

# THE AVASTAR

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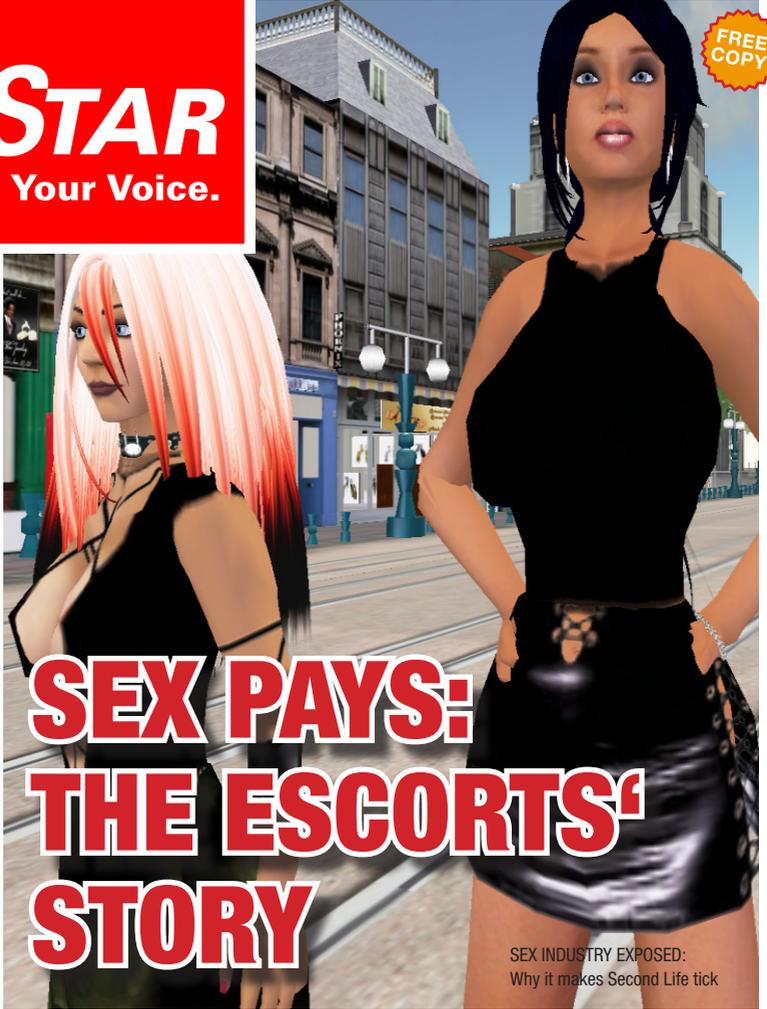
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SEX INDUSTRY EXPOSED: Why it makes Second Life tick

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# BLACK DAY FOR LANDOWNERS

By REGIS BRAATHENS

A DEVASTATING price crash has cost landowners thousands with many now facing a difficult future.

Full story - Page Three

- HUGE LOSSES AS LAND PRICES PLUMMET
- RESIDENTS POINT FINGER AT LINDEN LAB

## INSIDE OPINION

"While this crash was a singular event, there are many developments going on which will prevent land prices in Second Life from ever rising again to their previous heights."

Pham Neutra  
p.9



"The passing of the three million mark shows the ever increasing pace at which Second Life is expanding. Despite theories of the hype surrounding SL having reached its peak, there are yet to be signs of it relenting."



Regis  
Braathens  
p.10

## 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)

# YOUR Photos

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

L\$500

Did you spot something unusual? Have you got exclusive snapshots of a SL celebrity? Were you at a great event or party? Have you seen something new that you want to share with others? Then send us your photos and you could earn yourself Linden Dollars. For each photo published in the newspaper the author will receive 500L\$.

## GRIEFERS SET FOR ACTION



ARE sandboxes being used to test griefing attacks? AvaStar reader Schrotvogel Wei witnessed this attack of SuperMarios and snapped away, earning L\$500.

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# CRASH HITS HARD

## PRICE PLUNGE AND LANDBOTS LEAVE LANDOWNERS REELING

By REGIS BRAATHENS

A DEVASTATING price crash has cost landowners thousands with many now facing a difficult future.

Linden Lab has come under fire for its unexpected flooding of the land market with the auctioning of 40 new sims. Residents were caught unaware as prices tumbled from around L\$15 to around L\$7.8 per square metre in a matter of hours. Sarah Nerd, who lost over US\$1,500 in the crash, called the actions of Linden Lab irresponsible and said they should have given residents fair warning rather than just dumping land. Weedy Herbst was also critical of the Linden policy: "LL should have made more land available over a long period to keep the price stable. To wait and release 40 sims at once is outrageous. There is no reason for that other than bad management."

The crash comes on the back of turmoil in the market created by landbots, with many fearing the worst is yet to come. Programmed to continuously search and buy the available bargain land, landbots make it impossible for normal residents to purchase the cheapest property. Wrestling Hulka, who first discovered the bot scheme run by Elanthius Flagstaff and his Supreme Flock of Land Ninjas, warned his bots are a danger to the com-



PLOT PARTY: Landowners after the market crash

munity and economy. Sarah Nerd has also suffered greatly: "Since this landbot scheme my sales have dropped to a crazy low level", she said. "I've worked hard to put in long hours to develop a good reputation and feel like I'm a factory worker being replaced by a machine." Ethan Voss has also been hit hard by the scheme, having to sell many parcels at a loss, and says he is outraged.

"Through sheer personal greed Elanthius is driving people like Sarah out of the game and her living. Linden Lab must kick out Elanthius and his cronies to demonstrate that we want to keep SL fair and open to all."

Landowners fear that this misuse of the open software is just the beginning of a bleak future. In a leaked transcript of a conversation with Elanthius, the bot creator said: "Programmers and quantitative analysis guys will rule land trading from now on." And Elanthius is not afraid of a backlash - "the escalating war will be fun for me", he added.



VICTIM:  
Sarah Nerd

## LANGUAGE LAB TO OPEN IN SL

A LANGUAGE school is set to open in Second Life in the next few weeks.

Languagelab.com has recently been beta testing its 12 private sims. The company plans to offer classes lasting around 50 minutes and generally containing six to eight students.

A specially designed voice system will enable participants to speak to each other in real time. Classes will be offered in English and Spanish to start, with further languages planned for the future.

## CLUB ATTACK

A DISGRUNTLED former member of Apfelland reduced the club to virtual rubble after a spat with the owner left him banned from the sim. Horatio Freund, who threw the offender out of the club three times before his attack, lost over L\$50,000. Linden Lab is investigating.



ATTACK: L\$50,000 lost

HAVE YOUR SAY: "DO YOU THINK THERE IS TOO MUCH SEX IN SL?"

"I am all for sex in Second Life. I just think everyone should be able to express themselves in any way in which they feel comfortable."

FYRE RAINE

"I don't think there's too much sex here. It is like in RL -

everybody is always looking for it. But I think the amount of people where it is available speaks for itself."

"In general it is up to everyone. A few things concern me though with it being so free, namely age play and escorts with no age proof."

WINDSWEPT GOLD WOPAT

SEX SELLS

By PETRONILLA PAPERDOLL

THE INSIDE TRACK ON WHAT LIFE IS LIKE FOR A SL SEX WORKER

THOUSANDS of escorts roam the streets of Second Life everyday, just as they do in RL. But what is life really like as an in-world sex worker?

Natasha Mukerji is a freelance escort. She revealed to The AvaStar why she chose her lifestyle. She has worked as an escort since September 2006, but always a freelancer rather than being tied to a club. "Clubs want their girls to work fixed hours, and we have to show we are 'earning our keep',

in terms of numbers of clients and money earned. As a freelancer, I can set my own hours and select clients, or just go skydiving if I want to. I also get to keep all my earnings." Those earnings can be significant for Second Life, with monthly incomes reaching six figures for the top escorts. Even those further down the food chain can make a tidy little earner from their sexcapades. Natasha said: "A skilled escort, using a lot of adverts, can make 10k a week without putting in too many hours. Some escorts make up to 100k a month, I am told, but that means putting in real time." Despite the negative aspects many would associate with the sex industry, Natasha does not feel she is being exploited. "One could take the view that SL itself is exploiting women as the only unskilled way of making money is to become an escort", she added, "but the SL escorting world is very

different to the RL one. "It does not have the nasty overtones associated with prostitution in RL. And we can always teleport out if things get heavy." In fact, selling their avatars for sex can often be a positive thing for residents. It offers an easy way to make reasonable money for those without true SL skills, and can lead to all sorts of careers, as Natasha explained. "I do it to have the money to really play here, have fun, without running up a big credit card bill and have lots of nice clothes and be admired. And to fulfil some RL fantasies. "I have started to branch out, using the money I make from escorting to buy land, and starting to learn how to build - just houses so far."



SUCCEED IN SEX

IT'S ALL PART OF HUMAN NATURE

By LEIDER STEPANOV

HOW TO MAKE YOUR NAME IN THE SEX INDUSTRY

SEX plays a major role in the Second Life economy - as can be seen by how many sex-related destinations are in SL's most popular places list.

Hopeful sex magnates can make their fortunes in a number of ways. Stroker Serpentine was born in 2003 and has contributed to the identity of a whole adult-orientated continent, Eros. He said: "I came to SL with a very active group. We had been on the web for many years, participated in almost every MMORPG, and immediately saw the possibilities to build an adult community in SL."

His creation, the SexGen system, is now a widespread standard. A SexGen bed costs L\$5,000 -



12,000, but Stroker is adamant there is more to sex in SL than simply the money. He added: "The ability to process your fantasies into a 3D realm is almost spiritual. Your dreams become reality on a virtual palette." Ami Lang and Ten Book, on the other hand, were both born in 2006 but quickly found a way to fulfill specific needs in SL's sex industry. A matter of hours separated Ami, one of the first to rent freelance escorts, from having her big idea to raking in the cash. She said: "I developed my business plan on a Friday at 4pm; by 7pm it was ready; at 7:30pm my builder began work and at 11pm it was done." The smallest ad now costs L\$200 a week, and includes free facilities for the girls. This business, the core of a larger entertainment service, should bring in L\$2.5 million a year. Club Arsheba owner Ten took a different approach. Escorts and

dancers, exclusive to the club, must pass a selection and training process, including a complete makeover, and must contribute 20 per cent of their daily income; for this, they can take advantage of the club's daily traffic of more than 100,000. She said: "The club is probably the least profitable of all my ventures, but the most popular. "As the crown jewel, it adds value to the other ventures which in turn help to support it." Looking at these success stories, it is easy to see why adult services seemingly open every hour, although they often close just as quickly. So what is the secret to success? "Control of the quality", according to Ten.



LILLANI Lowell owns Dictatorship, a large BDSM business, and also used to run an escort business. She spoke to The AvaStar about the sex industry in SL, where she started working within a week of signing up. TA: Why is the sex industry such big business? LL: "The two things which drive human nature are sex and war. In SL, you may be leaving your body behind, but you can't leave your nature behind. And choosing between sex and war, most would choose sex. "If it weren't for the sex industry, I don't think SL would be growing half as much as it is. "Corporations make nice news stories, but they don't offer anything to keep people here." TA: Is there a dark side to sex in SL? LL: "I have known cases where real life relationships have been rocked a little because of affairs people have been having inside SL. "Just because bodies are less real, doesn't mean our emotions are. Sometimes, there's no such thing as meaningless sex."

# PAY OUT OR SELL UP

ADS FORCING RESIDENTS OUT OF THEIR OWN SIMS



By GARRIE SODWIND

Adverts dominating the skyline

AN explosion in the use of giant billboards is forcing residents to sell off their homes cheaply.

Some advertisers are demanding up to L\$25,000 for plots of land, which many residents say are spoiling their own property.

Large colourful posters and rotating boxes are blocking views, chopping up sims and cutting the value of nearby homes - but many neighbours can't afford to buy out the affected land.

The problem arose after blocks of land smaller than the previous 512 square metre limit were put up for sale following a land market crash in 2006. Advertisers have realised that a tiny piece of land in a smart residential area can fetch big money if

neighbours are desperate to buy - which they will be if it contains enough eyesores.

Last week Kajii Phlox bought a new piece of land and built his home, Snow Lodge, hoping to settle down. Since he bought the land, however, billboards have sprung up around it - and Kajii has already put it back up for sale. He said: "The billboards diminish the whole experience for me. My only option would be to buy the land that the ads are on but that would literally bankrupt me. Unfortunately the land will be hard to sell - I can't even take a good picture of it."

"The trouble is the mainland in general is becoming nothing but signs and ads, undeveloped and unattractive." Kajii's neighbour, Hunter Ko-

rda, is selling his land for the same reason.

Red Diller buys small pieces of land in the middle of a residential area in order to sell advert space. He said, "I do set my ad parcels for sale at unreasonable prices, but I expect people to contact me if they are not willing to pay the set price."

Designer and real estate queen Kalyra Heart said: "If people don't like urban commercialism they should consider moving to one of the empty islands."



The view from Snow Lodge

## dAlliez Private Estates Java dAlliez

YOUR NEXT HOME IN SECOND LIFE

1/2 the estate is protected land  
for your enjoyment  
**double** prims on all six islands



Java dAlliez (38, 51, 24)

PROTEST: Avatars vent anger

# MAKE ART NOT WAR



By LIONILA LIGHTFOOT

## PROTESTORS VENT THEIR ANGER AT CAPITOL HILL AND SHOUT FOR WORLD PEACE

**MORE than 100 avatars gathered on the Capitol Hill sim chanting "make art not war" for a peace protest.**

The lively SL demonstration followed the recent RL march for peace in Washington, DC and focused on the ongoing war in Iraq.

The protest was the culmination of a weekend of preparation by Ruby Glitter and ercheck Hicks of SLNetRoots. Armed with anti-war posters and dressed to protest, the mass of supporters marched around the lake of the Capitol Hill sim in near silence. The demonstrators gathered on the steps of Capitol Hill and vented their anger over the injustices of war chanting "Avatars against the war!"

Ruby, who led the crowd dur-

ing the event, said "We had originally envisioned doing something small and symbolic until last week when we realized that we had clearly touched a nerve in the Second Life community." Keystone Bouchard, who built the Capitol Hill sim and Troi Timtam, a veteran SL demonstrator, felt that something historic happened around them. "It's cyberactivism", said Keystone. The event brought together avatars from around the world, including Spider Mycron, an Iraqi living in Jordan. For veteran SL activist Rik Riel, who was standing out in a pink dress from Code Pink, a women's peace group, the event was only the beginning for SL. "We didn't have a speaker or presentation per-

se. It would be great to have more of a connection to a real world protest i.e. via cell phone or video. SL has to be a political platform if it wants to be the next WWW."

The Peace in the Metaverse event, which highlighted SL's function as a public platform on which to promote global agendas, looks set to spark a flurry of SL activism in the coming months.



# DON'T BUY!

A CAUTIOUS OUTLOOK ON THE LAND MARKET IN SL

THE AVASTAR  
**Analysis**

**When I sent in my column to Regis yesterday I was in for a big surprise.**

The text was a warning about the ridiculous prices on the land market and the first paragraph closed by saying: "The current bubble looks ready to burst." But then earlier today, Regis phoned to tell me he has to scrap the text because that exact crash had happened last night. Sigh.

While this crash was a singular event, there are many developments going on which will prevent land prices in SL from ever rising again to their previous heights. Smaller price fluctuations might become more intense and will happen much faster in the future, though.

WARNING: Virtual land will never again be an easy market in which to 'get rich quick' - if it ever was.

The reasons for this prediction are many

and work together in a complex way. Firstly, I expect that Linden Lab will never again experience such a huge back log with the creation of new land, like they did last winter (leading to significant land scarcity). They learnt from their faults, and in the future will create new land at the same pace, as new users come into SL.

Secondly, the automated landbots which have appeared on the market in the last few weeks will make price changes easier. In the past, a resident owning many parcels could not adjust prices quickly. It was a tedious manual process. With the landbot technology price changes are easy. So you can expect swings of the price pendulum to become wider and quicker. The land market might get much

more risky soon.

Thirdly, some programmers in the Open Source community have created software which can effectively simulate the Linden servers. These servers are presented to us residents as 'land' in SL. While the software is reportedly still very crude, there is no doubt that in the long run there will be alternatives to LL when you need an area where you want to build or expand a project on. This will certainly add to the pressure on the land prices; not now and not next month, but maybe this time next year.

It would seem, therefore, that now is not the right time to try and become the next Anshe Chung.



By PHAM NEUTRA

## UPGRADE DELAY FRUSTRATION

**SURPRISED** residents hoping to log in to Second Life after a scheduled five hour down time this week were frustrated by an extra two-hour wait.

The grid was taken down by Linden Lab on Wednesday to install the 1.13.3.2 version, at first from 7am-12pm SLT.

But according to the official Linden blog, problems appeared during and after the upgrade which had not presented themselves during the internal and beta test cycles.

A set of changes made to remove load from the central database associated with scripted email was not working as it was supposed to be, so the changes were "rolled back completely".

The upgrade has also seen significant changes to the search function. Under people, the online status of residents is no longer shown, and as the offline state is always presented in results, the teleport button is not working.

While the Lindens have promised to fix the bug in a future update, the only way around it for now is to make the resident a friend and offer a teleport through the friends list.



DEVELOPMENT: The future of the land market is far from certain



# REGIS BRAATHENS

## VIRTUAL WORLD 'JOURNALISM'?

THE curious newbie journalist had seen reports on the television news about SL and had come to confirm for her newspaper that the virtual world was all about gaming and sex. It was a mindblowing first day for her.

"But the world is virtual - nothing real happens. So what do you write about?" she asked, taking in her surroundings and the furry reporter sat in the office on AvaStar Island.

It's a question I get from many RL journalists who first poured scorn over internet journalism, then dismissed bloggers and now refuse to accept virtual journalism is related to their profession.

"Why is a protest in RL against the war on Iraq any more real than a protest in SL?" I ask her. You can almost see the cogs in the brain spinning away as the reality of the virtual world sunk in.

The last sentence of the article that appeared days later read: "There seems little difference between journalism in both worlds after all."

## NO FANFARE AT THE LAB OVER 3 MILLIONTH USER

POPULATION GROWTH STILL ON THE RISE AS HYPE CONTINUES

AS the three millionth resident logged into Second Life, there was an eerie silence at the Lab. No fanfare, no announcements, no jubilation on the official Linden Blog. The passing of the three million 'resident' mark was a damp squib.

The official population figures of Second Life has become a hushed topic in the corridors of power. Following the resident backlash over the much publicized population figures as SL welcomed its two millionth member in mid December 2006, the Lab has been reluctant to promote this misleading statistic. When pressed, the response

came, "we completely understand that there is often a great deal of ambiguity when trying to accurately gauge involvement in such a dynamic environment, but we're trying our best!"

However, when the AvaStar contacted Lindens to see if, as they promise on their website, they could get in touch with the three millionth member to offer him an interview, a lucrative makeover and a tour through SL, the request was turned down.

However, the passing of the three million mark is important, as it shows the ever increasing pace at which SL is

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

expanding, irrespective of how many actual regular or unique users there are. Despite theories of the hype surrounding SL having reached its peak, there are yet to be signs of it relenting.

Curious newbies continue to flood in, and SL continues to grab world media headlines. Will the AvaStar be granted an interview with the four millionth resident, when that happens in the next three weeks? At least we'll have about eight more tries before the end of 2007.

### SECRET OF AVASTAR ISLAND UNCOVERED

EAGLE-eyed AvaStar reader Dragoon Krams sent me this pic of a hidden eagle underneath the main area of AvaStar Island. I didn't even know it was there!



KEEN EYES:  
Dragoon Krams

# your mail @

YOURMAIL@THE-AVASTAR.COM

## FIX HELL ISLAND PUBLIC!

**Hey Regis, Help Island Public should be renamed Hell Island Public.**

I have spent about a month there in different avatar forms and New People are going through HELL there.

Incidents there include assaults on New People altering the appearance of their new avatars and uncontrolled weapons firing (bombs, grenades, nipple cannons, machine guns) by New People

who don't know what they're doing and older residents coming into the sandbox just to scare the New People. It is a shame Linden Lab cannot regulate this place a little better to make the first place a New Person lands a little safer

E-MAILS OF THE WEEK

500 LINDEN DOLLARS

and more enjoyable. I have seen New People taken as slaves, shot and bombed... it is not a nice place to land. I personally have been attacked many times, and now I wear shields when I go there to help New People.

I am not advocating a police force, just better monitoring of places for New People.

It just keeps getting worse. What a MESS. Clean it up!

By Bryan Dix

## PLEASE DONT DISCRIMINATE

**Dear Regis,**

**RE: The Dear Randi page in last week's AvaStar.**

I was horrified to read about the resident whose gay friends were thrown out of a club.

Although it might not have been because they were gay, I am afraid that might well be the case.

Part of the reason why I joined SL was because it promised to be a society where there was no discrimination. I can only hope this is still the case.

By Countvon Gazov

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

**Hey Regis, IT might be hard for outsiders to understand why people go to virtual coffee shops or meditate virtually, but for residents it is clear SL is more than just a game.**

Besides economic possibilities, there are political ones.

Recently, the French right wing group Front National became Europe's first political party to open a SL branch. Of course, this was just a PR stunt and the truth

is the SL office has no political influence, but it created media attention and everyone who visits the FN SL headquarters will see it is total chaos there.

I also read that a SL mosque was attacked. I cannot verify what happened, but several friends who are



The mosque after the attack

involved with the mosque said the FN was behind the attack. Possible. But it could also be just the act of some idiot.

At the SL synagogue I ran into a 'suicide' bomber with a dynamite belt. Not funny, I have to say, but just an individual resident with not much of a brain.

Whatever the truth about the mosque attack, I think it is a pity they now need special security there in case of another attack.

Second Life can be a wonderful tool for mutual understanding, peaceful coexistence and so much more. Leave your dirty politics out of here. We need to show respect to any religious group, because even if this world is virtual, the impact it has is real, and to those of us living our second lives in this world, it is real and we want to be treated here the same way we want to be treated in RL.

By Kafka Schnabel



YOUR QUESTIONS TO:  
ASKBIZ@THE-AVASTAR.COM

By  
Deeep Witte

## ask BIZ!

### MAKING MONEY OUT OF IDEAS

How should I set the prices in my new shop?

**BIZ!** says:

SL is a wonderful place to start a business. Where in RL can you change plywood into shining gold or cover your creations with diamonds for free!

So considering that all commodities have a near-zero value (you will have to pay for your uploaded textures), you will charge for two things: the time you invested in creating the product and the premium for its uniqueness. Both of these are hard to calculate. The best strategy is to look around in SL for similar products and price your product accordingly. Then keep improving it and hiking the price and see what effect it has on the sales. Keep your early customers happy by offering them free upgrades.

### BUYING LAND IN INSTALMENTS

Can I pay for land I buy in instalments?

**BIZ!** says:

Unfortunately, Linden Lab is not yet so desperate it will offer finance deals on sims

## CHEAP HOMES



How can I have my own private home without buying land?

**BIZ!** says:

To clear up a big misconception held by many, no land is truly 'owned.' All land, every bit of it, is really just a rental, even though some of the many ways of renting are called ownership.

No matter where you choose to settle, a

monthly fee is required, often called a "tier".

The cheapest way to have a home is to rez or build a place in a

sandbox, which are open to everyone and cost nothing to use. The catch is that sandboxes are wiped clean at intervals between 12 hours and two days, although your creations are returned to you.

Of course, you can just

go back to the same spot and rez your house again when you come back online.

The cheapest way to have your own home is to rent a small building which already exists. If it is a skybox, you will not own the ground below or the airspace above as when you buy land, but will be able to relax and enjoy that much-needed privacy.

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

but a lot of banks in SL offer mortgages.

If you approach a bank and specify what you want to buy, where, how etc. and then give a down-payment (which varies on credit risk and location of the

sim), they should then order the sim for you.

You get the full use of the sim for the duration of the mortgage and can decorate and use it as you see fit. But full ownership is only transferred to you once

all the instalments have been paid.

This is an ideal system to match the money flowing in from your sim with the money flowing out to Linden Lab in tiers and payments.

# TRADE YOUR WAY TO RICHES

RESIDENTS GIVEN CHANCE TO INVEST ON WORLD STOCK EXCHANGE

By REGIS BRAATHENS

LukeConnell Vanderre has high hopes of becoming the next Second Life self-made millionaire. The young and ambitious founder of the World Stock Exchange is confident that it will prove a financial success.

Vanderre, founder of the SL investment company HopeCapital Ltd, re-opened the Exchange on February 1 for trading, after it incurred technical problems following its mid-January launch. Seven companies are already listed and residents can buy shares in them, with trading starting at L\$1 per share. Over 230 investors have already signed up, and a total of L\$10million was traded before it went offline.

So will the WSE signal a significant change in the SL market economy? Vanderre is confident: "The World Stock Exchange provides companies to raise capital which can then be used to fund expansion plans and generate jobs. The increased economic activity will be a result of real world money coming into the SL economy on a much larger scale."

He also sees the WSE attracting new finance-orientated users and businesses to SL, as well as those who want to use the exchange for educational purposes.



LukeConnell Vanderre

The WSE will provide an educational centre as well as in-world seminars for this means.

Erik Goff, the founder of PeoplePool and a member of the board of WSE, has already sold 14% of his company on the stock market, providing enough funds to finance the company for one year. "The investment is used for mainly internal salaries, development and advertising" Goff said. The entrepreneur is hopeful that the sold stocks will help PeoplePool to become the largest job agency in SL.

Not all are convinced. Critics point at the lack of regulation, a common problem in the financial sector of SL. With no auditing and outside jurisdiction, it may be difficult to build the investor trust needed to encourage mass trading. Vanderverre is not concerned: "I don't know how they come to that conclusion as the market will decide who is and isn't an appropriate investment along with the WSE, ensuring that companies on the WSE adhere to the Listing Rules and Constitution."



Erik Goff

### AOL OPENS SIM

The AOL Pointe sim was revealed to residents for the first time this week.

A select group of residents was invited to visit the beta test of the sim, which includes an amphitheatre with music, a big screen cinema and an extreme sports park.

Visitors can enjoy film clips including previews of blockbusters like Borat and Unaccompanied Minors, and music videos such as recordings of live performances by Avril Lavigne, REM and the Foo Fighters.

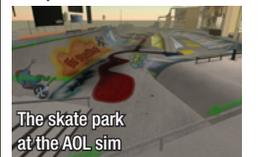
There is also the chance to leave your personal mark on the sim by adding your name to a Hollywood Walk of Fame-style row of stars.

The extreme sports park included a skateboard ramp and several places to hang out.

Skateboards, clothes and other merchandising are available in the shop.

Later in the week, there was also a test to see how many avatars the sim could hold without crashing.

The sim is due to open to the public soon.



The skate park at the AOL sim

CELEBRITIES & GOSSIP

TECHNO DJ LUKE UP FOR SL GIG

TECHNO guru Luke Slater is set to stream a live DJ set into SL on March 1. The main man from Mote-Evolver is excited about performing in Second Life.

Luke said: "We are putting on the gig at The Alpha Box, which is designed like and has the aroma of a real club. This is very important as I want to try and replicate the feeling of clubs I play at." Clubbing in SL? "It's a lazy man's way to go out, listen to music and meet whatever sort of person you like," Luke added.

SPOTTED

WHAT do you think is on AvaStar reporter Valentino Schnabel's mind as he looks at Moo Money? Email us at newsdesk@the-avastar.com and win L\$1,000 in our caption comp!



ELBOW ROOM REMAINS OPEN

By VALENTINO SCHNABEL

REGULARS at Elbow Room, one of SL's hottest clubs, have been stunned this week by rumours the venue would shut down with owner Elex Dusk looking to sell up.

But don't fear - The AvaStar can reveal that closure is the last thing on Elex's mind. Instead, he is planning to transfer ownership of the club, situated on Mare and open since 2004, to a consortium. He said: "It's my own group, the Dusk Consortium. Instead of running the bar I get to run



of SL for two years, and there are some new projects I'd like to work on. However, the consortium will allow me to keep things in my hands and to still be here often." The club, in only 96 square metres, can squeeze in more than 40 people.

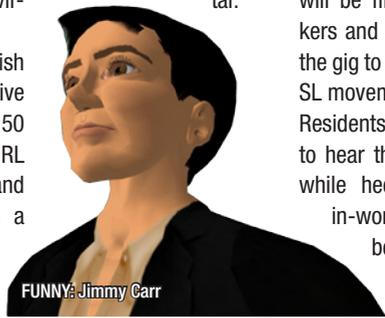
JIMMY HITS SL

STAND-UP COMIC PREPARES FOR IN-WORLD DEBUT PERFORMANCE

COMEDIAN Jimmy Carr will face hecklers in Second Life for the first time when he takes to the virtual stage tomorrow.

The blunt talking English stand-up comic will give an intimate gig to 50 residents in a secret RL venue in London - and to 50 residents in a replica of the venue in SL.

As Jimmy moves



FUNNY: Jimmy Carr

and speaks in RL, his movements and speech will be mimicked by his avatar.

He was measured and scanned to make sure his avatar is realistic, and he will be filmed with markers and sensors prior to the gig to ensure accurate SL movement.

Residents will be able to hear the RL audience, while heckles from the in-world crowd will be displayed in text on a RL screen.

CELEBRITIES & GOSSIP

SHOOT 'EM UP SUCCESS

By LEIDER STEPANOV



VIRTUAL assassins taking part in the Smokin' Aces game were given a treat when the director of the film the game is based on made a live appearance in SL. Joe Carnahan spoke in

the orientation room at the Smokin' Aces sim on Friday, as the game finished and the film was launched in RL.

More than 1,300 residents took part in the game, with L\$1,000,000 given away in total.

Johnny Ming, who helped organise the event, said it had been a huge success.

Ryozu Kojima won the game with 371,169 points, pocketing the first prize of L\$150,000.



FILM PREMIERED

By Jane Calvert



Robo boss Anders Ogers

SECOND Life: The Documentary was premiered in-world on Tuesday night.

The

event to launch the documentary by Robo Studios took place in Nemesis, with all seats being given out in a charity raffle to raise money for the Red Cross.

A download of the film will be available next week.



BIG SCREEN: The documentary launch

PARTY FOR VISTA

By PETRONILLA PAPERDOLL

A PARTY across ten different locations marked the official Second Life launch of the new Windows Vista operating system.

The events, organised by Microsoft 'Enthusiast Evangelist' Miel Van Ops-tal, took place on January 30 and included a concert featuring Praga Khan (aka Lords of Acid).

Half of the venues, including the Isle of Lesbos and Liquid Dreams, were adult-orientated, with other destinations including Italian sim Parioli.

Overall, the event was a worldwide success. Miel said: "With six partnering club we served 1,125 stream requests to 375 IPs from more than 17 countries."



VISTA: Partying on down

# THE BEST OF BODY ART

TATTOOS ARE A SURE WAY OF GIVING YOUR SKIN SOME STRIKING INDIVIDUALITY, AND THERE ARE HEAPS OF INVENTIVE DESIGNERS AROUND. PUT THEM ON FOR THE RIGHT OCCASION, AND CHANGE THE DESIGN AS OFTEN AS YOU LIKE. ALTERNATIVELY, HAVE ONE CUSTOM MADE TO SAY SOMETHING SPECIAL ABOUT YOU. PRICES VARY ACCORDING TO SIZE. FROM L\$200 UPWARD.

By ISABEL BROCCO

MODELLED By DJUNKDOWN FLAN,  
MORRIGU TRESCO THICK &  
LINDA SOBOCINSKI



L\$1500

**Oriental style,** with smiling buddha on the back. Full body tattoo, black with detailed shading. The legs and belly are an extra L\$750. Designed by Form.

Asadal (60, 36, 83)

**Colourful tattoos** are great for showing off at the beach. It gets people really close so they can marvel at the details. Designed by Canimal Zephyr, Form and Canimal at the Block, Canimal (209, 66, 27)



L\$200



**Japanese body art**  
Dragon Spirit L\$20  
Lucky Dragon L\$20  
Tennyo L\$15  
Goyshin L\$20  
Full Body L\$75

Bare Rose (146, 11, 33)

**Dragon was privately** designed by Jalinga Bunin for L\$200 (contact Anna Spear)



L\$65

**Bonji from Bare Rose,** comes in different designs depending on what year you are born. From BareRose HQ, Bare Rose (204, 47, 37)

**Bonji from Bare Rose,** also comes in different designs depending on your year of birth from BareRose HQ, Bare Rose (204, 47, 37)



L\$65

**Tribal Art** from Freak Fantasia & ExwitZil Designs, Freak Fantasia & ExwitZil Designs, Newman (44, 175, 99)



L\$200



# PRETTY IN PINK GORGEOUS IN GREY

PHOTOS By NEBRIL SPARK

THE opening of the photography exhibition 'Japan in Pink, Japan in Grey' at Bare

draped in a fountain of shocking pink floral fabric. It was a real statement with the red lips and blossom coloured hair. All Bare Rose workers had Japanese costumes to fit the theme.

The photographs were taken over the course of ten years and showed Japan in two distinct styles. 'Japan In Pink' concentrates on images from the annual Sakura (Cherry Blossom Tree) which blooms around the country. 'Japan In

Rose last Saturday was the visual feast of the week, and not only because of what was on the walls. Photographer Song Li was there dressed in elaborate grey embroidered silk, long socks and a samurai sword. Bare Rose director Tori Heart looked stunning with a traditionally inspired Japanese underdress

Gray' is a dynamic assortment of black and white prints.



Guest Kimberly McCallister



Bare Rose manager Naomi Yanabushi



Photographer Song Li



Bare Rose director Tori Heart



Sexy: Latest designs

THE AVASTAR Fashionista Isabel Brocco

## BIG HAIR AFFAIR

THE 2007 Winter Hair Fair was a runaway success, according to organiser JDivva Ophelia. Designers from across SL were at the Luna Park convention centre to show off their talent and original styles. The annual event, which took place from January 12-29, featured designs to fit any fashion style, from Medieval Gothic by Sin-

sation to playful pink from Tease. Well-known designers gurl6 and Panache were also featured.



Highlights: Original styles

## INVENTORY SNEAK PEEK WITH CALICO CREATIONS DESIGNER CALICO INGMANN:



By CARRIE SODWIND

I'VE been in Second Life for nearly two years now. The items that are important to me hold some sentimental value. I can wear them all at once like this. My ears were made by

San Severine. As far as I know, they were the first twitchy cat ears in SL. I've always had a fascination with cats, hence my name. My next choice is this unusual necklace. A friend made it for me because he knew about my fascination with

snow leopards. These glasses I suppose are more sentimental. It's a part of my RL that I had brought into the game. They were made by Cienna Rand. So often I see people who want to be flawless and beautiful. I just try to be myself. These aren't flashy, but it is me.



# HOME COMFORTS



A STYLISH SOFA OR COUCH IS THE PERFECT WAY TO ROUND OFF YOUR LIVING ROOM. SIT BACK AND RELAX AS **TINA (PETGIRL)**

**BERGMAN** ROUNDS UP THE BEST SETTEES ON OFFER IN SECOND LIFE.



**L\$349**

**From IRL to SL - Multi-coloured marshmallow sofa.** Inspired by George Nelson ca. 1956, also available in black and white. Designed by Maximilian Milosz, 35 prims.

*Maximum Minimum (129, 128, 23)*

**Elegant linen and steel sofa** with two or three seats and an inbuilt animation. Designed by Precillia Shilton, 16 prims. *Plush Iota (177, 59, 23)*

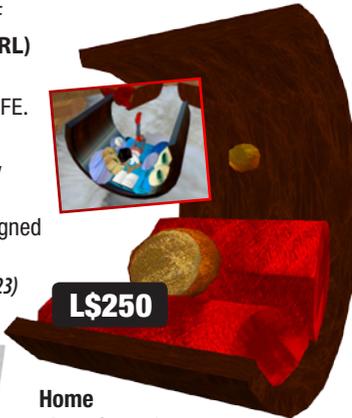


**L\$200**

**Charcoal suede modern-style sofa with chaise** and several animated sit poses. Designed by Chrissy Cordeaux, 27 prims. *Barcelona Marketplace, Barcelona del Oeste (182, 129, 23)*



**L\$275**



**L\$250**

**Home alone** for a nice relaxing reading evening? Try this stylish Rosewood Chill and Read Pad with one animation. Designed by Isabella Boehm, 17 prims.

Prim Goddess Creations. *Ilaria (183, 244, 94)*

## HIT THE RIGHT NOTES IN-WORLD

BY LIONILA LIGHTFOOT

**TALENTED** scripter **Ono Noh** has developed a sophisticated music recommender.

The small grey ball saying "click me for music recommendations" seems unspectacular. However, it is a music memory pool at your command. You type in the name of an artist or song, and the gadget searches for ones similar to your choices. This is a well-known tool in the real world, but could yet prove to be a useful tool in SL. "I hope it will be a blast in the

clubs and all other places where there is music. Maybe you can ask the DJ for the recommended music", said Ono. She is also looking into the possibility of having the music recommender itself play the music it suggests. How does it work? "There is a plug-in for media players called Audioscrobbler which reports what music you like to a web service. This data is used in a huge database of tens of thousands of artists to create relations between artists. The music recommender taps

into that data and reports what others that listened to the chosen artist also listen to". You can check the recommender out at Inworld Communication Department (Digital Zion, 97,19,22).



Ono Noh with her music recommender

# [t<sup>2</sup>] SECONDtunes

connecting artists with their fans one song at a time

SECONDtunes is a project created by SL musician Bobby Fairweather that allows artists to sell their music in-world. The interface is extremely simple, and the user experience has been fantastic so far! Please IM in-world for information about selling music at your shows.



CHECK OUT THE VENDOR AT THESE PERFORMANCES

- Sun 28 - Kourosh Eusebio @ Muse Isle (8pm)
- Mon 29 - JueL Resistance @ AUDIO (5pm)
- Tue 30 - Bobby Fairweather @ The Lodge (7pm)
- Wed 31 - Ronnie Carr @ Luxor (6pm)
- Thu 1 - Julian Vesta @ FuturePerfect (3pm)
- Fri 2 - Louis Volare @ Nantucket Theater (10:30am)
- Sat 3 - JAMBA Losangeles @ Bibi's Beach Cafe (3pm)
- Sun 4 - jaynine Scarborough @ FuturePerfect (Noon)

www.secondtunes.com



**Arahan Claveau**

**SALON DU DISRUPTIF**  
**@ The Heldscalla Gallery**

**Nebulosus Severine**

Buttermere / 53 / 164 / 33

**MUSICIANS IN THE SPOTLIGHT**  
**Komuso Tokugawa**

**SL Birth Date:**  
 03/03/2005  
**Famous for:**  
 Blues and Roots festival

By GAETANA FAUST

**TA: What are your musical passions?**

**KT:** I listen to anything and everything, but for playing, the blues and ambient styles would be my passions. The blues is what I started with and as any blues play-

few things, and some of these creep into my particular blend of blues based boogie, what I call BoogieBluesNoise.

**TA: Your blues are distinctive because of the raw quality. How do you achieve that sound?**

**KT:** Good music is all about tone and timbre, but especially blues because of the emotional undercurrent that drives it more than other styles. So tone is key to blues. It's not easy to describe it, but you know it when you hit it right. I spend a lot of time playing with sounds, looking for textures that fit with my style and what a particular song needs, and then basically jam it. It doesn't always work, and there have been a few train wrecks along the way, but when it does, it's good.

**TA: What is your favorite music venue in SL?**

**KT:** There are some nicely designed venues, but ultimately I've found it's the crowd which makes the party in SL. For the ambience, I'm after places that try and match the mood of the music - nice, still, relaxed atmosphere. So, it's more about trying to create a little one to two hour experience rather than just going to a gig and chatting.



Komuso's twisted blues cyborg look

er will tell you, it's a lifetime ride. The ambient music is related to a project I'm doing in RL for healing and relaxation.

**TA: Being an Australian and streaming from Japan around the globe, do cultural influences get into your music?**

**KT:** Yes, very much so. My music is influenced by a number of traditional Japanese/Asian meditation practices, as well as western generative ambient artists like Brian Eno and Steve Roach. I've travelled a lot, and seen a



**DESIGNS FOR DINNER PARTIES**

By Marian Maverick

**SITTING down to a pleasant meal can be a fantastic experience in Second Life, just as in RL - if you have the right setting.**

The perfect dining table is therefore a crucial part of any decent dinner party - and Eladon Galworthy is one of a number of designers filling the gap in the market. He runs PondLife (Lancelot 101, 196, 21) with his partner, Maggie Sullivan. They started out a year ago designing Koi fish and pond plants but have since expanded their product range, with multi-purpose baths and interactive dining tables their main focus. Eladon said: "Anything I create I would gladly use in

my own home. The majority start out for our own use then I make variations and that has led to commercial success.



"I like to create items that make people comfortable and able to relax, and stimulate their imagination."

The PondLife tables are set with fine china and offer a range of hot and cold menus and sitting positions.

Eladon, who credits Maggie as the source of his inspiration, added they prided themselves on the quality of their customer service.

"People spend their money and have the right to expect it to work even when it's an SL-created issue or their own mistake."



Te Whare Huka

By LEIDER STEPANOV

## THE MOST EXCITING SKIING AND SNOWBOARDING IN SL

ZOOMING down a mountain on two planks of wood can be quite an experience.

In Second Life, though, there is no danger of a broken leg cutting your trip short.

Winter sport nuts have established a series of resorts, where visitors can tackle virtual mountains on skis or snowboards, or do a spot of ice skating.

Wolf Mountain (PeachTree Resort 42, 42, 32) is a new sim which incorporates two ski lifts with a wealth of other attractions, including chalets, shops and a special honeymoon suite. Owner Peach Fizz ensures a friendly welcome, and the sim has already be-

come a popular destination with newlyweds. The secret ice caves make sure that visitors never quite know what to expect.

A full slalom course with a timer is the main attraction at the Nakiska Ski Club, part of Snowy Mountain Park (Nakiska 8, 41, 37). The winter paradise also offers a ski halfpipe. The Te Whare Huka House of Snow (Ayas 86, 160, 136) is another large resort offering skiing and snowboarding, as well as a skating rink.

Those most at home on ice skates will also enjoy Lyonesse (Lyonesse 137, 131, 26), where they can explore the frozen river, lake and sea. There is



also snowboarding on the slopes and a cottage with coffee, champagne and a fire.

For a pair of free skis, head down to the Scotland sim – where skiing is surprisingly among the other Highland treats including ice dodgems, caves, ceilidhs, Gaelic lessons – and of course the pub.



## TRAVEL FEATURE

By VALENTINO SCHNABEL

Dane Zander built the romantic Lost Gardens of Apollo sim from scratch. He told The

AvaStar about his love of travelling.

**TA:** What are your top tips for travelling in Second Life?

**DZ:** Serendipity, pure and simple. The greatest way to travel in my humble opinion is to explore. Go by gut feeling and instinct. Be prepared to be bored, surprised, awestruck, disgusted or delighted. SL reflects the real world in many ways, and the various builds and designs reflect our dreams, fears, talents and desires.

**TA:** Where do you go to relax?

**DZ:** An old favourite of mine has always been the Fireworks Show at Teal (128, 128, 30). The entire sim is amazing. But I admit I often find myself in my own Gardens too, or at Menorca, the live music sim owned by Slim Warrior. I love to go swimming there.

**TA:** Where do you go to meet interesting people?

**DZ:** With a few exceptions, my friends and the fun people I have met in SL have been those I have run into by chance while exploring. A very good way to find people

is to go to the welcome areas and offer a newbie a helping hand. I met some of my very best friends doing just that.

**TA:** Where are your favourite destinations for clubbing and night life?

**DZ:** Any place with a good host or DJ! When my airborne club accidentally dissolved itself once and everybody tumbled to the ground in the Gardens below, the DJ and host made sure the party went right on.

**TA:** Any other tips?

**DZ:** Another great way to explore is to sail the vast internal waterways of the mainland.



## TAKE YOUR PICK

Take a quick peek at the hot destinations in profile picks. This week: **ARTISTS**



**The King of SL sculpture enjoys the familiarity of his own work:**

uvvy island, (uvvy 190, 128, 132) is home to some wonderfully experimental futurist architecture and the SL Museum of Future History F.I.D., The Djorkenheim, Djork (85, 42, 23). Surreal. Where he tries to take himself seriously.



**The painter and sculptor chooses cool architecture hang-outs:**

Kush Design Lab (Gemed 227, 158, 46) is a spectacular harbour side shopping mall. Inn of the Grinning Tiger, (Philudoria 128, 100, 46). Taber Tudor Village (Taber 173, 102, 22) - one of SL's oldest museums.



**Describing herself as an inquisitive explorer, her picks include:**

The Numbakulla Project, (Numbakulla 215, 18, 22). This shipwreck island quenches a thirst mystery. Academy of Second Learning Faculty ASL, (Eson 34, 168, 351). Zizzer's, (Ferox 57, 219, 229) for parties and art in the clouds.

# Dedric Mauriac's Gadgets

Currently located in Higgins (240, 200) or just search places for "Dedric Mauriac"

**Message Board**, **Visitor Counter**, **RSS Reader**, **Work Requests**, **Digital Clock**, **Item Dispenser**, **Web Browser**, **Password Generator**, **USA Timezone Clock**, **Feed Display**, **Comment Drop Box**, **Sim Land Owner Scanner**, **Regeneration Chamber**, **Particle Lab**, **Victorian Dunking Booth**, **Druid Staff**, **Victorian Game Clock**, **Lava Lamp**, **Tech Bug**, **Grave of Lost Souls**, **Spinning Globe**

Gadgets, Gizmos, Doodads, Doonickies, Widgets, Gadgets, and more! Gadgets, Gizmos, Doodads, Doonickies, Widgets, Gadgets, and more! Gadgets, Gizmos, Doodads, Doonickies, Widgets, Gadgets, and more! Gadgets, Gizmos, Doodads, Doonickies, Widgets, Gadgets, and more!

For advice write to Randi Barracuda at: [dearrandi@the-avastar.com](mailto:dearrandi@the-avastar.com)

# DEAR RANDI



## DECOR DISASTER

### RANDI'S PHOTO CASEBOOK

#### I HAVE TO TELL MY HOUSEMATE SHE HAS TERRIBLE TASTE

**Dear Randi:** I was having trouble paying rent on an expensive home here in SL and told my best friend about it. As she didn't have a place to live, she suggested she move in with me to help with the rent and I agreed it was a good idea. But one day last week I logged on and

saw that she had done a lot of redecorating. And although she is a very good friend, she has terrible taste! How do I ask her not to redecorate without consulting me? - N.R.,

**Randi says:** Very carefully. Perhaps she was trying to be helpful and had the very best

intentions. Bite your tongue and thank her for the additions, and then suggest that the two of you go shopping together! Picking out new items together should be fun, and you can gently steer her toward things which better fit your tastes.

#### Raif's ex Danie makes an untimely entrance



Why can't my wife trust me? I won't cheat on her.

#### MY GIRL WANTS LESBIAN SEX

**Dear Randi:** My SL girlfriend and I have been dating for a couple of months and have a very happy relationship. I am very much in love with her and had hoped it might lead to in world marriage. But recently she told me she wanted to experiment sexually with a woman who is a good friend to us both. I didn't even know she liked women that way. What should I do? — D.W.

**Randi says:** It's great that you two have such a trusting relationship. She told you what she was thinking before acting on it. SL is a place where many people act out fantasies they would never experience in RL, so show her how much you love her by letting her take care of her needs. It could even bring you closer.

#### RL HUSBAND IS MARRIED IN SL

**Dear Randi:** My RL husband joined SL several months ago, and spends nearly all his free time in-world. I signed up a few weeks back, and have enjoyed the experience — although apparently not as much as him. A few days ago he left the house without signing out of SL, and I couldn't resist the temptation to look into his inventory. I discovered he is 'married' here, and found several notecards with steamy love notes from his SL wife. How can I trust him? — L.B.

**Randi says:** It sounds as if you both have trust issues. It wasn't right on your part to snoop into his inventory. The two of you may have much bigger issues in your marriage, so act now before it's too late.



We made a mistake, Raif. We should be together!



No, Danie! Now leave me alone.

to be continued...

# L\$2,000 BLIND DATE!

YOU COULD BE BE OUT ON THE TOWN FOR FREE WITH THIS BEAUTY ON YOUR ARM

A MAKEOVER and a date worth L\$2,000 could be looking for love - and if you fancy your chances, yours thanks to The AvaStar. This lovely lady is email us at newsdesk@the-avastar.com.

## MYSTERY SINGLE!



**How would you sum yourself up in one sentence?**

I could be your Angel! I am romantic and outgoing, have a great sense of humor, enjoy dancing and long walks on the beach and love to have a good time and an interesting conversation.

**What are your interests in Second Life?**

For now I prefer to explore and meet new people; later I'd like to open my own fashion boutique and a

dance club.

**What are your favourite places in SL?**

Sinners Paradise, Wales of course... One of the most beautiful places in SL.

**What are you looking for in your dream date?**

Men only, please... Sorry ladies... I'd like to meet someone romantic and passionate, who treats his lady as a queen... Let us have a fun and enchanting evening together, the memory of wich you will retain for a long time... I have yet to find that man.

ADVERT

# SELL THE AVASTAR!

The AvaStar is offering YOU the chance to install one of our stylish vending machines on your land and earn L\$!

To get involved with distributing Second Life's favourite tabloid, IM Ikarus Santos or email advertising@the-avastar.com.



# LOVE IS IN THE AIR...

THIS WEEK THE AVASTAR SET UP A BLIND DATE WITH ONE OF OUR STAR SINGLES AND A VERY LUCKY WINNING GUY. KANDI KITTINGER AND PAUL BUMI MET FOR THE FIRST TIME ON WEDNESDAY EVENING AND SPENT THE WHOLE NIGHT GETTING TO KNOW ONE ANOTHER.



**9:30 PM** The AvaStar took Paul shopping to find him a smart suit to impress, and also some red roses for his date. He chose a suit from Musashi-Du, and some shoes from FKNY. Then he showed us his cheeky grin.



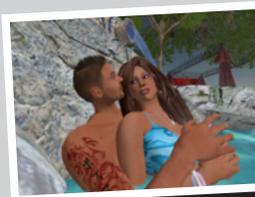
**10:30 PM** When they met for the first time on AvaStar Island Kandi said she was very nervous. Paul said he wasn't, but he forgot to give her the flowers he had bought the day before.



**11:00 PM** The couple arrived at the romantic sunset destination. Paul said, "When I first saw her the legs blew me off, vavoom." Kandi said, "I thought you had done well, a gentleman- cute and polite".

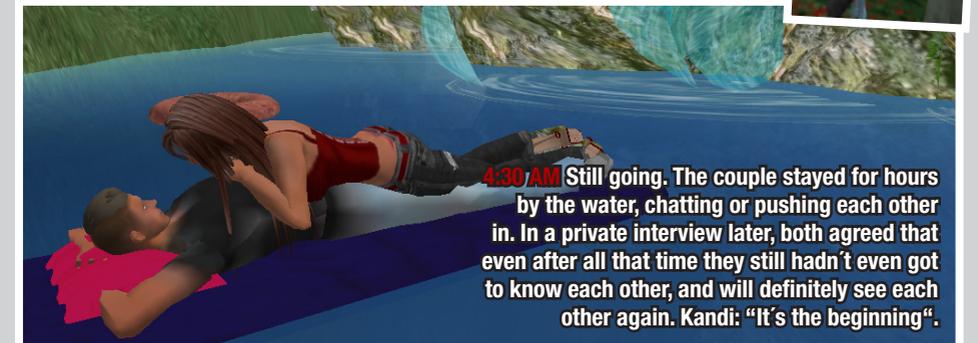


**11:30 PM** At a candle-lit dinner the giggles broke the ice, and in the end the two of them ended up sharing a steak. Paul said: "Dinner for two, candle, cute girl... I'm good!"



**2:00 AM** Things began to get steamy. After chatting for a long time over dinner the two of them took out their swimsuits and got cuddly in a romantic night-time jacuzzi in the rocks.

**3:30 AM** The courting couple had changed into something more casual and found a charming little spot for a sweet kiss.



**4:30 AM** Still going. The couple stayed for hours by the water, chatting or pushing each other in. In a private interview later, both agreed that even after all that time they still hadn't even got to know each other, and will definitely see each other again. Kandi: "It's the beginning".

# THE AVASTAR

## Valentine's Special

The AvaStar Issue 8

2.9.2007

in aid of  
Ayeshe Millions

FREE supplement in The AvaStar with everything you need for the perfect Valentine's Day!

All advertising proceeds from the supplement will be donated to Ayeshe's Angels.

If you want to help Ayeshe email [advertising@the-avastar.com](mailto:advertising@the-avastar.com).

*Ayeshe's Angels*

was founded to benefit Ayeshe Millions, a SL content creator stricken by illness.

# THE GUIDE

WHAT TO DO THIS WEEK!

## THIS WEEK: EUROPEANS

**THE BRITS ARE COMING**  
The Three Lions Pub

GERMANY:  
Beer and other traditional fare



By PETRONILLA PAPERDOLL

### NATIONALITIES IN SL:

## EUROPEAN UNION

**FOR many European newbies, Second Life is a daunting prospect.**

Your English may not be good enough to interact with the people you find, and one of the best ways to fit in more easily is to find a group from your RL country.

You should find assistance and entertainment, with avatars ready to explain how to wear a shirt or find a job, or to invite you to an event. You can find official hosts, like Surprise Georgette in the classy Italian sim Parioli, but there is

a lot of spontaneous help, too.

It can be good to hear you're own language, particularly if you're having problems. The SL English jargon can be hard to understand, and places like the French community at Gaia (148, 123, 34), provide translated tutorials. Other destinations are set up for fun – Spaniards enjoy themselves at the Malatu Ibiza Club (107, 133, 95).

For Swedish people, Tina (PetGirl) Bergman sends traditional dresses as gifts on public holidays.

A traditional German welcome will await visitors at the Biergarten at Mann (168, 255, 25) – definitely worth going in and having a beer.

If you want to go beyond your own national borders, you can find info on different communities through Imagoel Best's European group.

You don't have to be a European, however, to enjoy the communities – visit the Dublin sim (147, 104, 25) or soak up the atmosphere at Amsterdam (136, 233, 25).



Mine's a pint

Make friends, drink and have a good old dance.

**Where:** Bourton Village (79, 96, 31)

**GREEKS HANGING OUT**  
To Steki



Golden Greek sand

A party on the beach? Yes, but you can also take part in a writing competition, and much more.

**Where:** Coral d'Alliez (54, 25, 21)

**THE ITALIAN JOB**  
Italian bar



Bellissimo

A cool and trendy little bar situated right on the main street of Italian sim Parioli.

**Where:** Parioli (99, 137, 40)

2.2. - 2.8.

**'DON'T MISS!' –****NIGHTLIFE****Line dancing contest**

The best line dancers in Second Life are on show at this pretty western sim. You get to decide who wins.

**When:** February 6, 10:30 - 11:30  
**Where:** Shaka (189, 29)

**MUSIC****Chill out tunes**

Ambient guitarist AldoManutio Abruzzo and his Godin guitar take to the stage for another evening of delight and relaxation.

**When:** February 2, 14:00  
**Where:** Hetaira Island (137, 102)

**NIGHTLIFE****Sexiest Avatar**

The hottest avatars will be competing for the title.

**When:** February 7, 19:00 - 21:00  
**Where:** Virtual Fantasies, San (68, 120)

**MUSIC****Juel Resistance live**

The sultry singer onstage at the formal art deco style club Egret.

**When:** February 3, 17:00 - 18:00  
**Where:** Club Egret, Gannet Island (123, 129,)

**ARTS AND CULTURE****Jimmy's Garden Delight**

Great music, billabongs cuddle rugs and pure hedonism.

**When:** February 7, 02:30 - 03:00  
**Where:** Cheosan (102, 236)

**EVENT OF THE WEEK!****Keiko Takamura live**

Listen to the beautiful vocals and fantastic music of renowned artist Keiko Takamura at the grand opening of the tropical Cocololo Island.

**When:** February 3, 20:00  
**Where:** Cocololo Island (163, 233)

**EVENTS OF THE WEEK****NIGHTLIFE****Starcity Formal Ball**

A week before Valentines, get in the mood by donning your best ballgowns or tuxedos and hitting the dancefloor.

**When:** February 7, 12:00 - 13:30  
**Where:** Drum (82, 22)

**MUSIC****Jeff Tully Live**

It is his regular show, but this week he promises an extra special suprise.

**When:** February 4, 10:00 - 11:00  
**Where:** Sunset Pavilion, Laurel (206, 86)

**NIGHTLIFE****Avatar Auction**

Buy a date at this event. It's always fun to take a risk, and you never know where it could lead to in the future.

**When:** February 5, 17:00 - 18:00  
**Where:** Jodis (177, 157)

**EVENT OF THE WEEK!****Ballet Premiere**

The Launch of Olmannen, the original ballet by Inarra Saarinen which will be on show twice a week throughout February.

**When:** 4 February, 16:00  
**Where:** SL Ballet Theatre, Quat (54, 28)

**ART AND CULTURE****Exhibition Opening**

Enjoy the artwork by JJCCC Coronet at DH Gallery of Art upper gallery.

**When:** February 3, 12:00 - 13:00  
**Where:** DH Gallery of Art, Troy (229, 217)

**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](mailto:news-desk@the-avastar.com).

# Think

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## SPEAKING THE SL LANGUAGE

By CARRIE SODWIND

**ROSELE MAROON** is a photographer and multi-lingual socialite.

**THE AVASTAR:** How was your first day in Second Life?

**ROSELE MAROON:** Not so happy. I was frustrated at how hard it was to understand, and I felt like nobody wanted to talk because I was new.

**TA:** What was your most embarrassing moment as a newbie?

**RM:** On my first day a girl, who I thought was really sweet, talked

to me. She asked if I wanted to look good, and of course I agreed. She gave me a folder and asked me to wear everything in it and I did. I was not especially good looking before, but I

turned into an ugly monster. People came and made fun. It was terrible.

**TA:** What is your advice to newbies?

**RM:** Join a group as soon as possible and be active in it. It's the easiest way to make friends in SL. Participate in different lessons too. It is good to learn what you want to do. There are many good lessons and teachers.

**TA:** Where would you recommend newbies to go?

**RM:** Explore different places, not only shops, clubs and casinos. There are some wonderful and peaceful landscapes too, just to sit and think.

**TA:** When did you feel at home?

**RM:** I think it took a month to start to feel at home. Personally I'm lucky to know a few languages and because of that I could join three different groups - Swedish, Polish and Israeli. I could therefore belong to some close-knit communities.



MULTILINGUAL:  
Rosele Maroon

DO



### DO'S AND DON'TS: FRIENDS

DON'T

- + Review your Friends list when you log on to see who else is online.
- + Check a person's profile to see if they are friend material before clicking Add Friend.
- + Use the Friends list to view their profiles, IM, or teleport them.
- + Occasionally IM a hello to friends you haven't seen in a while, to stay in touch.
- + Create a Group for friends with a common interest or project.
- Offer friendship before you even say hello. This usually earns you an automatic rejection.
- Hand out rights to modify your objects to everyone on your Friends list. It could do a lot of damage in the wrong hands.
- Keep people on your list if you've fallen out of touch. Delete if you can't remember who they are.
- Add Friend when offering a Calling Card will do.

DIARY OF  
A NEWBIE



### HOME AND AWAY

**EVERYONE** I spoke to who was already a resident in Second Life told me how wonderful it was.

Well, it didn't look that way to me. Staring at the same four walls for three days was something I could quite easily have done in RL. It had all started so promisingly, with the amble down through Orientation Island. I then started to explore on my own.

That was when disaster struck. I must have innocently wandered into someone's private house, and the next thing I knew I was locked in. The owner must have gone out without realising I was there and locked the door, so to speak.

Of course, nowadays it would be simple to extract myself from this predicament. Back then, though, it was beyond me. So I waited. And waited. Finally, three days after I arrived, I was online at the same time as the owner of the house appeared. I fled, never to return - but a lot wiser for the experience.



Trapped indoors

# THE AVASTAR OF THE WEEK

## MOO MONEY

THE MUCH-LOVED MACHINIMA GURU HAS BEEN AROUND SECOND LIFE SINCE 2003. SHE IS ALSO A NEWS ANCHOR FOR THE GRID REVIEW.

By VALENTINO SCHNABEL

### PROFILE

NAME:

MOO MONEY

BIRTH DATE:

JANUARY 20, 2003

PROFESSION:

MACHINIMA ARTIST

ATTITUDE:

HELPFUL, FRIENDLY  
AND DETERMINED

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

**Moo Money:** I don't like to give up.

**TA: What is your favourite place in Second Life?**

**MM:** Lukanida. I feel at home in the Alt-Zoom Theater.

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

**MM:** Better land access systems to free up group space.

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

**MM:** Making and promoting machinima.

**TA: What personal Second Life achievement are you very proud of?**

**MM:** Being asked to report for The Grid Review, a machinima news program.

**TA: What is the most**

**precious item in your inventory?**

**MM:** The Filming Path HUD. It's changed the way I film in SL. Anyone who has tried the Alt-

Zoom Camera knows that it has quite a learning curve to it. The Filming Path HUD allows you to do the same things with the click of a button. I can't stop telling people about it.

**TA: Who would you vote to be President of SL?**

**MM:** Spin Martin. He's a podcaster that also runs a record label in Second Life. He's motivational and gets things done.

