

# THE AVASTAR

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Voice chat test grid opened to residents across SL

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Exclusive pictures of the new medieval Avilion Isle sim



# IS SL TOO CROWDED?

AS registrations hit 5,000,000, experts say SL will get worse before it gets better.

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KRYPTONIA PAPERDOLL  
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**AVASTAR EXCLUSIVE**

# LAB MAY BAN SEX WITH FURRIES

**By Honey Bender**  
FURRIES say they are incensed at the prospect of Linden Lab banning sex between human and animal avatars.  
*Full story - Page Three*

- UPROAR OVER POSSIBLE BAN BY LINDENS
- ANGRY FURRIES VOW TO QUIT SECOND LIFE

## INSIDE OPINION

"SL may look like a cross between MySpace (a personal, configurable space for self-expression) and eBay (easy to use e-commerce) but it is even more flexible than either." GWYNETH LLEWELYN p.7

"Whether afflicted by illness or circumstance, some people may not have had the break they needed to show what they can do. SL has given so many people this break. I hope I can in turn look differently at people in RL with this in mind"

REGIS BRAATHENS p.8

## WRITE FOR THE AVASTAR

HAVE a story? Got an exclusive? Want to work for The AvaStar and earn big Linden bucks? Come visit us at The AvaStar Island 107.210.81, send an email to [newsdesk@the-avastar.com](mailto:newsdesk@the-avastar.com), or visit [www.the-avastar.com](http://www.the-avastar.com)

E-MAIL OF THE WEEK

500 LINDEN DOLLARS

**your mail**  
yourmail@the-avastar.com

WE want to hear YOUR opinion. Is there an issue which angers or moves you? Do you have a point you want to make? If so, then send us an email with your views and comments to: [yourmail@the-avastar.com](mailto:yourmail@the-avastar.com). The best emails will be printed in the newspaper, and you will earn L\$500 for each one that is published.

## HEAD IN THE CLOUDS



COBY Allen captured himself at the peak of his powers - quite literally, as at 191,322 metres, he claims to be the highest avatar in SL history!

## THE AVASTAR STAFF

### CEO

Gregor Ginsberg

### BUSINESS MANAGER

Ikarus Santos

### EDITOR-IN-CHIEF

Regis Braathens

### ASSISTANT EDITOR

Leider Stepanov

### WRITERS & CONTRIBUTORS

Pham Neutra, Lionila Lightfoot, Deeep Witte, Randi Barracuda, Gaetana Faust,

Tina (PetGir) Bergman, Manta Messmer, Bilbo Winkler, Gwyneth Llewellyn, Honey Bender, Carrie Sodwind, JenzZa Misfit, Isabel Brocco, Petronilla Paperdoll, Stephane Zugzwang, Zelmo Boucher

### GRAPHIC DESIGN

Ronsen Sungsoo, Raoul Cimino

### ADVERTISING & DISTRIBUTION

[advertising@the-avastar.com](mailto:advertising@the-avastar.com)

### WEBSITE

[www.the-avastar.com](http://www.the-avastar.com)

# FURRY SEX STORM

By HONEYBENDER



## FURRIES say they are incensed at the prospect of Linden Lab banning sex between human and animal avatars.

Many are convinced LL will act after rumours of a ban spread across the grid like wildfire.

LL has done nothing to ease those concerns by refusing to deny that a ban is being considered.

Sources in the furry community claim all interaction between humans and furries could be stopped to target so-called 'bestiality'.

### OUTRAGE

The move comes weeks after an unpublicised ban on sexual age play in SL following growing concern at the practice.

But the latest news has caused outrage among hundreds of residents, both human and furry. Draconya Lardner has used several different animal avs. She said:

"Furries are just people who like playing the part of an animal. We are not freaks, slackers, nerds, or anything else. We are just normal people who have formed a large community with others who like the same thing."

### FREAKS

Draconya added that if LL banned interaction between furries and humans, she may be forced to leave SL: "It would annoy me a lot. What happened to love and understanding? I don't think I'd use SL if we couldn't be furry."

"Furries are not freaks, we just think differently and are usually more open-minded.

"Let's hope the Lindens research properly first if they are planning to ban anything."

Pathfinder Linden was unavailable for comment this week, and attempts by The AvaStar to contact other Lindens also failed.

## VOICE OPEN TO THE SL MASSES

RESIDENTS across SL will now be able to speak their mind without having to spell it out after the beta test grid for voice chat was made public.

Linden Lab announced this week on the official blog that the "beta test of integrated voice capabilities" was open to all residents. A trial limited to 1,000 residents was successfully held earlier this month.

### FREE OF CHARGE

All that is required to take part in the open trials are stereo headphones, a microphone and a SL birth date of no later than February 19 this year. There is no charge for using voice chat during the trial period, although it is restricted to a handful of locations which will be expanded as the project develops.

The opening up of the test grid is the latest development in LL's plans to introduce voice chat across the grid, as announced earlier this year.

Many residents believe that the project, which is on course for a full release in June, will transform SL and the way people in the world communicate with each other.

### MILESTONES IN THE HISTORY OF SECOND LIFE

**April 2003:** Second Life opens up to its first public users.

**December 2003:** Monthly subscriptions and taxes are eliminated, ushering in a land rush.

**January 2004:** Fizik Baskerville buys the first rights to a private island for UK branding agency Rivers Run Red.

**June 2004:** Quick Time, the ability to stream audio onto land and custom animations are all introduced.

**June 2004:** The SL land market and the virtual economy makes a Reuters story in USA Today and NBC.

**Summer 2005:** LindeX is launched, providing internal exchange facilities between L\$ and US\$.

**Summer 2006:** Free accounts arrive, starting a newbie boom.

**June 2006:** American Apparel is the first of many large RL companies to arrive in SL.

**August 2006:** Mark Warner, ex-governor of Virginia, gives the first in-world political speech.

**November 2006:** Anshe Chung is announced as the first person to make US\$1million entirely from a virtual world.

## MORE CHANGES NEEDED

PACE OF CHANGE MUST INCREASE TO MATCH GROWTH *By CARRIE SODWIND*

WITH the total number of registrations finally topping five million, many older residents have been looking back at how Second Life has grown over the years – and whether that growth will continue.

For those who have been around SL since the early days, the world has been transformed. Yet many are acutely aware of what has made SL such a success story.

### ANIMATIONS

But of all the huge changes experienced in the past few years, the day avatars were able to hug and smile seems one of the most significant. In June 2004, with the launch of Beta 1.4, residents were able to design and buy custom-made animations, and that is when residents felt they could really express themselves.

Oldbie hErbs Best entered SL on



March 14 2004. He said: "I still remember my first hug. It was wild. That changed the place forever." The five million milestone has also instilled a sense that more changes need to be made for the growth to continue.

Craig Altman, a resident since November 2004, said: "I am sorry to say that in all the time I have been here, Linden Lab has not changed anything at all about the possibilities in animations, it's just the same as when I started."

## THE VOICE OF THE PEOPLE

WHAT WERE SL'S MOST IMPORTANT MILESTONES?

When Linden Lab allowed people to purchase and rent out private estates, this allowed us to help them grow SL and make it what it is today.



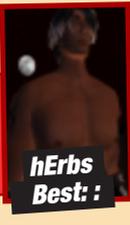
Alliez Mysterio:

Not having to pay taxes on land, getting audio streaming, and of course, getting animations beyond the ones in our library.



Vivianne OFlynn:

The day that uploading of custom animations was added. Flexi prims are just looks but animations are about emotions and body language.



hErbs Best:

The release of version 1.4, in June, 2004. It included custom animations and streaming music, both of which changed SL radically, and both of which are taken for granted today.



Taco Rubio:

# SL-IPPERY SLOPE?

SECOND LIFE WILL BECOME WORSE BEFORE IT GETS BETTER



**FAILED teleports, inconsistent searches, rezzing problems - for veteran residents the SL experience has got worse not better in the last six months.**

SL today is not as scalable as it should be. By Linden Lab's own admission, the grid will struggle to get close to handling 100,000 simultaneous users. So is SL on a slippery downward slope?

### INSIGHT

At the Virtual Worlds 2007 conference this week, Joe Miller, Linden Lab's platform architect, gave insight to where the grid is going and the changes needed to mend it. SL today is 35 Terabytes of user created data, 8,600 simulators, 15 million concurrent scripts and 10 Gbps of peak bandwidth. On

top of that, 500 sims are added each week and these numbers are all growing by 10-20 per cent each month, along with the rest of the SL economy and the user base.

### UNMANAGEABLE

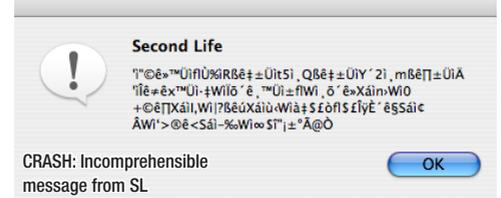
Is SL scalable? At the moment, the answer is no. Each sim is doing too much - the overheads are growing faster than the grid it-

self, and it is becoming unmanageable.

More importantly, as long as the transaction system, the asset server and some avatar interactions are not handled by distinct subsystems, the Lab cannot release the control of parts of the grid to other entities. For that to happen, the asset system, instant messaging and the Linden dollar transactions have to be managed by a scalable

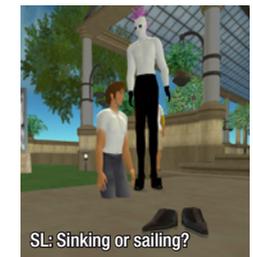
architecture, distinct from the simulators. And that's exactly what the Lindens are trying to do right now. First they are trying to sort out the performance bottleneck, followed by revamping the architecture to reach the point where they will be able to open source the server while preserving a cohesive SL.

### TRYING



Achieving the last goal while enabling growth and secure transactions is hard - it won't happen overnight and will undoubtedly get worse before it gets better, but we'll get there.

SL: Sinking or sailing?



### HISTORY LESSON

EGGY Lippman is SL's history buff. He started the SL History Wiki, and has been around since April 2003.

**THE AVASTAR:** Which milestone moment was the most ground-breaking?

**EGGY LIPPMAN:** Version 1.2 marked what was perhaps the greatest change. Before, L\$ had no value. It was like a game. You paid for land with L\$ that you earned with your reputation – the ratings, which they called taxes.

**TA:** Has better technology and more residents improved SL?

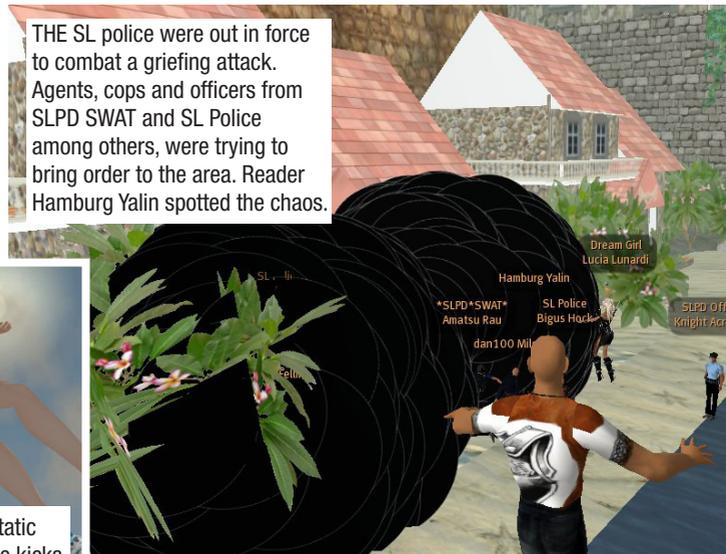
**EL:** We are still figuring this all out, and there are many more enriching features and quality content productions to come in the future. Once the growth rate winds down, the only thing that will keep it up will be those little innovations and bursts of creativity.

**TA:** Did anything remain a constant throughout SL's changes?

**EL:** Change is the world's only constant, as the saying goes. SL has always been in flux. The only thing that truly remains here are the people, and their memories. In the future, it may well be that change is the only thing that keeps SL alive.

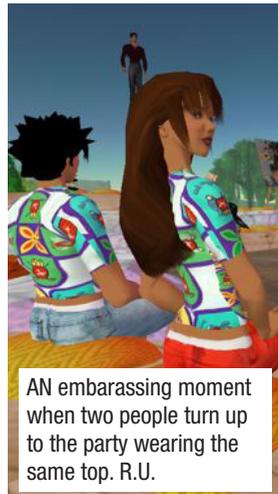
**L\$500**  
**PICS**  
**OF THE WEEK**  
yourphotos@the-avastar.com

THE SL police were out in force to combat a grieving attack. Agents, cops and officers from SLPD SWAT and SL Police among others, were trying to bring order to the area. Reader Hamburg Valin spotted the chaos.



MARGA Molinaro was ecstatic about practicing her karate kicks with her new Victory shoes. "It's big fun - jump and kick the sun!"

READER Tron Eclipse was left confused by strange looking avatars resembling badly drawn cartoon figures, and sent the pic in to The AvaStar for clarification. There's plenty more of them Tron, so don't be alarmed!

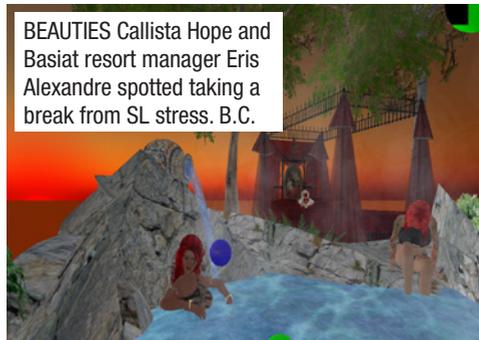


AN embarrassing moment when two people turn up to the party wearing the same top. R.U.

VAVAAA Voom admires the attempt to cross Google Earth with RSS and SL. Coloured balls appear on the map at Commonwealth Island, linking to actual news stories.



BEAUTIES Callista Hope and Basiat resort manager Eris Alexandre spotted taking a break from SL stress. B.C.



# SIX OF THE BEST

WHY SL IS SO SUCCESSFUL - AND HOW TO MAKE A BRIGHT FUTURE

## Analysis

GWYNETH LLEWELYN



**WHAT has been the secret of SL's success so far and will it continue? GWYNETH LLEWELYN outlines the main points.**

THE main factor behind the success of Second Life and the key to its future survival is the mix of characteristics not found anywhere else.

These characteristics are six-fold:

- SL is made up of true user-generated content, in the sense that absolutely nothing has to be developed by Linden Lab. Other worlds mostly limit what residents can create, like changing a texture or combing the items into a bigger object. But in SL, in-world tools allow even amateurs and beginners to create content.
- The copyright system in SL allows content to be uniquely assigned

to users. The SL economy works because it is simple to identify both an object's owner and its creator, so ownership can easily be transferred under a licensing scheme – i.e. by charging for it and restricting what can be done with it.

### REVOLUTIONARY

• SL is a single, continuous world whereas others have 'shards', or separate copies of the same world, to deal with many simultaneous users.

• There is little interference in the world's development by LL. The Lab does not dictate much in terms of policy or use of their platform, it's up to the users to do that for themselves.

• The use of revolutionary streaming technology to upload content made things like video possible.

• Currently, the client is open source – and soon there will be an open source server as well, allowing anybody to completely

redevelop it if they don't think it fits their purposes. This system allows independent development, and will be behind some of the more radical changes in 2007 'under the hood'. Nobody will really notice it – except the competition, which will have a hard time coming up with something similar.

### SURVIVAL

This last requirement is crucial for the platform to survive for the next two or three decades.

A lot of this we take for granted, yet it's what makes SL grow 22 per cent or so each month. SL may look like a cross between MySpace (a personal, configurable space for self-expression) and eBay (easy to use e-commerce) but it is even more flexible than either.

## NEWS BITES!

### SL DEBUT FOR BARACK OBAMA

US PRESIDENTIAL hopeful Barack Obama will appear at Forefront Media's sim on Soho Island, a live audio stream bringing his words from Saturday's RL meeting.

### DUTCH MASTER GOES VIRTUAL

MASTERPIECES by Vincent Van Gogh have found a home in SL thanks to Dutch company Tr3ssis Virtual Worlds.

### VIRTUAL HOME FOR UK CITY

MANCHESTER is the latest city to gain a home in SL. The British city will be recreated after Easter as Manchester-UK.

### TRIATHLETES TRAIN IN-WORLD

TRIATHLON competitors can now train in-world thanks to the SL Triathlon club's home bike exercise routine class, complete with instructions and live music.

### ANCIENT ROME TRAILING SL

WIKIPEDIA'S new chart of its most viewed articles features SL at the number 510 spot, just ahead of 'Ancient Rome'.

<b>GRID STATUS:</b>	<b>ONLINE</b>
Second Life Time:	1:14 am PDT
Total Residents:	5,012,998
Logged In Last 60 Days:	1,571,553
Online Now:	18,868
<b>Want to Learn More About Second Life?</b>	
1. Tech Support at Your Fingertips	
2. Secrets of Scripting	
3. Tools, Tutorials and Templates	
4. Organize Your Out-of-control Inventory	
<b>LANDMARK: SL hits 5,000,000</b>	



# REGIS BRAATHENS

## SECOND CHANCE

IN an interview this week I was asked whether being in SL makes me look any differently at RL.

### IMPACT

It is an interesting question, how far our virtual existence affects our real one. Clearly they have a big impact on one another, not just on friendships and relationships but also in applying what you learn in SL to RL. That can take all sorts of shapes and forms, not least the business know-how that can be learnt in SL. It's much easier setting up a business here with much less financial risk - and the experience is invaluable.

### SECOND CHANCE

Where I think SL is most successful, is in giving many people a second chance to express themselves or do something they couldn't in RL. Whether afflicted by illness or circumstance, some people may not have had the break they needed to show what they can do. SL has given so many people this break. I hope I can in turn look differently at people in RL with this in mind.

# START CHANGING SL NOW OR FACE BLEAK FUTURE

NEW FEATURES MUST BE ADDED TO TURN SL INTO MASS PLATFORM

FIVE million registrations and rising - how can SL progress towards Philip's wild dream of 1.2 billion members?

If SL is to play a leading role in virtual worlds in the future, then it needs to continue to integrate the real world with the virtual and make steps towards turning SL into a future 3D web browser.

### MASS AUDIENCE

This is something that many veteran residents shunned in the early years of SL, fearing a corporate takeover of the world they had created. However, if SL is to progress beyond being a virtual playground and creative melting pot for a small number of enthusiasts into a mass platform, then it is compulsory. SL's growth has been so phenomenal in the last year because of all the RL companies coming to SL and the mainstream media's fascina-

tion with why they did.

The entry of RL companies and institutions such as the BBC and shopping chain American Apparel in the first half of 2006 started the media snowball.

The rise of the German population from three to ten per cent in the space of a few months can be attributed to the media hype started by, for example, the arrival of The AvaStar.

### HYPE

However, when the media hype disappears, how can Linden Lab ensure Second Life continues to attract new users and remains at the cutting edge of virtual worlds? With new features.

There needs to be a shift from seeing SL



QUESTION marks remain over SL's future

PLEASE SEND YOUR COMMENTS TO:  
regis@the-avastar.com

as a game, to designing it as an interactive platform promoting, among other things, V-Business. This means making it more attractive for firms to bring their business here.

Firstly, proper regulations to replace the inadequate TOS are a must.

Secondly, the graphics need to be improved, or not only will it look outdated, but many new features may not be possible.

And of upmost importance is the integration of HTML - allowing 2D websites and content into our 3D space.

Lastly, the Lab needs to open up SL, including its economy. But then, where does that leave the Lab?

Even if all this happens, however SL continues to grow, Philip's dream will remain a dream.

# your mail @

YOURMAIL@THE-AVASTAR.COM

## BEWARE OF MEGAPRIMS

*Hey Regis, SOMEBODY recently offered me some megaprims, although I didn't know what that meant.*

I know the normal limit for building prims is 10x10x10, and if you know a few tricks you can build 'cut' prims smaller than the 0.01x0.01x0.01 minimum. But the fact that with such a big megaprim I could really save a lot of prims building houses and

other big stuff, was convincing enough for me to spend a couple of hundred L\$. I got the order, and many of them were much bigger than 40 metres, in length as well as in diameter. As soon as you changed them, they shrank right down to

the 10 metre limit. But people in the area complained, saying their sims crashed because of it. So I looked into it and found an article on it [see the article in The AvaStar Issue 6, which reported LL had banned the creation of new megaprims - Ed.]. I asked the seller for my money back (he returned some as he wasn't aware either) - I suspect that both of us were victims.

**Name supplied**

E-MAILS OF THE WEEK

500 LINDEN DOLLARS

**WRITE TO: YOURMAIL@THE-AVASTAR.COM**

## LL, SORT THE GRID OUT...SO I CAN PICK UP!

*Hey Regis,*

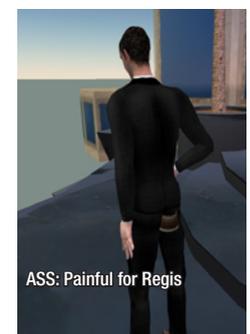
**I enjoyed your short piece entitled 'A Helping Hand' last week, as I myself have come across a fair few issues while out and about in SL lately.**

There is certainly nothing worse than having a shoe up your backside, whether in Second Life or elsewhere. In fact, what has all this been about?

You say grid problems are responsible for this kind of stuff, but can't

they sort it out? I mean, it's hardly conducive to making new friends, is it?

"Hello, my name's... oh, sorry, my shoe seems to prefer the ambience



ASS: Painful for Regis

around my backside more than that around my actual foot."

Anyway, LL, sort it out! I guess there are bigger problems in the world, actually, there ARE bigger problems in the world. Newbie griefing, violence, sexual age play, racist politicians, 'nukes'...

Still, sort our grid out - or we can't chat up female avs - that's what we're all here for anyway, no?

**By Rudey Kidd**

## POWER TO THE SL PEOPLE

*Dear Regis,*

**TRUST Gwyneth Llewelyn to show us the way once again. Linden Lab should give her a seat in the boardroom, either that or silence her mutinous talk by throwing her in a virtual dungeon!**

She is absolutely right. LL needs to learn to let its baby to fend for itself.

I was originally attracted to SL because I'd heard it described as an interactive version of the Internet, essentially a multi-dimensional world for communication and information.

However I've since realised SL is different, that it's not a free-for-all, it's a Linden product. They might listen to the people, but basically they run a dictatorship.

If LL want SL to grow and prosper then they are going to have to loosen their stranglehold and let the residents take over.

**By Lecky Clary**

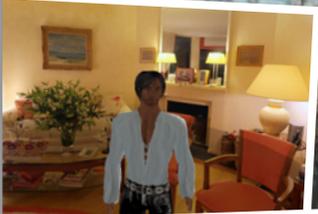


ON THE MONEY: Gwyneth Llewelyn

# THE VIRTUAL REALITY ROOM

**JUST RELEASED!**  
Choose your own pictures and apply them to the walls of the VR Room!

Expand your Second Life with the most amazing virtual environments.



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All it takes is one click to be on the beach, on top of a mountain, in a cosy bedroom or down in a dark dungeon: 150+ scenes available and growing!

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Rooms range from 10x10 to 80x80m. Build a skybox, a cosy room or even a club! Whatever your plans, there is a size to fit your needs.

Find the Virtual Reality Room by searching for **VRR Shop**

# SIM OWNERS IN SELL-OUT RUSH

**OWNERS TEMPTED TO SELL UP AFTER US\$50,000 AMSTERDAM SALE**

*By REGIS BRAATHENS* **THE sale of Amsterdam on eBay this week for US\$50,000 to an unknown buyer may spark a rush to sell sims.**

Stroker Serpentine will use the funds to finance his ambitious Eros restricted adult sims project he exclusively revealed in The AvaStar last week, and other owners are now thinking of auctioning off their popular sims in the hope of attracting equally large sums of money.

Brasil Sp Jardins owner Unger Felix said he would consider bids for the Brazilian and Portuguese hangout in excess of US\$50,000, while Martin Mounier, the owner of massively popular Laguna Nude Beach and Laguna Bay, is also on the lookout for potential investors. "I would sell straight away if I could get a good price for them", said Martin. Barcelona owner Chrissy Cordeaux,

although reluctant to sell her sim, said: "If the offer were great enough, I would have to seriously consider it... who wouldn't?"

Certainly Amsterdam has set a benchmark for the future in terms of valuing SL property, and has made sim owners aware of the fortune they may be sitting on. "The possibility of making a profit off a quality build is difficult to ignore", said Valiant Strangelove, manager of Laguna Beach Club.

But SL veteran Liliani Lowell is unconvinced: "I think some will try, but I don't think anyone else will be able to claim US\$50,000. Stroker has an incredible reputation in SL." Taking the US\$50,000 was difficult, revealed Stroker: "It wasn't an easy decision to release Amsterdam, trust me. There are many memories associated with that sim."

**HOW MUCH MIGHT OTHER POPULAR SIMS IN SL SELL FOR?**

<b>US\$100,000?</b>  <b>LAGUNA BAY</b> Traffic 95,000	<b>US\$60,000?</b>  <b>PARIOLI</b> Traffic 51,000	<b>US\$50,000?</b>  <b>BRASIL SP</b> Traffic 36,000	<b>US\$25,000?</b>  <b>BARCELONA</b> Traffic 17,000
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**BIZ BITES:**

**ESTATE AGENTS ENTER MARKET**

RL residential brokers Coldwell Banker have entered the SL land market, both selling and leasing to residents. The company aims to do market research in SL for their operations in RL.

**SL PUB CRAWL**

Diageo's TheBar.com has founded six bars in their trademark look, and plans to use virtual syndication to establish the company as the SL label of choice.

**SL TAX BREAK**

H&R Block is offering residents cheap tax advice. For L\$100 the financial advisor company is giving away license codes for its new Tango product, as well as other goodies.

**VISTA AND SL**

Microsoft Vista is now fully compatible with SL. It now functions with ATI and nVidia graphic cards.

**SL JOB SEEKING**

German job agency giant Jobscoout24 has integrated Second Life employment opportunities into its jobs.de online portal.



**A-STAR GOSSIP**  
JenzZa Misfit

**A-STAR GOSSIP**

# GRAB YOUR BOARD, THE SURF'S UP!

By **BILBO WINKLER**

**SAMYJO AH IS CROWNED AS SL'S FIRST**

**SURFING CHAMPION AFTER A GREAT CONTEST**



CHAMPION: SamyJo Ah  
Pic: Schrottgel Wei

**SURFING** came to Second Life in front of 100 spectators at the first **Namiko Pro** event this week. Despite the severe lag caused by the popularity of the contest, SamyJo Ah was able to come out top of the field of international competitors. SamyJo, who became the first surf champion in SL normally earns her L\$ through textures, and used her talents to design her winning board. She won the top prize of L\$2,000, and a bonus of L\$1,000 from her sponsor, Jay Fierrens of Surf Republica. SamyJo will now concentrate on her 'SL Surfchampion' fashion range.

**CELEBRITY BIRTHDAY**



MANY happy returns to Dictatorshop owner **LIL-LANI LOWELL**, who celebrates her first birthday on Thursday. Have fun!

## HOT AIR BALLOONS TAKING TO THE SKIES

**OYSTER BAY SIM HOSTS THE FIRST BALLOON FESTIVAL** By **PETRONILLA PAPERDOLL**

**SQUADRONS** of hot air balloons have been taking to the skies above the Oyster Bay sim as part of a new event. The first ever Balloon Festival got under way this week, and residents are being encouraged to join in the fun and display their uniquely-designed hot air balloons. A special balloon launch at 12pm SLT on April 1 will end the festival with a bang.



HOT AIR: The Balloon Festival

## ST JUDE'S EVENT A HIT

**A WHOPPING L\$147,000 was raised last week for the fight against children's illnesses at St Jude's Hospital.**

The week-long event tied in with St. Patrick's Day and took place on SoHo Island, featuring a host

of SL's musical and artistic talent. There were tunes from Sebastian Jacks and Rich DeSoto, an exhibition of Kelseigh Miranda's work and the Lucky Charms Party at Club Scuba, hosted by internet radio celeb JVonD.



FUND-RAISING: The Lucky Charms Party

**A-STAR GOSSIP**

# A DARK AND WICKED PARTY

**GERMAN GOTH BAND BEYOND THE VOID WOW THE SHADOWY SIDE OF SL**

By **JENZZA MISFIT**

**A DARK** and wicked good time was had by all at the Tempt an Angel club in Uzume on Monday.

Wearing amazing outfits, avatars from all over the grid filled the ballroom to dance to the hard, driving sounds of Beyond the Void, whose members include Dok Rossini, Domian Morigi, Voidian Graves and Rudolph Radford. Tempt an Angel CEO Lynden Marjkh and event planner Mar Fenua kept the pace fast and furious.

The band proved to be a crowd pleaser with an incredible finale of visual special effects.



DARK: The Tempt an Angel club

MAR Fenua and paulFive Zymergy

# CORTES IS IN THE SL HOUSE

**RENOWNED HOUSE MUSIC PRODUCER SANTIAGO CORTES OPENS VIRTUAL CLUB**

By **BILBO WINKLER**



DANCE: djsantiago Cortes

**SWISS** house music producer **djsantiago Cortes** launched his own club in Second Life last week.

djsantiago, who in RL has a residency on the Amnesia World Tour, has made a clear statement with the name of his new venue – First Class. The club is all about the glitz and the glam, just like its owner.

Glass fronted and bright, the club, on the UnderCity

sim, is washed by the waves on the adjacent beach and is an attractive addition to SL's burgeoning electronica scene.

The music has already proved to be a hit with residents, with djsantiago claiming 50,000 downloads of 'Second Life', Cortes' homage to the virtual world.

Despite Cortes' dubious claim to be the first dance music producer to take SL by storm are actually true, 50,000 is still an impressive number!



BOOTY: Revellers at First Class

# THINK PINK!

PINK IS FUNKY AND PLAYFUL, AND RIGHT NOW IT'S IN NEARLY EVERY SHOP IN SL. MODEL SIMONA FOSS SHOWS YOU CAN HAVE FUN SPLASHING OUT WITH DIFFERENT SHADES OF THE SAME COLOUR. BE REALLY BOLD AND JUST GO FOR IT! PINK DOESN'T HAVE TO BE GIRLY - HUNKY MALE MODEL TATO DINGS-ON ADDS A TOUCH OF PINK TO COMPLETE HIS SUAVE LOOK.

By CARRIE SODWIND



**L\$ 500**

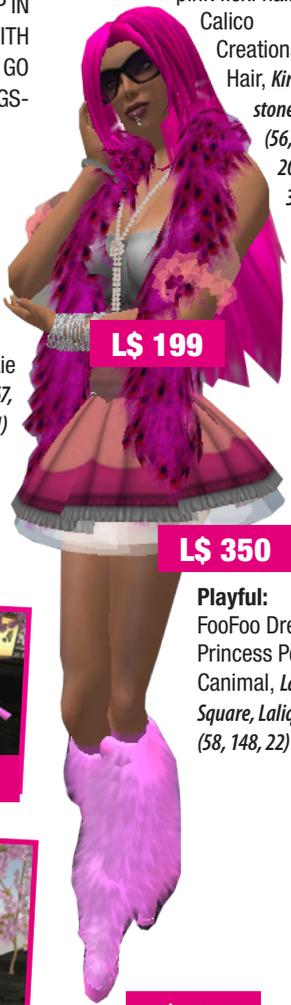
**Suave:**  
Pin-Stripe Suit with pink details  
*Blaze, Glory*  
(147, 67, 24)

**Pink pair:**  
Sylfie's Prim Seduction, stiletto with sexy walk  
*Pennie Lane, Serpentata*  
(46, 166, 128)



**L\$ 250**

**Pink feathers:**  
Rainbowa, Pink FUNK-kiana dulce and caLLie cLine, *Plush Lambda* (167, 160, 21)



**L\$ 200** **Hot Head:**  
Long shocking pink flexi hair  
Calico Creations Hair, *Kirkstone* (56, 208, 37)

**L\$ 199**

**L\$ 350**

**Playful:**  
FooFoo Dress, Princess Peach Canimal, *Lalique Square, Lalique* (58, 148, 22)



**L\$ 200**



**L\$ 49**

**On the Go:**  
Phatt's '4 Stripes'  
*FNKY, Cake* (100, 42, 23)



**L\$ 350**

## caLLie cLine's STYLE HOTLINE



# FASHION WITH A CAUSE

RELAY FOR LIFE IS HELPED BY THE FASHION INDUSTRY IN SL

ONE of the most impressive things about the fashion industry in SL is the way it has tried to give back to the community. Whether it be for a fellow designer in need or a large scale effort with RL agencies, the SL fashion world is always stepping up to the plate to help good causes. This time of year is one in which many in fashion give their time, energy, talents and money to help the American Cancer Society's Relay for Life campaign. I am proud and honoured to be in an industry that has championed this cause and is charging forward this year like never before. Just reading some of the names involved, you might think you were reading a who's who of SL fashion, but this list is about fighting cancer. Six

Kennedy, Nicky Ree, Fallingwater Cellardoor, Nephaline Protagonist, Torrid Midnight, Rebel Hope, Doc Eldritch, Roslin Petion, Bianca Darling, Sue Stonebender - the list could go on. From jewellers to hair makers, the fashion world is well represented among the Relay for Life teams. If you want to know more about the cause, visit [www.slrlf.org](http://www.slrlf.org). And when you're out shopping and you see those bright pink kiosks, why not drop in a few Lindens - every one helps and with the SL population growing as it is, we have a wonderful opportunity to make a huge difference in the fight against cancer.



CHARITY: Callie and a donation box

## WHAT'S HOT! SUGAR 'N SPICE IN PARADISE

By CARRIE SODWIND  
HELENA Kirkorian, CEO of the Paradise Lost club, was looking as cute as ever this week, wearing a plain sweatshirt with a beautiful matching set of jewellery called 'Cross My Heart', designed by Sampson Suntzu. She has used it here with a casual outfit to make her look as stunning as usual. Her shoulder bunny by Wynx Whip also gives Helena that sweet-as-sugar look. It's as if she were all innocence...



CUTE: Helena Kirkorian

## INVENTORY SNEAK PEEK ODESSY FORCELLA

By ISABEL BROCCO

### I CAN'T DO WITHOUT...

"... my beaded Salsa by the one and only NONNA Hedges. Nonna has been my idol since my third day in SL, my inspiration in design standards. The shoes are Enkthings Kasseyos."



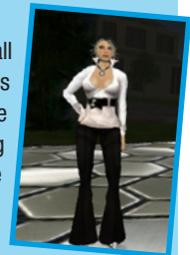
### I CAN'T DO WITHOUT...

"... the Silver Lush dress by Blaze. He is an expert in design cuts and textures. It is simple yet so sexy. I love the way it hides all the important areas yet lets a little skin show."



### I CAN'T DO WITHOUT...

"... the designer Last Call for my casual clothing. This is the Go To girl set. She has done amazing things with office attire. It is comfy yet elegant. I have only a few favs - I'm so terribly picky. She gives me something to strive toward!"





callie cline clothing • accessories • style

## DESIGNERS IN THE SPOTLIGHT

### Cezary Fish

**SL Birth Date:**

1/25/2006

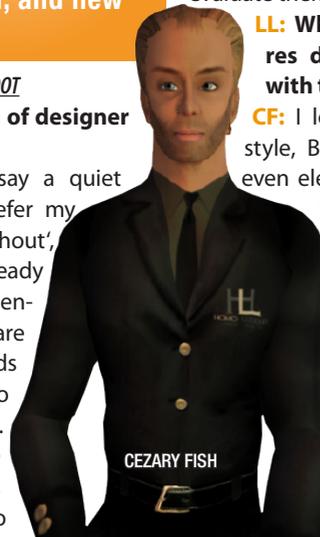
**Famous for:**

Digital Zion, and new sim DeLodi

By LIONILA LIGHTFOOT

**LL: What kind of designer are you?**

CF: I would say a quiet designer. I prefer my creations to 'speak', not me. SL already has enough geniuses who are living legends – according to themselves. My designs are transparent, for those who



can see.

**LL: Are there recurring themes in your work?**

CF: My love for detail and the beauty of reality. I do not do spaceports... but if I ever did one, it would be a real one. Who does not know things, cannot evaluate them.

**LL: Which design genres do you associate with the most?**

CF: I love the industrial style, Bauhaus, art deco, even elements of surrealism and mystery are present in my work. Games like Myst and Raven are some of the keywords for my surrealistic builds.

**LL: What is your trademark style?**

CF: I hardly ever use white. All my builds are tinted with a certain 'warm' shade.

**LL: What is the most useful skill for designing in SL?**

CF: The ability to see, not simply to watch, because it is not the same! One can watch for hours and not see. By seeing I mean anticipating and understanding. One also needs to love what he does. One can build without soul, but such builds are dead, they are zombies.

**LL: Which building trend in SL do you dislike?**

CF: I definitely dislike huge, inhuman, empty buildings made with scale and water weight instead of soul. The point is that SL encourages people to do things they would never try in RL and this is good... but I would not advise trying it in RL afterwards, especially architecture and heart surgery!

## IT'S A DOG'S LIFE



By TINA (PETGIRL) BERGMAN



**Dog House**

Perfect home for your favourite SL pet.

By Basement Desade  
Caledon (105, 210, 22)

**L\$300**



**German Shepherd**

By Darryl Chang

Kuula  
(220 131 23)

**L\$500**



**Fire Hydrant**

D&D Dogs, Inc.

By Darryl Chang  
Kuula  
(220 131 23)

**L\$20**



**Newfoundland**

This dog interacts with you in many ways.

Enrico Genosse  
Turning Isle (15, 135, 27)

**L\$3060**

**Ulysse - Cocker Spaniel (breathes/head movement)**

Looks up when his head is touched, and you can control his head movement.

By Deborah DeFarge  
Hibdon (38, 241, 24)

**L\$300**



# MYSTICAL MEDIEVAL KINGDOM

A SNEAK PREVIEW OF THE NEW AVILION SIM WHICH OPENS THIS WEEKEND *By MANTA MESSMER*

**THE medieval kingdom of Avilion Isle is set to open on April 1 – but The AvaStar has been given an exclusive sneak preview of the new sim.**

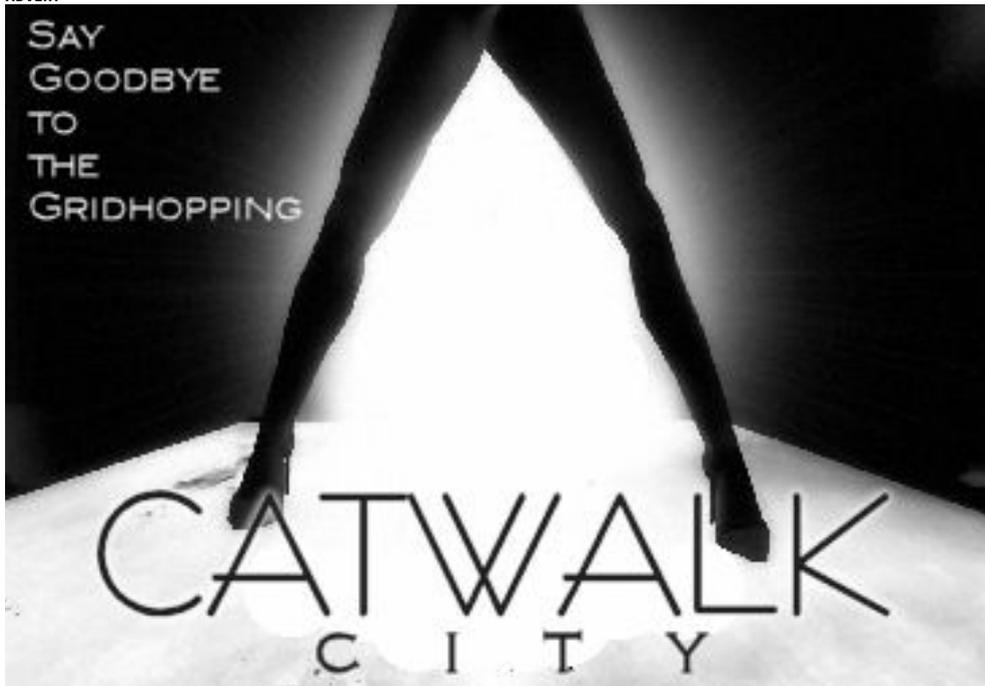
Founder Serenity Sieyes proudly showed off the finished sim, the third in the three-sim Avilion estate, and as our snapshots illustrate, the fantasy kingdom consists of two dramatically different settlements.

The serene and mystical city of Valinor is home to the high elves and occupies an appropriately lofty position atop the trees. The lush green area is dotted with ornate temples and dwellings, created in circular designs harmonious

with the natural landscape. Deep in the bowels of Avilion are the dark eerie caverns of L'Renden. The boggy underworld is populated with strange blue and green vegetation and creepy shrines lit with flaming torches.



ADVERT



## TRAVEL FEATURE

*By CARRIE SODWIND*

**Where do you go to hang out and relax?**

When I need peace for scripting I rez my portable desert somewhere at 500 metres height. It is 16 sims big because my head requires space and horizon.

**What are the most creative sims?**

I think Odyssey, managed by Sugar Seville and Beavis Palowakski, is actually the most crea-



# GAZIRA BABELI'S SL TRAVEL TIPS!

ative and experimental sim in SL. They are mixing together different kinds of culture and people. Rubaiyat Shatner is also doing a good 'traditional new-media' activity in Ars Virtua Centre. But I've also seen a lot of 'wild' creativity in sandboxes like Sex Estate and Mature Sandbox.

**Which sims should everyone see?**

Apart from good or bad design details, sims to me are just 256 metres squared places. People make the difference for me.

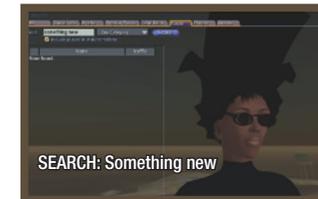
What I think everyone should see again is the SL arrival hub. It's a very meaningful place. I

could also suggest the old Ian Ah's squat in Odyssey close to the top of mountain.

**What are your tips for exploring SL?**

I like to make a random teleport somewhere, and if I meet people I always talk to them.

**How do you find new places?** Toolbar, Search, Places, Any Category... Find: something new.



## TAKE YOUR PICK Take a quick peek at the hot destinations in profile picks. This week: MACHINIMA ARTISTS



**Better World Island**  
Better World (42, 173, 25)  
One of In's favourite places is the utopian Better World. Tour the island, from Darfur to Iraq, and inform yourself on RL trouble spots or just have a nice cross-legged sit down in one of the hippy lounges.



**Slackstreet Studios and Backlot**  
Slackstreet(126, 128, 26)  
Check out the studios at Saijo City, Southside and take a look around the Sci-Fi heaven. Hovering vehicles of all sorts move around the graffiti drenched urban area, and there are free test drives on cool gadgets.



**Susi's Photo Gallery**  
Ochreous (201, 121, 248)  
The famous Susi Machinima Gallery is a place for artists and fans to check out each other's work, have a wander, and visit the theatres scattered across the sim under the gaze of a giant Michaelangelo's David.



natural skin

elim island

For advice write to  
Randi Barracuda at:  
dearrandi@the-avastar.com

DEAR



RANDI

# BEST FRIEND SHOCK

**SHE WANTS TO HAVE A LESBIAN FLING WITH ME - WHAT DO I DO?**

**Dear Randi:** WHEN I first came to SL, I decided to stay away from sex because I didn't want the usual emotional roller coaster. My best friend recently divorced her SL husband, and we were in my hot tub chatting the other day when she suddenly blurted

out that she wanted to make love to me. When I said I didn't like her in that way, she became irritable and called me a tease. I'm really upset, how can I keep her as a friend but not a lover? — M.A.

**Randi says:** Don't let your friend pressure you into anything you

don't want to do. Perhaps she was having a bad night. If you decide you want to experiment with her, fine. But it must be a mutual decision. If you don't want to be with her that way and she's really your friend, she has to accept that you are heterosexual.

**RANDI'S PHOTO CASEBOOK WEEK 2**

**Emma and Steph hit a trendy singles bar...**

So are you having fun now, Emma?



# I NEED TO KNOCK BACK OLDER GUY

**Dear Randi:** MY SL neighbour is a pleasant older gentleman who has lots of money. I enjoy his company, but I think of him just as a friend and not a potential boyfriend. He has frequently given me gifts of jewelry and home furnishings, and a few days ago he told me he had loved me since we met, produced a flashy diamond ring and proposed marriage. How do I let him down without hurting his feelings? — S.R.

**Randi says:** Very carefully! It's very easy for men to cross the line from friend to lover, especially if they're quite lonely.

Tell him, if it's true, that you're not ready for SL marriage to anyone at the moment. And introduce him to all your female friends! He might well thank you someday.

# SECRET OF MY ESCORT PAST

**Dear Randi:** I JOINED SL a few months ago after reading about the money some residents were making. I went into the escort business and became very successful, some weeks earning as much as L\$35,000. But I was feeling uncomfortable about sex with strangers and quit about a month ago. Now I have met a wonderful newbie with no knowledge of my past. He wants to marry me in SL and meet in RL. What should I do? — O.M.

**Randi says:** Don't tell him about your past unless he asks. If he finds out don't deny it, but don't volunteer details unless he probes. But above all, don't lie to him. If he's a good guy he'll forgive you for having sex with other men before you met each other.

To be honest, I just want to go home.



This was a mistake. I just miss him so much!



to be continued...



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**THE AVASTAR**

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# THE GUIDE

## TOP EVENTS AND ENTERTAINMENT

### THIS WEEK: GARDENS

HANGING OUT:  
Whispering Rocks



By GAETANA FAUST

## PEACE AND TRANQUILITY

TAKE A BREAK FROM THE HECTIC PACE OF SECOND LIFE

The gardens of SL offer a peaceful haven from the hectic pace of your virtual existence.

You can easily become lost in the new SL Botanical Gardens (194, 60, 38). Paths wander through the lush green landscape, over hills, through trees and past verdant gardens. There's a winter garden, winding stone walkways and lots of places to settle down and watch a sunset.

Bliss Basin in FuturePerfect (240,59,501) is the most naturally breathtaking spot in SL. The soaring mountains and dramatic waterfalls join wooden bridges over calm lakes. This peaceful paradise is rocky, with rich greenery against deep blue waters.

Image Reflections (62,128,26), with

its sister sims Midnight Reflections and Secret Reflections, is also an impressive sight to behold, with plunging waterfalls, tree houses and a rainforest to explore.

A parrot welcomes you to Whispering Rocks Public Park in Deulchangil (17,231,21), a quietly endearing campsite. Tour the lake on a raft or toast some s'mores on the campfire while you watch monkeys swing from tree branches. There are also lots of private spots for snuggling with a friend. The stunning new Asagao Memorial Park (83,168,24) offers a special reflection place for those whose lives have been touched by the suicide of a loved one. Its rolling hills offer solace to any traveller seeking some quiet time.

### FLOWERING BEAUTY THE RAINFOREST



Tiki torches light your way as you wander among the fabulous flowering bushes and trees.

Where: The Rainforest (128, 108, 22)

### RELAX ON THE GRASS CENTRAL PARK



Explore a sprawling lagoon, playground, formal gardens and picnic areas.

Where: Central Park (145, 36, 22)

### WATERY WONDERS TRANQUILITY GARDEN



A great place to watch the fish swim while you dream away undisturbed.

Where: Achemon (70, 122, 109)

3.30. - 4.5.

## DON'T MISS! –



## ENTERTAINMENT

## BEDTIME STORYTELLING

A round-robin story telling event at the Blue Angel challenges each player to add three lines to a story in turn. Get your thinking cap on and join in the fun!

**When:** April 4, 21:00-22.30

**Where:** Windermere (224,194)



## ENTERTAINMENT

## COMBAT EXPO

Sick of violence in SL? Then don't visit the combat expo taking place this week – where there will be weapons, dealers and gunsmiths.

**When:** March 26 - April 2

**Where:** Armoey Island (136, 87)



## LIVE MUSIC

## BEYOND THE VOID

The German goth rock band descend into the darker reaches of SL with a gig at Club Gothic.

**When:** March 30, 14:30

**Where:** Slosser (188, 33, 710)



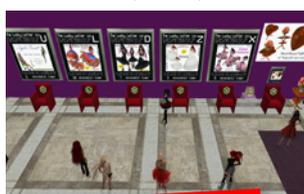
## LIVE MUSIC

## CHRISTIAN BLUES

SRV4U takes his sorrows to the stage with an intimate early evening show in SoHo.

**When:** March 30, 18:00

**Where:** SoHo (92,111)



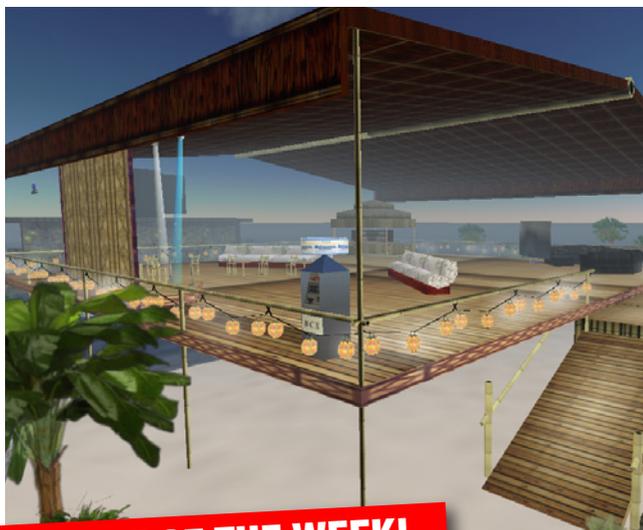
## EDUCATION

## FLEXIDRESS CLASS

All you need is free group membership and basic building skills.

**When:** March 31, 17:00

**Where:** Yawgoo (120, 121)



## EVENT OF THE WEEK!

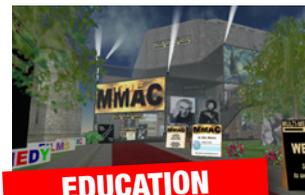
## DADDY TEACHA

RL Reggae star Daddy Teacha takes his avatar Naphtali Hawks to the grand opening of the Playerz Club.

**When:** April 3, 14:00-17:00

**Where:** The Rookery West (200,142)

## EVENTS OF THE WEEK



## EDUCATION

## STREAMING AUDIO LESSONS

Need to stream audio in SL? Whether you're a musician or a businessman, a panel of experienced experts will help you set up.

**When:** April 3, 18:00-18:45

**Where:** Somerset (232, 197)



## COMPETITION

## NERDY NIGHT

Indulge your inner geek this Monday, as dweeby avatars party on while competing for the L\$250 prize for the nerdiest male and female!

**When:** April 2, 16:30-18:00

**Where:** Ring of Fire (186,187)



## ENTERTAINMENT

## STAR TREK WHALE WATCHING

Where's the best new place in SL for whale watching? The Star Trek Museum, of course, with two humpback whales courtesy of Captain Kirk.

**When:** March 31, 12:00-13:00

**Where:** TovaDok II (89,213)



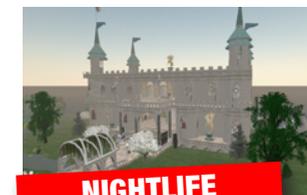
## EVENT OF THE WEEK!

## MOONLIGHT VISION

Dressed up in your finery with no place to go? Waltz over to the grand opening of Moonlight Vision, and enjoy music from the 1930s to the 50s.

**When:** March 30, 20:00

**Where:** Vision of Trust (145,68,22)



## NIGHTLIFE

## RELAY FOR LIFE BENEFIT

An afternoon of country music with Jeff Tully all in the name of charity.

**When:** April 1, 14:00

**Where:** Dixie Land Estates (130, 132)

## WANT TO SEE YOUR EVENT HERE?

DO you have an event which you would like to see published in The AvaStar's Events section? If so, email us details at news-desk@the-avastar.com.



By Deleep Witte

# How to...

Everything a newbie needs to know!

## HOW TO... START UP YOUR OWN BUSINESS IN SECOND LIFE

**IF you've been busy creating in SL you may well want to start up a business to sell your wares.**

Creating a company is optional and you do not need to do so in order to open a store. The easiest way to set up your own organisation is to start a group.

Firstly, click on Edit and then Groups. Select Create, and fill out the form with some information about your new company or group. Once everything looks good, click on OK and you will be charged L\$100 to start the group. You can then define roles and titles, and the group can then be your company.

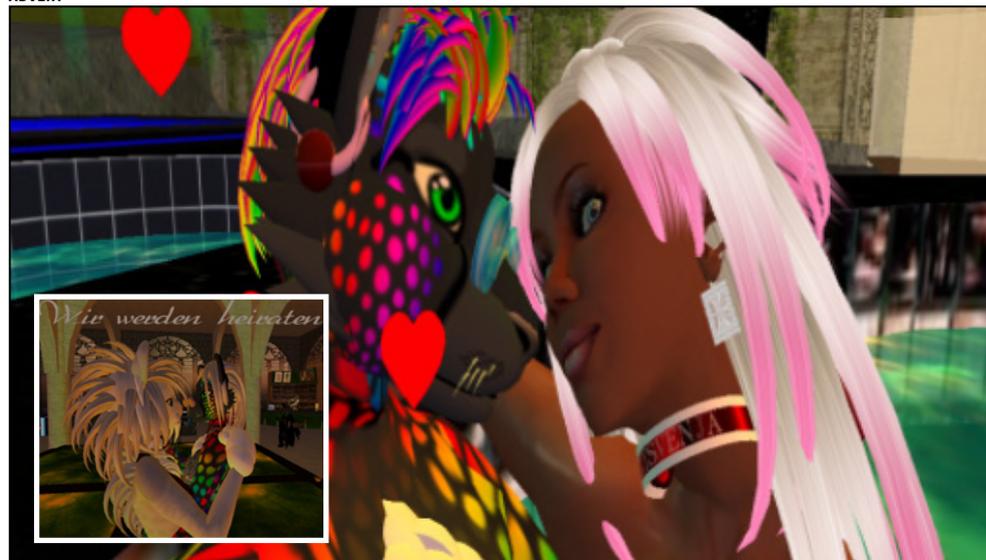
This could be useful to your fledgling store if you decided to offer group memberships to customers, through which you can let them know about new items for sale.

Next, you will need a store. There are several options - rent a booth in a mall, rent some land and build or buy a structure or rent or buy some space in another store - ideal if you only have a few items to sell.

Remember that advertising is critical, so take time to get the word out. It may take time to get noticed by other shoppers, so take out a classified ad and give away a few items to people who will show them off.



### ADVERT



We love each other and are to be married!  
You are invited to share in our good fortune.  
We will exchange wedding vows on the 30th of

March 2007 at 6PM German Time and 9PM  
Game Time. Please come and celebrate with us!  
Svenja und Tefnut

# GRAB YOUR FREE PARACHUTE

By PETRONILLA PAPERDOLL

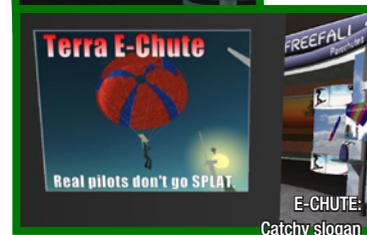
**DO you want to experience the thrill of freefall in the virtual sky? Don't forget a parachute!**

You can grab one for free from the Skydiving Shop at Abbotts Aerodrome (Abbotts 159, 154, 151). The Terra E-Chute by Cubey Terra is basic, but works perfectly. It looks like a black dot on your back when you wear it. If you want to try it straight away, sit down on the Skydiving Pod out-

side the shop, right click and choose Skydive.

The Pod flies up to 4,000m before ejecting you, and the basic 'chute opens automatically at about 200m. If you want it to open higher up, say "Pull". You can then try to land on your target using the arrow keys.

If you want to check how fast you're improving your skills, the free Terra Jump Tracker counts your successful and unsuccessful jumps. The Terra Skydiving Target 3 is also free. If you land within 18 metres of the bullseye with a Terra Sport parachute, the target measures and records your distance, and records the best 40 jumps. A particle marker shoots into the sky to guide skydivers to the landing zone, and you can see how strong is the wind, too. The last thing to do: invite friends to a skydiving party!



## DO'S AND DON'TS OF ANIMATION OVERRIDES

**DO**

By GAETANA FAUST

**DON'T**

- + Put on an AO to customise the way you walk, stand, sit, and fly.
- + Grab a free AO and add your own animations.
- + Use simple commands (typically /ao on and /ao off) to control your override.
- + Try AOs that come with HUDs, bracelets, earrings, necklaces and even shoes.
- + Test drive the animations at the store before you buy.

- Keep the wobbly default walk
- Use a crazy AO that has lots of unnatural movements or particle effects.
- Leave your AO on when you want to use another animation like Dance or Sit. You need to remove it for these to work properly.
- Be afraid to experiment with different animations to find ones that work for you. Why walk into a room when you can pirouette?

## DIARY OF A NEWBIE

### SPINNING A WEB

**AS any right-thinking penniless newbie would, I spent my first moves hunting down any freebies I could find.**

I'd decided that an interesting appearance was key to a happy virtual social life, so with the idea of becoming a wizard I visited a magic shop offering free goods. But the freebie was neither a pointed hat nor a cape.

Upon unpacking my free gift and trying on the contents I found myself peering out of the head of a giant spider. This is perfect, I thought. This would get me noticed.

However folk were not as welcoming as I'd imagined. My friendly hellos were met with terror, indifference and in one case, unprovoked abuse.

So after a disappointing afternoon I headed for the beach. It was sitting on the empty golden sands gazing out to sea that I realised that although spiders are as unpopular in SL as they are in RL, life for the arachnid is certainly more luxurious in-world.



RELAXED: Spidermoo

# Swedish Quality Design



www.exakt.se/ Copy, Design, Network and Photo: Tina (PetGirl) Bergman



**[EXAKT]**

The household name for elegant, modern design. By Tina (PetGirl) Bergman.

**[EXAKT]**

currently features four product lines

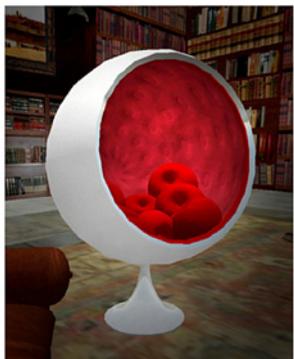
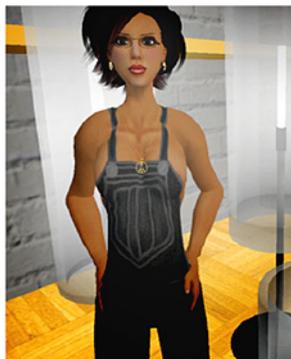
- LAMPS
- INDOOR FURNITURE
- GARDEN FURNITURE
- ACCESSOIRES

(handbags, vases, scripted fans, rugs)

Bring some light (and modern elegance) to your (Second) life. Just visit my shop in:

EXAKT MAIN STORE, Verloren (216, 30, 33)

If you can't find what you are looking for or you want one of my designs in a different color, texture, smaller, larger... whatever... just send an IM to PetGirl Bergman.



Verloren 216, 30, 33.

# THE AVASTAR OF THE WEEK

## KRYPTONIA PAPERDOLL

IS A ZANY MODEL, DESIGNER AND ADVISOR WHO HAS MADE THE TOP 20 FACES IN SECOND LIFE AS CHOSEN BY FASHION GIANT L'OREAL.



By MANTA MESSMER

**PROFILE**

**NAME:** Kryptonita Paperdoll  
**BIRTH DATE:** 3/17/2006  
**PROFESSION:** Designer, model and advisor  
**ATTITUDE:** Crazy but down to earth

**THE AVASTAR: What is your best feature?**

**KRYPTONIA PAPERDOLL:** I'm very multi-talented - a builder, designer, helper, instructor, model, multi-lingual - but at the same time I'm still a normal resident who likes to create funny, silly, crazy stuff and hang out with friends.

**TA: What is your favourite place in SL?**

**KP:** It's hard to choose a favourite. I still love

to just explore, explore, explore! Maybe City of Acropolis - it is four-sim spot, with a nice waterfall. You can tour it on a flower or in a spaceship!

**TA: How do you spend your time in Second Life?**

**KP:** I'm usually very busy. I might be building offices and houses with my business partner Mango Splash, thinking up new designs for the shop or attending my many modelling and management appointments. It's a hectic lifestyle but I

still manage to make time for everyone that needs me. My friends and family always take first place.

**TA: What would you change in SL?**

**KP:** Less lag, griefers and bugs and more help for newbies.

**TA: Which personal achievements are you most proud of?**

**KP:** The first object I ever created. When I was just 12 days old, I designed my own bed and entered it in the 'Show and Tell' competition in NCI and won! I still think it's my best work.

**TA: What are the most precious items in your inventory?**

**KP:** Pictures of friends and family. When I'm stressed it helps to look at pictures from the past - people who inspired me or crazy photos which cheer me up.

**TA: If SL had a president, who would you vote for?**

**KP:** I think I'd vote for Torley Linden. I love the way she represents Linden Lab. She does a great job and I admire her, and also I adore her textures, pictures and tutorials.