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**\*\* Welcome to MediaMOO! \*\***

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PLEASE NOTE:

MediaMOO is a professional community, where people come to explore the future of media technology. The operators of MediaMOO have provided the materials for the buildings of this community, but are not responsible for what is said or done in them. In particular, you must assume responsibility if you permit minors or others to access MediaMOO through your facilities. The statements and viewpoints expressed here are not necessarily those of the janitors, Amy Bruckman, or the Massachusetts Institute of Technology and those parties disclaim any responsibility for them.

Type:

'connect <character-name> <password>' to connect to your character, 'connect Guest' to connect to a guest character, 'help @request' for information on how to get your own character, '@who' just to see who's logged in right now, '@quit' to disconnect, either now or later.

connect mediamatic jans

\*\*\* Connected \*\*\*

purple-crayon.media.mit.edu

You are almost to MediaMOO, inside a fiber optic cable. Type OUT to get to the Media Lab or COMMON to get to Curtis Common.

Obvious exits: out to The E&L Garden, common to Curtis Common, salon to The NI Salon, and down to media.mit.edu

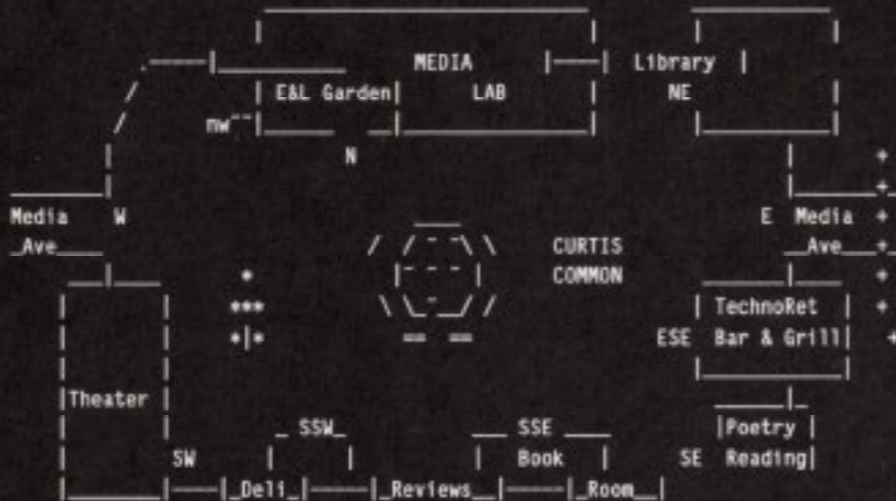
There's a new edition of the newspaper. Type 'news' to see it.

MediaMOO is a professional community for media researchers. Please type "help purpose"

common

You head for Curtis Common...

Curtis Common



Jouke, Geert-Jan and Mediamatic are standing here. You see Fountain, BLUEPRINT#1, BLUEPRINT#2, A sign announcing help via paging...READ THIS, Santa, Santa's list, invitation, and purple frisbee are here.

Geert-Jan reads the media graffitti on Fountain...

Jouke asks, "3 weeks though?"

Geert-Jan says, "yes, we have a january 'interim' period between semesters.."

Geert-Jan says, "we meet 4 hours a day.."

Jouke says, "ahh"

Jouke must do his expense reports...

Jouke, "I am already"

Jouke sighs

Geert-Jan greets Mediamatic...

Geert-Jan tosses purple frisbee into Fountain...

... the fountain waters slosh about after purple frisbee's entry...

@who	Player name	Connected	Idle time	Location
	Mediamatic (#113)	2 minutes	0 seconds	Curtis Common
	Jouke (#3657)	10 minutes	10 minutes	Curtis Common
	Geert-Jan (#008)	10 minutes	10 minutes	Curtis Common
	Kas (#8043)	23 minutes	15 minutes	Oneday quadrangle
	Menno (#447)	23 minutes	13 minutes	Oneday quadrangle
	Iiona (#62)	23 minutes	20 minutes	Oneday quadrangle
	Volvo (#8867)	48 minutes	21 minutes	Women's dressing room
	Maxi (#63)	12 hours	11 hours	the Ballroom
	Yvonne (#2111)	43 minutes	35 minutes	Men's Dressing Room
	Pieter (#430)	2 hours	36 minutes	Pyramid
	Antje (#233)	34 minutes	23 minutes	the Ivory tower
	Fred (#915)	13 minutes	2 minutes	the Atelier Picasso
	Esther (#576)	16 hours	13 hours	PoMo-a-GoGo lounge
	Arnoud (#10544)	15 minutes	5 seconds	Gordon's office and lounge
	Nox (#8850)	7 minutes	7 minutes	U-505 boat
	Lars (#555)	5 minutes	2 minutes	Moss Rock Wilderness
	Hans (#1383)	a day	3 hours	Box forest
	Rein (#75)	18 hours	14 hours	Room of the WILD MIND
	O.S. Serafijn(#7)	4 hours	30 minutes	Corwin's Cabin
	Rosanna (#800)	6 hours	6 hours	the Bathroom
	Edward (#7213)	3 hours	3 hours	The Wub
	Tiji (#8934)	4 minutes	4 minutes	the Great Lake
	Joseph (#5585)	an hour	22 minutes	Celestial cavern

Total: 23 players, 4 of whom have been active recently. There are 2 players not listed.



@join-kas

## Oneday Quadrangle

The oneday cloisters, you stand in a central space created by buildings on all sides, and dominated by a knarled wide oak and an uneven and wildly colourful garden.

East is a nineteenth century warehouse building converted to living quarters.

North is a low building with glass along its length, the water of a 25 metre pool reflects the autumn sun.

West is a building that looks like an English country house but by intention and the addition of some complex parasitic architecture, has been converted for use as office space.

South is a modern and uninspired squat factory building, it has no windows but two large doors are slid open revealing a quiet, clean, and unmanned production line, humming almost imperceptibly.

Obvious exits: north to oneday poolside and east to oneday warehouse

east

oneday warehouse

When you dance and your arms and hands find ways through the temporary spaces of the crowd and your hips rotate and your torso flexes and twists, and movement flows rhythmically through your whole body, you can't help thinking that music is filled with spatial cues and that lucid large gestures and measured breathing are all in some way a direct consequence of a musical map.

In the sense of feeling hollow and sinewy and alive reaching into the light and the clarity.

Moving measured and slow. This room is made up of all those temporary spaces.

sort of type thing

It is also the ground floor of a warehouse and good place to play loud music

Obvious exits: up to all empty living space and west to oneday quadrangle.

up

all empty living space

A big open space, with a ceiling made low by bunches and folds of raw cottonhung untidily, covering it completely all white and dishevelled.

Autumnal sun streaks through large, down to the floor, warehouse windows, and plays on the stained, polished, wood floor; three large futon, lying sort of next to each other so you could, perhaps, crawl from one to another, are obscured by a number of large Marks and Spencers duvets. This sleeping place fills a small part of the excessive floor space.

A low trestle table runs from the mattresses all the way to the wall and on it are two unremarkable terminals; books and magazines, some scattered, some organised into ridiculously neat rows. One end is full of wood and metalworking tools, a lathe, and a fix mounted drill dominate chippings and useless looking objects in various states of disrepair.

Most of the space is bare hollow and peaceful.

There are no chairs.

A wrought iron staircase leads down

Obvious exits: down to oneday warehouse and up to Cafe Tired

You see DELL 486DX here.

JBen, Kas, Ilona and Menno are here.

up

Cafe Wired

Large and empty.

...but there's been work going on in preparation for good things to come.

On the wall is a large temporary sign which says:

Cafe Wired:

Here you are virtually connected to Cafe Wired@LambdaM00.

(This means if you say or emote anything here, they'll see it there.)

Be advised.

-The Management

The South wall is all glass, and looks out over the warehouses of Media Gulch.

Beyond the warehouses to the Southeast lies San Francisco Bay.



You wonder if you should dress for the occasion.  
You step quietly into the ballroom, feeling underdressed.

@join Volvo  
You step through the velvet curtain into the women's dressing room.

## Women's Dressing Room

The dressing room is a clutter of gowns, hats, and gloves from all different eras.  
Type 'examine rack' for more information.  
Obvious exits: east to Ballroom Foyer and south to The Ballroom.  
You see women's clothing rack here.

examine rack  
women's clothing rack (aka #598, women's clothing rack, and rack)  
Owned by Amy.  
You see a rack filled with formal (and not so formal!) attire from all eras.  
Type 'examine rack' for more information.

Obvious verbs:  
wear <anything> from rack  
search rack  
design+outfit <anything> for rack  
give-away <anything> from rack  
list+outfits rack  
get/take rack  
drop/throw rack  
give/hand rack to <anything>

search rack  
You search through the rack and find outfit T-shirt and 501 blue jeans and thongs (Outfit #48) which would look elegant on you.

wear 48 from rack  
You slip into outfit T-shirt and 501 blue jeans and thongs.

search rack  
You search through the rack and find a flowing floral skirt that just brushes the floor (hence the dust-ruffle) with low-cut, sweeping neck top in cream and rose, flowers in her hair, bells on her sandals (Outfit #86) which would look darling on you.

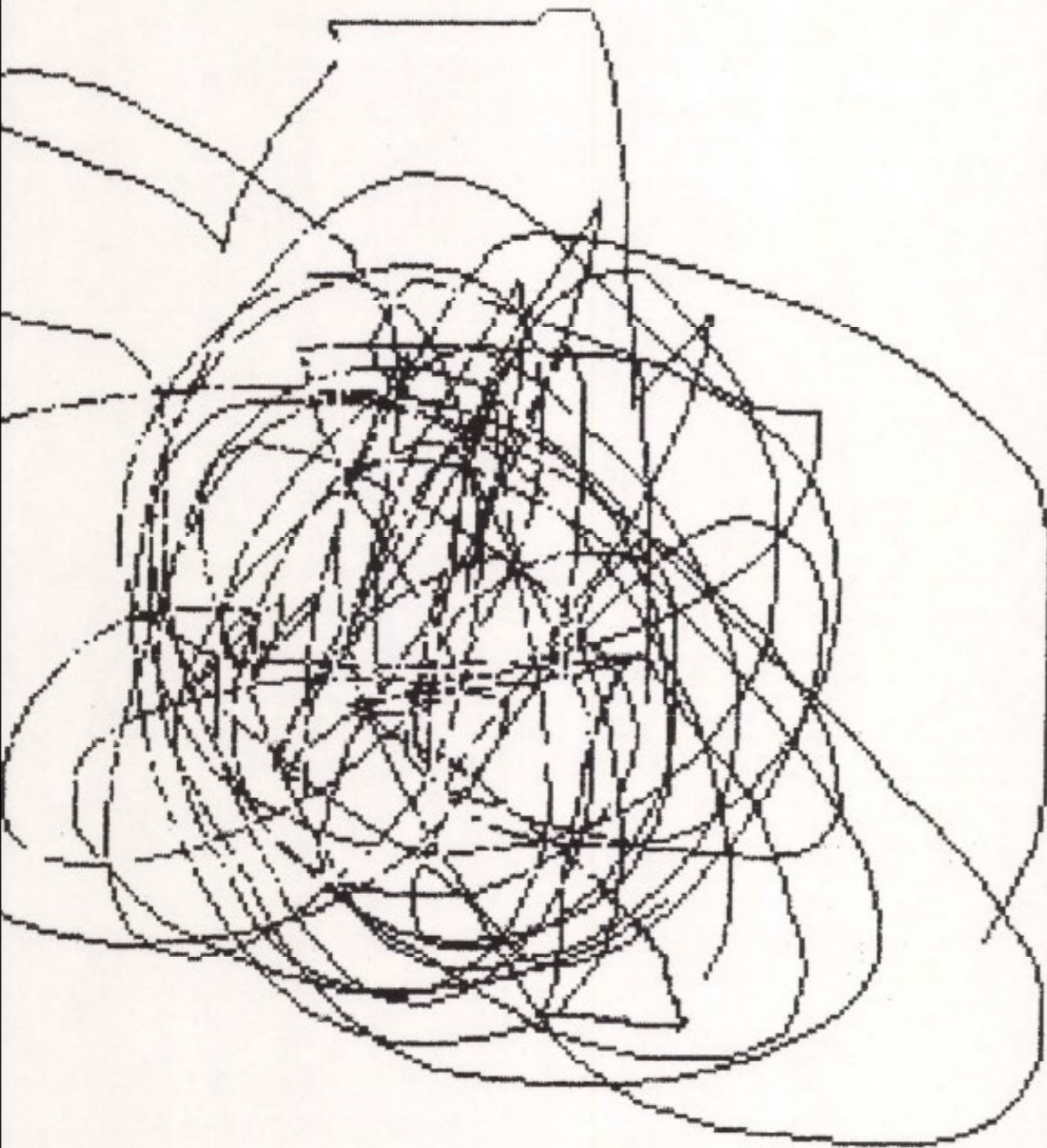
wear 86 from rack  
You remove outfit T-shirt and 501 blue jeans and thongs.  
You slip into a flowing floral skirt that just brushes the floor (hence the dust-ruffle) with low-cut, sweeping neck top in cream and rose, flowers in her hair, bells on her sandals..

search rack  
You search through the rack and find a classic black cocktail dress and snakeskin pumps (Outfit #1) which would look divine on you.

wear 1 from rack  
You remove a flowing floral skirt that just brushes the floor (hence the dust-ruffle) with low-cut, sweeping neck top in cream and rose, flowers in her hair, bells on her sandals..  
You slip into a classic black cocktail dress and snakeskin pumps.

east  
You step into the slightly brighter light of the foyer.

Ballroom Foyer  
The ballroom foyer has a green marble floor with swirls of gold. The walls are a rich green velum, and the white ceiling forms a pointy peak in the center.  
Obvious exits: south to The Ballroom, east to Men's Dressing Room, west to Women's Dressing Room, and north to Sixth-floor Atrium.



south

## The Ballroom

Hanging from the peaked ceiling thirty feet above, an art deco chandelier shines. You can see its reflections in the marble floor, which is a deep green with whirls of gold. Behind the black slate bar built into the west wall, Lucy is making drinks. Sunken down two steps is a large, octagonal dance area. Obvious exits: north to Ballroom Foyer, northeast to Men's Dressing Room, northwest to Women's Dressing Room, and south to Dance Floor. You see Lucy, The Great Big Giant Birthday Card, plate of cheese, MediaM00 Award Plaque, plate of cookies, and Robo Ninja-Librarian here. You pause in the doorway of The Ballroom, gazing around the ballroom. A voice announces, "Maxi".

south

You step onto the dance floor.

Dance Floor

The large, octagonal dance area is inside the ballroom, set two steps down. The floor here is a polished mahogany, which reflects the lights of the chandelier above. Obvious exits: north to The Ballroom. You see The Band here.

examine the band

The Band (aka #2193, The Band, and band)

Owned by Amy.

The members of the band are dressed in formal attire, as the occasion demands.

Amazingly, the number of players and the instrumentation change to perfectly suit each song!

You realize that they are actually a very nice hologram, with simulated 3d audio output!

Obvious verbs:

g+et/t+ake the band

request <anything> from the band

@remove-song <anything> from the band

@list-songs the band

@responsible+for-that-last-song the band

@reset the band

@learn+requests the band <anything>

d+rop/th+row the band

gi+ve/ha+nd the band to <anything>

request airbag from the band

You tell the band leader your request.

The band leader says "Sure thing. We'll play that next."

@list-songs the band

Songs in the band's repertoire:

1: The Time Warp, suggested by Amy (amy) (#75)

2: Our Lips are Sealed, suggested by Amy (amy) (#75)

3: Vogue, suggested by Amy (amy) (#75)

4: Hawaii, suggested by Janice [GPC] (#8080)

5: Scarlet Begonias, suggested by mday [The Rhetronymical] (#1849)

6: Love Me Tender, suggested by Corwin (#6685)

7: Masochism Tango, suggested by Blue-Guest (#106)

8: moon river, suggested by petit-objet-a (#8776)

9: Hell Awaits, suggested by Guest (#113)

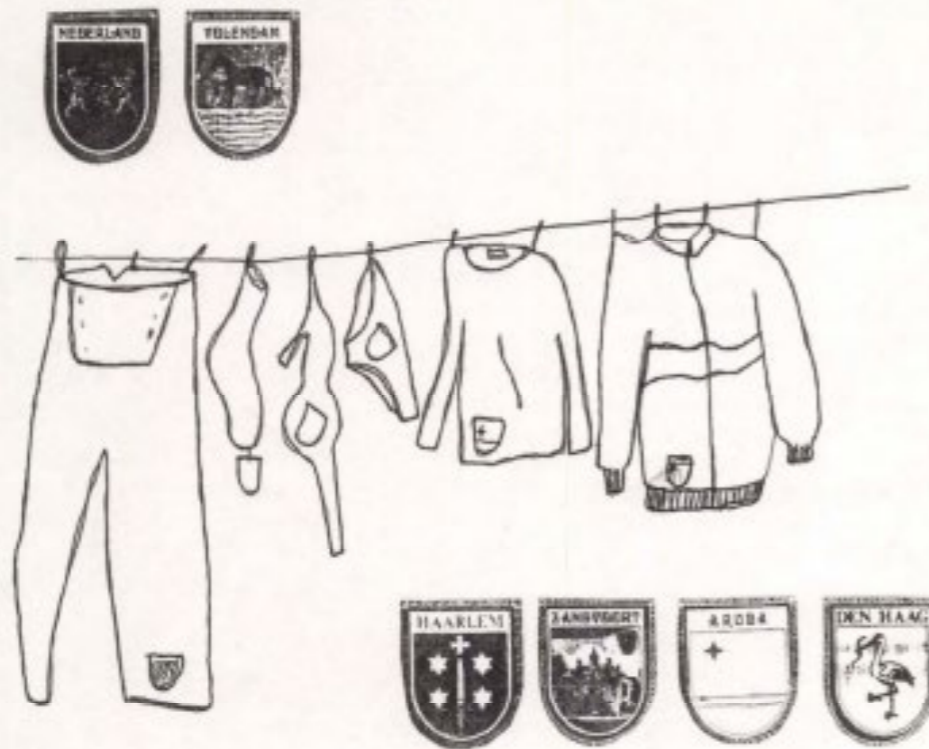
10: The Maestro, suggested by cheets (#10301)

11: charleston, suggested by cj (wunderin') (#8672)

12: ThunderStruck by AC/DC, suggested by James-Bond (#4130)

The band leader says, "And now a special request from Maxi."

The band starts playing "airbag".



northeast

You step through the velvet curtain into the men's dressing room.

## Men's Dressing Room

The dressing room is a clutter of tuxedos, tail coats, cummerbunds, gloves, and hats from all eras.

Type 'search rack' to pick an outfit, and 'wear # from rack' to put it on!

Obvious exits: west to Ballroom Foyer and south to The Ballroom

You see men's clothing rack here.

search rack

You search through the rack and find mask, snorkle, fins, complete body tattoo, and floppy guitar (Outfit #61) which would look handsome on you.

wear 61 from rack

You slip into mask, snorkle, fins, complete body tattoo, and floppy guitar.

search rack

You search through the rack and find a black Marcel Duchamp t-shirt, surfer sweatpants, and no shoes (Outfit #57) which would look seashing on you.

wear 57 from rack

You remove mask, snorkle, fins, complete body tattoo, and floppy guitar.

You slip into a black Marcel Duchamp t-shirt, surfer sweatpants, and no shoes.

search rack

You search through the rack and find a pair of spike-heel cowboy boots the size of Mt. Rushmore (Outfit #15) which would look handsome on you.

wear 15 d from rack

You remove a black Marcel Duchamp t-shirt, surfer sweatpants, and no shoes.

You slip into a pair of spike-heel cowboy boots the size of Mt. Rushmore.

search rack

You search through the rack and find frayed jeans and a rather faded Grateful Dead t-shirt (Outfit #32) which would look OK on you.

wear 32 from rack

You remove a pair of spike-heel cowboy boots the size of Mt. Rushmore.

You slip into frayed jeans and a rather faded Grateful Dead t-shirt.

west

You step into the slightly brighter light of the foyer.

Ballroom Foyer

The ballroom foyer has a green marble floor with swirls of gold. The walls are a rich green velum, and the white ceiling forms a pointy peak in the center.

Obvious exits: south to The Ballroom, east to Men's Dressing Room, west to Women's Dressing Room, and north to Sixth-floor Atrium.

north

You feel a tingling sensation and suddenly realize that you are no longer wearing frayed jeans and a rather faded Grateful Dead t-shirt.

Sixth-floor Atrium

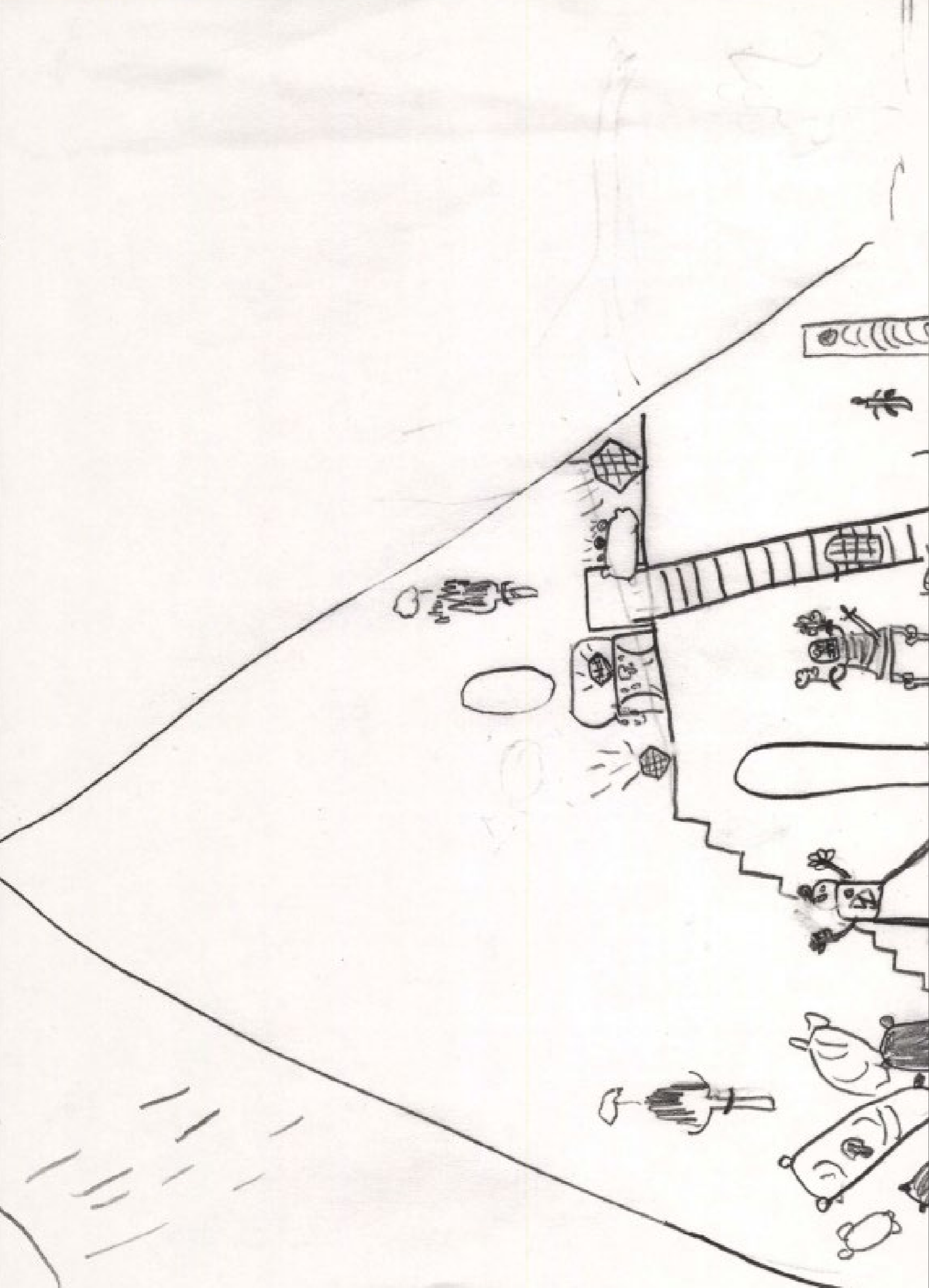
A mist-filled space. The topology of this floor is unclear.

Obvious exits: library to The Library, down to Media Lab Roof, alum to Alumni Hallway, south to Ballroom Foyer, and elevator to elevator

You see an elevator call button here.

elevator

The doors are shut. Ouch!



@go pyramid

## Pyramid

A shimmer of swirling white light, fiber optic cable is strewn everywhere, this place is obviously under construction!

One of the cables has a head jack. You are attracted to it...

Obvious exits: down to The Lower Depths of the Pyramid

You see Head Jack, Mummy, Kaiada, Flame's slate, Golden Coin, Flame's New Year postcard, and rope here.

examine mummy

Mummy (aka #4870 and Mummy)

Owned by Flame.

Congratulations on owning your very own conversational robot.

To learn how to program your new bot, just drop the bot and say 'hello'.

The bot will teach you everything you need to know!

examine kaiada

Kaiada (aka #3128 and Kaiada)

Owned by Flame.

It looks at you with a dark and brooding intelligence. You see a large bird with iridescent copper feathers that seems to shimmer in the light. It's piercing eyes constantly shifting color and brightness. Its talons are adorned with precious metals and jewels. The dark bird holds centuries in its devastating mind, and it is no untried veteran of the Arts. As you watch, a flickering aura blazes around it, and where there was a bird, now a panther, and now a wolf, and once more a silent evil bird... Kaiada looks at you inquisitively with eyes of utter madness and shifts spasmodically through a hundred different shapes in recognition of you, before losing interest and wandering away...

down

You feel great inner calm after leaving the comforts & beauty here.

The Lower Depths of the Pyramid

A dark and mysterious room, the walls are covered with hieroglyphics.

You can read them or write your own if you like...

You see rats scampering between the shadows on the floor...

You hear Steve Vai playing loudly in the background.

Iping lurks in the corner guarding the Treasure Room entrance.

Obvious exits: up to Pyramid

You see Hieroglyphic Wall, Flame's Sword, and Sarcophagus here.

examine sarcophagus

Sarcophagus

You see a golden liquid crystal sarcophagus with morphing fractal.

The details are kinda hazy but you are no longer where once you had been.

@go treasure room

Treasure Room

You see a dusty white light pour across the Pharaohs treasures from the small entryway, through which you just passed.

As your eyes become accustomed to your surroundings, you see soft velvet pillows and carpets amidst piles of precious gems and jewels.

Opals, azures, diamonds, emeralds, rubies and pearls blend and shape the beams of light into a thousand brilliant hues. The scent of sweet spices and jasmine fill the air.

Torches softly burn in the corners of the room, creating dancing shadows over the glistening jewels and your body...

The walls of the room are a golden liquid crystal, gently morphing different images, every so often you see a beautiful mirror framed in silver filigree.

Obvious exits: east to The Lower Depths of the Pyramid and smoke to Hooka

You see Torch and Pieter here.



tower

You climb a golden ladder up into brilliant light.

## The Ivory Tower

The south tower of the Smithsonian castle, which rises majestically into the azure sky.

(Ninja-Librarian's office.) Visitors are welcome.

Obvious exits: stairway to Heaven, road to Hell, PL to Public Library, and trail to Moss Rock Wilderness.

Ninja-Librarian and Antje are standing here.

You see AST 386, a window, and a gold coin here.

examine a window

a window (aka #4071 and window)

Owned by Ninja-Librarian.

Across the river in Virginia you see a garish neon sign flashing the words 'EAT AT BLUE MOON ESPRESSO'.

Obvious verbs:

turnon a window

turnoff a window

tune a window to <anything>

sch+edule a window

play <anything> on a window

pause a window

res+ume a window

autopause a window

dum+tape a window

g+et/t+ake a window

d+rop/th+row a window

gi+ve/ha+nd a window to <anything>

turnon a window

Guest turns on a window.

examine coin

a gold coin (aka #2482, a gold coin, gold coin, and coin)

Owned by Ninja-Librarian.

You see a Spanish doubloon, very worn and faded.

You can barely make out the inscriptions on it.

It looks like it was part of the treasure from an ancient ship sunk by pirates.

You wonder what it's doing here in MediaMOO.

If you're undecided about anything, feel free to toss the coin.

Obvious verbs:

toss coin

g+et/t+ake coin

d+rop/th+row coin

gi+ve/ha+nd coin to <anything>

toss coin

How many times do you want to toss the coin? Enter a number. Limit is 10.

[Type a line of input or '@abort' to abort the command.]

3

You toss the coin. It tumbles through the air and lands.

Tails.

You toss the coin. It tumbles through the air and lands.

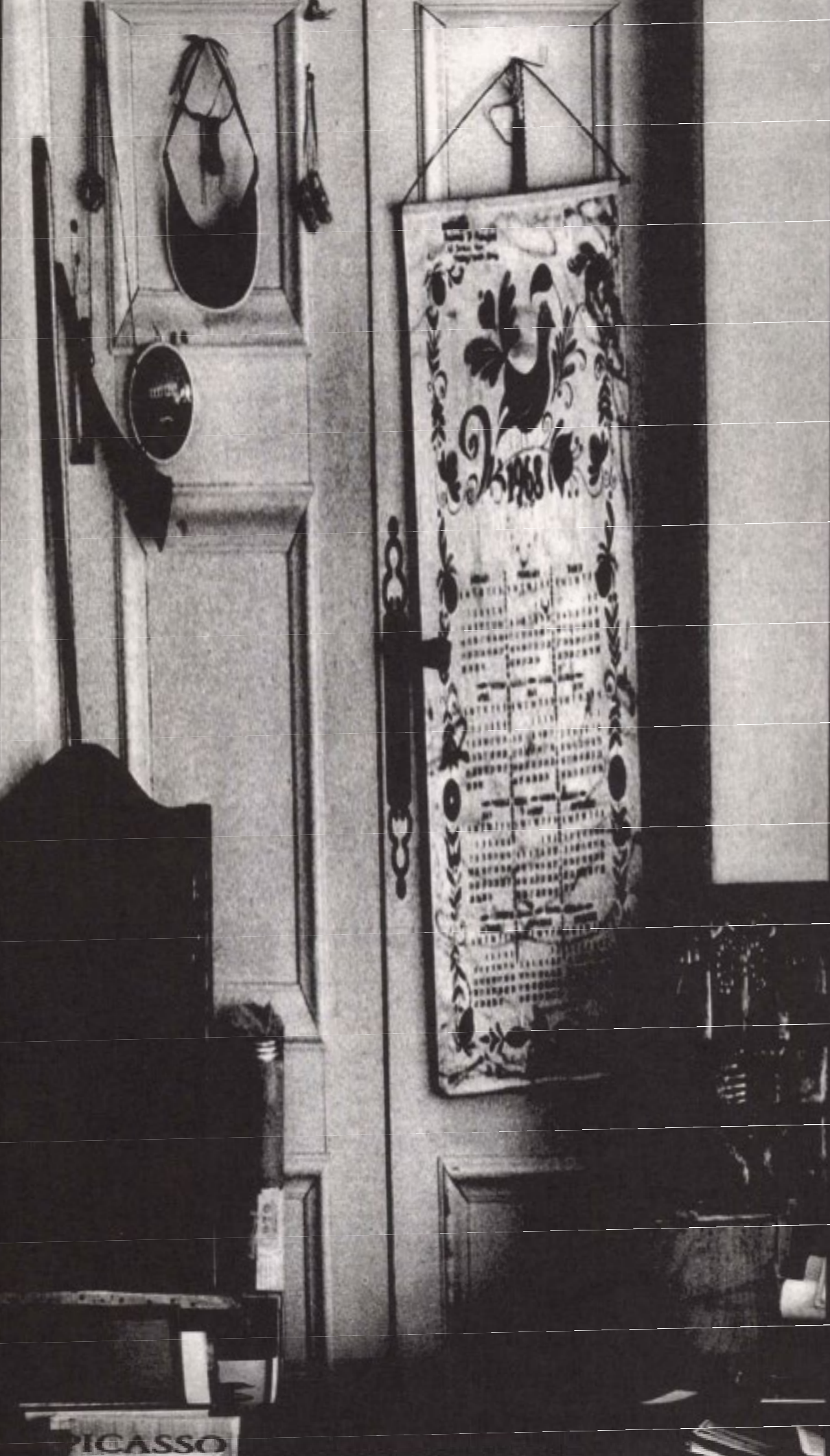
Tails.

You toss the coin. It tumbles through the air and lands.

Tails.

stairway

You fall into a reverie and your soul takes wing.



#### Heaven

A golden paradise flowing with grant money, artistic genius, and intellectual freedom.  
Obvious exits: retreat to The Ivory Tower and down to Public Library  
You see wind chimes, Famous Last Words, and the twilight zone here.

You feel blissfully relaxed.

examine twilight zone  
the twilight zone (aka #2108, the twilight zone, twilight zone, zone, and tzone)  
Owned by Ninja-Librarian.

You see a strange shimmering area. There seems to be an opening in it.

Obvious verbs:

g+et/t+ake twilight zone  
enter twilight zone  
d+rop/th+row twilight zone  
@lock-entry twilight zone with <anything>  
@unlock-entry twilight zone  
@about twilight zone  
@describe-inside twilight zone as <anything>  
@opacity twilight zone is <anything>

enter twilight zone

You are now entering the twilight zone

A very unstable area. If you move in any direction you might disturb the zone.

move

The zone begins to shake and dematerialize.

You feel a slight motion.

Outside the twilight zone, you see:

the atelier picasso

An airy studio atop the third floor of an apartment in the 6th arrondissement of Paris.

The zone restabilizes itself.

out

With a jolt, you are hurled out.

## The Atelier Picasso (#5479, the Atelier Picasso)

An airy studio atop the third floor of an apartment in the 6th arrondissement of Paris. The building is 18th century: the stone walls are cream-colored and cool to the touch, stone floors covered with intricately woven carpets from Kashmir and Petra, large windows open to the quiet street below. Signs of work scattered everywhere: papers, paintings, and a few mechanical sculptures. Around the room are a number of comfortable chairs, and a desk. On the desk, a bunch of irises stand in a black vase.

enter twilight zone

You are now entering the twilight zone

A very unstable area. If you move in any direction you might disturb the zone.





move

The zone begins to shake and dematerialize.

You feel a slight motion.

Outside the twilight zone, you see:

the PoMo-a-GoGo Lounge

The zone restabilizes itself.

out

With a jolt, you are hurled out.

## The PoMo-a-GoGo Lounge

Brightly lit with sunlight, the Lounge has deep bay windows on all sides, rioting with plantlife of various flavors. Large comfy cat-scratched pink and brown chairs that look like they came from a thrift shop (they did) are placed around the room, along with low tables. A large aquarium on one side contains a small overactive Southern Painted Turtle named Murphy. Books and papers are stacked everywhere, and a compact Mac sits on a desk in the corner. Boston weather is battering at the glass but it's cosy in here; have a bagel, sit down and watch TV; the Animaniacs is on PoMo channel 1, the X-Files are on PoMo channel 2. There's an Indigo Girls tape in the stereo, but They Might Be Giants' album Flood is on the other side if you're not in a mellow mood. PoMo has oral exams in the fall so be quiet; have some respect for the dead. You see the twilight zone here.

PoMo (<Alert>) and Esther are here.

examine PoMo

PoMo (aka #4116, PoMo, Jude, and Judith(2))

Owned by PoMo.

Resolved to keep her temper all summer.

Research interests: Postmodern novels, computers and writing, Virtual culture and science fiction.

enter twilight zone

You are now entering the twilight zone

A very unstable area. If you move in any direction you might disturb the zone.



move

The zone begins to shake and dematerialize.  
You feel a slight motion.  
Outside the twilight zone, you see:  
Gordon's Office and Lounge  
The zone restabilizes itself.

out

With a jolt, you are hurled out.

## Gordon's Office and Lounge

Gordon's Office is dominated by a massive oak desk won on a bet from a friend. Well taken care of and dark, but it also seems friendly. Halogen floor lamps are in every corner of the office. Along one wall is a massive stone fireplace. Since spring is coming the flue has been shut and the ashes from a very cold winter swept away.

Along another wall is what looks like a very inviting, very comfortable leather couch. Bookcases, full of tapes surround the walls and there are vcrs for viewing this vast collection. In the corner lighted by perfect three-point lighting are Gordon's two Emmys.  
You may look but don't touch.

Gordon and Arnoud are standing here.

You see gsp, gtv, gvcr, gcam, and the twilight zone here.

see gsp

gsp (aka #8507 and gsp)

Owned by Gordon.

Congratulations on your new slide projector! For operating instructions just 'show 1 on <projector name>' for a brief tutorial..Good luck!

If you should experience any difficulties contact cdr or paulb for assistance.

examine Gordon

Gordon (aka #8083 and Gordon)

Owned by Gordon.

Having left academic life (thank god), Gordon reverts to his professional role(s) as writer, producer, director, and manager.

Research interests:

distance education and multimedia

Comments:

This character class lets you set your mood with the @mood command.

Carrying:

gfer

Obvious verbs:

transform-msg Gordon is <anything>

whisper <anything> to Gordon

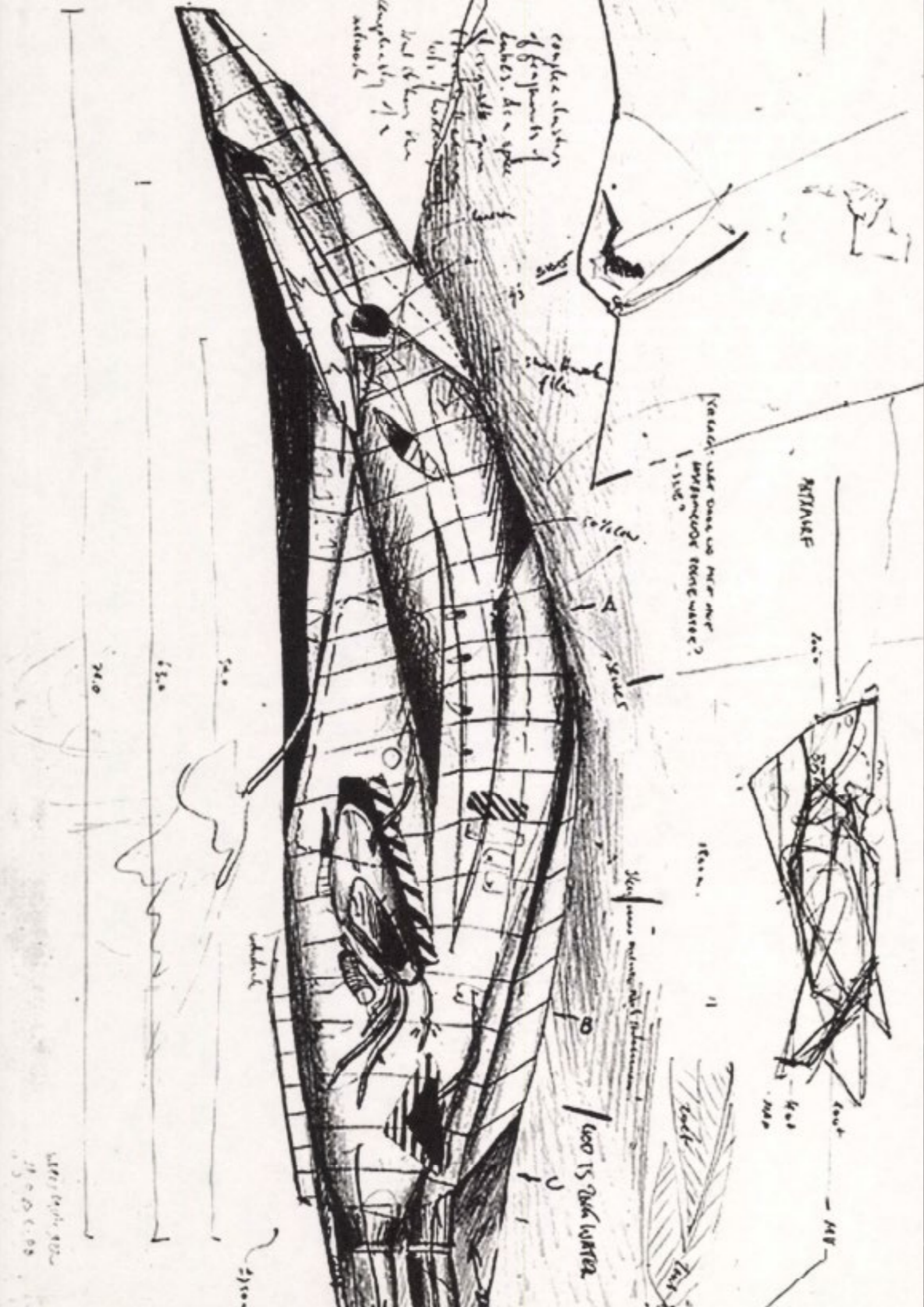
@mood

I don't understand.

enter twilight zone

You are now entering the twilight zone

A very unstable area. If you move in any direction you might disturb the zone.



move

The zone begins to shake and dematerialize.  
 You feel a slight motion.  
 Outside the twilight zone, you see:  
 U-505  
 The zone restabilizes itself.

out

With a jolt, you are hurled out.

## U-505

You are inside the cavernous Kriegsmarine slips at Brest, France, in 1942. Tied to the quay to your 'west' is the U-505, a type IXc U-Boat. You may go aboard and explore its interior. You can also learn more about its exterior by typing 'survey'. To learn the purpose of this virtual exhibit (the ACTUAL U-505 is on display at Museum of Science & Industry, Chicago) type 'mission'. To learn who helped create this exhibit, type 'credits'.  
 You see a gangplank heading west, toward the sub's Conning Tower.  
 You see Sub Guide here.  
 You see the twilight zone here.  
 BenHM (U-Boat Commander) and Nox are here.  
 You join BenHM.

west

You walk the gangplank to the sub's deck. A short climb leads you to the... Conning Tower. This is the conning tower - submariners call it a 'sail' - where the Captain can direct surface operations by direct observation. It has a chest-high wall that is more for weather, as the bullet holes attest. As on the quay, you can type 'survey' to look at the exterior of the U-505 in more detail.

You see a gangplank going east to the quay.

You see a circular hatch and ladder leading down. (Way down, and tight.)

To the east you can see Nox and BenHM (U-Boat Commander) across the gangplank.

You drop down into the conning tower.

mission

This series of rooms is a virtual representation of the actual U-505, on display at the Museum of Science and Industry in Chicago. The virtual exhibit is intended as a demonstration of the possibilities, toward the goal: of an on-line Museum.

survey

You start your survey from the front, or bow. The deck of the U-505 is flat, and made of boards supported above the cylindrical pressure-hull. Like most WWII subs, this is completely different from modern subs, where everything retracts into the smooth cylindrical outer-hull. Forward of the sail you see the davits and anchor winch. Directly in front of you, slightly to the left is the first generation air-search radar. You can learn more about it by typing <radar>. Immediately behind-and crowding you-are the masts for the periscope, air intakes and the schnorkel. Behind the masts are the two gun emplacements, each one a little lower than the other. For more about them, type <agun>. As you look further back, you see the tapered stern. You see no obvious entries, other than the hatch at your feet, since they're all hidden by the deck boards. To learn about loading and logistics in a U-Boat, type... For all of its 76 m (249 ft) the U-505 looks really big. Keep that impression in mind as you tour the inside, you're in for a bit of a surprise.

enter U-505

U-505 is still under construction.



#### retreat

You awake from a pleasant dream, strangely refreshed.

#### The Ivory Tower

The south tower of the Smithsonian castle, which rises majestically into the azure sky. (Ninja-Librarian's office.) Visitors are welcome.

Obvious exits: stairway to Heaven, road to Hell, PL to Public Library, and trail to Moss Rock Wilderness

Ninja-Librarian is standing here.

You see AST 386, a window, and a gold coin here.

#### trail

You leave for a restful vacation in an unspoiled area of tranquility.

## Moss Rock Wilderness

The hot sun shines down through thick leaves.

Several trails meander through the trees. You can 'hike' here, or 'ski' if there's snow. Change the season if you like! Rustic wooden benches are tucked away in cozy enclaves and there are large rocks. Feel free to sit awhile. A spectacular view awaits those who look ('look view').

#### look view

From here you see a dark Box Forest and a rugged Mountain. The Blue Sky is a dazzling turquoise and you can just make out a tiny helicopter flying by. In the far distance you see a familiar place, Curtis Common.

#### change season

To change the season, type spring, summer, fall, or winter.

#### winter

Lars changes the season to winter. A blanket of snow covers the trees and meadows.

You put on your cross-country skis, take your poles, and set forth...

Just follow the purple blazes. You will remain within the bounds of the Wilderness Area as you explore.

You herringbone up a steel hill, breathing deeply of the cool mountain air...

#### The Mountain

You stand before a crag marking the pinnacle of this mountain. A stream trickles down the mountain, emerging from a fissure in the crag, which is partially hidden behind an odd-looking specimen of vegetation.

Icy cold water gurgles around massive smooth boulders, forming pools where schools of fish dart in choreographed patterns. A grassy meadow invites you to the opposite shore, where there is some new construction.

You skillfully maneuver around a few rocks...

#### A rocky promontory

The sun stands in an empty hazy sky and beats down upon the gray rocks and the scrubby, parched grass. You gaze over an breathtaking vista.

Your show of your perfect telemark turns down a broad slope...

#### Sylvan-Glade

Pan's glade is a forest clearing surrounded by tall laurel, linden and mallorn trees.

You ski into a deep peaceful woods...

#### Mollywood

A dark and intriguing forest.

You finish your ski tour, feeling refreshed and invigorated. You take off your skis.

You lace up your hiking boots, take your staff, and begin a short hike...

Just follow the purple blazes. You will remain within the bounds of the Wilderness Area as you explore.



Adam, I'm home. Had such a nice day. They had this lovely application in ADAMS Lego-Mall to recreate yourself into a traditional concept of being. You did a great job, I love you for it

You head down the trail...

## Box Forest

Southern pines and oaks frame a clear stream. The water is cold, hinting at a spring upstream. There is a campsite barely visible through the trees. Clothing and shoes are piled on on a log by the water.

Obvious exits: camp to Faerie Camp, Over There to Rev.Mitch's Clench House, Rope ladder up to Victor's Banyon-Tree Hideaway, path to The Mountain, Slide to Adam's PlaySpace, and North to McTavish Castle.

You see Swimming Hole and The Universal Barge here.

examine swimming hole

Swimming Hole (aka #2027, Swimming Hole, hole, water, dive, and in)

Owned by GeorgeMado.

The screen of the Swimming Hole is blank, but it seems to be shimmering slightly.

You feel strangely drawn to it.

You dive through the water into the Internet. sar.usf.edu

You are in a maze of little twisty passages. You see the back of a computer screen here.

Obvious exits: down to usf.edu, vesheu to vesheu.sar.usf.edu, out to Box Forest, and virtu to virtu.sar.usf.edu

north

McTavish Castle

A huge forboding granite castle. Ravens swoop down around your head and a cold wind blows salty spray off the sea north of here.

You hear the whining sound of bagpipes coming from the castle's interior.

Obvious exits: south to Box Forest and jump to The Universal Barge.

Mandy is here. Your whole body quivers and shakes as you are sucked back in time and space to Scotland in the time of Bonnie Prince Charlie.

examine mandy Mandy (aka #2511 and Mandy)

Owned by Mandy. A young woman wearing a long floral dress and birkenstocks

Carrying: Essay

south

You step through the time hole. The smell of heather and gorse leaves your senses as you return from the highlands of Scotland to...

Box Forest

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You see Swimming Hole and The Universal Barge here.

slide

You sit down in a small pool of water and push off into the abyss. The slide twists and turns through the forest and into a dark cavern. Suddenly, you are dropped into another pool.

You get up, dry off, and walk up the path to...

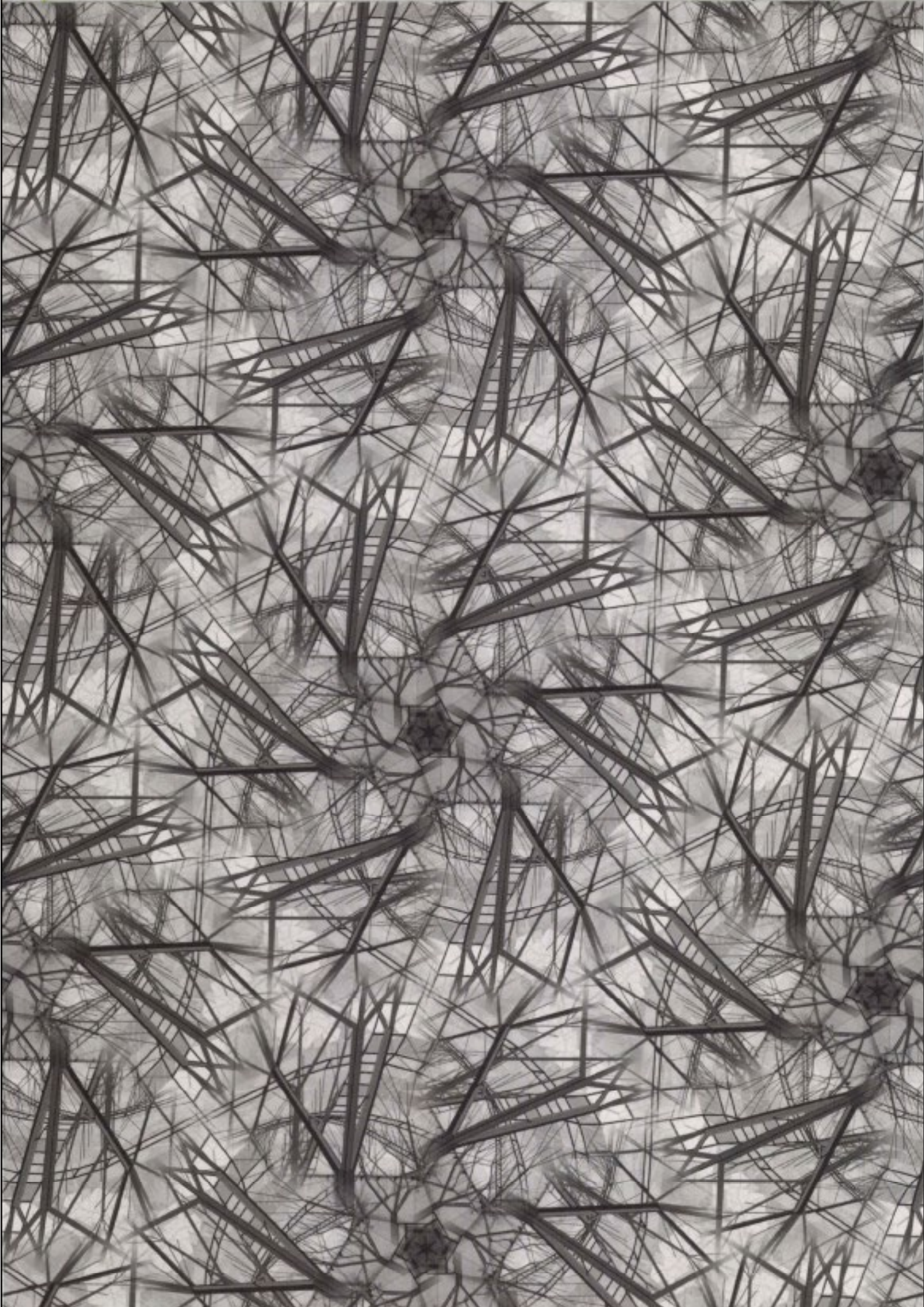
Adam's PlaySpace

A large brightly crayoned sign welcomes you! You see a medium size room with a large basin filled with colored balls and a small swimming pool on the balcony. A fluffy air cushion is on the floor and the walls are brightly colored.

Obvious exits: Climb up to Box Forest

Adam is here.

You notice your hair is still a bit damp and you shake off a bit more.



@go STS Sub-River Tunnel

STS Sub-River Tunnel

A long corridor with burnished chrome paneling. A soft glow emanates from fluorescent lights recessed behind the paneling at intervals along the corridor. You feel very much underground. A plethora of exits beckons to you.

At one end of the corridor there is a spiral staircase that ascends to the STS Centre above. STS folks are welcome to build their own rooms and connect them here.

For information read the Note on Building or type: help @dig

Obvious exits: up to STS Centre Underwater Corridor, roots to Fraxter's Treehouse, abode to Zebre's Abode, fly to icy bay, tower to The Ivory Tower, under to The Seamless Web, airlock to Charles River Airlock, fame to HyperHallOfFame, crossroads to Summa Nulla, steps to GregS' Office, temple to Tikal, board to Corwin's Cabin, n to Room of the Wild MiNd, pop to Singularity, AI to AI 6th floor hallway, chio to Chio's Computing Office, oz to Down Under, Jesse to Ostranenie Unltd, Lair to Rahvin's Lair, burrow to Arboreal DellShop, lower to Lava Laboratory, dig to McLuhan's Grave, and study to Wes's Study

You see Note on Building here.

n

## Room of the Wild MiNd

This looks like someone's backyard, complete with a rusty bike lying against an aging oak tree. In the branches of the tree is an elaborate treehouse with a rope ladder hanging from it. Under your feet are some oddly placed leaves, perhaps you should look at them more carefully. You see The Writer's Hideout here.

examine The Writer's Hideout

The Writer's Hideout (aka #7928, The Writer's Hideout, and hideout)

Owned by Nikki.

Looks like the treehouse you always dreamed you'd build when you were a kid, although this place looks slightly more fancy. There's a cozy-looking seat and a couch, with a table covered with wirebound notebooks and stained with mug-rings. Climb on up and visit, and when you'd like to leave, go on down.

Nikki (relatively busy) and Rein are here.

look nikki

Usually smiling gal, awaiting her last year of college with some trepidation, but still excited to be in the journalism field. Note, that is journalism, not anything that has to pertain to that O.J. guy, or Nancy Kerrigan. \*smirk\*

She is sleeping.

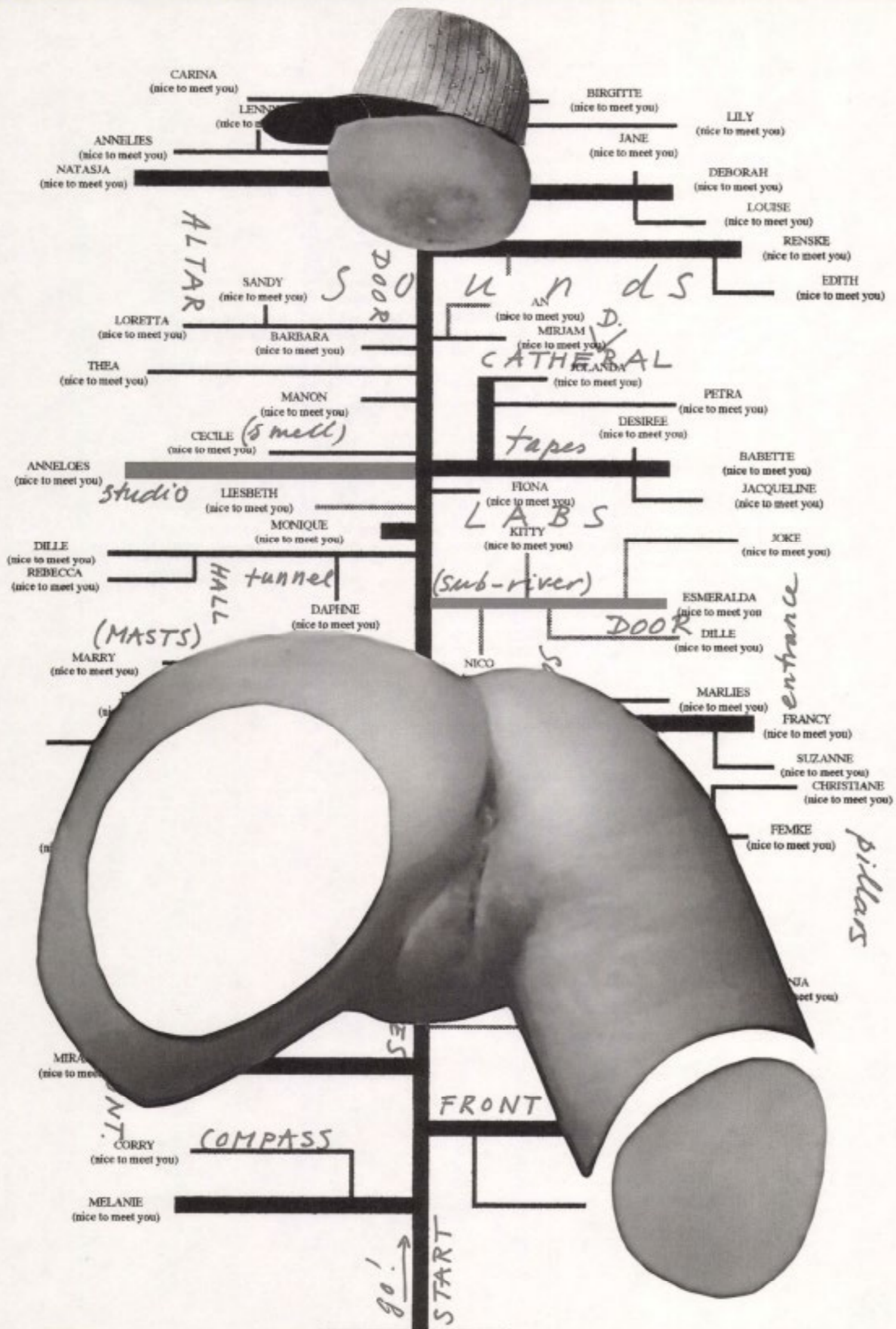
Carrying:

intricately carved crystal vase      Nik's Incredible Edible Notes

Wild MiNd      John Donne

Slide Projector #2

board



board

## Corwin's Cabin

The smell of salt air and gentle rocking of the deck tell you that you have boarded a ship. You see navigation charts, maritime instruments, and books of naval history and adventure all around the room. Standing in this room makes you yearn for command of your own ship and the grand adventures to be had.

An antique Oak desk covered with charts and manuscripts faces the door you just entered. Numerous wooden stools are available for visitors to this cabin. The sounds of lines being pulled taught, sails raised, hatches opened and closed, and a myriad of other sounds surround you. It is as if a ship were being prepared to sail....

Corwin is standing here. You see Compass Box, Map Case, a bulletin board, and Ghost Ship here. Obvious exits: ashore to STS Sub-River Tunnel and east to The Mariner's Cathedral Five bells. Q.S. Serafijn is here.

examine Map Case  
 Map Case (aka #1347 and Map Case)  
 Owned by Corwin.  
 Congratulations on owning a high tech VCR! To operate your new vcr hook it up to a tv and load in a tape! Type 'manual vcr' for complete operating instructions.  
 If you need further assistance please see cdr or paulb.  
 It is empty.

examine Ghost Ship  
 Ghost Ship (aka #1761 and Ghost Ship)  
 Owned by Corwin.  
 A spectral craft with ragged sails, ancient wood, and skeletal crew. It appears to sail on an ominous mist, and the sound of banshees can be heard...

enter Ghost ship  
 Unfortunately, Ghost Ship doesn't let you enter.

examine Corwin  
 Corwin (aka #6685, Ray, Raymond, and Corwin)  
 Owned by Corwin.  
 The first thing you notice is the coffee cup. It is held like a talisman in the hand of this young gentlemen with brown hair and green eyes that some have called dreamy. He is dressed casually, but respectably. A confirmed bachelor, with a bachelors late night habits and haunts, he thinks the MOO is one of the best things to it the planet since the idea of running water was invented. As you finish your inspection, you notice that the coffee cup has a peculiar tendency to turn into a martini glass at random intervals. He is wearing pirate garb. He is listening to Marillion.  
 Research interests: Virtual workplaces and labs.

east  
 You feel a sorrow pull upon your heart as you solemnly approach...  
 The Mariner's Cathedral  
 You find yourself in a large stone room with high pillars that are shaped like ship's masts. The gentle sound of surf surrounds you, combining with the requiems being played by the large coral organ at the front of the room.  
 As you walk around, you see that there are a number of alcoves to either side of the hall. Each one shows a scene of sailors battling the sea, and losing.  
 These alcoves are memorials to the sailors who have gone out, but not returned.  
 Obvious exits: west to Corwin's Cabin  
 You see a robed and hooded priest kneeling before the altar here.  
 All those in attendance please offer a moment of silence.

ashore  
 You feel a stiff sea breeze blow you off the deck, and as the sound of sea shanties fades, you arrive at...



## A Bathroom

A simple little bathroom. Nothing too complicated here; no eyes in the stalls for automatic flushings, no springs in the faucets for automatic washings.  
Obvious exits: out to STS Centre Rooftop Cafe  
You see A Toilet and A Sink here.

examine a toilet

A Toilet (aka #3925, A Toilet, toilet, toi, loo, can, john, and pooper)  
Owned by Drikao.

This is a toilet in the grand old style of days gone by when fiberglass was but a twinkle in [the scientist's] eye. It is black and white, tall and slender, graceful but filled with purpose.

Obvious verbs:

flush a toilet  
g\*et/t\*ake a toilet  
d\*rop/th\*row a toilet  
gi\*ve/ha\*nd a toilet to <anything>

flush a toilet

You flush the toilet. It gives out a great roar of appreciation.

examine a sink

A Sink (aka #5919, A Sink, and sink)  
Owned by Drikao.

This sink is small and hangs high on the wall. Above it there is a small mirror, and to the left there is one of those paper towel dispensers that can be so annoying. It doesn't look out of place here because it is just as old and crusty as everything else. There is a tap each for hot and cold, and a large knob for stopping the drain. Around the drain and the emergency overflow escape from flooding holes: the porcelain has chipped away to show the corroded metal underneath. It's all nice and green. If you have been in the bathroom and don't want your mother to yell at you, you ought to use the sink.

Obvious verbs:

turn <anything> on a sink  
turn-fork a sink  
unplug a sink  
plug a sink  
g\*et/t\*ake a sink  
d\*rop/th\*row a sink  
gi\*ve/ha\*nd a sink to <anything>

plug a sink

You have plugged the sink.

out

STS Centre Rooftop Cafe

The roof of the STS Centre has been covered with clay tiles and converted into an outdoor cafe. It's perpetually sunny and breezy here. You can hear the sound of seagulls crying and jet planes taking off from nearby Logan International Airport.

There are several tables that you could sit at with umbrellas to shade you from the sun.

Behind a counter off to one side of the roof, you see Mike, the waiter.

He looks helpful.

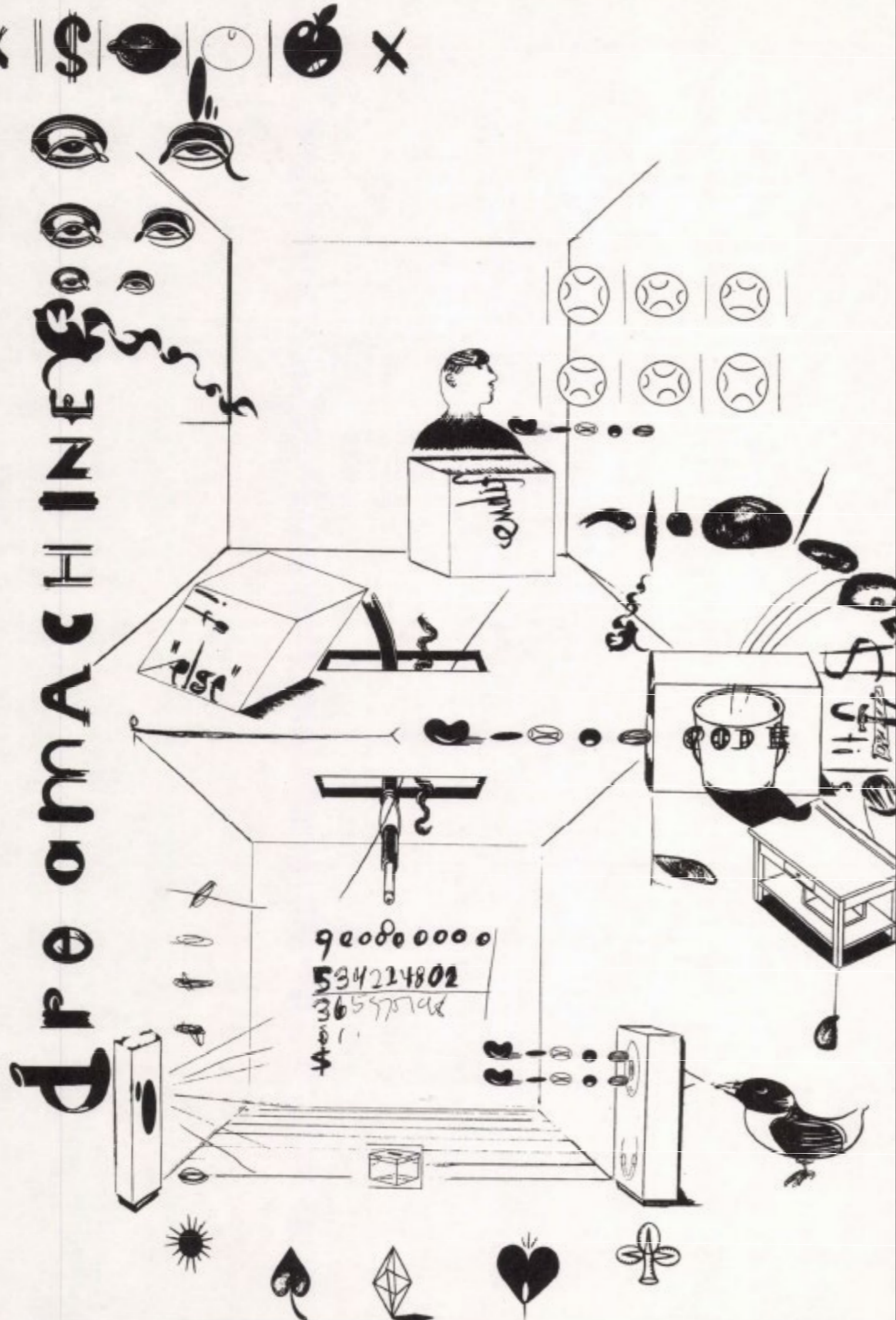
Obvious exits: down to STS Centre 3rd Level Hall

You see Mike the Waiter, Diving Board, ten HighBalls, and empty bloody mary here.

Mike the Waiter nods to you.

Mike the Waiter says "Welcome back, Rosanna."





@join edward

## The Wub

You stumble through the entrance of a large container with soft outside walls. There are many wall rugs here, mostly with Indian motives, and it is well lit. There is the pleasant smell of freshly ground coffee beans in the air, and a percolator is buzzing away in one corner. The air is thin, but you feel weighty and your eyelids become heavy as you peruse the room. You feel as though in a cave, where prehistoric peoples spend their winters. It is warm here. A great deal of cushions is scattered on the floor, and while they seem comfortable, some people don't like sitting there because their legs fall asleep. Various computers and terminals are stacked against the walls, with the hum of their fans driving you mad. An antiquated-looking air conditioning system blows soothing cold air into the room from the far left. A bird flies past outside, which you can't see, as there are no windows here. Some thumpa-thumpa disco shit is being played loudly over the huge speakers on one wall.  
 Obvious exits: down to The Celestial Cavern and workshop to Workshop, Inc.

workshop  
 Workshop, Inc.

You see a large workbench against the left wall, under a window. On it, when you look closely, are several boxes, each neatly labeled. There is a blue one that says: 'if - else - endif' on the label, and a yellow one that reads: 'return;' on it. On the other side of the workbench is a green, slightly larger box whose label reads: '\$utils'. There is a still larger red bucket right in the middle with a label that says: 'other people's code'. There is a really big and fluffy orange couch right in the middle 'The Guide' pretty loudly.  
 You see Toy Box and CD Changer here.  
 Obvious exits: wub to The Wub, arcade to MediaMOO Arcade, and igloo to An Igloo  
 This room is unlocked.

arcade  
 MediaMOO Arcade

A loud and colourful games parlour, under construction still. Please feel free to contribute your own game machines and game rooms here.  
 Obvious exits: workshop to Workshop, Inc.  
 You see Dream Machine and Jack here.  
 Edward is here.

examine Dream Machine  
 Dream Machine (aka #1951, Dream Machine, and slots)

Owned by Winter.  
 A really nice and antique looking slot machine. You may 'yank' it, if you feel lucky today.  
 Obvious verbs:  
 yank Dream Machine  
 get/take Dream Machine  
 drop/throw Dream Machine  
 give/send Dream Machine to <anything>  
 yank Dream Machine  
 You yank the lever on the slot machine...

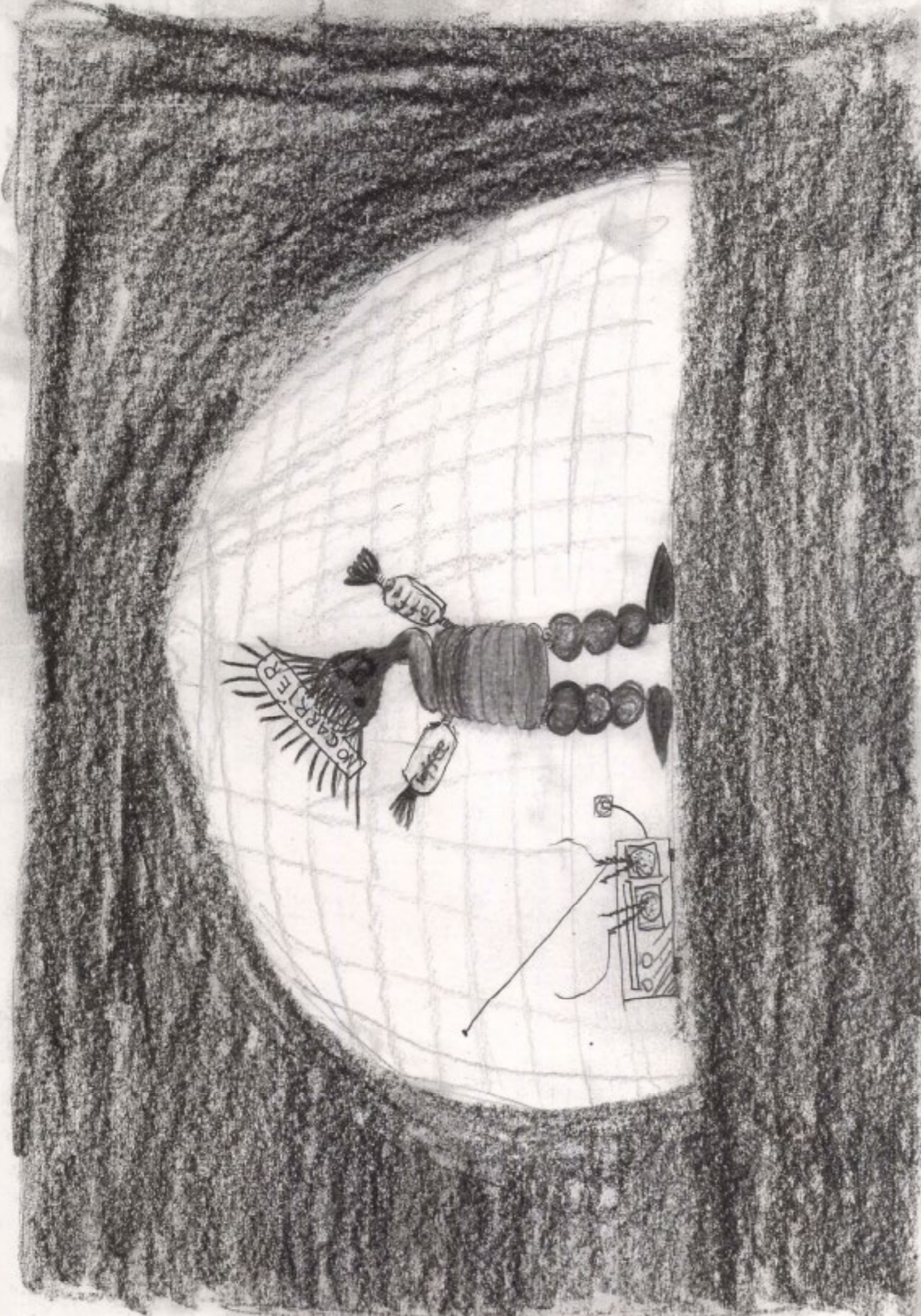
```

  //// The Dream Machine ////
  peach peach apple
  ////      ////
  
```

Close, but not close enough. You get one coin.

examine jack

Jack (aka #9658, Jack, and j)  
 Owned by Rush.  
 A blackjack game. Commands include: play bj, hit bj, stand bj, bank bj to <value>, bet bj to <value>.



@go the great lake

## The Great Lake

You see a gigantic lake, with some anomalies. Half the lake looks like it is summer, and the other half is frozen over with ice. The cut-off point is neatly in the middle, and you can't seem to understand this obvious confusion of nature's ways. You stare at the lake for quite a while in disbelief. Until it dawns on you: this is vr!  
You stand on the edge of the ice and peer out over the water...  
You see An Igloo, A Rock, @toad, WinterTrivia, Steven Brust's -Jhereg-, and The Rock here.  
Obvious exits: meadow to Morningside

examine an igloo

An Igloo (aka #8999, An Igloo, and Igloo)

Owned by Winter.

You see a small and cosy looking igloo. The ice on the outside is blinding white and shimmers.

Winter lives inside.

the infamous Winter is here.

Obvious verbs:

enter an igloo

get/take an igloo

drop/throw an igloo

@lock\_entry an igloo with <anything>

@unlock\_entry an igloo

@about an igloo

@describe-inside an igloo as <anything>

@opacity an igloo is <anything>

enter an igloo

Unfortunately, an igloo doesn't let you enter.

look Winter

Arctic light freezing cold damned snow slush black ice frozen catastrophic genuine dreadlocked mocha almond fudge icemonster. He is wearing a stick-on tattoo on his forehead that reads 'NO CARRIER'. He is listening to Elvis Costello.

He is awake and looks alert.

Carrying:

unconditional love

Winter's BlackJack

Rush's beautiful wings

Suddenly, out of the Great Lake, rises the ghastliest, nastiest looking thing you have ever seen!

Out of the Great Lake arises a monster! It makes a loud, fierce, hissing noise and spews fire at you!

The noise becomes deafening! You cower down and look around you for help...

Still, curiosity pulls you towards the monster. You look at it close so you can tell all your friends about it later...

The monster is large, with grey silvery scales all over its huge 20-ft body! It's eyes are bright orange! The monster makes one last ear-shattering noise, and >>>splashes!<<< back into the Great Lake.

You think to yourself that no one else probably saw any of this.

meadow

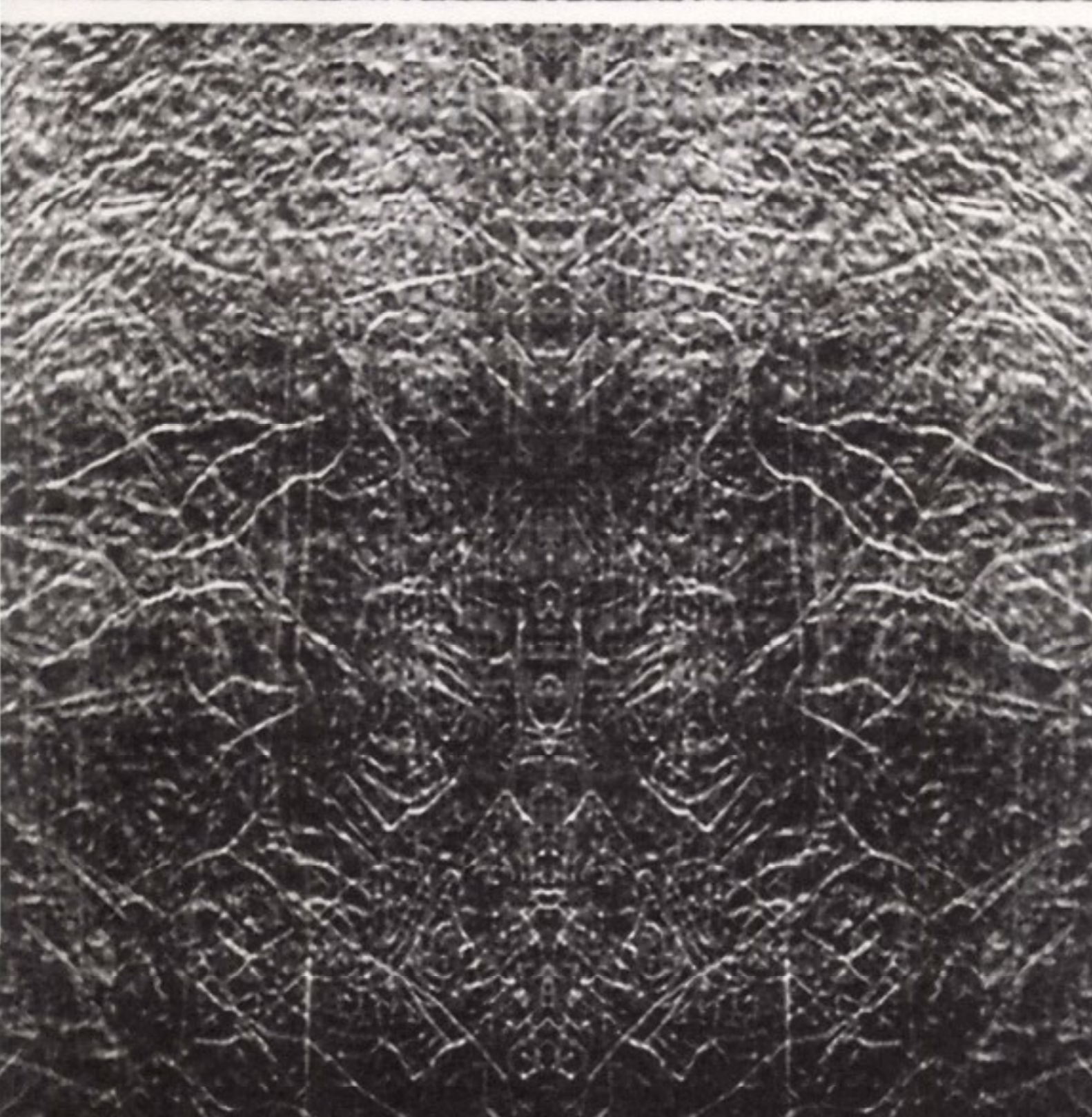
Morningside

A quiet meadow where one can commune with nature. Most of the animals are friendly unless they are provoked, so relax, enjoy and watch the fluffy white clouds float overhead in the brilliant blue sky.

You see a shepherd, a herd of cows, and a flock of sheep here.

Obvious exits: cavern to The Celestial Cavern and lake to The Great Lake

A cow ambles from the herd, and MOOs at you.



cavern

After entering the airlock, you are quickly catapulted down to ...

## The Celestial Cavern

You enter a dark thermal cave. A map of the stars is being projected onto the ceiling. You can barely make out the shape of a book in the far corner. It is a brand new copy of Stephen Hawking's "A Brief History of Time." You notice a sign that reads: "Grammar Does Not Count Here."

A corner of the cave is surrounded by paper and various writing utensils. A fuzzy bat mumbles in its sleep in the deeper recesses of the cave. You are more than welcome to lie down, stare at the stars and contemplate the mysteries of the universe.

Obvious exits: up to The Mub, west to FourthWorld, trap-door to Fraxter's Underground Suite, and meadow to Morningside

You see poetry generator, Onada! Cyberdeck, and Otyer is standing on his head fast asleep right over here.

Otyer and Mindlace are here.

examine Otyer

Otyer (aka #5064 and Otyer)

Owned by Otyer.

Midnight's Otyer. Hands, fingers, thumb, teeth (for chewing only), mind (terrible thing to waste), feelings, manners (hard to find sometimes), feet, eyes (2), but no wings. He looks just like his picture. He is a boy.

Carrying:

pointail Comb made out of a Pinecone

Carving on a Tree

Obvious verbs:

whisper <anything> to Otyer

examine poetry generator

poetry generator (aka #6407, poetry generator, and generator)

Owned by Winter.

This machine will generate truly random poetry in an anarchist-dadaist-schizo-mental-paranoid way. Just type in 'activate generator' to switch it on.

Obvious verbs:

activate poetry generator

get/take poetry generator

drop/throw poetry generator

give/hand poetry generator to <anything>

activate poetry generator

Joseph activates the poetry generator.

The poetry generator says in a somewhat metallic, yet beautifully rounded voice:

himself thinks somnabulent

disenfranchized over calculator

words lonely

jupiter imagery deserted she

their themselves poem somnabulent

disenfranchized deserted

their internet

types altruistic calls

that qualified darling

marks it

@quit

\*\*\* Disconnected \*\*\*