed & Grant of Wisper Productions. These two musically enriched partners offer up the finest show ever in SL. Fireworks by GreyWolf Kuhr - Live DJ broadcast by Cirga Control  
The biggest cash giveaway ever for the best steppin or swing couple!

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Our dress code is After Five. Very nice for steppin, jammin and dancin. I look forward to meeting you, and here's to having the baddest grand opening ever in SL. -- Tenni Tokhes aka MaMaJaMa

Please note: This is a safe sim. No violence will be tolerated, and for no lag, leave off attachments of any kind. There are 12 dances in the dance floor. Click the dance floor to access the menu. You will enjoy yourself and the show much better this way.



dazzle them.

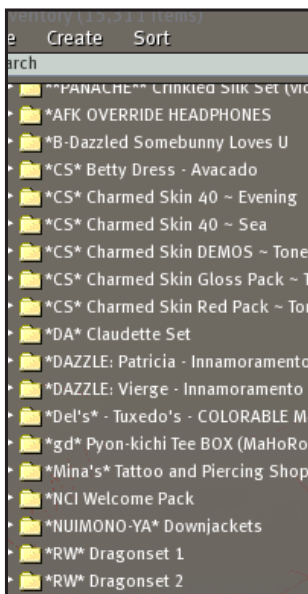
# Fashion

## FASHION EDITORIAL: INVENTORY WOES

By NALA GALATEA  
Special correspondent

My inventory is a mess. It's true. I'm not afraid to admit it. My inventory is full of every single type of folder thrown into one giant mess that most of my friends are amazed that I can even find something to wear each day. Anytime I go shopping I dread trying to find the things I just bought. How many times have you bought something, been distracted, only to find that purchase a month later going, "Where did this come from?"

Part of this has to do with the different ways clothing is sold. Some people choose to sell through vendors. Other choose to sell from various web-based stores. Still others decide to sell their clothing through boxes. Even though it is great to have so many options on different ways of selling, the important thing, to me as a consumer, is to be able to find what I bought quickly and eas-



ily, and the mishmash of ways used today isn't cutting it.

Many designers I shop at use tags to denote folders as made by them. This has been the best method for me of even attempting to weed through my inventory to locate anything I buy. If I know I just bought a few things from PixelDolls, being able to search my inventory for that name is a godsend for finding things I've bought. For those designers that do this, I applaud you.

However, some designers seem to throw their creations in a box, give it a name, and sell it. While this may be great and easy for you to do, it's a nightmare for the customer post sale. Be proud of the name of your business. Put it on your folder and object names, so customers can easily find you later. I know several times I'm asked to model various clothing from certain designers for friends and people curious to buy

See WOES, Page 12



**SANTANA LUMIERE AND PSYPHER** Overdrive take Best Dressed Awards for Female and Male Contemporary Dress at Emerald Gardens this week. Dances featuring different themes are held Tuesdays, Thursdays and Saturdays to give dress-conscious SL residents a place to see and be seen. Events are open to new and experienced designers, their customers and of course all SL residents. For information contact Emerald Spice. - Photo by **SITEARM MADONNA**



**CUTE COUPLE ANGIE AND Marcus Holiday** take first prizes for Best Dressed Female and Best Dressed Male at the Emerald Gardens Fashion Dance held Tuesday. The new dance series features Contemporary on Tuesdays, Casual on Thursdays, and Formal on Saturdays, and is sponsored by owner Emerald Spice. - Photo by **SITEARM MADONNA**.



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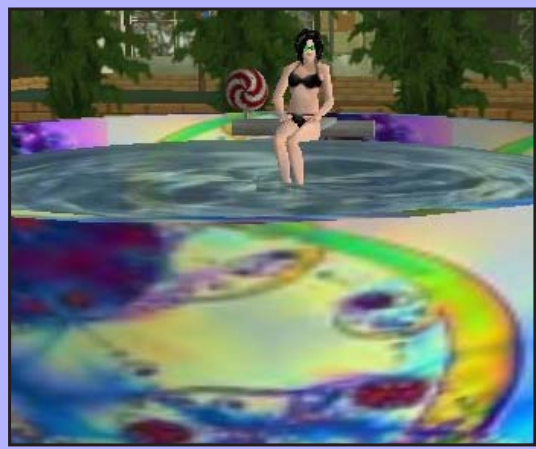
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or in-world

Bolinas 180,150



RESIDENTS GATHER to dunk Second Life's volunteers during the Community Fair at the Dreams sim. Below, Tateru Nino prepares to get dunked. - COURTESY PHOTOS.



## WOES From Page 12

copies themselves. It's a lot easier when I can look at the folder and tell them exactly who they are.

Another practice coming into wide use is the inclusion of landmarks to main stores and the original ad art. For those of you not doing this yet, I cannot encourage enough that this be done. For browsing my various articles with so many different names it makes my head spin. Type the word "Pink" into my inventory and hundreds of clothing pops up. Having those pictures lets me know what I'm wearing before I put it on. I don't think I'd want to show up to a pink gown event and end up wearing a pink babydoll.

Landmarks are also useful, even though most people tend to overlook

them. Finding things at a satellite store is good, but always putting a landmark to your main store will help. If I'm looking for something new to buy, and I've liked your things before, chances are I'm going to look through my inventory for a landmark.

At the same time, it's much easier to hand someone a landmark if they like an outfit I'm wearing than to say, "Well, I went to find and typed in "Japanese" then went to the 13th down on the list and there was a teleport box under a potted plant and then..." You get the idea. Please keep your landmarks updated as well. There is nothing more frustrating than going to a store you haven't been to only to find that you're look-

ing at a blank lot with For Sale signs all over.

Clothing designers are some of the hardest working people in Second Life these days, and I'm more than happy personally to reward good work when I see it. But as a customer, I want to be able to find what I bought easily, look at what the outfit is before I wear it, and be able to come looking for more clothes later or even direct others to the store. Right now some stores are doing this, but many of the lesser known stores are not. Please take just a small amount of time to make things so that I can find what I buy from you easily. My inventory (and my Lindens) will thank you for it later.



PETGIRL BERGMAN HAS delightfully cute handbags at her store Exakt in (228, 32). They retail from L\$75 to L\$150. - Photo by KATT KONGO.

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**USC ANNEBERG ISLAND** takes shape for the May 8 Reinventing Public Diplomacy Through Games Awards Ceremony. Visible are Annenberg Amphitheatre at top and USC Public Diplomacy and Virtual Worlds Center at bottom. The ceremony will be simulcast from Los Angeles including live audio and video on an in-world display screen. "Our vision is that this island be an international virtual worlds portal for public diplomacy," says Joshua Fouts, Executive Director for the USC Center on Public Diplomacy. A Sim Open House will be held all day for residents, featuring free t-shirts, live DJ, and greeters touring visitors through the center. - Photos by **SITEARM MADONNA**

## International Virtual Worlds portal to open May 8

By **SITEARM MADONNA**  
Staff writer

Can a game like Second Life help the world be a better place, or is it just for fun and profit? "Why not all of the above?!" laughs Harmony Harbinger, project manager for the Reinventing Public Diplomacy Through Games initiative of the University of Southern California. Harbinger works for the Center On Public Diplomacy, which has recently begun to establish an ongoing presence in Second Life.

For several months, USC has maintained a Public Diplomacy and Virtual Worlds Center in the Suzhou sim. Its purpose is to communicate to residents in Second Life, and to project sponsors in real life, the goals of the project to explore "how virtual worlds can be used as effective tools to bridge cultural gaps, to foster new ways to resolve conflict, and to learn and teach new skills in communicating with each other to build a better world."

"We made a home movie of my avatar flying around the sim, and walking through the Center explaining the concepts," says Harbinger. "The video has been shown to groups as far flung as top-level public relations executives and foreign service officers, all of whom were blown away by it."

The maps display ancient and old world views, then maps of the Internet and server worlds, and finally a map of the Second Life grid itself.

"These images represent how we as humans have evolved from peo-

ples separated by time and distance, to a world connected by technology, with freedom to interact and live together in virtual worlds that transcend national boundaries and ideologies," says Harbinger.

As a result of the pilot effort, support was provided to purchase a sim called USC Annenberg Island. SL residents are invited to a sim open house this Monday, May 8.

The schedule features a 3pm SL time simulcast of an awards ceremony for the USC Reinventing Public Diplomacy Through Games Competition, to be held at USC Davidson Executive Conference Center in Los Angeles. Contest winners will be present in real life in Los Angeles, and as avatars in Second Life on Annenberg Island.

Confusing? "Nah... it's just another aspect of virtual worlds and reality mixing in new and creative ways," says Harbinger.

Harbinger, aka Jean Miller in real life, is kept busy in her job as project manager for USC, and as a student working towards her Master's degree in Global Communications. Her boss, Joshua Fouts, Executive Director of the Center on Public Diplomacy, is an avid Second Life resident.

Project co-director Douglas Thomas teaches classes on virtual reality in real life and in SL. In fact, Fouts is proposing a USC class on public diplomacy and virtual worlds to be taught next spring.

"It's tough for people in real life to get the power of virtual worlds," says Fouts. "But bringing them in-world, to places like Dublin in SL,

can knock their socks off, and they begin to get it."

In fact, a demonstration for the Dean and several undergraduate students was given this week by Harbinger, showing the island, the public diplomacy and virtual worlds center, and the new amphitheatre where the awards simulcast will be held.

"The Dean became very enthused showing the undergrads the exciting activities they could do in our departmental Masters Pro-grams!" said Harbinger.

"Our vision for USC Annenberg Island is that it be an international virtual worlds portal for public diplomacy," says Fouts.

"It's tough for residents in virtual worlds like Second Life to realize the power this place has to bring people together, maybe because they are so used to it and take it for granted.

"We hope not only to convince real life sponsors that virtual reality is a powerful place to promote cooperation, but to persuade Second Life residents to participate enthusiastically as well. We respect healthy skepticism, but we love committed action!"

"We think virtual worlds reduce the barriers to entry to people learning how to get along better," says Harbinger. "Worlds like Second Life allow us to do fun things. We can talk to strangers and make new friends.

"We can shop, build things and go to parties together. Can you think of a better way to get to know and

See USC, Page 17

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# Education



**DAVID FLECK, VICE PRESIDENT OF MARKETING** of Linden Lab will make a presentation to a group of real life real estate agents at the Real Estate Connect San Francisco 2006 in July. He will speak to approximately 2,000 real estate agents and technology executives on the topic "Virtual Real Estate: What must we learn from gamers, immersive online communities and their addictive, artificial world of 'real' estate?" - COURTESY PHOTO.

## Workforce learning in virtual reality

By **CHRISTIEN SUNTZU**  
*Staff writer*

Education has come a long way from the early days. Business school learning simulations were originally not much more than glorified spreadsheets that used very stripped down economic systems to teach key concepts.

With only a few variables and limited decision points, a student could get some feel for how portions of the economy worked but would gain little insight into how variable – and fickle – buyers and sellers could truly be.

Fortunately, with the vast increase in computing power gained over the last few decades, and the advent of the multi-player online gaming community, simulated economic systems have grown up.

In fact, gaming economies have come to the point where they interface with the "real world" economies and function almost as separate countries, albeit small ones, in their own right.

Virtual worlds such as Second Life and the realms of games such as Lineage II sport their own market systems and even have published exchange rates for the trade of in-world currency for the more commonplace currency of an official country, such as the U.S.

These fictional markets are gaining notice by researchers, educators, businesses, and the media (see the cover story in

the May 1 edition of Business Week). For one thing, the fictional markets are, in many ways, thriving.

The MMOG (massively multi-player online game) community is considered one of the few profitable sectors of Internet business, and segments such as Second Life result in the exchange of millions of U.S. dollars in virtual property. These markets attract many casual players who enjoy using the virtual world for entertainment and to create fantasy homes, clothing, and the odd item such as a functioning spaceship.

But creating these items takes time and skills that the typical social gamer doesn't usually possess. Hence, so-called "shadow markets" often arise, either in the game or world itself, or on companion sites that may or may not have official sanction from the game developers.

Smaller than most "real-world" economic systems (and often more simple, due to the lack of governmental involvement and other external forces), these shadow markets can become the perfect training and research center for higher education, professional associations, and the rising net-generation workforce.

In July, a group of real life real estate agents will get a glimpse of this potential as they attend Real Estate Connect San Francisco 2006 (July 26 through July 28) and listen to a presentation by David Fleck, Vice President of Marketing,

Linden Lab.

Fleck will speak to approximately 2,000 real estate agents and technology executives on the topic "Virtual Real Estate: What must we learn from gamers, immersive online communities and their addictive, artificial world of 'real' estate?"

In a recent press release, Mike Edelhart of Inman News (the conference organizers) points out, "Learning how a virtual world prices its real estate is one way of gaining insight into markets, pricing and the balance between supply and demand." These classic staples of your basic economics courses can be seen modeled in Second Life as over 200,000 residents interact in an in-world economy moving approximately US\$2 million per month. While messier than your basic Excel spreadsheet, this example of situated learning is an instance of the emerging collaborative workplace training programs being studied by such varied institutions as the MASIE Center of Saratoga Springs, N.Y. and George Mason University of Fairfax, Virginia.

Far more compelling than the original case studies, in which widgets were produced and sold according to player decisions and some pseudo-random variables, virtual worlds such as Second Life are a useful bridge between theory and actual practice. Try using *that* argument the next time your boss finds you online during work hours...

**THE Trinalala SHOW**

**SATURDAYS, 8PM-MIDNIGHT PST  
MIDNIGHT CITY - RADIORADIO CLUB**

## Notes From TeaZer University



**DWÆN HANSEN, RELAXING** in his "doghouse" home, and DaveMongoose Drake hang out in the lobby at TeaZers University. Both residents are instructors at the university. - COURTESY PHOTO.

### Meet Dwæn Hansen and DaveMongoose Drake

By VANILLA JESSOP  
M2 correspondent

#### Happy camper!

One of TeaZer University's newest instructors celebrated his first class with 26 students in attendance. I attended his premier class and thought he did a great job teaching the online indicator. As with some first time glitches, Dwæn Hansen experienced his first ever SL crash, and it took three tries to get back into a full classroom waiting for him.

Hansen got involved with teaching after talking to First Page about the classes he had been taking. He addressed an idea he wanted to see developed. Page recommended that Hansen begin teaching and then put together that course. So look forward to a new course soon, possibly called "Total Prim Torture," a course that will teach you exactly what you can do with prims.

Hansen's desire to assist others came from his first time experience in SL. Overwhelmed and lost, he only stayed with SL for two days. Although having fun, he couldn't get the answers for the questions he had. A year later, he gave SL another chance and this time he overheard a conversation — a "rumor," as he put it — about a place that could teach someone how to live Second Life the way they wanted to. It took him two hours of asking around to find TeaZer University, and he attended five classes that same day. He was amazed at what they showed him; so amazed that he never left.

In fact, you can visit the lobby

where he brought his home to Teazers. He's not in the doghouse... he's just hanging out!

#### Hot scripter!

The fire is on and DaveMongoose Drake is lighting up TU with his fiery colored furry. Another TU lobby enthusiast, Drake can be seen the moment you rez into the TU lobby.

His classes are hot, also! He teaches an Intermediate course in making a Japanese garden lantern which he adapted from an older class that was offered at the university. He created an added challenge for the class to try if they seem to be doing well and there is time left.

He is also working on a scripting course with others at TU to offer a full series of scripting classes, the first of which should be taught by him quite soon. It will be a quick intro to those who have programmed before, and includes adapting to LSL.

He is a top notch scripter that finds scripting to be an enjoyable and easy pastime. It has been said that what would take a typical person six days to accomplish, Drake can do in an hour.

Although he has an apartment he is working on decorating, Drake has found a home at TeaZers, where he enjoys the atmosphere and the people. "Some of the coolest people I know are the ones I have met at TeaZers," he says.

Behind his fiery looks is a cool and very determined guy willing to help make your SL experience a little better.



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### FISHING TOURNAMENT RESULTS

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March 24: Event Rod Tourney  
First Place: Embrace Bunnyhug  
Second Place: Suga Puff  
Third Place: KaliCat Kennedy  
Best Catch: Ciri Olafson

March 27: Event Rod Tourney  
First Place: Jahsun Manhattan  
Second Place: Coug Sleeper  
Third Place: Norinn Richard  
Best Catch: KaliCat Kennedy

March 26: Event Rod Tourney  
First Place: KaliCat Kennedy  
Second Place: Jina Pennyfeather  
Third Place: Embrace Bunnyhug  
Best Catch: KaliCat Kennedy

#### TOP 5 2006 TOUR

Name	Points	First	Second	Third	Best Catch
Coug Sleeper	100	11	9	9	5
KaliCat Kennedy	92	12	4	8	7
Dragyn Goodliffe	75	8	11	6	3
Jina Pennyfeather	69	8	6	4	5
Suga Puff	49	5	6	6	2

NEO-REALMS TEAM FISHING LEAGUE RESULTS WEEK 10 (tfl.neorealms.com)  
Due to SL outage all matches rescheduled to Sunday, May 7th

#### STANDINGS

Name	Pts	W-L-T
Smells Like Fish	24	(8-2-0)
The Claddagh	21	(7-3-0)
Sea Mist Anglers	19	(6-3-1)
J4TH	18	(6-4-0)
Fishing Bandits	18	(6-4-0)
The Messengers	18	(6-4-0)
Dragon Isle Anglers	15	(5-5-0)
Glitter and Guts	15	(5-5-0)
Big Red Catchers	13	(4-5-1)
Clan Dragyn	12	(4-6-0)
H&D Guided Fishing Tours	6	(2-8-0)
Master Baiters	0	(0-10-0)



# AT THE LIBRARY

## Alliance Second Life Library 2.0

By Lorelei Junot

Come and visit the new Enchanted Garden right outside the library where you can relax with your friends and enjoy the park.

Wanted: Second Life artists. Display your work in our stunning new facility, while we hold an "Artist Reception" event, where residents can view your work and meet the artist.

Also wanted: Second Life writ-

ers. We would like to collect the work of writers in SL and invite you to share your work and talk about it in a program at the library.

We will have a weekly column about the library, featuring events and new developments. If you have questions or suggestions, contact Lorelei Junot or Planet-neutral Fackler.

The Alliance Second Life Library 2.0 is located in Minoa (205,85).

# USC

From Page 14

like and respect new people that can be so quick and so powerful?"

The Reinventing Public Diplomacy Through Games awards ceremony will be simulcast this Monday, May 8, from 3-5pm SL

time at USC Annenberg Island. For further information, contact Harmony Harbinger (and yes, "Harmony Harbinger" does translate freely to "Messenger of Cooperation!").

# NBURG

From Page 3

"so I hadn't furnished it or anything. [I'm] just upset me that Ulrika did what she did, so I put up the caravan as [a] sort of statement." Sachertorte says she still loves Neualtenburg and is looking forward to further involvement in the community once she gets settled. "Can't wait to see how it gets rebuilt."

Zugswang says she's moving on once her intellectual property case is heard. "I have been invited to join at

least one and just today possibly a second group of individuals, who are working on transforming the standard sim-owner oligarchy or autocracy into a more democratic body. It's an offer I don't think I can refuse, although the work will certainly be done under another name. It's time for Ulrika to rest. As for the new name, it is private; however, as Leibnitz said, 'by its paw shall you know the lion.'"

# LAW

From Page 1

"create an opportunity for interaction between active participants in traditional public media and new participatory web-based efforts; to showcase and discuss the latest projects and models; and to cultivate a shared understanding of the potential and meaning of a renewed public media role."

Beyond Broadcast is a collaborative effort of the Berkman Center, the Center for Social Media at American University, NYU's Interactive Telecommunications Program, the Project for Open Source Media, and the Center for Citizen Media. Video and audio from the real-world conference will be streamed live into Second Life at Berkman Island, including a presentation by Linden Lab live in Cambridge.

Berkman Island estate manager Ansible Berkman is a fourth year undergraduate student at Harvard College and is leading the charge for the build out of the new island. Collaborating on the virtual build with Berkman are SL residents Coos Yellowknife, Mundy Harbinger, minxeh Volos, Weedy Herbst, Baron Grayson, SamBivalent Spork, Alien Benmergui and The Sojourner.

Yellowknife aided the effort by, among other things, creating a replica of the real life bridge over the Charles River. Yellowknife does contract building of any size, and was approached for his building acumen, which at one time included a replica of Fort Clatsop, the 1805-06 winter encampment of the Lewis and Clark Expedition in Oregon.

Yellowknife said that he was

happy to lend a hand, noting that he loves to build, saying, "Large projects can be fun and interesting," adding, "if prims are being paid for, they should be used for [the] enjoyment of all." So far, Berkman said he is pleased with the progress of the build, but still sees a lot of work ahead.

In SL, Berkman has been involved for two years as community manager for Brigadoon, a support community for individuals with Asperger's Syndrome and autism.

Berkman closely followed the appearance of Lawrence Lessig in SL and other integration of virtual to real worlds such as NYU's State of Play conference.

Said Berkman, "Together with my own experiences in Brigadoon, these events were a great inspiration in realizing that virtual worlds have an incredible ability to bridge real-life communications, and facilitate a new way to think about collaborate environments."

According to Berkman, SL was chosen due to its open ended nature and graphical realism, which "promotes a deeper level of immersion in virtual projects, together with a more natural bridge to real life."

The Berkman Center is achieving its mission in SL by collaborating with residents, and by being open to the experiences and knowledge base of experienced SL residents.

In addition to the May 12-13 Beyond Broadcast event, Berkman Island will be hosting live audio of the weekly Berkman Luncheon Series on Tuesdays at 12:30pm SL time.

Augmenting the series, the Berkman Center also welcomes live remote questions and comments in their IRC channel, <irc://irc.freenode.net/#berkman>. Berkman Island has hosted one such Tuesday gathering to date, on April 18, entitled "Educational Uses of Content in the Digital Age."

More information and a schedule for the Berkman Luncheon Series are available online at [www.cyber.law.harvard.edu/home/felows\\_luncheon\\_series](http://www.cyber.law.harvard.edu/home/felows_luncheon_series).

According to Berkman, "Future events will be posted, and we plan on running ads in a few publications/websites until we establish a presence in SL, and interested residents become accustomed to a weekly meeting."

The merging of interests between SL community development and the Berkman Center is obvious. Berkman Island will provide another opportunity for like minded residents to have serious discussion about the future of the virtual environment and the everyday concerns of SL residents in regards to governance, commerce and society.

Berkman stated, "The Berkman Center has chosen to approach SL as explorers and scientists. We are inquisitive minds who want to adapt to a new world, learn about the needs of the community, and find ways to fulfill our own interests, mindful of the context in which we develop," adding, "The Berkman Center is looking forward to integrating and enriching the SL experience through content and collaborations with existing/new groups."

# Emerald Gardens Center for Fashion



## Weekly Fashion Dances

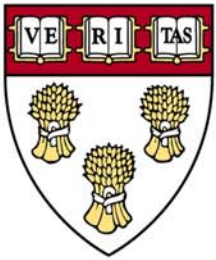
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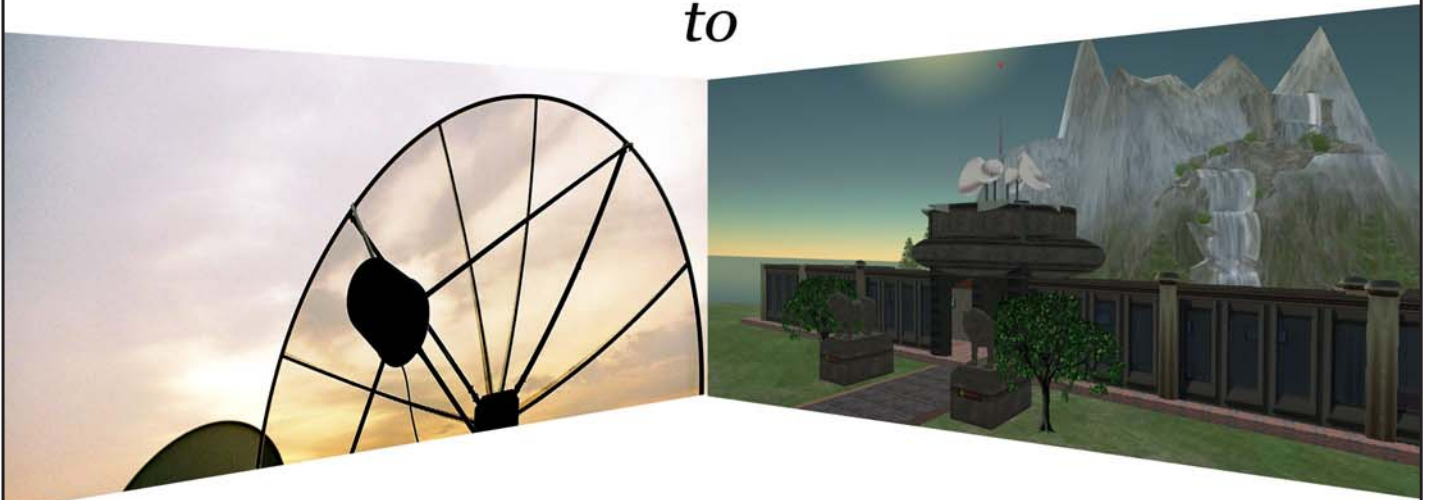
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# Berkman

The Berkman Center for Internet & Society  
at Harvard Law School

*Cordially invites the  
Second Life Community  
to*



## ***Beyond Broadcast Conference 2006*** ***Reinventing Public Media in a Participatory Culture***

*May 12th-May 13th*

*Beyond Broadcast is an open convening at the Berkman Center for Internet & Society  
at Harvard Law School.*

*We will explore the thesis that traditional public media — public broadcasting, cable  
access television, etc — face a unique opportunity to embrace new participatory  
web-based media models — podcasting, video blogs, social software, etc — and create  
a stronger and more vital public service.*

*Come to Berkman Island to watch the live stream of the conference and discuss the  
future/implications of broadcasting information using the Second Life platform.*

*For more information, visit <http://www.beyondbroadcast.net/blog/> or contact  
Ansible Berkman inworld.*

*We look forward to meeting and hearing from you!  
Berkman (158, 59, 24)*



**BUB LINDEN**, AN employee with Linden Lab, sits on a purple plank and waits to be dunked during a Linden Dunk event at the Community Fair on the Dreams sim. - Photo by **KATT KONGO**.

## RADIO From Page 7

adding more interactive elements to it - they now have 'Call-Ins' from the audience, using Google Talk as the medium - this has proven to be a huge hit with their fans, and usually the source of great entertainment! Partly due to this, RadioRadio and the Trinala show were nominated for an MVA in Achievement at the First Annual MetaVerse Awards, held in March 2006. While they were a runner up, it was still an incredible achievement. Said Serpentine, "I think more than anything my personal feeling was one of utter dumb-foundedness. 'Me?', 'Us?', 'Huh?'".

A big fan of the Trinala Show, Aimee Weber, said, "They are really funny, really fun, they have a FIERCELY loyal fan base... and they balance professional polish with a personal touch the everybody can identify with - Trin and Nala are the voice of Second Life."

Coming soon, big changes are in the works for RadioRadio. Maracas, the founder and owner of the station, has decided to step down, and is handing the reins over to Galatea and Serpentine. Ever ambitious, they both have big plans for the station. Said Galatea, "I want us to become

and remain the station that others look to in This is how you do it right' and with the talent we have, that's completely possible - I think it comes down to the tactic of innovating, and doing our best to keep the audience involved."

With several 'real life' digital media professionals coming into Second Life - Muse Radio, Multiverse Records being just a couple of examples, the future seems bright in the realm Second Life Audio, and RadioRadio seems poised and ready to keep its' place at the forefront.

## "THE REAL"

Juried Artist's Exhibition

**Ars Virtua**

Thru June 23, 2006



Mamiliano Henrique Barbosa

Second Life's New Media Center and Art Gallery.

<http://slurl.com/secondlife/Dowden/41/58/52>

"The Real" features new and existing works of six artists from secondlife and real life, all of which comment on the nature of reality and what it is to be "real" in a rendered environment.



Neural Blanks

### CALL FOR PROPOSALS: "TRANSPPOSITION"

In this age of increasing data collection, storage, and management, it becomes necessary to create new visual forms for the representation of such information. Second Life provides an atmosphere in which the environment acts as a canvas for temporal representations of data, not only presented to the user but interacted with, and experienced on a different level of immersion than more traditional displays. The management of tools, data, and environments requires the inception of these interfaces.

Ars Virtua is seeking computational information design projects unique in nature to the environment Second Life provides. Pieces should contain unique techniques and methods in presenting information design, interaction design, communication design, and/or data visualization. Projects that extend their abilities to interactivity within the virtual reality environment are highly encouraged to apply.

Proposals should include: Name and contact information, Description of the project, Screenshot if available

DEADLINE TO SUBMIT: May 15th, 2006.  
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**SOTW** From Page 9

an exceptional view of the surrounding area.

As always, there is a great deal more to see in Amydria. However, all of the remaining plots are private homes. As the owners did not respond to our interview requests, I will assume that they prefer their privacy, and will not describe what they have built in detail here. However, none should take offense at being excluded from this piece. Everything I saw in the area was very well done, and well worth mention.

And that is it for Amydria. As I reported last week, Kirkby will be the next stop on our tour of the grid. A part of the complex of sims around the Waterhead, it is entirely Linden

owned. However, it does contain a great deal of interest, including the Linden offices, and the Resident Art Gallery.

And turning to the swirling mass that is the Cup of Sims 3.0, Cisthene emerges as our next stop, so if you are a resident of Cisthene, please IM Norinn Richard, Peachy Sassoon, or CJ Gregoire to tell us about your home, or you can send an e-mail to SOTW@metavensemessenger.com. Don't forget that residents in the Sim of the Week get a 10 percent discount on ads ordered during their sim's week.

Until next time, remember, if you don't like the place you're in, you can go out and build your own (and invite us to come see it)!

**ROTW** From Page 7

**Who is your favorite person (non-partner) in SL, and why?**

It would be impossible to name one favourite, but the team that run my bar and sim for me are very special to me, and I thank each and every one of them.

**Do you have a favorite Linden? If so, who, and why?**

Well, I'd have to say Jack, because he came to the original Blarney Stone Bar regularly, and we share a taste in both music and beer.

**Pie or cheese, and why?**

Well, the Irish were never too good with pies, but we make some beautiful cheese, especially extra mature cheddar.

**BIRD'S** From Page 4

*He's gotta be strong, and he's gotta be fast,*

*And he's gotta be fresh from the fight.*

*I need a hero, I'm holding out for a hero 'til the morning light*  
*He's gotta be sure, and it's gotta be soon,*

*And he's gotta be larger than life...*

— "Holding Out For A Hero,"  
Bonnie Tyler

However, there is a dark side. Just as Germany's "savior" who came on the scene in 1933 turned out to be a monster, anyone with enough power to save us can also destroy us. Returning to my original analogy, in Brian DePalma's Phantom Of The Paradise, at the conclusion of "Somebody Super Like You," the character of Beef, who has been represented as being "assembled" onstage like a rock-and-roll Frankenstein's monster, turns out to be just that. He rises from the table where he has been brought to life, and launches into "Life At Last":

*Life at last! Salutations from the other side!*

*I can see that you're the devil's pride!*

*Do you realize that all of you donated*

*Something horrible you hated that*

*is part of you?*

*I'm your nightmares comin' true,*  
*I am your crime!*

*Life at last! Sit and listen while the fun begins,*

*Hearts are broken and the bad guys win,*

*Sit and listen, all the cutting up is easy,*

*But it isn't for the queasy or the weak of heart,*

*You had better start for home,*  
*while there's still time!*

*I'm the evil that you created, gettin' horny, and damned frustrated,*  
*Bored stiff and I want me a woman now...*

The concert ends with Beef being... uh... "cooked," electrocuted, that is, by the Phantom. Gee, I hope I didn't spoil that for anyone.

So at any rate, while it might seem like a pleasant fantasy to hope for a Super-avatar to come who holds all the answers, who can slay foul Laggner and make all of our wildest dreams come true, the more realistic solution is to continue to support Linden Lab, keep on providing constructive feedback concerning the operation and performance of Second Life, and dream of the day, still a long way away but certain to arrive, when we will live in a Metaverse such as we presently are only able to dream of.

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## DUBLIN From Page 8

Various venues on the sim played host, such as the Blarney Stone Irish Bar, Fibber McGee's Night Club, Grafton Street, Guinness Brewery, St. Stephen's Green Park, Trinity College and O'Connell Bridge.

Ham Rambler, owner of the newly opened sim, said the event went amazingly well. "It's quite an undertaking, but something we felt passionately about doing. Apart from a few minor tech problems with the audio stream, it's gone very well," he added.

Rambler said he and the organizers wanted to pull in 30 to 60 people for the event. "We had 30 within half an hour of musician one," he stated, adding that there were 60 people on the sim at the time of the interview.

Dublin recreates the look and feel of the city of Dublin, Ireland. The build includes the O'Connell Street, Trinity College, Stephens Green, Guinness Brewery and Temple Bar area of Dublin including Halfpenny Bridge, Millennium Spire, St. Stephen's Green and Trinity College. Featured are fine detailing and scripting including an animated brewery, aerial view ride at the Spire, and rideable Vespa scooters.

Rambler said he decided which features to include in the sim based on the placement of Trinity College in the center of the sim, and then seeing which features of the real world Dublin would fit into the rest of the sim.

"We wanted realism as much as possible, so the Millennium Spire in O'Connell street fitted nicely," he said, adding, "Stephen's Green was more challenging, as we had to

shorten some of the intervening streets to make it fit."

He said that he and the developers felt that Temple Bar was needed because that's the restaurant and night club area, and used artistic license to get the Guinness Brewery in, which he feels provides a good collection of interesting items for people to see.

Rambler formerly had an establishment, the Blarney Stone, in a mainland sim. He decided to buy a sim and build Dublin due to natural progression. "I owned most of a sim anyway, and it made sense to buy a private island."

He added that he saw an opportunity to build a genuinely interesting sim, devoid of escorts, dance poles and camping chairs.

"I wanted to prove to myself that I could build and run a sim without those things, that was still popular," he said.

That will be the theme of the sim, he said, with music nights with DJs, walking tours, building classes in Trinity College, and more.

Oddfellow was excited to plan a live music event. "For a rocker like me, it's a kind of dream come true or fantasy realized," he said. Regarding the future of Dublin, he stated that sim and business owners don't need camping chairs or loads of exploding money balls to get people to come.

He added, "You just have to provide quality entertainment in a quality setting. SL residents are not stupid, and they can't be bought, but they will come out to prove they can rock the sim."

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# USC International Virtual Worlds Portal Open House and Awards Ceremony

Please join us Monday May 8th on Annenberg Island for an Open House featuring the USC Public Diplomacy and Virtual Worlds Center in Second Life, followed by the Reinventing Public Diplomacy Through Games Awards Ceremony simulcast live from Los Angeles.

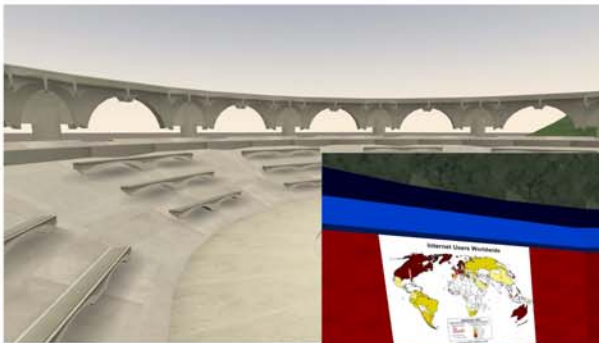
## Program

1:00 PM SLT - Open House

3:00 PM SLT - Awards Ceremony

## Location

Secondlife://Annenberg\_Island/128/128/25



USC CENTER ON  
**PublicDiplomacy**  
uscpublicdiplomacy.org

The goals of the Public Diplomacy and Virtual Worlds Project are to explore how virtual worlds can be used as effective tools to bridge cultural gaps, to foster new ways to resolve conflict, and to learn new skills in communicating with each other to build a better world.

The goals of the Reinventing Public Diplomacy Through Games Competition are to design a game incorporating the fundamental characteristics of public diplomacy, examining the role of Massively Multiplayer Online Games in public diplomacy.



**SOULFUL BLUE-EYED** Jeff Tully sings in the Blarney Stone Irish Bar at Dublin Rocks! Grand Opening of the new Dublin in SL Sim. Residents adore his country western style.



**FLAMING MOE PERFORMS** his superb saxophone riffs in Trinity College Courtyard surrounded by 60 residents partying all day in the Dublin Rocks! Grand Opening of the new Dublin in SL sim. Participants received free t-shirts and souvenir posters of the unique all-day event featuring thirteen artists and fourteen hours of live music.



**KOUROSH EUSEBIO PERFORMS** his unique keyboard compositions inspiring a packed house in the new Grafton Street party venue in Dublin Rocks! Grand Opening of the new Dublin in SL sim.



**FROGG MARLOWE, ALL-TIME** SL favorite live artist, wows a crowd of 60-plus residents in the brand new St. Stephen's Green Park venue in the Dublin Rocks! Grand Opening of the new Dublin in SL Sim. Visible behind the park are the stunning photorealistic and functional buildings that are a highlight of this newest sim in SL.



**RECORD 90 RESIDENTS** enjoy Grand Finale Fireworks by Marc Woebegone in the Dublin Rocks Grand Opening of the new Dublin in SL sim. Attendees listened to thirteen artists and fourteen hours of live music all day, received free t-shirts and a souvenir poster, and reported the Sim and the event as "awesome!"

## LETTERS From Page 5

the enemy women into pleasure slaves? Or were they being ruled by a very strong, independent, intelligent woman who was attempting to encourage freedom of thought through (the possibly misguided) imperialistic spread of modern ethics?

Despite commonly touted misconceptions, studies have shown that the idea of "strong men and submissive women" was not the way mankind lived in the distant past. Before the advent of agriculture, early humans lived in nomadic tribes, and food sources were limited to the herds of prey they followed. As a result, overpopulation would lead to starvation, and so women were encouraged to hold high-status positions in society (such as priestess, administrator, artist and even warrior) to give them something to do besides stay at home and make babies. It wasn't until mankind learned to grow their own food did humans gain the luxury of being able to support large families. And only then, when people starting seeing the value of having a large population to support large armies for attack and defense from other agriculturally based cultures, did the idea of turning women into submissive baby factories take hold.

Regarding the second concept, an associated societal belief is that a woman can only truly embrace her femininity by becoming a slave. This is propagated in Gorean culture because Gorean men only allow certain desirable things to be done by slaves, then say that anybody who wants to do them really wants to be a slave.

Circular logic at its worst. Let's say that a culture believed that beef was holy food, but chicken was unclean. Free people ate beef, and slaves were only allowed to eat chicken — but, conversely, nobody was allowed to eat chicken but slaves. And let's say that the culture believed that, because only slaves ate chicken, if somebody publicly expressed a desire to see what chicken tastes like, or especially if they liked the taste of chicken, then that was proof that they wanted to be a slave at heart, and the penalty was immediate and permanent loss of liberty. Sounds absurd, right? But on Gor, women are told the only way to embrace their femininity is to be a slave, because the laws only allow slaves to fully embrace their femininity. Pleasure slaves are required to be submissive, have sex with strangers, wear revealing clothing and dance with erotic abandon. So if a woman expresses an interest in any of these things, even as a casual comment, even as a momentary fantasy, even in the privacy of her home with her free companion, she can be instantly enslaved for life.

Add to that the public-relations campaign (repeatedly described in the books) showing happy pleasure slaves compared to disgruntled free women, and you have (at least, in Gorean society) women naively wishing to be a slave because they think it's the only way they can ever be truly feminine.

During the years proceeding the civil war, and actually many years afterward, it was commonly believed among white people (and even among black people) that the Negro

race is genetically inferior to the white race. It was believed (and taught in churches, of all places) that Negroes were born with genetic differences that made them naturally stronger than white people but less intelligent than white people, and therefore designed naturally to be servants and slaves. Something people believed a long time ago, right? Wrong. I grew up in Texas in the 1960s. I was taught by my parents and grandparents that "niggers are dirty" (my mother wouldn't let me swim in the city pool because "niggers swam there"). And I was taught "niggers are dumber than white people" and "niggers are lazy" and "you can't trust a nigger." It wasn't just bigotry. People actually heard these things so much they actually believed them.

What if the Gor books were written such that every other child born to a person had dark skin? And every person with dark skin had to walk around in fear that they never accidentally appear to be submissive, even out of friendship or love, because they could be enslaved for life as a result? You think the books would be acceptable to anybody but White Supremacists?

At one time I totally embraced the idea that being a kajira was something truly desirable for a woman. During that time, I wrote an essay on the "joys" of being a slave in Gorean society. The following is taken from that essay: "From where does the joy of being a slave truly come? One word answers that question completely. That word is "love." In love does someone willingly sacrifice their own dreams, hopes and desires in order to fulfill those same things in another.

Because love affects those of all castes, from peasants to initiates, truly can all people know the bliss of giving of themselves in servitude, even if legally they remain free. ... [A] slave is wise to always remember the following — perfect love casts out all fear. Through love for a master, one comes to not only accept the whip, but to welcome it as a tool to help one become truly the best at providing the desires of those you choose to love. This may be why women seem to be more prone to becoming slaves — because they often are more courageous and willing to love than men are in our world. Yes, courageous, for loving is a risky act in which one jeopardizes not just their body, but their mind and soul as well. Loving the one whose name is engraved upon your collar is just the start, however. For a slave to truly embrace their lot in life joyfully, one must be willing to love ALL masters — which means ALL freemen and freewomen. Then can a slave find themselves in peace no matter where they may physically reside. Love is servitude. Servitude is love. Remember those two sentences and be happy in your days."

Since writing that essay, I've broken free of the idea that my natural submissiveness is an indication that I should be a slave. After coming to that realization, at first I thought my essay was incredibly naïve. But then I realized it wasn't my essay that was naïve — it's Gor that's naïve. When somebody loves somebody, they want to serve them joyfully, gaining

pleasure from giving pleasure. It's that love is. Do women love more easily than men? Or do they simply express it more openly? Is that why they seem more submissive? I don't know for sure. But just because a person wishes to lovingly serve another person — or lovingly serve many other people — doesn't mean they are a slave at heart. There's a big difference between being allowed to serve and being forced to serve. Love is servitude by choice. Slavery is not. Even though a slave may love her master, it is truly despite being forced to wear a collar, and not because of it.

Gor hates love. Gor is afraid of love. Gor corrupts love. Gor says that any who wish to serve should be forced to serve all, forever, to lose all ability to be independent members of society. Those who wish to be open in love should be locked up and limited and become objects, be tightly controlled. Men on Gor are taught that love is weakness.

When women show love, and express those things that are considered "womanly," it is considered weakness and proof they should be enslaved. Nobody loves on Gor, except in tightly controlled situations. Love is not meant to be controlled. It is meant to be free.

And that's what scares the people of Gor. What scares Goreans. What scares so many people in our society.

Those two concepts I identified are not dangerous by themselves, and they are actually acceptable as background ideas used to create a fictional storyline. In comparison, the world created for the Buffy: the Vampire Slayer television series is an awful place to live, but it's interesting and enjoyable to experience as an observer (by watching the television show or reading the associated books). Gor is also a world that can be interesting and enjoyable to experience as an observer (by reading the books) or even as a roleplayer (in online simulations, such as Second Life). The difference is that nobody says it would be a good thing if the Buffy universe was real. Nobody says the world should really be one in which demonic vampires and evil magicians are intent on destroying humanity. But that's what so insane about "real-life" Goreans. They think those two concepts I identified are actually legitimate. They actually believe that the real world — the Earth we all live in — should really be run like it is on Gor.

And that's the problem I spoke of in the first paragraph. The fact that some people truly believe Gorean ideology is a good idea, one that mankind should follow. They truly believe that the only good woman is a submissive one, and that the only natural role for a submissive woman is to be a slave. And they sometimes actually convince women to believe it, too, and to act on it — in real life. Roleplaying Gor is one thing. But believing in it is another. And for some people, they may gradually go from roleplaying it to believing it without realizing it. And, as a result, they may start believing some very harmful things about women — and themselves.

And that's when Gor becomes dangerous. — **Eris Lobo**

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